

Choose Your Own Library Adventure: Gamifying Library Instruction and Training



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Why you're here...

- To play a game to learn how to make a game!
- To get comfortable experimenting with game formats to find one that best meets your needs (learning objectives, time constraints, etc.).
- To be able to construct a rough gamified learning experience for testing on gullible friends, family, colleagues, or students.
- To evaluate your game based on results, student engagement, or feedback.

What we're NOT going to do today...

- Get into game theory, game mechanics, or anything too technical.
- Create a long, super-complex game.
- Do much with online platforms.

What we ARE going to do today...

- Play a game!
- Create a gamified learning experience!
- Explain it to the group!

Game On!

What parts are needed to construct a gamified learning experience?

- Learning outcome
- How to Win
- Actions
- Theme/Narrative
- Format
- Assessment

Federal Bureau of Gamification: The Game is in There



- As we play today, you'll be earning cards to build a deck of possible themes, ways to win, and actions for your game...



FBI cover sheet nos. 4567

U.S. DEPARTMENT OF HAVING FUN

FEDERAL BUREAU
OF
GAMIFICATION

Bureau File Number **0 5052 018.**

Choose Your Own Library Adventure:
Gamifying Library Instruction and Training

FIELD OFFICE GAMIFICATION INVESTIGATION
AND ADMINISTRATIVE FILES

X - FILE

2172 448

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5682 987

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guides.library.txstate.edu/LOEX2018game

CLASSIFICATION NO.

VOLUME NO. 85-6512X

CO BY-NC

FEDERAL BUREAU OF GAMIFICATION

NEW YORK CITY FILE NO. 85-180

DATE OPENED BY 2/18/41 DATE CLOSED BY 1/7,7,10/41

NUMBER OF CASES 50

with aliases

SEPARATE - 0.

LEARNING OUTCOME

STUDENTS SHOW UNDERSTANDING OF THE DIFFERENCES BETWEEN A NEWSPAPER EDITORIAL, A MAGAZINE ARTICLE, AND A PEER-REVIEWED SCHOLARLY ARTICLE.

-Can be broken down into its parts: periodical, newspaper, editorial, magazine, journal, article, peer-reviewed, scholarly.

-Game may teach attributes or definitions of each, or similarities/differences between them.

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From the Deck of
WALTER S. SKINNER

When designing your game, consider:

- what will you do during each turn?
- how can the theme help to shape your game?
- how could you assess the game?
- how would you scale this up to meet multiple learning outcomes?



This game has 3 parts:

- Part I: Parts of the game – earn your cards
 - Round 1 – The Theme – What drives the game?
 - Round 2 – The Win – How do you win the game?
 - Round 3 – The Action – What do you do to move forward in the game?
- Part II: Create a game – brainstorm with your team
 - Using the cards you've earned, create a game with your team.
- Part III: Explain your game
 - Tell us about your game. Use your creativity!

Don't worry, we'll be taking you step-by-step!



<http://www.quickmeme.com/meme/36gaxi>

So remember, have fun!

Part I, Round 1: The Theme

Theme/Narrative: What drives the players in the game

- Step 1 – pull out your #twinning cards.
- Step 2 – identify the theme music (title for the movie, television show, video game) and write it on the appropriately numbered card.



1.

Theme Music

- It could be a movie, television show, video game, other . . .



1

Correct Answers:

1. Star Wars
2. Game of Thrones
3. Golden Girls
4. Mission Impossible
5. The Olympics
6. Pokemon
7. Black Panther
8. Stranger Things
9. Any James Bond movie
10. Prince of Bel Air
11. Jaws
12. Harry Potter

Part I, Round 2: The Win

How do you win the game or a round in the game?

- Step 1 – pull out your Mulder cards. Don't look!
 - On the back is a way to win a round or a game.
 - Think of games that are won that way and write them on the card.
- Step 2 – in order to keep the card, you must list at least 2 games.



Games you win by
racing or being
first to finish

Oregon Trail
Mario Kart

Ready?

- Turn your cards over, you have 3 minutes!



<https://www.youtube.com/watch?v=iHdviZkM7S4>

Part 2, Round 3: The Action

Action: What do you do in your turn/in each round?

