Play your cards right!

The role of meaningful play in teaching information literacy to first-year students

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up-to-date information.



Research problem

To explore how meaningful play can inform information literacy teaching.

Undergraduate students believe they're experts at finding sources for assignments but often choose the wrong sources.

Detailed instructions may not engage students in matching their information needs with appropriate sources.

are required.

No more than one of the following can be used: website, blog, dictionary, Encyclopedia, or newspaper allowed.

Sources

Purpose

To engage students in the process of choosing the right sources for different academic assignments i.e., to change information seeking behaviour in a fun way.

information.

Research question

Can a game be developed that will encourage first-year undergraduates to engage with and use the scholarly literature in their field for assignments?



Why?

Meaningful play allows players to:
connect actions with outcomes
understand the relationship between actions and outcomes
integrate this understanding into game play

This play can be used to teach students that:

"Information in any format is produced to convey a message and is shared via a selected delivery method. The iterative processes of researching, creating, revising, and disseminating information vary, and the resulting product reflects these differences."

~ ACRL Framework for Information Literacy for Higher Education

Academic Journal



Articles in an academic journal are often peer reviewed

Results

Have used this game for IL teaching in classes for both university and college first-year students.

• The game conveys the right information about source material:

- Different information in different formats is needed for different assignments.

- Reading assignment instructions and understanding types of sources is important to academic success.

• Students want a more complex game, i.e., it could be more meaningful.



Plagiarism



The Academic Integrity Policy governs the academic behaviour of students.

Redesigns

Phase I

The original game took too long to play.

We kept the fundamental rules—the game

mechanics worked but:

We eliminated discarding

- We introduced reuse of cards
- We reduced the draw deck from 139 to 60
- Created a short video to explain how to play

the game

Phase II

Introduce card trading

• Add a penalty of negative points for incomplete assignments.

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