The Role of Games in Community Building in an Urban Public Library

Abstract

Gaming is a past time that encompasses a wide range of activities including video games, board games, pen and paper role playing games, and card games. The diverse nature of gaming and its entry in to the mainstream pop culture zeitgeist means that we are seeing a larger number of diverse individuals playing games as one of their primary leisure activities than was previously seen. The type of individuals and groups that engage in gaming as well as its positive and negative impacts have been the focus of a large amount of research in recent years. There is, however, a lack of research regarding the role that games play in the creation and bolstering of communities, especially in the context of libraries.

This paper will look at the role that a variety of forms of gaming can have in the creation and building of communities when participation is facilitated by a public library through the provision of games and special gaming events. A questionnaire was given to users of an urban public library branch during regular opening hours and during a special event for International Games Day 2015 to assess their gaming preferences, habits, and any influences on their decision to interact with other patrons and whether games influence their decision to visit the library or to participate in community events that feature some form of gaming. The questionnaires were then collected and the answers collated in order to provide data for evaluation. The findings of this research present a snapshot of the gaming habits of a diverse collection of individuals that utilise the services of an urban public library. This may assist similar organisations when they are creating or expanding a game collection to help them choose titles which promote shared experiences and foster

communication between community members. This may also assist the library in acting as a hub for community building by using games as a catalyst.

Introduction

The role of libraries and librarians has changed to meet the needs of society and the public over the years. Libraries have evolved from solely acting as repository of knowledge and learning to incorporating community centres and public meeting spaces, they now provide important recreation and learning services to their patrons. Librarians are no longer gatekeepers, but are also teachers and facilitators. Unfortunately, with the rise of the digital age, libraries are under increasing pressure to justify their existence as government budgets tighten and funding comes under threat. It is because of this that libraries need to evaluate their services and decide how they can best serve their community both as an educational institution and a provider of community services.

The purpose of this research paper is to evaluate the ways in which an urban public library can assess and meet the varied needs of patrons using board and video games. I will examine the issues surrounding gaming in libraries as well as some of the discussions that can occur should a library decide to support a gaming program and/or add games to their collection. I will then describe the method and examine the results of a voluntary survey that was conducted in a public library network located in Melbourne, Victoria between December and March. I will then discuss the results of their survey and consider how they will inform future practice within the library service in question regarding future programs and events and, by doing so, show the role that gaming in the library can play in meeting particular social and emotional needs of different demographics within an urban environment.

Games in Libraries

Public libraries have housed collections for recreational reading alongside materials designed purely for educational purposes for many years. As patrons' tastes changed so did the provision of recreational materials as many libraries made room for audio visual collections as various formats entered the mainstream and their patrons' homes. In order to meet the recreational needs of patrons libraries may also provide recording studios and host film festivals and art or maker spaces. With the video game industry now comparable to the movie industry in size and revenue (Schmidt, 2015) and Vice magazine declaring board games (beyond the much loved Monopoly or Scrabble etc.) cool (Hutchcraft, 2016.), it is apparent that gaming is well and truly a mainstream activity. Yet in spite of this, when it comes to games and gaming, librarians may still meet with resistance from colleagues or the general public. Objections may arise for a multitude of reasons, the general public may become upset that the library is spending money on games rather than other more 'literary' programs, they may object to the content of the games themselves or the noise that gaming makes within a space many perceive as traditionally quiet or silent may elicit protest from patrons (Nicholson, 2013).

