University of Huddersfield Repository

Walsh, Andrew

Playing is for grown ups

Original Citation


This version is available at http://eprints.hud.ac.uk/id/eprint/31481/

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/
PLAYING IS FOR GROWN UPS

WE NEED ‘PERMISSION TO PLAY’

Libraries can enable this through:
- Playful spaces, that allow people to interact with others and their environment in ‘playful’ ways.
- Playful teaching, using creativity and games.

PLAYFUL LIBRARY SPACES COULD BE:

Feedback walls, technology petting zoos, collaborative learning spaces, game zones, anywhere that allows people to touch, interact and collaborate, especially in ways that seems as much about fun as ‘study’.

PLAYFUL TEACHING CAN BE:

Using learning games, cutting and pasting, being creative. Anything that makes it ‘safe’ for learners to express ideas, be critical, practice skills and generally taking advantage of the ‘magic circle’ of play.

PLAYFUL INFORMATION LITERACY IS:

Exploring new information, putting information into context, synthesising new knowledge, developing research conversations, being flexible and creative, taking advantage of information when they discover it, and generally feeling ‘safe’ to move across thresholds of understanding.

SOME INFORMATION LITERACY GAMES:

Seek!
- eprints.hud.ac.uk/19345

Referencing games
- Jarvis, P. pp. 26 - 29
  eprints.hud.ac.uk/25335

Escape Room activities
- eprints.hud.ac.uk/19346
- hud.ac/cdp

Sources
- eprints.hud.ac.uk/19346

ANDREW WALSH
- a.p.walsh@hud.ac.uk
- andywalsh@innovativelibraries.org.uk
- @andywalsh999
- innovativelibraries.org.uk
- gamesforlibraries.blogspot.co.uk