

Professional Resources

Books

Agosto, Denise E., and June Abbas, eds. *Teens, Libraries, and Social Networking: What Librarians Need to Know*. Libraries Unlimited, 2011. 184 p. (978-1598845754, pap.). Many of today's teens spend hours each day on Facebook, Twitter, and other social networking sites. What does this mean for library services to young adults? How can librarians harness these popular sites in the service of library programs and education overall?

Alessio, Amy J., and Heather Booth. *Club Programs for Teens: 100 Activities for the Entire Year*. American Library Association, 2015. 192 p. (978-0838913345, pap.). Turn a successful event into a monthly club with this helpful guide designed for a school or public library setting. Includes resource lists and activities ranging from easy to elaborate, as well as tips.

Bair, Amy Lupold, and Susannah Gardner. *Blogging for Dummies*. 5th ed. Wiley, 2013. 408 p. (978-1118712092, pap.). Offers all the basics of blogging and covers podcasting and videoblogging as well.

Bernier, Anthony, ed. *Transforming Young Adult Services*. ALA Neal-Schuman, 2013. 232 p. (978-1555709075, pap.). Exploring the question of what a LIS-specific vision of young adults should be, this book offers a wide array of provocative positions with implications for libraries in literacy initiatives, YA space, intergenerational interactions, and civic life. The variety of perspectives and analyses offered will launch a vigorous new debate on how libraries and those in the field think of and serve young adults.

Bolan, Kimberly. *Teen Spaces: The Step-by-Step Library Makeover*. 2nd ed. American Library Association, 2009. 225 p. (978-0838909690, pap.). Step-by-step instructions and easy-to-use templates; the latest information on teen-space policies; new ways to involve teens in the space-renovation process; updated tools, worksheets, instructions, and vendor information; inspiring illustrations and discussions of what other libraries have achieved; and best practices for developing teen spaces. Library directors, YA librarians, and school library media specialists will welcome the inspiration from hundreds of teen spaces around the world, along with hands-on suggestions for revamping their own library.

Booth, Heather, and Karen Jensen, eds. *The Whole Library Handbook: Teen Services*. American Library Association, 2014. 224 p. (978-0838912249, pap.). ALA's popular and respected Whole Library Handbook series continues with a volume specifically geared toward those who serve young adults, gathering stellar articles and commentary from some of the country's most innovative and successful teen services librarians.

Braun, Linda W. *Teens, Technology, and Literacy; or, Why Bad Grammar Isn't Always Bad*. Libraries Unlimited, 2006. 128 p. (978-1591583684, pap.). Braun proposes that because technology often defines how one communicates, today's teens are actually exploring and developing new literacies and learning to use technology in the most effective ways possible. She demonstrates that technologies are (and should be) redefining literacy, and explains how, by integrating technologies into programs and services, educators can maximize the learning that teens acquire in using new technologies.

Brenner, Robin E. *Understanding Manga and Anime*. Libraries Unlimited, 2007. 356 p. (978-1591583325, pap.). Provides information for librarians who are trying to build their manga and anime collections, including the history of manga and anime, vocabulary, cultural differences in format and content, programming and event ideas, genres, and more.

Coleman, Tina, and Peggie Llanes. *Teen Craft Projects 2*. American Library Association, 2013. 128 p. (978-0838911525, pap.). From the authors of the enormously popular *Hipster Librarian's Guide to Teen Craft Projects* comes an all-new selection of innovative ideas.

de Vos, Gail. *Storytelling for Young Adults: A Guide to Tales for Teens*. 2nd ed. Libraries Unlimited, 2003. 224 p. (978-1563089039). An annotated bibliography of stories for young adults organized by theme.

Dickerson, Constance B. *Teen Book Discussion Groups @the Library*. Neal-Schuman, 2004. 172 p. (978-1555704858, pap.). A guide to creating book discussion groups for teens that provides information on selecting the best books, coming up with provocative questions, using online resources, establishing rules, and increasing participation.

Fink, Megan P. *Teen Services 101: A Practical Guide for Busy Library Staff*. American Library Association, 2015. 217 p. (978-0838988039). Need to amp up teen services, but you're short on time or not sure where to start? This guide provides useful information that will help staff put together a basic teen services program with minimal time and hassle.

