



Ending Big Projects

Advice from Closing a Library-Run Minecraft Server

What is a Minecraft Server?



- Dedicated online space, continually running
- Owners can set their own limitations
- Able to be modified by owner

A large, pixelated tree with a thick brown trunk and dense green foliage, set against a bright blue sky with light clouds. The tree is the central focus of the image. In the background, there are other smaller trees and a body of water. The overall style is reminiscent of a block-based game like Minecraft.

At Our Peak

- Building relationships with teens
- Recommending library resources
- Creative competitions
- Teens gaining levels of responsibility

Developing Issues: Technical

- Server issues (server re-starting every 20 minutes)
- Technical issues in MiniGames
- Microsoft purchase of Minecraft led to expiration of plugins for 1.8.0
 - *Could not update due to loss of crucial plugins*
 - *Staff began to look for ways to upgrade*



Developing Issues: Behavior

- Griefers
- Spam in chat
- Cursing and insults
- Disrespect to staff
- Trolls trying to get attention/create drama
 - *“It’s all coming back now. I was queen. I was Queen of Trolls.”* (3)
- Helpers/Mods not doing their jobs
 - *“I was the first one to get my rank removed. I was always first for everything.”* (2)



Developing Issues: Staff

- Losing admin staff
 - *Started with 4-5 staff, continued to drop members*
- Audience shift
 - *Original intention of server was for teens*
 - *Most players were tweens*
- Peak playing time not matching up to when staff could be on
 - *Peak time for library use and Minecraft use was 6-10pm*
 - *Staff often on the desk and on Minecraft at the same time*



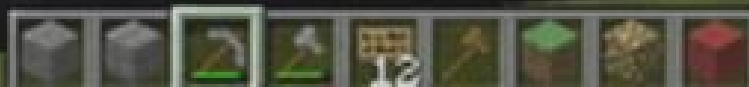


Questions we Asked Ourselves:

- What is the library getting out of this service?
- What are our patrons getting out of this service?
- Are the benefits worth the time & effort that staff are putting in?

Sustainability

- Who will be able to take over if the staff running the program can't continue?
- How are replacement staff trained?
- Are there more sustainable ways to fill the void left by the end of this service?



Decision to Shut Down

- We wanted to make sure it was a positive experience
 - *Want to provide options for teens to continue to use Minecraft*
 - *Wanted to maintain relationship with teens*



TRY AGAIN

TRY AGAIN

Shutting Down

- Announcements in-game
- Announcements on website and social media
- Allowed teens to wreck the world & world economy as a final farewell
- Closed as of Jan. 1, 2016



If we could time travel...

- Would have made decision to close earlier
- Would have delayed the actual closing date
- Would have connected with Communications Department regarding closing announcements
- Would have been available on Minecraft more often before shutting down

What we created was a digital 24/7 Teen Center that needed more attention than we were ultimately able to provide.



Ideas for Ending a Project

- Research alternatives before ending something
- Get staff buy-in for closing the project
- Communicate reasons for ending project
- Give yourself a realistic timeline for ending the project
- Give your project a “graduation”
- Follow up to make sure everything is closed properly
 - *“It was open for a couple weeks after it was closed. It was like an apocalypse.” (2)*
- Review what worked and what you could have done differently

Ending a Project isn't Bad!

- Failure isn't bad
 - *"...leads to personal and professional growth." (1)*
- Experimentation is healthy
 - *"You always miss 100% of the shots that you don't take." (Wayne Gretzky)*
- Share the lessons you learned
 - *"Sharing our failures helps ourselves and others learn from our failures." (1)*



Where We Are

- Have guest passes open to anyone under 18
- We help teens & tweens set up their own temporary worlds or access free servers
- Minecraft building programs and challenges
- Relationships remain
 - *“Daaang, this is nostalgic.” (2)*



Bibliography

- (1) Fife, Dustin. *We Talked about Failure*. Library Journal, August 18, 2016
<http://lj.libraryjournal.com/2016/08/opinion/backtalk/we-talked-about-failure-back-talk/>
- (2) Le, Vincent. (Minecraft username 2nd2none)
- (3) Minecraft nickname Minnie



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