LEVEL UP!
DESIGNING A GAMING LAB AT CARLETON UNIVERSITY LIBRARY

Carleton University Strategic Planning
Defining Moments 2008-2013
Strong emphasis on a central spindle to key campus:
1. Sustainability and environment
2. Health
3. New digital media
4. Global identity and globalization

Collaboration, Leadership, Resilience 2013-2018
Facilitation for establishing the Discovery Centre for Undergraduate Research and Engagement to implement programs to enhance student engagement in:
- Research
- Experiential Learning
- International experience
- Immersive learning

Statement of Need
Faculty in computer game development streamed (B.C.S. Harris, B.T. degree) wished the library to support their work by:
1. Gathering gaming: 2. Building a gaming lab
2. Creating a digital media archive.

The Renovations
2016 to 2017 Carleton University Library underwent a complete renovation. Plans included a main entrance on the 4th floor to house the new Discovery Centre to include a gaming lab and digital media centre.

The Gaming Lab
Carleton University is now the only academic library in Ottawa with a collection over 6600 video games and a widely supported gaming lab.

Grande Theft Auto
The gaming lab includes: "The kend" 2-Cyberpunk2D (Linux) 151111 gaming PCs, Oracle: Virtu-Virtual Space, music, PCs, Mac and Wii, large screen monitors and 20 projectors.

Objective: Planning and Design for Learning Outcomes
Games encourage players to solve problems as they work hard to succeed and "level up".
Games foster skills for the 21st century job market such as:
- Collaborative problem solving
- Memory skills across multiple platforms and technologies
- "Stephanie "software"" to games help the learner to activate both and connect new knowledge

Technical specifications for the gaming lab were designed to support these learning outcomes and include the equipment and services needed by faculty and students.

Methodology Used to Implement the Project
Guidelines for selecting the equipment: Interviews and observations: Questionnaires: Methodologies used: analysis of circulation statistics for video games.

Outcomes: The Gaming Lab
Library services supports courses in Information Technology, Computer Science, Digital Humanities and more.

Findings: Communication is Vital for Collaborative Projects
Communication is crucial for the gaming lab. Without communication with other users:
- Communication with other users
- Communication with the library
- Communication with the community
- Communication with the studio
- Communication with the public

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