University of Huddersfield Repository

Walsh, Andrew, Edwards, Adam and Hill, Vanessa

Games and Gamification for information literacy

Original Citation


This version is available at http://eprints.hud.ac.uk/id/eprint/16828/

The University Repository is a digital collection of the research output of the University, available on Open Access. Copyright and Moral Rights for the items on this site are retained by the individual author and/or other copyright owners. Users may access full items free of charge; copies of full text items generally can be reproduced, displayed or performed and given to third parties in any format or medium for personal research or study, educational or not-for-profit purposes without prior permission or charge, provided:

- The authors, title and full bibliographic details is credited in any copy;
- A hyperlink and/or URL is included for the original metadata page; and
- The content is not changed in any way.

For more information, including our policy and submission procedure, please contact the Repository Team at: E.mailbox@hud.ac.uk.

http://eprints.hud.ac.uk/
Games and gamification for information literacy

Adam Edwards @WBLLibrarian
Andrew Walsh @andywalsh999
Vanessa Hill @SATLbrarian

LILAC 2013
Game plan

- Issues
- Inspiration
- Solutions
- Play time
- Sharing

RULES for GAMES on Carrom Game Boards

Rules for Games Played on the
Styles D No. 2 and E No. 1 Star
Archarena Combination Game Boards
D—59 Games—73 Pieces Equipment
E—57 Games—72 Pieces Equipment
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
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

Adam Edwards
Liaison Manager
Middlesex University
a.edwards@mdx.ac.uk

Andrew Walsh
Academic Librarian / Teaching Fellow
University of Huddersfield
a.p.walsh@hud.ac.uk

Vanessa Hill
Liaison Librarian / Teaching Fellow
Middlesex University
v.hill@mdx.ac.uk

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


• 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
