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Games and Gamification for information literacy

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LILAC games workshop, March 2013.
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More stuff from Andrew!

I’ve been running some Making Games for Libraries workshops around the UK – next one is in London on 13\textsuperscript{th} May (http://games4libraries.eventbrite.com). Lots of materials from these workshops go onto my games for libraries blog (http://gamesforlibraries.blogspot.co.uk/).

The slides used here today are available at http://eprints.hud.ac.uk/16828/

You can download SEEK! from http://eprints.hud.ac.uk/15377/ and SOURCES from http://eprints.hud.ac.uk/16230/

I’m sure all three of us presenting hope you’ll use more fun, play and games in your library after today. If you do, please let us know how it goes!

Remember though, it’s much easier to take ideas for games that other people have created and adjust them for your own needs than to come up with something completely new. Try looking on places like:

**Jorum** – re-usable learning objects for FE & HE. http://www.jorum.ac.uk/

**OER Commons** – Open Educational Resources, including game based learning. http://www.oercommons.org/

**My Games 4 Libraries blog** – I’m putting as many prototypes as I’m allowed on here from the games workshops I’ve been running, deliberately so that others can share! http://gamesforlibraries.blogspot.co.uk/

Hope you’ll forgive a plug for **a few paid things** as well!

I’ve two books in print:


and


I’ve also got an online (asynchronous) course coming up soon covering active learning for librarians, run through Library Juice Academy (http://libraryjuiceacademy.com/).

Called “Getting more Active Learning into your Teaching”, it will run during the whole of July. (http://libraryjuiceacademy.com/041-active-learning.php)
Further Reading


Kapp, K. M. (2012). *Gamification of Learning and Instruction: Game-Based Methods and Strategies for Training and Education*. Hoboken: Pfeiffer. *A comprehensive text on gamification in learning - that is, using game elements in education.*

McGonigal, J. (2011). *Reality is broken: why games make us better and how they can change the world*. London: Jonathan Cape. *Jane is one of the biggest voices on using games for positive social change. An easy, but thought provoking read.*

Schell, J. (2008). *The art of game design: a book of lenses*. Amsterdam: Morgan Kaufmann. *This goes along with a pack of cards (sold seperately but free as an app for mobile devices) with the "lenses" printed on them. Probably more for serious games designers than us, though it’s written in such an accessible way we can take some really useful tips from this book!*


Vaughan, C. C., & Brown, S. L. (2010). *Play: how it shapes the brain, opens the imagination, and invigorates the soul*. New York: Avery. *A really good, accessible read. I particularly like the idea it introduces of a "play deficit" similar to a "sleep deficit" many of us have. Read, enjoy, then start climbing more trees, playing more games, and address your play deficit!*


Zichermann, G., & Cunningham, C. (2011). *Gamification by design: implementing game mechanics in web and mobile apps*. Sebastopol: O'Reilly. *A key text on gamification - if you're thinking of "gamification" rather than a full blown game, read this before you do anything...*