Orientation: Live Gaming in the Library

Building Games with Green Door Labs and Berklee College of Music
- 5,000 students
- 1K Freshmen in the fall
- Around 100/150 kids for library orientation

Looking for something more interactive, engaging
Looking to use more technology
Welcome to the Berklee Library. You may know me as “The Berklee Mascot”... I was christened “Mingus” in 2004 and as the resident cool cat, I’ll help you find some extremely cool things in your library over the next 20 minutes. Enter your email here, if you don’t remember your Berklee Email, give us whatever email address you use.

Head to the computers or click this link to find this artifact. Where in the library can you find it?
http://catalog.berklee.edu/eg/opac/record/114087

Note clicking link will open up new browser - go back to previous browser to continue game.

- Circulation Desk
- Learning Center
- Library Stacks

Good choice! At Berklee “I always could find amazing players in all kinds of music,” Uehara says. “Everyone has a favorite artist, and everyone tried to persuade me that their person was the best. They’d say I had to listen to this person, so I did.”

Uehara says she has integrated so many of these influences into her own repertoire, that her compositions, unconventional from the beginning, now defy classification.

“I don’t know what my music is called now,” she says.
Space was too small
- Couldn’t let 40 students loose at a time

Navigation aid not entirely necessary
- You can almost see the copiers from the circulation desk

Going through a major restructuring
- Nobody could fully own the project
Who Sampled

Exploring the DNA of music

- Gets them excited about the library
- Shows them a database
- Starts them thinking about many issues surrounding copyright
- Activity contained in one room
- Questions with real-time results
- Nobody has to move
- Minimal effort
- Students got were engaged, and had something to talk about it

 lickers

- App
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# Are orientation games right for you?

<table>
<thead>
<tr>
<th>To game...</th>
<th>or</th>
<th>Not to game...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeated library literacy instruction and assessment takes up a good amount of your staff time.</td>
<td></td>
<td>Your orientation program is pretty good as it is and isn’t causing you much stress.</td>
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<tr>
<td>It’s hard to scale your program, especially with assessment.</td>
<td></td>
<td>Assessment isn’t much of a problem.</td>
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<tr>
<td>You can comfortably fit 20+ students in your library.</td>
<td></td>
<td>It would be disruptive to have 20+ students walking around the library.</td>
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<tr>
<td>You have one or two dedicated people who could dedicate 10 or so hours to the rollout of a new initiative</td>
<td></td>
<td>Nobody is able to take point on this project or you’re going through a lot of staff and structural changes</td>
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<tr>
<td>Engagement is a high priority.</td>
<td></td>
<td>More engagement isn’t too a high priority, it would be nice but nobody is losing sleep over not having it.</td>
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</tbody>
</table>
Games can be Great for Library Orientation...
It was right for...
But what does it look like to run a game in your library?

Introducing:

VERATAS

AND THE BATTLE FOR TRUTH, JUSTICE, AND VERIFIED INFORMATION SOURCES

Head to www.edventure.us/libgames to find out
So how do you build it??

Use a Platform

Make a pen and paper game

Program it on your own

Go

Go

Go
56 hours of grading.

"Never again," you tell your colleagues.

"Never. Again."

GAME OVER

replay
Code looks something like this:
Welcome to the world of software production! Wait...you have a job as a university librarian too?

Better luck next year!

GAME OVER

replay
Platforms or authoring tools look something like this:
The desk is in all ways unremarkable. If this is the club's room, you'd think they'd spring for something more impressive. Maybe the club is smaller than you thought.

Regardless, the computer sits waiting for you and you doubt anyone would mind if you rifled through the folder of papers on the desk.

- Sit down and log into the computer
- Open the folder
- Return to the center of the room
- Is there anything else to find?
Takeaway #1: Timing Matters
Check out our lib guide references at:

http://guides.library.berklee.edu/librarygames
Gaming in the Library: An Annotated Bibliography

Guide used at the Orlando, 2017 MLA

Articles


Books

- 

Ted Talk

Gaming can make a better world | Jane McGonigal

Sites for Creating Mobile Learning

- Green Door Labs
  "Work with us to help you build, edit or alter a custom project. We understand what it is to be an education nonprofit and we’ll help you to stretch your game-