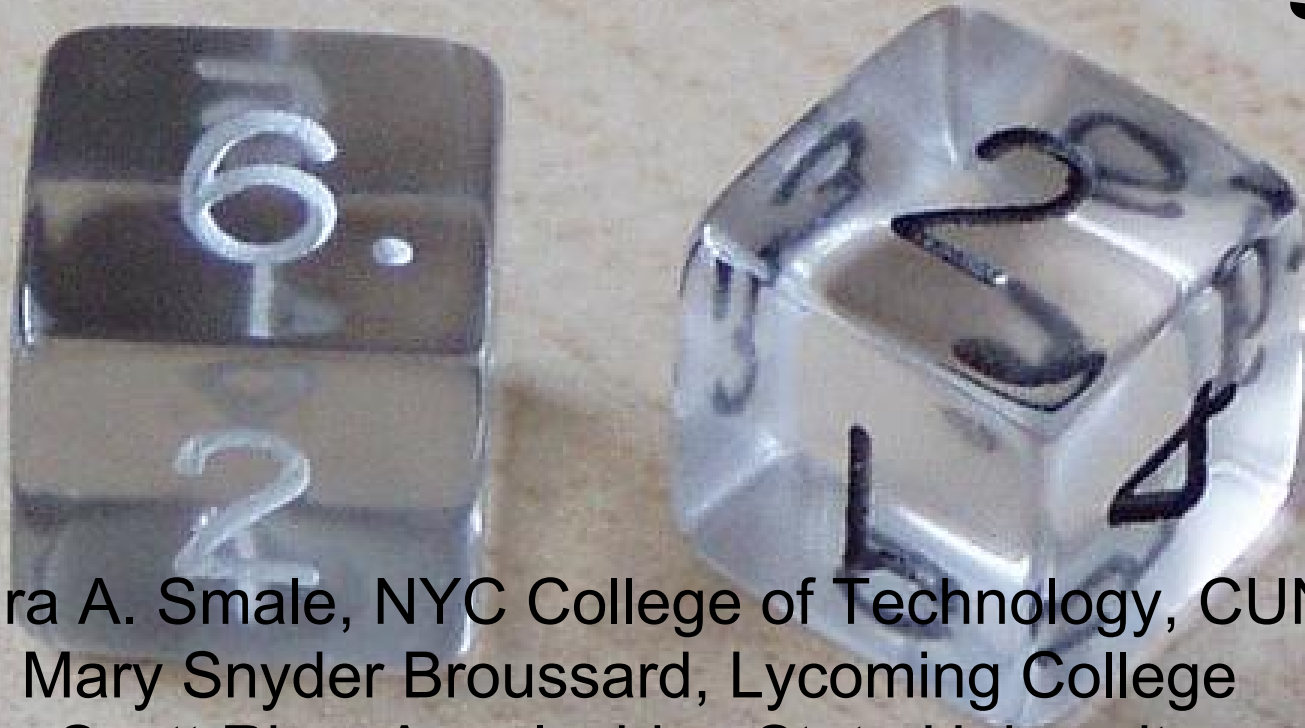# Quest for Engagement: Innovative Library Instruction with Games-Based Learning

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ACRL National Conference, Indianapolis, April 2013