Gaming has been woven in to the fabric of public libraries for many years as they sought to provide for the recreational needs of the public they serve. One only need to look to America where one of the oldest gaming programs on record is the chess club hosted by the Mechanics' Institute Library in San Francisco, which was founded in 1854 (Nicholson, 2013) to see how long gaming has actually been a part of library culture. While chess serves as an excellent example of an older, more 'traditional' game finding a good fit within

the library, there is also a case to be made for allowing modern board and video games to stake out their place within the library. The case put forward by Scott Nicholson (2013) is that "games are a natural fit as part of these services, as one goal of gaming in libraries is to engage and inspire patrons to become involved with other library resources and services" (p. 352). As libraries become important community and social hubs, it is also important that they provide the facilities that will draw the community in. By providing gaming services within the library and facilitating organised play the library is not only promoting play, but also the other services they offer through exposure and cross promotion. Making games available for the public (without the facilitating play) has benefits. For example, in his study Kurt Squire (2003) found that,

> video game playing occurs in social contexts; video game playing is not only a child (or group) of children in front of a console, it is also children talking about a game on the school bus, acting out scenes from a game on the playground, or discussing games on online bulletin boards. (p. 9)

Games therefore act as a way for disparate individuals to come together and discuss shared experiences. Whether it be the same level in a video game, the mechanics of a card game or an upcoming expansion to a board game, games can act as a catalyst for individuals who may know nothing about one another to collaborate and give them a sense of belonging and community based on this shared interest. Libraries can provide a safe space within which this can occur.

In the following section I will outline the method I used to survey patrons and gather data regarding their age, gender, desire for ongoing gaming programs and events as well as their gaming habits at home. I will then discuss what this data means for the library where

it was gathered as well as other urban libraries serving a diverse population of individuals. I will finally conclude by identifying future action that can be taken as a result of this study, identifying improvements to the method should others wish to collect similar data in their own libraries and potential areas for further study.

Method

The scope and purpose of the research was considered through discussion amongst stakeholders within the library service and City of Melbourne (Library Managements, City Research etc.). A voluntary survey was decided on as the best method considering the large catchment pool of the library service and the 54,000 patrons it served through its programs alone in 2014 - 2015 ('Annual Report 2014-15 - City of Melbourne', 2015) as well as the amount of time it would take librarians and library officers to conduct the survey with every patron. Also taken in to account was the success of previous voluntary surveys conducted by the same library service to evaluate other the demand for and success of other programs and services. Once the research method was decided upon a survey was created in cooperation with the City Research department of the City of Melbourne. This was done to ensure that, by working with statisticians and specialists in urban research, that the survey was academically sound as while also complying with the City of Melbourne style guide and any ethical and legal requirements. The following mix of qualitative and quantitative questions were decided on in order to provide the information needed to assess the needs of our gaming patrons and their desire for ongoing gaming events and programs. The surveys were then made available to the public as both a physical survey (Appendix 1) and as an identical online survey through the Survey Monkey web service.

In order to assess when and where events would be most popular, survey participants were asked which City of Melbourne library that features games as part of their collection (North Melbourne Library, City Library, Kathleen Syme Library and, Library at the Dock) they last visited and on which day. Respondents were then asked to describe interest in participating in gaming events facilitated at the library according to provided responses. Participants were then asked about their gaming habits, specifically, what they played, how they played and with whom. This was done by providing tick boxes covering different types of games (console, mobile, pen and paper, board etc.) and ways of playing them (with friends, family, online, offline etc.). The choice was made to provide tick boxes as opposed to having the participant describe that they play so we could tailor the specificity of the responses and gather information that was relevant to the study. Survey participants were then given the opportunity to make suggestions regarding what they would like to see offered as part of a gaming event or program run by the library service. Finally, we asked which age bracket respondents fit in to, their gender (with the option not to answer), their household situation (again, with the option not to answer) and their postcode.

All initial quantitative questions in the survey were designed to discover whether there was a need for gaming events and programs, what form they should take, for whom and where. The qualitative question posed was very simple in order to promote brief, direct answers regarding responder's likes and dislikes in regards to future gaming activities in the library that would be easy to examine and find recurring themes. The final quantitative questions at the end regarding age, gender, living arrangement and, postcode were put in the survey to assist in identifying the demographics that want to participate in gaming events or programs in order to tailor them to their needs.

