

Level Up Schedule

Saturday, January 13th

11 am - 3 pm

Central Library - Lower Level



Game all afternoon on retro and contemporary consoles in the lower level meeting rooms, courtesy of Game Trade.



Featured Events - Auditorium

11:30 am **The Weird, Wild, Wonderful Technology of Pokémon:
A live edition of the Serious Fun podcast with Bryan Carr**

Few video game series have inspired as much creativity or technological innovation as Pokémon. Since its inception in 1996, the franchise has led to some of the most fascinating and occasionally bizarre technological experiments in the video game medium as well as inspiring original (if unauthorized) works by fans. From early experiments with force feedback technology and data transmission to the popularization of GPS-based augmented-reality gameplay and the fan creation and distribution of wholly new Pokémon experiences and games, this interactive presentation delves into Pokémon's fascinating influence on game hardware and software, what we can learn about technology from it, and why these strange little creatures continue to capture our imaginations. Plus, you may even win some prizes for testing your Pokémon knowledge!

1:00 pm **Level Up Trivia**

Put your video game knowledge to the test, in teams or on your own. With mostly multiple choice questions, this trivia event is appropriate for all ages; but don't worry, there are still plenty of tricky questions. There will be prizes for the top team and gaming knowledge and fun for all! (Sign up on-site; no registration required).

2:00 pm **Games on the Big Screen**

Join library staff as they lead you in top multiplayer games on the auditorium's big screen. Join in, or just watch the chaos and fun!



Stop by our Adopt-a-Pokémon table and bring home your own mini pocket monster figure (while supplies last).



Plus, check out our retro candy selection and these activities:

- Perler Beads
- Photo Booth
- Cubees and Papercrafts
- Tabletop Arcade Games
- Life-sized Tetris
- Coloring and Activity Sheets

**LEVEL
UP**

