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Nebraska Libraries

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Nebraska Libraries

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Public Library's Star Wars Party by Alice Boeckman.
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Editor's Message

Changes, Changes, Changes!

Welcome members of the Nebraska library profession to the all-new journal for the Nebraska Library Association, *Nebraska Libraries*. This journal has been a long time in the making. For those members who have been with the association for a while you might recall the previous journal called *Nebraska Library Association Quarterly* or *NLAQ* as it was often abbreviated. The last issue of the *NLAQ* was published around 2009 and the association has been trying to redefine the journal since then.

The first thing you may notice about *Nebraska Libraries* is how it is very different from the previous journal. This connects to the theme of my first Editor's Message—change. We've all read the numerous articles about the “future” of libraries in a digital world. Personally, I believe what it all boils down to is the library's unique ability to adapt and change to meet the needs of its patrons. Libraries will survive into the future because they (and the people who run them) are very adaptable and know that libraries go way beyond giving patrons books to read. Those libraries that listen to their communities and patrons and change to meet their needs will be the libraries of the future.

Thus, a few years ago the Nebraska Library Association's board met to discuss the future of *NLAQ*. What you hold in your hands now (if you printed off the PDF) or what you are moving your mouse around on your computer screen is the result of that endeavor to make our association's professional journal more relevant to all Nebraska libraries and librarians. The first change you'll notice is that *Nebraska Libraries* is now a digital publication. The University of Nebraska at Lincoln has been gracious enough to allow publication of our new journal in their Digital Commons software. There are numerous benefits of this change—no more costly publication rates, no worries about expenses for color photos, no worries about page number restrictions, and more. The second change you'll notice is that *Nebraska Libraries* is a practitioner's journal not a peer-reviewed journal. The board set about with the intent of creating a new scholarly journal and, in the process, realized the need of the association to have a practitioner-based publication as well. That is what *Nebraska Libraries* aims to be.

We didn't want to overwhelm our readers with too much information in our first issue so we have selected a few great feature articles and will introduce you to two of our regular columns. The intent of *Nebraska Libraries* is to be not only educational and informative and offer readers practical hands-on ideas and advice, but to also be fun and entertaining and highlight the achievements of Nebraska librarians and the libraries they work for. Our feature articles include “‘May the Force Be With You’ When Planning a *Star Wars* Celebration” by Alice Boeckman and Tammy Henry about how they pulled off an amazing *Star Wars* event that brought in 125 patrons of all ages to their library. Jake Rundle talks about how he started pub quizzes to attract young twenty-somethings in Hastings and how you can too while “Battling the Ancient Ones: Taking Gaming to a New Level” by your editor shows how the simple act of bringing a board game to a Teen Advisory Board Lock-In lead to the creation of a “complex” board game club and how the teens eventually even turned their board game into a real-life version. Our two columns include Emily McIllece's “How I 'Roll” which is all about the blogs you should be reading and “Beyond the Stacks” which profiles the interesting lives of Nebraskan librarians outside of the library. This issue features Clair LaCosse and Nicky Enos, two librarians who also happen to be amazing artists as well.

Wrapping up our first issue you will find a copy of the editorial policy and the submission policy. Please take a look at the items listed at the end of the submission policy as they show the kinds of feature articles and columns we want to see in future issues. These include information and updates from NLA sections and round tables, articles about successful programming, features on librarians and libraries throughout the state, and even more creative works such as poetry, photographs, artwork, short stories, and book reviews from members of our profession.

As your new editor I can only make *Nebraska Libraries* great with your help! Please don't hesitate to contact me your ideas for articles and columns. If you'd like to volunteer to write a column please do so. All ideas are welcome! Let's make *Nebraska Libraries* a quality publication that showcases the great things that Nebraskan libraries and librarians do!

You can reach me at: nlaeditor@nebraskalibraries.org

Lindsey Tomsu
Editor, *Nebraska Libraries*



Star Wars pride! Photo credit: Alice Boeckman

“May the Force Be With You” When Planning a Star Wars Celebration By Alice Boeckman and Tammy Henry

The cult of Star Wars fans is strong and every library is sure to have seen patrons young and old roaming the stacks looking for the latest Star Wars books whether it is a four-year-old looking for a picture book about Yoda, an eight-year-old scrutinizing the details of a design in the *Star Wars LEGO* book, a teen wanting a Star Wars graphic novel, or an adult looking for inspiration in the *Star Wars Craft Book* everyone loves this intergalactic space story.

In 2010 the Bellevue Public Library in Bellevue, Nebraska, hosted a Star Wars Party. Around 125 people of all ages attended the 90-minute event! The highlight of the party was a visit by members of the 501st Central Garrison who entertained children and guests dressed as various Star Wars characters. The 501st Central Garrison is a unit of the 501st Legion, an all-volunteer, international Star Wars costuming club. Begun in 1997, the Legion itself has more than 6,000 members in nearly 50 countries. The Central Garrison has over 100 members in Iowa, Minnesota, Nebraska, North Dakota, and South Dakota. To learn more about them, visit their website at: <http://centralgarrison.com/>. Our local contact for the Garrison was Tim Post. He can be reached at athileus@cox.net.

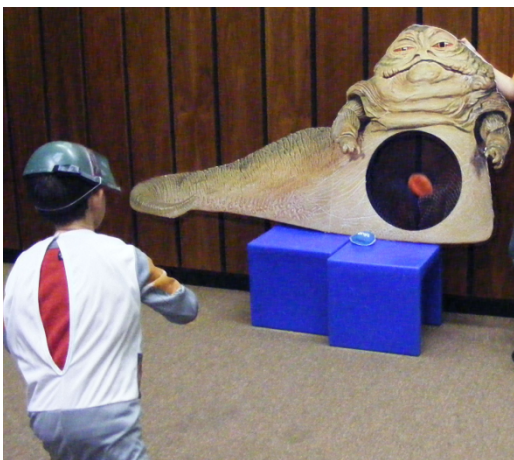
During the event, the whole library was set up as various stations that could be visited at everyone’s leisure, depending on their interests.

