Pokémon Programming at the Library

Amanda Blau and Alyssa Gudenburr
What is Pokémon?

- Evolved into a HUGE global company that includes a trading card game, manga, anime, movies, and merchandise.
- Don’t try to memorize everything about Pokémon. Currently almost 900 different Pokémon.
- **What you need to know:**
  1. Pokémon are creatures or monsters with different abilities that you catch, train, and fight. Think different animal species.
  2. Pokémon Trainers is what you refer to people who play Pokémon.
  3. Pokémon is both a collection AND fighting game
     a. “Gotta catch ‘em all”
     b. Battle to be the Pokémon Master
  4. The Pokémon Company encourages community building and is always improving ways to bring Pokémon trainers together. Pokémon is for EVERYONE!
Pokémon Go

- Revolutionised the way Pokémon was played.
- Released on July 6th, 2016.
- Allows trainers to catch Pokémon in the real world.
- Popular places to play PoGo is in parks and downtown areas.
- Ways to connect with PoGo community
  - Raid Battles
  - Community Days
  - PoGo events
Pokémon Go Community Days

- Monthly event in Pokémon Go
- Timed event, lots of players out at once
- Problem: events are listed only one month in advance.
- Events posted on https://pokemongolive.com/en/events/
- Great way to connect with PoGo community and share information about library services and programs.
Recharge and Rehydrate Pokémon Go Program

- Pre-COVID, during Pokémon Go Community Days
- All ages, 2 hours program.
- Ice Water in the warm weather
- Hot chocolate in the cold months
- Snacks to recharge people
- Power strips to recharge phones
- Lures in Pokéstops
- Library brochures, advertisement, swag
- Tips: Have supplies ready, advertise in local Pokémon Go Discord group (Silph Road)
Pokémon Go and COVID

- This Summer: Pokémon Go Walking Club!
- Players need to walk in real life in order to earn game rewards.
- Program to meet up with other players to walk and play Pokémon Go in the nearby park.
- All ages, 1 hour program.
- Avoiding Community days to get a smaller group.
- Grab and Go
- Water Bottles instead of water cooler.
- Individually wrapped snacks.
- Library swag to pass out: summer program information, buttons.
Pokémon Kits

- Started as a way to connect with Pokémon players while the building was closed.
- Patrons used kits safely in their own spaces.
- SUPER popular.
- All ages.
- Each kit included:
  - A Pokémon Craft
  - Pokémon activity pages
  - Pokémon Go activity
  - Custom Button
  - Library Swag
Tips for Pokémon Kit Ideas

- Search Pokémon Party on Pinterest for craft ideas. Design your own: Pokeball, Pokémon card, trainer card, etc.
- The Official Pokémon website has upcoming Pokémon releases and activity ideas.
- Pokémon Club has many Pokémon activity pages.
- Create custom bookmarks, badges, and more on Canva. Be sure to add your library’s logo!
- Include Pokémon goodies: temporary tattoos, trading cards, Pokémon themed snacks, stickers, etc.
- Don’t forget PoGo players! Give them a list of challenges for them to complete in the game.
Pokémon Poll Time
Cutest?

Emolga

Shaymin

Minccino

Sobble
Weirdest?

Mr. Mime

Drifloon

Garbodor

Phantump
Most Edible?

Vanillite

Slurpuff

Exeggcute

Alcremie

Appletun
My inspiration for starting Pokémon library programs
Pokémon Cards - Pokémon TCG

A two player deck building game.

There are good tutorials for learning how to play here:


Supplies for hosting TCG Play at the library

- Play mats (commercial ones are sold with theme decks) [Printable Pokémon TCG Mat]
- Theme decks - Premade playable decks of 60 cards. Kids will come with cards but few with playable decks. *Currently Pokemon TCG Battle Academy is about $20 and comes with 3 decks, counters and board play mat.*
- Coins - there are cool collectible Pokémon plastic ones but pennies also work!
- Damage Counters (or multiple dice - 1 pip on the die counts as 10 points which is harder to conceptualize for younger players than 10/50/100 counters)
- Specials Counters - Poison, Burn, GX (or post-its & pencils for noting special conditions)
Pokémon Cards

Trading Cards - schools in our area forbid trading cards so the kids here were hungry for a venue to trade.

Here's our rules for trading - the most important of which is both traders need to be HAPPY.

Card Battle Game

I've developed a Card Battle Game - for those who want to play with their personal cards but aren't up to learning the full TCG game or building a playable 60 card deck.
Pokémon Online Programs aka Zooming with my Poképeeps
This has been a popular virtual program this year.

