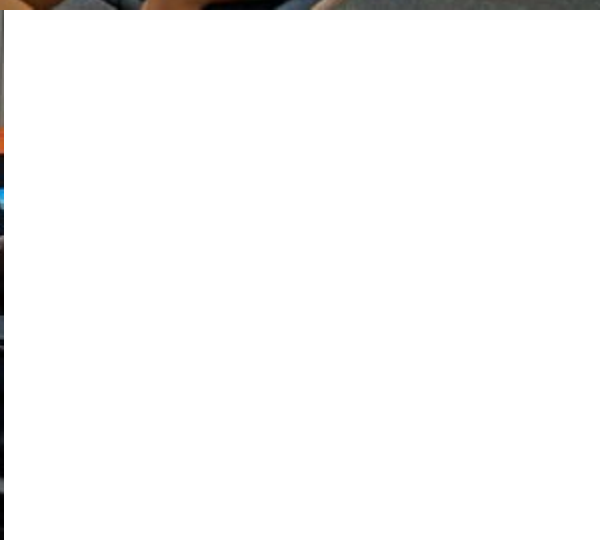# Kudzu and Murder Mysteries in the Library: Introducing Students to the Library Using Two Games

Isabella Baxter | ibaxter1@utk.edu
Agriculture & Natural Resources Librarian
University of Tennessee, Knoxville

Southeast Science Bootcamp, Nashville May 31, 2019

Pendergrass Library: Agriculture and Veterinary Medicine

Undergraduate Instruction

- 1399 undergraduates in Herbert College of Agriculture in Fall 2018
- 2 instruction librarians
- No classrooms in Pendergrass Library
- Rely on one-shot and follow-up instruction sessions held outside the library

Enter Animal Science 100

- 100+ first-years each Fall
- Introduction to college course
- Introduction and visit with the library and services
- Goal: become comfortable with the library

But Wait...

- How will we teach 100+ students in the library without a classroom?
- How do we introduce so many first-years to the library, and **hold their attention**?

We don't.
They play games.

Why games?

- Active learning
- Familiar to students
- Reduce library anxiety
- More engaging than one-shot library instruction
- Game tasks and features tied to learning outcomes

Game 1:
Kudzu-themed
Breakout Game

- Similar to escape room games
- Solve puzzles and find clues using library resources to escape before it is overgrown with kudzu
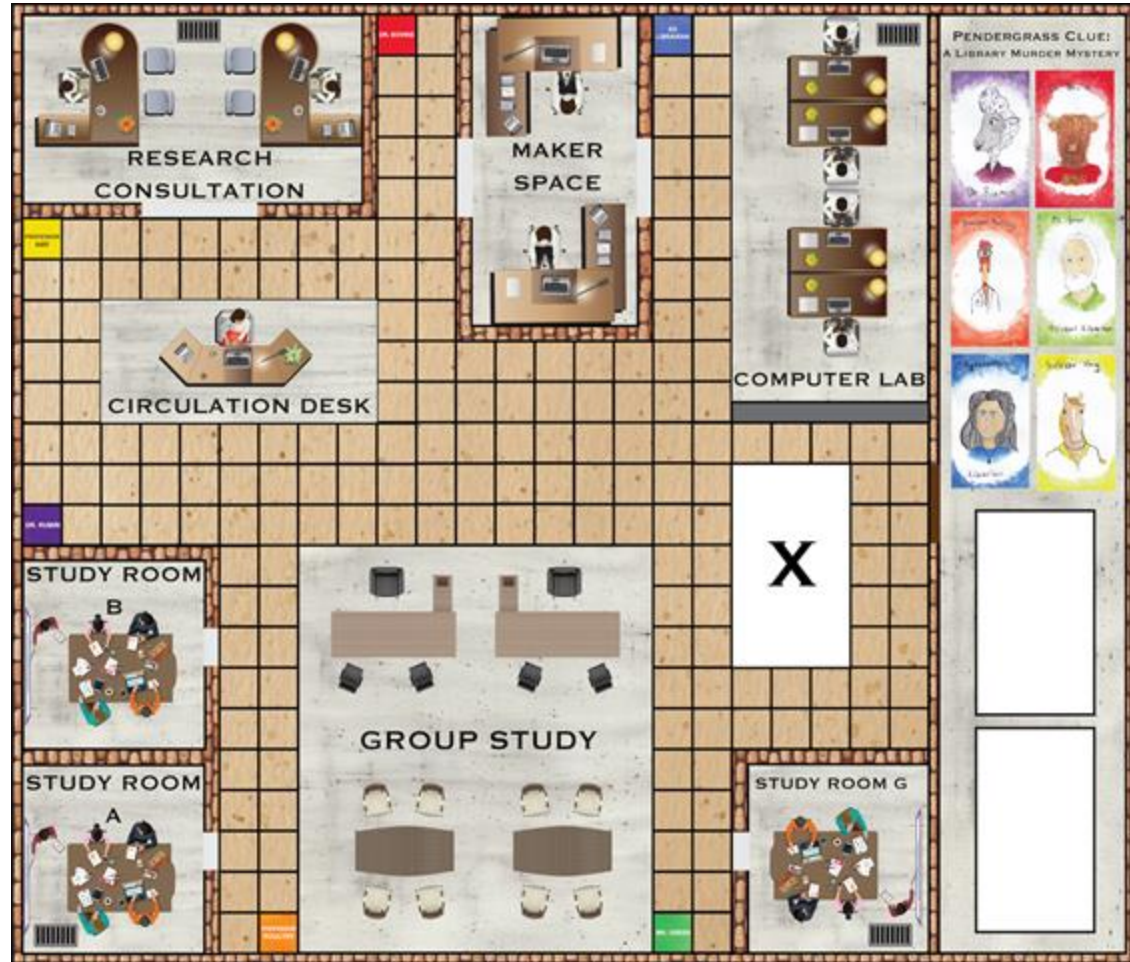- Introduces Pendergrass spaces, services, and research basics

Intro video on YouTube:
https://tiny.utk.edu/Kudzu

Game 2:
Pendergrass Clue

- Solve the murder most fowl by finding clues and drawing library fact cards
- Introduces services, spaces, and resources
- Assessment survey
- Designed for Pendergrass resources

Image created by Allison Shepard

Benefits of the two games

- Smaller groups come to the library
- Students work together to learn about the library
- Direct interaction with librarians
- Students become comfortable with library services and spaces before they need them
- Suits Animal Science 100 goals and Pendergrass Library resources
- Pendergrass Clue enables librarians to reach other freshman in the College of Agriculture

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Questions?
Email: ibaxter1@utk.edu