



January 26-28, 2017
Prescott Resort and Conference Center

Program Descriptions and Speaker Bios

A Literature and Fan Created Work

Fan created works, from fan fiction to fan art, are an increasingly visible and a richly rewarding way for fans to interact with their favorite stories. At the same time, fan works raises sticky questions about copyright and the meaning of transformative work for literature and authorship. Join teen librarian and fangirl Robin Brenner to explore the impact of participatory fan culture has had and will continue to have on teen literature.

Robin Brenner

Robin Brenner is Teen Librarian at the Brookline Public Library in Massachusetts. When not presenting programs and providing reading guidance, she writes features for publications including VOYA, The Horn Book, Library Journal, and Knowledge Quest. She is an active member of YALSA and has served on awards committees including the Michael L. Printz Award, Margaret A. Edwards Award, The Boston Globe Horn Book Award, and the Will Eisner Comic Industry Awards. She is editor-in-chief of the graphic novel review website No Flying No Tights.

After The Pizza: Getting Realtime Youth Input and Participation

Have you used the "serve pizza and they will come" technique for getting youth to participate, plan, and evaluate programs, only to deal with blank stares or shy shrugs when you ask questions? While it's true that pizza is a great way to attract young people, it is certainly not a guarantee to creating a comfortable setting for them to get truly engaged and committed to programs. Jennifer Collins Greenlee, a co-founder of the The Mix at SFPL, a YOUMedia Community of Practice advisor and an LRNG youth facilitation consultant, will share her toolbox of ideas which got youth talking, planning, and engaging authentically in meaningful projects that still resonate in local communities.

Jennifer Collins Greenlee, Community Engagement Specialist

A community engagement specialist, writer, and co-founder of the The Mix at SFPL, a YOUMedia learning lab. As a youth services coordinator at San Francisco Public Library, Jennifer paved the way for youth engagement at every level of program planning and space design. She has written and developed content for the YOUMedia community of practice and advised on connected learning endeavors around the US, including LRNG. She holds her MLIS and BA from UC Berkeley. A San Francisco native, she enjoys making the everyday as festive as possible and helping young people turn work into fun.

The Art of Writing with Abandon

One of the biggest obstacles any writer faces is finishing the first draft of a novel. As Joyce Carol Oates said, "getting the first draft finished is like pushing a peanut with your nose across a very dirty floor." Enter National Novel Writing Month which has generated one of the most effective approaches to writing a first draft and bounding Arizona Library Association to new imaginative heights In this session, Grant Faulkner, executive director of National Novel Writing Month, will discuss the power of diving in, banishing one's inner editor, and



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taking creative risks by writing with abandon. He'll also talk about the often disregarded keys behind every great work: setting an audacious goal and a deadline, tracking your daily progress, and connecting with others in a creative community—including the libraries that are involved in NaNoWriMo's Come Write In program.

Grant Faulkner Executive Director of National Novel Writing Month

Grant Faulkner likes big stories and small stories. He is the executive director of National Novel Writing Month (naNoWriMo), the co-founder of 100 Word Story, and a member of the Oakland Book Festival's Literary Council. His stories and essays have appeared in the New York Times, Poets & Writers, Writer's Digest, and dozens of literary magazines. He recently published *Fissures*, a collection of one hundred 100-word stories, and he has a collection of essays on creativity coming out with Chronicle books in the fall of 2017.

Reimagining Spaces: (Alternate Reality) Games and Gaming in Cultural Institutions

Games and gamification have steadily begun to permeate academic and cultural spaces, often with the intention of re-purposing traditional methods of learning in and about these institutions into a new and engaging form with respect to 21st century literacies. Drawing on Alternate Reality Games (ARGs) scholarship by Johnson, Buhler, and Hillman (2010), Dena (2008), Connolly, Stansfield, and Hainey (2011), this workshop will focus on practical ways that librarians, educators, and those involved in other cultural institutions may implement ARGs and other forms of games to promote user engagement and learning. In doing so, I will first provide some foundational information on game design broadly, then I'll discuss examples of the ways in which games are currently being employed in cultural institutions, and finally participants will break out into small groups to conceptualize and paper prototype a game. No prior experience with games or digital technologies required.

