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http://eprints.hud.ac.uk/
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 13th 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 for 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

*Classic work on play!*

*A couple of library orientated short articles on games / gamification and libraries*

*Another classic philosophical treaty on play!*

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.*

*Jane is one of the biggest voices on using games for positive social change. An easy, but thought provoking read.*

*This goes along with a pack of cards (sold separately 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!*

*Worth reading to see what other libraries are doing around games and information literacy in particular.*

*A key work on games and learning. Focusses on video games, but lots of the material applies just as well to non-digital games.*

*The third of the "serious" works on play!*

*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!*

*Lots of short chapters in this book that cover a range of ideas on using games in teaching and learning. The contributors include a fair proportion of UK researchers working in the area of game based learning, definitely worth getting a copy for the library to share…*

*A key text on gamification - if you're thinking of "gamification" rather than a full blown game, read this before you do anything…*