

# ANNUAL REVIEW

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## Thank you!

The global pandemic, social justice movement elevated by George Floyd’s murder, significant increase in hate crimes, wildfires, and ice storms have challenged us professionally and personally. Professionally we have been pushed to try new programs, services, and technology to engage our teen patrons. It is overwhelming and these events are impacting some of us more than others.

This past year we have shared resources when we can. We’ve come together as a professional network, asking and answering questions and exchanging advice more than I can remember in the past 15 years as an OYAN member. The articles in the 2021 OYAN Review exemplify some of the amazing things you and your teens have accomplished this past year.

-Katie Anderson, OYAN Publications Manager (she/her)

## *All American Boys*, a Multigenerational Discord Book Group

By Dagan Moser, teen patron at Jackson County Library Services

Months after COVID-19 restrictions removed the possibility for group activities, my college-aged cousins reached out to me and asked if I was interested in starting a book club with some of the other guys in my family (my cousins who are ages 12, 13, and 19, and my grandfather, 75). We met on the chat and gaming platform Discord.

Since George Floyd's murder, we felt that it was important to be more aware of police brutality and racial injustice in our country. Because of this, we chose to read *All American Boys* by Jason Reynolds, which explores privilege, stereotypes, and what it means to be an "All American Boy."

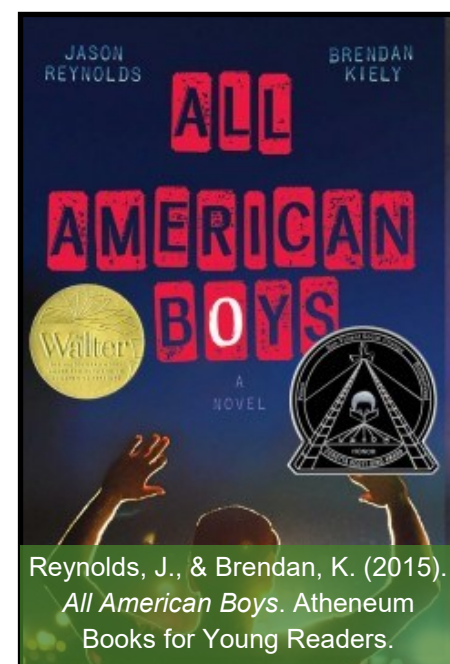
In *All American Boys*, Rashad, a black teenager, is wrongly accused of stealing chips and hurting an old lady at a convenience store. Rashad is attacked and arrested by a police officer. The rest of the book involves graffiti, crying teachers, a protest, permanent scars, racial discrimination, and army tanks. This book is very intense, and it made me think about how while some people are racist, there are always things we can do to address it. The book gave me a variety of strong feelings, like rage, injustice, and sadness.

Our different ages gave each of us a unique perspective on the book. The middle school cousins and I talked about the racism we saw in school and day-to-day life. The older cousins talked about attending BLM protests against racism and police brutality. My grandfather talked about the Civil Rights Movement and that while racism still exists, it has gotten better since he was a child.

I recommend this book to anyone ages 12 and older, as it may be too graphic for younger readers. It's a good choice for intergenerational discussions.

Discord is a very user-friendly platform for book clubs. It's engaging for teens, it's free, and anyone with the internet can access it. Most teens already have it and use it as a gaming and chat platform, which is why we chose to use it, as most of us had it before the book club (except my grandpa).

I recommend Discord to libraries creating book clubs, as it has more features than Zoom or Google Meets. Like its competitors, it has voice/video calls, where you can mute, unmute, and have your camera on or off. Discord also has a text-chat that you can use during or outside a video or voice call. Those conversations are saved on the server (hosted by the library or book club leader), so you can always contribute to the discussion when it's



convenient for you. Our group posted discussions in the chat between meetings, and since you can create multiple chat sections on one server, you can make multiple voice/video calls. These calls are available to join or leave at any time.

Librarians may need to be familiar with admin controls. Suppose a participant in the book group violates the group rules. In that case, the admin can mute them, kick them temporarily off the server, ban them from the server, or put "slow mode" on the whole server, limiting the number of messages anyone can send in a set amount of time. It's simple to learn.

My grandpa, cousins, and I got so much out of our Discord book club that we are talking about reading another book together.

## Teen Lockdown Fun: Playing Jackbox Games on Zoom

By Sonja Somerville, Teen Services Senior Librarian, Salem Public Library

COVID lockdown has given me the opportunity to learn a number of new skills and tricks. One of the most popular and useful has been Jackbox Games. Jackbox Games are a commercial product developed to be displayed on a TV screen at a gathering of family or friends, with each person in the room using a phone or tablet as their own game controller. They translate BEAUTIFULLY to a virtual environment. Playing Jackbox Games has been a popular and successful teen

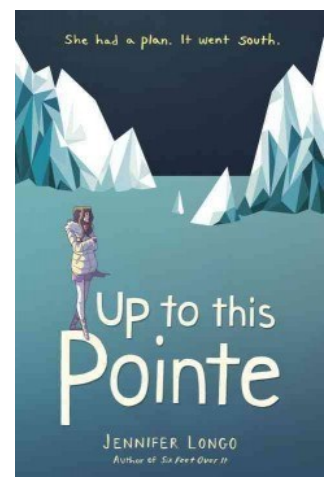
program for Salem Public Library, but I've also used it for bonding as part of a Teen Advisory Board meeting, as a reward party for NaNoWriMo writers, and as a way for staff to hang out and have fun together when we're apart.

