

Game-based Learning Community of Practice

<https://capalibrarians.org/communities-of-practice/game-based-learning/>

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We're an ever-evolving group of university and college librarians from Canada and the U.S. who are interested in making learning more engaging and participatory for our students - game-based learning is one approach we take to achieving this goal. Plus, we love games!

This game-based learning community of practice (CoP) started meeting in 2020 and our members are from the north, south, east, and west:

- Martha Attridge Bufton, Interdisciplinary Studies Librarian, Carleton University.
Fav game: Chromino
- Mona Elayyan, Digital Projects and Curation Librarian, Laurier University.
Fav game: Pandemic
- Michelle Goodridge, Head, User and Access Services, Laurier University.
Fav game: Balderdash or Wingspan
- Lucinda Johnston, Instructional Liaison Librarian, University of Alberta.
Fav game: Catan or Scrabble
- Edward Junhao Lim, Business & Entrepreneurship Librarian, University of Connecticut.
Fav game: Santa Monica
- Aeron MacHattie, Teaching and Research Librarian, Concordia University.
Fav game: Spirit Island
- Jennifer AW Stubbs, Instruction and Outreach Librarian, Bradley University.
Fav game: Terraforming Mars
- Shelley Woods, Animation, Arts & Design Librarian, Sheridan College.
Fav game: Telestrations

Topics

We are collaboratively designing our own game based on some preliminary research into topics such as game design and digital game platforms. We've chosen key activities to inform our game design: paraphrasing and identifying synonyms. Plus, we've identified several games (e.g., Funlish, Lamboozled) to playtest in our individual institutions. Our next step is to start developing our own interactive game, that ultimately can be both analog and digital.

Previous topics/activities have included presenting on game-based learning research, and researching related topics such as game theory, design and mechanics, and educational game design.

Meeting mode

We meet nine (9) times a year via Zoom. Each meeting in 2022-2023 has focused on designing our own information literacy game.

THE QUEST FOR TRUTH

A one-page RPG by the CAPAL Game-based Learning Community of Practice

H\lg'hYa d'Uy' jgZYY'rc i gY'UbX'Xjgf]M hY'bcbl
W'a a YfVW'mH\jga YUbg-# Uj_b] nci 'bchrc 'WUF[Y'Zcf'
]zhUhYXi Wrcfgg\ci 'Xi gY']h\ck 'hYmd'YUjz'UbX'V]'
W'a dLb]Ygg]W'rc k \LhH.YmUFY [ccX'Uh']_Y'YI d'c]h]b] 'hY'
k cf_]b] 'WUgg'Znci 'di V]g] nci f [Ua Y'cb]bY'd'YUjY'VfYX]h
C] Yf'8UF_g]fY'f4 XYUhVnVUXgYfL

It's another day in the **perennial quest for truth**, and every choice you make will bring you ever closer to success or ruin. To begin, read the rules below. May luck be with you!

You will need to roll a 6-sided die to create your story - if you don't have one on hand you can roll a virtual die at this link: tinyurl.com/dicerolld6.

RULES

You have three scores, all of which start at 0

LIBRARIAN

STUDENT

JOURNALIST

LIBRARIAN

STUDENT

JOURNALIST

To start the game, choose a task table - **finding information**, **citing sources**, or **exchanging knowledge** - then rolling a six-sided die (d6) and finding the corresponding entry on that task table.

Log your scores in the boxes above by ticking the number of boxes indicated in the table, then roll a new task. **Keep rolling new tasks until one of the following occurs:**

- If your **LIBRARIAN** score reaches 10, you enroll in an iSchool to become a librarian.
- If your **STUDENT** score reaches 10, you calmly submit your term paper early and receive an A+ for the semester.
- If your **JOURNALIST** score reaches 10, you become a successful journalist for Harper's Weekly.

SPECIAL RULE

Once during the game, you can **meet with a librarian**. This allows you to re-roll one die; you can reallocate that number of points from one score to another of your choice.

MEET WITH A LIBRARIAN

Choose a task and start rolling!

FINDING INFORMATION (roll a d6)

1	Used Boolean operators	+2 LIBRARIAN
2	Used Google	+1 STUDENT
3	Started with a background source	+1 JOURNALIST
4	Talked to library staff with a chat feature	+2 STUDENT
5	Searched using multiple browser tabs at once	+2 JOURNALIST
6	Generated a list of synonyms	+1 LIBRARIAN

CITING SOURCES (roll a d6)

1	Linked Zotero with your writing platform	+2 STUDENT
2	Checked the spelling of the names of your sources	+1 JOURNALIST
3	Used library's MLA research guide	+1 LIBRARIAN
4	Kept your sources secret to protect their identities	+3 JOURNALIST
5	Integrated 2+ sources in each paragraph	+2 STUDENT
6	Went to a citation management workshop	+2 LIBRARIAN

EXCHANGING KNOWLEDGE (roll a d6)

1	Submitted a Freedom of Information request	+3 JOURNALIST
2	Generated a revised draft of your essay in ChatGPT	+1 STUDENT
3	You created an ORCID!	+1 STUDENT +1 LIBRARIAN
4	Published in an open source journal	+3 LIBRARIAN
5	Used keywords in title to make article more findable	+1 JOURNALIST +1 LIBRARIAN
6	Volunteered as peer-reviewer for student journal	+3 STUDENT