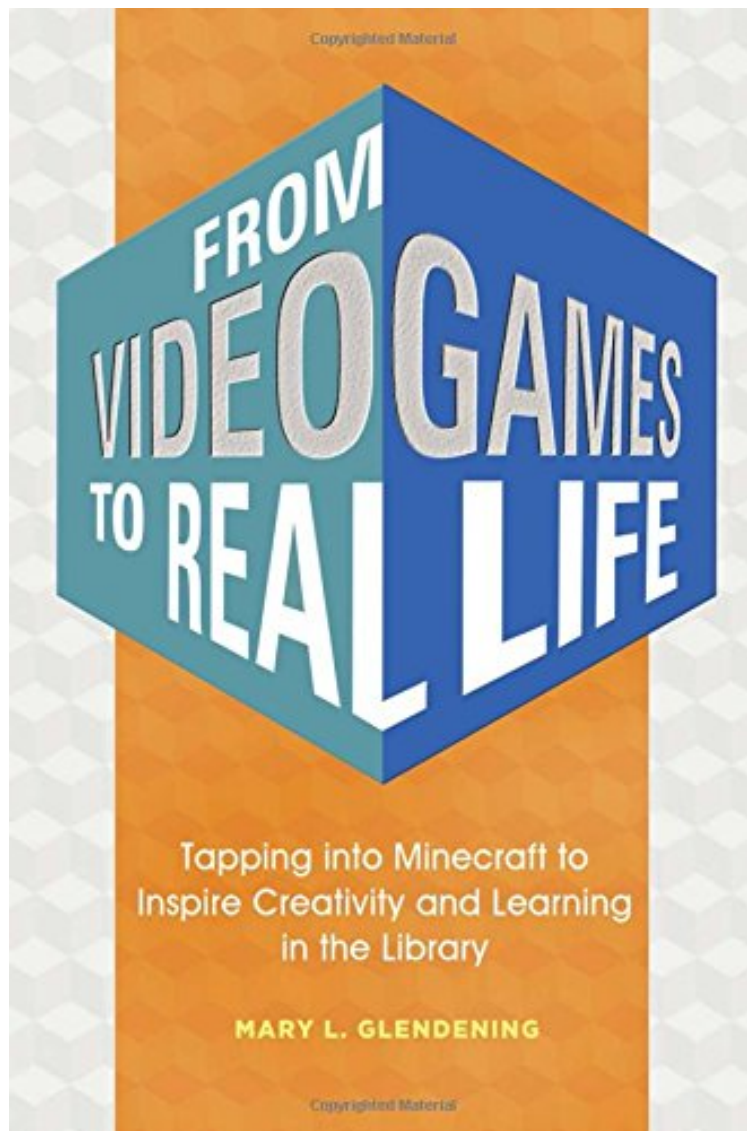


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## From Video Games to Real Life: Tapping into Minecraft to Inspire Creativity and Learning in the Library

Mary L. Glendening

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praised From Video Games to Real Life: Tapping into Minecraft to Inspire Creativity and Learning in the Library:

This guide shows youth librarians how to use the appeal of Minecraft game that many young learners are intensely passionate about to create engaging library programs that encourage creativity and build STEAM (Science, Technology, Engineering, Arts, and Mathematics) learning through library programs. Helps librarians harness the power of an incredibly popular game and use it effectively as a springboard to learning. Assists librarians in supporting STEM and STEAM initiatives. Offers specific guidance for dozens of hands-on activities.

"From start to finish, this volume is a valuable tool for anyone looking to capitalize on the popularity of Minecraft and/or Making." - Booklist Online  
"Overall, Glendening does an exemplary job of providing libraries with an idea of the tools and resources required to create, organize, and offer a genre-themed avenue into exciting, creative lab activities and STEM programming." - VOYA  
About the Author  
Mary L. Glendening is director of the Middletown Free Library in Media, PA.