

Mar 29th, 9:00 AM - 10:00 AM

Keynote Panelist: Game-Based Learning in Online Information Literacy Instruction: Is it Accessible?

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Desilets, Michelle, "Keynote Panelist: Game-Based Learning in Online Information Literacy Instruction: Is it Accessible?" (2019). *Online Northwest*. 14.
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Game-Based Learning in Online Information Literacy:

Is it Accessible?



Overview

Online Information Literacy Instruction (ILI)

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Game-Based Learning

&

Accessibility

Why Game-Based Learning?

- New technologies
- Student expectations
- New structures for recognizing student learning
- To increase interactivity and student engagement
- Ability to incorporate simulation, real-world context, or immersion type experiences

Is Game-Based Learning Accessible?

It depends...

- Has accessibility been considered?
- Has Universal Design for Learning (UDL) been considered?
- What about cultural barriers?

Is Game-Based Learning Accessible?

Questions to ask:

- Does it work with a screen reader?
- Are there captions for audio portions, or at minimum a transcript?
- Is it responsive?

For Example:

Information Fallout (available via [ACRL Sandbox](#))

These are the agents of misinformation.

Each has a fatal flaw exposed by one of six **Info Tactics**.



The Internet Troll The Content Pirate The Lone Blogger The Partisan Talk Show Host The Information Salesman

In Quest One, you must:

- *investigate the agents and
- *learn the six Info Tactics

starting with the Director of Misinformation.



The RADAR Challenge (available via [CORA](#))

SOURCE: ★★★★★★★★★★

"Fracking" controversy and communication: Using national survey data to understand public perceptions of hydraulic fracturing

Hilary Boudet, Christopher Clarke, Dylan Bugden, Edward Malbach, Connie Roser-Renouf, Anthony Leiserowitz
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Energy Policy

Vol. 65 (February, 2014), pp. 57-67
Published by: [Elsevier](#)
DOI: 10.1016/j.enpol.2013.10.017
Stable URL:
<http://www.sciencedirect.com/science/article/pii/S0301421513010392>

Using a nationally representative U.S. sample (N=1061), we examine public perceptions of hydraulic fracturing including: "top of mind" associations; familiarity with the issue; levels of support/opposition; and predictors of such judgments. Similar to findings on other emerging technologies, our

Is this a Scholarly, Popular, or Trade source?

popular

trade

scholarly

For Example:

MLA Citation Game ([Reynolds College](#))

Goblin Threat Plagiarism Game ([Lycoming College](#))

MLA - Anthology

Directions: Follow the model. Drag and drop the citation pieces in the right order into the box.

Last name, First name. "Title of the Work." *Title of Collection in italics*. Ed. Editor's Name(s). City of
Publication: Publisher, Year. Page range of entry. Medium of Publication.

Ed. Tobias Wolff 1994. Vintage, "Girl"
306-07. Kincaid, *The Vintage Book of American Short Stories.*
New York: Print. Jamaica.

Plagiarism Game

The benefits of citing your sources are (drag the following to the appropriate category):

- Avoids plagiarism
- Respects intellectual property
- Helps reader find your sources
- Adds credibility
- Avoids arrest

False **True**

Goblins left in this room:
3

Rooms Cleared

What Can You Do?

- If you have an office or department that specializes in accessibility, ask them to review it with you.
- Create your own game-based learning that incorporates gaming concepts and features, but is accessible
 - Keep it simple...text-based, audio that has captions, etc.
 - Learn about and apply UDL

Thank you!