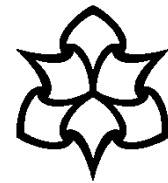




# Library Unlocked



**Mark Burgess & Rachel Donlon**



## What we're talking about today...



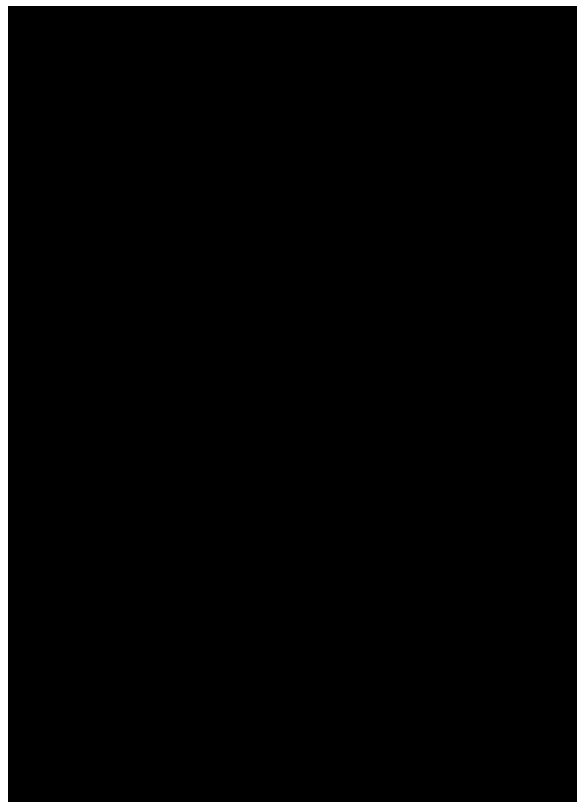
**Overview**

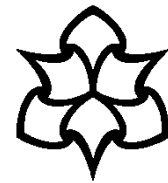


**Demo**



**Detail**





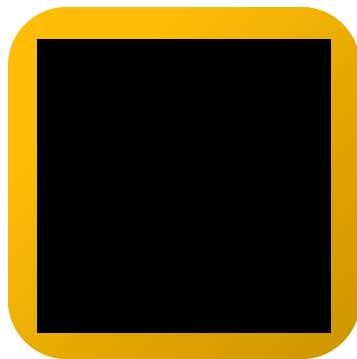
## Background and rational



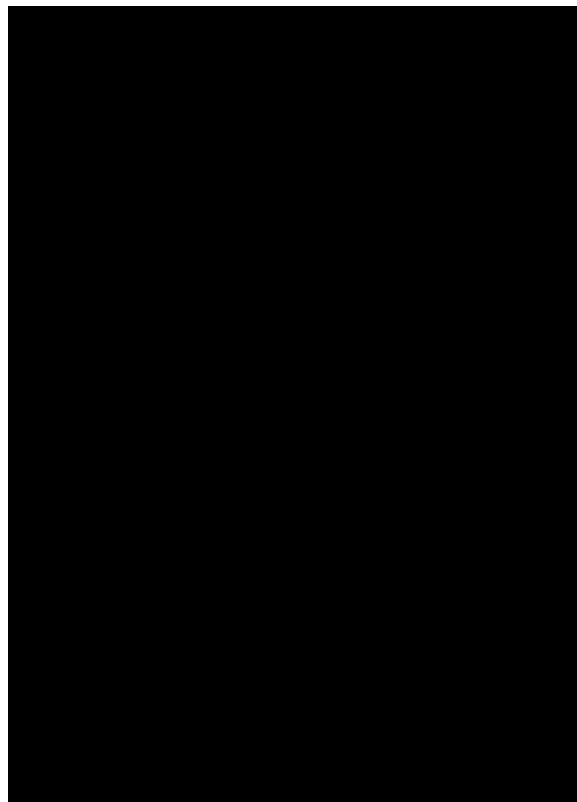
**Visibility**

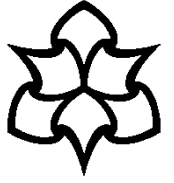


**Skills**



**Playful**





## **Developing our objectives and learning outcomes**

- **To increase the Library's visibility with different stakeholders through playful learning**
  - **To convey key messages about Library services to students**
- 
- **Access 'my Library account' using an ID and Library PIN.**
  - **Recognise the ways in which the Library can help students find information for their assignments.**

