Searching as strategic exploration: using escape rooms to teach information literacy

Context

ACRL Framework

Escape room 101

Assessment and lessons learned

Library orientation

One of three sessions

Engage with the library and its services

Learn basic information literacy skills

ACRL Framework

Searching as strategic exploration

Research as inquiry

Knowledge practices

utilize divergent (e.g., brainstorming) and convergent (e.g., selecting the best source) thinking when searching

design and refine needs and search strategies as necessary, based on search results

use various research methods, based on need, circumstance, and type of inquiry

understand how information systems are organized in order to access relevant information

Learning objectives

Navigate the catalogue

Use electronic resources (Kanopy, ebooks)

Locate books using call numbers (on the shelves/in reserve)

Find information in books

Explore the library

Evaluate sources

Familiarize themselves with APA citation style

What is an escape room?

Escape rooms are “live-action team-based games where players discover clues, solve puzzles, and accomplish tasks in one or more rooms in order to accomplish a specific goal (usually escaping from the room) in a limited amount of time” (Nicholson, 2015).

Why an escape room?

Active learning

Teamwork

Critical thinking

Problem-based

Logistics

Space

Budget

Time

Staff

Audience

Narrative

Clues

Test

Space

Basic components

Narrative

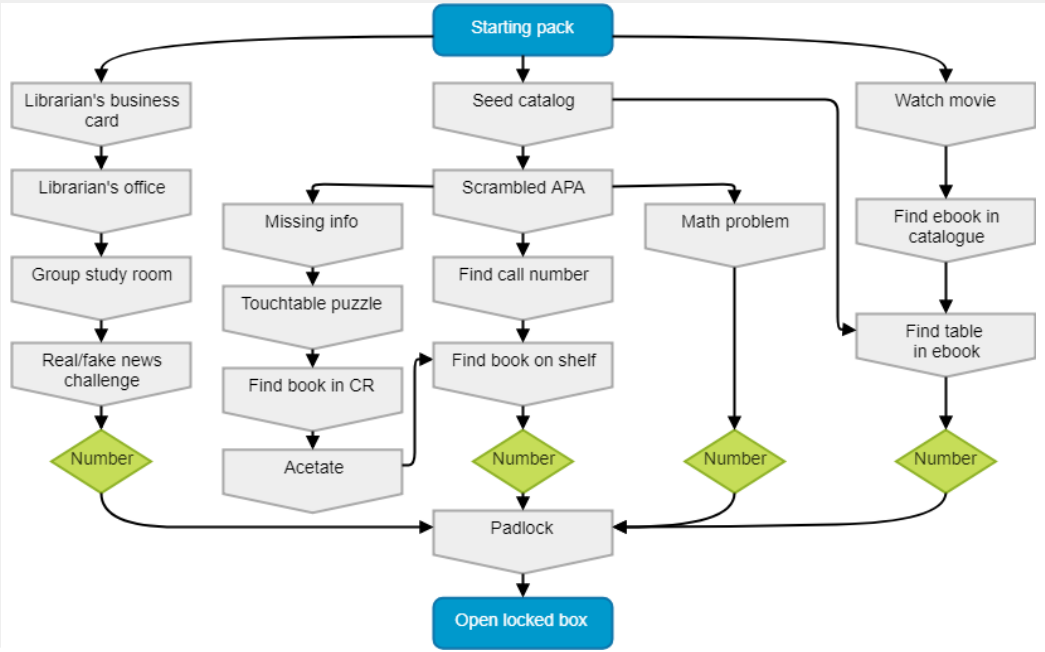
You were caught plagiarizing on an assignment. The Associate Dean of Student Affairs sent you to the library to learn how to find and use scholarly sources. He said you had one hour to prove that you have learned your lesson or you will be expelled.

