

Alternative Scholarship Through Deck Based Role-Playing Games

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AGENDA

MOTIVATION

Why LIS needs games?

GOAL

How is the game used?

GAME DESIGN

Introduction to the game

Future ideas



MOTIVATION

Games in Libraries



LIBRARIES HAVE A HISTORY OF HOUSING GAMES FOR THEIR PATRONS SINCE THE MID-NINETEENTH CENTURY.

(MARTIN AND MARTINEZ, 2016 & NICHOLSON, 2013 & ELKINS AND HOLLISTER, 2020)



THE OLDEST CHESS CLUB STILL EXISTING WAS FOUNDED BY THE SAN FRANCISCO MECHANICS INSTITUTE LIBRARY

(NICHOLSON, 2013)



GAMES ARE STILL AN IMPORTANT PART OF OUR SOCIETY, THE IMPACT OF GAMES AND THE SOCIAL ACCEPTANCE OF GAMES CONTINUES TO GROW

(ELKINS & HOLLISTER, 2020)



MOTIVATION

Games in LIS

- ~77% of US libraries have games/game supports in their collections BUT very few LIS courses contain gaming content (Nicholson, 2009)
- LIS educators are primarily in a demographic that doesn't play games. Many have no previous exposure to games during their MLIS degree. (Elkins & Hollister, 2020)
- LIS curriculum gap suggests that new librarians are underprepared to understand and support games & gaming when they enter the workforce. (Elkins & Hollister, 2020)

MOTIVATION

Why we need games in LIS

Educational benefits:

- Gaming connected with curriculum content areas can help develop pro-social and critical thinking skills
- “Exposure to games can change the mindset of those participating not only about games, but also about approaches to information and expertise.” (Martin & Martinez 2016)
- Builds community
- Creates a lot of choice for master level students who previously only had heavily scaffolded education (Martin & Martinez, 2016)
- Pre-services librarians to understand the education value of games
- Increases awareness of game genres, game culture, and game communities

GOALS

- Create a pedagogical tool to introduce LIS concepts and ideas & to reinforce concepts learned in class
- Create greater engagement with the course material and provide multiple methods for approaching material (Gee, 2005)
- Introduce students to game-based learning and RPG/deck-based games
- Help them understand game play and game communities to understand the needs of their patrons

- The goal of game design is to produce a game that offers the player the opportunity for **meaningful play**. (Salen & Zimmerman, 2003).



LIS 9001 & LIS 9005 - University of Western Ontario

Concepts to consider

9001	9005
<ul style="list-style-type: none">• What is librarianship?• Is librarianship a profession?• Information commons• Copyright	<ul style="list-style-type: none">• Organization culture• Management structure• Applying to jobs (Resume, cover letter)• Disaster planning etc.

Example encounters: Copyright infringement, fire/flood, pandemic, budget cuts

Professional setbacks/perks also speak to these concepts

Post-game Debrief:

How did you react to the encounters you came across?

How did you work together to prioritize and balance the encounter load?

Were the encounters accurately weighted to real life?

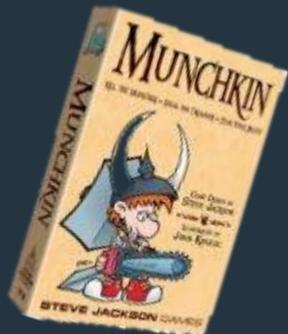
How would you react in this situation in a real setting?

What surprised or challenged you?

GAME DESIGN

Concepts for ARC Points & Skills

- D&D Classes inspired Title Skills
- D&D Skills inspired our General Skills
- ARC Points started off Health Points/Stat Points (D&D)
- Reach & Advocacy came from understanding the role the public players in Librarianship (Superman 64 video game)



Concepts for Encounters:

- ALA's Future Trends (2014)
- News & Current Events
- Personal Experience



Mechanics of the game are derived from many sources

- Dungeon & Dragons (Wizards of the Coast)
- Munchkin (Steve Jackson Games)
- Magic (Wizards of the Coast)
- Chez Geek (Steve Jackson Games)
- Fiasco (Bully Pulpit Games)



OUR LIS CAREERS

Our LIS Careers is a tabletop role-playing game with an encounter deck.

“Players work together to create enough impact through advocacy, reach, and credibility (ARC points) to overcome encounters they face in each year of their career. Encounters are overcome when their impact score is reduced to zero. Through their career players get promotions, enabling them to overcome higher encounters. The game ends when the card deck is complete. Roleplay to discuss various issues facing librarianship is encouraged!”

- Objectives, “Our LIS Careers Game Packet”

Character Sheet

Name: _____

ARC POINTS

	Points	Current Cap (max 6)
Advocacy		
Reach		
Credibility		

TITLE SKILLS

	Level
Librarian Can dedicate 1 extra Reach point per level	
Educator Can dedicate 1 extra Advocacy point per level	
Researcher Can restore 1 extra Advocacy point per level	
Public Servant Can restore 1 extra Reach point per level	
Archivist Can learn 1 Encounter skill per level	

Professional Impact = Advocacy x Reach x Credibility
But don't multiply by 0!

GENERAL SKILLS

	Level
Collaborate Share ARC points with another player	
Innovate Shuffle discarded cards back into the deck	
Literature Review Look at upcoming cards	
Peer Review Protect Credibility from attack	
Restore Credibility	

ENCOUNTER SKILLS

	Level
15 Minutes of Fame Swaps all players Advocacy & Reach points	
Anonymity Encounter has a 50% chance of attacking	
Budgeting Redistributes ARC points.	
Busywork Target loses 1 action that round	
Isolation Prevents Encounters from interacting	

OUR LIS CAREERS

Character Sheets & ARC POINTS



Encounters

Impact: 20

Level 2 Copyright Infringement



Busywork: 50% chance player loses 1 action.
-1 Credibility.
Affects 2 players.

Impact: 30

Level 3 Budget Cuts



Spin: Redistributes ARC points for least damage.
Busywork: 50% chance players loses 1 action.

Impact: 40

Level 4 Fire/Flood



Amplify: increases all Encounters' impact in play by 10.
-1 Credibility to everyone.

Impact: 50

Level 5 Corporate Influence



Innovate: Shuffles 5 discards into the deck.
NDA: Reduces ARC points against it by 1 in each category.

Perks

Public Figure



Can spend 2 Credibility points as an action.
Immune to anonymity.
Need +5 Credibility to use this card.

Social Media Manager



Can dedicate one point from every ARC category to a problem as an action.
Needs +5 Reach to use this card.

Keynote Speaker



Give one action to another player.
Need +5 Advocacy to use this card.

Professional Development

You host a conference



+2 Skill points to each player.

You improve local accessibility



+1 Skill point to each player.

You earn a new certification



+2 Skill points to each player.

Professional Setbacks

Learn new office equipment



-1 Skill point to each player.

Sick Leave



-1 Skill point to each player.

Stuck in a Meeting



-1 Skill point to each player.

Encounters



In depth:
Many of the encounters were directly inspired by the ALA future trends

<http://www.ala.org/tools/future/trends>



FUTURE IDEAS

Open Source

- Many games have licenses that allow enthusiasts to invent and share their own material, for example, D&D has an open game license
- We intend for “Our LIS Careers” to also be freely shared and modified by teachers and others to adapt the game for their classroom and personal fun.
- With community involvement this teaching tool can become richer overtime!



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