Resources and Collection Ideas
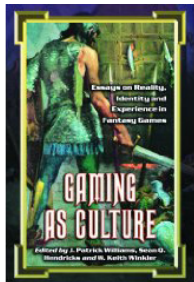
Books:

MMO Evolution
By Robert A. Rice Jr.
This book is the perfect guidebook for travelers, adventurers, innovators, and designers to the true next generation of immersive worlds and MMORPGs online.

Gaming as Culture: Essays on Reality, Identity And Experience in Fantasy Games
By J. Patrick Williams
This book presents the most current research in fantasy games and examines the cultural and constructionist dimensions of fantasy gaming as a leisure activity.
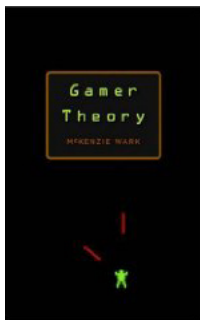
Gamer Theory
By McKenzie Wark
Gamer Theory uncovers the significance of games in the gap between the near-perfection of actual games and the highly imperfect gamespace of everyday life in the rat race of free-market society.
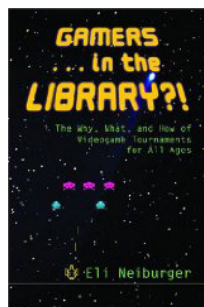
Gamers…in the Library?! The Why, What, and How of Videogame Tournaments for All Ages
By Eli Neiburger
This is a guide to gaming culture, software and hardware, understanding how videogaming events fit into the library, and how to conduct tournaments and market the events.
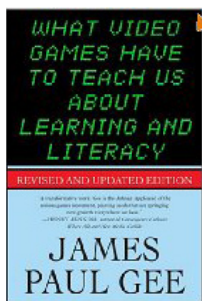
What Video Games Have to Teach us About Learning and Literacy
By James Paul Gee
This book deals with the educational relevancy of video games as they engage and challenge the player's problem solving skills.
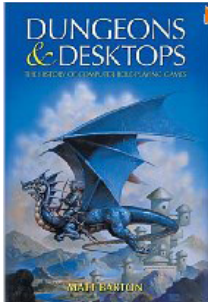
Dungeons and Desktops: The History of Computer Role-playing Games
By Matt Barton
Computer role-playing games (CRPGs) are a special genre of computer games that bring the tabletop role-playing experience of games such as Dungeons & Dragons to the computer screen. This genre includes classics such as Ultima and The Bard's Tale as well as more modern games such as World of Warcraft and Guild Wars.
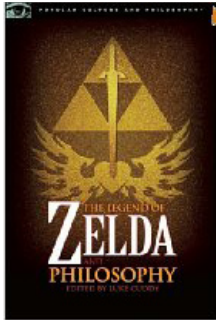
The Legend of Zelda and Philosophy (Popular Culture and Philosophy)
By Luke Cuddy
The Legend of Zelda is one of the most beloved video game series ever created. The contributors to this volume consider the game in the form of philosophical questions, such as: What is the nature of the gamer's connection to Link? Does Link have a will, or do gamers project their wills onto him? Do the rules of logic apply in the game world? Is Zelda art? The Legend of Zelda and Philosophy not only appeals to Zelda fans and philosophers but also puts video games on the philosophical map as a serious area of study.
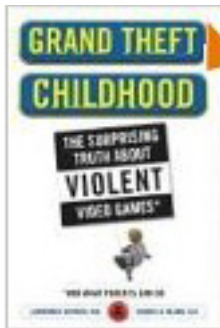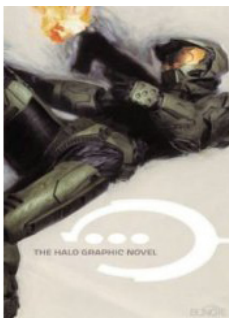
Grand Theft Childhood: The Surprising Truth about Violent Video Games and What Parents Can Do
By Lawrence Kutner, Ph.D. and Cheryl K. Olson, Sc.D.
This book discusses the real risks of video games to children, while taking into account that not all children are affected the same way.

