

Appendix 27.4. Resources for Professional Development in Games and Learning in After-School Spaces

1. *Gamers . . . in the Library?! The Why, What, and How of Videogame Tournaments for All Ages* by Eli Neiburger (2007, American Library Association)
2. *GameOn: Gaming in the Library* by Beth Gallaway (2009, Neal-Schuman Publishers)
3. *Gaming at the Library: Learning through Play* by Sandra Schamroth Abrams and Hannah R. Gerber (forthcoming, VOYA Press).
4. "Level Up!" column on gaming in out-of-school settings by Hannah R. Gerber (published every June and December in *Voice of Youth Advocates (VOYA) magazine*)
5. *Gaming in Academic Libraries: Collections, Marketing, and Information Literacy* edited by Amy Harris and Scott E. Rice (2008, Association of College and Research Libraries)
6. *Teen Games Rule! A Librarian's Guide to Platforms and Programs* edited by Julie Scordato and Ellen Forsyth (2014, Libraries Unlimited)

Developing Contemporary Literacies through Sports: A Guide for the English Classroom edited by Alan Brown and Luke Rodesiler © 2016 NCTE.