Aug 23rd, 1:00 PM - 5:30 PM

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

Laura Miller
Credo

Terra Rogerson
South University

Follow this and additional works at: https://digitalcommons.georgiasouthern.edu/gaintlit

Part of the Curriculum and Instruction Commons, and the Information Literacy Commons

Recommended Citation
Miller, Laura and Rogerson, Terra, "Interactive Collaboration: How We Made a Game-Based Information Literacy Module with Credo" (2013). Georgia International Conference on Information Literacy. 24.
https://digitalcommons.georgiasouthern.edu/gaintlit/2013/2013/24

This presentation (open access) is brought to you for free and open access by the Conferences & Events at Digital Commons@Georgia Southern. It has been accepted for inclusion in Georgia International Conference on Information Literacy by an authorized administrator of Digital Commons@Georgia Southern. For more information, please contact digitalcommons@georgiasouthern.edu.
Interactive Collaboration:
how we made a game-based information literacy module with Credo

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.

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

Boolean Operations
A fun way to engage your mind is by using Boolean operations. Boolean operations provide a way for you to define relationships between your keywords.
The most common Boolean operations are AND, OR, and NOT.

See Research GPS here

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.

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