

UC Santa Cruz

Library Staff Presentations and Research

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iPad Game Library

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iPad Game Library

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About the Video Game Collection

The University of California, Santa Cruz Video Game Collection was launched in 2006 to support the campus' new Video Game Design program, and it now holds approximately 1,400 titles and 50 consoles. Notable games and consoles from the 1990's to present are collected. There is an in-library Gaming Lab, and UCSC affiliates are allowed 2-week checkouts of most games and consoles.

The Rise of Mobile Games

The faculty wanted mobile games represented in our collection. Many students were also creating games for mobile devices. Our Library already loaned iPads¹, but not in our Science & Engineering Library. I submitted a proposal, and the Library Games iPad was made available for check out March, 2012. Since then, it has circulated over 1,000 times.

Collection Criteria

- Any UCSC student/researcher created iPad games are collected.
- Popularity is not enough to warrant collection. Game must be novel in some way (by use of touch screen, space, sound, behavior, story, or aesthetics).
- Suggestions are requested from campus game design staff and researchers.

Planning to Propose

Who to Contact & What to Ask

- Circulation – How long will check out be? Where will the synching station live? Where will the iPad be stored? What's an appropriate replacement cost?
- Computer Services – Will they maintain this item and set up the synching station? Will they train circulation staff if needed?
- Technical Services – What will the iPad be called in the catalog? How will games on the iPad be represented and discovered in the catalog?
- Collection Development – How will you purchase the games from iTunes? What fund will you use?
- Determine cost: iPad + iPad cover + synching station + apps

Other Uses / Future

- Establish a more routine process to collect student and faculty made iPad games for experiential use.
- Determine how to link catalog record of game to thesis / proceedings article(s).
- Advertise the availability of student games on the iPad Game Library.

1. Thompson, Sara Q. Setting up a Library iPad Program. Guidelines for Success. *College and Research Libraries News*. V.72, n.4, 212-236.

2. Image: Syz E.G. <http://www.syzeg.com/>

3. Image: MicroVentures. <http://microventuresgame.com/>

