LIBRARY GAMES

First Steps Towards Information Literacy

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So ? ★★★★½ 4,5/5

\+ discovery of unknown services, convivial aspect, breaking classic library image

\- difficulty level, game's tempo

Then ? Landing & debriefing → **Consolidating** learning objectives
Announcing the winners and **convivial time**

How ?

Solving riddles, searching the **catalog**, exploring the **spaces**, visiting the website, finding specific **resources**

What ? 5 teams, floors, challenges, clues →
Reconstruct the shelf mark of **a book** and **borrow** it before the other teams
Each **clue** allowed the users to address one or more **aspects of the library** (services, resources, spaces)

Why ? Making the library's services and resources **known** →
Users know **where to turn** when faced with issues requiring advanced information skills

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