



# THE GAMES LIBRARY

Kensington and Chelsea and Westminster Libraries and Archives





# THE GAMES LIBRARY

**350+**  
**games**

free to borrowed from any location across Bi-borough

**75%**

Regularly borrowed out performing other collections

**30+**  
**partners**

In gaming and youth settings

**7**

Regular events each month across 6 locations

Launched during International Games Week 2023, The Games Library supports our purpose to help people to Read, Learn and Connect. It does this by improving children and young people's confidence in reading, socialising and leadership by creating fun, inclusive and accessible safe spaces through table-top games.

The Service offers:

- A collection of loanable games to play at home and in the library
- Regular events and activities to inspire and create safe spaces for children to play games and learn about gaming
- Volunteering and placement opportunities for young people to improve their skills and confidence in facilitation and leadership
- Outreach and partnership opportunities connecting young people and gaming



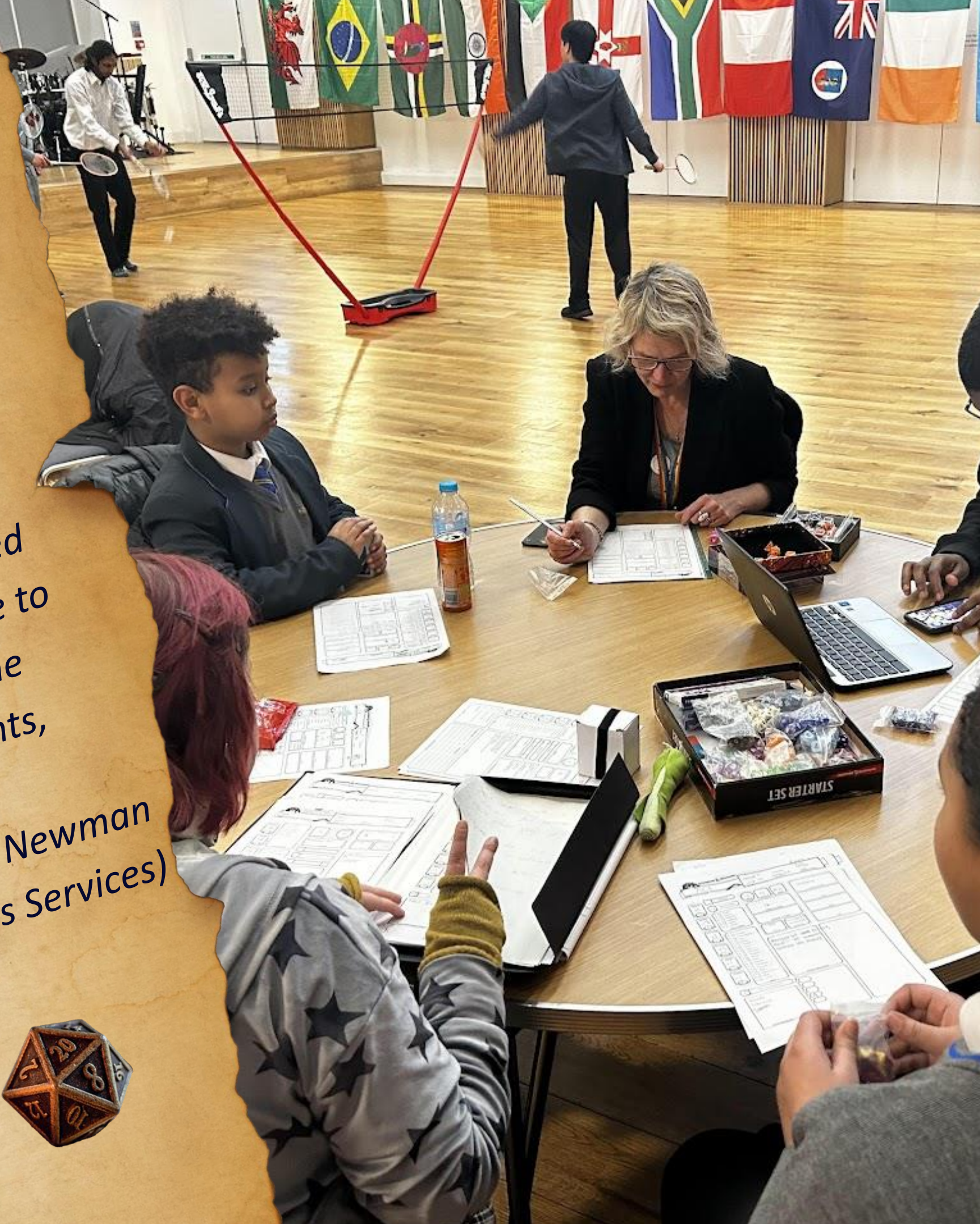


## How it began...

Our journey started with a visit to a local family centre facilitating a Dungeons and Dragons game with a group of neurodiverse children.

“Very quickly I was immersed into a magical world where dragons were flying alongside trolls and elves in a fantasy realm. The story was immersive and spellbinding. We learned about new skills and threats as we threw various sided dice to determine our fate. The creativity and imagination that the group was sharing was enthralling, with comedic moments, perilous encounters, and philosophical musings.”

Sarah Newman  
(Bi-borough Executive Director Children’s Services)



# Making Impact

With support from Public Health, the Games Library provision aligns with and delivers against the Public Health Outcome Framework. Through the Games Library, the service aims to:

- Address wider detriments by targeting disadvantaged children and young people, highlighting the social and health benefits of the club, and linking with wider council initiatives to increase awareness and enhance access to a wider range of support services.
- Improve child development through targeted engagement, communications, and a range of social activities, including developing new volunteering opportunities, with an enhanced offer delivered in areas with the greatest need.
- Improve health and wellbeing for children and young people by developing opportunities to promote social participation, reducing social isolation and loneliness.
- Promote libraries as safe spaces for children and young people, providing passive and proactive signposting opportunities.



