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Walsh, Andrew, Edwards, Adam and Hill, Vanessa

Games and Gamification for information literacy

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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



Get the ball rolling

Move from

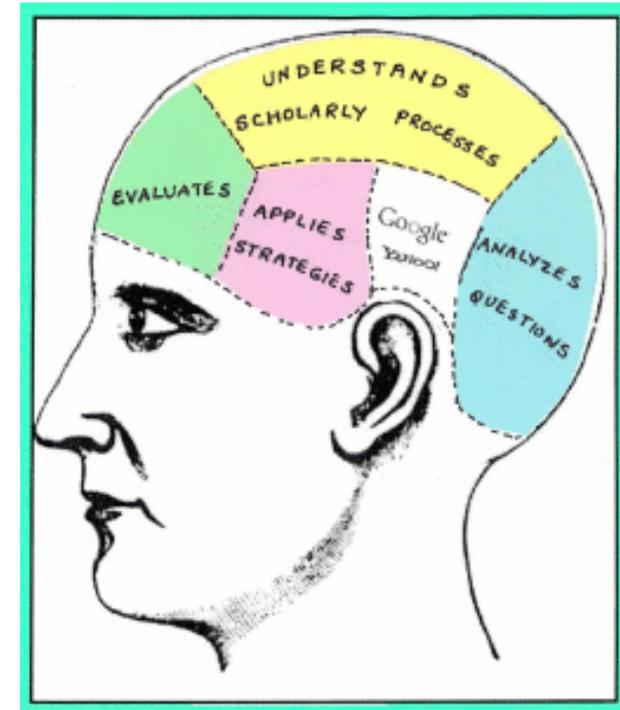
“...lifting and transporting textual substance from one location, the library, to another, their teacher’s briefcases.”

To

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

Inspiration

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



Deep learning

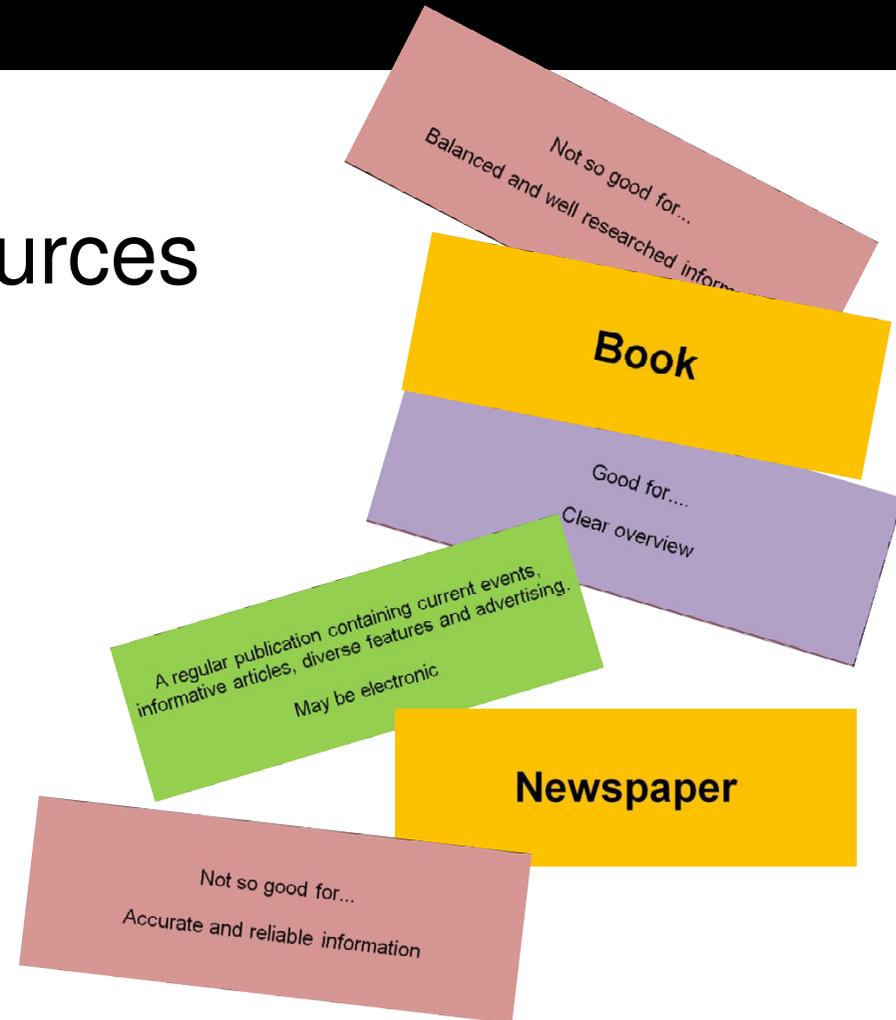
Games should be...