Fletcher-Spear, Kristin, and Kelly Tyler, eds. *Intellectual Freedom for Teens*. American Library Association, 2013. 146 p. (978-0838912003, pap.). It's important for YA librarians to understand the types of challenges occurring in libraries around the nation and to be ready to deal with such challenges when they occur. This book specifically addresses these situations, providing much-needed guidance on the highly charged topic of intellectual freedom for teens.

Gallaway, Beth. *Game On! Gaming at the Library*. Neal-Schuman, 2009. 306 p. (978-1555705954, pap.). Presents information to help in the selection of video- game choices in libraries, covering history, format, and genre; developmental, educational, and technical benefits; selection and circulation of titles and equipment; policy and management; controversies; and other related topics.

Gorman, Michele and Tricia Suellentrop. *Connecting Young Adults and Libraries: A How-to-Do-It Manual*. 4th ed. Neal-Schuman, 2009. 389 p. (978-1555706654, pap.). The authors have updated and revised earlier editions written with Patrick Jones to address the latest trends and best practices in teen services, including programming, marketing and promotion, collection development, technology, outreach, library spaces for teens, and more.

Hamilton, Matthew, and Dara Hanke Schmidt. *Make It Here: Inciting Creativity and Innovation in Your Library*. Libraries Unlimited, 2014. 195 p. (978-1610695541). This resource will enable librarians interested in offering maker programming or creating a makerspace for adults or children to make informed decisions, convince stakeholders of the value of makerspaces, and create the perfect program or space for their unique community. Topics include reasons why maker programming is important, definitions of makerspaces, information on how to create the right makerspace for your community, funding, staffing, planning, marketing, policies, programs, and evaluation.

Jones, Patrick, Maureen L. Hartman, and Patricia Taylor. *Connecting with Reluctant Teen Readers: Tips, Titles, and Tools*. Neal-Schuman, 2006. 314 p. (978-1555705718, pap.). The authors show you how to entice reluctant readers, what types of books are most likely to grab and keep their interest, and how to connect different kinds of readers with different genres (graphic novels, realistic fiction, mystery, fantasy, magazines, nonfiction, short stories, and more). The featured lists include over 600 surefire books, magazines, and series.

Kirsch, Breanne A. *Games in Libraries: Essays on Using Play to Connect and Instruct*. McFarland, 2014. 248 p. (978-0786474912, pap.). Librarians are beginning to see the importance of game-based learning and the value of incorporating games into library services. Full of practical suggestions, the essays in this collection discuss innovative uses of games in libraries as well as the game-making process. The contributors are well versed in games and game-based learning, and a variety of library types are considered.

Klipper, Barbara. *Programming for Children and Teens with Autism Spectrum Disorder*. American Library Association, 2014. 168 p. (978-0838912065, pap.). Those who understand the unique sensitivities of young people with autism spectrum disorder, now the second most commonly diagnosed serious developmental disability, know that ordinary library programming guides are not up to the task of effectively serving these library users. Klipper's deep knowledge and experience on the subject makes her guidance on serving these library users and their families invaluable.

Mayer, Brian, and Christopher Harris. *Libraries Got Game: Aligned Learning Through Modern Board Games*. American Library Association, 2009. 134 p. (978-0838910092, pap.). Explains the benefits of making designer board games part of a school's everyday curriculum and offers librarians practical suggestions for linking board games and curriculum, building a core collection for all grade levels, and developing and implementing the program.

Neiburger, Eli. *Gamers ... in the Library?! The Why, What, and How of Videogame Tournaments for All Ages*. American Library Association, 2009. 192 p. (978-0838909447, pap.). Examines the positive features of video-game programming in the public library system, describing the basics of software, hardware, and gaming culture.

Nicholson, Scott. *Everyone Plays at the Library: Creating Great Gaming Experiences for All Ages*. Information Today, 2010. 240 p. (978-1573873987, pap.). A guide to developing gaming programs in school, academic, and public libraries, this book addresses questions about gaming in libraries, introduces a conceptual framework for classifying different types of gaming experiences in library settings, looks at each of five gaming types, and explains the process of planning, marketing, facilitating, and assessing a library gaming experience.

Pearl, Nancy. *Book Crush: For Kids and Teens—Recommended Reading for Every Mood, Moment, and Interest*. Sasquatch, 2007. 304 p. (978-1570615009, pap.). This book is a great readers' advisory resource for children and teens.

