

MusiX-box Club

music/rhythm video games in a public library

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Face the challenge and experiment with music in public libraries session

Public Libraries Section

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The many roles of the 21st century library

infographic



Gaming and Play in the Library

„Libraries have supported gaming services through programs and collections for over 150 years. Going forward, libraries will continue to support various types of gaming. Just as libraries provide access to print books, books on tape, books on CD, and now downloadable e-books, libraries provide access to changing forms of gaming, from chess to modern board games, to computer games, to console games, to virtual worlds. The type of game may change, but the goal of meeting the needs of the users remains in the forefront.”



1854, Mechanics' Institute Library
(San Francisco) chess club



2019, San José Public Library
Virtual Reality event

Gaming in the public library

Primary models for gaming in the public library:

- Circulation of games, where the patrons check out games and play them at home.
- Game-based Events, where the patrons play games at a specific time in the library
- At-Will Gaming, where patrons can play games whenever they want. These might be games that are always available (Chess boards or PC games) or games that are checked out for in-library use (console games for in-house consoles).
- In addition, a fourth model might be the library fostering the creation of games through game design workshops or hosting design clubs.
(ALA Games and Gaming Round Table)

The ALA endorses video gaming

“Video gaming at the library encourages young patrons to interact with diverse peers, share their expertise with others, including adults, and develop new strategies for gaming and learning.”

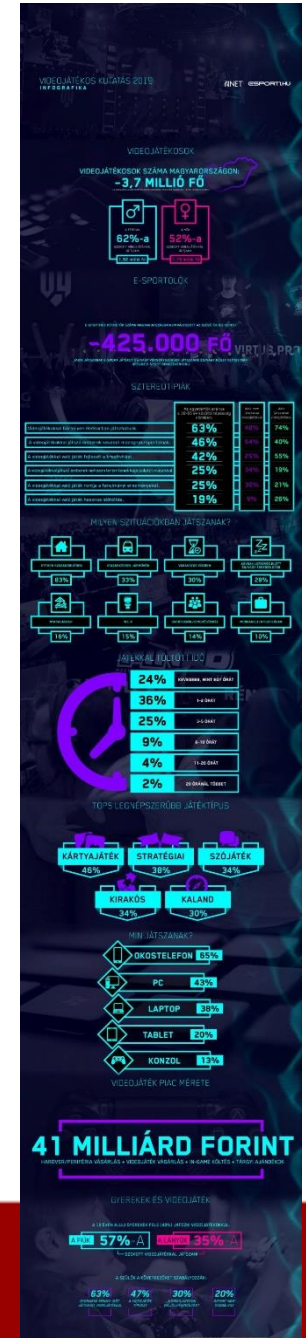


Hungarian video gamers - ENet research 2018

3,7 million people play video games in Hungary

Half of the Children under 18 (48%) play videogames

<https://enet.hu/hirek/egyre-tobbet-koltunk-videojatekra/>



My survey

Few hungarian libraries give place to video games (7 libraries filled out the survey)

- They do not borrow the video games.

- The users play individually not in club and they use it in connection with other programmes or as part of other library events.

- Most frequently the teenagers (10-18 age group) use video games.

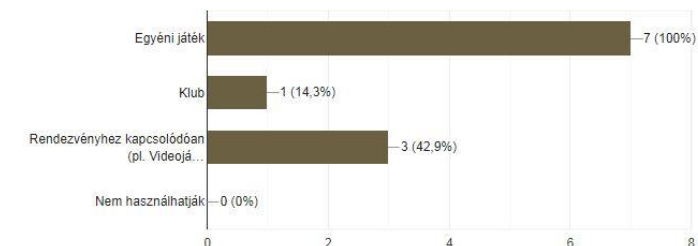
5. Sorolja fel a leggyakrabban használt videójátékokat!

