

Donovan Pete  
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IRLS 550

## Log 2

“The library was in demand by the community, so with the bonds it was created to serve the people who wanted. We are librarians serving the people.” (Margaret, 2010)

On my second day of my service learning, I worked on Saturday November 13<sup>th</sup>, 2010 from 12:30 pm to 5 pm, where I had the chance to help with one of the Martha Cooper libraries programming. Today was the “National Gaming Day @ your library,” an initiative started by the American Library Association (ALA) which is used to connect communities around the educational, recreational, and social value of all types of games.

Before I was able to help, I went to the employee lounge where I was taught how to play Mancala by one of the librarians. Mancala is sometimes called sowing games or count and capture games because your objective is stated, count and collect. Mancala is a game played worldwide and it is often compared to playing chess in certain parts of the world.

The rules are simple, fill up each basket with 6 stones, the first player chooses from their bowl and drops a stone in each bowl until they reach their reservoir where they drop and continue dropping stones into the opponents bowl, from there, if the player has dropped into a bowl with stones, they pick it up and continue to drop stones into the bowls & their reservoir if need be. The player's turn is over when they put a stone into an empty bowl, the player is not allowed to pick up from the other players reservoir. This continues until all bowls are empty and each player counts how many stones they have in their reservoir.

The event included video games & a wide variety of board games were available for anyone to come by and enjoy. After I was taught how to play, I helped Margaret setup one of the meeting rooms where the event was going to take place. Some teens showed to help setup the television and hooked up the various video game systems. Another group of teens also setup the projector and attached another video game system to it, they all wanted to play a game called, “Rock Band.” The video game allowed 4 players per game including a microphone, 2 guitars and a drum set. On the other setup, they all decided to play games on the Nintendo Wii. What I enjoyed how everyone who wanted to play got a chance to play, when one would lose or come in last place they would hand off so everyone got a chance.

Margaret and I setup some egg cartons, small pebbles and a paint area so that anyone who is interested will be able to make their own game of Mancala. The flickering of the screen and blurring of the group of video game players took most of the attention yet some children, young adults and teens were interested in the board games for a while but they went would call out when their turn on the video game and proceed to play. Margaret left after the games started

and another librarian stepped in, so that we could both watch and make sure everything was a good environment to be in.

The event lasted from 1 pm through 5 pm and the library was closing up, 30 minutes before closing time, the teens would help us out in putting away all the games and disconnecting the system. Each individual liked the event and were more than happy to help, I was told by the librarian that many of the teens there, were regulars and she knew them all well. She told me about each individual and was surprised on one teen, which was really shy and hardly spoke, but he was on the microphone singing away. She was happy to see all the teens there were getting along so well and that they understood each other.