

Gaming for “Seniors”



Presented by
Allan M. Kleiman, MLS

Texas State Library and Archives
June 2, 2011

Gaming for “Seniors”

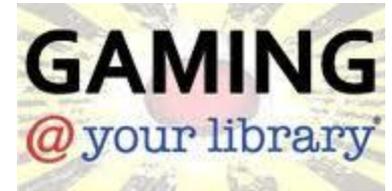


- ▶ Thank You, Texas State Library & Archives
- ▶ First Four Webinars on Service to Older Adults in June and July 2011
- ▶ “Gaming and Seniors”
- ▶ Different Perspective – Non-Gamer, Practical Advice
- ▶ If I can do it—so can you!

Gaming for “Seniors”

- ▶ Definitions:
- ▶ Gaming (Video Gaming, Board Games, Online Games, Card Games)
- ▶ “Seniors” (Baby Boomers, Greatest Generation, Silent Generation)

Gaming for “Seniors”



- ▶ Why “Game” in the Library?
- ▶ Social Interaction (between participants)
- ▶ Brings the Community Together (in the Library)
- ▶ Mental Stimulation (Using the Brain, Growing “New” Brain Cells)
- ▶ Eye/Hand Coordination
- ▶ Inter–generational Activity

Gaming for “Seniors”

- ▶ Everyone can participate (regardless of educational background, culture, language, etc.)
- ▶ Provides Group/Lifelong Learning Experience
- ▶ Exposure to New & Changing Technology
- ▶ Provides Ways for People to Become Physically Fit as well as Mentally Alert
- ▶ ****What else can you think of?****

Gaming for “Seniors”

- ▶ Adds and Additional Dimension
- ▶ Current Program Offer
- ▶ Makes the Library a Place to Go—Not a Place that one has to Go! (A Destination)
- ▶ Attracts a New Audience of Users (Same as with Teen Boys, for example)
- ▶ Hands-on-Technology Experience (for those afraid of new technology)
- ▶ Traditional “Games” Nostalgic

Gaming for “Seniors”

- ▶ Getting Started – Thinking & Planning
- ▶ What Type of “Gaming” are You Considering?
- ▶ Is “Gaming” going on in the Children’s Room or Teen Room?
- ▶ What Type of “Gaming?”
- ▶ Are You Involved? Do You Participate?
- ▶ Do you “Game” at Home? Children? Family? (Ads on TV show “Gaming” as a Family Sport)
- ▶ Does your Library own “Gaming” Equipment? Or Board Games, already?

Gaming and “Seniors”



- ▶ Let's Start with Board Games
- ▶ Board Games
- ▶ Puzzles (left out on a table)
- ▶ Card Games
- ▶ Chess, Checkers (out in the Library)
- ▶ Mahjong (Recreational not Gambling)
- ▶ Nostalgia Family Game Night
- ▶ Other Games
- ▶ (also think of these as inter-generational)

Gaming with “Seniors”

- ▶ Let's Move on to Video Gaming
- ▶ That's Why most of you are here

- ▶ Think of Video Gaming in Libraries – What Come to Mind?
- ▶ (is it a room full of 14 year–old boys?)
- ▶ (is it a room full of 74 year–old women and men?)
- ▶ Look at some ways to change your perception!

Gaming with “Seniors”

- ▶ Platforms (Companies)

- ▶ Wii (Nintendo)
- ▶ Ds (Handheld – Nintendo)
- ▶ Playstation (SONY)
- ▶ Xbox (Microsoft)

- ▶ (Think of Seniors and “Gaming” we “think” of the Wii and the Ds).