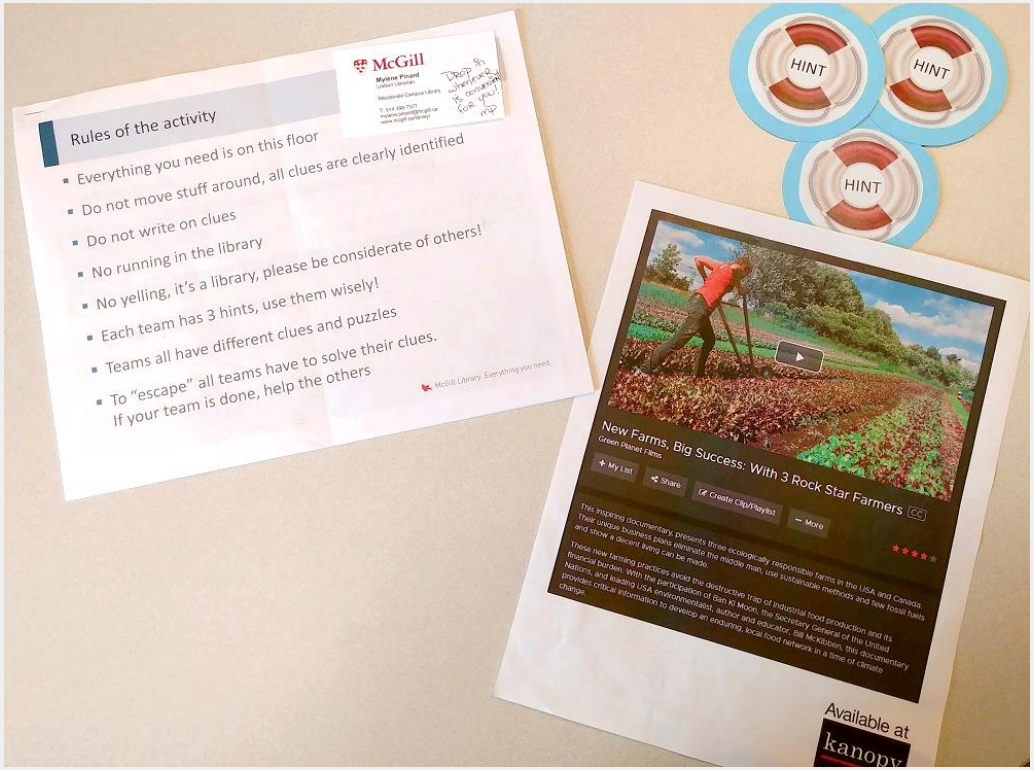
Clues

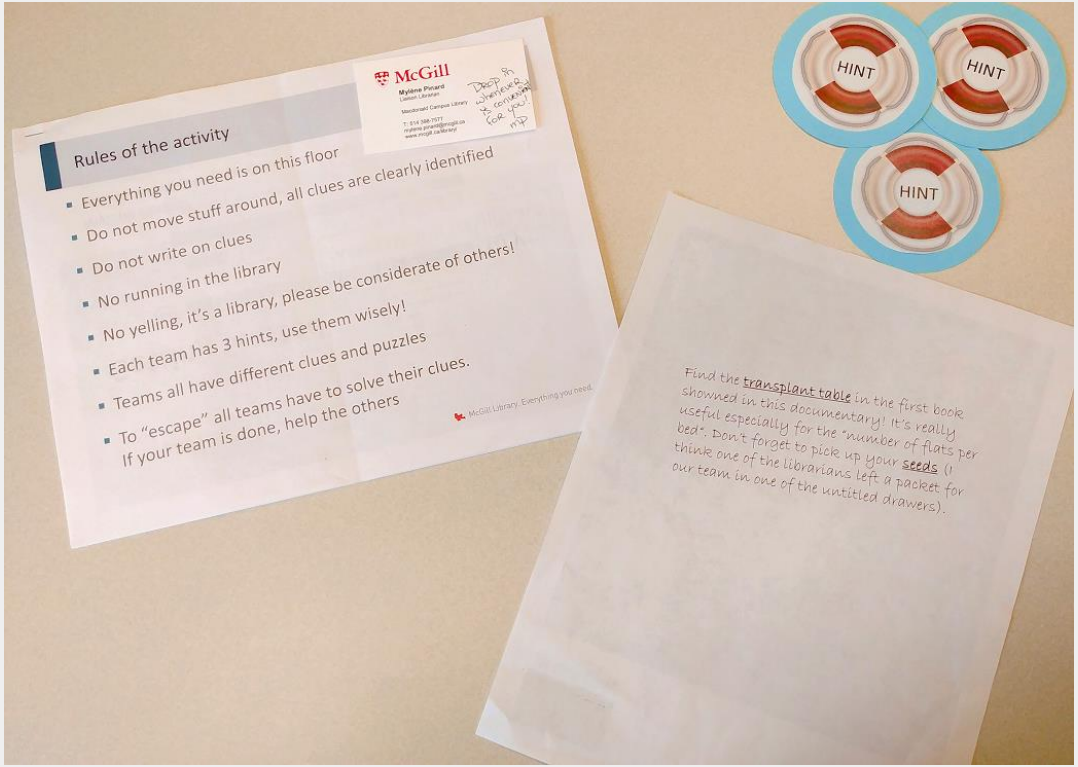
Can be anything:

- Something missing
- Ciphers
- Word/math puzzles
- Etc.

