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Games and Gamification for information literacy

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Games and gamification for information literacy



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LILAC 2013

Game plan

- Issues
- Inspiration
- Solutions
- Play time
- Sharing



Get the ball rolling

Move from

“...lifting and transporting textual substance from one location, the library, to another, their teacher’s briefcases.”

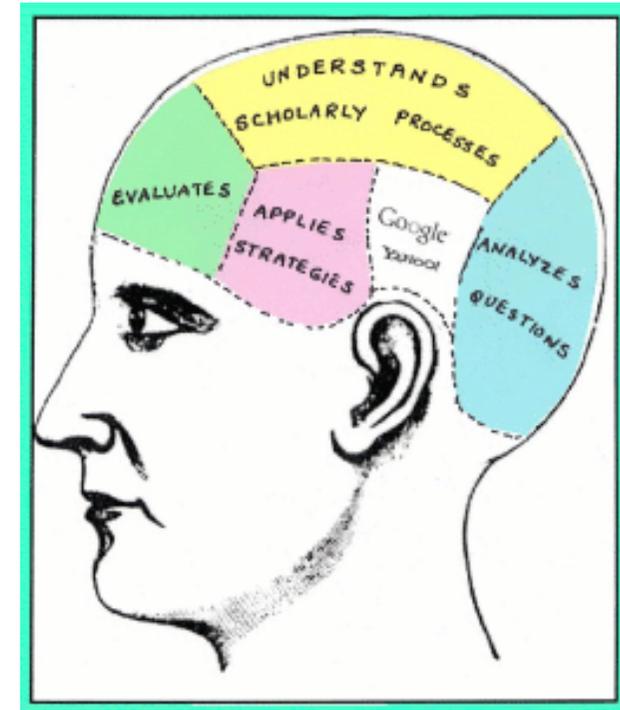
To

“..searching, analyzing, evaluating, synthesizing, selecting, rejecting...”

Kleine (1987)

Inspiration

- Less is more
- Cloning
- Discussion
- Learning by doing
- Learners, not the taught
- Games



Deep learning

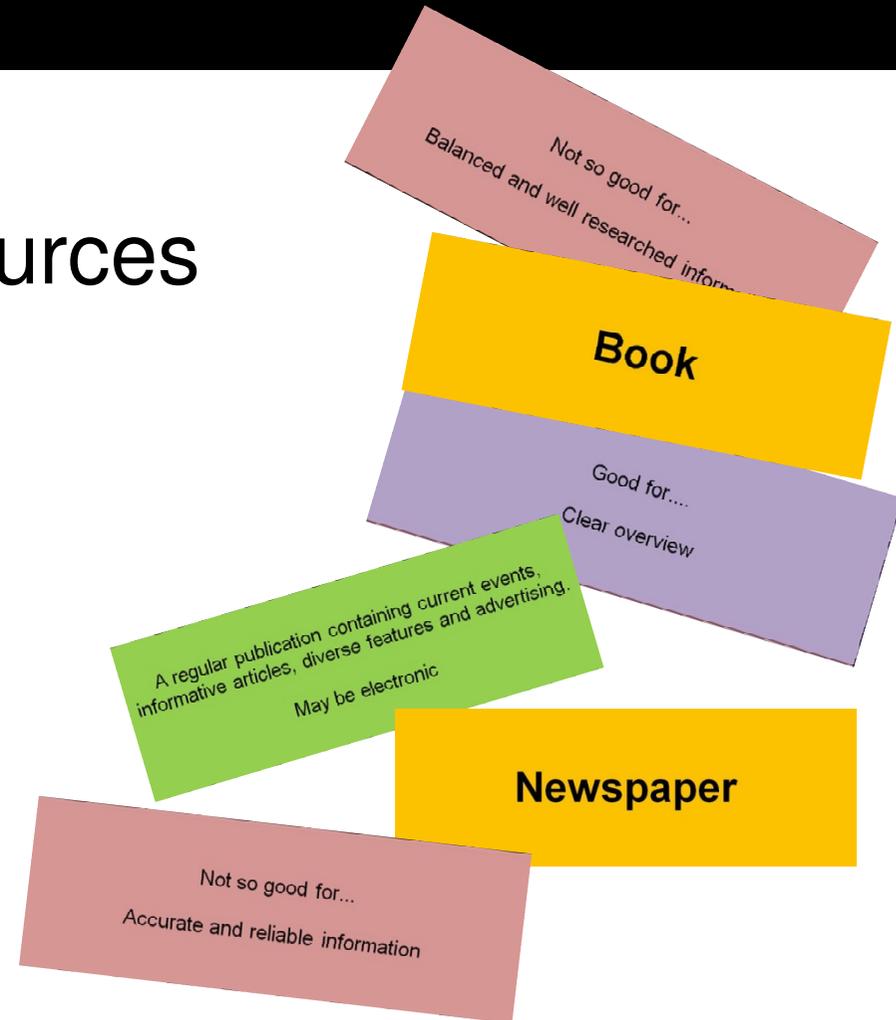
Games should be...

