

Games in School Libraries: A Tool for Teaching Information Literacy Skills

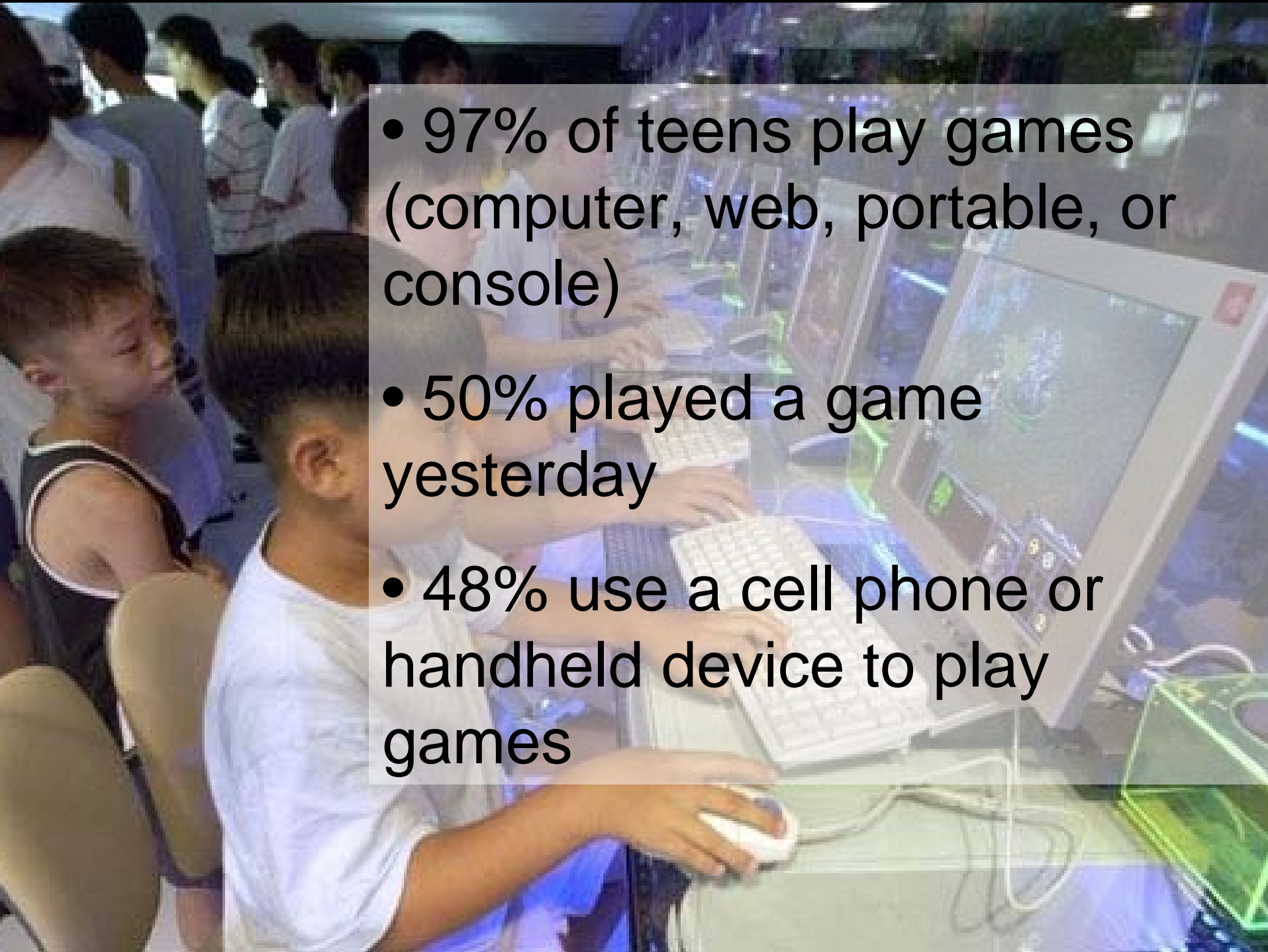
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Abstract

