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The state of gaming in Dutch libraries

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• Digital story telling
• Being part of the story
• Changing the story as you go
• The ending can change
• You can experience it with other people!
Oome Keesje Vertelt

[Image]
Serious games vs. entertainment games

- Not considered fun
- Has an educational component
- Is less costly
- Targeted audience is smaller

- Fun!
- Just for fun?
- Can easily cost millions
- Targeted audience is large
Gaming throughout the years
Where are we now?

Movement games!
Public gaming events
Part of every day library work
Game Collections

• Cancelled in 2006
• Renegotiated in 2009
• Standing contracts with Ubisoft, Activision, Nintendo etc.
• Different per library – 16+ games
Current initiatives

• A meet and greet with the writer
• Differences between book and game
• Debate on merits of having a game created on the basis of a book.
Gamification

Gamification is the use of game thinking and game mechanics in non-game contexts to engage users in solving problems.
“The Bet”

• 3 famous Dutch people challenge youth to read 3 books over 6 months
• If the challenge is completed you can win prizes
• We make it more interesting by implementing game theory! Short activities/tasks that create interaction!
Gamification in a course about finding information online

• Make learning fun!
• Direct rewards implemented in the course, visible and shareable!
• Respecting online privacy
Schoolwise

• How can we make an existing program more engaging for children?
• How do we keep them coming back and actually use the software?
CrimeScene App

- GPS based crime scene app
- Ability to play offline
- Joint venture between archives, library, museum and schools
- Solve real historical crimes in your own town visiting relevant sites!
• Questions need to be answered during the trip around town, and pictures need to be taken of relevant sites.
• Online and offline activity are measured for the score – given by the teacher
Challenges

• Subsidies to libraries being cut
• Staff needs to have a positive attitude
• Time
• It may be considered “something extra”
• Development is constant