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Interactive Collaboration: How We Made a Game-Based Information Literacy Module with Credo

Laura Miller
Credo

Terra Rogerson
South University

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Interactive Collaboration:

how we made a game-based information literacy module with credo

Credo
laura miller

South University
terra rogerson



Purpose

To connect learners, faculty and teachers, librarians and publishers in order to give users the information skills necessary for lifelong success.

Strategy

Develop solutions that combine authoritative content, innovative technology and customizable services to help libraries do more.

Process

1. Learn more about the support needed to meet their ambitious strategic goals.
2. Collaborate to help the library meet these goals.
3. Start tackling the next goal.

Road to Collaboration

- Small staffs, 2-6 people
- Shrinking budgets
- Time shortage
- Multiple campuses with different resources
- No system librarian or webmaster
- Students are transient, no residents.
- Students have full-time jobs, time is limited.

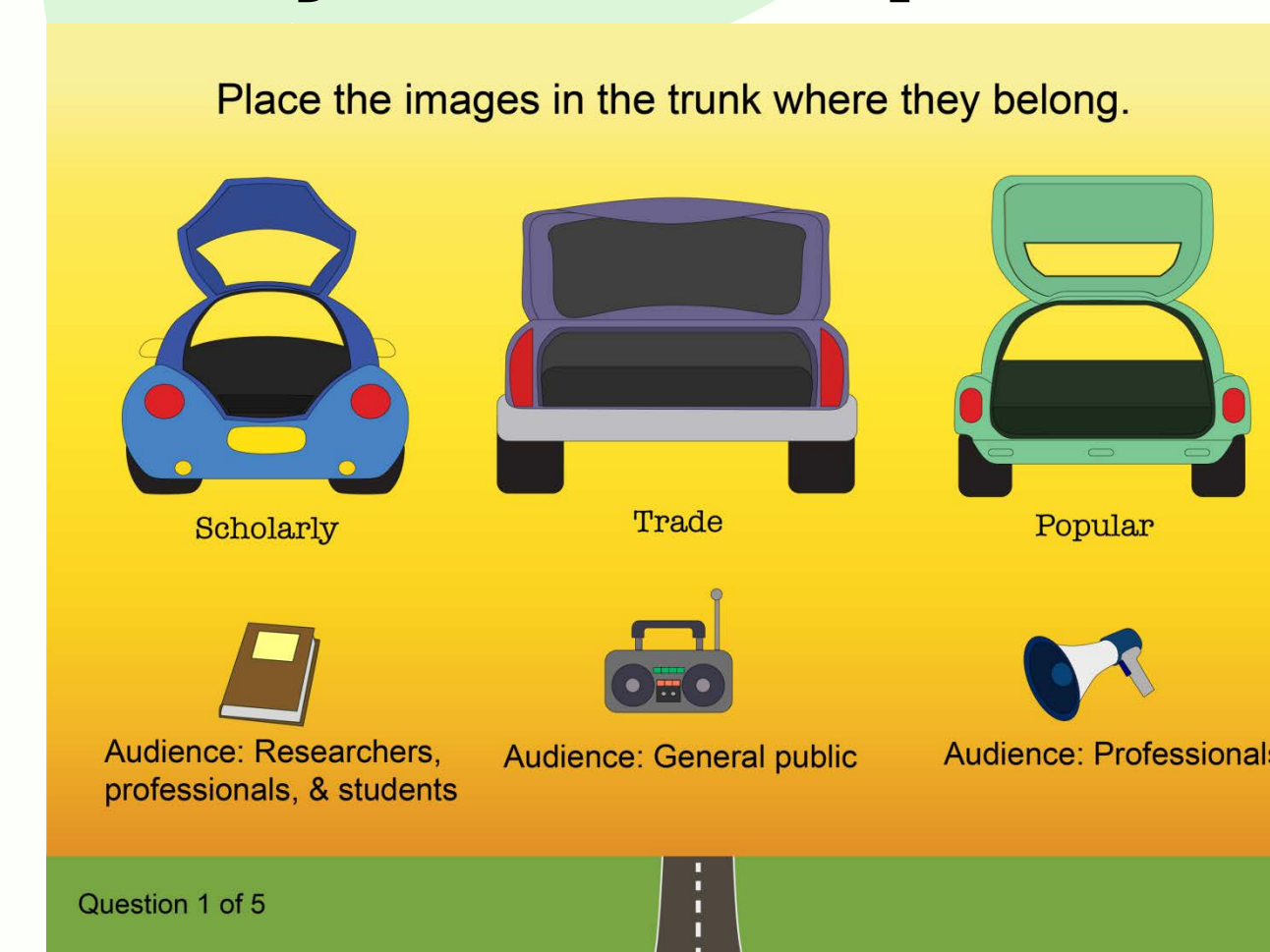
Solutions

- Created content that commuter students can use at home.
- Make it quick and engaging.
- Engage student population (graphic design student did car illustrations).
- Solicit graphic designer to create website.