The host must have three things:

- One or more of the Jackbox Party Packs: <https://www.jackboxgames.com/games/> I have Party Packs 2-6 now and will surely buy the new Party Pack 7 very soon. Each game has their own appeal factors and the Jackbox Games site has lots of good sales. As a starter set, I'd go with Pack 3 and 4.
- A Steam account: <https://store.steampowered.com/> Buy the Steam codes from the Jackbox game site. The Steam account won't cost you anything, but if your IT department is like mine, you'll want to leave a few days to convince them that you're using this gaming platform for work purposes and unblock it!
- Videoconferencing software like Zoom or GoToMeeting, etc. so you can screen share the games from Steam as you open them.

This is a tech-driven play experience. When players are signing up, I make sure they know they will need two screens. I encourage them to join the Zoom (or whatever) call on a computer, then split the screen or use a phone

*I really enjoyed reading this book and it was a nice quick read. The characters are very well written, and I found myself relating to the main*

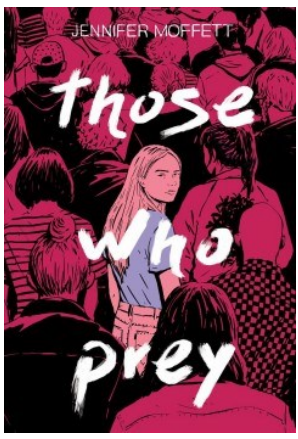


*character, Harper. Up to This Pointe expresses many life lessons such as "it's [sic] ok to fail," and "success isn't always what's important." The chapters in the book alternate between past and present. Switching between times can be confusing for a reader, but Longo does a wonderful job balancing the two different time settings and it was easy to follow through. It added a bit of mystery for me which I liked because certain details wouldn't be revealed until later. I would recommend this book to anyone who enjoys realistic fiction.*

*Jennifer, teen patron at Cedar Mill Community Library*







*One of the best aspects of this novel for me was the amazing building of tension. We are right alongside Emily, seeing how this group is*

*shown to be more and more dangerous and suspicious. The narration is in the first-person perspective which is a very effective choice. We can see exactly how Emily was dragged into these dangerous situations. We see how she questions herself and the people around her and how she is brainwashed. The book is haunting, and readers will feel scared for Emily as the stakes get higher around her. Overall, this is a great book for readers who like thrillers.*

*-Allison, teen patron at Cedar Mill Community Library*

or tablet as their game controller. Things have gone quite smoothly for my players. Upside: The players don't need to purchase anything or create any accounts. They simply visit <https://jackbox.tv/> on any browser and type in the game code provided and displayed when you start the game.

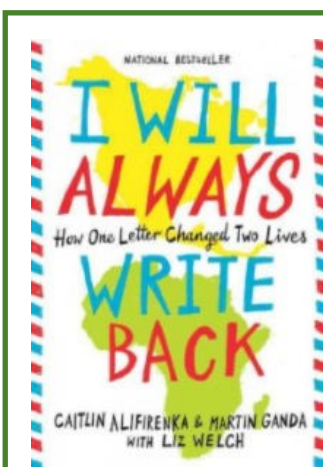
I schedule two hours for every Jackbox Games session. It's enough time to greet everyone, set some expectations, and play about 4-5 games. Some people get to the 2-hour mark eager to go longer, but most people seem pretty satisfied at that point.

Pro-Tips:

- To learn more about the games and their pros and cons, take a peek at the obsessive chart I created to help me decide which games to offer at a session: [https://docs.google.com/spreadsheets/d/1n8ZLYV-DbDc\\_ZIAAt8Lnw9FdHi3-VIEGT1cDr5a8GIh8/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1n8ZLYV-DbDc_ZIAAt8Lnw9FdHi3-VIEGT1cDr5a8GIh8/edit?usp=sharing)
- I particularly appreciate the games that offer a "family friendly" setting and censoring for the VIP (the first person to log in). The non-family friendly games aren't outrageous, but have potential to go sideways easily.
- On a related note, I do set expectations before we start playing, reminding everyone that even though we're all in our homes, this is still a public place and they need to make choices accordingly. Everyone has made excellent (but also hilarious) choices.

- I also appreciate VERY MUCH that the later Party Packs offer separate volume control for the Host (who you need to hear because he/she explains the game) and the music and sound effects which can get to be a bit much.
- To minimize cacophony and promote democracy, I use Zoom Polling to allow players to choose which game to play next. The poll has to be set up in advance. It gives me the psychological advantage of keeping the players focused on the games I'm willing to play!
- Practice game sharing in advance. The actual games fill the entire screen, so there's this little maneuver that works for me in which I share my screen while I'm still in Steam and then go back to the controls and move to "New Share" to show the actual game.)

Questions or want to play a test round? Get in touch at [ssomerville \(at\) cityofsalem.net!](mailto:ssomerville@cityofsalem.net)



*I loved this book! It shows that anyone can be friends, no matter the living conditions and how far away they may live. Since both Caitlin and Martin wrote this book themselves, it felt extremely emotional, as if I could experience their feelings while I was reading it. It is written in both Caitlin and Martin's point of view, which helps the reader understand what each of them were thinking during a certain time period. I give this book a 5/5 stars for its amazing story and wonderful message.*

*-Jennifer, teen patron at Cedar Mill Community Library*

For more book reviews from Mark Richardson's Teen Library Council at Cedar Mill Community Library go to <https://library.cedarmill.org/topic/teens/reviews/>

# Creating YALSA's Outstanding Books for the College Bound List Saved Us and Just Might Save You and Your Readers

Written by:

- Jane Nichols, Oregon State University Libraries and Press, Corvallis, OR
- Kelsey Hughes, South Bowie Branch, Prince George's County Memorial Library System, Bowie, MD
- Yolanda Hood, chair, University of Prince Edward Island, Charlottetown, PEI, Canada
- Jennifer Powell, Tarrant High School, Tarrant, AL
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- Donna Steel Cook, Central ISD, Pollok, Texas

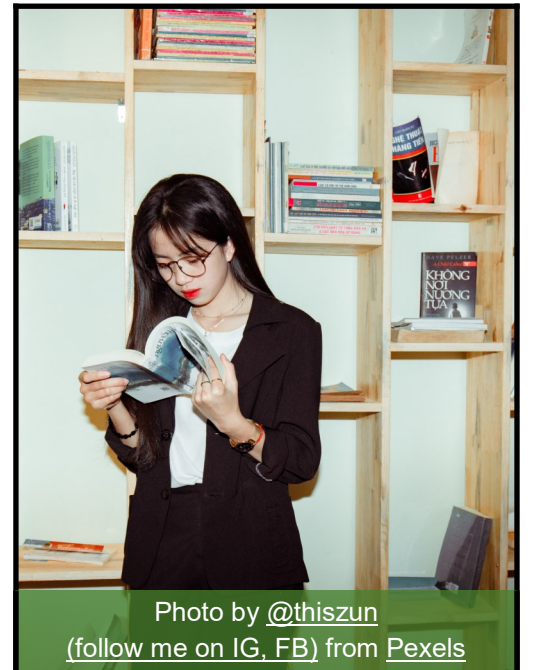


Photo by @thiszun  
(follow me on IG, FB) from Pexels

## *About the OBCB List*

Surprisingly to all 6 members of YALSA's Outstanding Books for the College Bound Committee (OBCB), the Summer of 2020 held moments of joy, balm, intrigue, romance, and so much more. Amidst an uncontrolled pandemic, a heated Presidential campaign, and calls for systemic racial justice and equity, we embraced our task of developing a list of books for students preparing for college, educators, librarians, and parents. By reading over 125 books about the human condition and the worlds we inhabit, we reflected on, laughed over, and debated which titles to include in the Outstanding Books lists. Broadly categorized to mirror academic disciplines, [Arts and Humanities](#), [History and Cultures](#), [Literature and Language Arts](#), [Science and Technology](#), and [Social Sciences](#), we chose multiple genres for each category hoping to draw in readers reluctant to approach an unfamiliar topic.

Our work builds on previous lists created since the first one published in 1999. As public, secondary school, and academic librarians, we adopted the list's purpose as a tool "for independent reading and lifelong learning" and its enduring criteria such as "readability, racial and cultural diversity, balance of viewpoints, variety of formats and genres, and title availability" to inform our selections (ALA 2016).

## *Using the OBCB List to Inspire Readers*

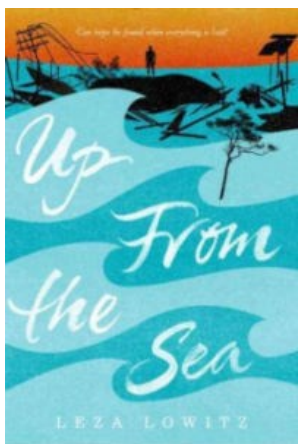
Library workers rely on many tried and true ways to use book lists like this to engage readers. We suggest those along with others to inspire your creativity.

- Create virtual or in person displays.
- Offer as reading recommendations.
- Collaborate with area higher education institutions, schools, or community organizations on a common reads program, this YALSA blog post (<http://yalsa.ala.org/blog/2017/06/16/common-reading-for-freshman-students/>) outlines related ideas.
- Work with your teen library group on programming, book club, etc.
- Host an author for a reading or in conjunction with a book club to discuss the book.
- Create a program related to the topics reflected in a subset of the list. An example is to discuss the power and challenges of social media inspired by Jon Ronson's *So You've Been Publicly Shamed* or Hank Green's *An Absolutely Remarkable Thing*. This could be extended by connecting with like-minded organizations addressing this issue.
- Host a zine-making party with students or a youth group related to themes reflected across one or more titles.
- Host creative activities such as

- Writing poems inspired by the poetry books and novels in verse such as *The Poet X*, *Long Way Down*, *Citizen*, etc.,
- Hold a graffiti program inspired by *You're Welcome Universe*
- Have students write their own updated rules for internet language based on McCulloch's *Because Internet: Understanding the New Rules of Language*
- Create a podcast or have a podcast discussion program inspired by *Sadie* by Courtney Summers
- Make a playlist on a specific theme, social issue, or teen's own self identity inspired by Watkin's *We Speak for Ourselves: A Word from Forgotten Black America*
- Facilitate a discussion with teens or new college students asking them to analyze the list for what they wished it included and the titles that are included. This can jump into a more general conversation by asking what they think is important for someone preparing for college.

We hope this list and any activities you create around it inspire and carry you and your community forward, providing sustenance and enjoyment.

American Libraries Association (ALA). "2014 Outstanding Books for the College Bound and Lifelong Learners." *Young Adult Library Services Association (YALSA)*, American Libraries Association, 24 Feb. 2016, [www.ala.org/yalsa/2014-outstanding-books-college-bound-and-lifelong-learners](http://www.ala.org/yalsa/2014-outstanding-books-college-bound-and-lifelong-learners).