7 válasz

Fifa, JustDance
FIFA, Kung Fu Panda, Forza, Need for Speed, Harry Potter
Wii Sports, Just dance3
Just Dance, Disney Fantasia: Music Evolved, Guitar Hero Live
Minecraft, Fifa, Forza
Fifa15, Need for speed
Forza

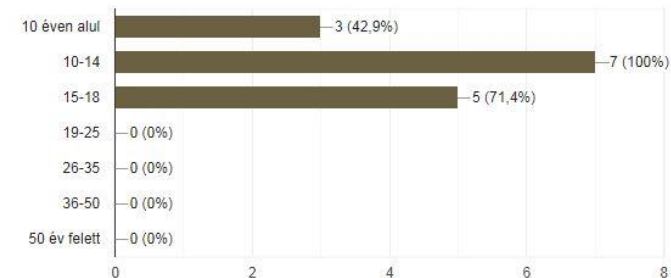
3. Milyen formában használják az olvasók a konzolt? (Több válasz is lehetséges)

7 válasz



4. Melyik korosztály használja leggyakrabban? (Több válasz is lehetséges)

7 válasz



Eger

eger.hu



Photo: Gábor Szinok

Bródy Sándor Public Library
www.brody.iif.hu



Music collection



- 4100 Books
- 2000 Printed music
- 8000 CDs
- 2000 LPs
- 700 DVDs
- 8 journals

Unusual tools



MusiX-box



**Xbox One platform +
kinect**



Music rhythm games:
Guitar Hero Live (12+), Disney Fantasia Music Evolved (3+), Just Dance 2016, 2017, 2018, 2019 (3+)

Trailer



Design

Poster and banner design by Vica Juhász (art lecturer/graphic designer)



The Idea



**Why not playing in
the library?**

Xbox One vs. PS4



Costs

2016:

Xbox One Console + Kinect + 2 Wireless Controller + 2 Headset +
Xbox Live Gold/12 months + 3 Games

280.000 HUF (850 EUR/950 USD)

Annually:

Xbox Live Gold/12 months - 17000 HUF (51 EUR)

New Just Dance game softwer - 18000 HUF (54 EUR)



Video game genres:

Music game

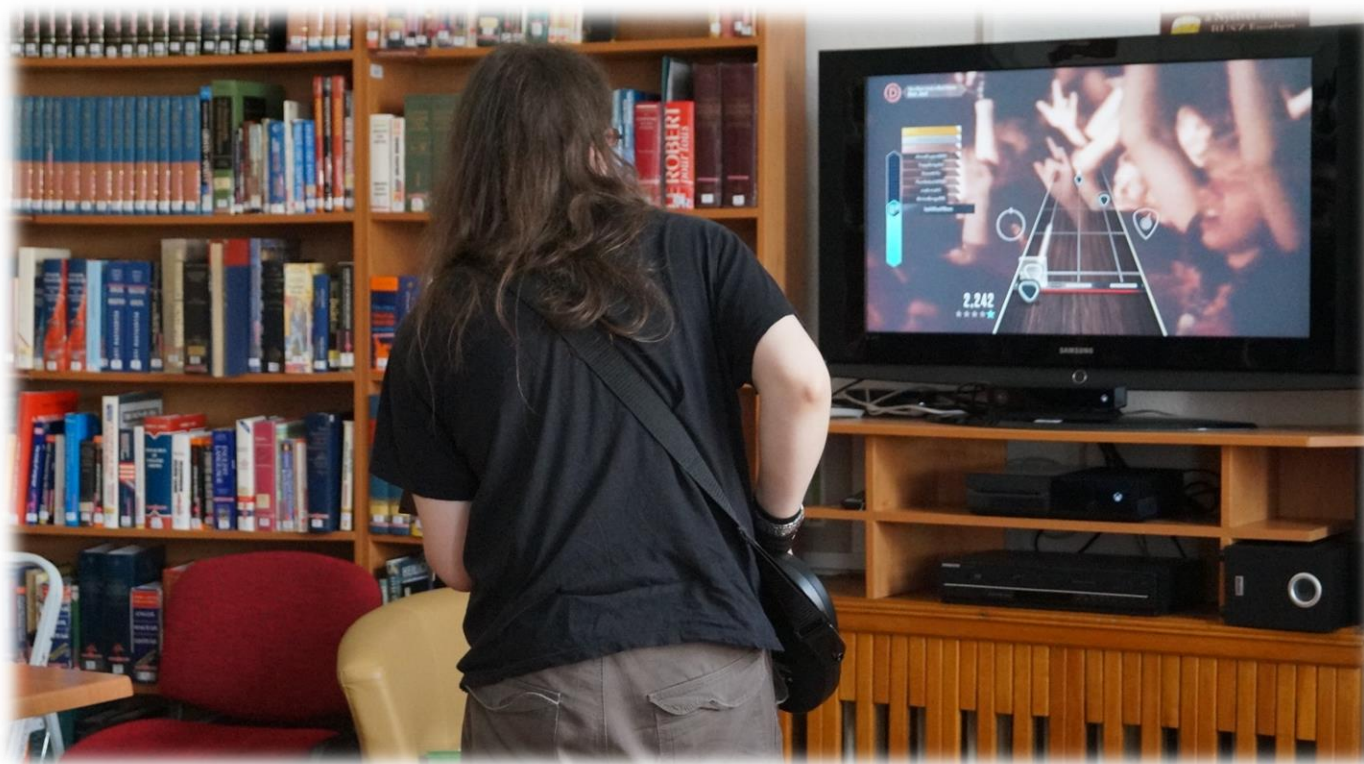
A music video game / music game is a video game where the gameplay is meaningfully and often almost entirely oriented around the player's interactions with a musical score or individual songs.

