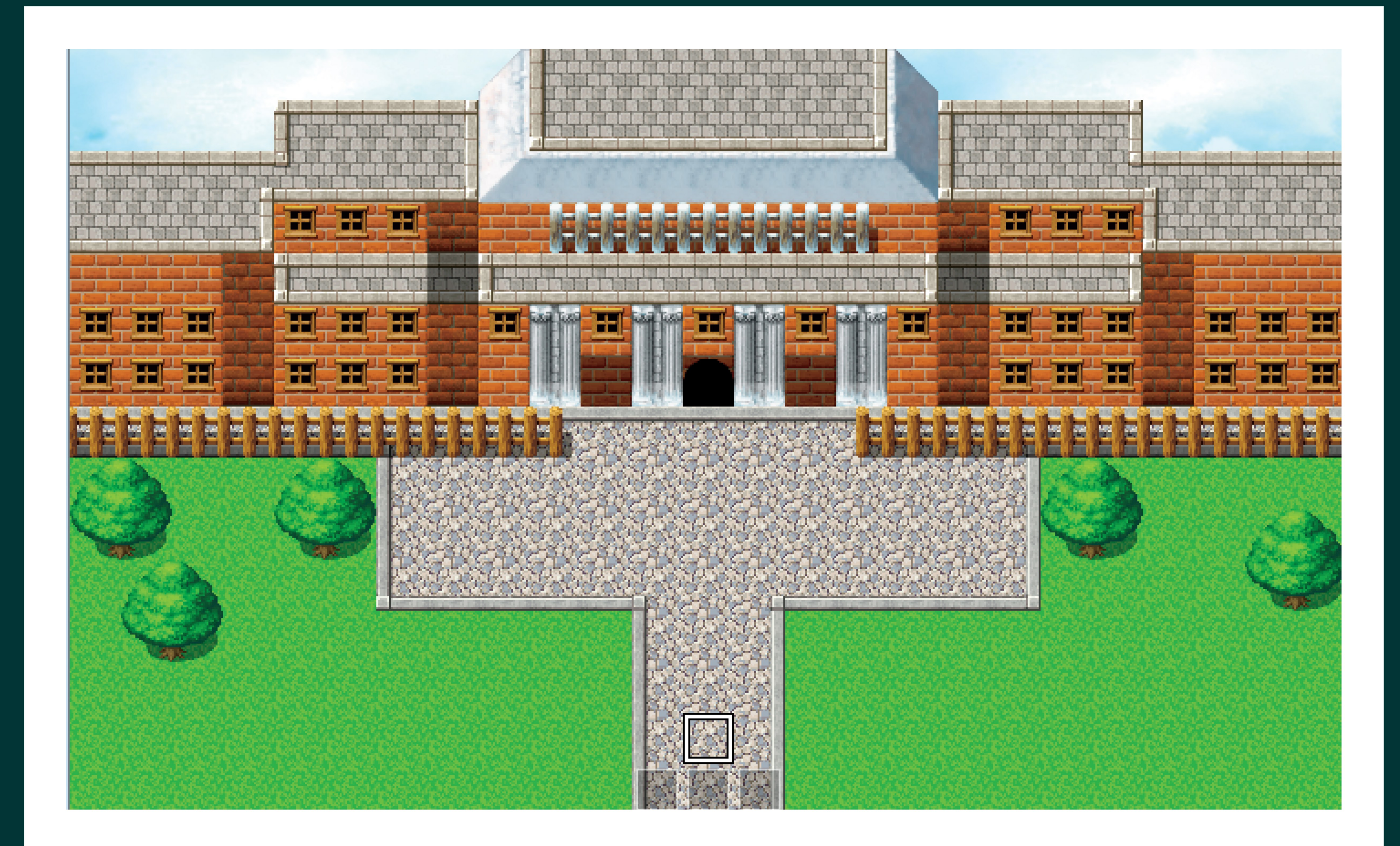


# Your Resource is in Another Library: Gamification Strategies in the University Library



## Background

Prior to the COVID-19 pandemic, the University of Maryland Libraries partnered with UNIV100, an introductory university skills course aimed at freshmen, to offer students an orientation to library services through an "escape room" game developed by UMD librarian Suzy Wilson. The goal was to create a hands-on learning experience that a) informed students about library resources and b) promoted information literacy. Due to its physical nature, the activity was unable to run during the pandemic and could not be easily replicated in a virtual space for hybrid or online learning. This project aimed to reimagine the orientation activity as a video game that utilizes emerging technologies to promote educational and entertaining engagement with library services.