*In Up From the Sea, this experience definitely transformed the kids into adults and made them realize that they can rebuild what they lost and create a new beginning. Leza Lowitz wrote this book in-verse which had figurative language, imagery, high level vocabulary, and powerful quotes. I would definitely recommend this book to people who are 13 years old and above who like reading realistic fiction. I would rate this 5/5 stars because when Kai realized that the only way to recover from this tragic situation is to go back where it happened and work together.*

*-Aarushi, teen patron at Cedar Mill Community Library*

## Escape Rooms

By Cara v. W. Kinsey, Teen Services Librarian, Springfield Public Library

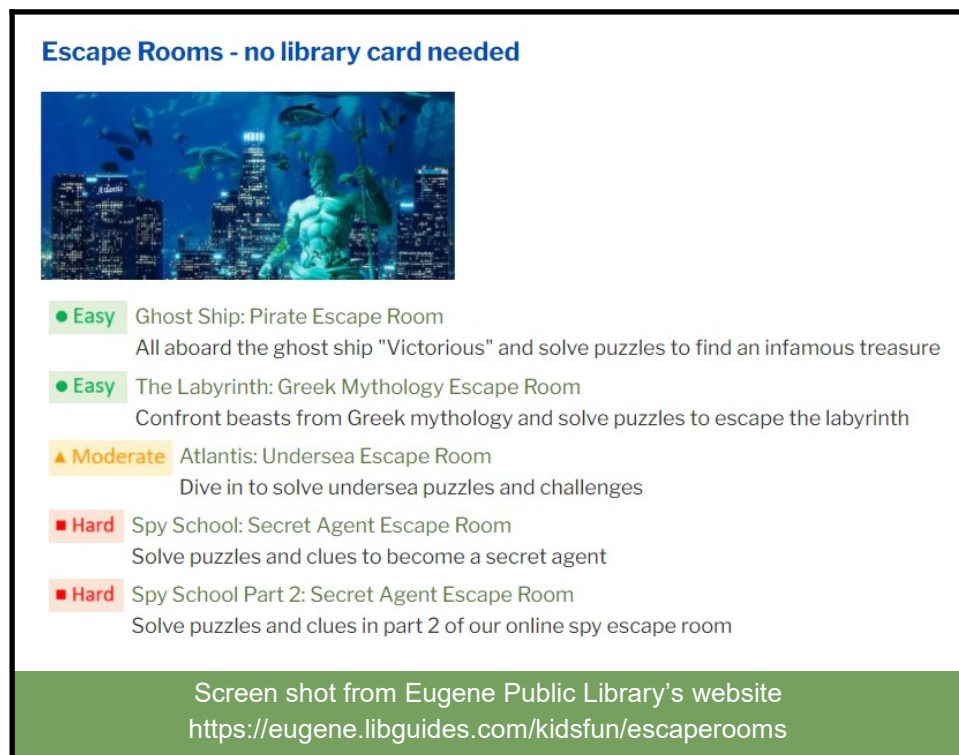
When the pandemic hit, I wanted to continue regular teen programs at Springfield Public Library (SPL). In April we moved to Zoom, meeting every Tuesday with an average of 5-12 attendees. One of the big conundrums was working out what programs were possible given the technology local teens have access to: school laptops, spotty wifi, phones, and siblings sharing screens. Working with the Teen Advisory Board, we looked for activity options: Mafia, trivia, improv, storytelling, art days, theater, debate, guest speakers, and more. One thing has been asked for throughout the pandemic: Escape Rooms.

At Springfield Public Library, we have done escape rooms with the teens before, mostly using a BreakoutEDU (breakoutedu.com) box of locks and their free resources, but I have never fully created an escape room experience. With pages of new virtual escape rooms to be found online, I thought surely I could find something. But many didn't meet what I was looking for. They were too curriculum-connected, impossible to use over Zoom, or didn't feel like there were enough critical thinking opportunities. The Teen Tuesday program at SPL isn't purely social (we learn as we play), but I was looking for something closer to what you might find at your local escape room establishment. I found a Harry Potter escape room (<https://ptlibrary.org/hogwarts-digital-escape-room/>). While enjoying the theme, the teens asked for "one that's harder". Eventually, I came across Eugene Public Library's (EPL) page of escape rooms and murder mysteries (<https://eugene.libguides.com/kidsfun/escaperooms>). Since I personally couldn't get past one of the early clues on the Spy School room labeled "hard", I figured we should give it a try.



With effort, the teens made it through, and they eagerly played part two a month later. Certain activities called on knowledge learned in school, but others required listening skills or puzzle solving skills. These escape rooms found a balance.

I think most creators of virtual escape rooms weren't expecting them to be hosted in a Zoom environment. We made it work within the limitations. I suggest not showing multiple choice answers if you can avoid it as they act as hints. With jigsaw puzzle clues, the best most participants could do was encourage and suggest as they watched



the host's screen (no games on school computers). My favorite clue included morse code, which did not broadcast well over shared screen sound. On the other hand, there are advantages to hosting over Zoom. If you've ever watched a live escape room, it's easy for part of the group to dominate, to be the only ones heard. Listening to each other is one of the top tips given to groups before attempting a room, but teams often forget once the game starts. In hosting on Zoom, everyone got a chance to think about each problem. At each new page, I would suggest people could put their proposed answers in chat while others had time to think. They could explain their reasoning to each other. I could encourage the kids who felt like they had nothing to contribute on a clue and praise them when it was

their turn to shine. It worked well. Realistically, teens are used to the foibles of technology in virtual environments and didn't mind that not every part of the experience was tailored to Zoom group use.