Rhythm game

Rhythm game or rhythm action is a genre of music-themed action video game that challenges a player's sense of rhythm. Games in the genre typically focus on dance or the simulated performance of musical instruments, and require players to press buttons in a sequence dictated on the screen. The genre includes dance games such as Dance Dance Revolution and music-based games such as Donkey Konga and Guitar Hero.

Guitar Hero Live

Guitar Hero Live is a music rhythm video game. The goal is to use a special guitar controller to match fret patterns displayed on a scrolling note pattern on screen in time with the music.



GH Live

The player completes songs while experiencing full-motion video taken from the first-person perspective of a band's lead guitarist.



GHTV

Activision ended support for Guitar Hero TV, which will cut down the system's song library to only the 42 songs available on the CD, in December 2018.



Guitar Hero Live

Typically the 15-18 year old boys are playing with it.



Conductor Game: Fantasia: Music Evolved

Fantasia: Music Evolved is a motion-controlled music rhythm game inspired by Disney's classic animated film „Fantasia”

Players conduct a broad range of musical pieces - from centuries-old symphonies to modern pop hits - using their hands.



Fantasia: Music Evolved

The Haven:

www.youtube.com/watch?v=4bPUPEy9vrA



Fantasia: Music Evolved

There is also a two-player
Co-op mode



Compositions from the classical era (with mixes or create your own beat)



Just Dance

Just Dance is a motion-based dancing game for multiple players, with each game including a collection of songs each with their own dance choreographies. During each song, players mirror a dance performed by actors on the screen.



Just Dance

Additionally, there are gold moves in which players must strike a pose in order to earn bonus points. Players are given ranks based on how well they do.



Just Dance Championship



Just Dance

This is the most popular in our three games.

Usually elementary- and secondary school children use it.



Meanwhile



Summary

- For 3 years 1100 persons used the game approximately 120 occasions.
- Most often 10-14 age group and 15-18 age group played.
- Mostly the school groups enjoyed the games.
- Just Dance is the most popular.
- They have spirit of competition and enjoy playing together.
- Many are coming back to practice.
- It is a family entertainment because the children often ask their parents to bring them to play.

Conclusion

I believe video games have a place in public libraries.

I believe music/rhythm video games have a place in music departments.

People like playing. Our task is to make it possible that they can play in community within libraries.

And at the same time we make the library more popular and more well-known among young people.



Thank you for your attention!

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www.slideshare.net/hangtarnok