

Mobile Literacy: Gamification Programmes in the
City of Johannesburg Libraries eLearning Services

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Outline

1. Introduction & Definitions
2. How *Mobile Literacy* was introduced in CoJ libraries
3. Implementation of *Mobile Literacy: Gamification*
4. Impact of *Mobile Literacy: Gamification*
5. Challenges & Recommendations in implementing *Mobile Literacy* programmes



E-Learning Champions



- Mandated to brainstorm & implement programmes
- Staff from all regions
- Quarterly meetings



Definitions

Mobile Literacy: use mobile devices productively

Gamification: gaming elements

Edutainment: learning through play





Donated tablets/e-Readers

- Preloaded content
- Were used for reading & storytelling





Mobile Literacy staff training conducted by Derek Moore





Mobile Literacy: Community of Practice staff training conducted by Derek Moore





CoJ Libraries with *Mobile Literacy* resources

- Out of 89 – only 17 libraries have *Mobile Literacy* resource – laptops, tablets, e-readers, game boxes.
- Donations from : Harambee, Mzansi Online, Vodacom among others
- Resource sharing



Implementation : our approach

- Proactive, innovative and driven by new I.T concepts and changes in the country (4IR; Economy; Education sector; Community needs)
- A catalogue of all *Mobile Literacy* programmes

Selected examples :

- Tanks Coding
- Actionbound + African storybook
- Invent a story
- Little Alchemy
- Brain It On

Tanks coding game



- App
- Set of puzzles
- Play individually or a group of 5-6

Actionbound activity



- Platform for activities
- Use for library orientation
- Use for treasure hunt outside library



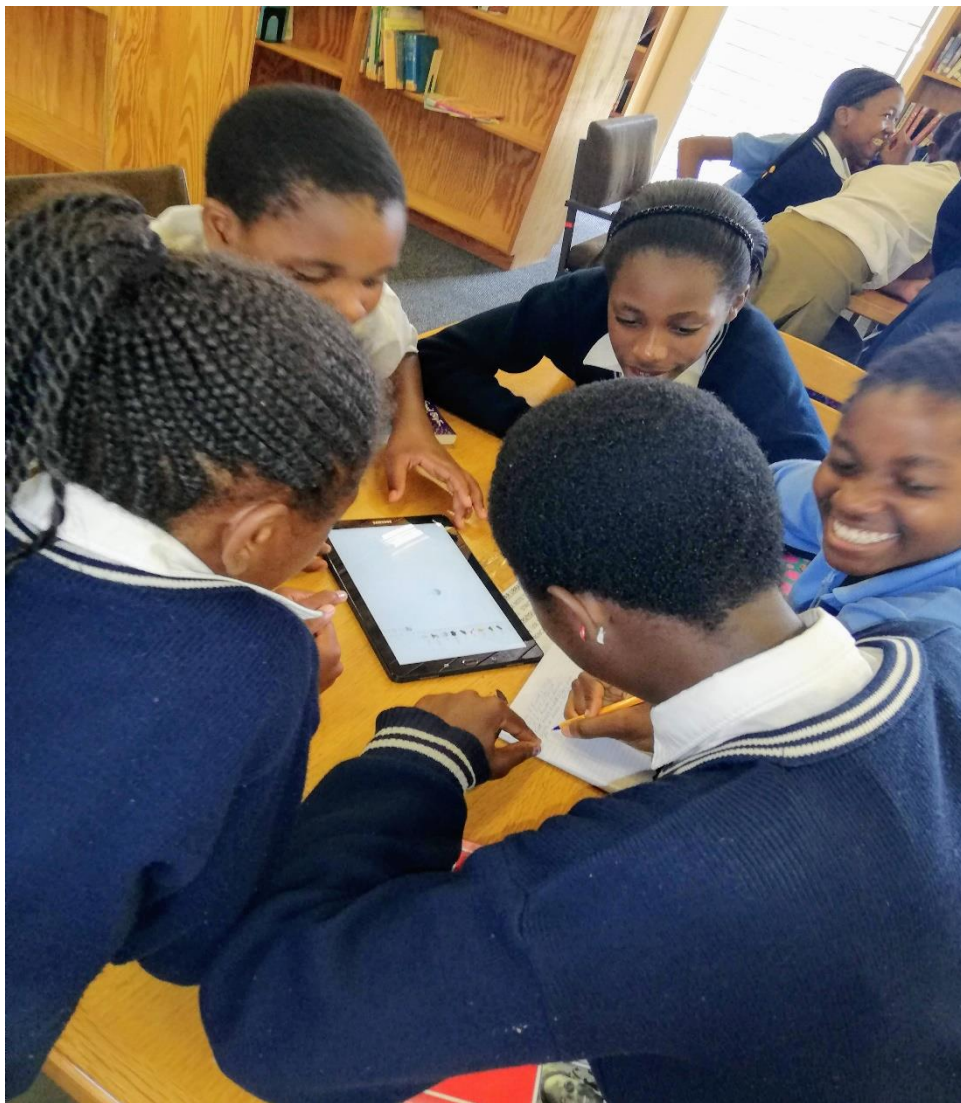
Actionbound: Treasure hunt outside the library



Invent a story



- Story creation
- Collection of themed pictures
- First child selects pic and creates a story



Little Alchemy

- App
- Introduces learners to Chemistry
- Mix elements to create other elements

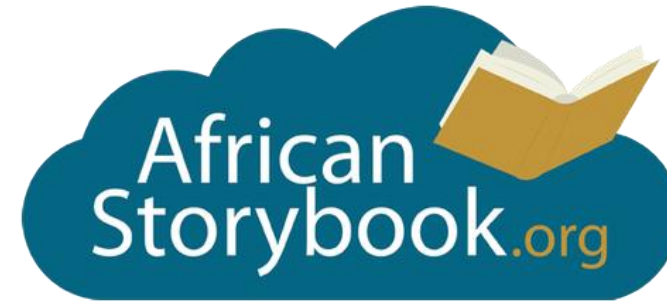
Brain It On puzzle game



- App
- Introduces learners to Physics
- Solve complex tasks



CoJ *Mobile Literacy* collaborations





Impact: feedback from teachers, learners and library staff

- Girls are now interested in coding and robotics
- Learners have shown enthusiasm in choosing Computer Science as a career
- Kids are using the library more often for learning and as a social space
- It assists learners to develop critical and creative thinking skills



Challenges

- Insufficient *Mobile Literacy* resources
- A large number of libraries don't get to implement
- Insufficient funding for ICT in libraries
- Staff and Senior management buy-in



Recommendations

- Increased spending on ICT's in libraries
- More staff training and exposure to the emerging technologies and ICT in general
- Change management plan within organizations
- Encourage resource-sharing among libraries
- Encourage partnerships and collaborations



Thank You