

Dean's Innovation Grants

Final Report

Date: January 27, 2022

Project Title: Little Scrappy's Search: a library breakout

Project Team Members: Jo Monahan, Matina Newsom, Diane Robson

Project Purpose

Summarize the project and the purpose of the requested funds.

This project will create a breakout game with a goal to increase visibility and knowledge of the juvenile collection specifically for students and College of Education (COE) faculty. Investigators will promote play of this breakout to students and faculty in COE.

<https://unt.libwizard.com/f/UNTJuvenileCollection>

Project Activities

The activities should describe the projects undertaken.

- Reviewed educational breakouts via BreakoutEDU and other digital escape rooms to learn the do's and don'ts of breakouts and puzzle design.
- Springshare's LibWizard was used for the breakout because of its flexibility, ease of use, and accessibility features. Jo and Matina both learned how to use LibWizard Quizzes to make thematic breakouts to enhance learning goals.
- Because this breakout includes pages with some javascript that LibWizard does not support the group asked for a space on the X: drive to host these pages and their images. John Luetkemeyer, from LibTaco, set up drive space (<https://breakouts.library.unt.edu/>). This space can be used for other breakouts.
- Matina and Diane R. both worked to add and edit content in this space using both html and javascript.
- Team met to determine learning outcomes (What did students need to learn about this collection to be successful?); brainstormed a theme and puzzles to fit within the theme; sourced or created documents and images to support puzzles; play-tested the puzzles for accessibility and playability several times as a team; hosted play sessions and watched others play test the breakout to fine tune it for final release.
- Resources:
 - The team tried to hire a graphic artist to assist with images but the artist we wanted was unavailable. We sourced one image through a student assistant and Matina and the Spark worked to create the rest.

- Resources include 3D Images, photographs, design, and print images from the Spark. They were a valuable resource during this project.
- Matina created resources such as a syllabus and other school related materials to guide players.

Attended training(s):

- Dean’s Office: AK training and UNT’s ePro Approver Training (Jo)
- ACRL’s Learning through Play Games and Gamification in Information Literacy Instruction (Jo)
- Springshare’s Build a Virtual Escape Room in LibWizard (Jo)
- Springshare’s Homepage Design Training- for design and HTML inspiration (Matina)
- IRB training- in the event we did any kind of survey at physical events (Matina)

Playtesting

Playtesting not only helps the team see if the puzzles work, but also helps determine if the learning outcomes are being met. Sycamore Library student workers ran through the puzzles several times while the team watched quietly. Play testers are encouraged to talk their way through the puzzles so the team can see where refinement is needed. This playtesting was very enlightening. We were able to create a product that worked well for the intended audience.

Final Product

The final product now exists for use as a resource and classroom aid. It can be edited as needed to encourage and reinforce skills related to finding and using items from the Juvenile collection.

Budget

Describe how funds were spent.

Project Budget	TOTAL FUNDS REQUIRED
<i>Wages *</i>	<i>\$0</i>
MAINTENANCE & OPERATION**	
<i>Supplies</i>	<i>\$150 (bookmarks)</i>
<i>Consultant and professional fees</i>	<i>\$200 (photography and edits, illustrations, 3D modeling, print images)</i>
<i>Equipment</i> iPads (4) x \$528 = \$2112 iPad stands (2) x 249.99 = 499.98	<i>\$2611.98</i>
<i>Printing, copying</i>	<i>\$150</i>
<i>Other (describe below)</i>	

<i>TRAVEL</i> ***	\$2400 no travel/covid
<i>Total</i>	\$3,111.98

Project Outputs/Outcomes

Summarize the outputs/outcomes for your project.

Breakout completed.

The overarching goal for this breakout was to have the College of Education faculty and students become more aware of the UNT Libraries' Juvenile collection. The usage statistics and reports gained from users of this breakout will provide results the College of Education librarian can analyze and further improve services to the College.

<https://unt.libwizard.com/f/UNTJuvenileCollection>

Other Results (if applicable)

Describe any accomplishments or impact besides those described in outcomes.

Overall work on the project has gone smoothly. The project team has worked well together.

Anecdotal Information

Include comments or stories received from program participants, staff, or others.

Best Practices

Please provide information on best practices relating to your program. For instance, could your project be used as a model for other libraries?

LibWizard is very intuitive and flexible. It also lets the user see the final project for PC, tablet, and phone. Teams should review all of their materials for accessibility putting clues in for readers and describing content with all appropriate tags.

Every breakout should be play tested to make sure the audience is on the same page the creators are as they play through and learn about our collections.

Using LibWizard's quizzes for breakouts (puzzles) adds a layer of complexity to a quiz. Playtesters, for this breakout, did not feel like they were answering quiz questions because the information is relayed thematically with a shared goal of success in helping Little Scrappy.

Program Continuity

Please describe sustainability of this project, if applicable.

Equipment (4 iPads and 2 iPad stands) will provide opportunities for students to complete the breakout at future tabling events.