Designing Online Information Literacy Games Students Want to Play

Karen Markey, Chris Leeder, Soo Young Rieh

Designing Online Information Literacy Games Students Want to Play

Karen Markey, Chris Leeder, Soo Young Rieh

Designing Online Information Literacy Games Students Want to Play Karen Markey, Chris Leeder, Soo Young Rieh
Designing Online Information Literacy Games Students Want to Play sets the record straight with regard to the promise of games for motivating and teaching students in educational environments.

The authors draw on their experience designing the BiblioBouts information literacy game, deploying it in dozens of college classrooms across the country, and evaluating its effectiveness for teaching students how to conduct library research. The multi-modal evaluation of BiblioBouts involved qualitative and quantitative data collection methods and analyses. Drawing on the evaluation, the authors describe how students played this particular information literacy game and make recommendations for the design of future information literacy games.

You'll learn how the game's design evolved in response to student input and how students played the game including their attitudes about playing games to develop information literacy skills and concepts specifically and playing educational games generally. The authors describe how students benefited as a result of playing the game.

Drawing from their own first-hand experience, research, and networking, the authors feature best practices that educators and game designers in LIS specifically and other educational fields generally need to know so that they build classroom games that students want to play. Best practices topics covered include pre-game instruction, rewards, feedback, the ability to review/change actions, ideal timing, and more.

The final section of the book covers important concepts for future information literacy game design.

⬇ **Download** Designing Online Information Literacy Games Studen ...pdf

▤ **Read Online** Designing Online Information Literacy Games Stud ...pdf

Download and Read Free Online Designing Online Information Literacy Games Students Want to Play Karen Markey, Chris Leeder, Soo Young Rieh

---

From reader reviews:

Thomas Bedwell:

As people who live in the particular modest era should be revise about what going on or facts even knowledge to make them keep up with the era which is always change and make progress. Some of you maybe will probably update themselves by reading books. It is a good choice to suit your needs but the problems coming to an individual is you don't know what type you should start with. This Designing Online Information Literacy Games Students Want to Play is our recommendation to make you keep up with the world. Why, because this book serves what you want and want in this era.

Enrique McLean:

The e-book untitled Designing Online Information Literacy Games Students Want to Play is the e-book that recommended to you to learn. You can see the quality of the e-book content that will be shown to you actually. The language that publisher use to explained their ideas are easily to understand. The article author was did a lot of exploration when write the book, and so the information that they share to you is absolutely accurate. You also could get the e-book of Designing Online Information Literacy Games Students Want to Play from the publisher to make you far more enjoy free time.

Edgar Foley:

Spent a free time and energy to be fun activity to complete! A lot of people spent their down time with their family, or their own friends. Usually they undertaking activity like watching television, planning to beach, or picnic inside the park. They actually doing ditto every week. Do you feel it? Would you like to something different to fill your free time/ holiday? Might be reading a book is usually option to fill your free time/ holiday. The first thing that you ask may be what kinds of reserve that you should read. If you want to attempt look for book, may be the book untitled Designing Online Information Literacy Games Students Want to Play can be good book to read. May be it may be best activity to you.

Michael Wheeler:

The reason why? Because this Designing Online Information Literacy Games Students Want to Play is an unordinary book that the inside of the reserve waiting for you to snap the item but latter it will distress you with the secret the item inside. Reading this book beside it was fantastic author who all write the book in such wonderful way makes the content on the inside easier to understand, entertaining way but still convey the meaning thoroughly. So , it is good for you because of not hesitating having this anymore or you going to regret it. This amazing book will give you a lot of rewards than the other book have got such as help improving your proficiency and your critical thinking means. So , still want to delay having that book? If I ended up you I will go to the publication store hurriedly.

Download and Read Online Designing Online Information Literacy Games Students Want to Play Karen Markey, Chris Leeder, Soo Young Rieh #WBHZ3K41IFA

Read Designing Online Information Literacy Games Students Want to Play by Karen Markey, Chris Leeder, Soo Young Rieh for online ebook

Designing Online Information Literacy Games Students Want to Play by Karen Markey, Chris Leeder, Soo Young Rieh Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Designing Online Information Literacy Games Students Want to Play by Karen Markey, Chris Leeder, Soo Young Rieh books to read online.

Online Designing Online Information Literacy Games Students Want to Play by Karen Markey, Chris Leeder, Soo Young Rieh ebook PDF download

Designing Online Information Literacy Games Students Want to Play by Karen Markey, Chris Leeder, Soo Young Rieh Doc

Designing Online Information Literacy Games Students Want to Play by Karen Markey, Chris Leeder, Soo Young Rieh Mobipocket

Designing Online Information Literacy Games Students Want to Play by Karen Markey, Chris Leeder, Soo Young Rieh EPub