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Over 1.5 million people come through the Georgia State University Library’s doors each year. It provides the university community with access to extensive information resources; assistance with research; state-of-the-art computer stations; and a comfortable space to meet, learn and relax in.

The Library is truly universal on campus. It is the center that unites the entire university.

Video games and virtual worlds have been with us in one form or another for over a generation now. Critics and scholars have begun to recognize gaming as an art form worth analyzing just as we do literature and film, and as a social venue worth studying. In our new exhibit, librarian Jason Puckett introduces books in our collection that offer a range of perspectives about Virtual Worlds & Gaming: games as text, creative and design aspects, gender issues, business and commerce and more.

The exhibit is located behind the computer help desk on Library North 1.

Interested in learning more about rock music in Europe? Or maybe you want to listen to East Asian instrumental music? The premiere print resource for ethnomusicology research is now available online. The Garland Encyclopedia of World Music Online contains over 1,000 scholarly essays and hundreds of audio tracks covering all the musics of the world like the urban music of Algeria, Japanese pop, Vedic chant, and Yoruba highlife bands. Search the text or browse by cultural group, genre, instrument, country, and more. This resource, and additional world music sources, is available through the World Music Research Guide, http://research.library.gsu.edu/worldmusic. You can also find it on our online List of Databases, http://www.library.gsu.edu/databases/.

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