Our game plan

- A bit of background

- Using games in library instruction
  - Level 1: Beginner
  - Level 2: Advanced
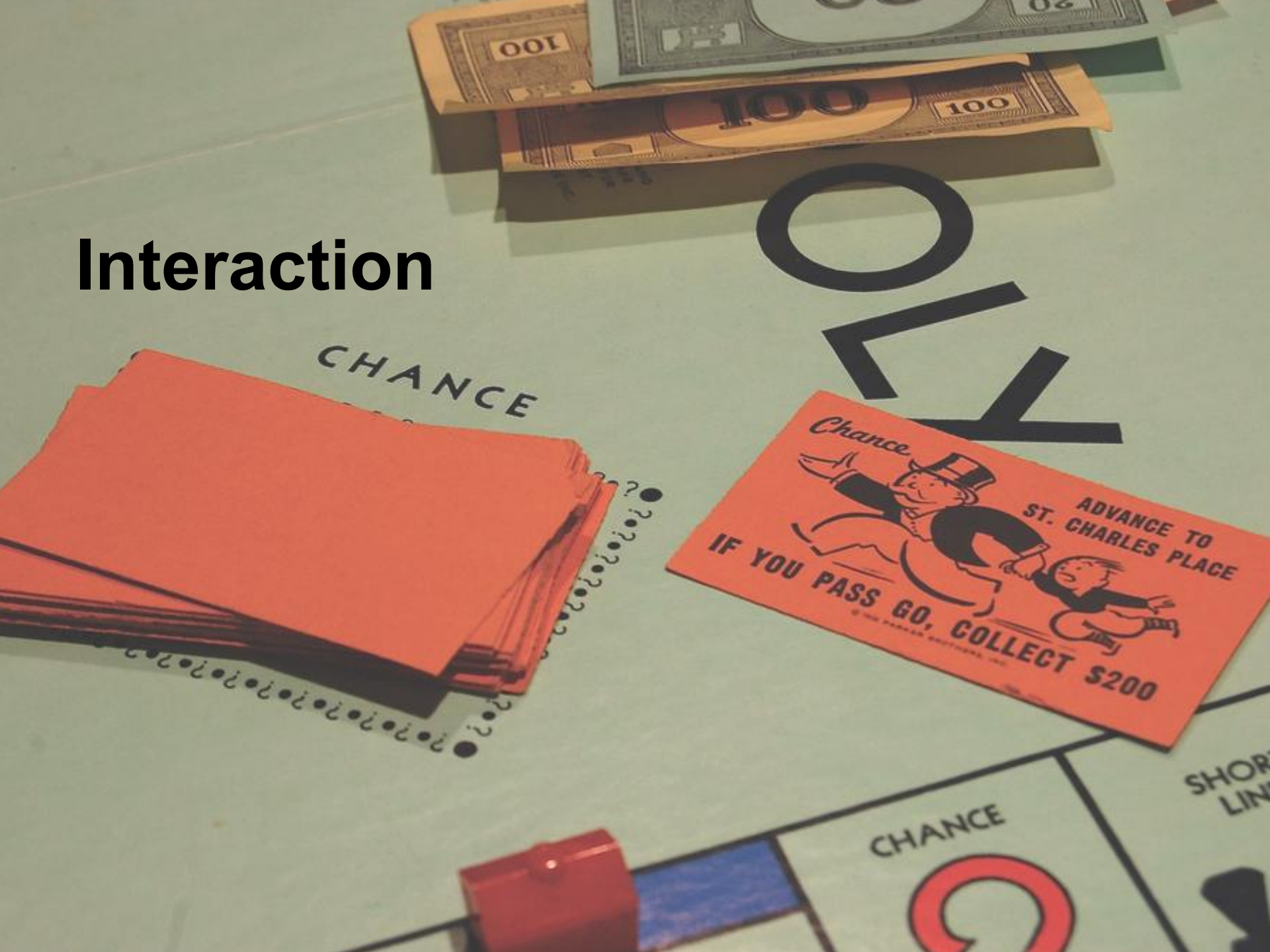 - Level 3: Expert

