

Programming Report, March 2024

Cherish Inman, library assistant (programming, teens)

Attendance at my programs were a bit all over the place for the end of February and so far in March:

February 2024 Stats		
2/20/24	Teen Crafternoon	12
2/21/24	Teen Anime Club	4
2/28/24	Teen DnD, Team B	8

March 2024 Stats		
3/1/2024	Teen Jackbox Games	11
3/2/2024	Adult Knit and Crochet	10
3/6/2024	Teen Gaming Club	10
3/12/2024	Adult DnD	4
3/12/2024	OTAB Meeting	0*
3/13/2024	Teen DnD, Team A	9
3/14/2024	OTAB Pride	12
3/15/2024	Teen Jackbox Games	6
<i>* There was a miscommunication where the teens thought I had left for the day when I was working a split shift, so they left. Four members of OTAB caught me two days later for an impromptu meeting when they realized the mistake.</i>		

Adult Dungeons and Dragons once again had players, but our volunteer game master (GM) was nowhere to be found. After failing to reach him via email or phone, I took the time to prepare a campaign for any players who may attend. (Thanks to Chad for taming the poster printer when my prepared electronic map failed hours before program and I had to quickly pivot to a paper one.) To my relief, we had four players arrive for the session—twice as many as last month! The group was a blend of seasoned players and complete newcomers, and it was an absolute joy to run a game for them. The veterans were great at guiding the new players through the character creation process: one quote from the night was “Hey, your monk looks super cool, but his whole class is based off the dexterity stat, which you made his lowest stat. If you want to play a monk who is just absolutely awful at being a monk, we’ll support you, and that could be a lot of fun. But if that’s not what you were going for, let’s look at your build and tweak it to fit what you want to play today.” A lot of GMing for games like Dungeons and Dragons heavily involves facilitating cooperative storytelling and play at the table. It was a delight to see four adults, many of whom had never met before that day, sit down and accomplish what took months to build towards with our teens. Though it was frustrating having a volunteer completely ghost us, I am really looking forward to GMing this group going forward.

My other adult programs were a mixed bag for attendance. The Knit and Crochet club had 10 attendees, and most of the group would like it to run more than once a month. I told them I would do my due diligence to investigate it, but that I would not promise anything I could not deliver; they were very understanding about that. . ight Owls Book Club, on the other hand, had exactly one attendee who did not enjoy the book at all. The club meeting the night before FeBREWary may have impacted attendance—at least one of the people who who expressed interest is with the Friends—but we will see how March goes before we make any decisions on the group.

Amy and I have also been approached by several individuals and groups wanting to run programs in the future, so we are working through them and seeing what a good fit for the library would be and under whom each program would fall.

Teen programs are still strong: the teen room had nearly 350 attendees in February alone, and most programs were well attended. We had some low numbers at Anime Club this month, though a string of illnesses and a winter break may have contributed to this. Our first Crafternoon, where the teens decorated cookies, was a massive success with 12 attendees. A handful of them were teens I rarely see, and one was a teen I had never met before that day. . e will be offering a new Crafternoon in April at the request of our regular teens.. hey will be free painting on canvases. They also expressed interest in a pour painting class after hearing about the one Amy ran this past month, flat out asking me if the presenter would come run a class for them. Amy and I are currently working towards scheduling the provider to run the program for our teens soon. I also have scheduled Wayne Welburn to provide another sword fighting class (with foam-tipped rubber swords and facial protection, I promise!) at the end of April at the request of the OTAB and our regular teens. He notified me and a few of the teens of a family emergency, however, so we may need to reschedule him. I will report back when things are decided.

We also have had students in the Health Professions field from St. Bonaventure University provide health and wellness education to our teens in the Teen Room weekly, as well presenting a healthy gaming habits series to our Teen DnD players. This is in conjunction with the outreach work they have been doing at the library. The series in the teen room began on March 12 and will continue for approximately eight weeks. To my surprise, the teens have been receptive to the education: the teens at Teen DnD reported that they found the material interesting, which is high praise from them.

John MacRoy's "The Butterfly Experience" has been quite well received so far, both with delight and, for some, a bit of fear. (If you are not a fan of spiders or big bugs, I do not advise looking at the Gallery wall directly over the benches.) Our library teens, especially, really enjoyed his exhibit, both the specimens and the information he has hung around the gallery. His reception and talk will be this Friday, March 22nd. Late last week, John donated \$100 to help cover his reception, and a thank you will be mailed to him this week on the library's behalf.

TEEN PROGRAMS IN APRIL 2024

Apr 02	April OTAB Meeting 4:30 pm -- 5:30 pm
Apr 03	Teen Gaming Club 4:30 pm -- 5:45 pm
Apr 04	OTAB Pride Club 4:00 pm -- 4:45 pm
Apr 09	Teen Crafternoon (Paint) 4:00 pm -- 5:00 pm
Apr 10	Team A, Teen DnD 6:00 pm -- 8:30 pm
Apr 12	Teen Jackbox Games 3:30 pm -- 4:30 pm
Apr 17	Teen Anime Club 4:30 pm -- 5:45 pm
Apr 24	Team B, Teen DnD 6:00 pm -- 8:30 pm
Apr 26	Teen Jackbox Games 3:30 pm -- 4:30 pm
Apr 30	Teen Sword Fighting Class 4:00 pm -- 6:00 pm