

Basic

Cute Acronym

Look for a name that describes the club and suggests a mascot

Examples:

Y.O.S.H.I. (Youth Organization for Selection of Hypnotic Images)

T.O.A. (Teen Otaku Association)

T.O.A.S.T. (Team Of Anime-Seeking Teens)

Consistent Schedule

Meet on the same day of the week at a regular interval. There should be no guessing involved in your club's schedule.

Accentuate the Positive

Don't let one or two opinionated apples spoil the bunch.

Age Limits

Blending teen and adult audiences can be done, but a teens-only program has a distinctive effect on the participants and their parents' perception of the club.

Snacks + Drinks

Juice pouches, single-serving chip bags

Intermediate

Ask For Art, Take The Art, Thank The Artist(s)

Your teens are full of talent, and as they get to know you and the library, they will come out of their shell and share that talent.

Reassure the Parents

You speak nerd and their kid will make friends in a safe space. You share the same goals!

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Booktalk

Prepare to talk about the latest and greatest manga, even if you only know one or two series. Your teens will be happy to "show the ropes" to a new reader.

Cosplay

Paper cosplay contest, green screen photos,
Manga Camera app...

Putting on a second identity is a fun form of escape, play, and solidarity among friends. Your acceptance of their favorite characters tells them they are understood and accepted.

Advanced

“Drumroll, please...”

Attention spans wither. Bodies become restless. You will need to focus the room and establish authority without sounding like an impatient teacher. Find a way to put the spotlight on yourself so that you can engage everyone in the activity at hand.

Gamify Everything

Keep the group guessing. Your schedule and rules should be consistent, but the fun should come from everywhere.

Make club decisions into games, such as Scavenger Hunt, Escape Room, Jeopardy, Japanese Landmark Trivia, Werewolf, Munchkin, Show & Tell

The Biggest Secret of Anime Club

You can tweak it into anything you want! Find that balance between consistency and surprise, and your teens will want to come back for both the familiar and the new.

Papercrafts, Artist Visits, Convention Reports, Language Lessons, Voice Acting, Candy Sushi, and Origami are all fitting options. Try them, and find others that work for your group.