 **Information Literacy Challenge: Game On**

Andrew Walsh,

Academic Librarian / Teaching Fellow

@andywalsh999 Loads of material on: <http://innovativelibraries.org.uk>

**Some resources**

If you produce a game that needs printing, consider going to a company like Game Crafter (<https://www.thegamecrafter.com/>) or SpielMateriel (<http://www.spielematerial.de/en/>) who specialise in small print runs of custom board and card games (traditional printers want you to produce 1,000s at a time!), or business card printers for card games (e.g. [http:/moo.com/](http://uk.moo.com/) allow you to have a different design on each card).

You can find lots of blank materials for game prototyping on the sites above, but also through craft sites (e.g. <https://www.littlecraftybugs.co.uk/>) and from Amazon (I buy materials such as blank cards via Amazon).

For play activities I occasionally use Lego, but most often use playdough – you can get small pots of this ten at a time as “party packs” which are ideal for group activities (and fairly cheap!).

**Using other peoples’ ideas**

It’s much easier to take ideas for games that other people have created and adjust them for your own needs than to come up with something completely new. Try looking on places like:

**Jorum** – re-usable learning objects for FE & HE. <http://www.jorum.ac.uk/>

**OER Commons** – Open Educational Resources, including game based learning. <http://www.oercommons.org/>

**My Games 4 Libraries blog** – I’m putting as many prototypes as I’m allowed on here from the games workshops I run, deliberately so that others can share! <http://gamesforlibraries.blogspot.co.uk/>

**More stuff from me**

You can find lots more material from me via <http://innovativelibraries.org.uk> including details of full & half day making games for libraries workshops I run. I’m also running a Kickstarter campaign to create a visual A to Z advocacy tool (and picture book!) illustrating loads of things that make libraries great – please share it, or back it if you can: <http://innovativelibraries.org.uk/libraryatoz/>

 **My books!** The latest is ‘Walsh, A. and Coonan, E. (2013). *Only Connect … Discovery pathways, library explorations, and the information adventure*. Huddersfield: Innovative Libraries.’ Paperback ISBN: 978-0-9576652-1-7. It’s about the richness of Information Discovery Journeys and Information Literacy. Available worldwide from all the normal suppliers, or online at: <http://innovativelibraries.org.uk/onlyconnect/>

There will also be a book out later this year from me containing lots of practical resources to help people use play and games in their libraries (including Print & Play versions of games). ‘*Ludic Libraries: Creating and using non-digital library games’.* Print ISBN (colour) : 978-0-9576652-5-5. Again, available from all the “normal” places once published!

**Further Reading**

Barash, M., & Caillois, R. (2001). *Man, play, and games*. Urbana: University of Illinois Press.

*Classic work on play!*

Danforth, L. (2011a). Gamification and Libraries. [Article]. *Library Journal, 136*(3), 84-84.

Danforth, L. (2011b). Why Game Learning Works. [Article]. *Library Journal, 136*(7), 67-67.

*A couple of library orientated short articles on games / gamification and libraries*

Huizinga, J. (1999). *HOMO LUDENS: A Study of the Play-Element in Culture*: Routledge.

*Another classic philosophical treaty on play!*

Kapp, K. M. (2012). *Gamification of Learning and Instruction: Game-Based Methods and Strategies for Training and Education*. Hoboken: Pfeiffer.

*A comprehensive text on gamification in learning - that is, using game elements in education.*

McGonigal, J. (2011). *Reality is broken: why games make us better and how they can change the world*. London: Jonathan Cape.

*Jane is one of the biggest voices on using games for positive social change. An easy, but thought provoking read.*

Schell, J. (2008). *The art of game design: a book of lenses*. Amsterdam: Morgan Kaufmann.

*This goes along with a pack of cards (sold seperately but free as an app for mobile devices) with the "lenses" printed on them. Probably more for serious games designers than us, though it's written in such an accessible way we can take some really useful tips from this book!*

Smale, M. (2011). Learning Through Quests and Contests: Games in Information Literacy Instruction. *Journal of Library Innovation, 2*(2), 20.

*Worth reading to see what other libraries are doing around games and information literacy in particular.*

Squire, K., Gee, J. P., & Jenkins, H. (2011). *Video games and learning: teaching and participatory culture in the digital age*. New York: Teachers College Press.

*A key work on games and learning. Focusses on video games, but lots of the material applies just as well to non-digital games.*

Sutton-Smith, B. (2001). *The ambiguity of play*. Cambridge, Mass: Harvard University Press.

*The third of the "serious" works on play!*

Vaughan, C. C., & Brown, S. L. (2010). *Play: how it shapes the brain, opens the imagination, and invigorates the soul*. New York: Avery.

*A really good, accessible read. I particularly like the idea it introduces of a "play deficit" similar to a "sleep deficit" many of us have. Read, enjoy, then start climbing more trees, playing more games, and address your play deficit!*

Whitton, N., & Moseley, A. (2012). *Using Games to Enhance Learning and Teaching : A Beginner's Guide: A Beginner's Guide*. Hoboken: Taylor and Francis.

*Lots of short chapters in this book that cover a range of ideas on using games in teaching and learning. The contributers include a fair proportion of UK researchers working in the area of game based learning, definitely worth getting a copy for the library to share…*

Zichermann, G., & Cunningham, C. (2011). *Gamification by design: implementing game mechanics in web and mobile apps*. Sebastopol: O'Reilly.

*A key text on gamification - if you're thinking of" gamification" rather than a full blown game, read this before you do anything…*