Beyond Reinventing the Library Scavenger Hunt:
Teaching Library Literacy to FYE Students Using an Escape Room
HELLO!

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BREAKOUT EDU

- June 2017: Library staff discovered BreakoutEDU kits
- June 2017: Collier Library purchased 4 BreakoutEDU kits
- Summer 2017: Pilot testing of the kits using templates from Breakout EDU that had been modified
  - Faculty
  - Staff
  - Students
- FYE 101 – EN 111 – EN 112
- August 2017: Instructors began using BreakoutEDU with all UNA FYE classes

More info on BreakoutEDU at https://www.breakoutedu.com/getstarted
UNA FYE PROGRAM
Aims/ Goals/ Scope
“what is expected of you as a student, and how to get help with everything from study tips, to writing a paper, to time management.”

Digital:
▶ How to navigate library’s homepage
▶ How to determine where a physical resource is located in the library (library map)
▶ How to locate subject specialists

Physical:
▶ Each team had to locate
  ▶ “Collier Vision”
  ▶ Thinkspace
  ▶ Archives and Special Collections
▶ In each location they had to take a team picture
  ▶ Post on IG
  ▶ #weescaped
  ▶ #myUNA
The breakout kit

WHAT’S INCLUDED IN THE KIT?

- Large Breakout EDU
- Small Breakout EDU Box
- Hasp
- ABC Multilock
- Directional Multilock
- Color Multilock Wheels
- Shape Multilock Wheels
- Number Multilock Wheels
- Key Lock (with 3 keys)
- 3-Digit Lock
- 4-Digit Lock
- Hint Cards (Set of 2)
- Deck of Reflection Cards
- Invisible Ink Pen
- UV Flashlight
- Red Lens Viewer
- USB Drive (blank)
Designing the Game: Homepage

https://www.una.edu/library/
Dearest villains,

When removing links from the areas below, make sure to take valuable assets immediately.

Start by removing the ability to schedule 30 minutes of research help by removing the "Research Consultation" link.

Then, remove their ability to receive books and materials that Coller Library does not own by removing the "Interlibrary Loan" link.

Finally, take away their access to specific subject databases by removing the "Resources by Subject" link.

Thank you.
Your Leader
Designing the Game: Mapping Locations

Using library maps to locate collections
Designing the Game: Library Liaisons
Assessment

Post-Instruction Student Assessment:

- 6 yes/no questions
- 2 free-form response questions
- +150 responses (to date)
Prior to the Collier Library Escape Room activity, I had visited Collier Library.

143

Yes  No

FYE post-escape survey

84.6% had visited – SOAR?
Prior to the Collier Library Escape Room activity, I had visited Collier Library's website.
After visiting the Collier Library Escape Room, I have a better understanding of the tools available on the Collier Library website.
After visiting the Collier Library Escape Room, I have a better understanding of the spaces available in Collier Library's building.
94% felt more familiar and comfortable in Collier Library and on the website.
The links and pages on the website that I remember most from the Collier Library Escape Room are __________.
The places in the building that I remember most from the Collier Library Escape Room are ________.
Important Observations

20

- Let the game breathe, do not over-hint
- Have a good prize – they will work harder if you offer incentive
- Led to a nursing collaboration
- 21 library science games currently available via BreakoutEDU subscription
Moving Forward – Future Developments

- Change the game annually
- Modify final activity
- Incorporate Escapes into other instruction
- Purchase more kits
Ready to Play?
THANKS!

Any questions?
You can find us at

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Sources:


▸ Presentation template by Slides Carnival

▸ Breakout EDU images: [https://platform.breakoutedu.com/](https://platform.breakoutedu.com/)