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	Nota di contenuto	Frontmatter -- Vorwort -- Inhalt -- Verwendete Marginalien -- Für wen ist dieses Buch gedacht? -- Wie ist dieses Buch aufgebaut? -- Level 1: Was bedeutet eigentlich Gaming? -- Wer sind eigentlich diese Gamer? -- Gaming und Lernen -- Level 2: Gaming in Bibliotheken -- Level 3: Hardware - mächtige Gaming-Werkzeuge in der Bibliothek -- Level 4: Games! ;-) -- Level 5: Gaming als Bestandsthema? -- Level 6: Services und Aktivitäten mit Games -- Level 7: Erste Schritte zur ultimativen Gaming-Bibliothek -- Level 8: Das ultimative Nachwort -- Über den Autor
	Sommario/riassunto	Using a theoretical review as a foundation, this volume for the first time provides a comprehensive review of the manifold possibilities for the use of gaming in libraries. It presents new trends in gaming as well as current activities being conducted by libraries to reveal the growing impact of gaming on the transmission of culture and knowledge.