Rubin, Rhea Joyce. *Defusing the Angry Patron: A How-to-Do-It Manual for Librarians*. 2nd ed. Neal-Schuman, 2010. 125 p. (978-1555707316, pap.). Introduces the many causes and faces of anger as well as practical techniques for dealing with angry patrons (and others). Included are approaches for handling situations, ranging from everyday frustration to confrontational behavior. Rubin focuses on how effective staff training and intentional behaviors can positively affect patron behavior, minimize altercations, and ease the stress of public services staff.

Sauers, Michael P. *Blogging and RSS: A Librarian's Guide*. Information Today, 2010. 2nd ed. 322 p. (978-1573873994, pap.). Author, Internet trainer, and blogger Michael P. Sauers shows how blogging and RSS technology can be easily and effectively used in the context of a library community. Sauers showcases interesting and useful blogs, shares insights from librarian bloggers, and offers step-by-step instructions for creating, publishing, and syndicating a blog using free web-based services, software, RSS feeds, and aggregators.

Schadlich, Megan Emery. *Cooking Up Library Programs Teens and 'Tweens Will Love: Recipes for Success*. Libraries Unlimited, 2015. 179 p. (978-1610699617). Provides library programming guidance from the perspective of a library play specialist with nearly a decade's experience.

Vaillancourt, Renee J. *Bare Bones Young Adult Services: Tips for Public Library Generalists*. 2nd ed. American Library Association, 2000. 142 p. (978-0838934975, pap.). A guide to serving 12- to 18-year-olds in libraries. Topics covered include motivating young adults to participate in the library, providing reference and homework support, creating a user-friendly and distinct young adult space in the library, and developing catchy booktalks.

Velásquez, Jennifer. *Real-World Teen Services*. American Library Association, 2015. 136 p. (978-0838913420, pap.). In this down-to-earth book, former *Library Journal* Mover and Shaker Velásquez explores real-world challenges and obstacles to teen service that often present themselves, offering solutions and guidance for both new YA librarians and those wanting to freshen up their approach.

Websites

Animoto. <https://animoto.com>. A web application that turns photos, video clips, and music into video slide shows. You can use it to create booktalks or book trailers and then place them on your website.

Book Depot. www.bookdepot.com. Offers wholesale and remainder books.

Booklists: Young Adult Fiction Lists. <http://librarybooklists.org/fiction/ya/yageneral.htm>. Links to a host of library book lists on a variety of topics for young adults.

Book Outlet. <http://bookoutlet.com>. Formerly known as Book Closeouts; offers books at bargain prices.

Developing Adolescents: A Reference for Professionals. www.apa.org/pi/families/resources/develop.pdf. A downloadable 2002 booklet from the American Psychological Association designed to provide professionals who work with adolescents with basic information about healthy adolescent development.

Evanced Solutions. www.evancedsolutions.com. Offers software for managing library functions; summer reading program software offers online registration, reading logs, and prize management.

Goodreads. www.goodreads.com. Goodreads is the world's largest site for readers and book recommendations. It tracks the books you have read, are reading, and want to read. It also provides personalized book recommendations.

Great Books for Teens. *www.adlit.org/books_by_theme*. Offers several themed book lists for teen readers.

Motion Picture Licensing Corporation. *www.mplc.org*

Movie Licensing USA. *www.movlic.com*

Nancy Keane's Booktalks—Quick and Simple.

http://nancykeane.com/booktalks. Offers booktalking tips and a huge selection of sample booktalks by interest level.

Novelist. *www.ebscohost.com/novelist*. Online reader's advisory tool; available by subscription only through EBSCOhost.

Prezi. *www.prezi.com*

Puzzlemaker. *www.discoveryeducation.com/free-puzzlemaker*. Puzzles and games you can customize.

Search Institute. *www.search-institute.org*. A nonprofit organization that conducts research, develops publications, and provides technical assistance that supports the healthy development of children and adolescents. The Search Institute's list of 40 developmental assets specifies experiences and qualities essential to raising young people.

Shelfari. *www.shelfari.com*. Shelfari is a cataloging site for books you have read, are reading, or plan to read. Create a virtual bookshelf, discover new books, connect with friends, and learn more about your favorite books— all for free.

Teen Librarian Toolbox. *www.teenlibrariantoolbox.com*. A *School Library Journal* blog that covers books, current trending teen issues, programming, and more.

What's Next: Books in Series. *http://ww2.kdl.org/libcat/whatsnext.asp*. Searchable database of book series.

Young Adult Library Services Association (YALSA). *www.ala.org/yalsa*. A division of the American Library Association specifically for those serving young adults. Includes conferences, recommended book lists, and other professional resources.