Results

The following results are taken from 30 surveys voluntarily completed by patrons over the period between December 2015 to March 2016. Respondents answers will be expressed as a whole number total or, where appropriate, as a percentage of the total number of completed surveys to one decimal point. Any unanswered questions be counted as 'prefer not to answer' if that is an option otherwise they will not count towards to totals for that question however all surveys submitted will be considered as complete since all questions were considered optional since they may not have been relevant to the respondent's background or interests.

Table 1.

Which library are you at today?

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Total
City Library	0	2	3	3	6	1	0	15
Library at the Dock	0	1	0	1	1	0	0	3
North Melbourne Library	0	1	1	1	0	1	0	4
Kathleen Syme Library	0	1	2	3	0	1	2	9
Total	0	5	6	8	7	3	2	

The results of the first question as outlined in Table 1 make it apparent that some respondents selected more than one day that they were at the library which means we cannot accurately express the most popular day or library by as a percentage. The totals reveal the the most popular library for respondents is City Library, followed by Kathleen

Syme Library, North Melbourne Library and, finally, Library at the Dock. The most popular

day for visiting the library was Wednesday followed by Thursday, Tuesday, Monday,

Friday, Saturday and, Sunday.

Table 2.

Would you be interested in participating in gaming events facilitated by the City of

Melbourne at our libraries?

Yes, great way to meet others and learn gaming tips	16
Yes, but only with friends/people I already know	4
Not sure. I'd have to know a bit more about it first	3
Not sure, but probably not	2
No, I already have enough gaming options	1
No, gaming does not appeal to me at all	1
Other (please tell us)	1

When asked to express their interest in gaming events facilitated by and at City of

Melbourne Libraries (Table 2) according to the scale, 53.3% thought it was a great way to

meet others and learn about gaming,13.3% only wanted to participate with people they

knew,10% wanted to know more, 6.7% were doubtful and, 6.6% were not interested at

all.10% of respondents either gave no answer or, in the case of one, selected 'Other' and

then gave no further information.

Table 3.

Which of the following game-types do you play as a leisure activity? Please tick the 'how often' and 'with who' boxes that best describes you. If you don't play any of these games, just leave it blank and go to the next question.

	Play Regularly	Only Rarely	Have played but don't anymore	On my own online	On my own offline	With friends/family remotely/online	With strangers remotely/online	With friends/family in person	In person with organised gaming groups/communities
Console based (PS4, Xbox One etc.)	9	10	2	3	9	2	4	10	0
PC Based	12	4	6	4	8	3	1	1	0
App based (on mobile phone, iPod touch, tablet etc.)	10	6	4	8	8	2	2	1	0
Handheld console (such as PS Vita, Nintendo DS etc.)	3	7	6	1	7	1	2	2	1
Tabletop or board games (Catan, Monopoly, Warhammer etc.)	10	7	1	0	0	1	2	19	3

	Play Regularly	Only Rarely	Have played but don't anymore	On my own online	On my own offline	With friends /family remotely/online	With strangers remotely/online	With friends/family in person	In person with organised gaming groups/communities
Pen and paper (Dungeons and Dragons etc.)	3	1	7	0	0	1	1	9	2
Card or tile based (Pokémon, Magic the Gathering etc.)	2	5	6	0	1	1	1	10	1

Regarding results of the question as outlined in Table 3, the most useful way to interpret the data for this paper is to examine the percentage that play or have played each type of game, the way they play them and with whom. Of the 30 respondents 70% play or have played video games on consoles of some description (Playstation, Xbox, Wii/U etc.), 73.3% on personal computers (PC), 66.7% as apps on a device (smartphone, tablet device, Facebook etc.) and, 53.3% on handheld video game consoles (Gameboy, Playstation Vita etc.). As for analogue game formats (although some may utilise some digital elements) 60% play or played some form of tabletop or board game, 36.7% participate or participated in a pen and paper role playing game (RPG) format (Dungeons and Dragons, Pathfinder etc.) and, 43.3% currently or previously played a card or tile based game (Magic the Gathering, Netrunner etc.).