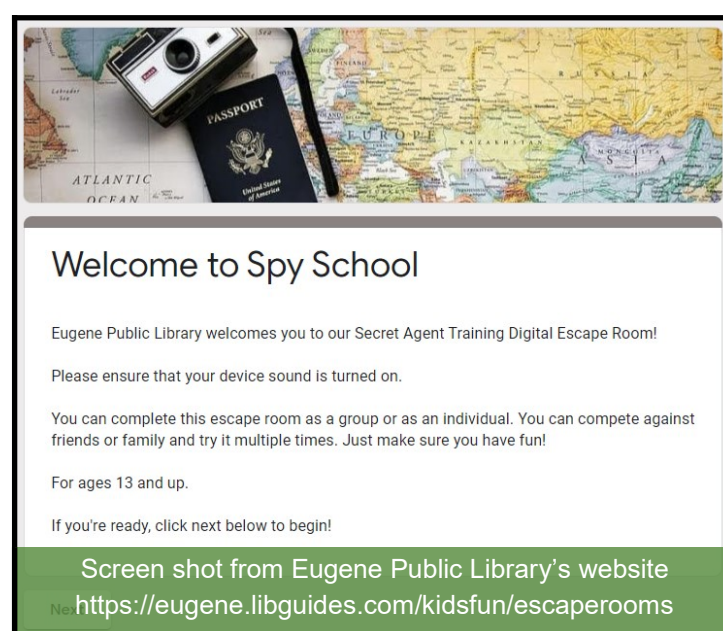
I wanted to share my experience at SPL of using escape rooms, but didn't want to ignore the hard work that the librarians in Eugene put into the creation of these rooms and how much we can learn from their experience. I spoke with Amanda Puetz, Branch Services Librarian, Sheldon Branch and Haley Songchild, Branch Services Librarian, Bethel Branch at Eugene Public Library about their process. EPL has a history of using escape rooms in person, including a history of creating their own. Thus, they were in a good position to transition their escape room programs online. They had experience in building the story and how to chart the creation process, finding a balance of activities, using a team of librarians to ensure a diversity of clues and skills, and play-testing their creations. They started the process of moving virtual with a trusted blueprint for creation. Read more about EPL's process

when making in-person escape rooms here: [http://journals3.oregondigital.org/olaq/article/view/vol23\\_iss4\\_5](http://journals3.oregondigital.org/olaq/article/view/vol23_iss4_5).

With the skills in place, one of the things Haley wishes she had done before diving into creating online escape rooms was to fully explore the limitations of Google Forms before beginning. Instead of being restricted to the physical locks as you are in in-person experiences, a major limiting factor in virtual escape rooms is the medium in which you create.

Speaking with Amanda and Haley has given me more insight to choosing future escape room experiences for working with Springfield teens. They put into words what to look for. What stood out to me was an organized and engaging story/theme

and a diversity of activities. It would be interesting to tailor a room with Zoom use in mind. Public libraries could have a lot of fun creating experiences to teach about library offerings and skills (more like the curriculum-oriented rooms I see so often). The building blocks of the process can be applied across the board. EPL was generous enough to share their rooms online and talk to me about their creation process. I think it's important that we don't try to reinvent the wheel but contribute together to the online resources that support us in these virtual library times and beyond. If you're not confident you have all the tools to create a room, maybe we can team up between libraries! What's next for SPL's teens? A virtual murder mystery party!



# Teen Subscription Box Program

By Brianna Sowinski, Library Assistant, North Plains Public Library (she/her)



The North Plains Public Library started a Teen Subscription Box program in January 2021. What's a teen subscription box? For us it's a monthly box of goodies and 1-2 surprise handpicked library books. We were inspired by Rebecca Mayer's program at the West Linn Public Library who kindly shared resources with us to help us get started. Thank you, Rebecca!

We decided to limit participation to 15 teens and have the program run quarterly so that there would be opportunities for new teen participation. I had teens sign up by filling out a reader's advisory Google Form (<https://forms.gle/9qztfRToRbHdwWhF9>). To reach teens I shared the form with our Teen Council, posted to social media and our website. I also sent a targeted email to teen library card holders which really helped to get the word out.

I created a spreadsheet to track what books and goodies are given out to avoid duplicates and to note food allergies. Because the boxes are expensive, about \$1 per box, I am asking the teens to return them for reuse, but we are not charging for replacement boxes. I really want the books to be a surprise until teens open their box, so I check the items out to our Teen Services card and then check them out to the teen when they schedule a pickup time for their box. We've found that our RFID pads only read the book on the bottom of the box, so I created a custom hold slip for the teen book boxes and include the item barcodes on the hold slip. We do have to manually enter barcodes when checking out. This works for our size and circulation staff.

The most time-consuming part of the program is picking out the books for the teens, but it's my favorite part and the most rewarding! Connecting teens with books and creating a relationship between them and the library is the best part about being a teen librarian and it's been challenging during the pandemic. Creating these boxes brings back that essential part of what I love about my job. Putting the boxes together makes me giddy.

What's in the box can vary depending on your library budget and other limiting factors. Since food is always a draw at in person teen programs and because food insecurity is increasing due to the pandemic, I have focused on including treats and snacks each month. I want teens to have access to something special they might not otherwise have access to right now. Other ideas for goodies are art supplies, take and make crafts, tea or hot cocoa, bookmarks, pens, stationary, stickers, and buttons. I also include a feedback form in each box for program evaluation. I've also reached out to publishers and vendors to request swag donations; it never hurts to ask, and we've received some awesome swag! I enjoy creating themed boxes. Our first was a book lovers' box packed full of library swag. Our second box is a movie-book pairing with microwave popcorn, hot cocoa, and silly llama stickers.

Choosing books, purchasing goodies, and putting the boxes together is so much fun! I hope it gives the teens in North Plains a little spark of joy and something to look forward to each month! So far, the feedback has been rewarding. If you are interested in this program and have questions email me at [briannas \(at\) wccls.org](mailto:briannas@wccls.org) I'd love to help!



