We’re injecting social gaming into the library experience!

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!

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.

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

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.

- 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.

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

Lemontree is a 2011 T&L Project by Computing & Library Services in collaboration with Running in the Halls Ltd.