

YOUNG ADULTS IN THE LIBRARY

Taylor Wilcox Teen Librarian responsible for this narrative

I spoke with two of our teens who, as of next year, will be emerging adults and no longer able to hang out in the Teen Room. After asking where they would be hanging out, and suggesting the Adult Department, they seemed hesitant. They said that the Adult Department didn't feel as welcoming/fun to them as the Teen Room does. There isn't a space for them to hang out with friends and play games together or talk. In my time working here, I've noticed that, for many of these older teens, the Teen Room is like a social refuge for them. It's where they can go to connect with other people. In this awkward 18-30 stage, if you don't go to bars or play sports with friends, there really aren't many spaces for people to go and hang out free of charge (I've experienced this firsthand, as well). As a result, I asked them what we need to do to help them to feel more comfortable in transferring to the Adult Department space:

The Adult Department doesn't feel homey/comfortable in the same way that the Teen Room does to this age group.

They want to have a separate or noticeable space dedicated to them/their needs (like the Teen Room for the teens).



Space to hang out and play games together (tabletop and video games).

- TV
- Access to YouTube so they can watch videos together on a large screen
- Gaming Systems (Xbox One)
- Access to Online Gaming
- Allowed to play M-Rated Games
- Have at least 4 Controllers to make playing together easier
- Visual Appearance:
 - Less grey/beige and more bright color schemes to make the space feel more welcoming
 - Posters on the walls
 - Lots of signage to make the space NOTICEABLE!
- Eating/Drinking Area:
 - Coffee Bar?
 - Tile flooring?
- Being able to talk at regular volumes: They feel like talking upstairs in the same capacity as the Teen Room is less welcome, like they need to be quiet or silent.
- Programming Possibilities:
 - Hosting Gaming Tournaments
 - Offering Teen/Adult programs:
 - Dungeons & Dragons/Gaming
 - Great opportunities for teens to see/interact with teens who once were in their shoes outside of the Teen Room.

