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<th><strong>Basic</strong></th>
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<td><strong>Cute Acronym</strong>&lt;br&gt;Look for a name that describes the club and suggests a mascot&lt;br&gt;Examples:&lt;br&gt;Y.O.S.H.I. (Youth Organization for Selection of Hypnotic Images)&lt;br&gt;T.O.A. (Teen Otaku Association)&lt;br&gt;T.O.A.S.T. (Team Of Anime-Seeking Teens)</td>
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<td><strong>Consistent Schedule</strong>&lt;br&gt;Meet on the same day of the week at a regular interval. There should be no guessing involved in your club’s schedule.</td>
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<td><strong>Accentuate the Positive</strong>&lt;br&gt;Don’t let one or two opinionated apples spoil the bunch.</td>
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<td><strong>Age Limits</strong>&lt;br&gt;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.</td>
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<td><strong>Snacks + Drinks</strong>&lt;br&gt;Juice pouches, single-serving chip bags</td>
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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.
“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.