- *The presentation will discuss how schools in the United States are using games to teach information literacy skills to students.*
- **KEYWORDS:** INFORMATION LITERACY EDUCATION;
INFORMATION SKILLS; GAMING IN LIBRARIES
TRACK: KEYNOTE



A profile of today's students & their gaming habits

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- A group of children are sitting at computer workstations in a brightly lit room, likely a school or community center. They are focused on their screens, which display various game interfaces. The room has a modern, clean aesthetic with blue and white lighting. The children are dressed in casual clothing, and the overall atmosphere is one of active engagement with technology.
- 97% of teens play games (computer, web, portable, or console)
 - 50% played a game yesterday
 - 48% use a cell phone or handheld device to play games

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- A photograph of two young girls sitting on a couch, looking at their handheld video game consoles. The girl on the left has long blonde hair and is holding a white console. The girl on the right has long dark hair and is holding a black console. Both are smiling and appear to be enjoying their gaming session. A semi-transparent text box is overlaid on the bottom half of the image, containing three bullet points.
- 80% of teens play 5 or more different game genres
 - Girls play an average of 6 different genres
 - Boys play an average of 8 different genres

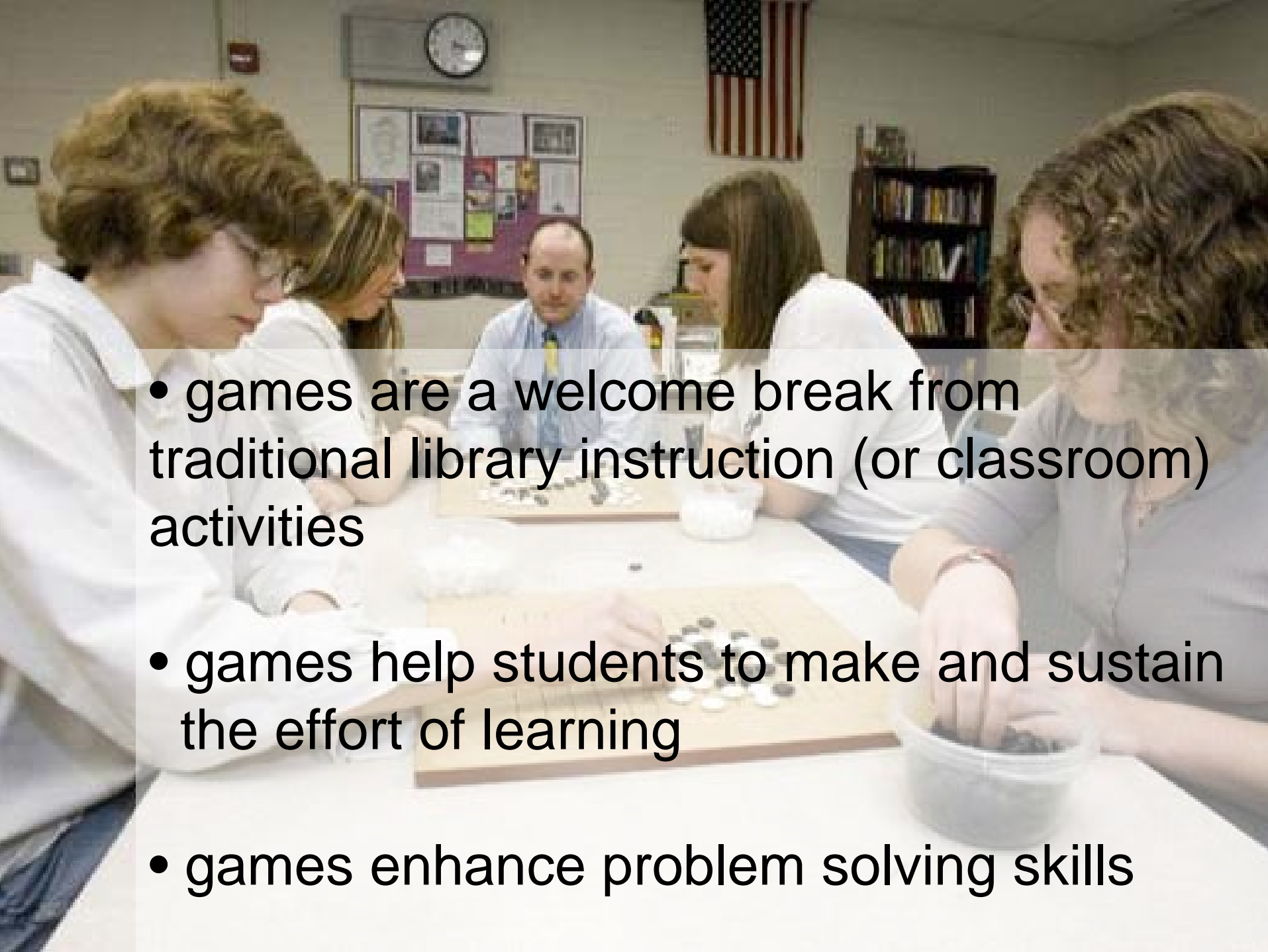


“Social game play is thought to offer the possibility for youth to have collaborative and interactive experiences, experiences that potentially parallel may real-world political and civic activities.”

Why use games to teach
information literacy skills?



- games are fun & highly interactive
- games are cognitively engaging
- games motivating & challenging



- games are a welcome break from traditional library instruction (or classroom) activities
- games help students to make and sustain the effort of learning
- games enhance problem solving skills

A photograph of three children, two boys and one girl, looking intently at a screen. The boy on the right is holding a white video game controller. The girl on the left is also holding a controller. The boy in the middle is pointing towards the screen. The background is a plain, light-colored wall.