Gaming with “Seniors”

- ▶ Wii (Introduced in 2006/2007)
- ▶ Changed the “face” of gaming
- ▶ Controller made it easier to use
- ▶ Nursing Homes and Senior Centers Early Adopters



- ▶ Why not Libraries? (in my opinion, libraries were gaming with teens not seniors)

Gaming and “Seniors”

- ▶ Why Wii Gaming in the Library for Seniors?
- ▶ (already mentioned)
- ▶ Mental Stimulation (Using the Brain)
- ▶ Eye/Hand Coordination
- ▶ Social Interaction
- ▶ Inter-Generational Activity
- ▶ Group/Lifelong Learning
- ▶ Exposure to New Technology
- ▶ (so in the last 4 years, libraries across the country and around the world are now gaming with “seniors”



Gaming and “Seniors”

- ▶ The Second-annual “Evercare 100 @ 100 Survey,” sponsored by Evercare, polled 100 Americans turning 100 and older in 2007
- ▶ 1 in 7 had played Video Games
- ▶ (47% of online Games are Downloaded by 55+ Population)

Gaming and “Seniors”

- ▶ So, “seniors” know what video gaming is
- ▶ Remember the Baby Boomers were the “original” gamers
- ▶ How do we connect the two?
- ▶ How do we connect the non-gamers with the Library?

Gaming and “Seniors”

- ▶ Trace Steps – My Personal Experience
- ▶ June 2007, Article in New York Times
- ▶ Internet Librarian, October 2007
- ▶ First Gaming Day with Teens and Seniors, November 2007
- ▶ Monthly Gaming (Part of Friday Programs)
- ▶ Now Doing Gaming for ALL Ages

- ▶ What would I do today?

Gaming with “Seniors”

- ▶ Comfortable Yourself – Self-Planning
- ▶ Read up on the Wii, Ds
- ▶ Look at “Nintendo Power,” etc. Read ads
- ▶ View the Library Literature (Liz Danford in LJ monthly or articles by AK or YouTube)
- ▶ Visit another Library (close by) or call and speak to them
- ▶ Participate and Do Some Gaming (I bought a Wii and a Ds for home to use and play with)
- ▶ Does your Library already have a Wii?

Gaming with “Seniors”

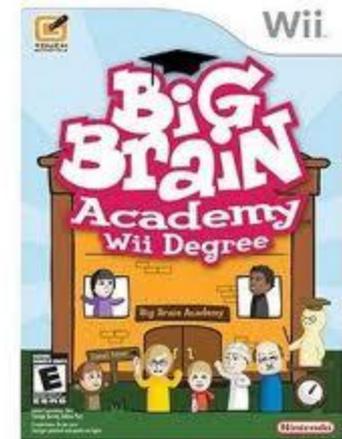
- ▶ **Library Planning – This is Crucial!**
- ▶ “If we Wii – Will they Come?” Maybe?
- ▶ Are You Gaming with Teens Already?
- ▶ Can You Develop That Into an Intergenerational Activity – (Wii) Bring a Parent to Game Night!
- ▶ Are there staff members that Game? Can they help you?
- ▶ Would the Teen Advisory Board Help You Get Things Started?

Gaming with “Seniors”

- ▶ Where will you game? (in the Library, a Meeting Room)
- ▶ When? Morning or Afternoon (What is Your Audience?)
- ▶ How will you publicize the events?
- ▶ Who is Your Target Audience?
- ▶ Do you already have programs for seniors? If not, why are you starting with the Wii?
- ▶ How will you evaluate the success?

Gaming and “Seniors”

- ▶ What Will You Play?
 - ▶ (start slow and move on and on and on)
 - ▶ Wii Bowling
 - ▶ Big Brain Academy – Wii Degree
 - ▶ Wii Play
 - ▶ Game Shows (The Price is Right)
 - ▶ Mario Kart (with Wheel)
-
- ▶ Ds (Libraries are Buying and Loaning)
 - ▶ Brain Age, Brain Age 2



Gaming and “Seniors”

- ▶ What Have “Wii” Found—
- ▶ Great Social Interaction
- ▶ Helping Each Other Learn
- ▶ Great Relationships Between Teens and Seniors
- ▶ Feeling of Accomplishment at Learning New Technology

Gaming and “Seniors”

- ▶ Not So Successful--
- ▶ Endless Ocean
- ▶ Super Mario Galaxy
- ▶ American Idol

- ▶ (Leave a few games for “seniors” to choose from).

