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## Information Games in the Academic Library: Library of Kyiv National University of Culture and Art, Ukraine

By Olena Skachenko

Kyiv National University of Culture and Arts is the higher education institution in Ukraine for the training of cultural and artistic personnel. It is located in Kyiv, the capital of Ukraine. The university has 10 faculties and 10,000 students.

The library is a structural unit of the university, and is its information, scientific, and cultural-educational center. The library has six departments: purchase, storage of books, customer service, information and bibliographic, scientific and methodological, and information technology. The most popular library resource is the Electronic Catalog, which has 207,797 records and provides access to the full-text collection of the Electronic Library. The library has a website <http://lib.knukim.edu.ua/>, YouTube channel [https://www.youtube.com/channel/UCawp\\_z00gv42192IPTXMtj6w](https://www.youtube.com/channel/UCawp_z00gv42192IPTXMtj6w), and social media accounts.

Under the influence of digital technologies, there has been a transformation of library activities and user needs. Various forms and methods of gamification keep up-to-date the application of game technologies in the socio-cultural activities of libraries.



In the library of the Kyiv National University of Culture and Arts, gamification has long meant conducting thematic web quizzes. You can

watch a video of one of our web quizzes on Facebook at: <https://www.facebook.com/helen.skachenko/videos/2246280045686139/> (Skachenko, 2019a).

As the university library interacts with student youth, the main tasks of the free socio-cultural space are to organize joint

activities, develop critical thinking, support stress resilience, and promote the ability to make quick decisions (Skachenko, 2019).

### Information Games in the Format of a Brain-Ring



In October 2018, information games in the format of a brain-ring took place in the library. Brain-ring is an intellectual team game in which the teams play against each other answering the questions. That is the "intellectual ring." To create a voluntary

motivation for students to participate in the event, we used a combination of cognitive (related to the study of a particular discipline) and social (team competition) motives. We invited participants to take intellectual quizzes,

games, and practical tasks on library subjects and a range of issues related to tourism. The team participants were first-year students of International Tourism Faculty and students of Museum Studies and Examination of Historical and Cultural Monuments Faculty.

We included the following games in the Information Games program:

- Quiz: 60 Seconds: Who Knows More About Museums and Attractions Around the World (students should give as many correct answers as they can in 60 seconds);
- Game: Match the Names of Newspapers and Magazines (it was necessary to match the names of Ukrainian and world media publications as fast as possible);
- Game: A to Z book Challenge (players needed to list 15 books in alphabetical order accurately and quickly);
- Game: Who is Fantasy? (players needed to search for suggested terms and concepts in dictionaries/ encyclopedias and explain their meaning to the audience);
- Quiz: Tourist Attractions in Ukraine and the World: Facts, Records (there were 15 multiple-choice questions);

- Game: Capital Penalty (one team named a country and another had to name its capital).

On the website of the Scientific Library of the Kyiv National University of Culture and Arts (2018) at <http://lib.knukim.edu.ua/informaciyni-igri-2018-piznavalno-int/> you can find out which team won the game.



We chose several goals as the main elements of a game that allowed players, when searching and formulating answers, to demonstrate the traits of a researcher, expert, leader, and more. By developing game tasks, we hoped to expand the boundaries of students' knowledge

about tourist destinations in Ukraine and the world.

The event was moderated by a librarian, who was the developer of the script and tasks for the games. The moderator formulated the task, explained the rules, and supported the dynamics of the game. The refereeing board counted the points scored, monitored compliance with the rules of the game, and awarded the winners. The atmosphere of friendly rivalry, team slogans, and prepared hints provided support to the groups. Bloggers from both teams did a live video



broadcast on the library's Facebook pages and participants' Instagram accounts.

## II Information Games

In April 2019, II Information Games took place in the library. We included web-quests and web-quizzes in this program. This time, the participants of the competition were first- and second-year students

of the Faculty of Hotel, Restaurant and Tourism Business.

There were two teams: Pharaohs and Amazon. You can learn more about the winning team and view photos of the games on the website of the Scientific

Library of Kyiv National University of Culture and Arts (2019) at: <http://lib.knukim.edu.ua/geymifikaciya-onlayn-igri-dlya-navchann/>.

In the first online game, we asked participants to make a web puzzle of a famous tourist destination. Next, players must identify the landmark, and name the country and city in which it is located. In the next task, we offered an instant test of their knowledge of geography: in 120 seconds, participants had to write as many names of cities around the world that begin with a certain letter as they could.

While developing the next game, we planned to test knowledge of the tourist country studies discipline. In the interactive task created with the help of the LearningApps.org service, we suggested matching a photo of an outstanding cultural monument and its name.

In the game, Identification, the moderator voiced well-known facts about a certain tourist center of the world. The team that named the tourist center correctly using the least number of hints won.



We completed the II Information Games with the adventure game-breakout In Search of Hetman Polubotko's Treasures (Skachenko, 2019c). We prepared the game-breakout using the online tool Genially (<https://www.genially/>), which offers the creation of interactive resources (posters, presentations, games, etc.). To win the quest, team members must "visit" five countries on different continents of the

world online and answer three questions about the history, geography, or culture of this country. You can watch a video of our students interacting with the creative web quest In on Facebook at: <https://www.facebook.com/helen.skachenko/posts/2228344430813034>

(Skachenko, 2019b).

Each incorrect answer leads to a plane crash and returns players to the beginning of the game. The correct answer allows you to move on to another question. Three correct answers about the host country reveal the digit of the code. Sequentially typed code digits open a safe of "gold" at the end of the game.

When conducting Information Games in the library, we used such elements of gameplay as instant prizes (for example, apples), points for winning a certain quiz/game, and game status indicators. The winning team received sweet prizes (chocolates in the form of medals), and an award certificate in the form of a diploma. Students commented on the activities on the library's Facebook page. They said that they liked the interactive format, the integration of course materials, and learning new information through the university library.

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