Gaming teaches kids:

- information literacy skills
- reading
- keyboarding
- social skills
- eye hand coordination
- multitasking skills

Games in the Library



Information Literacy Standards Applied to Board Games

AASL Standards for the 21st Century Learner

LEARNERS USE SKILLS, RESOURCES, & TOOLS TO:

1

Inquire, think critically, and gain knowledge.

2

Draw conclusions, make informed decisions, apply knowledge to new situations, and create new knowledge.

3

Share knowledge and participate ethically and productively as members of our democratic society.

4

Pursue personal and aesthetic growth.

AASL Standards for the 21st Century Learner



Applying the standards to board games



AASL Standard 1

Inquire,
think
critically,
and gain
knowledge.

AASL Standard 2

- Draw conclusions, make informed decisions, apply knowledge to new situations, and create new knowledge.





AASL Standard 3

- Share knowledge and participate ethically and productively as members of our democratic society.

AASL Standard 4

Pursue personal and aesthetic growth.



Incorporating Games into your Library Collection

- Align games with state/provincial/national curriculum standards
- Describe games as instructional tools that can be used to boost student achievement

Guidelines for Developing a Games Collection

- Select games that are authentic and fun
- Align games with curriculum
- Factor in time it takes to play the game
- Consider return on investment

Resources

- American Association of School Librarians
Standards for the 21st Century Learners
<http://www.ala.org/ala/mgrps/divs/aasl/guidelinesandstandards/learningstandards/standards.cfm>

Additional Resources

- American Library Association's Games & Gaming Resources

http://gaming.ala.org/resources/index.php?title=Main_Page

- The Librarian's Guide to Gaming: An Online Toolkit for Building Gaming at your library

<http://www.librarygamingtoolkit.org/>

Resources for Board Games

- Games for Educators

<http://www.g4ed.com/>

- Board Game Geek

<http://www.boardgamegeek.com/>

Questions?

Thank you for coming today!

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