

# Jeux sans frontières

## It's a library knockout



Adam Edwards and Vanessa Hill

# Game plan

- Issues
- Ideas
- Solutions
- Plans



# Issues

- Not embedded
- Inconsistent provision
- Repetitive
- Bad timing
- Lack of information skills
- Teaching methods.....



# Librarians as teachers

## Teaching skills

- Too generic
- Tools based
- Didactic
- Uninspiring
- Too much
- Unfamiliar subject



# Student research

- Answers
- Facts
- References
- Reporting back
- Easy option
- Fear



**Librarians reinforce this!**

# Get the ball rolling

## Move from

“...lifting and transporting textual substance from one location, the library, to another, their teacher’s briefcases.”

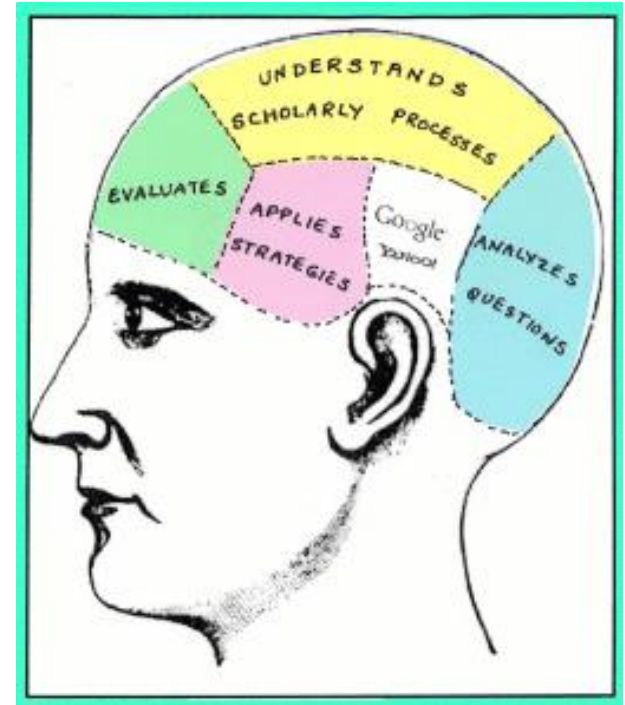
## To

“..searching, analyzing, evaluating, synthesizing, selecting, rejecting...”

Kleine (1987)

# Inspiration

- Less is more
- Cloning
- Discussion
- Learning by doing
- Learners, not the taught



# Games should be...

- Fun
- Quick
- Simple
- Easy
- Need or objective





- Collaboration
- Menu
- Problem based
- Interaction & exploration
- Skills not techniques
- Fun

## Deep Learning

Diekema et al (2011), Wang (2007)



# Game-based activities

- Who we are and what we do
- Thinking about resources
- Keywords
- Hands on try it out
- Evaluation



# Thinking about keywords



# The real thing

Your first piece of coursework for CCM2426 will be based on the **Cornish Villages 4G trial**



- Keywords
- Alternative keywords
- More specific keywords
- Related subjects

# Audience participation

- Thinking about resources
- Evaluation
  
- Other activities:
  - Evaluation game
  - PG keywords
  - What do you think of it so far?
  - Thinking... written

