“In an unpredictable, changing world, what we learn from playing can be transformed into other novel contexts”
(Brown and Vaughan, 2010, p. 43)

Gamification is “using game-based mechanics, aesthetics and game thinking to engage people, motivate action, promote learning and solve problems”
(Karl Kapp, 2012, p. 10)

What is a game? McGonigal (2012, p. 21) says that “All games share four defining traits: a goal, rules, a feedback system, and voluntary participation.”

“Play is Apparently Purposeless (done for its own sake); Voluntary; has Inherent Attraction; Freedom from time; Diminished consciousness of self; Improvisational potential; and Continuation desire” (See Brown and Vaughan, 2010, p. 17)

SEEK!, a 10 minute game has been used to help teach search skills this academic year.

A second game, SOURCES has also been developed.

Try the play exercise on the table in front of this poster!

The first university in the UK to ‘gamify’ aspects of using the library using Lemontree.

http://library.hud.ac.uk/lemontree

Lemontree

Andrew Walsh has run workshops encouraging librarians to make games in their own libraries, all the game ideas are shared on the ‘Making Games for Libraries’ blog.

http://gamesforlibraries.blogspot.co.uk

Walsh, Andrew (2012) SOURCES - the game. http://eprints.hud.ac.uk/16230