They're Fun, But Are They Sustainable?
Assessing Games-Based Learning in Library Instruction

Katelyn Angell and Eamon Tewell, Long Island University Brooklyn

The Project's Origination

- Considering incorporating LIT into instruction
- Review of the literature and LIT activities
- Awareness of the real-world benefits

Is there evidence that playing games enhances student learning in academic library instruction?

The Games

- Doing Research: Keywords (UIC)
- Citation Tic Tac Toe (LIU)

Methodology

- Population: 86 students in ENG 16
- Experimental group: students in classes using games
- Control group: students in classes without games
- Hypothesis: students in experimental group will demonstrate better learning outcomes
- Data collected via six-item pre- and post-test assessment tool
- Analyzed data with paired samples t-tests

Limits and Conclusions

- Title
- Each instructor was assigned to only teach one condition
- The control group was taught the improved face-to-face course
- Participants did not include games

- Evaluation
- Preliminary evidence suggests learning of computer games in
  - Pedagogical and\textit{a}\textit{d}nanalysis of empirical research on the effects of games in
  - Learning and engagement
- Playing the game with the group
Games-Based Learning (GBL)

- Increasingly popular in public & academic settings
- Digital, non-digital, and hybrid approaches
- Key characteristics: competition, challenges, and active participation
The Project's Origination

- Considering incorporating GBL into instruction
- Review of the literature and GBL activities
- No answers to the real question at hand:

Is there evidence that playing games enhances student learning in academic library instruction?
Library Instruction at LIU Brooklyn

- Well-embedded at freshmen level: 1300 students/year

- Instructional opportunities:
  - 1 session in Orientation Seminar
  - 2 sessions in English Composition (ENG 16)
  - 2 sessions in Core Seminar

- Identified ENG 16 as ideal place to implement GBL
The Games

Identifying Keywords
When you are given a research topic, the first thing you have to do is identify keywords. Keywords are the important words that describe and are unique to your topic.

Click and drag into the film canister the words that are good keywords for: The Representation of Women in Film

Keywords

The
Represent-
Women
In
Film

Citation Tic Tac Toe (JMU)

Citation
Tic-Tac-Toe

Round 1 of 3

Doing Research: Keywords (UIC)
Methodology

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Experimental Group Class Outline

- Overview of class content (5 min.)
- Pre-test (5 min.)
- Presentation on keyword development (10 min.)
- Students play keyword game (15 min.)
- Demonstrate 2 databases (15 min.)
- Students complete activity (25 min.)
The Results

• Significant difference between pre- and post-test scores in exp. group (p=.004)
• Shows student performance improved markedly on post-test
• No significance found between pre- and post-test scores in control group (p=.615)
• Results suggest incorporation of games into library instruction can improve knowledge retention
• Hypothesis confirmed
Limits and Conclusions

Limits
- Each instructor was assigned to only teach in one condition
- Time could have accounted for improved post-test scores
- Researchers did not create games

Conclusions
- Preliminary evidence supports inclusion of computer games into information literacy pedagogy
- Findings warrant additional empirical research on the effect games have on student learning
  - Longitudinal analysis
  - Playing individually vs. in groups
Questions, Thoughts

Kate Angell
katelyn.angell@liu.edu

Eamon Tewell
eamon.tewell@liu.edu
twitter: @eamontewell