Regarding who respondents play with, these findings are significant to this study as 'with friends/family in person' was selected by more people than any other option when asked with whom they played different games with. This means that the largest group of respondents were those who enjoy playing with others. This provides justification for the provision of gaming events and ongoing programs at those libraries that received the highest amount of feedback within the library service as there are patrons who legitimately enjoy engaging with others through gaming, much like patrons do through book clubs. If a library offers ongoing programs based around reading for recreation due to community interest, then based on these results shouldn't gaming groups be offered for the same reason?

The only question which required patrons to enter their own answer 'Do you have any ideas or suggestions about what you'd like to see included or not included in gaming events facilitated by the City of Melbourne at our libraries?' was answered by 17 survey participants. Ten of the responses detailed the type of games that the respondents would like to see made available, each response varied regarding which games they would like but all requested a greater number. The remaining seven responses detailed the ways in which respondents would like to see games presented and played in the library including three offers to run ongoing gaming programs, two other completed answers requested that any programs be limited to different age groups in order to make it more likely to attract participants (e.g. a 25 year old isn't going to want to regularly play with a 10 year old).

Table 4.

Age

Under 15	0
16 to 18	1

19 to 24	5
25 to 34	11
35 to 44	5
45 to 64	4
65 and over	0
Prefer not to answer	0

According the results presented in Table 4, a large majority of the respondents fell between the 25 to 34 age bracket, placing them in both the Young Adult and Reader Development teams' target age for this library service. This being the case any programs targeting this age bracket would either need to be operated as a joint venture, split between the two teams (Young Adult targeting 19 to 30 and Reader Development the 30 to 44) or with one team taking over and including patrons a little out of their normal target age range. Four patrons that answered the survey did not choose an age bracket.

Table 5.

Gender

Male	13
Female	11
Prefer not to answer	1

Table 5 shows that 25 respondents indicated their gender. Of these 43.3% were male, 37.7% were female and 3.3% preferred not answer however. If we count the five patrons that didn't answer in the prefer not to option that number becomes 16.7%.

Table 6.

Household situation, I live:

At home, with parents	5
Alone	3
Share house, with friends	2
Single parent, with child/ren	0
With partner, with child/ren	5
With partner, no child/ren	10
Prefer not to answer	0

A majority of respondents live with their partner without children, followed by at home with parents or with partner and children.

Discussion

When creating the survey, the decision was made to keep instruction brief in order to make the survey as short as possible and approachable for all ages to maximise participation. The question regarding what respondents played, how and, with whom could have been broken down in to separate sections however the hardcopy of the survey was already three pages and it was felt that making it any longer would make it too large. Overall the survey itself provided data that would be useful for examining the gaming habits of the community served by the library service and to make the case for or against gaming events and programs within its branches. However, changes would need to be made to the questions and how the survey is conducted if those conducting the survey wanted more in depth information regarding patron's gaming habits.

The first question asked of survey participants, 'Which library are you at today?' allowed us to judge which days would be best to run any gaming programs. Wednesday had the most visitors so this would be the best day to schedule any ongoing programs. Friday, Saturday and, Sunday would be the worst days to schedule any ongoing programs due to the lack of gaming visitors. The most popular library was City Library making this the obvious choice for hosting any programs or events however Kathleen Syme Library may also be appropriate as it was the second most popular and is close to City Library and both of them are connected by public transport. Choosing an appropriate library for a pilot program would be important in this case due to the low number of responses considering the Melbourne Library Service's large number of patrons and the relatively few that responded to the questionnaire. Choosing the right location for ongoing programs may encourage participation amongst those patrons that did not fill out a survey and demonstrate the need for programs outside of the pilot location. Obviously these findings are specific to this Library Service, however it demonstrates the reasoning behind running programs and events on more popular days. Another thing to consider is that weekdays may not be appropriate for running all day events as the target audience may be at work or school.