- Step 1 – pull out your Scully cards. Don't look!
- Step 2 – pick one teammate who can guess games from their description.
 - Without looking at the card, game guesser will hold a card up to their forehead.
 - Teammates provide clues – by describing what a person does during a turn in the game.
 - To keep the card, the game guesser must guess the game on the card. (If stuck, you may pass and come back to the card later.)
 - Another teammate needs to write down the description of what a person does during a turn in the game.



Clue

Each round players gather information to figure out which clues are missing to find the murderer

Ready?

- Guesser, put your first card up to your head...
you have **3 minutes!**
- Remember to write down the description of what a person does during a turn in the game.



Yay! Great Job!

- Move all the Scully, Mulder, and #twinning cards that you earned to one side.
- Move all other cards to a discard pile.

Part II: Game Brainstorm!

- OPEN YOUR X-FILE
- Step 1 – Read your learning outcome.
- Step 2 – Using the cards you've earned, select the cards you want to use and place them in the correct slots in the folder.
- Step 3 – Use Director Skinner's questions to help you figure out how to play your game!

Game Example



Star Wars

FEDERAL BUREAU OF GAMIFICATION			
DATE ORIGINATED AT	NEW YORK CITY	FILE NO.	85-190
MADE AT	DATE WHEN MADE	PERIOD FOR WHICH MADE	REPORT MADE BY
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LEARNING OUTCOME			
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Games you win by racing or being first to finish

Oregon Trail
Mario Kart



Clue

Each round players gather information to figure out which clues are missing to find the murderer

Ready?

- You have **12 minutes!**
- Remember,
 - Step 1 – Read through your learning outcome.
 - Step 2 – Using the cards you've earned, select the cards you want to use in the correct slots in the folder.
 - Step 3 – Use Director Skinner's questions to figure out how to play your game.



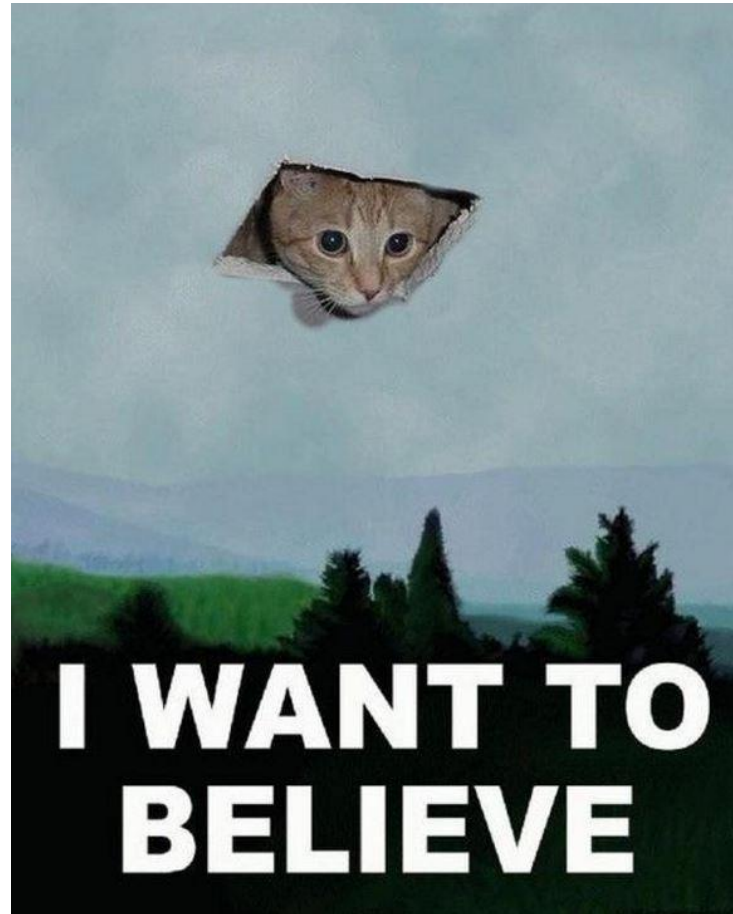
<https://www.youtube.com/watch?v=NgRbpDf7Alk>

Part III: Explain Your Game

- Tell us how to play your game.

You have **2 minutes** per team.

Thank you for playing! Any questions?



<http://knowyourmeme.com/memes/subcultures/x-files>

With special thanks to...

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- All our colleagues who let us use them as guinea pigs.