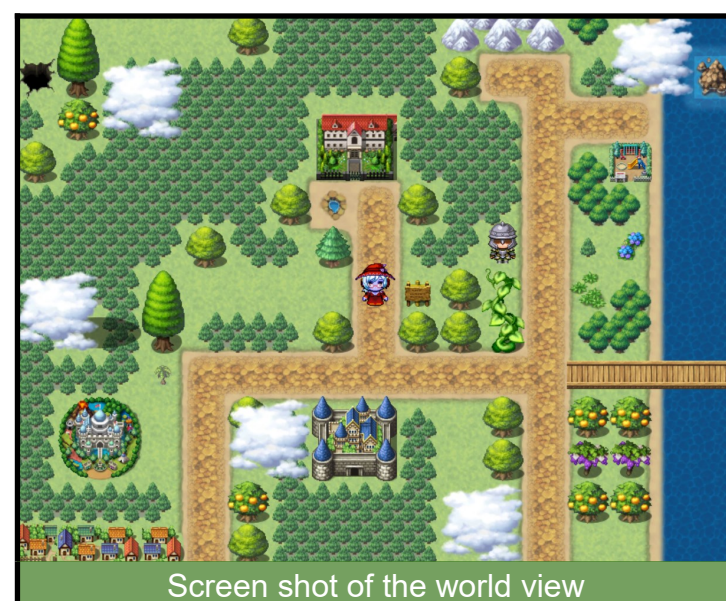


## Library Fantasy

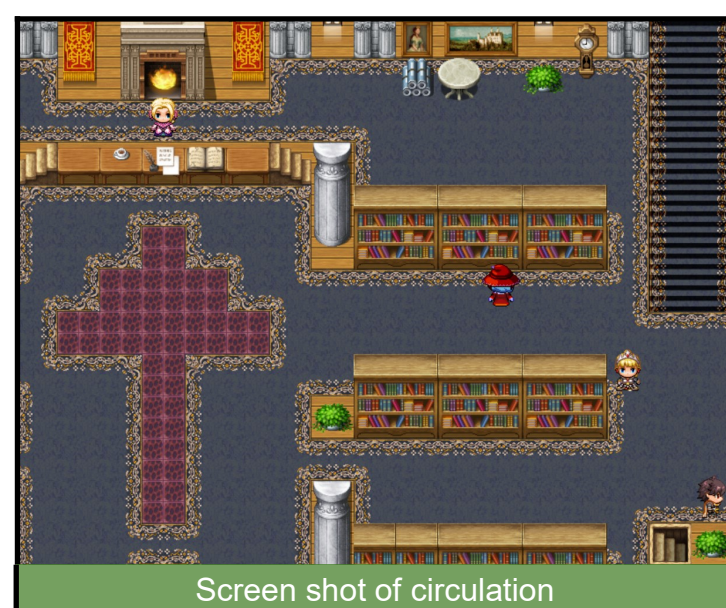
By Andres Alvarez and Bridget Rogers,  
Salem Public Library

With Salem Public Library being closed to the public, an idea arose for the creation of a virtual space, beyond e-Materials, that would give patrons a semblance of the library experience. There were initial discussions on how different games had been used for engagement, including Animal Crossing and Minecraft; but Libraries using these games have little control over the mechanics and have to stick to certain player limits, hours, and maintenance. However, if we were to build our own game, we could make it accessible 24 hours and to Macs, PCs, and smartphones, have it hosted on our library website, and not require players to download or own a specific gaming system. It would become a passive, long term outreach that wouldn't require staff time to maintain. Andy had previous experience with game creation using a software called RPG Maker, and after some research was able to find it still existed in an advanced form. RPG Maker MV stood out as the right choice, allowing us to build our own maps from scratch, create specialized characters and items, and put together our own story line. This new library was completely ours to build - in every aspect, exactly as we wanted.

After starting the project in May, titled *Library Fantasy*, we were impressed by the amount of work required to create a gamified version of our library. After presenting a quick demo to other library staff and management that was met with enthusiasm, we put together a timeline for the project. With only two contributors, creating a workable timeline was paramount to balance our assigned library duties with game development. A major part of the timeline was creation of areas, including genre rooms, a children's and a teen section, reference, and a technical services area.