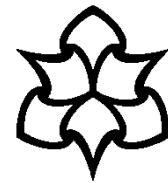


# Library Unlocked

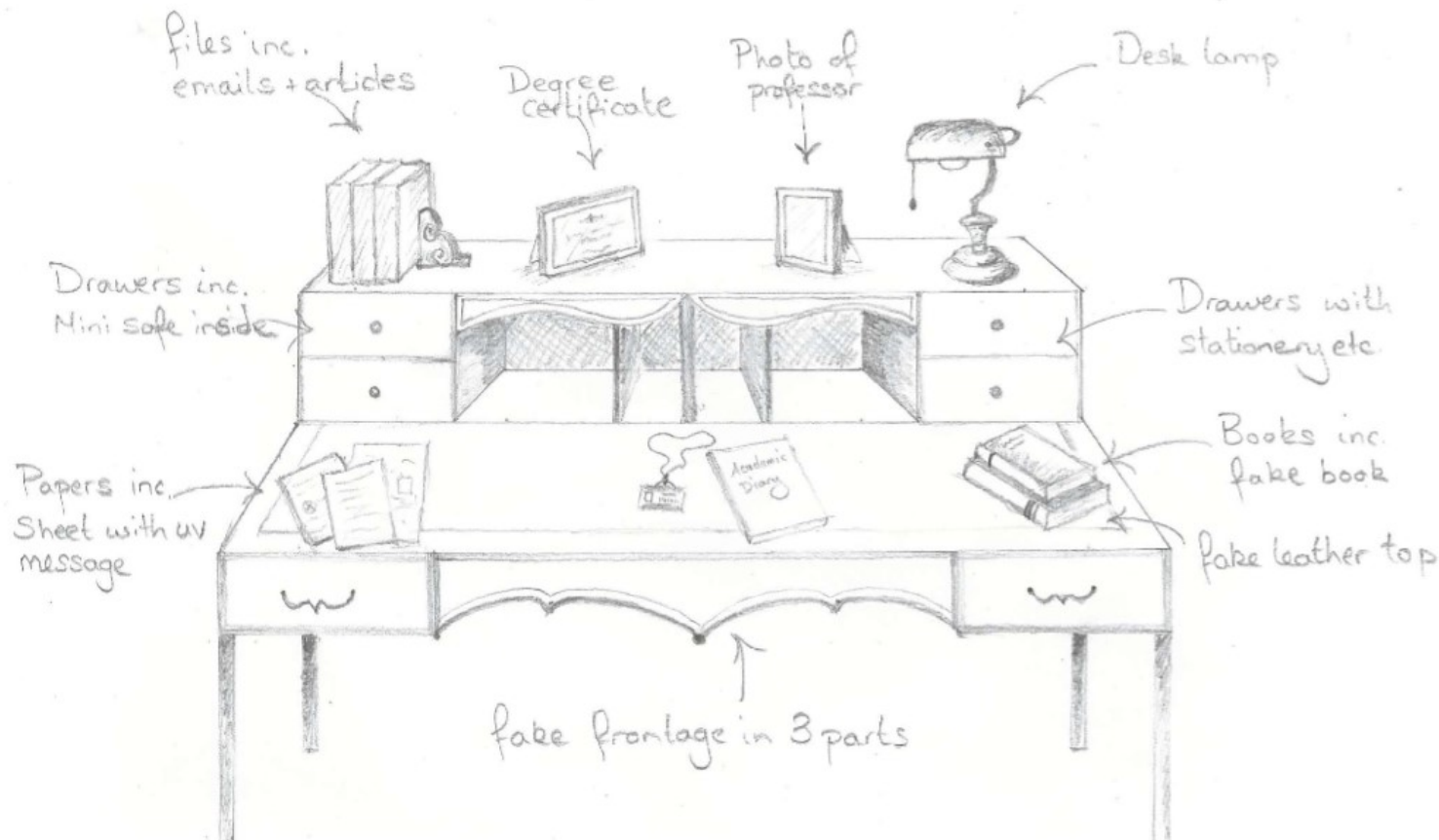


**Missing Professor Demo**





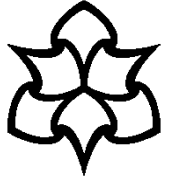
## Game design



# **Our narrative theme**







## **Game design**

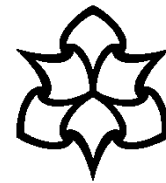
**Puzzle  
elements**

**Mapping**


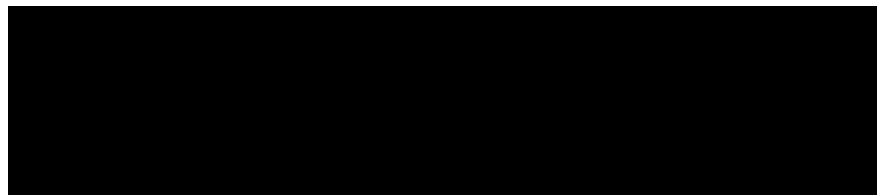
**Number &  
time**

**Difficulty**

**Flow**



## Common iconography



**Library Unlocked**

Thanks for taking the time to play our library escape challenge. We hope you enjoyed it!

By taking part, you've learnt some key information about the library, including:

You need your ID number and library PIN to access your library account online.

You can get help from the library in a variety of different ways, in person and online.



**Library Unlocked**

Manchester Metropolitan University

**LIBRARY**  
www.library.mma.ac.uk

## Playtest overview

- Conducted **four playtest sessions** over a month
  - Two sessions with library staff (15 library staff total, split into 8 small groups)
  - One group of Student Support Officers (10 student support officers, split into 4 groups)
  - One group of Early Years foundation students (six students, split into 2 groups)
- 1-2 hours each
- Observation, questionnaire, informal focus group

# Library Unlocked



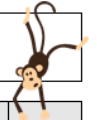
What did you **like** about the escape room?



What did you **dislike** about the escape room?

Name one thing that you would **change** or **do differently**?

What do you feel you have **learned** by undertaking this activity?

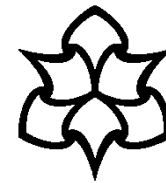


Rate the following:

	Agree	Mostly agree	Neither agree or disagree	Mostly disagree	Disagree
<b>Challenging:</b> I found the escape activity challenging.					
<b>Fun:</b> I found the escape room fun.					
<b>Visual Appeal:</b> I liked the look of the activity.					
<b>Story:</b> I liked the backstory.					
<b>Puzzles:</b> I liked the variety of puzzles.					
<b>Time:</b> I would have liked more time.					
<b>Learning:</b> I felt I learned something about the library.					
<b>Recommendation:</b> I would recommend this activity to others.					

