

# LibrarWii: Raising Users' Heart Rates with a Nintendo Wii

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## Objective:

- To determine whether Nintendo Wii-based events can attract users to the library, increase informal user/staff contact, and decrease library anxiety

## Materials:

- Nintendo Wii (which includes 1 Wii Remote and 1 Nunchuk)
- Additional Wii Remotes, Nunchuks, and Classic Controllers
- Storage Case
- Videogames: Wii Sports (included), WarioWare Smooth Moves, Super Smash Brothers Brawl

## Methods:

- 2-hour afternoon gaming sessions held in a computer classroom with an LCD projector
- Events were held every 2 weeks with more frequent events held during the orientation weeks
- Events were advertised through the hospital newsletter, posted fliers, word of mouth, and the library website
- A librarian was present at each sessions to answer questions about the library and provide a guide to and second player for the games

## Results:

- Events were attended by a combination of students and staff and gamers and non-gamers. Feedback has been very positive.
- Summer sessions were more popular (6-12 participants) than academic year sessions (0-5 participants)
- Most participants come with friends/colleagues and stayed for an hour
- Advertising in the hospital newsletter has proved more effective than fliers or ads on the library website
- Participants are not very interested in discussing library issues or research questions

## Conclusions:

- The Nintendo Wii can be used to draw users into the library and attracts both new and experienced gamers
- The biggest challenges were selecting the best time to hold the gaming sessions and determining the best ways to advertise them
- Although there may be some informal discussion of library resources and services, the focus should be on gaming

## Next Steps:

- Holding gaming sessions in the evening in hopes that students will be more likely to take a break and more likely to have questions
- Planning a health-campus tournament for the end of term with corporate donation of food for the event
- Examining the feasibility of allowing classes/student groups to checkout the Wii and use it within the library
- Working with our Main Library to begin offering gaming sessions for undergraduate students