The second question regarding what games respondents play, how often, how they play them and with whom was intended to provide mainly qualitative data to help the library service assess what types of games people are likely to play together at events and programs. According to the responses, the most popular way for respondents to game with other people included using console games, board games, card or tile based games and, pen and RPGs. That console gaming was the only type of electronic gaming that was really popular for playing in person with others (the next popular being handheld consoles with three respondents indicating they play with others) comes as no surprise. Since their

inception, gaming consoles such as the early 'Pong' machines have been designed with multiplayer options in mind. It is only with the most recent console generations (PlayStation 4, Xbox One etc.) that local multiplayer options have been leapfrogged by a focus on online multiplayer options. The popularity of playing board, card and tile and pen and paper RPGs comes as no surprise as almost all of these games are designed to be played with others (Settlers of Catan, Carcassonne, Dungeons and Dragons and Magic: the Gathering amongst others).

The question asking for respondents' suggestions yielded many ideas for types of games that the library should buy in order to engage the general public. This provided further ideas for how ongoing groups should be run and offers to run these groups. Many of the suggestions received from the public were helpful, providing the library service with insights regarding what types of games respondents would like to see more of in their libraries. Finding that some respondents were enthusiastic enough about ongoing programs that they would offer to run them shows that there is definitely enthusiasm for the library to host these types of activities. Running any such program would go through a period of trial and error regarding the level of library involvement. The suggestions offered by respondents regarding how they would like to see them run would hopefully limit this and any disruptions to patrons who chose to participate.

The final questions regarding age, gender and household situation were included in order to gather quantitative data about the respondents to help the library service understand the audience that wants gaming events and programs made available. The largest age group was between the ages of 25 and 34 with 11 respondents followed by 19 to 24 and, 35 to 44 with five respondents. This was surprising as the assumption was made that many of the patrons that would take the survey would be of school age simply based on informal

observations of the demographic interacting with the available gaming services in the libraries where the survey was available. This assumption also led to a surprise at the household situation of respondents with a majority (10) living with their partners and no children followed by those living at home and, those living with their partner and child/ren (5 each). The only result that wasn't really all that surprising was the gender split between male and female respondents, with research showing that a majority of gamers identify as female ('52% of gamers are women – but the industry doesn't know it', 2014).

Based on the responses to the surveys the ages that would be the most receptive to ongoing gaming programs fall between 19 and 44. Taking in to account the way different age brackets are split between different departments within this library service, any ongoing and gaming programs would be most effective in engagement if run by the Young Adult Services team who cover programs and events for patrons aged between 15 and 30. Based on the feedback from survey respondents regarding how they would like programs run, ongoing programs should target patrons between the ages of 19 and 30 in order to minimise age disparity. Once programs are running this can be evaluated and, based on interest from patrons in other age groups, new programs could be started by other teams within the library service. Any special gaming events run by this library service would benefit from targeting a range of groups with age appropriate activities catering to a variety of gaming preferences according to the most popular types console, board and tabletop, card and pen and paper RPG game types.

Through providing ongoing programming to these ages, libraries will also be filling a very important community building role for an interesting, varied demographic. Julie Carbery and Duane Buhrmester found that "friendships reached their peak of significance as suppliers of social provisions during late adolescence, just prior to the point where a

majority of subjects became involved in committed romantic relationships" (1998 p. 405). Unfortunately for some, this coincides with leaving school and established social support networks, networks that can be difficult to reestablish in new environments and social situations such as work, TAFE, University and so on. Without these social networks individuals are at risk of loneliness, anxiety, depression and boredom (Hawkley and Cacioppo, 2010) leading to all sorts of ongoing negative social and emotional outcomes. By providing ongoing programming for individuals with similar interests and of a similar age the library engages in community building, "community building refers to activities, practices, and policies that support and foster positive connections among individuals, groups, organizations, neighbourhoods, and geographic and functional communities" (Weil, 1996 p. 482). Community building of this type is important as research has found that

> humans acquire their sense of identity and self at least partly from their culture and their relationship with others in their community (Berger & Neuhaus, 1991; Nisbett, 1980). Community, therefore can provide stimulus for individual identity and create a sense of belonging and security. (Weil, 1996 p. 486)

By community building through gaming in the library the library service helps individuals reestablish social networks and make friends in a safe space. The findings of Hawkley and Cacioppo (2010) show that this can be effective in alleviating those feelings of loneliness and isolation that individuals between the ages of 19 and 30 may experience.

