

ALTERNATIVE SCHOLARSHIP THROUGH ROLE-PLAYING

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There are many impending challenges to be faced in Library and Information Science (LIS). For example, the American Library Association (ALA) has identified future trends such as privacy, changing copyright, automation, and environmental disruption. How are LIS practitioners to respond to these circumstances? Our panel will explore these issues by playing through a custom designed role-playing game (RPG). The participants will face imagined interpretations of modern LIS challenges by taking on various 'roles' of LIS practitioners: the Librarian, the Archivist, the Educator, and the Researcher. In the style common to RPGs, each participant will wield in-game skills and abilities relevant to their roles, allowing them to work as a team, address challenges, and weave a compelling narrative. Included in this panel proposal, we will use the example of confronting fake news to demonstrate how each of the participants may use their character-specific abilities. This will showcase how we will play the game during the panel session. This presentation demonstrates how alternative scholarship, such as gameplay design, can be used to explore challenges, scholarship, and cooperation. Rules for the custom designed RPG will be made available so that interested audience members can later play the game themselves.