Library Game

For first year Bachelor students of the University of Twente

Why a library game?

Increasing the chance students will make use of our services effectively and efficiently by:

- Creating a positive/unique first **experience** with the University Library

- Making students aware of **connection** between University Library and services and education offered to them

- Introducing *all* **students** to our services and some basic information literacy skills in an efficient way

How do we build it?

Team
- Hanneke (Master student Industrial Design Engineering)
- Luuk (Information Specialist Engineering Technology)
- Colleagues University Library & educational services

Process

1. Formulate topics & learning targets

2. Study storyline and gameplay theory

3. Research and select software for production

4. Create storyline(s) and game parallel

Production

✗ Adobe Captivate: not updated anymore

✗ DomiKnow: complex to build in software

✗ Articulate 360: subscription

✓ Articulate Storyline 3: perpetual license

+ Easy to build in software

+ Standard options have modern looks

+ Can be exported to Articulate 360 if necessary

- No 360 degrees photo compatibility
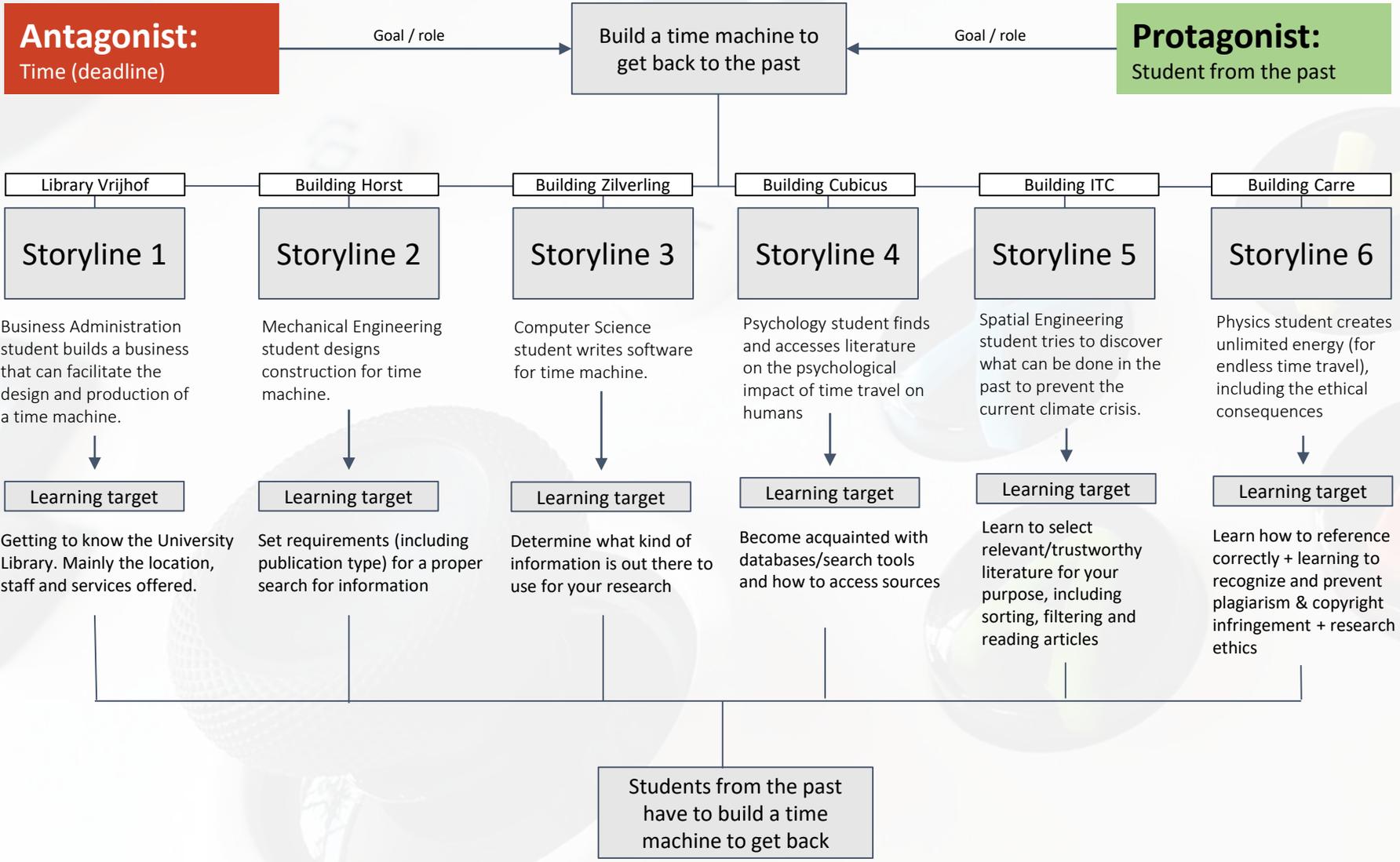
- No standard options for exporting data

Synopsis

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Six students from the past are dropped in the present and have to get back within one month. To build a time machine quickly they have to work together…

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Suggested use

Information specialist **asks** students to play game in preparation of their very first lecture

Student **completes** six storylines while filling the inventory with sources, tools & achievements

Student **saves** inventory when finished

Information Specialist **discusses** the game with students during first Information Literacy lecture

Thanks!

For questions, please contact me via the contact information shared by LOOWI