Screen shot of the world view

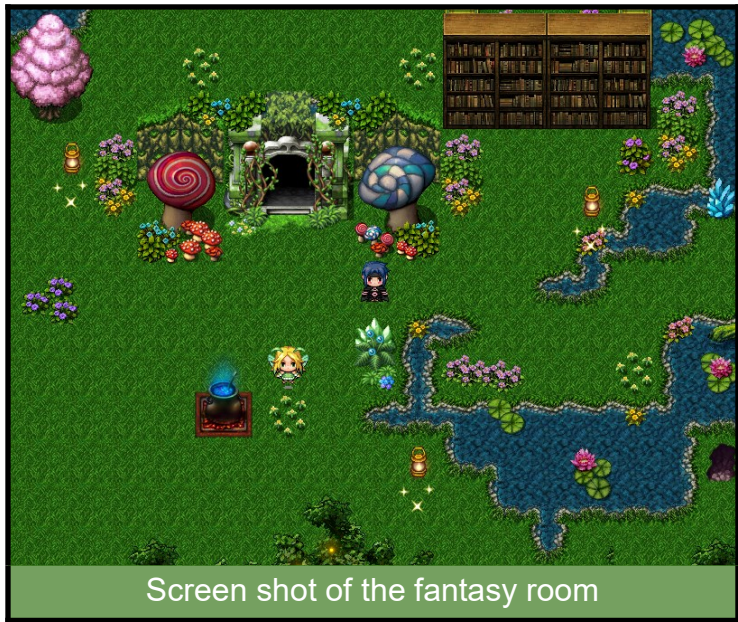


Screen shot of circulation



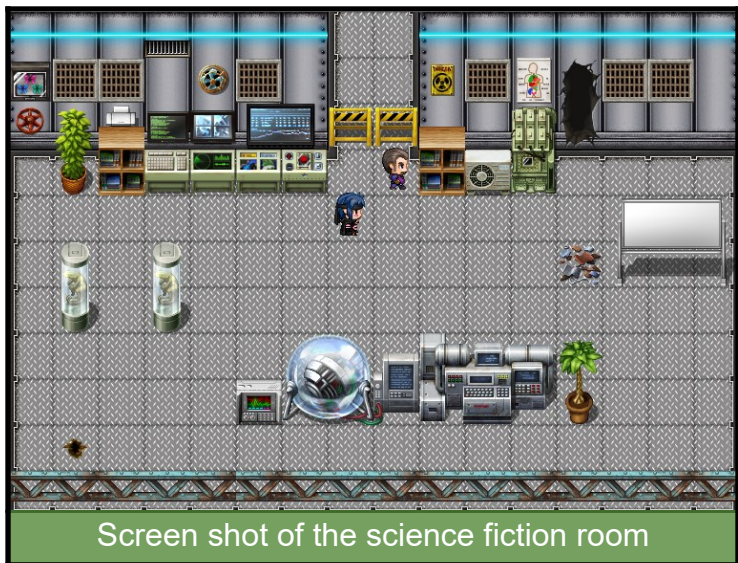
Screen shot of tech services





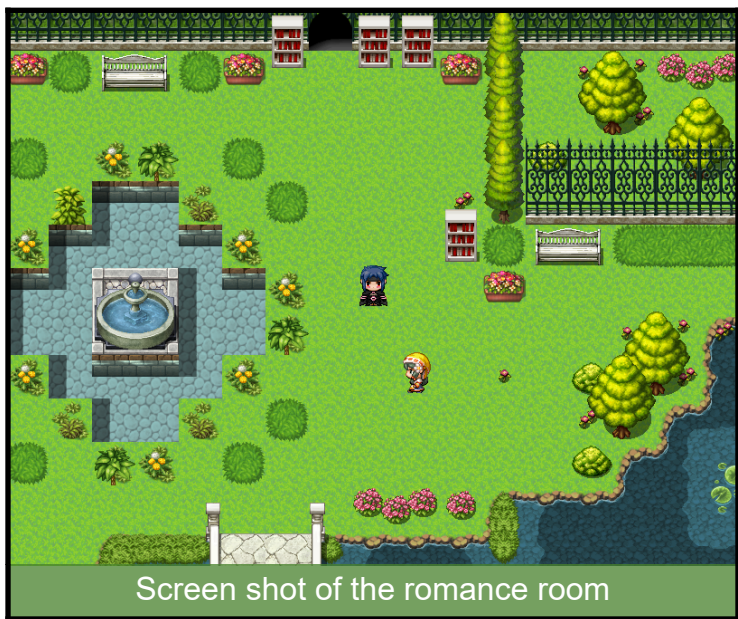
Screen shot of the fantasy room

*Library Fantasy* has all sorts of references to our Salem Public Library - from librarians to carpet patterns - and even includes Riverfront Park and our City Hall that are adjacent to the physical building. Adding text to interactions and character dialogue in the game also allowed us to represent many things one could find in our physical library and our community values. Many of the NPC characters' design and speech were also inspired by our co-workers to give the most authentic feel possible when visiting the virtual library.



Screen shot of the science fiction room

A highlight of *Library Fantasy* is the ability to showcase our many online resources. RPG Maker MV has a large fan base that results in a range of helpful tutorials and user forums. After learning additional code for the game we were able to plug in these resources in ways that would make sense to the user; for example, interacting with a shelf in the 700s would take you to CreativeBug, and Tumblebooks and Kanopy Kids can be found in the Children's area. This feature achieves one of our starting goals to connect our patrons with our library virtually and in familiar ways that they would in the physical space. Outside of our own library resources the game also links players to reading material obtainable through the public domain. Just as in our physical library, we wanted to ensure that all visitors have some sort of access to materials, patrons or not. This game is an additional way to sign up for a library card, fill out purchase requests, obtain reader's advisory services, and discover other resources our library offers online.



Screen shot of the romance room

*Library Fantasy's* storyline challenges the player to collect nine books; one given at the tutorial, six obtained through exploring different genres, one through a non-fiction challenge, and one by repairing a book in technical services. This was achieved by having library facts and knowledge be the focus of the trivia and puzzles players must overcome to win. Highlighting different genres was a joy - developing unique characters and maps that reflect the themes of each, with the promise of immersing the player in a genre they may not have read before. To give players incentive to play through the whole game we included a hall of fame once everything has been completed. This allows players to cement their name along with others who beat the game and feel a sense of pride in their accomplishment.



Screen shot of the horror room

During Covid it is dangerous to go alone. *Library Fantasy* was released on January 11th of 2021. The game helps simulate a sense of community many felt by coming to the physical library. We are thrilled to be able to release the project for the community during these exceptional times. In the same way that many found comfort in coming to the library, we hope this game can give a similar enjoyment. The doors are always open, you can visit *Library Fantasy* yourself at <http://bit.ly/Library-Fantasy>.



