

Beta Phi Mu, Omicron Chapter &
the LIS Department Present



Libraries got game and we want you to play!

Did you know?

Gaming develops complex problem-solving skills, promotes social interaction, and improves memory among many other benefits.

Join lifelong gamer, Carina Gonzalez - Senior Adult Services Librarian for Piscataway Public Libraries & a panel of her librarianship gamer peers as they discuss how they successfully integrated their knowledge and passion for gaming into their library worlds.

Learn about


Implementing gaming into library work.


Hear about

How gaming is successfully serving their patrons in unexpected ways.

It's your turn!

 Thursday, October 27, 2022

 7:00 p.m. - 8:30 p.m. ET

 Register:
<https://bit.ly/MIColloquium-Libraries-Got-Game>



Recorded video of this event will be available on the MI Colloquium Playlist on the RU CommInfo YouTube Channel

bit.ly/MI-Colloquium-Playlist

Questions?

Contact connie.pascal@rutgers.edu

HOST & MODERATOR



Carina Gonzalez

Senior Adult Services Librarian at Piscataway Public Library - Piscataway, New Jersey

Carina's passions in librarianship include social justice, access, and intellectual freedom. She is an accomplished writer, professional web designer, entrepreneur, and consummate gamer from tabletop to console.

PANELISTS



Errol Logan

Teen & Adult Services Librarian at the Somerville Branch of Somerset County Library Services - Somerville, NJ

Errol comes into librarianship as a second career. He specializes in programming for underserved populations, outreach and community relations and volunteers his free time in a community improvement organization that he founded.



Karen Geist

Reference Librarian at Rahway Public Library - Rahway, New Jersey

Karen is thrilled to be working in a stand alone library where she is part of everything- collections, acquisitions, reference programming. She has a special interest in LGBTQ+ books and programming.

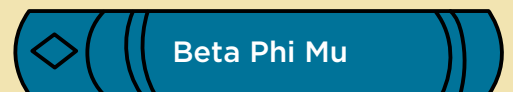


Hannah Lee

Young Adult Services Librarian at Belmont Public Library - Boston, Massachusetts

Hannah runs the only annual 8-week National Virtual Super Dungeon of its kind in the country and is an advocate for inclusive play that provides safe spaces for LGBTQ+, neurodiverse, multicultural, and marginalized youth.

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