# Our Partners



## [Dragonmeet](#)

Dragonmeet is one of the most vibrant table top gaming conventions and the best of it's kind in London.



## [Imagination Gaming](#)

Imagination Gaming believe that learning and fun go hand in hand and offers solutions to engaging students in learning within educational and social settings.



## [Monte Cook Games](#)

Monte Cook Games, producers of [No Thank You Evil](#) a cooperative role-playing game designed for children which encourages imagination, literacy, numeracy, and collaboration.

NOW  
PLAY  
THIS

## [Now Play This!](#)

Now Play This! produces an annual festival in experimental gaming alongside Somerset House as a way to show that games has moved past the “but is it art” conversation.



## [Queer Women D&D](#)

Queer Women D&D and Games is a self-organised group that organise meetups to play Dungeons and Dragons or other table-top role playing games.



## [Role Play Haven](#)

Role Play Haven brings together gaming with local communities, building partnerships to create fun and safe gaming. Their mission is “to make the joy, learning and healing experiences of role-playing games accessible to all”.



## [Warhammer Alliance](#)

The Warhammer Alliance is the educational support programme for the Warhammer hobby. With a wealth of free support from Games Workshop, it offers young people a chance to engage in a fun, creative and sociable hobby. Delivered sessions for Youth Offending Team youth





*"I really wanted to thank you so much for running this club! I know it's the definite highlight of Amelia's week and she speaks about it all the time. It is so appreciated and having a club that is of her interest that is outside of school helps so much with new school, transition to secondary and difficulties with making friends.*

*Thank you so so much for all your efforts and setting up a club that makes everyone feel included."*

**Amelia's Mum about the Pimlico Library Dungeons & Dragons Sessions**



# What's next?



## Keep it rolling!

- Develop the collections and loan offer further
- Launch Interschool Games Tournament with Imagination gaming
- Launch new Role Together Branches with Role Play Haven

## International Games Week 2024

- 7-13 November celebrating a year of the Games Library

## Conventions and conferences

- Comic Con 2024, 25-27 October
- Libraries and Archives EmpowerED!: EDI conference, 15 November
- Dragonmeet, 30 November



# Contact us

If you would like to get in touch to find out more about the Games Library or discuss how we could work together, please do not hesitate to contact a member of the libraries and archives team



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