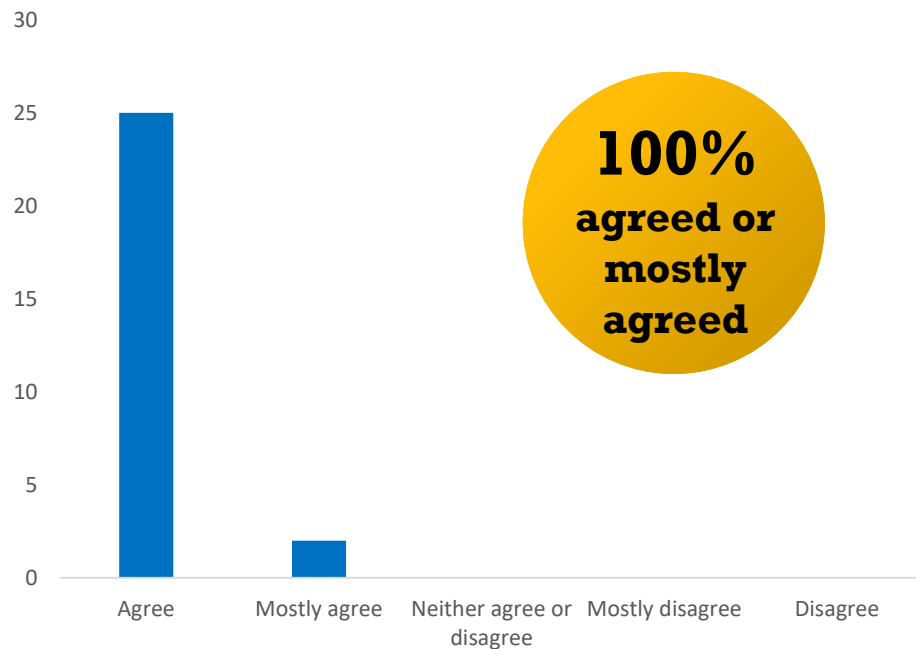
Please add any other comments or suggestions on the reverse.



