Highlights

- Assisted various patrons with individual technology problems.
- Trained various staff on digital procedures relating to Zoom and other technical help.
- Continued popular tech programs for all ages.
- Investigated alternative calendar options for library events and organization.
Technology Programs for Adults:

**Individual Tech Help**  
5/11/2022  
10:30 AM  
Adults

**Individual Tech Help**  
5/17/2022  
2:00 PM  
Adults

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**  
5/18/2022  
10:30 AM  
Adults

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**  
5/25/2022  
2:00 PM  
Adults

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.
Technology Programs for Youth

Create a Minecraft World | 5/10/2022 | 4:00 PM | Children

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.

Engineering Time for Youth | 5/12/2022 | 4:00 PM | Children

Children and teens were able to join shared worlds and design virtual vehicles and structures with which they could then test. Ideas were imagined and tested in a digital simulation and it was fun for all.

Game Design for Youth | 5/26/2022 | 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.
Other

- Input all staff events for the upcoming three months into Zoom, and updated evanced entries with Zoom info/instructions for scheduling.
- Trained various staff on digital procedures relating to Zoom and other technical help.
- Set up and maintained various private servers (Roblox, Fortnite, Minecraft, etc.) for virtual youth programs.
- Made several changes/additions/deletions to various Zoom programs based on staff inquiries.
- Blog posts and other outreach efforts.
- Assisted various patrons and staff with digital issues and tech related advice.
- Investigated alternative calendar options for library events and organization.

Happy Summer!