- 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

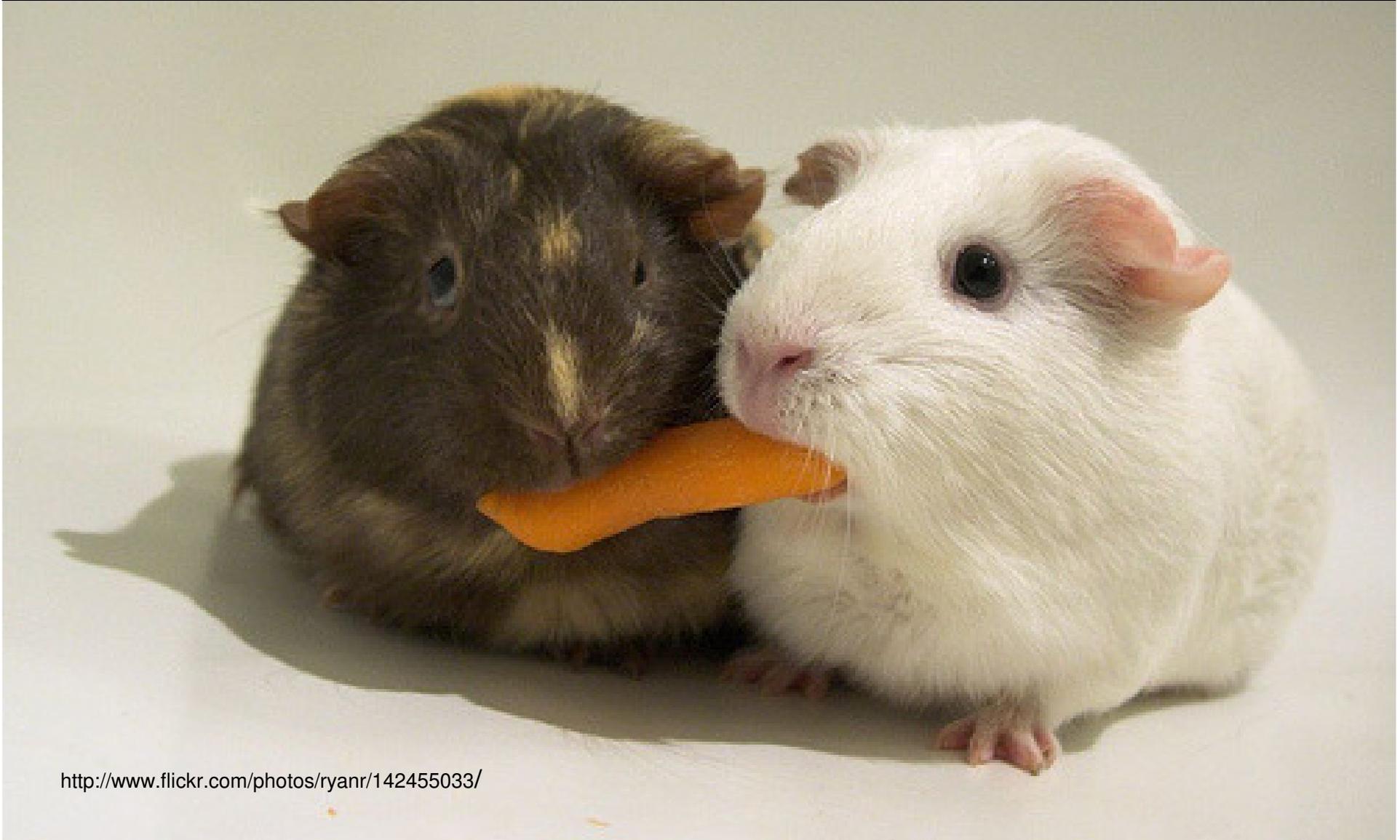
- Shelf check
- Thinking about resources
- Variations



SEEK!