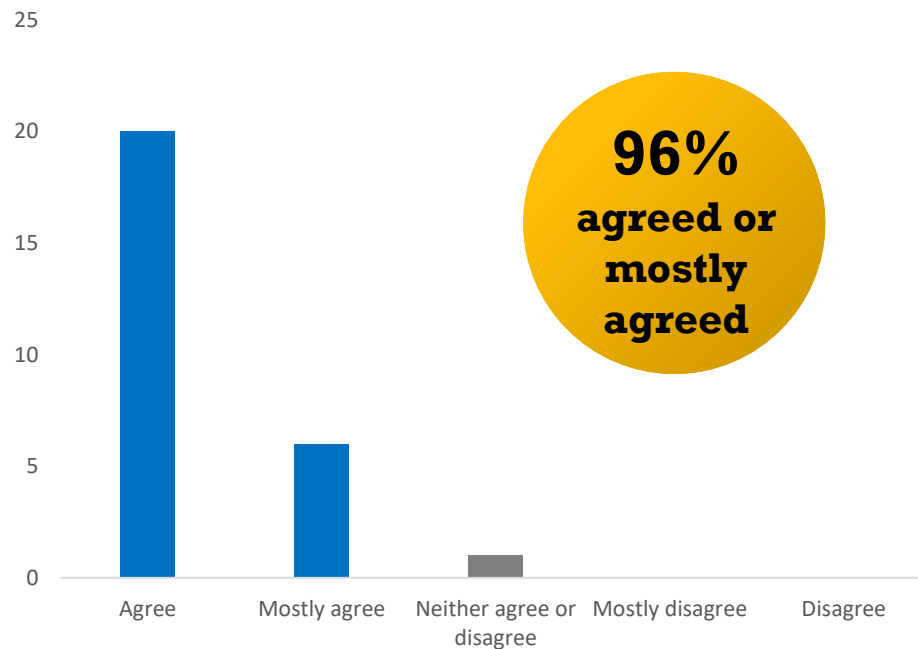


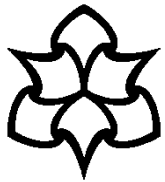
## Playtest result

I liked the **look** of the activity



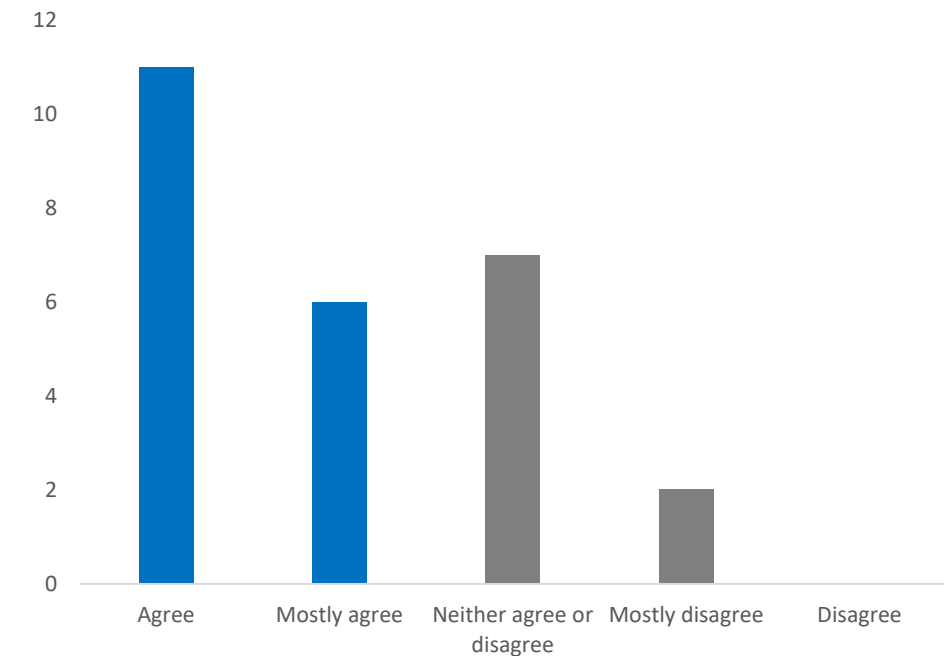
I liked the **backstory**



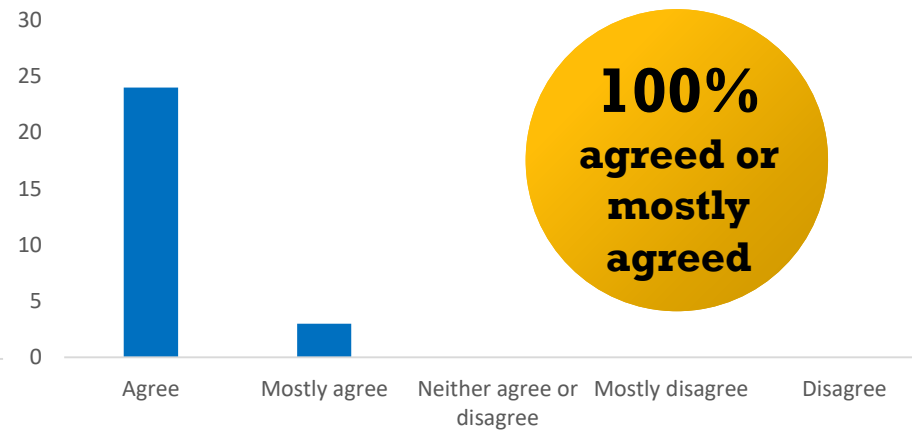


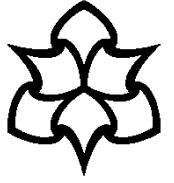
# Playtest result

I felt I **learned** something about the library



I would **recommend** this activity to others





## What we've learnt

**Set solid  
objectives  
from the  
start**

**Reinforce  
learning  
(post game  
discussion)**

**Consider  
portability  
& other  
constraints**

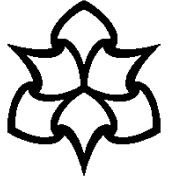
**Test, test  
and retest**

**Linear  
model  
complicated  
matters**

**Make it good  
quality,  
visually  
appealing  
and standout**

**Use  
multimedia,  
like a video**

**Manage  
expectation  
and anxiety**



## **On the Horizon**

**Breakfast  
club etc.**

**Scalable  
classroom  
escape  
game**



# Library Unlocked



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