Puzzle flowchart




McGill
Rules of the activity
Everything you need is on this floor
Do not move stuff around, all clues are clearly identified
Do not write on clues
No running in the library
No yelling, it's a library, please be considerate of others!
Each team has 3 hints, use them wisely!
Teams all have different clues and puzzles
To "escape" all teams have to solve their clues.
If your team is done, help the others
HINT
HINT
HINT
New Farms, Big Success: With 3 Rock Star Farmers
Available at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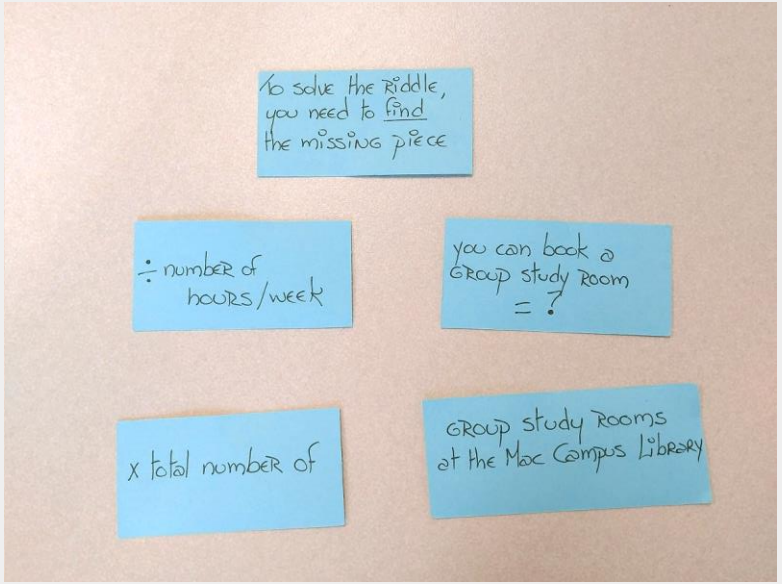
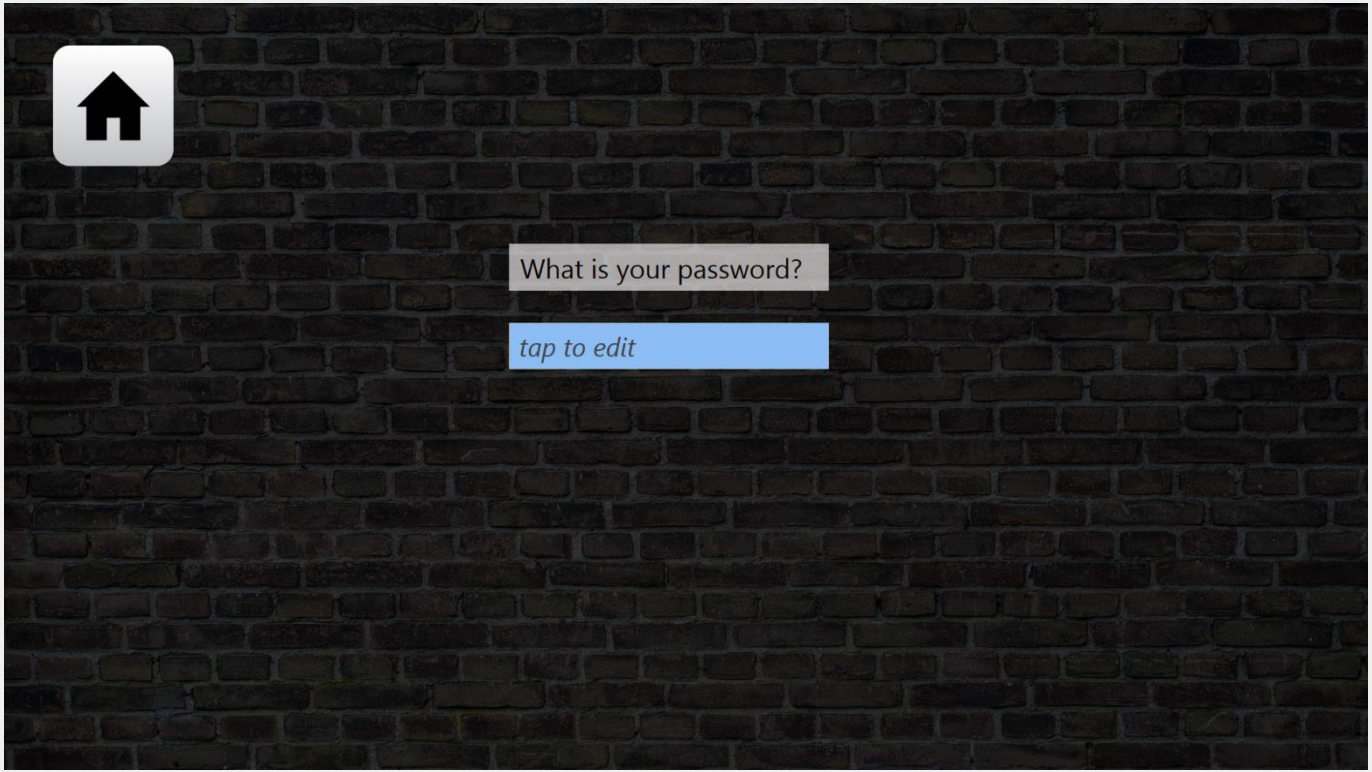
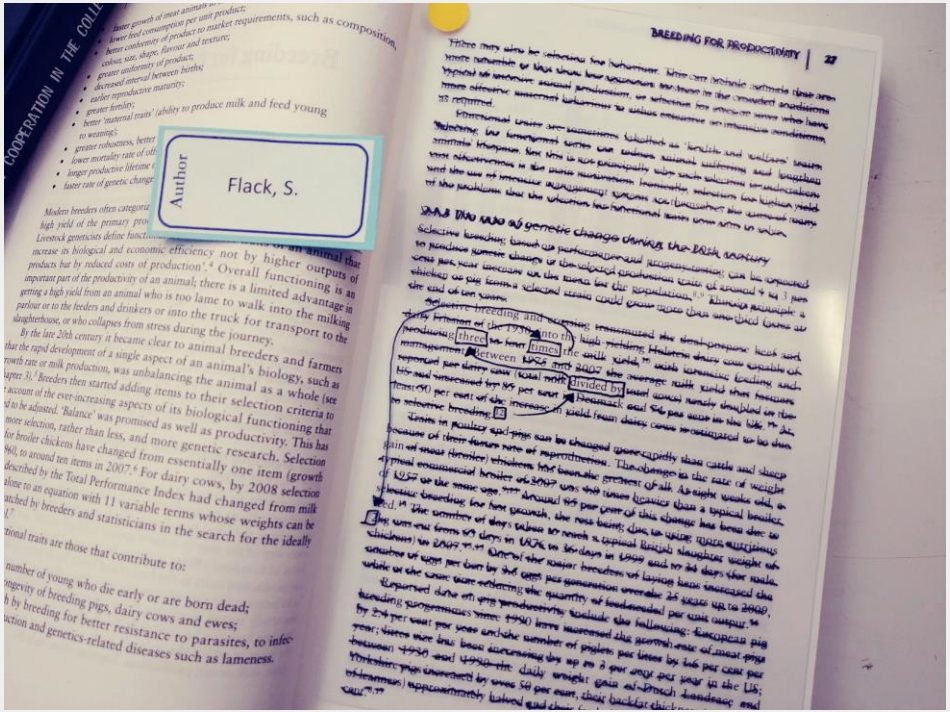
McGill
HINT
HINT
HINT
Find the transplant table in the first book showned in this documentary! It's really useful especially for the "number of flats per bed". Don't forget to pick up your seeds (I think one of the librarians left a packet for our team in one of the untitled drawers).