⭐TRIVIA⭐ - always have Bulbapedia open or The Deluxe Essential Guidebook handy

No prep challenges

Alphabet, Rainbow, Energy, Legendary, Starter, Furry, Name an animal

Kahoots - search “kidzlibrarian” to find my Kahoots,

search for Pokémon kahoots, or write your own

Other Websites with Trivia -

Sporcle.com,

Pokemon.com

https://pokemoncries.com/
Pokémon Polls

Polls - [zoom polls](#) are a great way to engage your audience.

My colleague Ian Reed even used Polling to create a [Pokémon Choose Your Adventure Story](#) that the kids got to guide by voting.
Virtual Activities - Guess Who? Challenges

● **No prep version** - Pick a Pokémon from your guidebook or Bulbapedia and play!
● **Guess Who Board**
● **Pictures of TCG Cards**
● **Pokémon Picture Reveal Powerpoint**
Guess Who? Board Example

<table>
<thead>
<tr>
<th>Pokémon</th>
<th>Type</th>
<th>Height</th>
<th>Weight</th>
<th>Evolutions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gastly</td>
<td>Ghost-Poison</td>
<td>4 feet 3</td>
<td>0.2</td>
<td>2</td>
</tr>
<tr>
<td>Bulbasaur</td>
<td>Grass-Poison</td>
<td>2 feet 4</td>
<td>15.2</td>
<td>2</td>
</tr>
<tr>
<td>Weedle</td>
<td>Bug-Poison</td>
<td>1 foot 0</td>
<td>7.1</td>
<td>2</td>
</tr>
<tr>
<td>Celia</td>
<td>Fairy</td>
<td>1 feet 0</td>
<td>5.6</td>
<td>2</td>
</tr>
<tr>
<td>Charmander</td>
<td>Fire</td>
<td>2 feet 0</td>
<td>18.7</td>
<td>2</td>
</tr>
<tr>
<td>Meowth</td>
<td>Normal</td>
<td>1 foot 4</td>
<td>9.3</td>
<td>1</td>
</tr>
<tr>
<td>Psyduck</td>
<td>Water</td>
<td>2 feet 7</td>
<td>43.2</td>
<td>1</td>
</tr>
<tr>
<td>Oddish</td>
<td>Grass-Poison</td>
<td>1 foot 8</td>
<td>11.9</td>
<td>3</td>
</tr>
<tr>
<td>Vulpix</td>
<td>Fire</td>
<td>2 feet 0</td>
<td>21.8</td>
<td>1</td>
</tr>
<tr>
<td>Sandshrew</td>
<td>Mouse</td>
<td>2 feet 0</td>
<td>26.5</td>
<td>1</td>
</tr>
</tbody>
</table>
Powerpoint Reveal and Card - Guess Who Games
Virtual Activities - Art Challenges

Fan Art Challenges

Combine two Pokémon into one
Combine a Cat with a Pokémon
Design your own Pokéball or Pokémon Card

Poopémon
Turn this potato into a Pokémon - Art Challenge
Create a Pokémon inspired by a cat

[Images of a cat with a pokeball and a drawing of a Pokémon cat-like creature]
Poopémon inspired by Dav Pilkey’s Cat Kid Comics Club
Even More Virtual Activities

Madlibs - official Pokémon Madlibs
https://www.penguinrandomhouse.com/books/558576/pokemon-mad-libs-by-eric-luper/

or I’ve taken episode descriptions from the anime and removed words to craft my own
https://bulbapedia.bulbagarden.net/wiki/List_of_anime_episodes

Pokemon Sudoku

Who’s Missing?
Pokémon Sudoku

Snorlax  Jigglypuff  Psyduck  Zubat

Game 2

Draw/Paste icons so there are 4 unique icons in each row, column, and four-square corner.
Which Pokémon will go missing?
Prizes and Show & Tell

Unboxing a pack of Pokémon cards
and Raffling it off using https://wheelofnames.com/

Letting kids share Pokémon cards, toys, art and moments of Pokémon greatness in their lives.
Questions:
Upcoming GameRT Events

WEBINAR - free registration
Critical Hit: Using Dungeons & Dragons to Gamify Training and Evaluation
Webinar co-sponsored with Indiana State Library
Tuesday, May 11, 2021 from 9 AM CDT – 10 AM CDT
https://indianastatelib.evanced.info/msignup/details?EventId=3485

ALA 2021 Annual Conference (Virtual) - conference registration required to attend
GameRT President's Program: From Alphie to Zelda: Preserving the History of Video Games at The Strong National Museum of Play
Friday, June 25, 2021 from 2:15 PM CDT – 3:15 PM CDT
https://www.eventscribe.net/2021/ALA-Annual/

GameRT Discussion Session: “You have advantage!” - Stories about How Games and Gaming Can Improve Employability and Enrich Lives
Friday, June 25, 2021 from 3:30 PM CDT – 4:30 PM CDT
https://www.eventscribe.net/2021/ALA-Annual/
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