

Library Programming

Whether for seniors, adults, teens, or children, library programming brings people together for learning and fun. They also highlight the library's centrality to our communities: they are often the only public spaces where people from all walks of life can meet, exchange ideas, and discover new things with their peers. The following materials are available from APLS and will help you plan programs at your library:

(1) *Film Programming for Public Libraries* by Kati Irons. Screening movies is a fun way to bring people of all ages to the library. This book offers the tools to start hosting movie programming at your public library.

(2) *A Year of Programs for Millennials and More* by Amy J. Alessio et al. This guide targets millennials and offers a year's worth of suitable for public libraries. Organized by monthly clubs and themed events, this book provides an overview of what those in their 20s, 30s, and 40s want from libraries and how best to reach them, gives tips for extending popular teen programming to those in their 20s, presents start-to-finish programs sure to draw millennials to the library, shows how to program on a tight budget, and offers tips on marketing, outreach, and follow up.

(3) *Adults Just Wanna Have Fun* by Audrey Barbakoff. This resource examines the needs and expectations of millennials, presents easily adaptable programs that are fun for a variety of groups, features ways to take programming outside of the library, offers advice for getting funding and support for library programming, and provides tips for marketing and outreach.

(4) *Gaming in Libraries* by Kelly Czarnecki. This resource will give you the tools to organize, implement, and market successful gaming events for users of all ages. Includes guidance for selecting systems and resources best suited to your library and budget, planning programs, and developing a circulating game collection.

(5) *Cosplay in Libraries* by Ellyssa Kroski. Libraries have embraced the new worldwide sensation of cosplay by integrating it into their programming and events. This book will teach you about the world of cosplay and how you can host cosplay events, workshops, makerspaces, clubs, and more in your library.

(6) *Streamlined Library Programming: How to Improve Services and Cut Costs* by Daisy Porter-Reynolds. This book provides a step-by-step plan for centralizing and streamlining programming at your library. Discusses what centralized programming is, how it works, and how libraries can apply these techniques. Provides effective solutions to streamlining library programming and improving efficiencies at libraries facing budget reductions. Includes useful sample documents and forms.

(7) *Teen Services 101: A Practical Guide for Busy Library Staff* by Megan P. Fink. Provides useful information that will help staff put together a basic teen services program with minimal time and hassle. Includes practical tips and instructions on how to build core teen services into the overall library program.

(8) *Crash Course In Library Services For Seniors* by Ann Roberts et al. This book offers great programming ideas designed to appeal to Baby Boomers and older customers. Also includes practical suggestions for making your library a welcoming place for older adults, covering topics like assessment, planning, programming, services, marketing, and evaluation.