

Circulating unique material at a public library

OH-IUG 2017

Grandview Heights Public Library:

Guitars

**Pickerington Public Library:
Games**

Board

**Worthington Public Libraries:
Hotspots**

Mobile



**GRANDVIEW HEIGHTS
PUBLIC LIBRARY**



Grandview Heights Public Library

Wendy Greenwood



GRANDVIEW HEIGHTS PUBLIC LIBRARY



WHO WE ARE

25,807

Registered
Borrowers

7,392

Service Area



A Destination Location

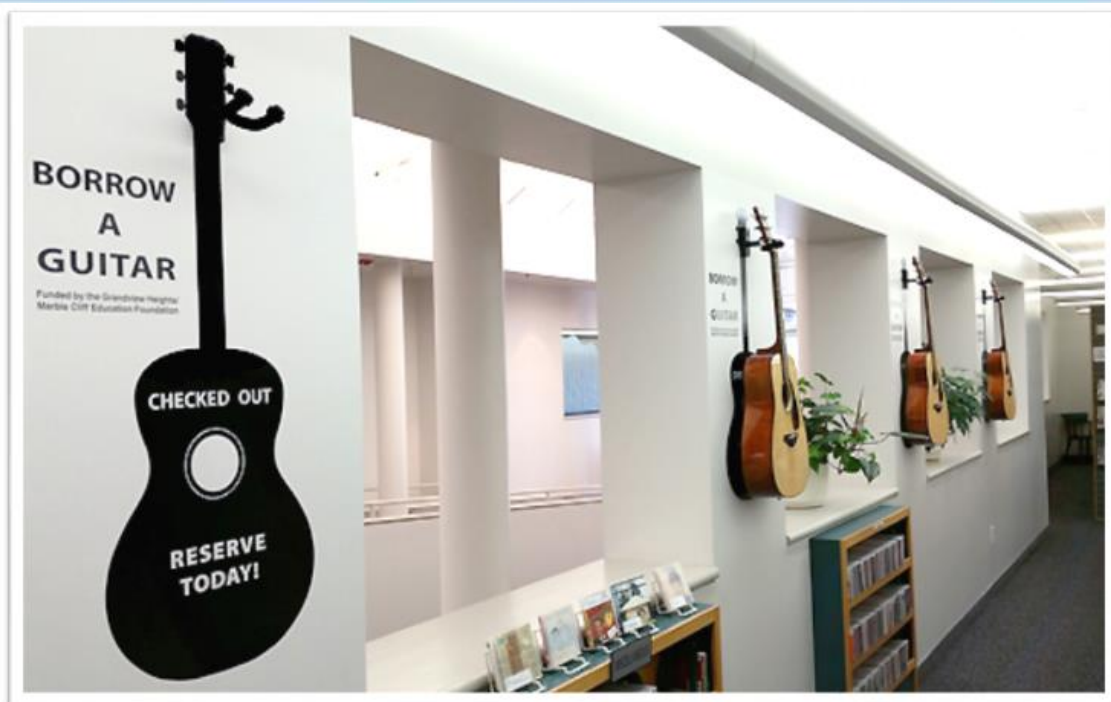
Tradition

- 32nd Annual Music on the Lawn
- 26th Annual Music in the Atrium



Community Concerts

WHAT WE DID



Guitar Lending Program

WHAT WE BOUGHT



Guitar Lending Program

Guitar Lending Rules

Must be 18 years or older to check out

Must have a GHPL card

Newly registered patrons may check out

Loan period is 28 days with three renewals if there are no holds (auto-renewal)

Guitar must be returned in person

Fines are \$1.25 per day

Replacement cost for lost or damaged guitar \$430.00

PATRON RESPONSE



Guitar Lending Program

OTHER UNIQUE COLLECTIONS



Questions? Contact...

Wendy Greenwood

Reference & Technical Services
Manager

Grandview Heights Public Library
Columbus, Ohio 43212

614-481-3776

wgreenwood@ghpl.org

Pickerington Public Library

Kent Daniels



Kent Daniels - DZ 33019

*Pickerington Public Library - school district library
serving approx. 47,000 (around 26,000 card holders)*

Tabletop Games

- Talked with gamers
- Talked with other libraries
- Talked with patrons

Collection Development Sources:

Gaming shops, Board Game Geek, Geek and Sundry, ORIGINS, Youtube (seeing games in action)



The Collection

- Currently, right around 250 items - mostly Light and Medium play games
- Recently added games to the Youth Services circulating collection
- Collection includes roleplaying books
 - Dungeons and Dragons, Pathfinder system
- Games have their own spot(s) in the library, their own collection code, etc.



Game Sheets (in progress)

--- quick staff reference for game recommendations and questions.

GAME SHEET:

Dixit

AGES: 6 and up

of PLAYERS: 3-6

PLAYING TIME: 30 minutes

TYPE: card game/competitive

SOCIAL SETTING: family, party

MECHANISMS: story telling, voting, imagination, recognition

PLAY WEIGHT:  LIGHT



Game Description

One player serves as storyteller for each turn and looks at the images on the 6 cards in their hand. Without revealing the card, the storyteller selects one card and makes up a sentence and says it aloud.

Each of the other players selects the card from their hand which best matches the sentence and gives the selected card to the storyteller, without revealing it to the others.