In our main meeting room we provided different refreshments and games. The refreshments included:

- Edible Light Sabers – Children took pretzel rods and coated them with white frosting or melted almond bark and colored sugar. We colored the sugar ourselves to save money.
- Darth Malt – A drink made of vanilla ice cream and strawberry soda
- Yoda Soda – A drink made of lime sherbet and 7-Up or Sprite

The games that were held in the main meeting room included:

- Stormtrooper Bowling – Requires 2-liter pop bottles, tennis balls, rice, photocopies, book tape, duct tape
- Death Star Toss – Requires silver latex balloons, small super balls, metallic confetti, a recording of music from Star Wars
- Jedi Training – Requires audio clips of famous Star Wars lines, copies of answer sheet, pencils
- Feed Jabba the Hutt – Requires Jabba the Hutt target, a box or stool, book tape, beanbags, duct tape
- Millennium Falcon Races – Requires color copies of a picture of the Falcon reinforced with clear plastic book covering



Feed Jabba the Hutt Photo credit: Alice Boeckman

To make the Stormtrooper Bowling game, we gathered 10 clear 2-liter plastic bottles with lids. You’ll want to make sure they are clean and dry. Add about one cup of rice (or other substance) to give it weight then screw the caps back on. Find a picture of a Stormtrooper online and copy it into a landscape formatted Word document. Enlarge the Stormtrooper so he is about eight inches tall. Copy and paste several Stormtroopers onto the page. Print them out, cut them out, and then tape them onto the plastic bottles. To play you will set up the bottles into a classic bowling formation. Mark a line several feet away for children to stand at. Have them throw two or three tennis balls towards the Stormtroopers to “bowl them over”!

Everyone knows that Jedis use their exceptional senses to understand and do the will of the Force. One of these senses that need to be highly developed is a Jedi’s sense of hearing. The Jedi Training game tests young padawan learners’ ability to make a distinction between important sounds and voices. In order to prepare for this game, you can download a variety of sound clips from Star War movies. Many sound clips are

available for download from the Internet. Here are two places you may want to look: <http://www.theoundarchive.com/star-wars.asp> and

http://www.moviewavs.com/Movies/Star_Wars.html. We tried to find one or two good quotes from each main character. You want to make sure the quotes are clear and long enough that they can be identified (we recommend they be at least several seconds long).

Don't forget the sound effects too, such as the beeps of R2-D2, the sound of a light saber swinging, a blaster shooting, Chewbacca roaring, and Darth Vader breathing! When you save the files, be sure to rename them so they can easily be found later. Next, you'll want to download some pictures to correspond to each of the sound clips. Again, these can be found easily on the Internet. One word of caution—if your quote comes from a certain movie in the series make sure your corresponding photo comes from the same movie! We then used Windows Movie Maker to make the Jedi Training game. We began with the Imperial Theme playing with instructions to the padawan learners about the training. Each child was given a piece of paper to write their answers to the questions. We made the answers multiple choice but you could just have a blank for each sound clip. After a quote was played, there was a slide asking them, "Who said this?" or "What is that sound?" Then the sound clip was played three times (with a few seconds in between each playing so the kids could fill out their sheet). This continued until all the sounds clips were played. We then paused and asked if anyone needed a certain clip played again. The last section of the movie was the answers. The sound clip was played again and then the answer appeared (in the form of a picture) with the clip being played one more time.

For the Millennium Falcon Races you'll want to find a top view of the Millennium Falcon from the Internet. Copy it into Word and make the spaceship fill the whole page. Print out six Falcons and glue them onto poster board or thin cardboard and then cut out. You may want to laminate them as well. To play the game two children race against each other to see who can reach the finish line first. To set up, mark a start and a finish line (about six feet apart). Give each child three of the Millennium Falcon cut-outs. The child gets from start to finish by stepping on each spaceship without touching the ground. So a child will place a Falcon down, step onto it, turn around and pick up the first Falcon, and then place another Falcon down in front of them, and step on that one. This relay continues until one child reaches the finish line.

Other areas of the library hosted other smaller activities or items of interest to any Star Wars fan. These included:

- Star Wars coloring sheets and bookmarks – Requires copies made from various websites, crayons, markers, colored pencils (Check out www.coloringbookfun.com)
- Trivia games – Requires trivia questions and answers all readily available on the Internet
- Millennium Falcon and action figures display – This was brought in by a member of the Central Garrison
- Lego Star Wars display – This was brought in and put on display by one of our young patrons
- Star Wars chess – The Bellevue Public Library owns this game
- A Star Wars book display ready for checkout



Star Wars and space-themed book display

Photo credit: Alice Boeckman

For the event, we had hoped to make signs (the size of campaign lawn signs) and place them along the main road by the library but the ground was frozen solid. Each sign would have shown a famous quote from the movies. We also had various door prizes to give away during the event. This included a few Star Wars-themed prizes that we got on sale at Target and other space-themed items, such as a solar system jigsaw puzzle and books about space.

To plan such a huge event, we utilized a number of great books to generate some ideas. These included:

- Brunder, M. (2002). *The Star Wars Party Book: Recipes and Ideas for Galactic Occasions*. San Francisco: Chronicle Books.
- Franken, F. (2000). *The Star Wars Cookbook II: Darth Malt and More Galactic Recipes*. San Francisco: Chronicle Books.

The party was definitely a success! We tried to save money wherever possible by choosing activities that we could make ourselves, such as the bowling game made from 2-liter bottles and photocopied images. We have many of the materials and would be happy to

loan them out to other libraries wanting to do their very own Star Wars party. These include the Jabba the Hutt target (a large Jabba poster board cutout), the Star Wars Chess Set, the Millennium Falcon game, and various trivia questions.

Feel free to contact us with any questions or to borrow materials:

Alice Boeckman (alice.boeckman@bellevue.net)

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Bellevue Public Library

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About the Authors

Alice Boeckman is the Children's Services Librarian at the Bellevue Public Library. She has held this position since 2004. Before that she worked at BPL as the assistant to the Children's Librarian and prior to that as a shelver.

Tammy Henry, born and raised in Wyoming, is a huge Star Wars fan. When she was young, she wanted to wallpaper her room with Millennium Falcons but her mother wouldn't let her. She graduated with a Bachelor's in Elementary Education from Idaho State University in 1995 and was privileged to be a stay-at-home mother for several years. She has worked at the Bellevue Public Library as the Children's Librarian Assistant since 2006. She graduated with her Master's in Library Science in 2012 from the University of Missouri-Columbia.

Cutest R2-D2 ever!

Photo credit: Alice Boeckman

Pub Quiz with Hastings Public Library

By Jake Rundle



A group of young adults participate in a Hastings Public Library Pub Quiz.
Photo credit: Vince Kuppig, Media Manager for the *Hastings Tribune*

In the fall of 2010, while finishing my practicum at the Hastings Public Library in Hastings, Nebraska, for grad school, I had a brilliant idea. Well . . . I borrowed a brilliant idea. Earlier that year, I had worked in Omaha and had the opportunity to go to the Slowdown bar. They do this wickedly brilliant thing every Tuesday where they test the knowledge of their bar patrons with the hardest quiz I've ever had the chance to take. I'm talking seriously difficult stuff. Like math. But it was also one of the most enjoyable evenings out on the town I'd had all summer (even if my team came in second to last).

The thing that I noticed about the pub quiz though was how much it attracted that "magic unicorn" age group—the twenty-somethings. As someone who is currently in that coveted demographic, I understand how hard it is for libraries to market to them. We are the first generation to grow up with the Internet at our fingertips and the last to know that before cell phone contact lists you actually had to

memorize phone numbers. We invented Facebook. Generally speaking, my generation is less likely to use the library in general until we start having kids and begin visiting again.

In an effort to win back the twenty-something from apathy and the lure of the Internet, and to create an awesome program to put on my résumé, I pitched the idea of a pub quiz to my library director. She told me to run with it and see what I could do. Thus, the Hastings Public Library Pub Quiz was born.

There are a couple of things that are really important to have locked down before you start your own library pub quiz. First, you have to find the right bar. Thankfully, Hastings has no shortage from which to choose. There really doesn't have to be any criteria for choosing one bar over another. I chose my bar based on its location to the library and the popularity of the bar for the age group I was looking to reach out to. The second thing you need is a core group of players. Just a small group of three or four people who are committed to attending the first night and willing to talk it up to everyone they know. My core group included the Education Curator at the Hastings Museum, two on-air personalities at the local radio station, my parents, and staff from my church. If you can get those thing figured out before you even start advertising your Pub Quiz, you'll be so much better off on the actual day of the event.

The actual Pub Quiz is not all that hard to plan. All that a librarian really needs is a location, a prize, and questions. Both of the bars in Hastings where I have held Pub Quizzes have generously donated a prize each month to the winning team so the only overhead is the staff time involved in writing the quiz and then running the event itself. The actual writing of the quiz is pretty simple too. The Hastings Public Library does the quiz a couple of different ways. Some quizzes are played with a theme in mind, such as Halloween, Christmas movies, and the Olympics, while some quizzes are just random Trivial Pursuit questions, current events, or whatever was in my head at the time I was writing questions. More often than not, we just hand the players a blank sheet of paper and a pen (bars hate it when they have pencils lying around at the end of the night because they can't use them for anything) and ask the questions. On occasion, we make an answer sheet for the players, but sometimes that can be more confusing for players (and more tempting to cheat).

The best part about doing this kind of program is that, for the most part, anyone in the bar at the time your event starts can play. When you let them know there is money to be won and it costs nothing to play, they are hooked. The first Hastings Public Library Pub Quiz had a grand total of about 25 people playing (and that included my "stock" players). At our fourth event (taking place in the sweet spot week between Christmas and New Year's) we had 117 players. From then on, it has stayed pretty solid at 50 to 70 people each month. We have a second location that averages about 15 people a month. This partnership came about after the owner called me to request we play there. He had seen the write up in the local paper and was excited to bring something to his bar that would bring the twenty-something crowd his way.



Jake Rundle reads some trivia for a Pub Quiz.
Photo credit: Vince Kuppig

One of the things we do to keep the Pub Quiz fresh for the old players and really easy to pick up for the new players is have an intentional marketing plan. Twice a month, I do a radio interview with one of my two favorite news guys where we go over the theme, the rules, and give away a free question. You can listen to one of them by going to hastingslink.com and looking under the “podcasts” link and selecting “The Morning Call.” We also make a Facebook event for every pub quiz that is shared on the Hastings Public Library page as well as the pages of those staff members who have a hand in creating the quiz that month. This also includes the night’s theme and the rules. The goal is to not be intrusive, but be available. Just how the twenty-somethings like it.

About the Author

Jake Rundle is the Collections Librarian at the Hastings Public Library. He received his Master’s in Library Science from the University of Missouri-Columbia in 2010, and has been with HPL since 2011. In addition to his work at the library, Jake is also the past chair of the Young Adult Round Table of NLA and is currently serving as the Nebraska representative for MPLA.

Example of a Hastings Public Library

Pub Quiz Question List

By Jake Rundle

Here is a sample of one of our pub quizzes. Feel free to borrow it and use it as inspiration to create your own trivia lists.

Pub Quiz Rules:

1. Teams of up to four players.
 2. NO smartphones during the quiz. Win by your brains and not by Google's.
 3. The team with the most correct answers at the end of the quiz wins a \$40 gift card.
-
1. Give an example of onomatopoeia.
 - a. Buzz
 2. Is the sentence "I will lay here until this headache goes away" grammatically correct?
 - a. No
 3. What is the proper name for a sentence that ends with a question mark?
 - a. An interrogative sentence
 4. What is an animal that's name is the same singular as it is plural?
 - a. Moose, Fish, Deer
 5. What is a proper noun?
 - a. The specific name of a person, place, or thing
 6. Charles Dickens wrote what book about an orphan boy and a crazy woman in a wedding dress?
 - a. *Great Expectations*
 7. Shakespeare wrote much of his plays in what meter?
 - a. Iambic pentameter
 8. Who wrote *Peter Pan*?
 - a. J.M. Barrie
 9. Who was Rome's greatest public speaker?
 - a. Cicero
 10. What was the start of WWI?
 - a. The assassination of Archduke Franz Ferdinand
 11. Which King of France was known as the Sun King?
 - a. King Louis XIV
 12. How many hemispheres are there?
 - a. Four
 13. What line is at 180 degrees longitude?
 - a. International Date Line
 14. What are the seven ranks of biological classification?
 - a. Kingdom, Phylum, Class, Order, Family, Genus, Species
 15. What is Newton's third law of motion?
 - a. When two bodies interact by exerting force on each other, these forces are equal in magnitude, but opposite in direction
OR For every action, there is an equal and opposite reaction
 16. The top layer of the earth is called what?

a. The crust

17. What part of a cell stores the genetic information?

a. Nucleus

18. What is the common name for NaCl?

a. Salt

19. What is the equation to find the area of a triangle?

a. $\frac{1}{2}$ base times height

20. What is a nine-sided polygon called?

a. Enneagon or nonegon

21. What is the order of operations for math equations?

a. Parenthesis, exponents, multiplication, division, addition, subtraction

22. Make $17\frac{3}{4}$ into a mixed number

a. $4\frac{1}{4}$

23. True or False: 2×0 and 2×1 both equal 2

a. False—any number times by zero is zero

24. Name the secondary colors on the color wheel

a. Green, Purple, Orange

25. Salvador Dali painted lots of weird stuff. What style did he paint in?

a. Surrealist

26. Monet did lots of water colors. What style did he paint in?

a. Impressionist

27. Seurat painted people in the park. What was unique about his paintings?

a. Used pointillism, or pictures with many dots of color to make a whole picture

28. What is it called when a string instrumentalist plucks the strings instead of using the bow?

a. Pizzicato

29. Who sings higher, a Soprano or a Mezzo Soprano?

a. Soprano

30. What are the four musical instrument families?

a. Percussion, Strings, Brass, Woodwind

Battling the Ancient Ones: Taking Gaming to a New Level

By Lindsey Tomsu

It started innocently enough.

At the La Vista Public Library's Teen Advisory Board members-only Lock-In at the end of the Summer Reading Program in August 2011, my teens were introduced to a whole new gaming experience. The Arkham Horror board game is based off the horror short stories of H.P. Lovecraft's Cthulhu Mythos. Arkham is a prime example of what I call a "complex" board game and one that you usually don't see in a library setting. Most gaming programs for teens focus on setting up a Wii or an Xbox and then letting the teens go at it. For a while, gaming programs for teens weren't very successful at my library because all we had was a Wii (with just Wii Sports) and board games more aimed at children. When my TAB members saw the cool looking art on the box for Arkham they were immediately intrigued and asked me, "What's this? Can we play?"

Why do we usually not see such "complex" games in the library? One reason is most complex games are played by die-hard gamers in their 20s or older. A second reason is that most librarians have never heard of these games nor have any idea how to play them. However, the biggest reason these games are often overlooked in teen programming is because many people would assume that teens don't have the patience to learn how to play them. It was a fluke that Arkham was brought to the lock-in and serendipitous that my teens were excited to play because that event led to the creation of one of the biggest, most time consuming, and awarding teen programs at the library to date.

Arkham Horror is a complex board game because you can't just sit down and play it in 30 minutes. An average game can take six to eight hours to play. I love introducing my teens to these types of games because they teach more skills than how to push buttons on a controller. Arkham is a game for up to eight players and is team-based with everyone working together against the board. Each player takes on the role of an investigator in 1920s Prohibition era Arkham, Massachusetts. With special skills and tools, they work together to fight monsters, close gates to alternate dimensions, and hopefully prevent an Ancient One from awakening and destroying the world. The game not only encourages teamwork but also involves critical thinking, reading aloud, and mathematical skills. The greatest thing about this is that the teens don't even see the game as educational—it's all fun to them.



Emily Jones (left) and Elliot Dritt (right) work on painting one of the eight six-foot tall Other World portals. Photo credit: Lindsey Tomsu



Abby Goss showcases some brains in the Science Building. Photo credit: Lindsey Tomsu

Shortly after our lock-in I found my TAB members asking every week, "When can we play Arkham again?" I told them I didn't know. First, we needed a long block of time to play and, second, we needed the funds to buy the games. Complex board games tend to be high-quality and, therefore, expensive. The base board for Arkham retails at \$80, with each expansion costing another \$40. My teens were distraught until I told them about the Nebraska Library Commission's Youth Grants for Excellence. I approached my TAB and asked them if they wanted me to go for the grant to start an Arkham Horror Gaming Club. The answer was unanimously, "Yes!"

In October 2011 we were awarded \$800 to start our gaming club. With the funds, I was able to purchase three of the base Arkham boards, one of each of the four expansions, and two other board games associated with Arkham. I was also able to purchase all of H.P. Lovecraft's books for the teen collection and plastic compartment boxes to hold the game pieces. We even had some funds left over for the purchase of some other complex games (Battlestar Gallactica, Munchkin, Gloom, etc.) to supplement the Gaming Club because of the discount that Ground Zero Hobby Shop in Bellevue, Nebraska, was able to give us. In all, we have enough gaming materials to accommodate more than 50 teens at the same time. We planned the first meeting of our club

for April 2012, during Spring Break. The teens gathered from 11 a.m. to 9 p.m. to learn how to play the game and eat snacks. They loved it and it was decided that there would be a meeting of the club once a month during the summer and bi-monthly during the school year.

It was shortly after our meeting in July 2012 that I came across a link (four days before the application was due) to the YALSA/Dollar General's Teen Read Week grant of \$1,000 for TRW in October. I called an emergency meeting of the TAB and told them about the grant. We had, in the past, been awarded the YALSA/Dollar General Summer Reading Program grant and I told my teens, "This isn't a grant for \$1,000 for the entire summer; this is \$1,000 for an entire week. Can you think of anything BIG?" They all immediately agreed on a Lovecraftian celebration. We could do Cthulhu cubee crafts, we could make Miskatonic University shirts that would represent the Gaming Club, we could have a create-your-own Arkham character design workshop, and more.

And then the insanity hit.

Sarah Kreber, TAB Secretary, raised her hand and quietly asked, "Last summer we did the Life-Size Candy Land for the children. Is there any way we could do a Life-Size Arkham?" Soon I was blasting off a grant application for our celebration off all things Cthulhu, which would culminate in the TAB attempting to turn this complex game into a life-size version.

We were awarded the grant at the end of August. I had warned my teens that if this happened they would need to keep their word about volunteering their time because if we were going to do something this huge we were going to do it right. Usually we don't start school year programming until October. However, I told my teens we would need lots of time to make this program (scheduled for Saturday, October 13th) happen so we'd be holding our regular Tuesday/Thursday programs throughout August, September, and early October as TAB meetings dedicated to this project. For nearly two and a half months, the TAB members came to volunteer from 3:30 p.m. to 9 p.m. twice a week. We spent the first week looking closely at the board itself and brainstorming ideas for how to make it three-dimensional. We also had to figure out how to make the monsters we'd be fighting "real" and what props we'd need. The one thing on our side was the fact that the event was in October and, being a horror game, we would have lots of access to Halloween goodies.



The eight Other World murals—all hand painted—on the wall of the meeting room.
Photo credit: Lindsey Tomsu

After the first week of brainstorming we set to work on all the other elements. The board itself has 26 Arkham locations that investigators can visit and have encounters at and eight "Other World" locations. We spent one week painting the Other World locations as six-foot tall murals to hang on the wall of our meeting room. We then printed out pictures of all the tokens and cards used in the game (fronts and backs), cut them out, taped them to construction paper, laminated them, and cut them out again. We also had to take high-quality photos of the locations on the board itself, blow those up, print them, and laminate them. Tons of props were purchased

to make each of the locations come to life. One of the teens' favorite purchases was the \$80 fully articulated life-size skeleton for the Science Building. We had medical items for St. Mary's Hospital, magical things for Ye Olde Magik Shoppe, and empty food cartons for the General Store. We had to purchase or make from scratch the weapons and other items that the investigators would carry, including enchanted swords, a Tommy gun, and magical tomes. We spent one week mutilating 60 stuffed animals and Barbies to turn them into cultists, zombies, Shoggoths, Hounds of Tindalos, and more creepy monsters.

One of the things that the teens loved most about the event was the fact that Fantasy Flight, the makers of Arkham Horror, are headquartered in Roseville, Minnesota, a mere five-hour drive from Omaha. My teens sent them a letter telling them about the Arkham Horror Gaming Club, inviting them to come to the event, and asking them if they would like to donate anything for prizes. We heard back from them—they had never heard of Arkham being played in a library and thought the idea of turning it life-size was too monumental to imagine. They wanted to come to the event but the date of our program was the same as their Arkham Nights, a three-day event at their headquarters. In lieu of being able to come they sent us a package of more than \$300 worth of free merchandise, including games, figurines, special cards you could only get at Arkham Nights, Arkham paperbacks, and more, along with the promise that if we did it again in the future they would be there.

We set up the meeting room the Thursday before the event which took all day. On Saturday, everyone came cosplaying as their favorite investigators (which were chosen beforehand so they could design their costumes and I could have everyone's cards set up and items pre-drawn to save time). The teens played from 8 a.m. until 4 p.m. and the local newspaper came and took pictures and interviewed everyone. We spent the last hour tearing everything down to be stored away for future use.

My teens definitely put a lot of work into making a life-size version of Arkham. Of course, we learned a few rules will need to be tweaked as it isn't easy turning an 8-player game into a 20-player life-size version. To date, many of the teens say that this event is their favorite library memory. They loved all the planning that went in to it and getting to play the game as well.

So what was the point of this program? While not all libraries would be able to pull off a program of this magnitude (and some librarians would probably be scared too—trust me at times it was frustrating!), what started as something so simple as introducing my teens to a new board game turned into starting a complex Gaming Club that mutated into the teens putting all of their energy over two and a half months into designing and making such a huge program work. The TAB members volunteered 352.5 hours to make Life-Size Arkham Horror a reality. The lesson for other librarians working with teens is to never turn down one of their ideas. When given the chance to creatively spearhead a program, teens will surprise you by how dedicated they are to making it a success. If your teens come to you and have a crazy idea listen to them because you never know what you might end up seeing them create.

What is the best part about the end of the program? It can be best said by Haley Christensen, TAB President, “When we decide to do it again next year we’ll have maybe one week of work to do because we don’t have to start all over again from scratch!”

Though, quite honestly, I don’t think my teens would mind putting in another 350 hours of fun.

About the Author

Lindsey Tomsu is the Teen Librarian at the La Vista Public Library and the Editor of *Nebraska Libraries*. She is a life-long student having obtained degrees in sociology, philosophy, and English. She is currently working on her thesis for her MLIS at San Jose State University. She loves presenting/lecturing on anything to do with teen services and her thesis research—proving the importance of series fiction not only to the history of youth literature but American history and pop culture as well. Feel free to contact her via her series book blog at <http://inallseries-ousness.blogspot.com/> or by email at nlaeditor@nebraskalibraries.org



Haley Christensen came dressed as her character, archeologist Monterey Jack.
Photo credit: Lindsey Tomsu

How I 'Roll

By Emily McIllece

“How I 'Roll” is a column of highly recommended blogs that all librarians should check out! We also want to know which blogs you carve time out of your busy day to read. What do you look forward to in your blogroll? What blogger tickles your brain? Share with us your favorites and they could be featured in a future issue of *Nebraska Libraries*.

To kick off the first issue, here are some of my favorites:

Agnostic, Maybe

<http://agnosticmaybe.wordpress.com>

Andy Woodworth, an Adult Services Librarian in New Jersey, uses his blog to explore, muse, and ponder the library and beyond. Entries are thought-provoking or playful, but the author can also insert an effective rant here and there. A 2010 *Library Journal* Mover and Shaker, Andy is also on a quest to convince Ben & Jerry's to create a library-flavored ice cream.

Ana Mardoll's Ramblings

<http://www.anamardoll.com/>

Feminism + pop culture + literary criticism = Ana's ramblings. Unapologetic, Ana explores books, TV, movies, and society by “cheerfully reading too much into things.” Ana's theme posts include deconstructing books line-by-line and book and show reviews. Gender and disability issues are deeply engraved in this site, but this also brings some fresh insight and perspective to “old” arguments.

The Digital Reader

<http://www.the-digital-reader.com/>

Can't keep up with all the new gadgets and reading services out there? TDR can help with that. This blog follows up on news and rumors in the digital reading and tech world, offers video and print reviews of gadgets, apps, and services, and also offers a “Morning Coffee” summary of the author's favorite news stories.

Hack Library School

<http://hacklibschool.wordpress.com>

Not a blog for a short read or those who like to live in a bubble, Hack Library School is both philosophical and blunt. Written by library school students and graduates, the blog seeks to deliver the detailed “truth” about library school, job prospects, and career experiences. It is a must read for library students as well as library professionals. What is happening in the curriculum? What are our future librarians learning?

The Scholarly Kitchen

<http://scholarlykitchen.sspnet.org/>

What's cooking in scholarly publishing? All sorts of things apparently. Open access, e-books, embargoes, information literacy, censorship, legislation. It's a full pantry! Scholarly Kitchen was established by the Society for Scholarly Publishing, and although that may sound high-brow these scholars aren't afraid of some spills and messes.

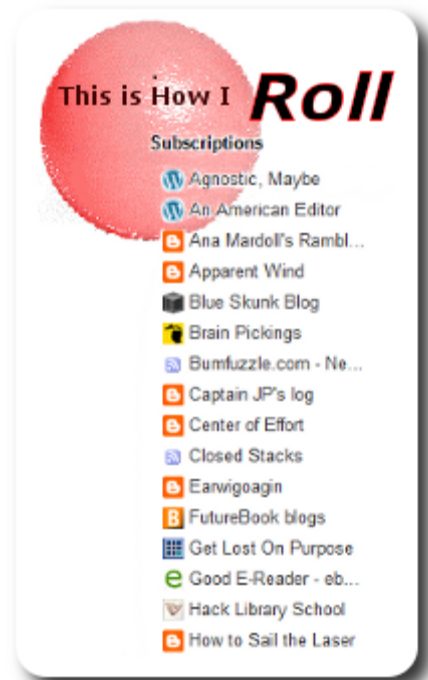
How-To Geek

<http://www.howtogeek.com/>

While this isn't a blog, if you're wondering how to create multiple headers in MS Word, need a beginner's step-by-step guide to Windows 8, or need some tech comic relief, this should be at the top of your bookmarks!

How I 'Roll Submissions

Wish to submit your own blogroll suggestion? Email Emily at em.mcillece@gmail.com and include “How I Roll” in the subject line. Submissions should include links to your recommended blogs, a brief description of what you enjoy about each blog, and a short



personal profile. Blogs do not necessarily need to be library-oriented, i.e., a DIY blog might inspire programming for your library or a webcomic that gets you in a good mood for the work day.

About the Author

Emily McIllece is a reference associate at the University of Omaha's Criss Library and will complete her MLIS from the University of Missouri-Columbia in May 2013. Prior career aspirations included being a jockey and a published-well-enough-to-eat author. Now the dream is to sell the house, buy a boat in the Caribbean, and become The Sailing Librarian!

Beyond the Stacks

By Lindsey Tomsu



Nicky Enos (left) and Clair LaCosse (right) at the city celebration for the mural they created for the teen section of the La Vista Public Library.

Photo credit: Mitch Beaumont

“Beyond the Stacks” is a column that will appear in each issue that highlights an awesome librarian (or two) in their lives beyond the stacks of their library. We all have heard of, and are probably very tired of hearing, the common stereotypes about librarians—they are all little old ladies wearing glasses on a chain with their hair in a bun and shushing everyone at any opportunity they get. However, we all know that is not the reality. There are many librarians throughout Nebraska that have interesting stories to tell. Whether it is a special talent or a unique hobby, “Beyond the Stacks” is meant to highlight these individuals and let other librarians get to know fellow members of their profession better.

For this issue, I sat down with Nicky Enos and Clair LaCosse, who both work circulation at the Bellevue Public Library and are also very talented local artists.

LT: So you two not only work together but are really good friends. How did you meet?

CL: We both graduated from Bellevue East in 2006 and met our senior year in math class.

NE: It was, I believe, Algebra 2 and we were both the only seniors in the class. It showed how bad at math we both were.

CL: We both quickly bonded as the only seniors and discovered other things we had in common, such as a love of art and cats. We’re both total cat ladies.

LT: So after you graduated how did you each find your way to librarianship?

NE: For a number of years, I was working at a video game store so I had a lot of experience dealing with customers. I spent a lot of time at the library and was looking for a job for about a year when my dad actually saw a position open at the library.

CL: Librarianship seemed like a family thing for me. My mom has worked at Bellevue for years. My brother also worked there for a while. In high school I had volunteered as a junior friend and later worked as a clerk. For a while after high school, I got a job designing wedding invitations. At first I thought it would give me a lot of artistic expression I wouldn’t find in a library. However, I eventually ended up going back to the library as I discovered there were a lot more possibilities for artistic freedom and means of creation than I had originally realized. For example, I have helped design program posters and even held art classes for the teens not only at Bellevue but at the La Vista Public Library as well. [Editor’s Note: The 2013 Summer Reading Program at La Vista will feature the 4th Annual Art with Clair class as the teens have loved the creative projects Clair has introduced them to, such as DIY flip comics and exquisite corpse drawings.]

LT: You are both awesome artists. How did you get interested in art?

NE: I think my very first drawing ever was of a dinosaur. I still have my first sketch book. It was an old employee relations handbook of my dad’s and the margins are all covered in pictures of dinosaurs. I think as I got older and *Pokémon* first came to America I got really inspired by Japanese art. It was my first exposure to the style of anime and I liked it because it was something new and different I had never seen before. I told myself, “I can draw like that!” and I did. I also was inspired a lot by old silent cartoons. Once I entered high school I got more and more into video games so I found myself drawing a lot of inspiration from the old side-scroller games my brother played.



Close up of the mural.

Photo credit: Mitch Beaumont

CL: I think my interest started when I was young and my brother and I would draw rude pictures to pick on each other. My parents would buy me a lot of paper for drawing and when I got bored I would just draw and paint like crazy. I really liked art because I saw it as a way to tell stories through pictures. I was also inspired by old cartoons like *Felix the Cat* and *Popeye*. As I grew older Tim Burton's animation really inspired the way I draw and paint now, which is an interesting mix of cute grotesque. I love working the front desk because I get exposed to so many types of books each day. Dust jackets really inspire me with their different styles and fonts and representations of the many genres of fiction. I end up buying a lot of old books. For example, I got a bunch of 1970s yoga books with lots of pictures of women with puffy hair, body suits, and crazy eye shadow. I like to use those pictures for collages. I find the library is the best place to find unique collage materials you can't find elsewhere! I also get a chance to check out new books, both fiction and nonfiction, that come in and get exposed to new artists.

LT: How would you describe your personal style of art?

NE: I'd call it "surreal cute" with a vintage feel. I like to use different inks to make the lines of my art and then touch up the designs with textures and stuff on the computer.

CL: My style has a very spooky touch to it. I love working in charcoal, soft pastels, pen and ink, and collage.

LT: Do you have a favorite artist? What is your favorite book? We can't interview librarians without asking that question.

NE: I love the art of Edward Gorey. My favorite book, which is art itself almost, is *House of Leaves* by Mark Z. Danielewski.

CL: He's not my favorite artist, but I always loved Stephen Gammell's art in the Scary Stories to Tell in the Dark series, you know the one that is constantly on the ALA's most challenged book list since the books were published in the mid-1980s. I think reading them as a child the art really influenced my subconscious artist since I draw in a similar grotesque style. My favorite illustrator is Oliver Jeffers, who has done a lot of picture books recently. My favorite book is *Lunar Park* by Bret Easton Ellis.

LT: Let's talk about the mural you did for the teen section of the La Vista Public Library. Let me recap the experience for our readers. About a year ago, in January 2012, the library was approached by the IDEAL School, a local alternative high school, about the students doing their legacy project in conjunction with the library. The idea they hit upon, since the school didn't have art classes, was to do a mural for the teen section. The Teen Advisory Board loved the idea and automatically stated that Clair had to be the local artist involved since she had worked with them on numerous occasions teaching art classes over the summer.

CL: That's when I asked if Nicky could be involved too. I had never done such a big project as a 20-foot high mural so I wanted some help!

LT: Yep. So back in February you guys, and three of the TAB members, actually met with the students of the IDEAL School to brainstorm ideas for the project. You also met with my teens on other occasions at the library to show them a number of preliminary drawings. The final image was drawn up by Nicky and is a huge I Spy-like mural full of various images that represent things the teens said they enjoyed. I know my teens were very happy that you incorporated a number of our library's specific teen programs into the image, such as a Cthulhu for our Arkham Horror Gaming Club and a kid playing with a pool noodle for our Pool Noodle Kendo Club.

CL: We wanted to include as many images that we could that really represented what the teens love and we definitely wanted to incorporate things they love about the library.



A cute Cthulhu and the infamous Swiss cheese.
Photo credit: Lindsey Tomsu

LT: So it took a lot longer than originally thought but was a great experience. [Editor's Note: The mural originally was supposed to be completed in May 2012 but was so intricate it didn't get completed until December.] What was your favorite part about working on the mural?

NE: I got to do what I love doing—drawing—and have it leave a lasting impact on the teens.

CL: I loved doing the coloring of the mural and filling in the details.

NE: We also got to do a lot of talking during the many hours we were up on the lift. There were a lot of fun conversations about *Twin Peaks*.

CL: I also liked doing inventory of the images every once in a while. We were

never truly done with the picture until we actually stopped painting. We'd be looking at all the images coming together to form one big mural and we'd be like, "Why don't we have one of those?" and then we'd make a note to add something else or we'd be like, "This mural needs a Swiss cheese!" and up would go a block of Swiss cheese. It was fun.

LT: And what was your least favorite part of the experience?

NE and CL (agreeing): The projector that was supposed to put the image up on the wall wouldn't go above a certain point so a lot of what was above the first set of windows and everything above the second

set of windows couldn't just be traced on the wall. We had to freehand everything. There was also a horrible experiment with a giant wheel. We couldn't get the circle shape right so it looked like a weird egg with an open 'O' inside. We tried drawing it numerous times and eventually put a fish in front of it to hide its hideousness!

CL: However, it was all worth it when the mural was finally done and we actually walked back to the other side of the library and looked at it from afar. It was such a different experience seeing it done for the first time as one huge, interconnected mural instead of being up close and personal working on one section at a time. It was pretty awe-inspiring and moving.

LT: One last question, what is your favorite image in the mural?

NE: I hid the Mothman somewhere.

CL: The Swiss cheese! Also, there is a loaf of bread that we put a star in front of and it ended up looking like the star was holding up the bread. It's pretty comical because the star has a really, really happy look on its face.

Submissions for "Beyond the Shelves"

Do you know of a librarian with a cool hobby, special talent, or interesting story to tell? Please send potential candidates for spotlight to Lindsey Tomsu at nlaeditor@nebraskalibraries.org with the title "Beyond the Stacks" in the subject line. In your email please give me the name of your librarian, a short description about what makes them special, and contact information so I can reach them for a possible interview.



"I've got bread!"

Photo credit: Mitch Beaumont



The completed teen mural.

Photo credit: Mitch Beaumont

***Nebraska Libraries* Editorial Policy**

(Updated January 2013)

Mission

Nebraska Libraries is the official journal of the Nebraska Library Association. It strives to inform its members and subscribers of NLA's activities and represent the broad scope of issues and news that affect all Nebraska libraries. To encourage the sharing of knowledge and inspiration throughout the state, *Nebraska Libraries* is an inclusive, flexible journal that publishes feature articles, editorials, white papers, news, and reports from libraries, conferences, and NLA.

Content

Nebraska Libraries welcomes content from volunteer authors, including feature articles, news briefs, columns and opinion pieces, and photographs and artwork. Content is also provided by overseeing NLA Communications Committee members. The *Nebraska Libraries* Editor and the Communications Committee have the responsibility to publish accurate information regarding NLA and its activities and provide a balanced spectrum of coverage for all Nebraska libraries and members. Content is accepted or rejected at the discretion of the Editor and is subject to editing for clarity and grammar.

Editor's Rights

The Editor is responsible for each journal issue providing a balanced mixture of relevant and thoughtful articles and features on the interests, responsibilities, problems, and concerns of the varied library professionals throughout the state of Nebraska. The Editor is responsible for determining the strategic direction for the practitioner journal and developing editorial policies and submission standards, actively soliciting manuscripts from various NLA library professionals, conducting manuscript revision and editing, and serving as a primary liaison with authors. By submitting an item to this publication, an Author is implicitly granting the Editor permission to make minor editorial changes, such as correcting grammar, punctuation and spelling, and making layout and formatting changes as needed to speed along the publication process.

Author's Rights

An Author agrees upon the stipulations of the Submission Policy when submitting an article to the Editor. Upon submitting works to the Editor, the Author will receive a copyedited version of their work and be given a one-week deadline to contest or make any changes. If the Editor does not hear from the Author within that deadline the article, as per the Editor's rights, will be published as the Editor sees fit in order to speed along the publication process. Authors should explicitly note when a submission is a creative work, such as poem or story, where such changes would negatively impact the Author's intent.

The Author shall, without limitation, have the non-exclusive right to use, reproduce, distribute, and create derivative works, including update, perform, and display publicly, the article in electronic, digital or print form in connection with the Author's teaching, conference presentations, lectures, other scholarly works, and for all of Author's academic and professional activities.

After a period of six (6) months from the date of publication of the article, the Author shall also have all the non-exclusive rights necessary to make, or to authorize others to make, the final published version of the Article available in digital form over the Internet including, but not limited to, a website under the control of the Author or the Author's employer or through other digital repositories.

NLA Communications Committee Purpose

The NLA Communications Committee assists the NLA Editor with the direction, publication, and distribution of *Nebraska Libraries* and ensures that the journal meets the needs of the Nebraska library community. The committee aids the Editor in developing *Nebraska Libraries'* policies and procedures and its members contribute to the journal as well as solicit content from the broader library community.

Disclaimer

The statements, comments, or opinions expressed in *Nebraska Libraries* contributors are those of their respective authors and do not represent the views the Nebraska Library Association.

Nebraska Libraries Submission Policy

(Updated January 2013)

Who Can Submit

Nebraska Libraries will publish various articles and creative content from all authors actively involved in the library world within the State of Nebraska. If you are unsure of whether or not your piece would fit with our publication, please query the editor at nlaeditor@nebraskalibraries.org

Editor & Author Review

Authors are asked to review their edited submissions within one week of being sent the final Editor-approved draft. If the Editor does not hear back from the Author within that week, the submission will be published as the Editor deems fit in order to not stall publication.

Submission Guidelines

- *Nebraska Libraries* will start publication as a quarterly practitioner's journal. If interest is high, bi-monthly publication could occur in the future. Submissions for quarterly issues are due as follows:
 - February Issue = Due January 1
 - May Issue = Due April 1
 - August Issue = Due July 1
 - November Issue = Due October 1
- Any submissions received after a due date will be held and considered for the following issue.
- Please send all submissions in Word .doc or .rtf forms. Please no PDFs.
- Please send all photos saved as high quality JPEG files. Please send all photos and artwork as separate files not embedded in the Word document.
- If your article has sidebars or any special items that need to be formatted a certain way please clearly state this in the submission.
- Since we are publishing on Digital Commons there is no strict length minimum or maximum for submissions. Please be logical; i.e., a news brief should not be longer than a featured article.
- *Nebraska Libraries* is a practitioner journal and not a peer-reviewed scholarly journal. Therefore, citations are not necessary. If you would like to include them in your article the citation style used by *Nebraska Libraries* is APA.
- Please send all articles, ideas for articles, and other queries and communications to the Editor at nlaeditor@nebraskalibraries.org

Items Eligible for Publication

- We are looking for the following items or columns but we are open to submissions of all kinds:
 - Feature articles about anything library related
 - Articles about what is going on at your library (successful programs, etc.)
 - Short columns in each issue by members of the sections and round tables
 - News briefs—what has happened at your library, what is going to happen?
 - Spotlights on new NLA members
 - Member announcements (jobs, births, marriages, retirements, deaths, publications, etc.)
 - Suggestions for future columns, article ideas, etc.
 - Opinion pieces about hot topics in the library profession
 - Recommendations for the "How I 'Roll" column (recommended blogs)
 - Recommendations for the "Beyond the Stacks" column (interviews with interesting people who work in libraries)
 - Recommendations for "My Own Private Library" column (share your book collection with NLA)
 - Recommendations for the "What Makes Your Library Special?" column (a spotlight on a specific Nebraska library)
 - Answers, comments, and potential questions for the "Question" column (favorite library moment, favorite book, etc.)
 - Creative works—short stories, poems, art, etc.
 - Book reviews
 - White papers (not sought but will be considered for publication)