

Video Game Clubs of America (VGCUSA) for Pennsylvania School Libraries 2023 Impact Report Questions

The purpose of this final report is to allow you to reflect on your work with your students in your school library as part of the VGCUSA Opportunity for School Libraries project. Your perspectives are valuable in demonstrating to the Institute of Museum and Library Services (IMLS) the accomplishments, challenges, and opportunities for resilience in providing social and emotional learning opportunities through gaming to your students.

You do not have to write a formal report, if you so choose. You can record a video (using Padcaster equipment) to visually demonstrate the impact of the program on your students. Please review the [IMLS Media Content Authorization and Release](#) with your school administration and legal team. In order to publicly share any media content from the Out of School Time Project, a signed release must be on file for any student that appears in media content.

Please plan to complete and submit to Corri Hines (cohines@pa.gov) by October 30, 2023.

1. Why did you want to participate in the Video Game Clubs of America (VGCUSA) Opportunity for School Libraries?
2. What's one takeaway from your work on this project?
3. What's a new idea that you'd like to focus on in the next steps of your gaming club?
6. Describe any challenges or teachable moments you've had in your school library that have fostered social and emotional learning, empathy, or a sense of belonging.
7. How have your students taken ownership of the club? Describe any student leadership, involvement, or co-design processes you've experienced in planning and running your club.
8. How did the VGCUSA program add to social and emotional learning in your school library?
9. What games or gaming activities have had the most impact on your students?
10. How have you incorporated CASEL Standards or social and emotional learning in your gaming club?
11. How have you incorporated social philanthropy or civic engagement in your club?
12. What's the biggest difference VGCUSA has made in your school library?
13. What's one story you can tell that captures the spirit of your club? Tell us about a conversation, a club meeting or a moment that was surprising, impactful, or meaningful to you and/or your students.

For school librarians and teachers who are leading the game club:

I am satisfied that the gaming resources are meeting library needs.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

Applying the gaming resources will help improve library services to the public.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

I learned something from this training.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

I am confident about using what I have learned.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

I am likely to apply what I learned.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

Applying what I learned will help improve library services to the public.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

For students participating in the game club (please provide number of responses per question):

1. I enjoy learning about my friends and classmates while playing games at my school library gaming club.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

2. I feel like a more confident person because of my school library gaming club.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

3. I want to invite or have invited my friends to participate in my school library gaming club.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree

4. I feel welcome at my school library gaming club.

- Strongly Agree
- Agree
- Neither Agree nor Disagree
- Disagree
- Strongly Disagree