- Tips & best practices

Learning Principles in Good Games
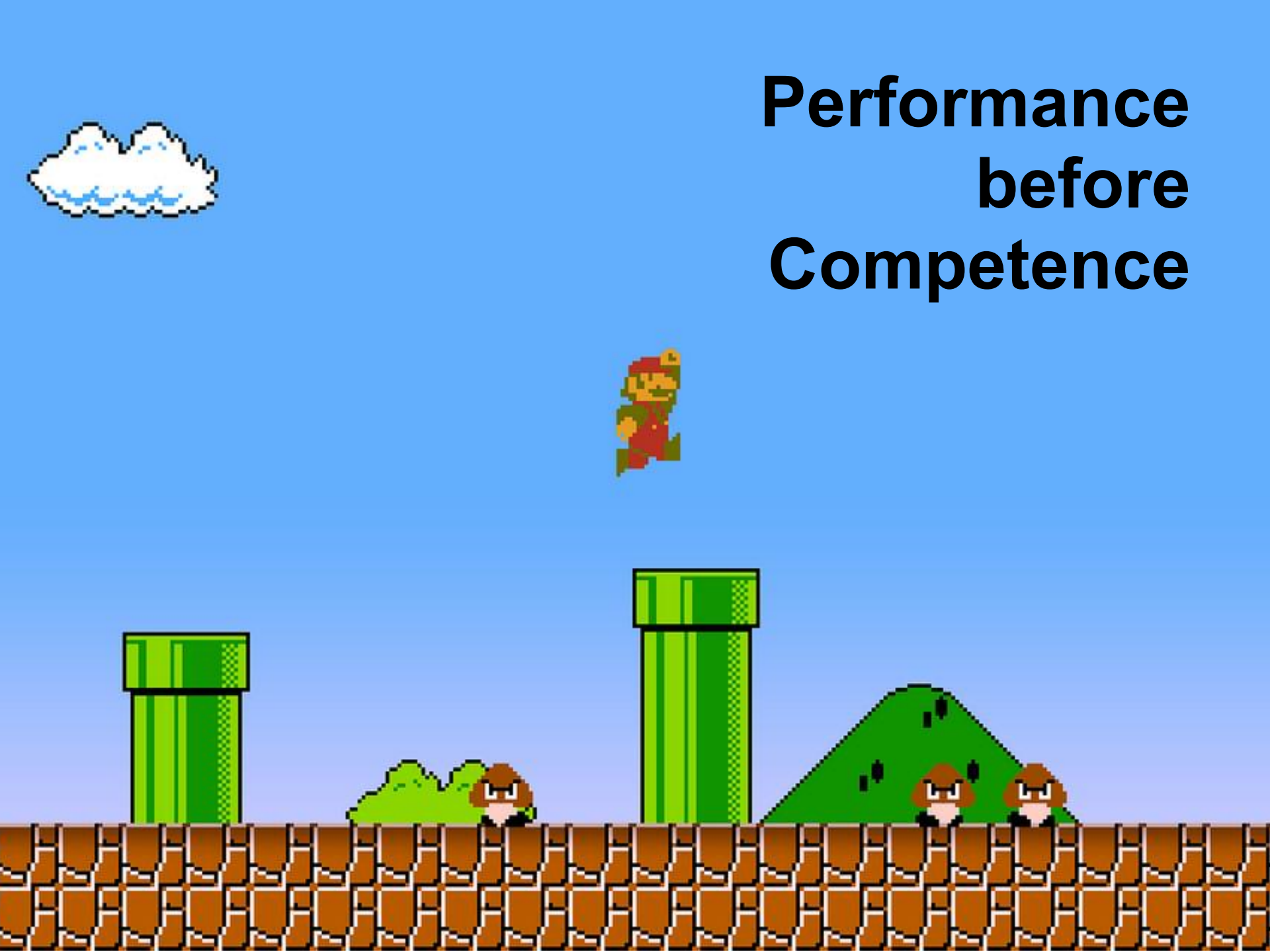
Identity

Interaction

Risk-taking

Well-ordered problems

Performance before Competence

Why use games in library instruction?

+

Active Learning

Competition

Research

Embedded Assessment

Level 1: Beginner

**Quality Counts:
a game of
evaluating internet sources**

Learning Objectives

After playing Quality Counts, students will:

- Understand the importance of critically evaluating information used in their coursework.
- Identify appropriate criteria for evaluating information sources.
- Evaluate information sources using appropriate criteria.
- Recognize that reference librarians can provide assistance with evaluating information and other research questions.

Supplies Needed

- Classroom with computers and internet access
- Whiteboard
- Small candies, stickers, or other prizes (optional)
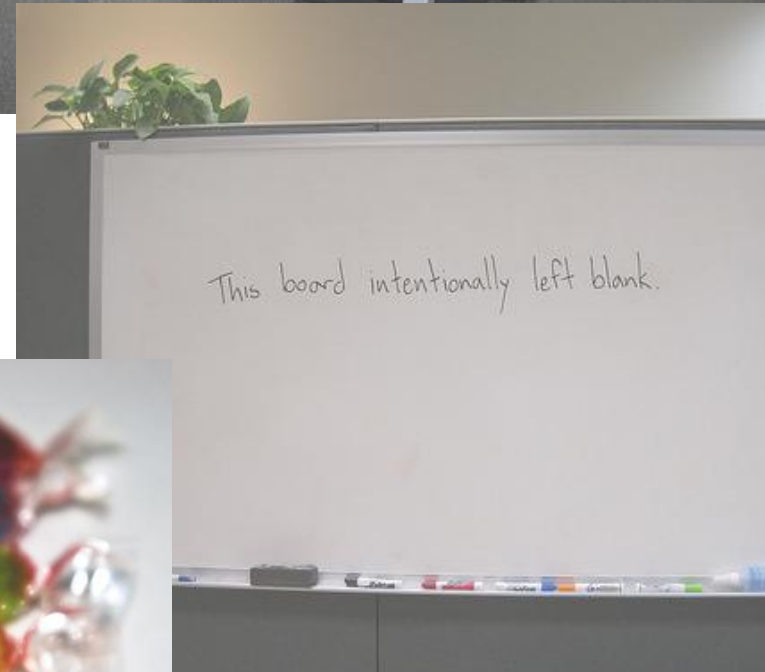
This board intentionally left blank.