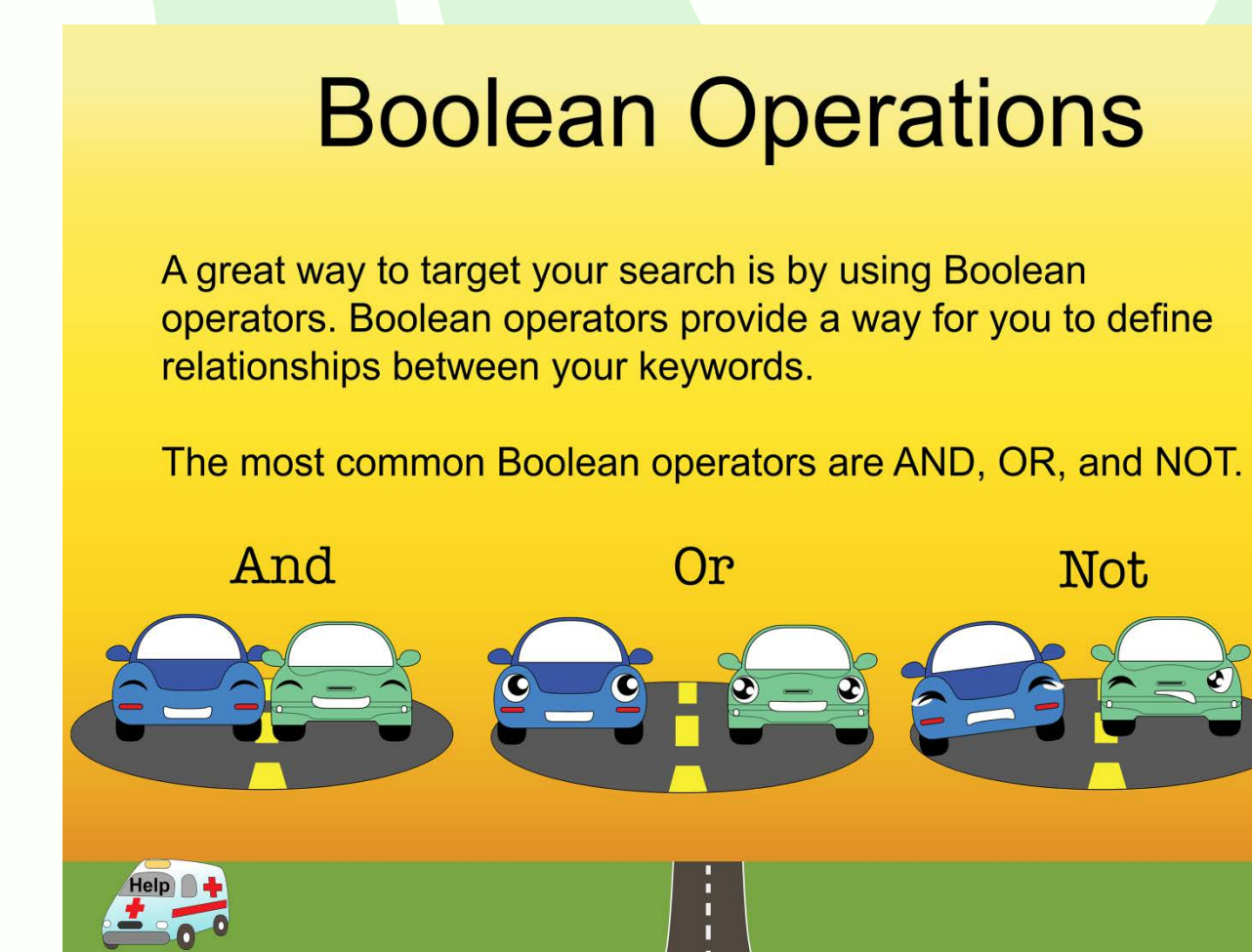
Result:

Research GPS

Scholarly/Trade/Popular Game



Boolean Game



See Research GPS here



How We Did It

- Created content based on ACRL standards.
- Designed simple games to enhance engagement & understanding.
- Broke it up into manageable sections.
- Credo volunteered to create the tutorial.
- Bi-weekly meetings to tweak drafts.
- Credo graphic designer created games

