

Get Inspired, Start Inspiring

Outreach

Why engage in outreach? Outreach promotes goodwill towards the library and those who need our services (everyone). We all want to see more people walking through our library doors and outreach is a powerful way to make sure the community knows what is going on. In addition outreach support specific groups that may face barriers or challenges in our communities.

Outreach is many things including but not limited to: up-dated online posts, attending civic groups, supporting community events, newspaper articles, radio interviews, etc. The possibilities are endless, but our time and resources are not. Each library has fantastic things going on already, which should be celebrated. But consider trying new outreach programs and celebrating as you go.

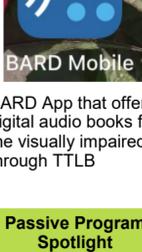
Talking Books for the Blind Service

All 36 libraries are signed up to offer services through TTLB (yay Tom!), meaning everyone has the ability to support those in the community who might be visually impaired. Once signed up, patrons will work directly with the Talking Books Library, but may have questions.

Ways libraries can support TTLB:

- Have a display of the TTLB players
- Put up information about TTLB and BARD
- Check out the [TTLB webpage from CCLS](#) for information

October 31, 2019



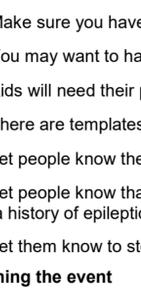
BARD App that offers digital audio books for the visually impaired through TTLB

Passive Program Spotlight

Which is Better Poll

Have a poll online/ at the desk of which books/ movies/genre is better. Can be 2 –4 options and a quick way to generate conversation. Pick titles and let the conversations start. Make sure to announce the winner at the end of the time.

Teen Programming Ideas



CCLS VR set– Contact Valle
Blair vblair@cclslib.org

Virtual Reality (VR) Program

Needed Equipment: VR set from CCLS, monitor to connect to, waivers, teens

Those not using the VR might consider exploring [Google Earth](#). After putting in different locations, they can discuss difference between the two VR technologies

Remember to take pictures and celebrate!

VR Program Tips from Taylor Annis– Anderson Free (Silver Creek)

Health and Safety

- ✦ Make sure you have enough space - about 6'x6' will be fine
- ✦ You may want to have a waiver ready
- ✦ Kids will need their parent's signature, so do it before the event
- ✦ There are templates online that you can find and modify
- ✦ Let people know they have to be at least 12 years old to use the VR
- ✦ Let people know that VR can result in motion sickness, vertigo or dizziness. People with a history of epileptic seizures should not use the VR
- ✦ Let them know to stop if they feel unwell while using the VR

Planning the event

- ✦ The PlayStation will come loaded with plenty of games and apps to pick from
- ✦ Pick a game/app that is appropriate for your event
- ✦ Example – You want people to come in and try out the VR. A game like Eagle Flight might be good to showcase the VR experience
- ✦ Example – You want to have a competition. Beat Saber is a great group game with scoring
- ✦ Pick a time limit for anyone using the VR

Getting things setup

- ✦ Give yourself enough time to setup the VR before the event
- ✦ Familiarize yourself with how the headset is worn and the controllers are used
- ✦ Charge up the controllers before the event!
- ✦ Play a bit yourself so that you can help attendees when they use the VR

During the event

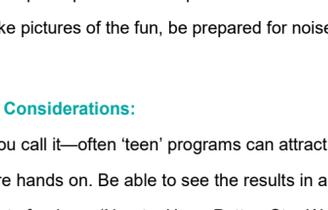
- ✦ Be ready to help people in the VR headset
- ✦ People may get disoriented and need help
- ✦ Some may need a reminder to play quietly
- ✦ People will probably need help getting into and out of the equipment.
- ✦ Enforce turn/time limits

Some people may not want to leave the VR – you may have to remind them of the time/turn limits

- ✦ Keep people in the VR headset safe

We had no trouble with this, but some people may be tempted to "mess" with their friends who are in the VR headset

Keep people away from the person in the VR headset to avoid collisions



Fandom Night / Minute to Win it

Invite teens to come dressed as their favorite book/movie/TV character

Equipment: Various depending on games, snacks

[Choose 3-5 Games](#) and suss out needed supplies (all fairly simple)

Advertise with local schools– use contacts!

Depending on number of participants can compete 1-1 or as teams

Explain the games, take pictures of the fun, be prepared for noise

Teen Programming Considerations:

- ◇ Consider what you call it—often 'teen' programs can attract more pre-teens
- ◇ Programs that are hands on. Be able to see the results in a short time
- ◇ Events that tap into fandoms (Naruto, Harry Potter, Star Wars (movie coming!), Marvel, DC, etc.) that encourage dress up and themed crafts
- ◇ Don't worry about the 'educational' face value– once they show up, they are learning/ working on important soft-skills. Teens want fun non-education after school hours
- ◇ Work through required community service with the local school (National Honor Society) - let those kids plan/ lead programs for peers

Call to action: If you know of organizations offering reduced/free Holiday meals, please pass on the information to LJ ljmartin@cclslib.org. I'm looking follow Tom's lead and provide a list of holiday meals for those in our communities that are in need of help this year.