Gameplay

- I will divide you into groups

- Groups will search for information

- Your group will report back to the class

Rules

- **Search for information on the internet**

- **Find 2 sources on the research topic**

- **Sources must meet quality criteria**

- **1 point for each criteria met successfully**

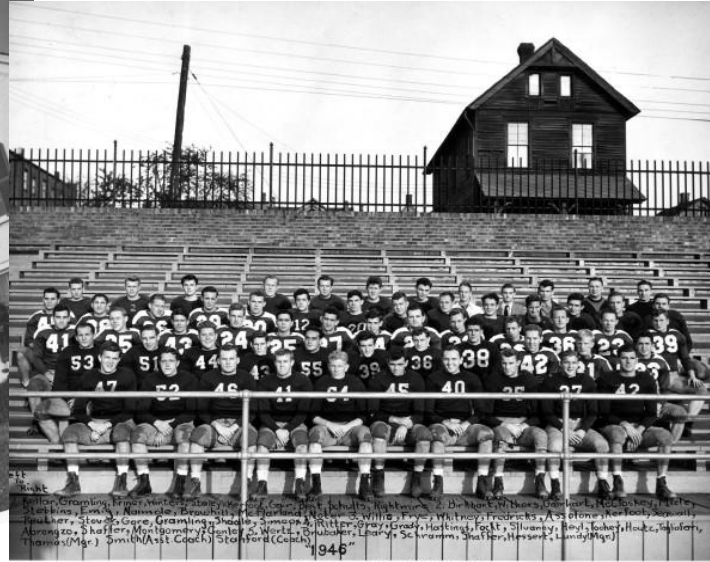- **Group with the most points WINS!**
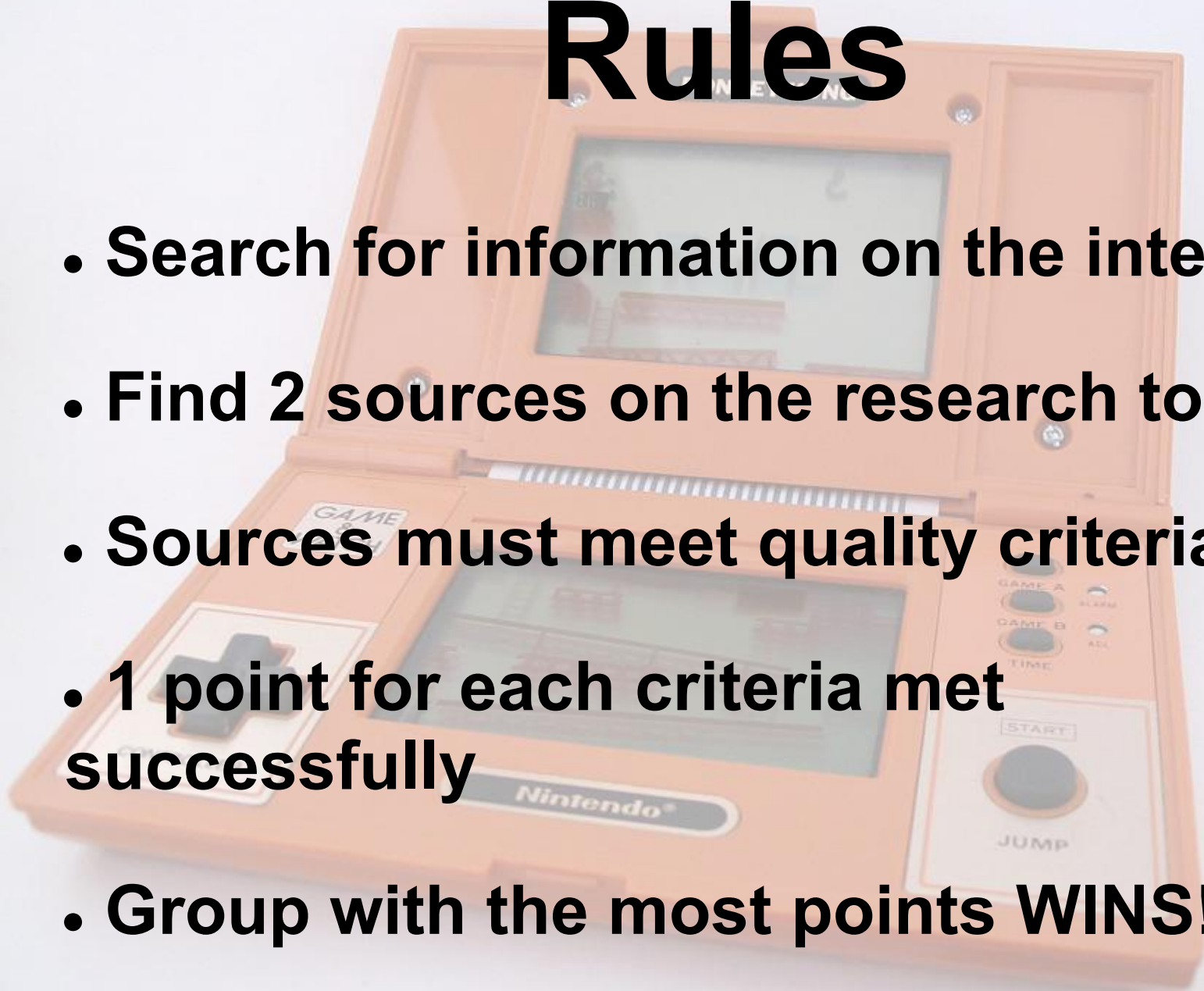
Evaluation

