

# Circulating Curiosity: Expanding Library Collections

## Museum Passes · Board Games · Calming Kits

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### BACKGROUND

Academic libraries are expanding beyond traditional academic support to address students' holistic needs. The Paul Robeson Library has developed three non-traditional circulating collections: museum passes, board games, and calming kits. Developed in collaboration with campus stakeholders, these initiatives demonstrate how libraries can support students academically, socially, and emotionally.

### MUSEUMS

- The Academy of Natural Sciences of Drexel University
- African American Museum in Philadelphia
- Eastern State Penitentiary
- Independence Seaport Museum
- Philadelphia's Magic Gardens
- Museum of the American Revolution
- The Mütter Museum
- National Constitution Center
- Penn Museum
- Pennsylvania Academy of the Fine Arts

### CALMING KITS

- **Noise Cancelling Headphone** – for focused studying
- **Sound Machine** – for ambient background sound
- **Fidget Toys** – for calming and focus
- **Soft Lighting** – creating a soft glow for a relaxing atmosphere

### BOARD GAMES

- Banagrams & Scrabble & Codenames
- Scythe & Ticket to Ride
- Catan & Monopoly
- Uno & Exploding Kittens
- Go Fish & Yahtzee
- Trouble & Clue
- Pictionary



### IMPLEMENTATION

- Created a *Memorandum of Understanding* with the external stakeholders to outline each department's responsibilities.
- Collaborated with internal stakeholders to create workflows for cataloging and circulation of items.
- Worked with the Web Services team to develop a dedicated webpage advertising the programs.
- Partnered with the Social Media team to create targeted marketing posts at various times throughout the year to promote the program.

### IMPACT

- Students value the museum passes as a means to access cultural experiences that may otherwise be cost-prohibitive.
- Museum passes circulate across all patron types, demonstrating broad campus-wide impact.
- Faculty have incorporated museum visits into coursework and responded positively to student engagement.
- Circulating board games supports stress relief, social connection, and community, with students noting they help during finals.
- Calming kits are a newly launched collection with limited circulation to date, but early interest suggests strong potential to support student mental health and wellness.