Angelia Giannone & Antonnet Johnson

Putting Teens First: Supporting teen transformation through connected learning in libraries

Youth learn beyond the classroom yet many struggle to connect the unique and valuable experiences outside of school with more traditional learning pathways. Libraries and library staff are uniquely situated to support bridging this gap; helping to create personally connected learning environments. Discover the importance of connect learning and the role youth Librarians play to facilitate connected learning for youth and how connected learning helps youth reach their envisioned futures.

Crystle Martin, Ph.D.

Crystle Martin is a postdoctoral research fellow at the Digital Media and Learning Hub at the University of California, Irvine. Dr. Martin's research focuses on equity for youth learning through information practices and computational thinking in interest-driven environments, with particular focus on supporting underserved youth connecting informal learning to academic and future opportunities. Her current research explores the paths of



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youth, especially those from non-dominant communities, into, through, and out of Scratch, a free online visual coding language. She is also Secretary for the YALSA Board of Directors.

Listen Up!: Amplifying Youth Voice Through Spoken Word Poetry

In this session, participants will be lead through a writing and performance workshop that Phillips has successfully used across the United States and abroad. Aimed at engaging a wide cross section of teens with any amount of writing experience, the workshop provides access to the literary arts while drawing on influences including hip-hop, classic poetry and community organizing. Session participants will be provided materials and also be welcome to engage in a Q&A discussion.

Logan Phillips, Teaching Artist & Co Director, Spoken Futures, Inc.

Logan Phillips works to create new opportunities for the intersection of poetry and social justice in wider society. As a bilingual poet, performance artist and DJ he tours his art throughout the US, Latin America and beyond. Born and raised in Cochise County, Arizona to a family of Irish-Slavic ancestry, Phillips is the author of *Sonoran Strange*, his first full-length book of poems published by West End Press (Albuquerque). Working under the alias DJ Dirtyverbs, Phillips has been a resident DJ at Tucson's Hotel Congress since 2012 and is organizer and host of El Tambó ("Best Danceparty," *Tucson Weekly*). A seasoned arts educator, Phillips also co-directs the youth-centered arts and social justice organization Spoken Futures, Inc., whose programs include the Tucson Youth Poetry Slam and La Pilita Cultural Center in Tucson's Barrio Viejo.

Critical Collaboration For Summer Reading Success

Join the conversation about how schools and public libraries can collaborate to build a better summer learning experience for students. Panel discussion will include creative outreach, how to make learning fun and targeting the needs of today's teens. Take away ideas that will build great partnerships to impact your work year-round and create partnerships for success!

Donna Throckmorton, Library Services Consultant

Donna Throckmorton is a Library Services Consultant leading the Arizona Summer Reading Program, Building a New Generation of Readers and the Arizona State Library's community engagement and volunteer initiatives. Donna graduated from the University of Arizona with her MLS in 2013. She has worked at Mesa Public Library, Pinetop-Lakeside Public Library and as a high school librarian in St Johns, AZ. In 2012 Donna began working with Library Development and enjoys providing support, resources and consulting to Arizona libraries and library staff.



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Making and Mentorship in the Library

In order to provide the kinds of service 21st century library customers need, we must incorporate ideas of mentorship, making, and Connected Learning into our services for youth as well as other customers. In this session, Corey Wittig will discuss his experience designing these types of programs and services for youth and offer a template that others may apply to their own communities.

Corey Wittig Digital Learning Lead Librarian

Corey Wittig is the Digital Learning Lead Librarian for Carnegie Library. In 2012 he was recognized as a Library Journal Mover and Shaker for his innovative work leading the design and implementation of The Labs @ CLP -- a teen "Learning Lab" funded by IMLS and the local foundation community. Corey is an outspoken advocate for maker-centered learning and the Connected Learning approach in libraries everywhere and has even been invited by U.S. Embassies and Consulates in Spain, Greece, and Cyprus to share his knowledge with youth and librarians abroad.