- Crowdsourcing criteria creates buy-in

- Organic discussion of source quality

- Partial credit is a gray area

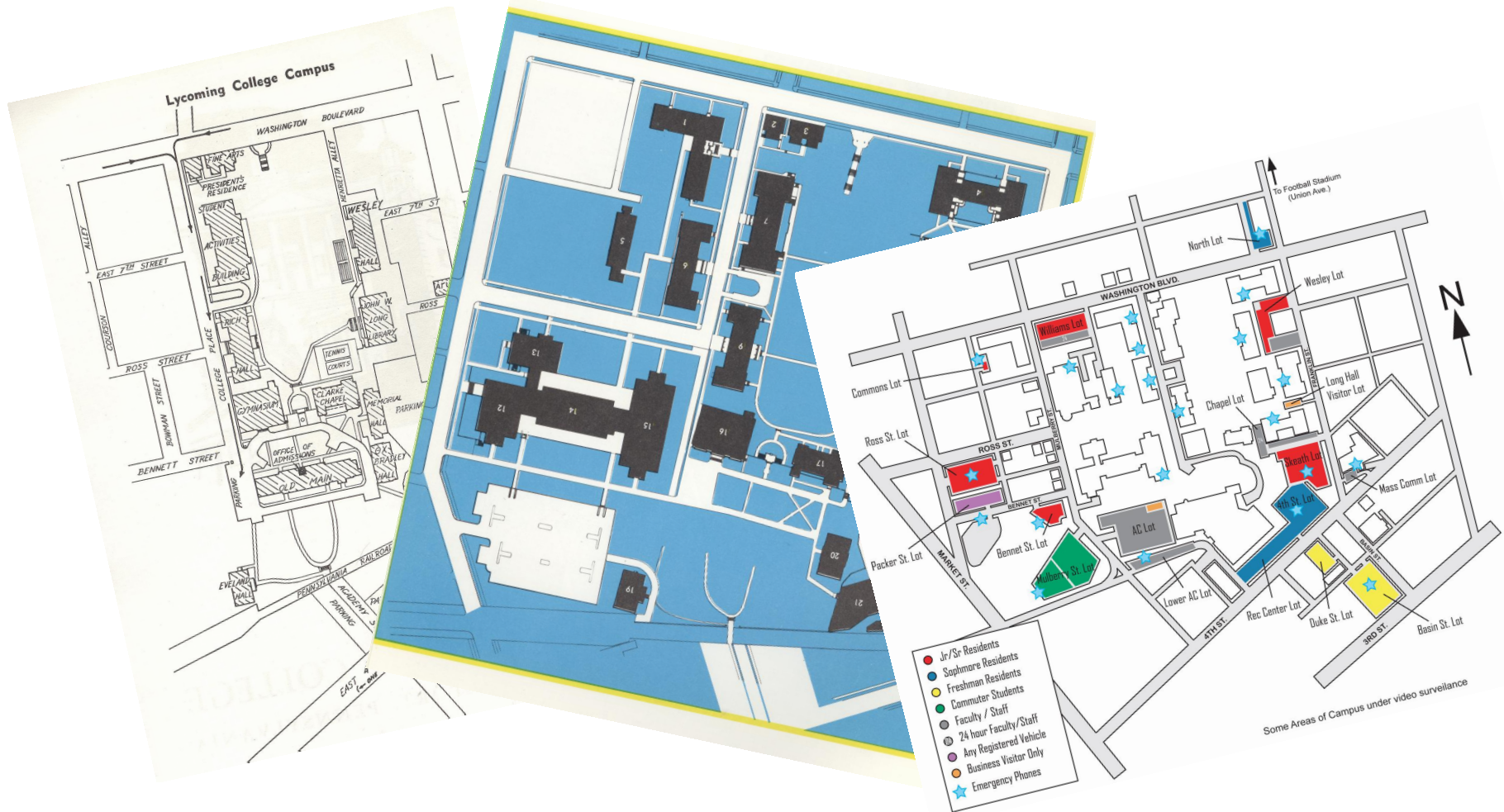- Some students don't want to play a game in class!

