# INTERNATIONAL GAMES DAY @ YOUR LIBRARY:
# CONNECT WITH THE POWER OF PLAY

*Mark your diary for Saturday 15 November.*
*It's International Games Day @ your library and it's all*
*about free, global, library-driven, library-centric fun.*

## IT'S FREE

IGD@yl is an international event that is completely free to register for, has free posters and press kits you can use, and can even get you free donations for your collection! (Does this make it technically cheaper than free?)

But it's also free in the other sense: it's entirely up to each library what you do. Any kind of games in any kind of library, on or around the official date – that's the only requirement!

## IT'S GLOBAL

IGD@yl has been celebrated in a dozen or more languages, in 42 nations and one territorial claim on a politically neutral landmass (Antarctica), and yes, on every continent on earth. Over 7,000 libraries and hundreds of thousands of participants have celebrated it together over the years – making an indelible point about how libraries connect us to each other and to the wider community of culture and learning.

There are even games that literally connect library to library. This year, we're hosting an international Minecraft Hunger Games tournament (just in time for *Mockingjay Part 1* on 21 November). And there's the Global Gossip Game (globalgossipgame.com/about), the classic parlour game of information theory and human error made massively multiplayer, a nice little illustration of another key value of libraries: accurate information!

## IT'S LIBRARY-DRIVEN

The reason it's designed to be so easy for any library to run any event they like is that IGD@yl originated with, and is entirely run by, library volunteers and is supported by ALIA and the American Library Association (ALA). The ALA's interest in games and play is steadily growing, as is evidenced by their recent annual conference (for more on this visit bit.ly/U3S6GX).

The blog at igd.ala.org, the registration form, the donations, the map of participants, the international games – all are organised by volunteers from library land, who love the day because they've seen what it does for libraries.

## IT'S LIBRARY-CENTRIC

IGD@yl tells patrons their libraries are the gateway to the wider world, and their staff members are trustworthy custodians and reliable sources of information.

IGD@yl also tells many more stories: about libraries as responsive and proactive curators of culture, centres for community connection, for entertainment and interaction, and as the new 'village square', welcoming everyone and enabling them to mingle freely and comfortably.

IGD@yl doesn't just celebrate games and play. It also, like other '@ your library'-badged offerings, celebrates libraries.

## IT'S FUN

'Fun' is – wrongly – considered trivial in our culture. Like beauty, fun may be trivialised by commercial interests but it speaks to, and is expressive of, something deeply rooted in human nature. It leads us to joy and a deeper engagement with each other and the world, it drives us to learn and strive, and it's good for our mental health.

The stories from previous IGD@yl participants (bit.ly/1w1qOwX) make it clear that IGD@yl is a low-cost, high-impact event – because it is fun.

It empowers your community to enjoy each other's company, learn from each other and build connectedness and social value directly with each other, across barriers of age, culture and even language, as well as with your library. It lets your users (and you) experiment with familiar and unfamiliar modes of culture: story games, social games, role playing games, tabletop games, videogames and more.

All this for free. Why wait? Especially when waiting could mean you miss out on free additions to your collection!

## READ MORE AT IGD.ALA.ORG/ABOUT, OR REGISTER NOW AT BIT.LY/IGD14.

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