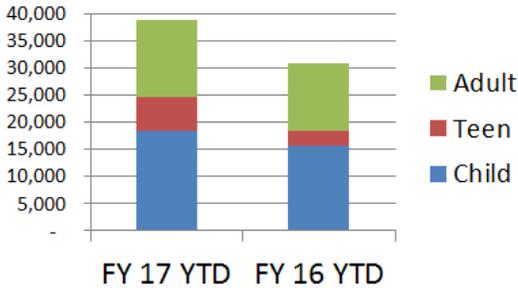
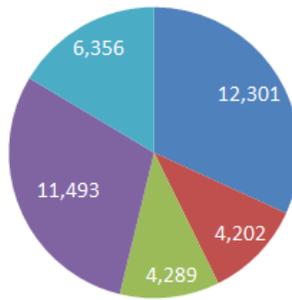


Program Attendance

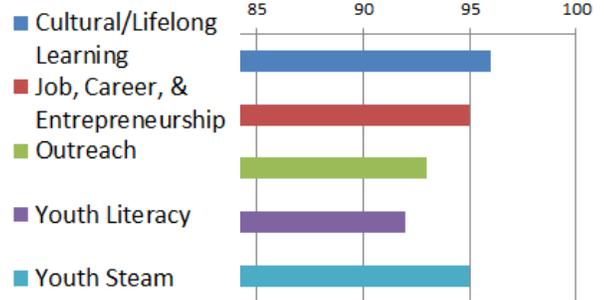


Attendance by Type



Outcomes

(% polled that learned something helpful)



Pandemonium Cinema Showcase

830+

Over 830 people attended the 5-night **Pandemonium Cinema Showcase at the Cossitt Library**. This partnership with **Craig Brewer and Black Lodge** created experimental interactions with movies and the space itself. Roller Derby teams battled it out in real life during the viewing of a roller derby movie. Actors brought to life favorite scenes of Willy Wonka while it played on the big screen. Video games were played during Wreck It Ralph.

“About last night... #WillyWonka #Live, we had a blast! Ever seen a movie and a play at the same time? Every time the movie showed, we got candy, bubbles, sodas and popcorn. My kids loved it. Thanks a lot, Memphis Public Libraries... and it was FREE!” -@jay3thouzn, Instagram follower



Babies & Books Toddler Story Time

750+

From July through December, over 750 people attended **Babies & Books at Benjamin L. Hooks Central Library**. This weekly program brings toddlers and parents together for learning and fun.

“Ms. Amy does an amazing job. I’m a reading specialist, so I’m super picky about books, but she makes perfectly age appropriate choices. She’s constantly mixing songs with books, with rhymes. Just perfect for little minds.” - Babies & Books survey respondent

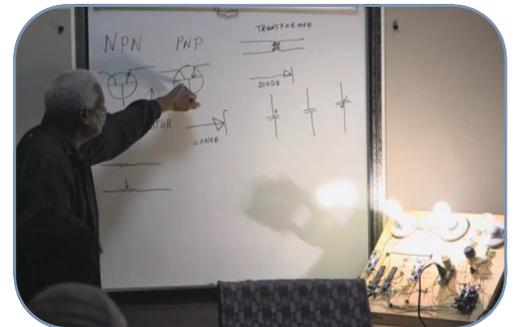
Whitehaven Electronics Class

480+

Over 480 people have attended the Electronics Classes offered at the Whitehaven Library with 100% stating that they learned something new that will help them.

“When you accumulate knowledge, that’s a job. And jobs are kind of difficult to find these days. When you take this Electronics class, you’ll be able to create your own jobs. So you won’t have to worry about trying to find one because jobs will be looking for you.”

-Instructor



Online Library Card Registration (Jul-Dec): 1,996 accounts created; 14% of all New Cardholders

<p>Goal 1: Ensures that all Memphians have access to technology needed to increase knowledge, learning, and access to the economy.</p>	<p>Goal 2: Reaches beyond its walls with creative partnerships that make a difference in people’s lives.</p>	<p>Goal 3: Communicates in ways that move libraries from a supporting player to a leadership role that is highly valued in today’s public space.</p>	<p>Goal 4: A platform for three overriding purposes: literacy, education accelerator, and jobs center.</p>	<p>Goal 5: Advances a culture of excellence in operations and outreach.</p>
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