Level 2: Advanced

Lyco Map
Game

Lycoming College, 1812-2012

Lycoming College, 1812-2012

Learning Objectives

After playing the *Lyco Map Game*, students will:

- Be able to identify the approximate locations of campus buildings, present and past
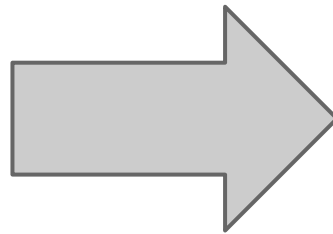
Supplies Needed

For Game Development:
- Adobe PhotoShop & Illustrator
- Basic HTML & CSS skills
- Server space to host online map
- Picasa account
- QR Code maker
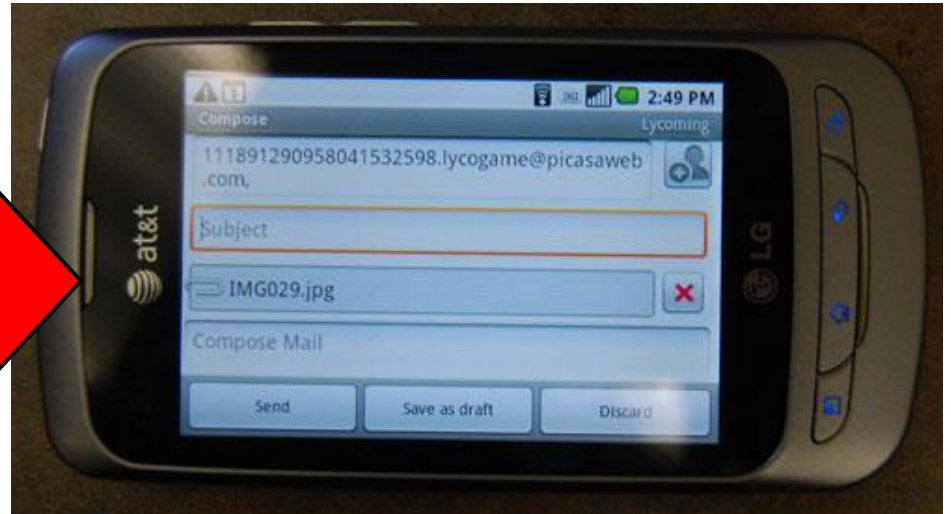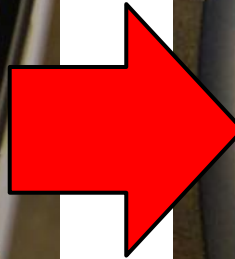
