

Jeux sans frontières

It's a library knockout



Adam Edwards and Vanessa Hill

Game plan

- Issues
- Ideas
- Solutions
- Plans



Issues

- Not embedded
- Inconsistent provision
- Repetitive
- Bad timing
- Lack of information skills
- Teaching methods.....



Librarians as teachers

Teaching skills

- Too generic
- Tools based
- Didactic
- Uninspiring
- Too much
- Unfamiliar subject



Student research

- Answers
- Facts
- References
- Reporting back
- Easy option
- Fear



Librarians reinforce this!

Get the ball rolling

Move from

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

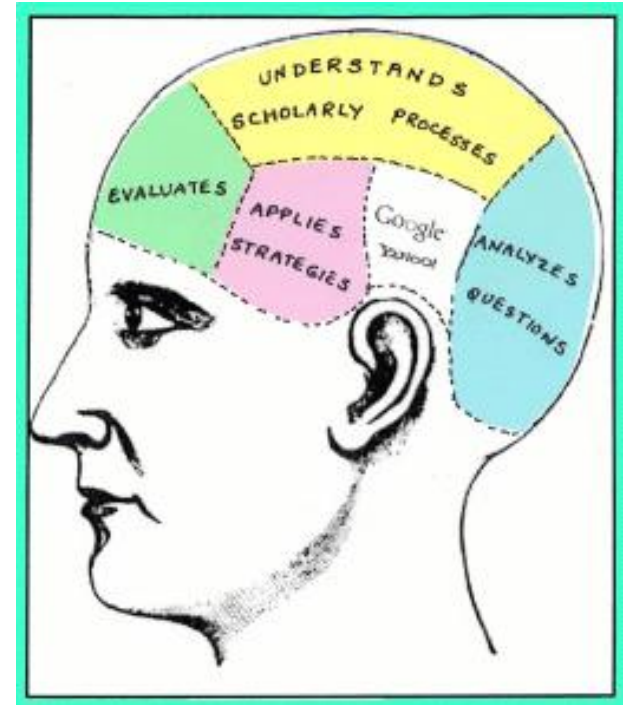
To

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

Kleine (1987)

Inspiration

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



Games should be...

- Fun
- Quick
- Simple
- Easy
- Need or objective



Tactics

- Collaboration
- Menu
- Problem based
- Interaction & exploration
- Skills not techniques
- Fun

Deep Learning

Diekema et al (2011), Wang (2007)



Game-based activities

- Who we are and what we do
- Thinking about resources
- Keywords
- Hands on try it out
- 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

Audience participation

- Thinking about resources
- Evaluation

- Other activities:
 - Evaluation game
 - PG keywords
 - What do you think of it so far?
 - Thinking... written

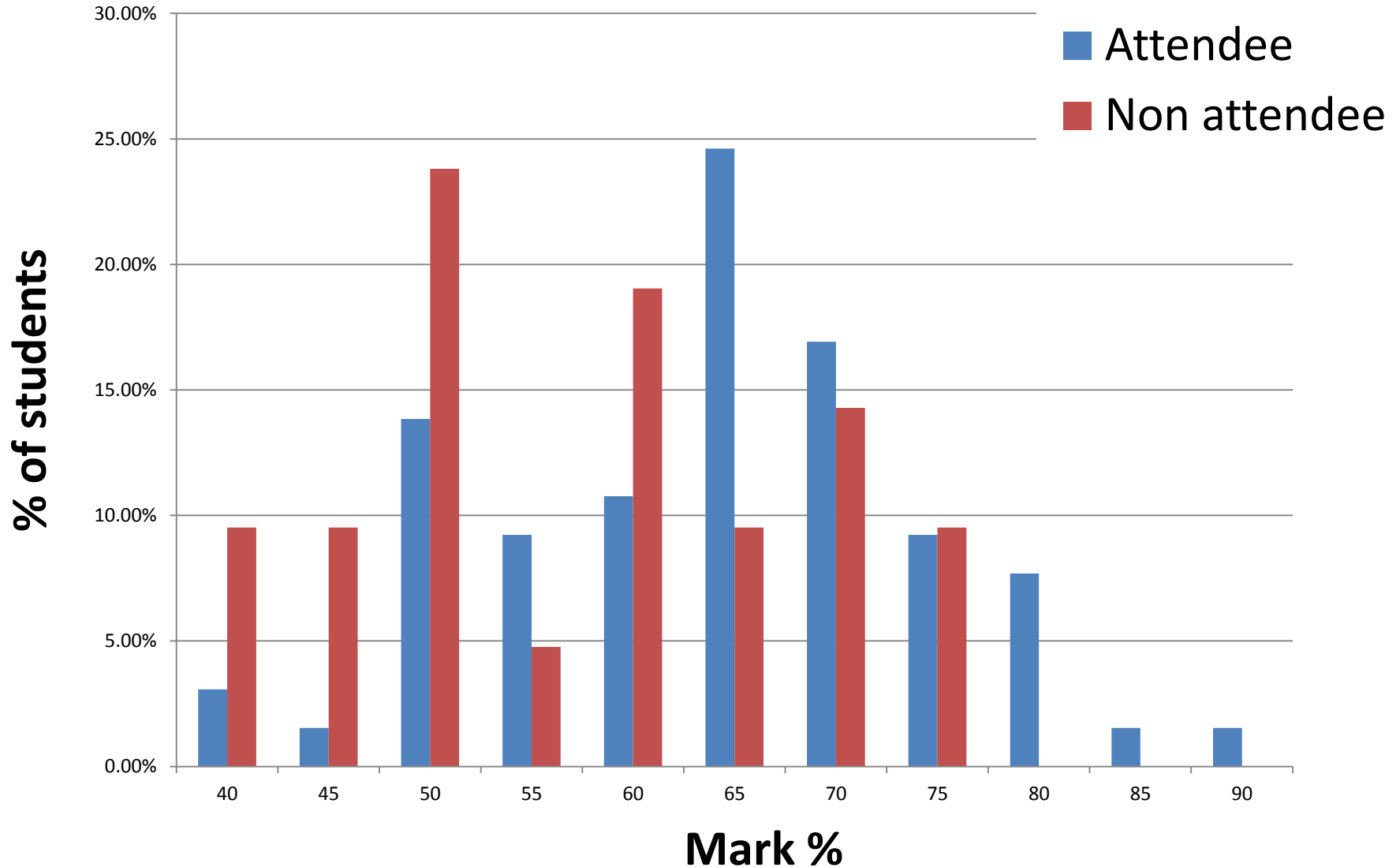


Measurable impact

- Survey of CCM2426 students
- 66 attendees, 22 non-attend

Marks	Attendees	Non-attendees
Commonest mark	65%	50%
Highest mark	90%	75%
Lowest mark	40%	40%
Bibliography commonest mark	7/10	5/10

Measurable impact 2



What they used and why

Search tools used	Attendees	Non-attendees
Google	68%	63%
Wikipedia	38%	27%
Summon	68%	40%
Library catalogue	30%	59%

Evaluation criteria	Attendees	Non-attendees
Current	89%	59%
Relevant	76%	59%
Academic authority	67%	41%
Easy to read	24%	45%

Smith, Edwards (2012)

Things to consider

- Good students
- Do they remember?
- Impact
 - 2nd year survey again
- Non-attendance
 - Less than 90% is serious



Going the distance

- Roll-out framework
- Develop activities
 - Marking schemes
 - Life after Uni
- Improve attendance
- (Re)validations



Game, set and match

- Successful collaboration
- Changes have worked
- Teaching is more fun
- Impact...



...Library training gets you better marks!

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