

The Fangirl's Guide to the Galaxy
(Night 1)
Developed for LIS 506 by Lauren Gray

Target age group: Teen and tween girls, ages ~13-18

Length of program: 1:30, from 5:00-6:30 pm.

Short description of program:

Based on the 2015 book, *The Fangirl's Guide to the Galaxy: A Handbook for Girl Geeks* by Sam Maggs, this program will introduce tween and teen girls to the extensive world of fandoms. This is the plan for "night one" of this program, which could potentially transform into a regularly occurring club.

During night one, the girls will get a brief introduction of fandoms from a guest speaker, work on a fandom-based craft, and explore blogs, websites, and related resources that they can use to get more involved in various fandom communities. While this program is meant to introduce young girls to fangirl culture, it is also intended to give teens and tweens a welcoming space to make friends at the beginning of the school year. The program will run in a cyclic format, with each of the three stations lasting twenty-five minutes.

How would you pitch this program to a library administrator in one minute?

When the word "fandom" comes up, many people imagine groups of "nerds" who spend a lot of pointless time on the Internet. In reality, fandoms are, above all, *communities* of people who share common interests. Further, their interests are usually centered on *stories*, based upon important and far-reaching universal themes such as love, perseverance, and teamwork.

Teens and tweens who read and/or write fanfiction often want feedback and ideas from like-minded enthusiasts. Sam Maggs's book, *The Fangirl's Guide to the Galaxy* can show young girls that "It's never been a better time to be a girl geek." During this fangirl-inspired program, teen and tween girls will be able to gather in one space, teach each other what they already know, and gain important skills and feedback based on their prior experiences. This program will give fangirls an opportunity to make friends and gather opinions and ideas about how to get more involved in their preferred fandoms.

As Ragsdale and Saylor iterate in *Groups, Troops, Clubs & Classrooms: The Essential Handbook for Working with Youth*, "If you want youth to realize the vast multitude of resources and strengths within themselves, you must provide opportunities for them to access and utilize their own power" (23). Fangirl night will explicitly allow teen and tween girls the chance to make their *own* choices about whether or not they are interested in fandoms, what fandom communities they care about, and how involved they will be with the craft activity, planning for future programs, and research about resources for fangirls.

This program will be set up as the first night of a possibly much longer continuation. During this night, every girl is welcome, whether or not they currently identify as a "fangirl." This night will also allow teens and tweens who are currently passionate and knowledgeable about various

fandoms to be “guest speakers” and teach newcomers about what being a fangirl truly means. Whether or not the patrons who attend this program walk away as fanfiction enthusiasts, this program will give teen and tween girls the *power* to celebrate their favorite stories, get to know the teen space within the library, and share their interests with new friends.

Competencies:

I (Leadership and Professionalism) 6. Model commitment to building assets in youth in order to develop healthy, successful young adults.

This program encourages youth to interact with like-minded teens and tweens, giving them the opportunity to network and develop healthy friendships.

VII (Services) 4. Continually identify trends and pop-culture interests of young people to inform, and direct their recreational collection and programming needs.

This program is founded upon the current, trending interests of young people. Fanfiction culture is booming, and teens and tweens are getting increasingly involved in fandom communities.

VI (Access to Information) 2. Utilize current merchandising and promotional techniques to attract and invite young adults to use the collection.

This program will utilize *Twitter*, *Facebook*, *Instagram*, and *Tumblr* for marketing and promotional purposes. By creating a strong social media presence, teens and tweens can interact and stay up-to-date with the library and upcoming programs.

IV (Administration) 4. Design activities to involve young adults in planning and decision-making.

Young patrons will be able to volunteer as guest speakers, bring their own interests and fandom knowledge to the program, and make their own choices about the stations and activities that they interact with during Fangirl night.

Marketing:

- Social media will be utilized to advertise The Fangirl’s Guide to the Galaxy program. Specifically, we will post on our pre-existing *Facebook*, *Twitter*, and *Instagram* accounts. *Tumblr* will also be utilized as a resource to advertise this program and future programs just for teens and tweens.
- If attendees are interested, they are welcome to use *Twitter* during the event to live tweet our activities and progress.
- Flyers will be utilized in and around the library, at Urbana Free Library, at the Douglass branch, and at relevant teen spaces including the Fab Lab, local schools (especially Edison Middle School due to its proximity to the library), the Boys & Girls Club, the YMCA, the Champaign and Urbana park district spaces, local churches, and in resources used for Big Brothers Big Sisters.
- This program will be advertised on the homepage of Champaign Public Library’s website.
- The Teen Space at CPL will partner with the Don Moyer Boys & Girls Club of Champaign-Urbana for this program. With this partnership, interested members of the Boys & Girls Club can gather at the club a half hour before the program and carpool or

bus together with library volunteers and/or interested club leaders.

Materials and setup:

Station 1: What are fandoms?

