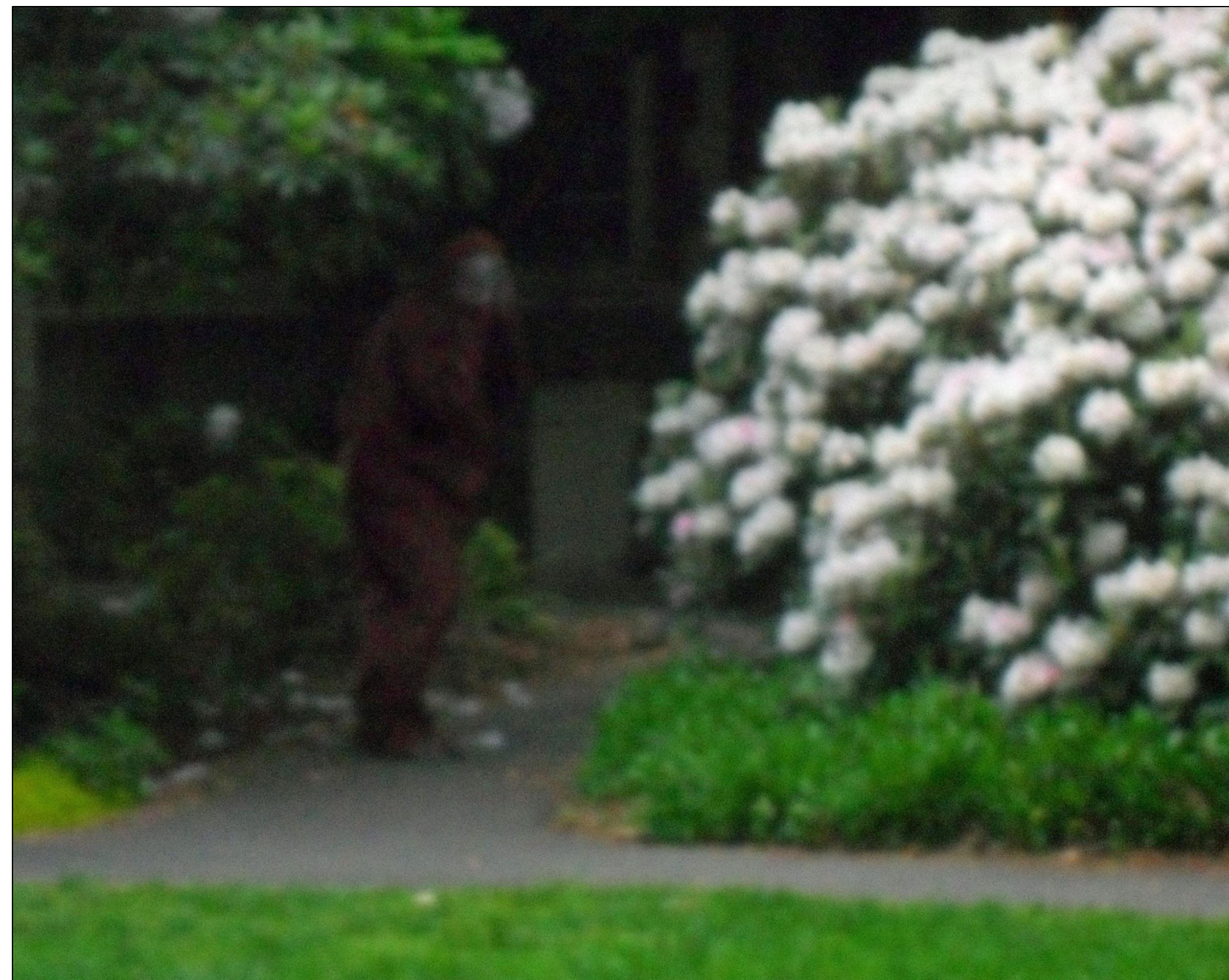


Information Literacy as an Alternate Reality Game

Zach Welhouse, 2013 Master of Library & Information Science



Local Sasquatch flees. Better information use required.

Uncertainty Rocks Info World!

- Information literacy allows us to manage information overload. It tells us when we need information and where it's best located.
- Undergraduates prefer skills that have worked for them in the past.
- Instructors want to provide students with an adaptable toolbox of skills.

Brave Capstone Found!

1. Literature Review
2. Interviews
3. Focus Groups
4. Campus Outreach
5. Game Design
6. Demo Event
7. Full Documentation
8. Evaluation

Marvel at Big6 Skeleton!

1. Task Definition
2. Seeking Strategies
3. Location and Access
4. Use of Information
5. Synthesis
6. Evaluation

Department of Mysteries Tells All!

- Attend the fictional Sasquatch Club to learn how professionals manage information-- and Sasquatch!
- Students solve information problems in a weekend-long event of linked puzzles, role-playing, research, and social media exploration.
- Synchronous event modules provide excitement and group interaction.
- Asynchronous event modules allow students to explore concepts individually.
- Atmosphere of mystery encourages source evaluation and synthesis of seemingly dissimilar material.



Which of these information professionals can be trusted?



Student synthesizes multiple sources, solves mystery.

Games & Pedagogy Wed at Last!

- This project demonstrates Ito's Hanging Out, Messing Around, and Geeking Out model, which explains students learn effectively when engaged with fun, relevant activities.
- Participation in the game reinforces information skills and demonstrates their transferability to new contexts.
- Full documentation allows instructors to tailor their own Department of Mysteries event to local needs.

Learn more and reserve a copy of the documentation at zach.welhouse@gmail.com.