

GLOBAL MEDIA AND INFORMATION LITERACY WEEK 2019

FEATURE CONFERENCE

GOTHENBURG, SWEDEN, SEPTEMBER 24-26, 2019

THE AMAZING LIBRARY RACE

Developing the Students MIL Skills
through Games : the Case of the
Philippines and Kazakhstan

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LIBRARY
INFOLIT
RACE



INTRODUCTION



Libraries position themselves as champions of Media and Information Literacy.

INTRODUCTION



Gamification allows libraries to deliver media and information literacy instruction in an engaging and interactive way.

OBJECTIVES

Present the use of games to teach MIL skills to students; and

Show the practices of two academic libraries from Kazakhstan and Philippines in using game-based learning.



CASE STUDY: KAZAKHSTAN

Date	MIL Event	Venue	Sponsor
November 2015	Preparation of a 5-day course on MIL (Freedom of Information)	Kurmangazy Kazakh National Conservatory	UNESCO Almaty
November 2016	Importance of MIL	Kazakh National University	Kazakhstan National Commission for UNESCO
September/October 2017	MIL Training	KIMEP University	IREX Europe
January 2018	MIL Seminar for Librarians	Nazarbayev University	IREX Europe
October 2018	MIL Week Forum	Nazarbayev University	Nazarbayev University Library
October 2018	Pilot of MIL Curriculum	Nazarbayev University	UNESCO Almaty



Research University Library | Research University Librarians | Guides | Information Literacy at NU | Information Literacy Program

Information Literacy at NU: Information Literacy Program

The Nazarbayev University Library Information Literacy Program (NU ILY) was launched in 2018 to achieve student success across all schools of the university.

Library Sessions | **Information Literacy Program**

Information Literacy Program | Library Orientation | **Module 1 - Searching for information** | Module 2 - Evaluating information | Module 3 - Citing sources | Module 4 - Avoiding plagiarism

The Nazarbayev University (NU) Library and Information Literacy (ILY) Program was launched in 2018 to achieve student success across all schools of the university. Information Literacy will aid the students to become active lifelong learners and it will help them improve their abilities to search, access, evaluate, apply and acknowledge the right information they need.

The American Library Association (ALA) international professional library associations, library educators and librarians practitioners promote Information Literacy as a standard program in promoting student learning. It is said that a student who is information literate can access information efficiently and effectively, evaluate information critically and competently and can use information accurately and creatively (ALA, 2000).

Faculty members have the opportunity to regard each of the following modules one at a time and may select modules which are more appropriate for their classes. It is advisable if students will be able to start with the library orientation and attend all the other four modules.

The description of each module can be found in the top menu. It contains the specific learning outcomes and learning objectives. Please contact your Subject Librarian for more information.

Updated: Jun 20, 2019 6:32 PM | **URL:** <https://nu.kz/index.php/information-literacy> | **Print Page**

Subjects: Research, Research, Skills and Tools | **Tags:** Information Literacy

[Library Homepage](#) | [Facebook](#) | [YouTube](#) | [Contact Us](#)

Media and Information Literacy: Introduction

This guide will prepare the academic community to be competent individuals in the area of Media and Information Literacy (MIL).

Introduction | **Historical Timeline of MIL** | **MIL Competencies** | **Five Laws of MIL** | **MIL Tips** | **Other Sources**

Introduction

Librarian

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Knowledge can be created and disseminated in all forms and formats. Media and information increases everyday and it becomes so abundant that it can be found anywhere, anytime, specially in the booming era of data and information explosion. Becoming media and information literate individuals will test our patience on how we deal with information. It includes a certain level of respect towards those who need and request for it. Respect for information need means we allow each and everyone to express their ideas, opinions and expressions fully without any judgment or prejudice. MIL teaches us to use information and media content in an ethical, efficient and effective manner.



NAZARBAYEV
UNIVERSITY
LIBRARY

**LIBRARY
INFOLIT
RACE
CHALLENGE**

23 NOVEMBER 2018

RACE MECHANICS:

[HTTPS://NU-KZ.LIBCAL.COM/EVENT/3355122](https://nu-kz.libcal.com/event/3355122)

