# The Library Research Game

## LEARNING OBJECTIVES:

## After playing the game, students will be able to:

* Choose a topic and identify keywords related to the topic.
* Identify potential library related search tools.
* Refine searches to find different results.
* Apply the TRAP evaluation “rubric” to a source.
* Cite a source in MLA format.

## APPLICABLE FRAMES:

### Research as Inquiry

**Knowledge Practices**:

* Determine an appropriate scope of investigation.

**Dispositions**:

* Seek multiple perspectives during information gathering and using information.
* Seek appropriate help when needed.

### Searching as Strategic Exploration

**Knowledge Practices**:

* Determine the initial scope of the task required to meet their information needs.
* Identify interested parties, such as scholars, organizations, governments, and industries, who might produce information about a topic and then determine how to access that information.
* Utilize divergent (e.g., brainstorming) and convergent (e.g., selecting the best source) thinking when searching.
* Match information needs and search strategies to appropriate search tools.
* Design and refine needs and search strategies as necessary, based on search results.

**Dispositions**:

* Understand that first attempts do not always produce adequate results.
* Seek guidance from experts, such as librarians, researchers, and professionals.

## GAME PLAY AND RULES:

The team that gains the most experience points (XP) wins a prize. To gain XP, players help each other work through activities that walk them through 6 Realms of the research process.

REALM 1: Choose a Topic

REALM 2: Brainstorm

REALM 3: Create Search Strategy

REALM 4: Search for Resources

REALM 5: Evaluate Resources

REALM 6: Use Information

Reward Realm:  Reflect and Grant Bonus XP

1. Divide into teams of 2-3 people.
2. Each player opens a Scorecard document and saves it as “yournamegame.”
3. One player from the group (it doesn’t matter who!) rolls the dice and advances the team token to a square on the game board.
4. Look on the Scorecard to find the activity that corresponds to the square.
5. Each player does the same activity for their own topic, records the needed information in their own scorecard, and then reports to group members what they have accomplished and learned.
6. If a player is able to complete the activity (some of which include instructor approval), they may award themselves the full experience points that correspond to the activity on the Scorecard.
7. If you roll higher than the number of squares left in a realm, you are automatically sent to the LOCK TASK, which all players must complete and show to the instructor before advancing to the next Realm.
8. Once you enter the Reward Realm, each player has 200 “giveaway” XP to grant to other players on their team at the end of game play. The amount awarded (if any) will be based on reflection and discussion of learning, enthusiasm, and accomplishment of the players.
9. At the end of the game, each player’s XP will be totaled. The entire group’s XP will also be totaled. A prize will be awarded to the individual with the highest experience points and the team with the highest experience points.
10. If you have questions at any time during the game, raise your “Help!” flag.

## ASSESSMENT:

OPINIONO Student Survey:

Please complete the following survey to help us make this a better learning experience for future students.

* Which tool or activity did you find most useful and why?
* What was difficult about the game?
* What was fun about the game?
* How would you improve the game?