Gaming and “Seniors”

- ▶ Wii and Persons With Disabilities
- ▶ Visually Impaired (Large Screen)
- ▶ Wheelchair Bound
- ▶ Used in Wiihabilitation, with Persons who Have had a stroke, surgery, etc.
- ▶ Interactive and Entertaining

Gaming and “Seniors”

- ▶ What are Libraries Doing?
- ▶ Bowling, Golfing, Tennis
- ▶ Tournaments with Senior Groups, Other Libraries
- ▶ Seniors are Playing With Their Grandchildren
- ▶ Using Wii as a Stepping Stone to Other Technology

Gaming and “Seniors”

- ▶ Schedule on a Regular Basis
- ▶ Get the Staff Involved!
- ▶ Publicize the Programs
- ▶ Serve Refreshments
- ▶ Create a “Fun” Atmosphere
- ▶ Seek “Senior” Input – What Works?
What Does Not

Gaming with “Seniors”

- ▶ Gaming Events – Combination, Board & Video Games (Something for Everyone)
- ▶ Libraries have set-up on the Library floor
- ▶ Do Demos to show people – Just like the mall
- ▶ Encourage Inter-Library Tournaments or Library-Senior Center or Nursing Home Tournaments

Gaming and “Seniors”

- ▶ Make the Experience Inviting
- ▶ Make the Experience Interactive
- ▶ Make the Experience Fun

- ▶ Join Libraries Around the Country (And Around the World - Gaming with “Seniors”

- ▶ Now---Let’s Wii!

Gaming and “Seniors”



Photo courtesy of Bay Area News

Dee Donaldson, 82, of Castro Valley, Calif. tries her hand at Nintendo Wii bowling. The Castro Valley branch of the Alameda County library organized a social event for seniors to play the video game and learn about new technology.

Gaming and “Seniors”

- ▶ Questions?
- ▶ Answers!
- ▶ (Note: Final Posted Version of this PPT will include links to resources that you can read and view)

Gaming and “Seniors”

- ▶ **Additional Resources:**
- ▶ Allan Kleiman on Gaming for Seniors
- ▶ http://www.libraryjournal.com/lj/review/wsgaming/886555-288/allan_kleiman_on_gaming_for.html.csp
- ▶ Gaming in Libraries Class
- ▶ <http://www.youtube.com/watch?v=kspqEiqnr0M>

Gaming and “Seniors”

- ▶ Video Games May Help Combat Depression

<http://www.sciencedaily.com/releases/2010/02/100225140910.htm>

- ▶ Video Games Improve Cognitive Skills

<http://news.illinois.edu/news/08/1211gamers.html>

- ▶ Brain Fitness Games for Older Adults

http://www.socialworktoday.com/archive/exc_020811.shtml

Gaming and “Seniors”

- ▶ The Librarian’s Guide to Gaming Toolkit
- ▶ <http://librarygamingtoolkit.org/eval.html>
- ▶ Why Wii? Adult Gaming in the Library
- ▶ <http://www.nypl.org/blog/2009/02/25/why-wii-adult-gaming-public-library>
- ▶ Wii Gaming GlenEllyn Library
- ▶ <http://www.youtube.com/watch?v=wKmSlZqclzU>

Gaming and “Seniors”

- ▶ Public Library Makeovers Draw Seniors
- ▶ <http://www.aarp.org/personal-growth/life-long-learning/info-05-2011/library-makeovers-draw-seniors.html>
- ▶ Board Games with Scott
- ▶ http://www.boardgameswithscott.com/?page_id=2

Gaming and “Seniors”

- ▶ Presented by:
- ▶ Allan M. Kleiman, MLS
- ▶ Library Consultant(s)-on-Call
- ▶ kleiman@aol.com
- ▶ 732-738-5183