## Goals

Using RPG Maker, this project aimed to create a virtual role-playing game to teach the following:

- How to locate library branches and hours of operation
- How to look up a book in WorldCat using a full or partial citation
- How to physically locate a book in McKeldin, the main campus library
- How to search the library website
- How to identify the technology rental procedure
- How to identify subjects in the Database Finder
- How to contact Subject Specialist librarians
- How to construct an accurate citation using MLA formatting

## Process

- Create online puzzles to target learning outcomes in a virtual space
- Script RPG game narrative to promote engagement
- Create and build character & setting designs
- Develop gameplay through "eventing" using JavaScript logic & character interaction



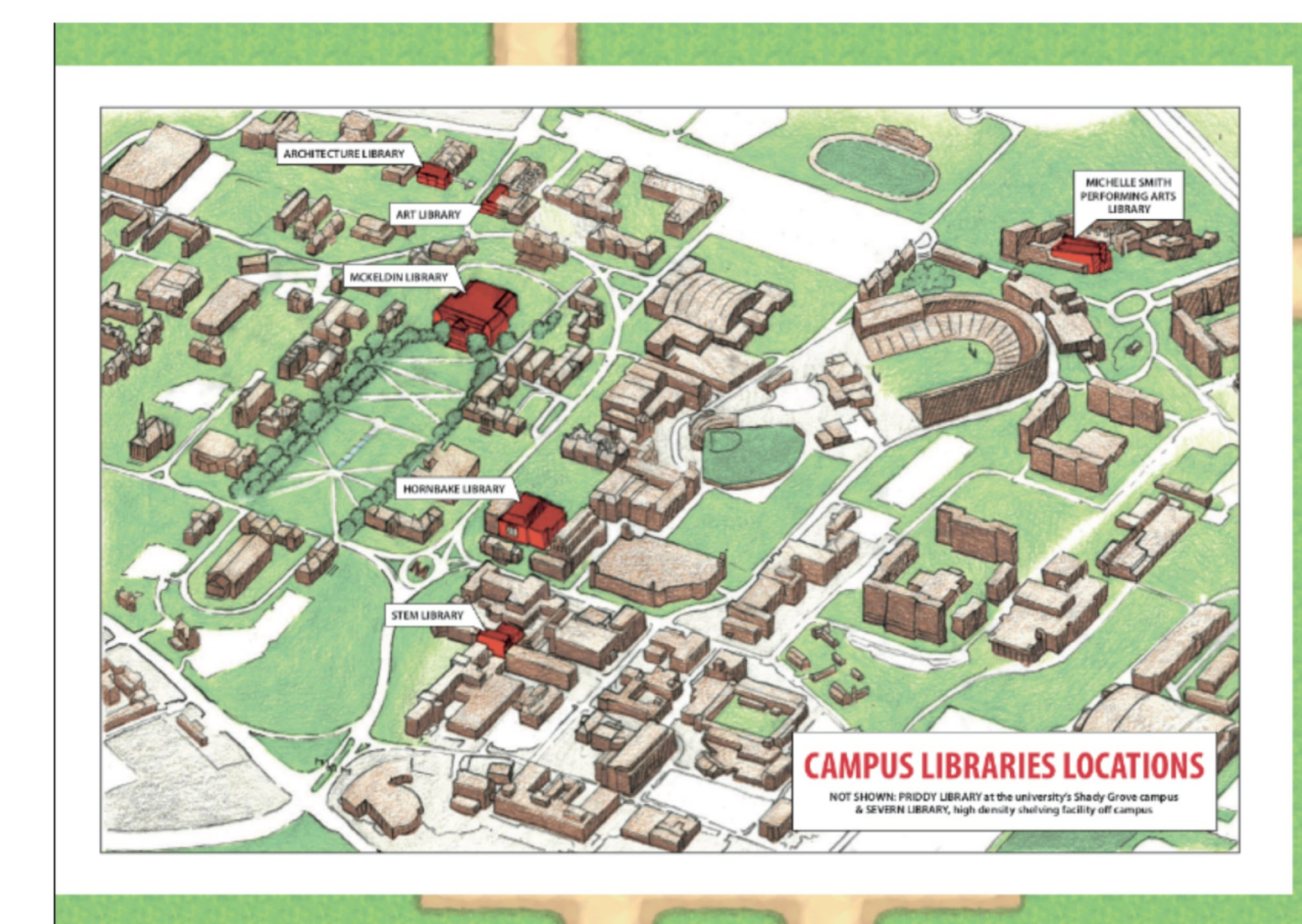
## Challenges

- Librarians without significant coding experience must work within the limitations of existing game-making programs like RPG Maker
- RPG Maker's learning curve slows the workflow process
- RPG Maker files are saved locally rather than online, making collaboration difficult



## Next Steps

- Finalize gameplay and battle mechanics
- Conduct internal testing for bugs & gameplay flaws
- Conduct and implement feedback from user testing
- Distribute to UNIV100 instructors for classroom use
- Make game available on university website



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Questions, comments, and feedback welcome!

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