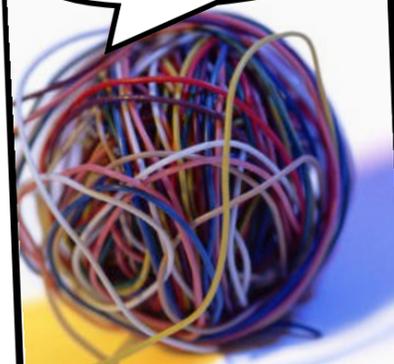


BYTES Program



BYTES
Bunnelle
Youth
Technology
Experience
Series



Information,
Technology, &
Social Literacy

Phone: 843-545-3343

Why BYTES?

Since 2006, our BYTES program has offered young adults a social learning environment where they can be themselves while participating in the interactive community events.

BYTES activities now provide:

- Professional skill and career development
- A friendly, yet competitive tournament environment
- A positive introduction to digital technology



Technology & Digital Arts

Besides games the BYTES program offers a wide variety of technology sessions to expose young adults to the power of Emergent Media.

Digital Arts & Life Experience

In our DALE classes we give young adults the opportunity to learn digital arts from professionals.



Tech BYTES

Every month we feature sessions on emergent media and free socially relevant Web 2.0 platforms; from how to get the most out of social networking sites (like Facebook) to media manipulation software (like Photostory 3).



Gaming is part of the culture; teens who want to be able to talk about games with their friends can engage with it in safe quantities through the library.

Scott Nicholson

Games

The game element of the program goes beyond just sitting down to play games; BYTES participants have the opportunity to showcase skills in local and national tournaments and to gain reputations in our community as sportsmen and authorities on modern culture and technology.



Teens help educate each other in formal and informal mentorship thru honing communication skills while building community ties and learning to love the library.

How to Play

To join in the fun, young adults must maintain good grades and engage in literacy activities though the library. In return they earn the rights to utilize our game materials.

Rewards for Everyone

Our world and its technology is changing, and we are here to help young adults find their voices now while exploring new means of expressing themselves. These skills will help transform the youth of

You can learn more about a person in an hour of play than in a year of conversation. - Plato



Games in Libraries - History

In the 1800's, libraries in the United Kingdom were seen as places of moral betterment, and games were used as tools to entice persons to participate in libraries.

The USA's oldest chess club was founded at the San Francisco Public Library in the 1950's.

Games in Libraries - Today

A recent survey about games being played in libraries conducted by the Library Game Lab of Syracuse found:

- 80% of libraries in the US allow folks to play games on library computers while 40% of libraries actively run gaming programs.
- Libraries ran over 6,500 gaming programs in 2008 in the US — an increase over 2007.
- 75% of libraries found that users attending game programs returned to the library at another time for non gaming services.



BYTES Program



Georgetown County
Library System

405 Cleland Street
Georgetown, SC 29440

Phone: 843-545-3343

E-mail:

ddennis@georgetowncountysc.org