The storyteller shuffles their card with all the received cards. All cards are then shown face up and every player has to bet on which was the storyteller's. Points are awarded to players based on selecting the right or wrong card. The game ends when the deck is empty or if a player scores 30 points.

Recognition

2010 Vuoden Peli Family Game of the Year Winner

2010 Spiel Des Jahres Winner

2009 Golden Geek Best Party Board Game Nominee



201 Opportunity Way | Pickerington, OH 43147 | 614-837-4104

visit us in person or online
pickeringtonlibrary.org

The Rulebook - 1st edition

- Holds - PPL patrons only
- No consortium sharing - cargo
- 28 day check out with 3 renewals
- Limit of 5 per card (up from 2)
- Most patron types
- Fines .10 per day
- Hold limit: 15
- Labelling - book drop reminder, contents note (more for patrons)



Returning Items

- No book drop returns (please)
- Staff do not have to examine games for parts at check-in
- Patrons charged for damage/loss of game, but not for missing parts.
- Periodic game checks at reference desk (possible future volunteer project)

Issues

Damage and Loss

- In two years, we've had very few games go to Lost...and very little damage and/or missing pieces
- Most loss early on was with role-playing books
- 8 games have been returned with missing pieces
- Only two came back damaged in the book drop
- Most games with missing pieces were fixed and put right back into circulation

Conclusion: acceptable amount of risk for the return on investment (nice circ. numbers, in-house use)

Comparable to audiobooks in terms of cost, missing pieces, etc.



Worthington Public Libraries

Monica Baughman



WORTHINGTON
LIBRARIES

Find **yourself** here.



Worthington Libraries



- 84,674 Registered Borrowers
- 61,250 Service Population (Worthington School District)
- Three library locations: Old Worthington, Northwest & Worthington Park
- 2015 Annual Circulation: 4,024,206 (physical & digital)

Why Circulate Hotspots?



The purpose of the Mobile Hotspot lending collection is to provide patrons greater access to the Internet away from the library.

We recognized that a large percentage of the households in our service area do not have internet access in the home. Additionally, we suspected hotspots would also benefit traveling families.

Hotspot Details

- Holds-Worthington patrons only
- 14 day check out
- No Renewals
- Limit 1 per card, check out and hold
- Full Access patron types
- Partner library patrons may check out available hotspots
- Hotspots cannot be sent in the delivery to another location for pickup and must be returned to the lending location.



Hotspot Details



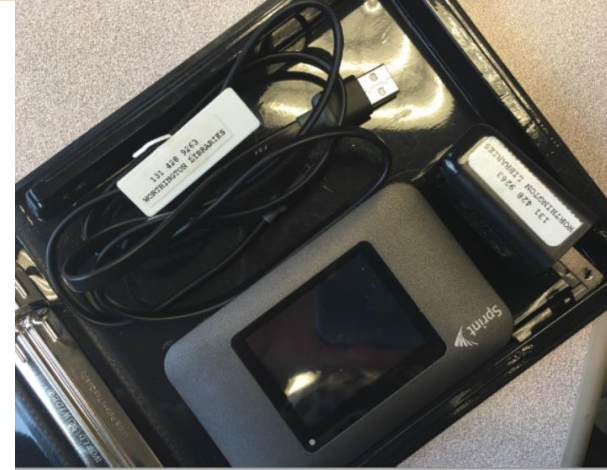
Hotspot Details

Device specifics

- No international use
- No data limits
- Up to 10 devices can be connected to one hotspot

Returning Items

- No book drop returns (for real)
- Service is suspended the day it becomes overdue
- Patrons charged for missing cords and/or AC adaptor
- Devices are charged before the next circulation



Measuring Impact

Outcomes

Outcome 1: Because of the lending of mobile hotspot patrons will access information or resources that they wouldn't be able to access without the mobile hotspot.

Outcome 2: Patrons will find the service beneficial

Indicators

Indicator 1: 75% of patrons that borrow mobile hotspots will report that borrowing a mobile hotspot connected them to information and resources.

Assessment: 91% of the patrons responding to the survey indicated they used the mobile hotspot to access information or resources they would not have accessed without the device.

Indicator 2: 75% of patrons that borrow mobile hotspots will report that they would use the service again.

Assessment: 97% of the responding patrons indicated they would borrow a mobile hotspot from Worthington Libraries again.

Patrons said

- Excellent tool! Will use again. Thank you for providing
- Thank you for having this resource available
- I personally can't afford data on my phone, so this is a huge blessing!
- This is a wonderful service that goes over and above what I expected from a public library
- I loved it & so did my children. This is a great service!
- It is a great asset to get from the library. Thanks!
- This is a wonderful addition to our library technology
- I love that you have this service. It has helped me a lot personally.
- I'm so thankful you have mobile hotspots & for the library, the staff & resources!



MOBILE HOTSPOTS SURVEY

Worthington Libraries would like your feedback on our mobile hotspots. Please help us by completing this survey. All information is kept confidential.

You may return this survey to any service desk. Thank you!

With the mobile hotspot, you accessed information or resources you would not have been able to otherwise.

☐ YES ☐ NO

Why did you use the hotspot (travel, homework, research, etc.)?

Would you borrow a mobile hotspot from Worthington Libraries again?

☐ YES ☐ NO ☐ UNSURE

Did you find:

The device easy to use?

☐ YES ☐ NO

Included instructions complete?

☐ YES ☐ NO

Library staff helpful?

☐ YES ☐ NO

General comments: