Index

Note: Page numbers followed by “n” indicate notes.

Artificial intelligence (AI), 73
Assessment in games, 3
Augmented reality (AR), 34

Band Hero, 20–21
BioShock, 28–29
Blogs, 110–111
Bookmobiles, 107–108

Call of Duty series, 27, 32, 34, 84
Candy Crush, 22–23, 28–30
Consoles, 3, 104
    functioning, 104
    PlayStation 3, 54–55
    Xbox, 17, 50, 53, 56, 68, 114
Constructivist/constructivism, 1, 8–9, 78, 117
Cooperative mode, 68, 117
Cybernetic systems, 14–17

Dance Dance Revolution, 53
Democracy and Education, 38
Discourses, 9

Elder Scrolls IV: Oblivion, 24–25
Elder Scrolls V: Skyrim, 19
Entertainment Software Ratings Board (ESRB), 51

Fallout, 85
Fanfiction, 15n2
Faster Than Light, 63–64
Feedback loops, 2–4, 75
    components, 17–37
    experience-based decision-making, 37–38
features, 2, 4, 7, 16–17, 21, 32, 37, 79
framework, 13
I² Approach and, 79–87
ideation and youth-librarian collaboration, 90–96
in-game maps, 31–36
leaderboards, 36–37
librarian-driven approaches and, 76–77
model, 10–11
objectives and rules, 18–20
player-driven approach and, 77–79
progress bars, 20–31
and theoretical foundations, 8–10
and tracing player involvement, 87–90
videogame feedback and cybernetic systems, 14–17
Fishbowl, 45–46, 52, 67, 69, 103
Food, 46–47, 54–55
Forza Motorsport, 70
Future library videogame programming ethos, 103–105
mobilizing, 107–110
possibilities for, 101
youth programming, 105–107

GameFAQs, 27, 33
Gaming
    in Mid-South, 52–61
    in Northeast, 42–52
opportunities, 47–50, 55–57
Governing rules, 46–47, 54–55
Graystone Public Library, 42–43, 46, 49, 85–86
Guitar Hero, 53
I² Approach, 75, 79–89, 94–99, 101, 111
Ideation and youth-librarian collaboration, 90
data analysis, 91–93
data and data analysis dissemination, 93–96
data collection, 91
instrument creation, 91
interpretation and videogame programming decisions, 96
IGN Entertainment, 33
In-game maps, 2, 7, 10, 14, 31–38, 64, 70–71, 73, 80, 87, 94, 96, 102, 117
Ingress, 35
Institutional Review Boards (IRBs), 41
Intergenerational videogaming, 105–107
Interlibrary videogame programming loan, 109–110
Internal rules, 18
Kid Center, 56–58
Killstreaks, 27
Kinect Adventures, 68
Language, 46–47, 54–55
Leaderboards, 2, 36–37, 71–73
League of Legends, 37, 71–73
Literacies, 9, 45, 64, 74, 86
Lives remaining, 28
Locked maps, 33
Machinima, 15n2
Madden NFL series, 26
Mana, 28
Meaning making through feedback loop, 63
feedback loop and collaborative reflection, 73–74
in-game maps, 70–71
leaderboards, 71–73
negotiating objectives and rules, 66–67
objectives and rules, 64–67
progress bars, 68–70
Melee, 28
Mid-South Library, 86
gaming in, 52
across library spaces, 58–61
Mobile Units, 108
research in library, 52–58
Minecraft, 48, 65–66, 71, 77, 81, 93, 96, 107, 114
Minimaps (see In-game maps)
Mobilizing game programs, 107–110
Mortal Kombat, 30–31
Multiplayer online battle arenas (MOBAs), 37, 73
National Library of France, 6
Negotiation of resources, 50–51, 57–58
Neiburger, 2, 4, 6, 47–48, 54, 59, 76–77, 98, 111
Noise, 46–47
Non-governmental organizations (NGOs), 4n1
Northeast Public Library, 42–43
gaming in, 42–52
research in library, 42–43
tournaments, 43, 47, 49, 59, 60, 76, 77, 81
Online forums, 110
Open world games, 19
Pac-Man, 18–19, 27–28
Paratexts, 15
Ping time, 3n1
PlayStation All-Stars game, 30–31, 69
Pokémon Go, 35–36
Preference ranking, 89
Progress bars, 2, 7, 10, 14, 20–31,
37–38, 64, 68–70, 73, 80, 87, 94, 96, 102, 117
Quests, 19
Reciprocal reading, 94
Red Dead Redemption, 33
Refreshments, 104
Remote situations, 3–4, 11, 59, 119
Remote tournaments, ideas for, 83–84
Respawn time, 28, 72
Rock Band, 50, 53
Role playing game (RPG), 24

Satellite Internet, 3–4
Scaled data, 89–90
Seating, 103–104
Shoutcasters, 83n1
Slam Dunk, 86–87
Sociocultural foundations
  theories of learning, 8
Space Invaders, 36
Super Mario Bros., 23–24, 28

Teen Area, 44, 46–47, 50, 67, 85–86
Teen Room, 53–54
Time, opportunity, or turns remaining, 23–31
Tracing player involvement, 87–90
Transformative play, 15

Uncharted, 29–30

Videogame(s)
  consoles, 3, 48, 50–51, 53–57, 59, 68, 102, 104, 109, 119
  hardware, 3–4, 50, 59, 83, 109, 119
  ratings, 51
Virtual reality, 14
Visual representation, 91

Weapons, 28–29
Wipeout, 17, 68

World Health Organization (WHO), 5n3