

# Adult Services Librarian Report January 2026

## Programming

### New Games Offerings

Beginning in January 2026, the library will be holding our monthly trivia events at 313 Dodge instead of at TAQ Brewing due to them sadly closing their doors at the end of December. Trivia will continue to be hosted by Gavin. The first event on January 8<sup>th</sup> went very well, with 17 people attending. My wife and I participated, though we were summarily defeated by an embarrassingly large margin.

We also added two more regular games hosted at the library. Last year we introduced sheepshead and scrabble. Starting in January we will also be offering cribbage and rummy. The library provides cards and/or boards and can teach new players how to play if needed. Additionally, though not an adult program, John also started offering an open chess night in the teen area once per month. It was modestly attended by two players this month.

Finally, the library is very happy to welcome Evan Read as the new regular dungeon master for our Dungeons and Dragons nights at the library. Evan used to come to Dungeons and Dragons nights in past years, regularly volunteering to run the program as dungeon master. However, lately we have had trouble finding people to serve as the dungeon master, making it difficult to gather a regular group of players. We have an agreement in place with him to serve as the regular dungeon master going forward.

## Collection Development

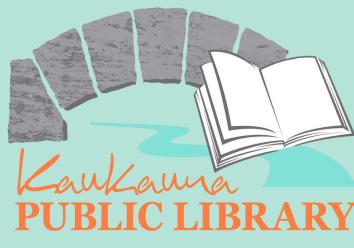
In early 2025, I was able to go through every title in our child, teen, and adult graphic novel collections as well as science fiction/fantasy to make sure we owned all the high-circulating series in full. I took the opportunity to discard items that hadn't circulated in three years as well. Ashley did the same with our inspirational collection. We call(ed) this our collection cleanup and placed orders on missing books throughout 2025. Some of these books were never fulfilled by our various vendors, others never returned by patrons, and many new books were about to come out in the first half of 2026, so I took some time at the beginning of January to go through the collections listed above another time and re-clean them. Ensuring we own complete series increases the usability of our collections and gives the potential for more circulation per collection.

## Circulation Statistics 2025

The attached circulation statistics are an overview of the circulation of Kaukauna owned materials in 2025. This gives us an idea of how well each collection is circulating. It also gives data about the new items we are ordering, and which items should be ordered in the future. We can use this information to modify our collection budget allocations to best suit the interests of our patrons.

### Circulation Statistics 2025 Observations

- Circulation continues to increase! Our physical collection circulation rate increased by 3%, Overdrive by 14% and Hoopla by 6%.
- Children's graphic novels have grown from our 13<sup>th</sup> most circulated collection to our 4<sup>th</sup> since 2022, the year I started keeping track of our collection circulation data. I have hand selected every graphic novel we have ordered since 2022 and am very happy to see this growth. Additionally, children's graphic novels have a 95% utilization rate, meaning people are checking out 95% of the books we have in this collection. This tells me that the budget is being allocated well for this collection and can continue to be aggressively expanded.
- The adult NEW collection circulation decreased overall by 17% this year. I'm not sure why as no data has stood out to me that could sufficiently explain it. This is a little confusing since our lucky day circulation increased, and adult NEW items made up the 5<sup>th</sup> highest collection that we sent out to patrons at other libraries.
- The following collection's utilization rates were under 50% and are due for weeding: teen nonfiction, adult nonfiction, teen audiobooks, and adult audiobooks.



# 2025 KPL MATERIAL CIRC STATS

*In House Subject/ Total In House Circulation*



## Top 5 Circulating In House Collections

**Child Picture Books** - 12.2% (11366)  
**Bin Books** - 10.3% (9501)  
**Child Nonfiction** - 9.9% (9182)  
**Children Graphic Novels** - 6.5% (6018)  
**Children Early Reader** - 6.1% (5610)

*In House Subject/ Total In House Circulation*



## Bottom 5 Circulating In House Collections

**Teen Magazine** - 0.0% (3)  
**Big Books** - 0.0% (16)  
**Teen Audiobooks** - 0.1% (69)  
**Children Magazines** - 0.1% (47)  
**Children BluRay** - 0.1% (112)

*Holds Filled Subject / Total Holds Filled*



## Top 5 Holds Filled Collections

**Adult Nonfiction** - 10.5% (3236)  
**Adult DVD** - 9.1% (2805)  
**Child Nonfiction** - 8.6% (2655)  
**Child Picture Books** - 7.3% (2265)  
**Adult NEW** - 7.2% (2206)

