

	<p>Briefly describe your project. Include in your answer how student learning will be enhanced, and which group(s) of students will benefit from the project.</p>	<p>How is your project related to Information Literacy in general and specifically to UM's IL Goals and Outcomes? In your answer, include specific IL Student Learning Goals and Outcomes that will be addressed in your project.</p>	<p>Include descriptions of materials, texts, assignments, and other elements of the project.</p>	<p>How will you assess the effectiveness of your project? Include details about assessment methods or tools.</p>
<p>Murder Mystery in the Library Game Studies Professor Director of the Library</p>	<p>The library can be a scary and mysterious place for students new to researching for college classes. What better opportunity, then, to host a murder mystery? Game Studies and Design jointly with the Carmichael Library propose to do just that. Based off of the Charleston College's library murder mystery, we propose to host a murder mystery where we present students with a series of clues that require them to check out an article on reserve, look</p>	<p>Our goal was to educate as well as entertain. The first IL student learning outcomes for goal 1 specifically refers to investigation by students. We will combine research investigation with a murder mystery to provide a specific question (i.e. who is the murderer?) that the students will need to investigate using specific library services and by accessing information using a variety of search strategies, thus fulfilling Student Learning Outcomes 2. We will be directing students by providing them with an</p>	<p>Envelopes and paper supplies for each team folder of clues Flashlights and batteries for the investigation Tux rental for the butler Refreshments Prizes for the winning teams Copier usage and paper for flyers promoting the event</p>	<p>If they are able to tell us who the murderer is, then they have correctly researched and processed the information. Thus goal achieved. Ideally, our goal of fun, active learning is achieved when the students learn about research and have a fun evening doing it! For additional assessment, at the end of the evening we will ask students to complete a survey regarding the event.</p>

	<p>up an online subject guide, use the catalog and another database, and navigate the floors of the library. The murder mystery is a fun yet educational way to help introduce students to research tools in the Carmichael library as well as to physically get them into the library and have them interact with library staff.</p> <p>We would like to open this opportunity up to the general campus, for the first 50 students who sign up. Specifically, we will advertise to the ENG 100, 101 and 102 Composition students.</p>	<p>overall plan and timeline to acquire the necessary information.</p> <p>Specifically, we see this murder mystery enhancing the IL Student Learning Goal and Outcome number 4: Information literate students effectively use the information to accomplish a specific purpose. Their specific purpose is to identify the murder. To do this, they must achieve the IL student outcomes: apply information appropriately to the identified questions and problems, summarize and draw conclusions based on the information gathered, and synthesize and systematically present evidence obtained from research to support conclusions.</p> <p>The murder mystery will also help complete the IL student Learning Goal and Outcomes number 3: Information literate</p>		
--	--	---	--	--

		<p>students assess the validity and the appropriateness of the information. They must walk through pre-planned research steps that model how research is conducted. They must also determine the extent to which the retrieved information satisfies the research questions or problems (i.e. who is the murderer!).</p>		
--	--	--	--	--