

We're injecting social gaming into the library experience!

People rarely succeed unless they have fun in what they are doing.

Dale Carnegie

What is it?

Lemontree is a clever bit of web based software linked to the Library Management system that ties a student or staff member's activity in the Library to specific rewards!

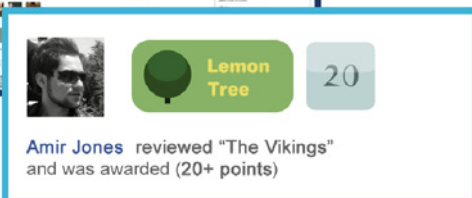
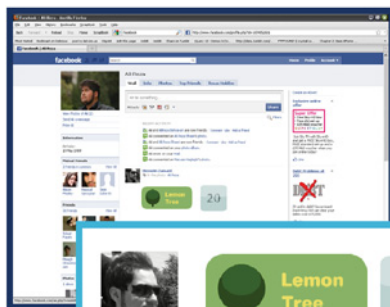
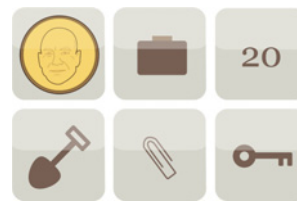
A bit like a coffee shop loyalty card but much more engaging!

How does it work?

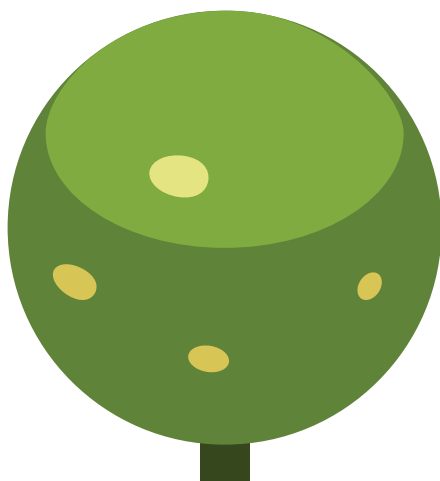
Activities such as, borrowing a book, and rating or commenting on items, all carry points that are made visible to the user on their individual profile page.



More complex actions like completing a reading list or recommending a book to another user carry special achievements.



Some quick facts



The University of Huddersfield Library will be the first Library in the world to feature game mechanics to enhance the academic library experience.

Please contact *Andrew Walsh* a.p.walsh@hud.ac.uk for more information.

We're aiming to launch the pilot version by mid September 2011 and incorporate it into induction days.

Lemontree will integrate seamlessly with Facebook, achievements are published there and will help market the library!

Lemontree features a competitive leaderboard and over 60 unique achievements.

Lemontree incentivises enriching the library catalogue with fresh ratings and reviews.