2015
Access Services Conference

A Winning Combination:
Gamification and Student Employee Training
Eckerd College
St. Petersburg, FL
Eckerd College Library
Access Services Organization

Circulation Desk

Reference Desk
Why did we invest in change?

IF IT AIN'T BROKE DON'T FIX IT.

FALSE.

IMPROVEMENT IS ALWAYS POSSIBLE.
Hear from our library work scholars!

Maggie Lyons
First Year Student
Get out your phones!

POLL

traditional trainer

Please turn your mobile phones off

gamified trainer

Please turn your mobile phones on

human-resources.kakushinwebinars.com/webinar-series/hr-gamification
Go to www.govote.at and use the code 64 16 76 to answer the question!
A WINNING COMBINATION: GAMIFICATION AND STUDENT EMPLOYEE TRAINING
Today’s Presentation Outline

Hear directly from our students!
Gamification

What is it and why should you use it for training library student employees?
Goals of Gamification

• Engagement
• Active Participation
• Team Building
• Loyalty
• Motivation
Planning for success

1. What is your mission?
2. What type of content will support goal achievement?
3. Where will you host these activities?
4. How will you assess the program?
5. How can you sustain the program?
Hear from our library work scholars!

Keeli Armitage

Second Year Student
Gamified Training Opportunities

Team Building Activities

Scenario Based Training

Assessment

Technology Proficiency

Marketing and Design
Team Building Activities

Discussion Boards
Scenario Based Training

voki
PowToon
twine
FREE MEME GENERATOR
VIALOGUES
VIDEO + DIALOGUES
Assessment
Jewels of Wisdom
Technology proficiency

Continuing education opportunities made possible via an Institute of Museum and Library Services (IMLS) grant administered by the Colorado State Library.

Subscription Products:

- Library Creation & Learning Centers
- Microsoft IT Academy
- lynda.com
Library Creation and Learning Centers

**Online Courses for Staff**

New to the library? Our *Getting Started with Library Customer Service* course will provide a great introduction to customer service in the library setting.

More and more, library staff are assisting customers with technology questions, and are providing classroom-based technology instruction. The *Online Tech Training for Staff* course can help you get up to speed with technology training.

Access the courses:
- Getting Started with Library Customer Service
- Online Tech Training for Staff

**Digital Creation**

Looking to add a digital creation station in your library? Check out our *list of digital creation software*. Most software in the list is free!

- Digital Creation Software

**Library Makerspaces**

Wondering what all the hype is about with library makerspaces? Learn all about it with our library makerspace resources.

- Library Makerspaces
- Programming Ideas for Makerspaces
- Creation and Makerspace in Libraries Listserv
Marketing and Design

Canva

Piktochart
make information beautiful

ADD TEXT+

The Rasterbator
Digital Badging

- Credly
- Eckerd College Library Customer Service
- moodle
- OpenBadges
Go to www.govote.at and use the code 64 16 76 to answer the question!
Key results of gamifying student worker training
Benefits of gamifying student training

Julia Tanquary

Third Year Student
Benefits of gamifying student training

Tell me and I forget,
Teach me and I remember,
Involve me and I learn.

Consistency is the key!

Sustainability!

In depth
Future implications
What do we hope to accomplish next?

• Rely less on embedded Moodle games

• Evaluate the costs/benefits of colocating our Moodle course

• Explore linking badge awards with Mozilla’s open backpack.
Key concepts
Time to play and test your knowledge!

Gamification

Training

The Winning Combination

Question A

Question B

Question C
Gamification increases employee...
Goals of Gamification

• Engagement
• Active Participation
• Team Building
• Loyalty
• Motivation
Gamification Tools Question B

A learning management system that allows for multiple training levels?
Name one benefit of gamified training...
Benefits of gamifying student training

Continuous Improvement

Tell me and I forget
Teach me and I remember
Involve me and I learn

Consistency is the key!

Student Assessment

in DEPTH

Sustainability!

Confidence
GAME OVER
We want to hear from you!

Go to www.govote.at and use the code 64 16 76 to send us your questions!