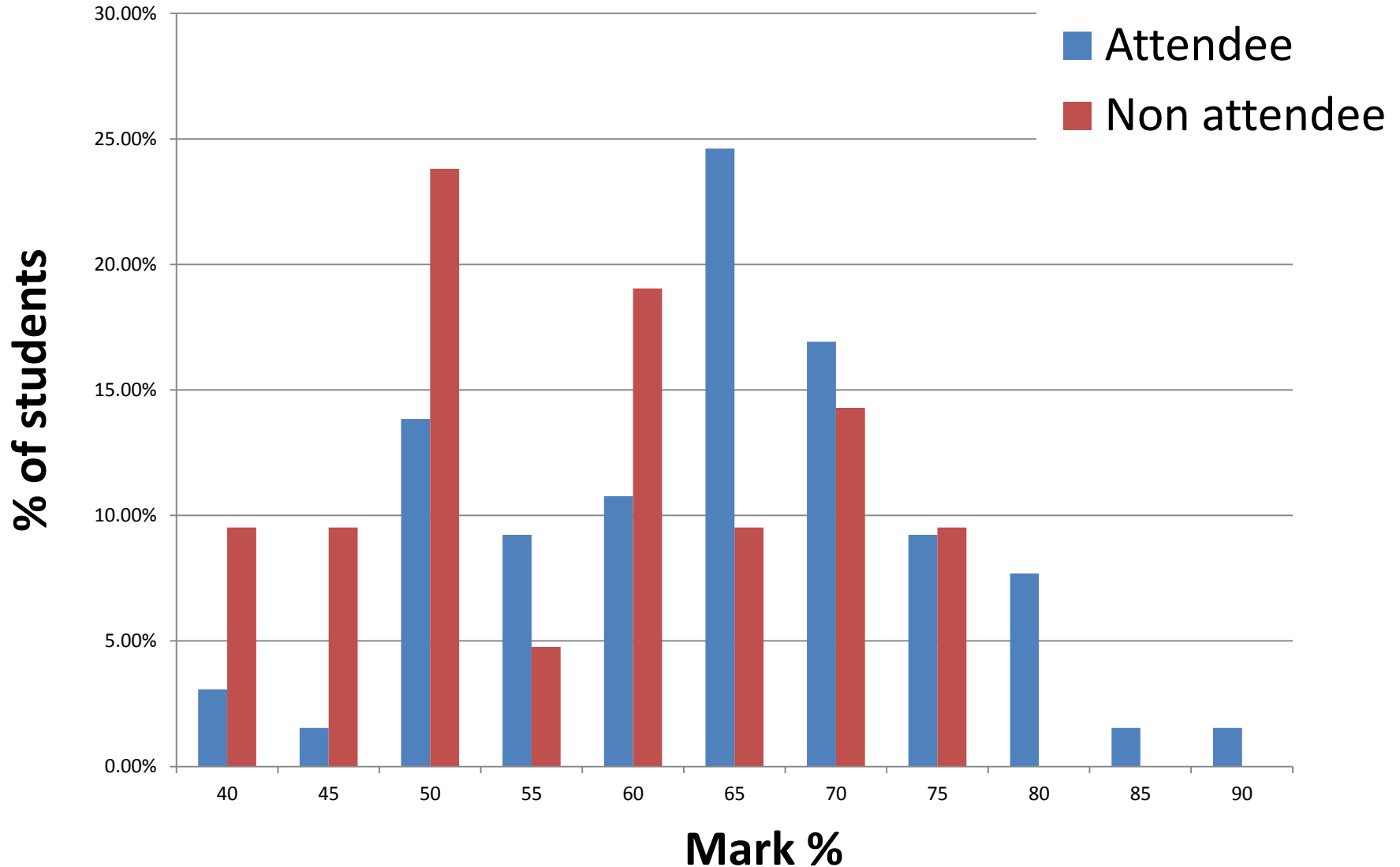


# Measurable impact

- Survey of CCM2426 students
- 66 attendees, 22 non-attend

Marks	Attendees	Non-attendees
Commonest mark	<b>65%</b>	<b>50%</b>
Highest mark	90%	75%
Lowest mark	40%	40%
Bibliography commonest mark	<b>7/10</b>	<b>5/10</b>

# Measurable impact 2



# What they used and why

Search tools used	Attendees	Non-attendees
Google	68%	63%
Wikipedia	38%	27%
Summon	<b>68%</b>	40%
Library catalogue	30%	<b>59%</b>

Evaluation criteria	Attendees	Non-attendees
Current	89%	59%
Relevant	76%	59%
Academic authority	<b>67%</b>	41%
Easy to read	24%	<b>45%</b>

Smith, Edwards (2012)



# Things to consider

- Good students
- Do they remember?
- Impact
  - 2<sup>nd</sup> year survey again
- Non-attendance
  - Less than 90% is serious



# Going the distance

- Roll-out framework
- Develop activities
  - Marking schemes
  - Life after Uni
- Improve attendance
- (Re)validations



# Game, set and match

- Successful collaboration
- Changes have worked
- Teaching is more fun
- Impact...



...Library training gets you better marks!

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