A Game-Based Multimedia Approach to Library Orientation

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LOEX Conference
San Diego, California, May 3-5, 2007
Background

- Over 6,000 new OSU freshmen yearly.
- Summer orientation offered by the Office of First Year Experience (FYE).
- No Library orientation currently included.
Goals – OSU Administration

- Orientation to the Libraries, resources, and services
- Offered to all new students before first day of classes.
- Alleviate fears and encourage usage
- Available for families
Project Design Team

- Instruction Office librarians – design, content
- Graduate Student – assessment/programmer
- Student – Programmer
- On- and Off-Campus Consultants
Timetable

- Survey students about library use/preferences
- Explore different content/delivery methods
- Discuss issues with experts
- Conduct usability tests
- Distribute to students Summer 2007
- Assess impact on student perceptions
Student Perceptions/Usage Survey

500 students from all colleges

Survey conducted four weeks into quarter

Questions:

- Had intro to Libraries?
- Visited a library?
- Used resources?
- Comfort level?
- More info desired?
- Use orientation CD?
Survey Results – re. Libraries

29% - had received a library introduction

60% - had visited an OSU library

Student Comments –

- Did not know what library resources are available
- Have difficulty finding what they need
Survey Results – re. Orientation

Orientation CD should include:

- Locations of libraries
- Which library is closest to their dorm
- Short movies
- Digital stories
- Interactive games and puzzles

**May not be interested in using this CD**
First Thoughts

- **Goal:** provide basic information about the Libraries in an engaging format to inspire student use.

- **Objectives:** learn about resources (catalog, databases, advanced Google) through Quests.
Four Quests

Complete Quest Post points, advance to new status

Take Test

Test items drawn from process questions, videos, facts

Process question

Process question

Process question

Process question

Breach the Arches Wizard TASK(S)

Breach the Book Fortress TASK(S)

Conquer the Library Maze TASK(S)

Slay Google Dragon TASK(S)

Enter Game, Choose avatar

All Fun facts

All Videos

All Help

All TASK(S)

Parent path through content
Engage Me or Enrage Me!

- **Original plan:**
  Quests are too much like assignments.

- **New plan:**
  Refocus on orientation, casual games.

I must not have fun in the library
I must not have fun in the library
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Marc Prensky on Digital Natives

Conventional Speed ➞ Random Access
Step-by-Step ➞ Parallel Processing
Linear Processing ➞ Text First
Text First ➞ Graphics
Work-Oriented ➞ Play-Oriented
Stand-Alone ➞ Connected
Campus Map as Game Board

Ohio State University Libraries: FYE Orientation Game

Key:
- Locations = 17
- Games = 8
- Movies = 5
Production Challenges

- Format
- Incentives
- Usability testing
- User tracking
- Project evaluation
The Game

A Demo of the game
Is this Instruction?

- Discovery-based
- Multi-media
- Lots of Choice
- Orientation
Is this Instruction?

Which do you think these students will learn the most from?

- A game
- Or....
Is this Instruction?