- Guest presenters/speakers
 - Teens/tweens who are involved in fandoms or who write fanfiction
 - Local GSLIS students who are knowledgeable about fandoms
- Laptop or tablet to show online resources
- Projector, screen, and dongle for connection
- Relevant books depending on fandoms discussed, also Sam Maggs' *The Fangirl's Guide to the Galaxy: A Handbook for Girl Geeks*.
- Membership or account established with necessary websites, such as WattPad.
- Bookmark to hand out with information about fandoms and fanfiction resources
- Posters
- Informational displays about various existing fandom communities

Station 2: Wear your fandom/Book charms

- Computers with Microsoft Word
- Color printer
- Scissors
- Necklace or bracelet chains (1 per patron)
- Mod Podge or Elmer's glue
- Hole punches
- Cardboard (recycled from cereal boxes)
- Printer paper or scrap paper
- Rulers
- Jump rings (1 per patron)
- Pencils
- Q-Tips
- Small paper plates

Station 3: Practice writing fanfiction/Explore fanfiction resources

- Tablets or computers
- Paper
- Pencils
- Library employee or volunteer to assist patrons

Budget:

Item	Vendor	Item Cost	Quantity	Total
Necklace/Bracelet chains, pack of 22	Amazon	2.93	2	5.86
Jump Rings, Pack of 500	Amazon	7.88	1	7.88
Cardboard	Recycled, collected	0	10"x10" per patron	0
			Total Cost:	13.74

A guest speaker (or speakers) will also be needed for this program. Their compensation will be dependent upon who they are, what they are speaking about, and their time spent planning and

presenting.

Program Outline:

- **Focusing Event:**

- As attendees filter in, they will have time to look around at book displays and posters, and to talk to fellow fangirls. They will sit at one of three tables, which will eventually turn into their station groups. They will spend ~5 minutes brainstorming their favorite book, or the book cover that they would like to use for the craft later on in the program.
- Each patron will receive a slip of paper and a pencil. They will write the book title and author of the cover that they want to use for their fangirl necklaces. Each table can also receive a tablet, and the patrons can Google images of the book covers if they need to.
- After the patrons give their titles to a designated library volunteer or employee, the teen librarian will focus the group for the stations to begin.
- Teen librarian: “Thank you for coming tonight! Whether you are already a fangirl, are interested in becoming one, or don’t even know what I’m talking about, by the end of the night, you will have all of the necessary tools to become more involved in fandoms. There will be three stations that you will go to with the people at your tables. I will assist you with a mini-book necklace craft, our special guest(s) will talk to you about what being a fangirl is all about, and you will have some time on your own to blog, write, surf the web, or talk to your group members about ideas for future fangirl nights!”
- Allow for time for questions and assign each group to their first station.

- **Input from librarian:**

- The librarian will present the program’s format and will field questions and concerns at the beginning and end of the program.
- The librarian will be responsible for welcoming patrons, showing them how to get started, where to sit, and what to do.
- The librarian will guide the attendees through the craft component (mini book necklaces).
- Additional staff members/volunteers will also be involved. At least one will assist with the writing/reading/blogging/planning station, and one volunteer will assist the guest speaker(s). If possible, a helper or volunteer will be responsible for printing the attendees’ chosen book covers to prepare for the craft. A minimum of three leaders will be necessary.

- **Activity**

- This program consists of three stations, each lasting twenty-five minutes.
- *Station 1: Guest Speaker(s)*
 - Guest speakers (from the community or involved teens from the library or local schools) will casually talk about their favorite resources for fangirls.
 - They will talk about what it means to be a fangirl, and the challenges of being labeled as “geek.”
 - Depending on the guest speaker, they will spend their time answering questions and providing general information about resources for

- beginners.
 - A handout/bookmark or some sort of takeaway will be provided so patrons can peruse resources on their own.
- *Station 2: Mini Book Necklaces*
 - Attendees will use their printed book covers (found at the beginning of the program) to make mini book pendants that can be put on necklaces or key chains.
 - The librarian will walk through this process step by step with the participants.
 - The librarian will have a how-to video playing on loop for patrons to view for further help.
 - If this process takes longer for some attendees, they can stay longer and go to the final station when they finish.
- *Station 3: Explore/Write/Read/Plan/Talk*
 - Attendees will have time to take the resources given to them and explore, talk to their friends, and ask questions.
 - This time can be used to look at interesting fanfiction, look at blogs, or even write fanfic and get feedback.
 - Attendees can also use this time to talk (about fandoms or not!), eat snacks, plan future fangirl nights, and get to know new friends.
 - For those who did not finish their book necklaces, they can use this time to work on them.

