

# ALPS LINK: Site of the Month July 2012

By Fiona Chiu and Vera Spika.

July's Site of the Month features the [Web Evaluation Game](#), developed by a team at BCIT Library. Graphically, it is very sophisticated and as an interactive tool, very engaging for users. It also won honorable mention in the [Burning Needs Contest](#).

Site of the Month profiles some of the excellent learning objects (instructional materials) produced by academic librarians in British Columbia. [ALPS](#) (Academic Librarians in Public Service) is a section of the [British Columbia Library Association](#). ALPS LINK (Library Instructions Knapsack) is "a repository of learning objects to support academic librarians in their instructional role." These learning objects are all available for the library community to reuse and modify. Most are licensed under the Creative Commons license Attribution/Share Alike. To learn more, visit the ALPS LINK Portal at [www.eln.bc.ca/link](http://www.eln.bc.ca/link).

The following is an interview with Lin Brander, Business Librarian at BCIT and subject specialist for the Web Evaluation Game [WEG](#).

1. *What was the motivation behind creating a web evaluation resource, and who was the intended audience?*

Many faculty members were expressing frustration with the limited and often low quality web resources that their students were using. I wanted to find a solution that went beyond a list of web evaluation criteria. The game was developed for students to use on their own and also for instructors to assign to their students or to recommend through a link in their course websites. At the end of the game, students can find a code (which changes) to hand in to their instructors. We are also happy if the game is used outside of BCIT - it has a creative commons license.

2. *Has the library been able to keep track of the number of students using WEG?*

There are no statistics for usage of the WEG game. The game is quite buried on our site so I am not sure how many people find it. I do know a few instructors who use it with their class and students are given marks to provide the final code. The feedback has been positive. I think that instructors are often looking for something that is not just print based to use with their classes to reinforce concepts. Michelle Kearns (a curriculum developer with the BCIT Learning and

Teaching Center (LTC)) and I did an online session with school librarians from the Okanagan about the WEG game. They were interested in using it with their students.



Lin Brander, BCIT Library.  
Photo by Catherine Hyska.

3. *With all the different ways to present web evaluation material, what inspired you and your colleagues to present the material in the form of a game?*

I have an interest in educational gaming and thought that something fun and interactive might be a good way to teach or reinforce web evaluation criteria. When I talked to Michelle Kearns who specializes in educational gaming about developing a web evaluation game, she suggested that I apply for a TEK (Technology Enabled Knowledge) grant. The grant ran for three years at BCIT and encouraged faculty to explore the use of educational technology. It allowed the LTC to allocate staff time to the project and with TEK support we could develop a game rather than use a simple readily available platform.

4. *What technology did you and your team use or invent in order to create the game and host it?*

Edwin Rowan, our multimedia designer on the project, used Adobe Flash Player to develop it.

5. *Has BCIT created any other teaching resources in the same interactive format?*

Nothing quite so elaborate. Again with the LTC, I developed a five minute digital story on plagiarism which instructors have responded well to and I use quite often when teaching research skills classes. <http://www.youtube.com/watch?v=eQiaJTq0aFQ&feature=youtu.be>

A year ago we subscribed to LibGuides to which faculty feedback has been extremely positive.

I have just received an educational enhancement grant to develop research skills modules for business

classes that will be embedded in BCIT's course software. These will be multimedia modules but I am just beginning the project and don't know yet what they will look like.

5. Do you have any web evaluation resources that you would like to recommend us?

There are some great online resources on web evaluation that are print based.

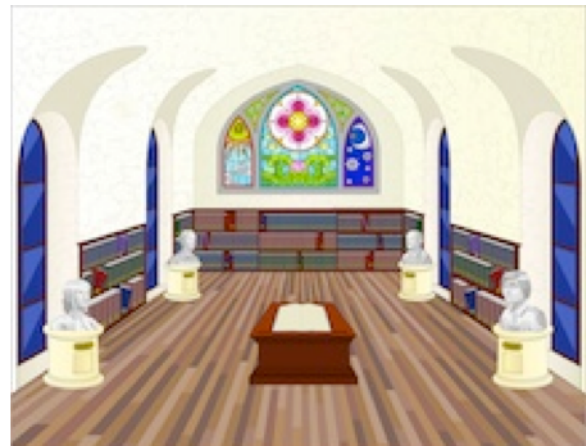
Here is one with a "catchy" acronym CRAAP  
<http://libguides.wccnet.edu/content.php?pid=165835>

6. Could you name all the other people who contributed to the WEG?

These are the people from LTC who worked on the project. Michelle Kearns, project lead; Edwin Rowan, programming; Melanie Sia, graphics; Paul Razzell, writer as well as Lindsay Belloc, special effects and Chris Cambon, sound. I was considered the subject expert.

6. We know that many people worked together to create this helpful resource. Can you describe a bit about how the work was divided and how you all worked as a team?

This was a project done in conjunction with the BCIT Learning and Teaching Centre. I was the only librarian on the team but it was indeed a team effort. Michelle, Edwin, Melanie, Paul and I did a lot of brainstorming to come up with the final game concept. After that, we did one room at a time. We



Web Evaluation Game's authority room.  
Image by Melanie Sia.

would meet and brainstorm and go off to work on our contributions. None of us had extensive amounts of time to devote to the game so it did take about two years to get to the finished product.

7. Please tell us what you would like the readers to know about the project.

This project was incredibly fun to work on. It is really amazing to work at an institution that has the kind of multi-talented expertise that is available through the LTC.

For more background information on WEG, please see [Web Evaluation Game teaches students to evaluate sources](#).