

From “Apples to Apples” to “Topics to Keywords”

An Information Literacy Party Game

Shannon Farrell, Amy Neeser, Kate Peterson, Jenny Veile

<http://z.umn.edu/getgoldard2014>

Who We Are



Amy

[@pseudoAMYloid](#)
nees0017@umn.edu



Shannon

[@thevideogamecat](#)
sfarrell@umn.edu



Jenny

[@videolibrarian](#)
jeveile@umn.edu

Why?

- Students struggle with developing paper topics (Project Information Literacy <http://projectinfolit.org/>)
- Game-based learning increases student engagement

Intro to Library Research

- Curriculum designed to teach first year students the basics of academic library research
- Associated with first year writing course
- 81 workshop sessions taught / 2715 students (2014)

Learning Outcomes

- Students will develop suitable paper topics within provided parameters
- Students will create topic-relevant keywords for their paper
- Students will critically analyze the appropriateness of given paper topics

Get the Gold Playing Cards

Get The Gold



Women's
Studies

Illustration: Shutterstock.com (2018) 421,123
Photos: Shutterstock.com (2018) 421,123

Get The Gold



Police Officer [noun]
1. any policeman or policewoman; patrolman or patrolwoman
2. a person having officer rank on a police force
Dictionary.com

Illustration: Shutterstock.com (2018) 421,123
Photos: Shutterstock.com (2018) 421,123

Get The Gold



Red Bull [noun]
An energy drink from Austria. It is not made from bulls.

Illustration: Shutterstock.com (2018) 421,123
Photos: Shutterstock.com (2018) 421,123

Get The Gold



Football [noun]
Football [foot-bawl] is, without question, the defining sporting activity of the human race.
#soccer
urbandictionary.com

Illustration: Shutterstock.com (2018) 421,123
Photos: Shutterstock.com (2018) 421,123

Get The Gold



Barbie [noun]
1. a fashion doll manufactured by the American toy company Mattel, Inc.
wikipedia.com

Illustration: Shutterstock.com (2018) 421,123
Photos: Shutterstock.com (2018) 421,123

We created cards in Illustrator using templates from Game Crafter and images from The Noun Project

Rules

1. Each player is dealt 5 maroon cards
2. One player is selected as the judge / dealer
3. Judge draws a gold card and places it face up on the table
4. Each player (not the judge) comes up with a paper topic that relates one of their maroon cards that relates to the subject on the gold card. For example, maroon card = car bomb and gold card = psychology. Paper topic = “The effect of terrorism on national psychology of Ireland”.
5. Starting on the judge’s left side, each player shares their card and paper topic and explains that association between the maroon and gold cards.
6. The judge decides which is the best match. The player that submitted the chosen gold card wins the round and takes the gold card to signify their win.
7. All players draw a new maroon card.
8. Suggestions for completion of the game:
 - person to accumulate the most gold cards after each person has served as a judge
 - the person who has collected 5 gold cards

Next Steps

- Print professional cards: www.thegamecrafter.com
- Integrate into Intro to Library Research/orientation
- Share materials on GameCoP website z.umn.edu/gamecop
- Gather feedback!