

#11

COMPLETE

Collector: Web Link 1 (Web Link)
Started: Sunday, January 11, 2026 1:33:22 PM
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Page 1: Please review the following:

Q1

Contact Person:

Name **Matthew Chase**
Email Address **matthew.chase@gcccd.edu**

Q2

Department:

Library

Q3

Title of Request:

Gaming Collection Expansion

Q4

Location of Request:

Building C

Q5

Type of Request (Select one):

Equipment: Tangible property with a purchase price of at least \$200 and a useful life of more than one year. Technology related items such as hotspots, computers, tablets should be requested through the College Technology Committee

Q6

Description of Request: Please provide a description of the supplies, equipment, or miscellaneous request. When making your request, please be as specific as possible and include information such as make, model, manufacturer, color, quantity, etc.

This resource request includes the purchase of Nintendo Switch 2 consoles and video gaming equipment as well as 26 tabletop games (e.g., board games, card games). The two Nintendo Switch 2 consoles will be available for in-library only use for students to engage in gaming activities.

The following items are included in this request:

Nintendo Switch 2 consoles, Quantity: 2

Nintendo Switch™ 2 Pro Controllers, Quantity: 5

Nintendo Switch™ 2 All-In-One Carrying Cases, Quantity: 2

Joy-Con™ 2 Wheel (set of 2), Quantity: 2 sets

Apples to Apples, Quantity: 1

Boggle, Quantity: 1

Coup, Quantity: 1

Giant Connect 4, Quantity: 1

Left Center Right, Quantity: 1

Cards Against Humanity, Quantity: 1

Giant Jenga, Quantity: 1

One Night Ultimate Werewolf, Quantity: 1

Way Too Many Cats, Quantity: 1

Mansions of Madness Board Game (2nd Edition), Quantity: 1

Ankh Gods of Egypt, Quantity: 1

Zombie Burrito, Quantity: 1

Bloodborne, Quantity: 1

Final Girl, Quantity: 1

Meeples Party, Quantity: 1

Mouse Cheese Cat Cucumber, Quantity: 1

Wing It, Quantity: 1

The Queer Agenda, Quantity: 1

Tacocat Spelled Backwards, Quantity: 1

Poetry for Neanderthals, Quantity: 1

Aquarius, Quantity: 1

Sushi Go!, Quantity: 1

The Tea Dragon Society Card Game, Quantity: 1

Codenames, Quantity: 1

Exploding Kittens Party Pack, Quantity: 1

Wits and Wagers: Deluxe, Quantity: 1

Q7

Estimated Cost:

Based on retail pricing from Nintendo Store and Amazon, the estimated cost is \$4,500 (includes shipping, handling, taxes, which can vary)

Q8 Respondent skipped this question

Please attach quote, if available

Q9

Total Cost of Ownership: Your requested item may incur ongoing expenses. What are the ongoing expenses associated with your request? If there are ongoing expenses, please detail how you plan to support these costs with your existing budget by completing the text boxes below.

Initial Cost of Item	4,500
Service Agreements/Warranties	0
Maintenance	0
Upgrades	0
Impacts to Staffing	0
Replacement Costs	0
Other	0
Total	0
Amount available in department budget to support this request Smarkey:	0
Remaining requested amount	4,500

Q10

Justification of Request: The justification of the request is a key area to focus on. The ROC encourages you to strengthen your request by providing a robust rationale detailing all relevant criteria. When writing the rationale, keep in mind that those reviewing the justification may not be familiar with your department and needs. Providing detailed information and context can help clarify the need for your request. Please select the applicable criteria(s) and provide the details of how the criteria(s) relate to your request.

Program expansion,

Impact on student success and access,

Equity and Antiracism,

The justification of the request is a key area to focus on. ROC encourages you to strengthen your request by providing a robust rationale detailing all relevant criteria. When writing the rationale, keep in mind that those reviewing the justification may not be familiar with your department and needs. Providing detailed information and context can help clarify the need for your request.:

The gaming collection offers a space and a resource for students and the campus community to engage in collaborative play that centers mental health, community building, and meaningful social interaction. Tabletop and video gaming provide an avenue for students to relieve stress, foster belonging at the college, and learn important soft skills (e.g., teamwork, empathy, problem-solving). Student and employee demand is high for these resources. The library is closely partnered with the gaming student club on campus, collaborating with them to provide some game materials during their events. We quickly learned that the club brings their own gaming consoles to campus, which is dependent on club members to be available to bring them and also for members to be able to personally afford the consoles. This is a unique opportunity for the library to provide support to the club without the cost burdens placed on individual students. We are also closely involved with the Thrive game night events, with an increasing demand for the library's gaming materials from students and employees attending these community events. The gaming collection can also be integral to supporting the curriculum as an interdisciplinary resource, across subjects such as graphics and animation (related to Graphic Design and Computer Science), narrative and storytelling (related to English), and diversity and inclusion (related to Ethnic Studies and most other programs). They can also serve as gamified learning materials to engage students in meaningful and creative ways. In addition to supporting student mental health, games can help students develop critical thinking, planning, communication, and collaboration skills, all of which align with the college's mission and strategic goals. They are also essential skills for student success in classes. Ultimately, the purpose of the gaming collection is to transform the library as an inclusive space, especially for students who may not necessarily feel a sense of belonging in traditional academic environments. As the list of gaming materials shows, we intentionally centered an inclusive selection of games that strongly feature creators who are Black, Indigenous, People of Color and queer. Gaming has

Blank, marginalized, + queer. Gaming has long been dominated with a White cisgender male lens, so this collection challenges this inequity and better reflects the diverse student body at Cuyamaca College, all at no burden or cost to students to access and enjoy.

Q11

Program Goals: Please identify the program goal(s), as stated in your current annual or comprehensive program review, that this request would help your program achieve. Provide a brief explanation of how it would do so.

This resource request directly supports the library's program review goal: Increase faculty, staff, and student engagement with and use of library services, resources, and spaces.

The gaming collection will support the library's transformation as a thriving community hub, engaging employees and students who might not otherwise use traditional library resources (e.g., books). We would evaluate the collection through usage data in alignment with this goal, which may also increase other metrics of engagement such as daily student visits to the physical library spaces, attendance at library-hosted events, and The intentional focus on an intersectionality-driven collection featuring BIPOC and queer creators also promotes an equitable sense of belonging with inclusive representation. 19 of the 26 tabletop games curated in our request are created, authored, or designed by queer and BIPOC creators.