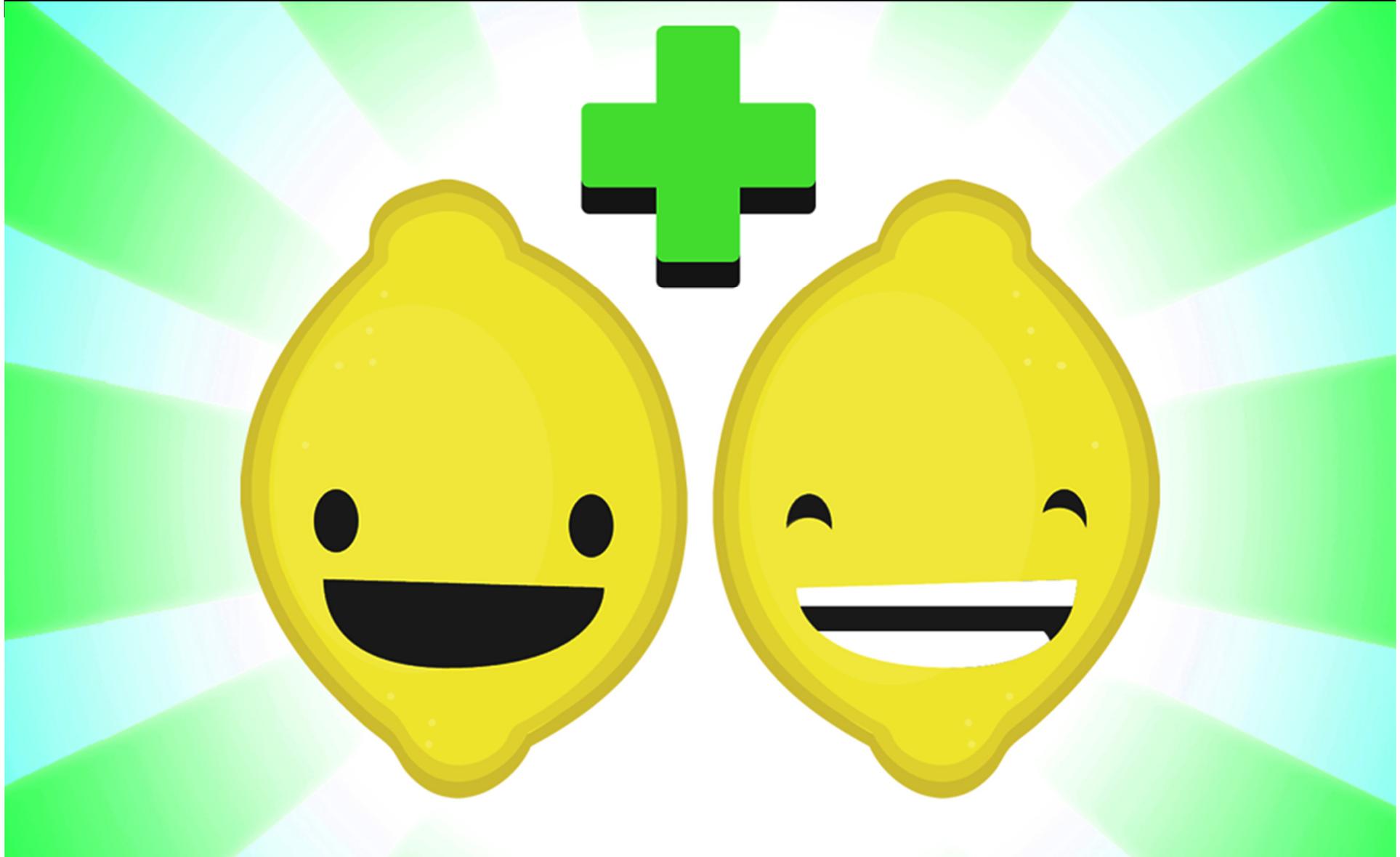


Sharing



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

Lemontree



Making games for libraries



Sharing

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/>



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