

SOURCES

and manage an RFID conversion project. The book also includes several appendixes full of additional resources and a useful index. Because of both the breadth and the depth of the information presented, this handbook could very nearly serve as a sole source for someone undertaking an RFID project. It covers all aspects of the technology and is very thorough in answering nearly every conceivable question a librarian might have when considering conversion to an RFID system.

This guide is well-written and informative, and highly recommended for academic and public librarians interested in learning the basics of RFID or wishing to implement a system of their own.—*Katy Herrick, Manager, Kettle Falls Public Library, Kettle Falls, Washington*

Read 'Em Their Writes: A Handbook for Mystery and Crime Fiction Book Discussions. Gary Warren Niebuhr. Westport, Conn.: Libraries Unlimited, 2006. 249 pp \$35.00 (ISBN: 1-59158-303-9).

In the overview of *Read 'Em Their Writes*, author Gary Warren Niebuhr states that the book is “a guide for those who wish to begin or maintain a mystery book club—in a library, in a bookstore, or in the comfort of their own home.” A librarian, avid mystery reader, and book club leader, Niebuhr makes a distinction between mystery, detective, crime, intrigue, suspense, adventure, and thriller titles. The author suggests that each of these genres attracts different types of readers and shapes discussion in different ways. While the main part of the book describes 150 individual novels, the introduction covers the basics of leading a book discussion, including preparation and developing open-ended questions.

The 150 mystery and crime titles that constitute the main section of the book are organized in alphabetical order by author's last name. The first one hundred titles include an in-depth synopsis with author background, plot summary, publication date, number of pages, setting, time period, notes about series, subject headings, similar titles, and Web sites. Each description also includes potential discussion questions. In addition, Niebuhr includes a sample handout for book discussions, resources for discussion leaders, and indexes organized by author, title, subject, location index, and time period.

This easy-to-use book will prove immensely useful for book clubs and public libraries, especially where mystery titles are popular.—*Shannon Delaware, Librarian, Hickey College, St. Louis, Missouri*

Sex, Brains, and Video Games: A Librarian's Guide to Teens in the Twenty-First Century. Jennifer Burek Pierce. Chicago, Ill.: ALA, 2008. 130p. \$35 (ISBN-13: 978-0-8389-0951-5).

Numerous books have been written about providing library access to teens or young adults and understanding their behavior to serve them better as patrons. A new addition to this very large canon is Jennifer Burek Pierce's

intriguingly titled *Sex, Brains, and Video Games: A Librarian's Guide to Teens in the Twenty-first Century*. In this slim yet information-filled book, Burek Pierce focuses on two areas that many teens are interested in—namely, sex and video games—in relation to how the third area, the young adult's brain, affects their personality, their characteristics, and their development.

The focus on teens' brain development is what makes this book really stand out as an excellent reference and guide. (Don't worry—Burek Pierce provides a crash course in brain terminology!) The author also provides many vignettes and case studies throughout each chapter to reinforce her main points and offer examples of how to provide relevant and exciting library programs for teens and young adults. Further readings can be found at the end of each chapter; each reading's entry contains a short description and the URL or book citation for easy reference.

This book is a viable and unique guide to today's teens. With the author's focus on young adult brain physiology, technological savviness, and other relevant teen topics, she makes it easier to understand why teens act the way they do, as well as to use those characteristics to serve them (and to retain them) effectively as library patrons. Highly recommended for young adult librarians and high school media specialists.—*Larry Cooperman, Librarian, Everglades University, Altamonte Springs, Florida*

Stories on the Move: Integrating Literature and Movement with Children, from Infants to Age 14. Arlene Cohen. Westport, Conn.: Libraries Unlimited, 2007. 226 p. \$32 (ISBN 978-1-59158-418-6).

Stories on the Move provides descriptions of programs that include elements for creative expression such as movement and vocalization. Program outlines are grouped together by chapter based on their target audiences, who range in age from infants to early teens. The author notes practical considerations like space, materials, and equipment needs, and offers book and music resource lists along with complete program content—from introductions, the ordering of parts and their lengths, craft templates, worksheets, and handouts for participants. Unfortunately, there are aggravating redundancies throughout the book, and some instruction sets could be simplified and more concise.

Cohen's goal is to “enable you and the children you work and play with to creatively express and interpret imagery through the medium of movement” (xvii). The focus is on storytelling, or *performing* stories, as another tool for developing literacy, beyond the more traditional library techniques of sharing books and promoting collections. Some may find that these examples relegate print media to the background; of course, programs can be modified to fit library requirements and programmer's individual style. At the suggested lengths (one to three hours), they may need adjustment. Themes for programs include multicultural fare such as “StoryTrips” to Mexico, Africa, India, and Japan.