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