Highlights

- Assisted various patrons with individual technology problems.
- Visited Igloo Vision in NYC
- Continued popular tech programs for all ages.
Programs for Adults

<table>
<thead>
<tr>
<th>Program</th>
<th>Date</th>
<th>Time</th>
<th>Age Group</th>
<th>Category</th>
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</thead>
<tbody>
<tr>
<td>Virtual Tech Help (Afternoon)</td>
<td>11/3/2021</td>
<td>2:00 PM</td>
<td>Adults</td>
<td>Digital Technology</td>
</tr>
<tr>
<td>Virtual Tech Help (Afternoon)</td>
<td>11/9/2021</td>
<td>2:00 PM</td>
<td>Adults</td>
<td>Digital Technology</td>
</tr>
<tr>
<td>Virtual Tech Help (Morning)</td>
<td>11/17/2021</td>
<td>10:30 AM</td>
<td>Adults</td>
<td>Digital Technology</td>
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In this popular program, patrons were able to receive individual help with general computer issues and other digital technologies. In general, patrons are grateful for this service and it is a good way to enter the “home” of patrons and help them in a personal way with technology.

Digital Library Resources (Digital Learning) | 11/3/2021 | 10:30 AM | Adults | Digital Technology

Several online library resources were looked at in this session, complete with a Q & A opportunity at the end. Updates and recent changes to library services were described as well. Because of this program, patrons typically find new ways of harnessing the library.

Zoom Tips and Tricks (Digital Learning) | 11/10/2021 | 10:30 AM | Adults | Digital Technology

Patrons were able to learn about and discuss the Zoom platform, the main platform of virtual library programs. There are many small features - that would otherwise go unnoticed - and ways users can use Zoom that are provided during this session, whether an expert or beginner.
Programs for Youth

Create a Minecraft World | 11/19/2021 | 4:00 PM | Teens

In this session, youth were invited to play Minecraft together online in a safe environment. Activities included working together to survive in a natural environment and building things collectively in creative mode.

Game Design for Youth | 11/17/2021 | 4:00 PM | Children

In this session, teens were able to enter the world of game development, the culmination of several creative fields. From 3D design to interactive play-testing, participants were able to get a feel for what it is like to create an interactive experience for others.

Library Fortnite Team | 11/16/2021 | 4:00 PM | Teens

Teens were able to squad up with Digital Media Specialist Austin Olney via a variety of hardware platforms to partake in this popular app that encourages teamwork and outside-of-the-box thinking.
Notable Tasks

- Tested out and trained staff on Zoom breakroom capabilities
- Input all staff events for the upcoming three months into Zoom, and updated advanced entries with Zoom info/instructions for scheduling.
- Assisted various patrons and staff with digital issues and tech-related advice.
- Set up private Roblox/Minecraft/Fortnite servers for Youth Meet-up programs.
- Coordinated private lichess rooms for Virtual Chess programs.
- Made several changes/additions/deletions to various Zoom programs based on staff input.
- Blog posts and other outreach efforts.
- Visited Igloo Vision in NYC

Have a great day!