

# Do You Want to Play? : Using an Online Game for Web Evaluation

By Pat Cumming.

How can we do a session on games, without playing some games? So began Michelle Kearns, Instructional Development Consultant at BCIT. Michelle and BCIT Librarian Lin Brander treated BCLA Conference session participants to a lively, interesting presentation on the use of games in library instruction.

While the people in the room played Bingo and vied for prize tickets, Michelle described how serious games can be used to facilitate recall in the classroom. The focus was on low-cost games that can be easily adapted to different contexts. She demonstrated web based games from Quia, Thiagi and Bingo.com which can be licensed for a relatively low price.

## Why use games in the classroom?

Games can be used to teach or review a new concept but they can also be used for assessment. Clickers is a class performance system that allow students to anonymously answer questions about what they have just learned. The accuracy of the answers will indicate to the instructor whether the concepts they are teaching have been grasped by their students.

Lin then discussed a video style game that is under development at BCIT. The faculty at BCIT identified a need for resources to teach students about web site evaluation. While the importance of such instruction was evident, there was no time to cover this in the classroom.

## Get in the game

At the same time, the Library had produced a video called Get in the Game using a video game analogy. To carry on the theme, Lin received a Technology-Enabled Knowledge grant to create the Web Evaluation Game (WEG). BCIT is lucky to have the expertise in their Learning and Teaching Centre to create this multimedia game.

Lin then demonstrated the parts of the game that have been completed. Judging by the quality of the first few rooms in the museum depicted in the game, this will be a fine product. The session participants were eager to see the finished product.

At the end of the session, participants who had won tickets playing various games were rewarded with amazing prizes. Who knew such treasure could be found at the Dollar Store?

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