While gaming and social interaction may not be immediately linked in some individuals' minds, games allow us to explore social and societal practices and norms as well as helping us to establish social support networks while also facilitating the development of

communities and culture (Arnseth, 2006). Gaming becomes more than the game, it also becomes the means for a shared experience through which people create and share stories together in safe and supportive environments provided by the library. Librarians must be aware of the sort of community they wish to build and make games available for patrons and choose games that encourage the interactions they wish to facilitate, being aware that "many different types of games exist, focused for example on violent battle, problem-solving, role-playing, story telling, strategy, or socializing. Likewise many types of communities exist: they can be aggressive, welcoming, guarded, collaborative or competitive. (Ruggles et al., 2005 p. 11).The easiest way to gain knowledge and understanding of the games they are making available being through finding information online, speaking to other gamers or simply playing the games themselves.

In order to effectively build gaming communities within the library to help support the social and recreational outcomes discussed, the library service in which the survey was conducted should run two separate programs. This would maximise outcomes and engagement among interested patrons and community members. The first would consist of board games and local multiplayer games on consoles, based on the popularity of the two formats in the survey. Both of these formats are suited to having multiple games going on in reasonably close proximity to one another, each game that would be occurring would be self-contained and consist of anywhere between two and four people (possibly more depending on the board or video game). This means that multiple games can be played at the same time in the two most popular formats (console and, tabletop or board games) and allow the group to expand by adding more games as/if participation increases.

The second would consist of participants in a pen and paper RPG game, the third most popular format of any significance in the survey, of a format (Dungeons and Dragons,

Pathfinder etc.) decided on by participants and dependent on the availability of a Dungeon Master to run the sessions (a Dungeon Master being a story teller who facilitates play, narrates the game and plays as the hostile environment against which players must battle). The intense nature of pen and paper RPG games, with participants required to listen to the Dungeon Master and work together overcome in game obstacles placed in their path while also role playing as characters they have developed themselves. This requires a quiet space where games can operate without any distractions, such as a meeting room within the library. If any further groups would like to run games at the same time they would require separate spaces so the two groups do not distract or interfere with each other. In the case of special events, board games and console games could be easily run while pen and paper RPG demonstrations could be watched by curious patrons or dungeon masters could facilitate short adventure modules with pre made characters for participants to role play as and get a feel for the game.

Conclusion

The role of games in community building in urban public libraries is one of facilitation, the games facilitate conversation and shared experiences that lead to relationships, social engagement and the development of communities of shared interest. In order to achieve this, libraries first need to understand the patrons they would be delivering gaming programs and events to in order to tailor these to the demographics wants and needs. From there it is the role of the library service to provide safe spaces in which programs and events can take place and the librarian to provide the means through which positive relationships can be built by participants and an inclusive, supportive community is built.

Gaming in libraries is still gaining a foothold in Australia and will benefit from further penetration in to library culture as well as careful examination of the effects it has on engagement and community building amongst patrons. In order to evaluate the effectiveness of the gaming programs discussed in building the type of community amongst the identified demographic, ongoing study will be required once a pilot program was up and running. A small initial program would be required due to the small number of patrons as a percentage of the overall Library Service membership that participated, with benchmarks to be met within a period of time to be negotiated with management. In addition to this, there could be great benefit in modifying the survey that was provided to patrons and having patrons answering with help from a librarian in order to increase the accuracy of the data gathered and the number of patrons participating in the data gathering exercise.

