

Library Games: Information Literacy Through Play

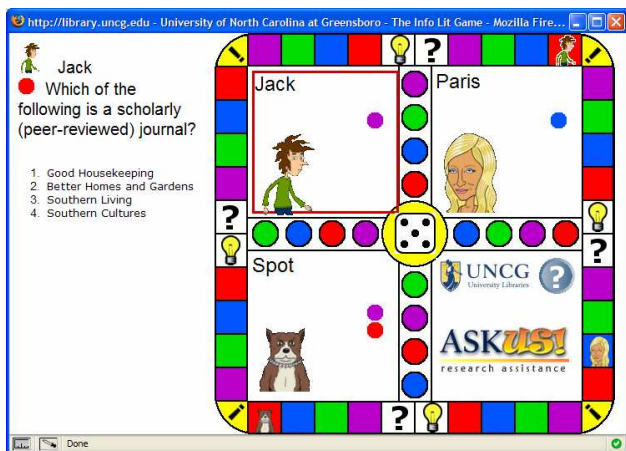
The Information Literacy Game is an online board game which allows up to 4 students to play, using a question-and-answer format.

Students take turns moving around the board answering questions and attempting to get one right in each of 4 categories:

- Choose Your Resource
- Searching/Using Databases
- Cite Your Sources/Avoid Plagiarism
- Library Wild Card

The Information Literacy Game also:

- Complies with ADA regulations
- Uses AJAX (a combination of JavaScript and XML)
- Incorporates Web evaluation exercises
- Is fun!



The information literacy goals for the game are based on UNCG's Objectives for Library Instruction for First-Year Undergraduates. These goals are for students to:

- Understand that information can be found in a variety of sources.
- Understand the function and use of information sources.
- Identify useful information from the library's catalog and online databases.
- Understand the way collections of information are organized and accessed.
- Determine when to cite a source and cite it properly using a specific citation style.

Want to make your own Information Literacy Game?

- Game files available at <http://library.uncg.edu/game/mygame.asp>
- Includes images, scripts, questions, sounds, html files
- Instructions for adapting/modifying parts of the game are included

Details for adapting the game for your use can be found on the back of this sheet

Want more information about gaming and libraries?
Read our blog, "Library Games"
<http://librarygames.blogspot.com>



Questions? Concerns? Contact Us!

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How to Make Your Own Information Literacy Game

1. Get the Files

Just point your browser to <http://library.uncg.edu/game/game.zip>

2. Unpack the files

- You should have
 - Icons - 72 images of characters, dice, etc.
 - Sounds - 4 sound files, right answer, wrong answer, next player, and dice roll
 - Questions – 6 xml files with 4 types of questions and 2 types of web evaluation exercises
 - Web pages – 4 html pages for the game, results, help, and introduction
- Also includes directions for adapting/modifying the game

3. Change the files to fit Your Library

Optional Changes You Can Make

- player icons
- category lights
- dice
- sounds
- sounds on/off
- question categories

Changes You Should Make

- library logo
- name of library
- link to library assistance page
- questions

4. Create the questions

There are instructions in the file `gamedirections.txt` explaining how to change the xml files

5. Playtest it

- It's always a good idea to make sure:
 - that it works
 - that your questions make sense
 - that students can answer your questions

6. Set it free!

Make it available to your patrons and send us an e-mail to let us know about your game. We'll post a link to your game on our blog, [Library Games](http://librarygames.blogspot.com) (<http://librarygames.blogspot.com>)

NEED HELP?

E-mail Scott Rice (serice2@uncg.edu) or Amy Harris (a_harri2@uncg.edu)
and we'll help you figure it out!

Don't forget to check our blog, [Library Games](http://librarygames.blogspot.com) (<http://librarygames.blogspot.com>) for more information and news about the Game and gaming in libraries.