

# Summary



**Play, You Fools / Opportunities for Libraries in Gaming and Gamification (Christoph Deeg)**  
(pp. 596 – 599)

Patron Driven Acquisition (PDA) has been practiced at the University of Leipzig Library for several years. But the initial goal of creating an operational acquisition model for licensing e-Books with the help of an efficient aggregating platform has been abandoned. Meanwhile, for print publications, the concept of PDA has received significant development and been implemented for the first time at Leipzig's university library.

PDAprint has become an integral part of the acquisition procedures for monographs and nearly doubled in volume, rising from 6% of the budget in 2013 to 12% in 2015, when 85,000 Euros were spent in this manner. PDAprint supplements the acquisitions initiated by subject specialists and aims, above all, at covering areas of literature stemming from interdisciplinary and specialized research. There were 2,200 requests for acquisitions fulfilled in 2015, or roughly 10 titles per working day, while the rate of mediated denials lay at 11%.

PDA has become an established practice for printed materials and is likely to increase as the library expands and diversifies this segment. There are discussions, for example, of including academic publications in the Romance languages.

In the case of e-books – as well as for journals – the user driven method is only available on a limited basis and has not yet been possible to implement with the larger academic publishing houses. A more precise evaluation will be needed in order to achieve, on the one hand, the range of materials desired by the users, and to guarantee, on the other hand, an efficient deployment of the acquisitions budget.

**Not an Easy Game / Berlin Writer and Children's Media Expert Describes Current Developments in Game Consoles, Apps and Software for Children (Thomas Feibel)**  
(pp. 600 – 603)

Video games have always had a poor reputation. Especially among adults. Those who could not get into them have automatically considered games a waste of time and money. Press and politicians also have generally spoken ill of computer games. Perhaps this disapproval even led to the genre's status within youth culture. It was not much different with rock music for previous generations. And then came the next reproaches. It is not so long ago that children and adolescents, in particular, were found to display strong signs of addiction. Computer games, according to a few brain researchers, can erase what has been painstakingly taught during the day at school and seriously encroach on academic performance.

Is this genre socially accepted today? Not necessarily. While society on the whole has become more inclined to play games as a result of smartphones and tablets, the old problems still remain. Neither has Germany's first out-patient clinic for game addiction (in Mainz) any fewer patients, nor are certain games able to forgo explicit violence. The answer is much more trivial: there is money to be made with video games. According to Germany's business association for the game industry, BIU, German companies alone saw a turnover of €2.3bn in 2016. Since there is a considerable sum of tax revenue associated with this enormous figure, politicians have been led to change their minds. As a booming branch of activity it is even receiving support in the form of local business incentives in many federal states. After all, the expanding business sector of video games is creating a good number of jobs.

**Harvest Your Town / The Bad Oldesloe City Library Engages in Sustainable Ecological Library Service with Very Different Partners – and Received the »IFLA Green Library Award 2017« (Jens A. Geißler, Tim Schumann)**  
(pp. 640 – 643)

Bad Oldesloe is a county seat with over 25,000 inhabitants in Schleswig-Holstein and as the result of a strong local initiative earned the title »Fair Trade Town« in 2015. With its media collection of over 42,000 items, digital media and services, as well as programs for schools and kindergartens, the city library's six-person team serves an area of about 34,000 people.

In order to strengthen the city library as an open (learning) center and catalyst for innovation and to embark on new ventures with local actors, the program »Harvest Your Town« was developed. The changing role of the public library became associated with sustainable and green library service. Its goal was to open up the library and strengthen its function as a space for networking, meetings, and pro-active creativity.

In addition to the practical implementation of theoretical notions of sustainable library work, the library brought together people active in the community and encouraged new forms of cooperation. Actions such as a seed exchange or a vegetable stand for food-sharing have made the city library into an easily accessible venue for new encounters and learning experiences. By offering rooms for activities and audiences, the library has become a public neighborhood space, where civic spirit and involvement, networking, and the propagation of social and ecological ideas and projects can flourish.

*Translated by Martha Baker*