- Fun
- Quick
- Simple
- Easy
- Need or objective



Example workshop

- Thinking about resources
- Keywords
- Searching
- Evaluation



Thinking about keywords



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!

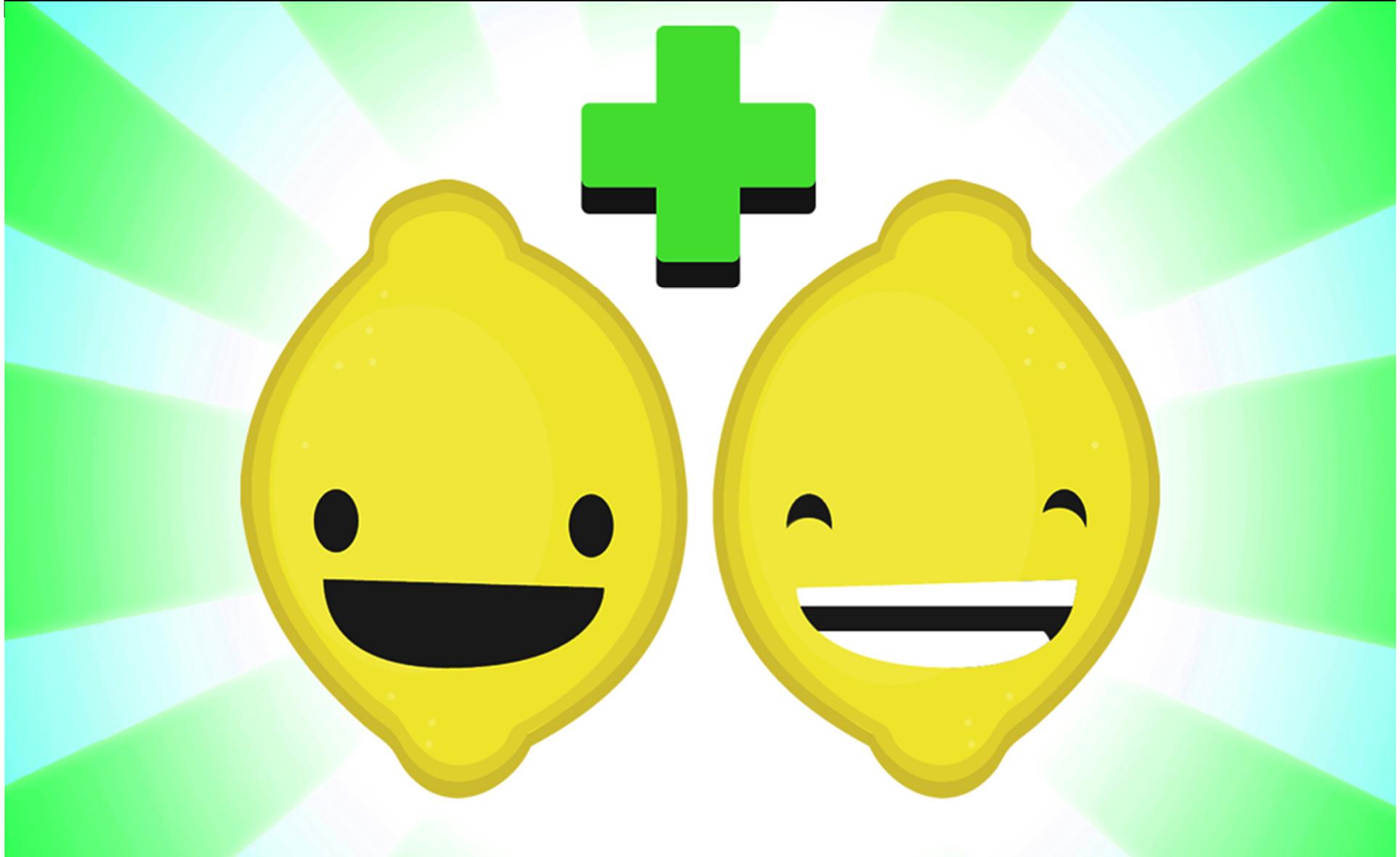


Sharing



<http://www.flickr.com/photos/ryanr/142455033/>

Lemontree



Making games for libraries



Sharing

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Slides available at: <http://eprints.....>

For Andrew's games see: <http://innovativelibraries.org.uk/games/>

Games 4 Libraries workshops - <http://gamesforlibraries.blogspot.co.uk/>



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