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Games and Gamification for information literacy

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Further Reading

Barash, M., & Caillois, R. (2001). *Man, play, and games*. Urbana: University of Illinois Press.
Classic work on play!

Danforth, L. (2011a). Gamification and Libraries. [Article]. *Library Journal*, 136(3), 84-84.
Danforth, L. (2011b). Why Game Learning Works. [Article]. *Library Journal*, 136(7), 67-67.
A couple of library orientated short articles on games / gamification and libraries

Huizinga, J. (1999). *HOMO LUDENS: A Study of the Play-Element in Culture*: Routledge.
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.

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!

Smale, M. (2011). Learning Through Quests and Contests: Games in Information Literacy Instruction. *Journal of Library Innovation*, 2(2), 20.
Worth reading to see what other libraries are doing around games and information literacy in particular.

Squire, K., Gee, J. P., & Jenkins, H. (2011). *Video games and learning: teaching and participatory culture in the digital age*. New York: Teachers College Press.
A key work on games and learning. Focusses on video games, but lots of the material applies just as well to non-digital games.

Sutton-Smith, B. (2001). *The ambiguity of play*. Cambridge, Mass: Harvard University Press.
The third of the "serious" works on play!

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!

Whitton, N., & Moseley, A. (2012). *Using Games to Enhance Learning and Teaching : A Beginner's Guide: A Beginner's Guide*. Hoboken: Taylor and Francis.
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...

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...