Seed Library
Macdonald
Campus
Bibliothèque de semences
McGill
Library
Bibliothèque

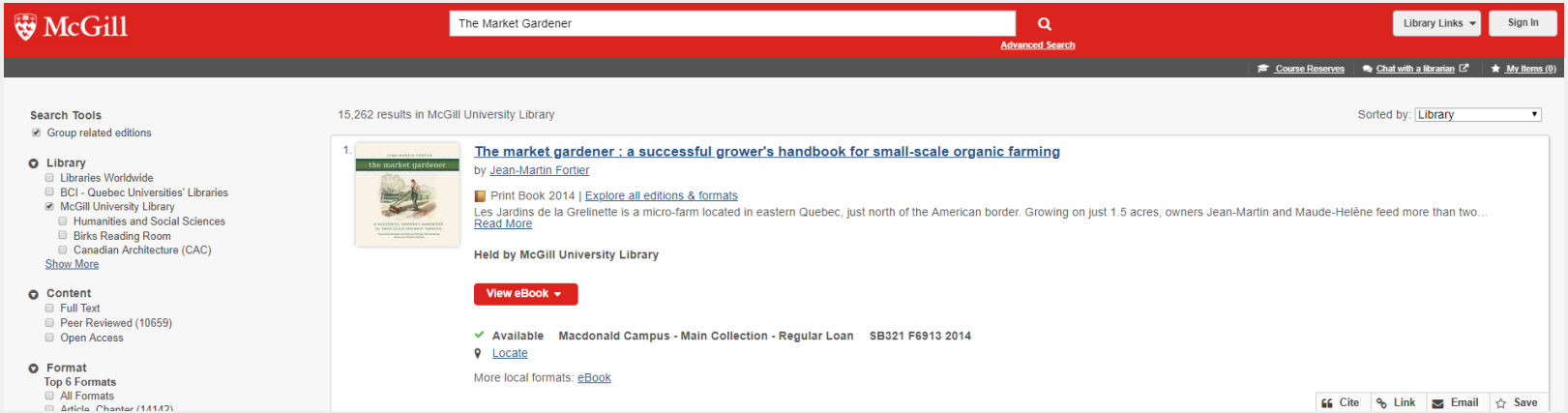

To solve the riddle, you need to find the missing piece
÷ number of hours/week
you can book a GROUP study room = ?
x total number of
GROUP study rooms at the Mac Campus Library


What is your password?
tap to edit

MARKET PARTICI
NIGEL POO


Author
Flack, S.

Navigate catalogue



CNN BUSINESS Markets Tech Media Success Perspectives Video

Cash-strapped farmers feed candy to cows

by Aaron Smith @AaronSmithCNN

October 10, 2012: 5:29 AM ET

Kentucky cows chow down on candy

Cattle farmers struggling with record corn prices are feeding their cows candy instead.

That's right, candy. Cows are being fed chocolate bars, gummy worms, ice cream sprinkles, marshmallows, bits of hard candy and even powdered hot chocolate mix, according to cattle farmers, bovine nutritionists and commodities dealers.

"It has been a practice going on for decades and is a very good way to for producers to reduce feed cost, and to provide less expensive food for consumers," said Ki Fanning, a livestock nutritionist with Great Plains Livestock Consulting, Inc. in

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Bitcoin Up 30,000X -- Here's Your Backdoor In

Motley Fool Issues Rare Triple-Buy Alert

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Assessment

When asked what they enjoyed most about the game:

“I liked the teamwork and that we were trying to focus and help each other”

“It played with your mind and made you think”

“How we had to explore for ourselves”

Assessment

88% would recommend it to other students

68.5% said the game helped them learn about the library

“I learned how to find books…”
“afterwards it made me learn a lot even though it didn't feel like it at the time”
“There is just not books at the library”
“Go ask the librarian for help!”

Assessment

“I’ve learned that librarians are tricky !”

Lessons

Testing is important

Be clear about the rules

Let students struggle

Calculate the time it takes to reset the game

Puzzles can break

Interested? How can you start?

Go to a local escape room to experience it for yourself

Breakout EDU

Read about other educational escape rooms

Take a look at what you already have

References

Association of College and Research Libraries. (2016). *Framework for information literacy for higher education*. Retrieved from http://www.ala.org/acrl/standards/ilframework.

Nicholson, S. (2015). *Peeking behind the locked door: A survey of escape room facilities*. Retrieved from http://scottnicholson.com/pubs/erfacwhite.pdf

Thanks for attending!

Any questions?

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