## The OYAN Mock Printz Goes Virtual

By Sonja Somerville, Teen Services Senior Librarian,  
Salem Public Library

The Oregon Young Adult Network's annual Mock Printz event is one of my hands-down favorite days of the year. I should have known it would be, when I went that first year. I love book clubs and book discussions. So what would be better than reading many books and then discussing them very intensively?

To date, I don't believe I have been a part of a Mock Printz that has accurately guessed which book would win the Michael J. Printz Award for Excellence in Young Adult Literature. And oddly, although that is the stated purpose of the event, I don't think that's the point. The point for me is to share thoughts and connections with teens who love books and the adults who work with them in libraries.

I have enjoyed Mock Printz as a participant, a small-group leader, committee member, and now (for the last two years) as the coordinator. When COVID-19 put a pause on such things as day-long gatherings with groups of strangers, my first thought was, "Shoot. We'll have to skip Mock Printz."

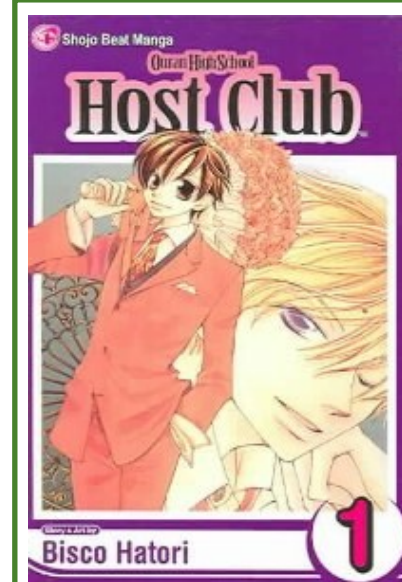
My second thought was, "Or do we?"

Spoiler alert: We didn't. Instead, we had an amazing Mock Printz day on Saturday, January 16! We moved the Mock Printz to Zoom, with 44 participants each in their own spaces, yet together. We didn't have a speaker, but we used screen sharing and Google Slides to add a trivia component. We used Zoom breakout rooms for small group discussions. Voting was done via Google Forms. Large group discussion was managed via the main Zoom room enhanced by chat and guided by a screen-shared presentation. A Zoom whiteboard allowed us to display audience recommendations at the end.

Was it perfect? Is any event ever perfect? Yet our evaluations told us – people had a great time. The four hours went so fast. People had interesting conversations, made great connections, and thought more deeply about each of the books we discussed.

Also, there were lessons to learn, I think, for future years for the Mock Printz event:

- We had 44 people participate, which is an increase from the last few years.
- Also, for the first time in my awareness, teen participation was higher than adult participation. I really like the involvement of teen voices, so I found that exciting. Teens found a number of ways to mention that eliminating the barrier of geography was crucial. I am envisioning a future in-person Mock Printz in which each small group is joined by 2-3 members on Zoom.
- Large group discussion was harder to manage on Zoom, but there are techniques to explore using chat that make it easier
- Voting via Google Forms left us with a small amount of "mathing" to do, but was so fast – particularly for the large group vote – that I am sure to use that tool again.
- Trivia was so popular. We should always do some of that! Also, playing open-ended trivia while people arrived helped with the awkward, "Well, here we are on Zoom" phase of the Zoom gathering.
- We did hear that accessing the books was difficult with more limited access to libraries. We always hear that accessing the books is difficult, to be honest. We were well helped by the Oregon Digital Library Consortium that gra-



Ouran Highschool Host Club by Bisco Hatori is one of the best Manga series I have ever had the pleasure of reading. The story itself is unconventional and pulls you in, but the art style and characters are what make you want to stay. Each volume had me cracking up with laughter at the weird and complete ridiculousness of the host club. Almost each time Haruhi comes in, there is a new theme (my personal favorite was the jungle theme) as well as an engaging story plot overarching it all. Even with the extensive cast, the author takes the time to develop each of their stories and make you fall in love with each and every one of them... To end, there is no reason why you shouldn't check out this manga right this second. It will be one of the best things you have read! I guarantee it!

—Dayo, teen patron at Cedar Mill Community Library



ciously made sure all the books were added to Library2go. I also bought a set with programming funds to pass around among the 8 Salem teens who were preparing. That helped a good deal on a local level.

At a couple points in the process, questions were raised about considering a different award than the Printz as the focus future “mock” exercises. If we stay with the idea that the point is the conversation, the connections, and the deep dive into books, it’s a question worth exploring.

All in all, our invention of an all-virtual Mock Printz has felt very worthwhile and some elements may remain of the event forever. Much appreciation to Heather Jones, who co-hosted, to Rachel Timmons, Lorene Forman, Amy Grimes, and Cindy Hawkins who helped choose the books, and to Anne Jenkins, Adam Forman, Lorene Forman, Heather Jones, Mark Richardson, Lisa Elliott, Jane Corry, Amy Grimes, and Kristy Kemper-Hodge who so ably led the small groups and wrote trivia questions for the event, and to everyone who attended for making the day a success.

- Have fun!
- Take care of yourself.
- Discuss the books fully and openly.
- Listen carefully.
- Vote fervently.
- Thank your volunteer leaders.
- Come again! Tell your friends!
- Have fun!



Please join us at upcoming OYAN meetings!

May 14, 2021 | 11:00 AM—2:00 PM | Zoom

July 9, 2021 | 11:00 AM—2:00 PM | Zoom

Fall TBD | 11:00 AM—2:00 PM | Zoom or in-person tour of the newly remodeled Salem Public Library

Find more teen library resources on OYAN’s

Facebook page: <https://www.facebook.com/oyanfans>

WordPress blog: <https://oyanpeeps.wordpress.com/>

OLA web page: <https://www.olaweb.org/oyan>