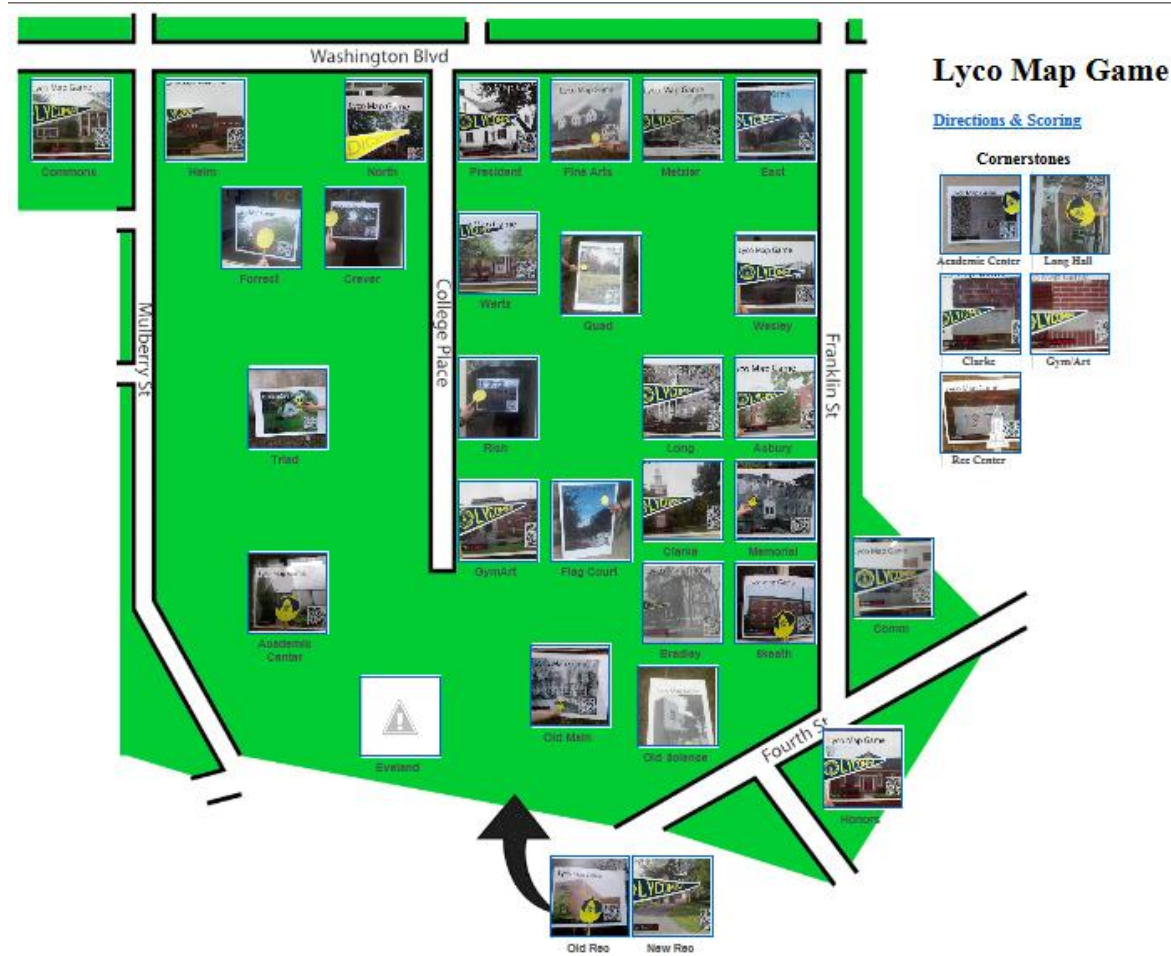Students:
- One smart phone per group

Backbone

Avatars

Poster found at each location

Getting pictures to Picasa

Online Map

Evaluation

- Didn't get used as planned
- Not many players
- Those who played seemed to have fun
- Could be transferred well to other orientation activities

Level 3: Expert

http://guides.library.appstate.edu/games

Information Literacy Game

- Original game includes
  - 4 categories questions
  - Web evaluation questions
  - 2 websites/1 website
  - Links to Help/Library website