*Holds Filled Subject/ Total Holds Filled*



## Bottom 5 Holds Filled Collections

**Teen/Children Magazines** - 0% (3)  
**Big Books** - 0.1% (25)  
**Child BluRay** - 0.1% (25)  
**Adult Magazines** - 0.1% (40)  
**Teen Audiobook** - 0.1% (42)

*(Absolute Value of In House - Holds) / In House + Holds*



## Largest Ratio Of In House/ Filled Holds Difference

**Bin Books** - 9501/271  
**Adult Magazines** - 985/40  
**Early Readers** - 5610/488  
**Board Books** - 3203/345  
**Kits** - 601/82

*(Absolute Value of In House - Holds) / In House + Holds*



## Smallest Ratio Of In House/ Filled Holds Difference

**Teen Audiobooks** - 47/42  
**Adult Nonfiction** - 3731/3236  
**Adult Science Fiction/Fantasy** - 736/864  
**Adult Videogame** - 175/147  
**Teen Graphic Novels** - 2067/1677

*Unique Checkouts /Total Subject*



## Top 5 Utilized Collections (Unique Checkouts)

**Bin Book** - 100%  
**Board Books** - 100%  
**Child Graphic Novels** - 95%  
**Kits** - 91%  
**Child/Teen Videogames (Tied)** - 87%

*Unique Checkouts /Total Subject*



## Bottom 5 Utilized Collections (Unique Checkouts)

**Teen Audiobooks** - 44%  
**Adult Audiobooks** - 46%  
**Adult BluRay** - 50%  
**Teen Fiction** - 51%  
**Child Nonfiction** - 53%

2022 to 2025

## Physical Collection Circulation Change

## Adult

	2022	2023	2024	2025	% Change from 24
<b>Fiction (All Genres*)</b>	10,281	12,093	13,667	16,753	23%
<b>Nonfiction</b>	5,835	6,125	7,194	6,967	-3%
<b>Adult NEW</b>	2,833	4,554	4,344	3,617	-17%
<b>Graphic Novels</b>	248	336	488	615	26%
<b>Video Games</b>	66	121	194	322	66%
<b>DVD &amp; BluRays</b>	5,292	5,314	6,459	7,661	19%
<b>Audiobooks</b>	1,076	1,028	1,224	1,201	-2%
<b>Lucky Day</b>	522	868	1,364	1,588	16%
<b>Magazines</b>	1,244	1,023	1,081	1,025	-5%

## Child

<b>Picture Books</b>	13,311	13,636	13,964	13,631	-2%
<b>Nonfiction</b>	12,140	12,416	12,830	11,837	-8%
<b>Graphic Novels</b>	3,512	5,061	6,336	7,116	12%
<b>Child NEW</b>	1,882	2,473	1,492	2,336	57%
<b>Fiction</b>	3,843	4,572	4,873	4,725	-3%
<b>Early Reader</b>	6,289	6,301	6,171	6,098	-1%
<b>Early Chapter</b>	5,568	5,649	5,926	5,499	-7%
<b>Board Books</b>	4,575	4,324	4,367	3,548	-19%
<b>Bin Books</b>	6,696	8,356	9,328	9,772	5%
<b>Video Games</b>	742	914	1,237	1,299	5%

## Teen

<b>Graphic Novels</b>	1,559	1,797	3,075	3,744	22%
<b>Fiction</b>	2,088	2,450	2,539	2,712	7%
<b>Nonfiction</b>	376	400	403	485	1%

## Total Circs

99,100 110,029 117,415 120,923

3%

(Some Small Collections Not Represented Above)

\*See Next Page for Fiction Breakdown

## Top 5 Collections by Circulation Change

2023	2024	2025
Adult Video Games 83%	Teen Graphic Novels 71%	Adult Video Games 66%
Lucky Day 66%	Adult Video Games 60%	Child NEW 57%
Adult NEW 61%	Adult Lucky Day 57%	Adult Graphic Novels 26%
Child Graphic 44%	Adult Graphic Novels 45%	Adult Fiction (all genres) 23%
Adult Graphic 35%	Child Video Games 35%	Teen Graphic Novels 22%

## Bottom 5 Collections by Circulation Change

2023	2024	2025
Adult Magazines -17%	Child NEW -40%	Board Books -19%
Board Books -5%	Adult NEW -5% (Lucky Day Increased)	Adult NEW -17%
Adult Audiobooks -4%	Early Reader -2%	Child Early Chapter -8%
Early Reader 0.19%	Teen Nonfiction 1%	Early Reader -7%
Adult DVD's/BluRays 0.41%	Board Books 1%	Adult Magazines -5%

