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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**
- Place the images in the box where they belong.

**Boolean Game**
- Boolean Operations: A fun way to learn your search in 30 using Boolean operations. Boolean operations provide a way for you to define relationships between your keywords.

**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

See Research GPS here