- Purpose to provide reinforcement of library instruction

Information Literacy Game

- Uses Javascript, XML, JSON

- Up to 6 categories of questions

- Can personalize almost everything
  - Sounds
  - Images
  - Gameboard
  - Text

- Currently reworking the code

Library Adventure Game
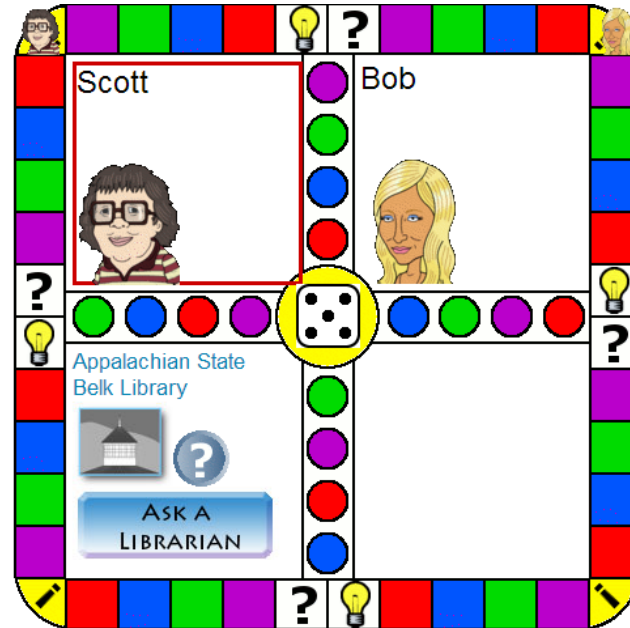

The Library Adventure Game

Choose your adventure!

Traditional Treasures   Keepin it Real
Homework Horror   Lesson Up
Methodical with Periodicals   On the Reading Level
Perplexed by Texts   Stumped in the Stacks

- Choose Your Own Adventure

- Uses Javascript and XML

- Simulation to develop and practice skills

- XML generator

- Scripts and media!

Library Adventure Game

- Random/sequential/player choice order of adventures

- Rating/grading and feedback

- Cutscenes

- Flash

Virtual Scavenger Hunt

- Can be used as a virtual tour and/or scavenger hunt
- 360 degree panoramas
- Sense of place
- Javascript, Jquery


Welcome to the IMC Tour

Welcome to the Justice-Query Instructional Materials Center (IMC), a model pre-K through 12 school media center. You are about to begin an online orientation designed to help you learn about the IMC resources and services available to all education majors.

Step 1: Begin the orientation by taking the tour.

Use the left and right arrow keys on your keyboard to tour the IMC virtually. Visit each of the 4 numbered stations in the IMC. As you visit each station, a movie will play to give you an idea of how using the IMC will be helpful to you. Move your mouse around the photos to locate each one of 16 "hotspots" on the tour to learn about IMC resources. When you find a hotspot, click on it. As you click on each hotspot you will acquire a puzzle piece. When you have collected all 16 puzzle pieces, you will be given the call number and title of an item in the IMC.

Step 2: Come to the IMC and find the item using the title and call number you were given.

Step 3: Look in the back of the book to find the barcode. It will look like this:

APPALACHIAN STATE UNIVERSITY

3 0346 1929669 F
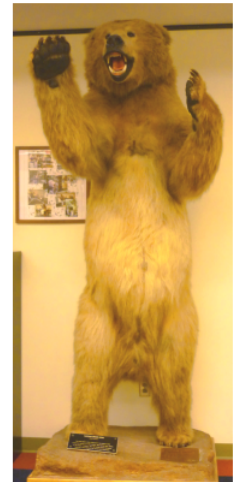
Why expert?

- Familiarity with Javascript and/or HTML
- XML
- Edit images, Flash, sound
- Virtual Scavenger Hunt uses Hugin, open-source panorama stitcher

Evaluation

- Most successful personally was Virtual Tour
- Most successful for others was Info Lit Game
- Used Library Adventure for training, classes
- Publicity matters
- Audience for game

Tips and Best Practices

- Iterate, iterate, iterate
- Fail forward
- Level up: start small, build to big
- Base game on learning objectives
- Have a plan for getting players
- Include assessment of players' skills
- Make it fun
- Find a friend

Questions?

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Image Credits