Electronic Educational Games Collection Development Policy

This collection contains educational circulating games for use on various gaming platforms. Games included in the collection will have ESRB (Entertainment Software Rating Board ratings of eC Early Childhood, E Everyone or Everyone 10+).

Selection Plan

Patron interest and title availability are major factors in determining purchases. Children's Software Review and other online reviewing sources will used in selection. Games that are educational in purpose will be the focus of the collection.

Weeding and Retention

Weeding is done annually. Damaged or lost games will be replaced when possible.

Development Plan

This collection should be maintained at a level which suits the demand of the public and supports the library's mission.