**Engaging Beyond Our Walls: Libraries Connecting Communities Through Outdoor Games and Stories, Learner Guide**

<https://www.webjunction.org/events/webjunction/engaging-beyond-our-walls.html>

Discover how libraries across the country are creating their own outdoor games and interactive stories that showcase local history, landmarks, and voices. These playful activities, often designed by library staff, include texting with murals, audio tours by Black feminist historians, ghost scavenger hunts, and "I spy" quests for architecture and culture. These low-tech creations are part of a national project, Engaging Beyond Our Walls, which aims to connect libraries with their communities in innovative ways. Learn how over 50 towns and cities have already joined in, using free templates and training from the Playful City Lab of American University and the DC Public Library. Find out how these do-it-yourself tools can help libraries of all sizes tell their own stories and build stronger places. Whether you're looking for a small or big project, this webinar will provide you with inspiration, resources, and real outcomes that can catalyze community engagement.

Presented by: Benjamin Stokes and David Quick

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| **What are your personal and team goals for viewing this webinar?** | |
| **Personal Goals** |  |
| **Team Goals** |  |
| **Picking your recipes** | |
| Begin by exploring which models would work best for your library, and pick 1-2 that you are considering from our [Recipe Book](https://playfulcity.net/go/ebow/recipe-book/) or check out our [Tasting Menu](https://playfulcity.net/go/ebow/tasting-menu/) of EBOW creations.  Possible recipes from the include:   * Text with a Sculpture * Ghost Tour * An Unlocking Walk with Trivia * I-Spy Photo Collecting * Escape-the-Tour Challenge * Voice Guide with Insider Choices * Sequencing Puzzle for a Place * Phone Calls that Lead a Hunt * Reenactment Tour with Media * Storytelling Box with Touchscreen   Which ones are you drawn to, and why? | |
| **Local content and theme possibilities** | |
| Next, reflect on possible content and themes to surface from the community.   * What are some local legends? * Are there famous sculptures or murals you want to elevate - including ones that no longer are visible or might not have been created yet? * Does your library house historical photographs? * Is there a key voice you want to surface - perhaps through audio clips or as a guide? | |
| **Who should tell this story?** | |
| Considering what your activity is about and the type of activity you want to make, who is the **protagonist or host** that would be best suited to tell this story? This is the character who your community be talking or texting with when engaging with your activity. | |
| **Stakeholders and partners** | |
| What **potential stakeholders or partners** should be involved as part of this process? Think of individuals or organizations that might be helpful to partner with for this project. How might you get their buy-in for contributing/sponsoring/being involved with a project like this?  1.  2.  3.  4. | |
| **Key steps to take action** | |
| 1. **Who** will be working on this? If it’s not just you, list out everyone involved, along with their responsibilities. 2. Schedule your first **brainstorming session** and bring post it notes to start planning out your story. Hint: remember to save at least a 5-minute brainstorm for wild/silly/humorous ideas - these often turn out to be the best ones! Keep referencing the recipe book and the website for the resources there to help you along the way! 3. As early as possible, **set a time to playtest** your experience with someone new. Resist the temptation to explain it to them - let them experience it directly, and have them tell you what they loved, and where it dragged. Iteration is essential to quality with interactive projects, and honest feedback is needed (not just the compliments of supporters). 4. Is there an **upcoming public event** that might help you launch, and ensure an audience? Pace yourself and hold yourself accountable to whichever launch day you pick. The best way is to set aside time weekly to keep moving the project along. Scheduling regular time to do the work is the best predictor of successful completion! | |