Tentative Schedule:

Time:	Activity:
5:00-5:10	Participants arrive, find tables, eat snacks, and plan the cover they will use for their book necklace. Tables will learn their group number (for stations).
5:10-5:35	First Station
5:35-6:00	Second Station
6:00-6:25	Third Station
6:25-6:30	Closure→Suggestion box, snacks, and goodbyes

- **Closure**
 - With the last five minutes of the program, participants can write suggestions for an anonymous suggestion box. These can be suggestions for the next fangirl night, or questions that they would like the librarian to answer anonymously on an “Answers” bulletin board.
 - Dependent upon participant turnout, popularity, and success of the first night, future fangirl nights are possible.
 - Topics for future nights could include:
 - Conventions→ What are they? How do you go?
 - Cosplay→What’s the point? How can we get involved? Making

- costumes, make and takes, etc.
- Feminism and Fangirls→ What are the challenges of being a girl geek? What are the stereotypes of “fangirls”? Do “fanboys” have different experiences than “fangirls?”
- *Fangirl* by Rainbow Rowell book club
- Evaluation: Pictures will be taken throughout the night, as well as statistics about the number of attendees. Suggestions from the suggestion box can also function as data about the participant interest and success of the program.
 - If more statistics are necessary to continue the program series, a survey can be provided in person at the end of the program or via social media about the overall success and/or popularity of the program.

Resources:

Maggs, Sam. *The Fangirl's Guide to the Galaxy: A Handbook for Geek Girls*. Philadelphia: Quirk Books, 2015. Print.

Ragsdale, Susan and Ann Saylor. *Groups, Troops, Clubs & Classrooms: The Essential Handbook For Youth Leaders*. Minneapolis: Search Institute, 2014. Print.

AUG
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FANDOMS

FANFIC

COSPLAY

BLOGGING

CONVENTIONS

FEMINISM

NERD CRED

**Want to learn
more?**

JOIN US!

I AM A GEEK GIRL AND I AM A FEMINIST. I EMBRACE THE WORD "FANGIRL" WITH OPEN ARMS. ★ I DON'T HAVE TO PROVE MY NERD CRED TO ANYONE, EVER. WHETHER I'M A COMICS NOOB, OR A FIC WRITER TYPING UP HER NEXT CHAPTER, OR A hardcore GAMER WHO SOMETIMES FORGETS TO SLEEP (NOT THAT I EVER DO THAT), NO ONE ELSE GETS TO DECIDE WHETHER I DO OR DO NOT BELONG. ★ FROM SUPERWHOLOCK TO SHAKARIAN I ACCEPT ALL FANDOMS AND SHIPS AS EQUALLY MEANINGFUL AND IMPORTANT IN OUR GEEK GIRL LIVES. EVEN IF YOUR OTP IS MY NOTP, I WILL STILL LIKE YOU (EVEN IF I HAVE TO UNFOLLOW YOUR BLOG). ★ I CAN WEAR MAKEUP AND R2D2 MINI-OR A DRESSES, OR A CHEWIE TEE-SHIRT AND RIPPED JEANS, AND THE WORLD HAS TO DEAL WITH IT; BECAUSE A GEEK FEMINIST LOOKS SHE WANTS AND DOESN'T APOLOGIZE. ★ I WILL SUPPORT EMPOWERING, LADY-CREATED MEDIA AND AMAZING FEMALE CHARACTERS THAT MAKE ME FEEL LIKE I COULD BE BATGIRL IF I JUST HAD SOME YELLOW DOC MARTENS AND A VIGILANTE COMPLEX. ★ I'M THE DOCTOR, NOT A COMPANION; BUFFY, NOT BELLA; NOBODY'S SIDEKICK, LOVE INTEREST, OR TOKEN FEMALE. I'M DRIVING THIS SHIP. I'M A FANGIRL, A FEMINIST, AND A FORCE TO BE RECKONED WITH.



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The Geek Girl's Library for Feminism
is taken from The Fangirl's Guide to the Galaxy

The Fangirl's Guide to the Galaxy:
A Handbook for Girl Geeks
by Leah Hadley

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FANGIRL NIGHT

Champaign Public Library

August 15

5pm-6:30pm

Teen and tween girls: Join us in the Teen Space for a night dedicated to everything you need to know about fandoms.

**QUESTIONS?
TALK TO, OR TWEET OUR TEEN
LIBRARIAN**

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“I embrace the word ‘Fangirl’ with open arms. I don’t have to prove my nerd cred to anyone, ever. Whether I’m a comics noob, or a fic writer typing up her next chapter, or a hardcore gamer who sometimes forgets to sleep (not that I ever do that), no one else gets to decide whether I do or do not belong.”

-Sam Maggs, *The Fangirl’s Guide to the Galaxy*

Glossary

For the full list of terms, see *The Fangirl’s Guide to the Galaxy* by Sam Maggs.

AU=Alternate Universe

refers to a story of which there is a (often major) plot, setting, or character deviation away from established canon. AUs may be anything, but there are some themes that are quite common in a variety of fandoms such as Historical AUs, Animal AUs, Highschool AUs, and/or Modern AUs

Canon

refers to elements established by the original source material (TV show, book, movie, etc...) itself for either plot, setting, or character developments. The official details, as it were. (Also Fanon)

Cosplay

refers to a type of performance art in which fans dress up as characters.

Fandom

refers to the fan-based community dedicated to a particular TV show or other cult-inducing medium, including movies, books, music, comics, and any other canon source material. Fandom includes both the internet presence and real-life existence, and is expressed in many ways including websites, mailing lists, archives, fanart, fanfic, Cons, etc...

Want more information? Ask a librarian.