Appendix 1

GAME PLAYING
YOUR FEEDBACK WILL HELP US *POWER-UP* TO THE NEXT LEVEL!

Introduction

The City of Melbourne is constantly looking at ways to make your city even more exciting and liveable than it already is. We are interested in your 'habits' and opinion in relation to all things gaming.

Please fill out this survey and drop it in a feedback box to provide us with what really matters – your thoughts and ideas!

Even if you don't consider yourself a *gamer*, we'd still love to hear from you.

Please tick the most appropriate response/ box to you or write your response where requested. For any questions about this survey that community hub/ library staff are unable to answer, please call Ben Manolas on: 9658 7302.

Permission to proceed.

No questions in this survey ask for any sensitive information, but we need to make sure that you're either old enough to complete it by yourself or that you have permission from your parents of guardian to complete it. Please tick one of the boxes.

I am 15 years of age or older	I am under 15 years of age, but have permission from my parent/ guardian/ responsible adult to complete this survey
☐	☐

1. Which library are you at today? Please write in the day and approximate time	Time of day:		Day of the week (please write)
	Morning (AM)	Afternoon (PM)	
Kathleen Syme Library and Community Centre (Carlton)			
City Library (Flinders Lane)			
North Melbourne Library			
The Dock (Docklands)			

2. Would you be **interested in participating in gaming events** facilitated by the City of Melbourne at our community hubs and libraries?	
Yes, great way to meet others and learn gaming tips	
Yes, but only with friends/ people I already know	
Not sure. I'd have to know a bit more about it first	
Not sure, but probably not	
No, I already have enough gaming options	
No, gaming does not appeal to me at all	
Other (please tell us)	

Gaming type	How often?			With who?					
	Play regularly	Only rarely	Have played, but don't anymore	On my own **online**	On my own **offline**	With friends/ family **remotely/ online**	With strangers **remotely/ online**	With friends/ family **in person**	**In person** with organised gaming groups/ communities
3. Firstly, which of the following game-types do you play as a leisure activity? Please tick the *'how often'* and *'with who'* boxes that best describes you. If you don't play any of these games, just leave it blank and go to the next question.									
Electronic games									
Console based (PS4, Xbox One etc)									
PC based									
App based (on mobile phone, iPod touch, tablet etc)									
Handheld console (such as PS Vista, Nintendo DS)									
Non electronic games									
Tabletop or Board Games (Catan, Monopoly, Warhammer etc)									
Pen and paper (Dungeons and Dragons etc)									
Card or tile based (Pokémon, Magic the Gathering etc)									
Other game type regularly played	(Please specify):								

4. Do you have any **ideas or suggestions** about what you'd like to see **included or not included** in gaming events facilitated by the City of Melbourne at our community hubs and libraries?

5. Finally, we just have a few questions about you, just to make sure that we've spoken to a good cross-section of different people in the community.
We remind you again that no information provided here will be used to identify you or used for any other purpose than analysing results from this research study.

Please circle the options that best describe you:

Age	Under 15	16 to 18	19 to 24	25 to 34	35 to 44	45 to 64	65 and over	Prefer not to answer

Gender	Male		Female		Prefer not to answer

Household situation. I live:	At home, with parents	Alone	Share house, with friends	Single parent, with child/ren	With partner, with child/ren	With partner, no child/ren	Prefer not to answer

In which postcode do you currently live?				

Thank you for completing the survey, now just drop it in a feedback box!

Privacy

This survey is being conducted by the City of Melbourne in accordance with our Privacy Policy. This limits the use of any information you provide today to feedback regarding this topic of interest, and we guarantee you that your information will not be used for any other purposes nor provided to any other third parties. All results are reported in aggregate with other respondent's answers, and no information will be linked back to you.

For further information about our strict privacy policy, also under the *Privacy and Data Protection Act 2014,* please see:

http://www.melbourne.vic.gov.au/AboutCouncil/financegovernance/Pages/Informationprivacy.aspx

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