Team | Teen Interest Group  
---|---  
Date | October 11th, 2022  
Facilitators | Jake Ciarapica & Kevin Jayce, Co-Chairs  
Recorder | Kevin Jayce  

**MLA Updates**  
- Programs have now been submitted to MLA (deadline was October 8th)  
  - Video Game Boot Camp  
  - Library at Lunch  
  - Other Presentations  

**Discussion**  
- **Emerging Adults Programming: Stephanie Waint, Washington County Free Library**  
  - Came out of a desire to help those who may have aged out of teen programming so that they have a space in the library. This was also meant to help make sure that they recognize that there is a designated space / resources for those on the cusp of adulthood.  
  - Helps create mentorship for this community. Also helps build trust for these emerging adults.  
  - Created both a collection & some services that target this age. Building on internship / volunteer experience at this age level.  
  - Recommendation: Honey Girl by Morgan Rogers.  
  - Stephanie has created a booklist and discussed other resources such as *Emerging Adulthood* by Jeffrey Jensen Arnett.  
- **Non-Book Advisory**  
  - The library is more than a place for books.  
  - We want to be aware of what’s going on which can help - it will help us understand what’s going on and ways we can connect.  
  - It’s hard because trends move quickly - nostalgia for things that were popular back in the day.  
  - Interests can be geographical and subjective to subgroups.  
  - Using their interests to connect to things that might have the reader’s appeal.  
  - A lot of materials can translate to how we think about books - video games have pacing and flows and styles.  
  - It’s important to talk to our teens; asking them to get involved is helpful.  
  - Being aware of things that are happening in popular media also helps librarians be able to help people critically consume media.  
  - How is the approach the same? How is it different?  
    - TV Shows
● Shows like Stranger Things help bring back things that might have been popular back in the day (which helps some of us that experienced it!)

● https://www.sjpl.org/blog/viewers-advisory-its-all-part-charm

■ Music
● Spotify or Youtube Playlists
● Popular TikTok trends inflate music

■ Video Games
● https://games.ala.org/games-in-libraries/
● Polygon
● Kotaku
● Video Game Awards
● https://www.taminggaming.com/ (searchable database; content information)
● https://superparent.com/ (buying guides; informational info; guides)
● https://www.gameinformer.com/ (REVIEWS, RELEASES INFO)

■ Apps
● Shonen Jump Reader Apps - intro to series ($2/month)
● Habitica - app to track habits
● Youtuber or TikTok trends are also interesting to know
  ○ What are some must know series, artists, etc.
  ■ Current trends to be aware of
  ■ Successful programs tied to trends
    ● Pokemon Go was the epitome of connecting it
    ● Creating a community space in lieu of game shops
    ● Connect their interests with your interests.
    ● Connecting teens to resources they might need (trans apps like binder reminder or refuge bathroom)
    ● Video game tournament
  ○ How do you highlight these non-book parts of the collection?

Resource Sharing

What we’re looking forward to
- First Library at Lunch visit
- YALSA is coming!
- Getting a new roof!
- Teens are asking for book recommendations instead of manga at a specific visit - it’s been an interesting change
- Outreach - game night
- A health fair at a high school campus
- Being called the genuine coolest librarian

**Agenda Building**

- Next Meetings:
  - TIGTalk: December 13th, 2022 2-3
  - Official TIG Meeting: January 10th, 2023

**Action Items**

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