# 2024-2025 Percentage Use By Collection

## (Subject Checkouts/Total Checkouts)

### Adult

	2024	2025
<b>Fiction</b>	3.3%	3.5%
<b>Mystery/Thriller</b>	4.0%	4.8%
<b>Romance</b>	2.5%	2.8%
<b>SciFi/Fantasy</b>	0.9%	1.3%
<b>Inspirational</b>	0.6%	0.7%
<b>Western</b>	0.2%	0.3%
<b>Large Print</b>	3.6%	3.7%
<b>Nonfiction</b>	6.1%	5.6%
<b>Adult NEW</b>	3.6%	2.9%
<b>Graphic Novels</b>	0.4%	0.5%
<b>Video Games</b>	0.2%	0.3%
<b>DVD</b>	5.1%	5.6%
<b>BluRay</b>	0.4%	0.5%
<b>Audiobooks</b>	1%	1%
<b>Lucky Day</b>	1.1%	1.3%
<b>Magazines</b>	0.9%	0.8%
<b>Music</b>	0.7%	0.8%

### Child

<b>Picture Books</b>	11.8%	10.9%
<b>Nonfiction</b>	10.8%	9.5%
<b>Graphic Novels</b>	5.3%	5.7%
<b>Child NEW</b>	1.3%	1.9%
<b>Fiction</b>	4.1%	3.8%
<b>Early Reader</b>	5.2%	4.9%
<b>Early Chapter</b>	5.0%	4.4%
<b>Board Books</b>	3.7%	2.8%
<b>Bin Books</b>	7.9%	7.8%
<b>Video Games</b>	1%	1%
<b>Kits</b>	0.7%	0.5%
<b>Magazines</b>	0%	0.1%
<b>DVD</b>	2.3%	2.7%
<b>BluRay</b>	0.1%	0.1%
<b>Music</b>	0.2%	0.2%

### Teen

<b>Graphic Novels</b>	2.6%	3.0%
<b>Fiction</b>	2.1%	2.2%
<b>Nonfiction</b>	0.3%	0.4%
<b>Teen NEW</b>	0.3%	0.3%
<b>Audiobook</b>	0.1%	0.1%
<b>Video Games</b>	0.2%	0.3%
<b>Magazines</b>	0%	0%
<b>DVD/BluRay</b>	0.2%	0.3%

# 2022 to 2025 E-Resource Circulation Change

Overdrive	2022	2023	2024	2025	% Change from 24
Adult Fiction Audiobook	7,950	8,262	10,003	13,537	35%
Adult Fiction E-book	9,181	9,417	9,795	10,012	2%
Adult Non-Fiction Audiobook	1,698	1,814	2,060	2,203	7%
Adult Non-Fiction E-book	1,280	1,347	1,599	1,326	-17%
Child Fiction Audiobook	1,414	1,555	1,707	1,741	2%
Child Fiction E-Book	1,462	1,642	1,673	1,713	2%
Child Non-Fiction Audiobook	55	32	63	49	-22%
Child Non-Fiction E-Book	176	135	174	123	-29%

## Hoopla

Adult Fiction Audiobook	1,088	2,527	2,885	3,429	19%
Adult Fiction E-book	564	790	782	685	-12%
Adult Non-Fiction Audiobook	397	610	588	601	2%
Adult Non-Fiction E-book	145	238	211	167	-21%
Child Fiction Audiobook	157	227	320	298	-7%
Child Fiction E-Book	116	106	168	84	-50%
Child Non-Fiction Audiobook	11	21	20	16	-20%
Child Non-Fiction E-Book	14	14	13	9	-31%

## Total Circs

(Children and Teen are combined)

Overdrive	23,765	25,895	29,516	33,522	14%
Hoopla	2,914	4,988	5,355	5,688	6%

## Top 5 Collections by Circulation Change

- Overdrive Adult Fiction Audiobook 35%
- Hoopla Adult Fiction Audiobook 19%
- Overdrive Adult Nonfiction Audiobook 7%
- Overdrive/Hoopla Adult/Child Fiction E-Book 2%
- Overdrive Child Fiction Audiobook 2%

## Bottom 5 Collections by Circulation Change

- Hoopla Child Fiction E-book -50%
- Hoopla Child Non-Fiction E-Book -31%
- Overdrive Child Non-Fiction E-Book -29%
- Overdrive Child Non-Fiction Audiobook -22%
- Hoopla Adult Non-Fiction E-book -21%