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Games and Gamification for information literacy

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Games and gamification for information literacy

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LILAC 2013
Game plan

- Issues
- Inspiration
- Solutions
- Play time
- Sharing

[Image of a vintage rules poster for Carrom game boards]
Get the ball rolling

Move from

“...lifting and transporting textual substance from one location, the library, to another, their teacher’s briefcases.”

To

“..searching, analyzing, evaluating, synthesizing, selecting, rejecting...”

Kleine (1987)
Inspiration

• Active Learning
• Making libraries fun
• Gamification work
• Doing things simply
Inspiration

- Less is more
- Cloning
- Discussion
- Learning by doing
- Learners, not the taught
- Games

Deep learning

Chen and Lin (2011), Markless (2010)
Games should be...

- Fun
- Quick
- Simple
- Easy
- Need or objective

Boyle at LILAC 2011
Example workshop

- Thinking about resources
- Keywords
- Searching
- Evaluation
Thinking about keywords

http://www.flickr.com/photos/rossjamespark/89414788/
The real thing

Your first piece of coursework for CCM2426 will be based on the **Cornish Villages 4G trial**

• Keywords
• Alternative keywords
• More specific keywords
• Related subjects
Play time

• Shelf check
• Thinking about resources
• Variations
SEEK!
Sharing

http://www.flickr.com/photos/ryanr/142455033/
Lemontree
Making games for libraries
Sharing

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Slides available at: http://eprints......
For Andrew’s games see: http://innovativelibraries.org.uk/games/
Games 4 Libraries workshops - http://gamesforlibraries.blogspot.co.uk/
References


• Kleine, M. (1987), What is it we do when we write articles like this one-Or how can we get students to join us?, Writing Instructor 6, 151.

• Lemontree at: http://library.hud.ac.uk/lemontree
