DISCOVERY TOURS IN THE LIBRARY

https://www.ubisoft.com/en-us/game/assassins-creed/discovery-tour

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INFO 287 – The Hyperlinked Library

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WHAT ARE DISCOVERY TOURS?

- Immersive, educational gameplay experiences developed by Ubisoft.

- Based on their Assassin's Creed video games, but with all combat, violence, and gore removed.

- Players can freely roam digital landscapes at their own pace inspired by several historical locations and time periods.

- Alternatively, can go on guided tours of these landscapes curated by historians, professors, and other subject experts in a variety of disciplines.

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WHO WILL THIS HELP?

https://classroomclipart.com/image/vector-clipart/history-events-education-clipart-73358.htm

- 64% of U.S. population play video games; some might never have taken history classes or read historical books/articles.

- Historical games are particularly popular, tend to be remarkably well-researched, and capable of teaching historical thinking and skills along with historical content.

- Provides new, immersive way to learn about history for those initially dissatisfied with books, movies, other more traditional methods of learning.

- Can help drum up interest in historical topics and engagement with historical media, including library collections.

Madden, A. (2019). More than a just side quest: The non-gamer's guide to using video games to teach historical topics. *The Sixteenth Century Journal, 50*(4), pp. 1155-1162. https://www.jstor.org/stable/27038895

RELEVANCE TO LIBRARY MISSION & VALUES

- Fostering lifelong learning part of Puyallup Public Library's mission.

- Helps realize vision of space where all can explore, connect, and enjoy free and easy access to ideas and technology.

- Supports Right to Learn at any age/stage; helps create environment of learning and growth.

https://www.puyallupwa.gov/632/Learn-About-the-Library

ACTION BRIEF

- Convince Puyallup Public Library patrons

- That by participating in these Discovery Tours

- They will discover a new immersive way to experience historical times and places

- Which will increase their interest and engagement in the study of history

- Because of our mission to foster a sense of lifelong learning in our community

INSPIRATION

- Ubisoft developers partnered with McGill University instructors; created guided curriculums focused on several disciplines, including arts, language, math, science, and social sciences.

- Teachers able to create custom lesson plans; tailor Discovery Tours to their specific needs.

- Allows for high degree of customizability; can view historical societies through many different lenses.

- https://www.ubisoft.com/en-us/game/assassins-creed/discovery-tour/curriculum-guide

GUIDELINES AND POLICIES

- Open to patrons of all ages; children must have adult supervision.

- Equipment/computers must be used responsibly; no damage/misbehavior tolerated.

- "Let go of control"; attendees free to explore virtual world at own pace until end of session.

- "Let 'beta' be your friend"; remain open to tweak program implementation based on user needs.

Stephens, M. (2008). Taming technolust: Ten steps for planning in a 2.0 world. *Reference and User Services Quarterly, 47*(4), 314-317. https://tametheweb.com/2012/05/30/taming-technolust-ten-steps-for-planning-in-a-2-0-world-full-text/

TIMELINE

- Don't overthink preparation; plan to roll out as quick as possible

- "Get it into others' hands and see what happens"

- 3-4 months: Acquire computers and licenses for software; have employees try out

- 1-2 months: Gather employee feedback; adjust implementation specifics accordingly

- 1-2 months: Begin offering to patrons; gather additional feedback

- "Iteration, iteration, iteration"; continue to build feedback into development process

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Matthews, B. (2012, April). Think like a startup: A white paper to inspire library entrepreneurialism.

MARKETING & PROMOTION

LOGOS.ADAM96.COM

- Flyers posted throughout library, including on bulletin board
- Event added to calendar on library website
- Mail flyers to patron addresses on file; email digital copy if email address known
- Posts on library social media, such as Facebook, Instagram, and YouTube
- Reach out to local schools and businesses to advertise outside the library

STAFF REQUIREMENTS

- Several volunteers help set up computers for each session.

- One or two volunteers reserve room, welcome attendees, help get them started, answer questions.

- Mostly hands-off unless help is requested; let attendees learn and explore at own pace.

- No history expertise required; some computer knowledge needed to handle potential tech issues.

- Ensure equipment is treated properly; may need to address/deescalate misbehavior.

EVALUATION

- Keep track of statistics; How many sign up vs. show up? How many stay until end of session?

- Provide attendees with optional feedback form at end of sessions.

- Send out emails after each session asking for feedback.

- Monitor social media; engage with users, address any posts/comments with questions/concerns about event.

THANK YOU!

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