Get Ready!!!

1. Sit at a table and make sure you have 4 – 6 people there total by the time we start!

2. Get out a laptop or tablet and get online – one per a table.

3. Load a discovery tool of your choice, or use ours – SmartSearch at https://www.ferris.edu/library

4. Make sure you enter our drawing to win a copy of Search&Destroy!! We'll pick at the end.
Search & Destroy:
Brief words about game design for information literacy instruction.

Mari Kermit-Canfield: Creative Learning Librarian
- Ferris State University
Gary Maixner: Emerging Technologies Librarian
- Ferris State University
Why game in collegiate library instruction?
Flow Theory
Mihaly Chikszentmihalyi
Just who’s in charge here?

- Instructor-led games:
  Games that cannot be played without an instructor guiding them. Examples include trivia style games, bingo, or races.

- Student-led (self-directed) games:
  Games that can be played without any need for an instructor. It may help to play an example round, or teach the rules to the whole class at once, but these aren't requirements.
Basic Game Design Concepts

- Creating an Experience/Purpose
- Player Agency
- Win Condition/Lose Condition
- Randomized Elements
- Rules/Mechanics
The Development of **Search & Destroy**
Learning Outcomes

- Database Use
- Faceting
- Boolean Searching
- Search String Development
- Materials Identification and Selection
- Introduction to Peer-Review Concepts
Design Goals for Search & Destroy

- Quick to learn
- Fast player turns, with meaningful choice
- "Dead time," kept to a minimum
- "Screw your neighbor," style interactions
- Searching in the database as much as possible
- Educational elements intimately tied to mechanics
Game Mechanics of Search & Destroy
The Look & Feel of Search & Destroy
**KW:** Hair

**ACT:** discard and redraw your entire keyword hand

**KW:** Hare

**MOD:** material must be from between 1965-2011

**MOD:** “ ”

**KW:** Bee

**ACT:** place quotation marks around two keywords of your choice

**KW:** Mummy

**ACT:** give a keyword to another player
A Game Self-publishing Process
RULES:

ON YOUR TURN:

1. Draw two keyword cards and select one to keep.

2. Play 0-1 Action or Mod cards.

3. Search in the database.

4. Draw cards from the Play Deck until your hand is full with 4 cards.

5. Game moves counter-clockwise to the next player.
Let’s play!
Other In-Class Play Options

- Tournament
- Best out of 3 or 5
- Timed play (like timed chess)
- Write your own cards
- Team play (2-3 students on a team)
- Misére (play with opposite winning goal)
Post-Play Class Discussion

- Follow-up discussion points to have with a class:
  - Boolean Operators
  - Faceting
  - Longer and more complex search strings vs. Shorter.
  - Materials selection

- Student self-evaluations of what they learned from play.
Pitfalls and Slapfalls of Game Design

- One concept per a game.
- Difficulty of gameplay overshadows the instructional intent of the game.
- Publication costs make a game prohibitively expensive for wide-scale publication or purchase.
- Game development takes an overly long period of time.
- Difficulty of promoting one’s publication in this unusual format.
- Playtesting is made to hurt your feelings.
Ordering Info


OR

https://www.thegamecrafter.com/games/search-destroy