Graphic Novels:

The Halo Graphic Novel (2006)
Based on the wildly popular videogame, this anthology collects four stories by different creators, all set in the Halo universe of the 26th century. The game's central story details a war between Earth's United Nations Space Command and the Covenant, a coalition of hostile alien races. At the center is Master Chief, a UNSC cyborg-marine who discovers the terrible secret of the Halo, a series of ring-like artificial planets.
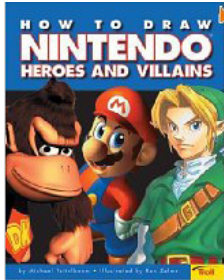
World of Warcraft
By Walter Simonson
Collected here are the first seven issues of the comic series based on the most popular MMORPG game on the market.
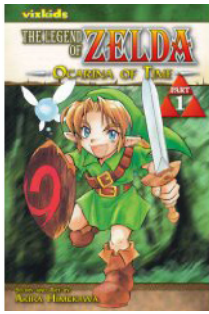
The Legend of Zelda, Volume 1
By Akira Himekawa
Based on the popular game series, Zelda, this manga follows the adventures of Link, the hero, during his adventures in the popular game "Ocarina of Time".

How to Draw Nintendo Heroes and Villains
By Michael Teitelbaum
Part of the How to Draw series, this issue teaches kids how to draw their favourite heros and villains from popular video games such as Mario, Legend of Zelda and Donkey Kong.

Strategy Guides:

There are as many strategy guides as games out there, so it is impossible to say which you should have. However, it would be good to provide guides for the games you provide in your library. If there is a policy to not carry, say, M rated games at your library, it may be good to still provide guides for those more popular games in order to draw in the players of those games and still provide a service for them.

Websites:

Gaming Guru
http://www.wral.com/entertainment/blog/1028423/
Journalist John Gaudiosi has covered video game business for more than a decade. This site holds some of his articles.

The Video Game Revolution
http://www.pbs.org/kcts/videogamerevolution/
This website is connected to a special that aired on PBS. It covers the history of gaming, creation of games, and the impact games have.

The Video Game Librarian
http://www.videogamelibrarian.com/
This blog has reviews, recent releases, gaming news, resources and current events in libraries that are related to gaming.

The Librarian's Guide to Gaming: An Online Toolkit
http://www.librarygamingtoolkit.org/
This toolkit, compiled with resources, tips, and best practices from expert librarians who deliver exemplary gaming services, is a jumping off point for all types of libraries, serving members of all ages.

GamePolitics News: Where Politics and Games Collide
http://www.gamepolitics.com/
This site discusses video games in the context of American politics.

WomenGamers.com - Because Women DO Play
http://www.womengamers.com/
Womengamers.com has content such as job listings for programmer positions, scholarships, clothing, news articles about the gaming industry, game reviews, and much more. Worth checking out and encouraging teen girls to visit ? they are accepting new writers!

GirlsTech: Computer Resources for Young Women
http://girlstech.douglass.rutgers.edu/gt1b.html
A guideline that can help you to select technology that is female-friendly.

Teacher Librarian: Girls and Gaming Feature
http://www.teacherlibrarian.com/tlmag/v_31/v_31_3_feature.html
This is a magazine designed specifically for you, the library professional working with children and young adults. Within our pages you'll find lively and relevant articles exploring current issues such as collaboration, leadership, technology, advocacy, information literacy, and management.

The bold and the beautiful

Female characters in games play many different roles, from the graceful princess to the toned fighter. Both face adversaries and defeat them with their unique skills and strengths, be it magic or a roundhouse kick!

Above is Cammy from the *Street Fighter* series. Left is Princess Zelda, the namesake of the long-running series that usually stars Link.