

Social Computing and the Information Professional

Elizabeth Lane Lawley
RIT Lab for Social Computing
www.it.rit.edu/~ell

Girls Just Want to Have Fun!

Elizabeth Lane Lawley
RIT Lab for Social Computing
www.it.rit.edu/~ell

All Work and No Play Makes Jack a Dull Boy

Elizabeth Lane Lawley
RIT Lab for Social Computing
www.it.rit.edu/~ell

All the world's a *game*...
and all the men and women
merely players

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mamamusings

elizabeth lane lawley's thoughts on technology, academia, family, and tangential topics

MANY ² MANY

A group weblog
on social software

misbehaving.net

"Well-behaved women seldom make history." --Laurel Thatcher Ulrich



What if we could harness the technology behind World of Warcraft for use in libraries? What if we could create library systems that were more like World of Warcraft and less like Pong? Have we even created the Pong version yet?

I want a gaming librarian!

- Jeffrey Trzeciak



Galataea, Level 60 Troll Priestess



**“It’s all about play, as well.
Learn from the gamers.”
- Michael Stephens**



Jane McGonigal

Cory Ondrejka

OOOF!



Villager?
Or Werewolf?



What is a game?

- a. A form of play with goals and structure.”
(Kevin Maroney)

- b. A game is a form of art in which participants, termed *players*, make decisions in order to manage resources through game tokens in the pursuit of a goal.” (Greg Costikyan)

- c. An activity with some rules engaged in for an outcome.” (Eric Zimmerman)



Expanding Minds, Empowering Individuals, Enriching the Community



Learning 2.0



Staff Prizes & Incentives: ([back to top](#))

23 Things - Every staff member who completes all 23 things will receive a USB MP3 player* capable of holding at least 256mb worth of data, music and/or audio files. The device can not only be used as a regular USB/Flash drive to store work files, but it can also be used to download and play [NetLibrary](#) audio books, music and more.



Staff have until Oct 31st to complete all 23 items in order to receive the USB/MP3 Player.

Staff Day Incentives - Staff that complete the program by October 6th will receive their MP3 players early and will also be entered into a prize drawing for pda (personal data assistant). The drawing will take place during All Staff Day, Monday October 9th. In order to qualify for this drawing, staff must have all "23 Things" completed and entered into the tracking log on PLCMC Central (staff intranet) by Friday, October 6th.

Final Prize Drawing - All staff who complete 23 things by Oct 31st, will receive an MP3 player and will be eligible for the final prize drawing - a new laptop.



Cruel 2 B Kind is an experimental game by [Jane McGonigal](#) (42 Entertainment) and [Ian Bogost](#) (Persuasive Games)

[Get notified](#) about future games, or [host your own](#).

Will innocents be caught in the cross-fire? Oh, yes. But when your secret weapon is a random act of kindness, it's only cruel to be kind to other players...



[about](#)

[how to play](#)

[host a game](#)

[sign-up](#)

ALL IN

FULL OFFICIAL 100% US ARMY CERTIFIED GRADE A RULES FOR TOMBSTONE HOLD'EM POKER

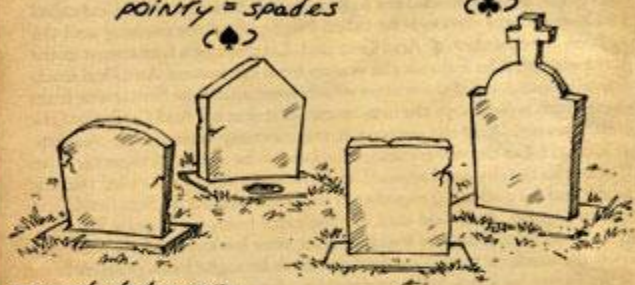
POKER



The key thing about the game is,
there's only four shapes
you get on top of a tombstone.

statue on top = clubs

pointy = spades



rounded = hearts



flat = diamonds



Take the last year in the date of death, that's
your card value. d. 1945, that's a 5; d. 2001,
the one is the Ace.



Two names on the stone? That's a Jack.
Three is a Queen, four or more is Kings.

Lay out the flop -- 5 regular cards if you
got 'em, a line of 5 tombstones if you don't.

Now each pair has two minutes to find their
two best hole cards. Trick is, you got to be
able to touch both tombstones and each other
at the same time - so maybe I've got one hand
on a ten of hearts, and the other on my buddy's
toe while he's stretched out to touch another
heart for the flush.



After 3 minutes, whoever's got the working
watch yells out "LAST CALL" and everybody
runs hell for leather back to the flop and
says what they found. Only the best hand has
to prove it, and in case of ties, first back to
the flop is the winner.



***context* is king,
not content**

**it's about
unfettered experience**

**what's the immersive
experience we're
creating in public
libraries?**

**- Stephen Abram
(via Jenny Levine)**

(photo by Michael Sauers)

EXPERIENCE IS KING

42 creates unforgettable experiences that build meaningful engagement and emotional connections for audiences all over the world.

CONTENT IS QUEEN

42 develops original content and intellectual property that reside at the intersection of storytelling and game design.

ALL THE WORLD'S OUR STAGE

42 transforms any media platform or real-world space into a venue for storytelling and interactive experiences.

A PARTICIPATORY CULTURE

42 invites the audience to be an active part of our entertainment: participants create their own content and help enrich our experiences with their creativity and passion.

CREATING NEW MEDIA

42 breaks new ground in our ongoing efforts to engage audiences and build profitable relationships.

<http://www.42entertainment.com/see.html>



Casual
(level 1)

Casual participants:
Representing the broadest audience, they have a modest level of interaction which is focused primarily online; they seek a guide to help engage in the experience.



Active
(level 2)

Active participants: Representing the core "middle" audience, they have a significant level of interaction both on- and off-line; they engage in the experience at their own level and pace.



Enthusiastic
(level 3)

Enthusiastic participants: Representing the "tip of the wedge" audience, they have a very high level of interaction both on- and off-line; they become deeply engaged in the experience by providing "content" of their own to the community.

Fletcher Library Game Project

MACARTHUR

The John D. and Catherine T. MacArthur Foundation

Bibliographic Gaming

A blog for librarians interested in using video games to teach.

game on:
games in
libraries

Gaming in Libraries

List of Gaming Libraries

Posted in **General** by Jenny on the March 20th, 2006

I've just finished creating a list of every library that attended the MLS Gaming SIG a couple of weeks ago and filled out the form describing their gaming service(s). I've **added the info** to the **Gaming section** of the **LibSuccess wiki** in the hope that this will help all of you connect with one another. Feel free to create your own login and edit away, especially if your library is not listed! **A slightly longer explanation is here.**

1 Comment