



Games in Libraries: Essays on Using Play to Connect and Instruct

Breanne A. Kirsch

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Librarians are beginning to see the importance of game based learning and the incorporation of games into library services. This book is written for them--so they can use games to improve people's understanding and enjoyment of the library.

Full of practical suggestions, the essays discuss not only innovative uses of games in libraries but also the game making process. The contributors are all well versed in games and game-based learning and a variety of different types of libraries are considered. The essays will inspire librarians and educators to get into this exciting new area of patron and student services.

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