

REGISTRATION

Please register online at::

<http://www.palibraries.org/events/Sessions.aspx?id=409627>

or at: <http://bit.ly/1eYVohd>

PaLA members, please log-in to the site before registering to receive the discounted rate

Registration deadline is March 19

WORKSHOP FEE (includes lunch)

For PaLA members: \$30

For non members: \$50

There is no refund of the workshop fee. If you are unable to attend, try to send a substitute.

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Due to space constraints, registration is required.

If you are unable to register online, please bring a check to the workshop made out to PaLA for your registration fee, and send an email to Noah Roth at: [rothn@parklandlibrary.org](mailto:rothn@parklandlibrary.org) to reserve your spot.

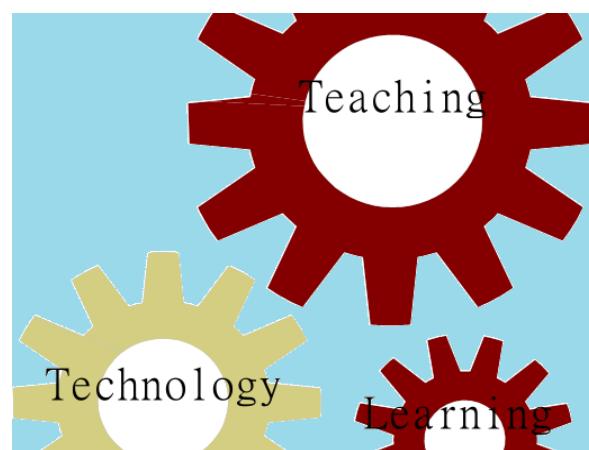
## ABOUT THE TL&T

The Teaching, Learning & Technology Roundtable is dedicated to providing support and professional development for librarians in academic, public and school libraries who provide instruction to all library users.

Check us out on the web: [www.palibraries.org](http://www.palibraries.org)

### Roundtable Focuses:

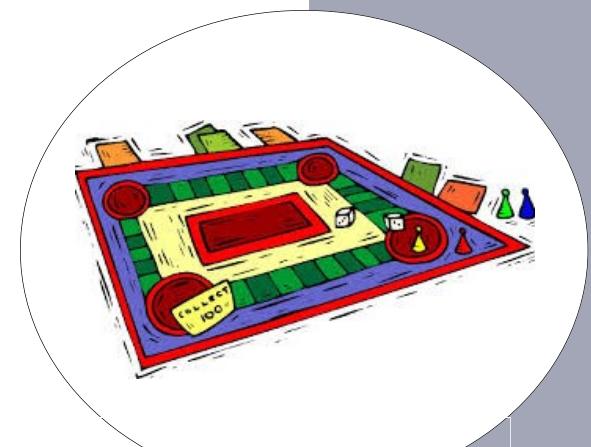
- Instructional Design
- Faculty Collaboration
- Promoting Instruction
- Classroom Management
- Problem-Based Learning
- Issues of Non-Traditional Learners



# Teaching, Learning & Technology

## Roundtable

*Presents*



### Play To Learn: Gaming In Libraries

*A workshop for  
all libraries*

**Friday, March 28, 2014**

**Dixon University Center**

**2986 N. Second St.**

**Harrisburg, PA 17110**

**9:00 a.m.-3:00 p.m.**

## Program

All Day Game Petting Zoo

9:00-9:30 Registration

9:30-9:35 Welcome

9:35-11:00 Keynote Speaker

11:00-12:00 Game Design For Librarians

12:00-1:00 Lunch

1:00-2:00 Large Group Game Play  
& Discussion

2:00-3:00 Lightning Round



## Speakers

**Keynote Speaker: Brian Mayer**

### ***The Transformative Power of Games***

Brian Mayer will discuss gaming in library settings with a focus on captivating student interest and promoting active learning.

Mr. Mayer is a noted library gamer and author, a gaming and technology specialist for the Genesee Valley Educational Partnership and an independent library consultant. He is the designer of the cooperative historical game *Freedom: The Underground Railroad*, and co-author of the book, *Libraries Got Game: Aligned Learning Through Modern Board Games*.

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Game Design For Librarians

Presenter: Christine Iannicelli
Gabriele Library
Immaculata University

In this presentation, attendees will learn how to design games for information literacy instruction. Trivia games, strategy games, and board games will be showcased.

Large Group Game Play & Discussion

Facilitator: Brian Mayer

Gain hands on experience with a large group game play session led by game designer and workshop keynote speaker Brian Mayer, followed by a reflective discussion.

Lightning Round

Hang onto your seatbelts! This Lightning Round comprises short presentations from librarians representing different institutions. Each presentation will have an additional 5 minutes for Q&A. Hear the ideas and experiences of other librarians involved in gaming.

This workshop will offer

4.5 ACT 48 credit hours

PaLA

**Pennsylvania
Library
Association**

"This project is made possible by a grant from the U.S. Institute of Museum and Library Services as administered by the Pennsylvania Department of Education and the Commonwealth of Pennsylvania, Tom Corbett, Governor, through the College and Research Division (<http://crdpala.org/>) of PaLA. Show your appreciation by becoming a member of PaLA! And if you are a member – thank you!"