contact

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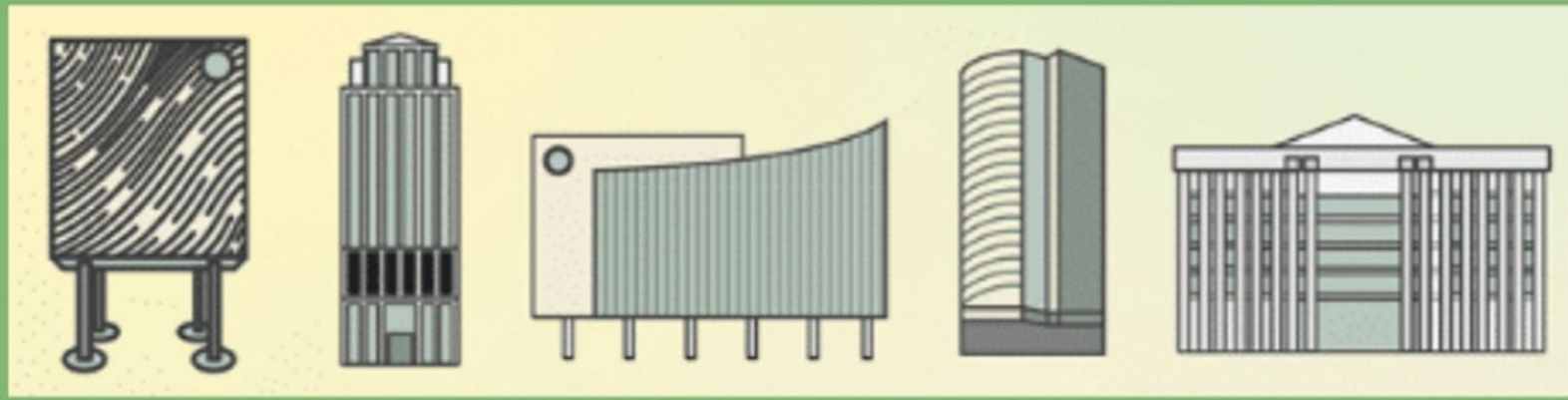
INFOLIT RACE

MIL Component	MIL Subject	Pit Stop Challenge
Recognizing the demand for, being able to search for, being able to access and retrieve information and media content.	Search and location of information and media content	<p>Everyone has a class! In this task, students must be able to arrange the books in order of class number. Also, they need to identify which class number each discipline belongs to.</p>
Understanding, assessment and evaluation of information and media.	Assessment of information and media content, and media and information providers	<p>Don't plagiarize is a task where students need to understand and assess every situation. A set of paraphrased texts are written and they need to agree if they need to cite these texts based on common rules.</p>
Creation, utilization and monitoring of information and media content.	Communication of information, media content and knowledge in ethical and effective manner	<p>Chat with me! Is a task where students should apply courtesy in communicating while asking for a request. In this task, the librarian will ask them to find research information using the library portal and online databases.</p>

PHILIPPINES: The Case of De La Salle University

DLSU LIBRARIES

Redefining the way we learn.



IAMINFOSMART



Outgaming Misinformation: Media and Information Literacy Does the Mending

FOR BEGINNERS

24-29 November 2017

AUGUST 29, 2018

The Learning Commons

ROOM 204

Exhibit Area, 6th Floor

Henry Sy Sr. Hall



Libraries



汉语角
Chinese Corner



Libraries

iam InfoSMART

INFOLIT IN EVERY BIT

12 - 17 NOVEMBER 2018

THE LEARNING COMMONS

The poster features a stylized globe with a red location pin on top, set against a background of colorful, abstract shapes and lines.

iam
infoSMART

The logo features a large green 'i' with a person icon inside, followed by 'am infoSMART' in various colors. To the right, there is a silhouette of a group of people standing together.

lamInfoSMART 2017
EVENT REPORT



PICK-UP STICKS



SUNGKA

(Traditional Filipino Game)



CONNECT 4

Games have been an integral part of the lamInfoSMART activities.



Libraries



THE **i am InfoSMART**

AMAZING RACE

THE LEARNING COMMONS EDITION

Being InfoSmart is about your ability to seek, evaluate, use and even create information effectively.

This race allows you to explore The Learning Commons and puts your information-seeking skills to the test.

Wants You!

Create a team of three and join this exciting event!

SOLVE CLUES PERFORM CHALLENGES

BE THE FIRST TEAM TO ARRIVE AT THE FINAL PIT STOP

Sign up NOW!


Visit <http://librarynewslette.lasalle.ph> for more details.

Email: library@dlsu.edu.ph

**Friday
November 29, 2013
09:00 AM - 11:00 AM**



Libraries


THE **i am InfoSMART**

AMAZING RACE

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PRIZES
Champion: Php3,500
1st runner-up: Php2,000
2nd runner-up: Php1,500

SOLVE CLUES

PERFORM CHALLENGES

BE THE FIRST TEAM TO ARRIVE AT THE FINAL PIT STOP

Sign up now!

Register: <http://bit.ly/LibrariesAmazingRaceForm>
Visit: <http://librarynewslette.lasalle.ph> for more details
Email: library@dlsu.edu.ph for question and inquiries

**14 November 2014
Friday
9:00AM-11:30AM
Exhibit Area
6F The Learning Commons**

Being InfoSMART is about your ability to seek, evaluate, use and even create information

This race allows you to explore The Learning Commons and puts your information-seeking skills to the test.



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Champion: Php3,500
1st runner-up: Php2,000
2nd runner-up: Php1,500



Sign up now!
Email: library@dlsu.edu.ph
Visit <http://tinyurl.com/iaminfosmartamazingrace> for more details.

Create a team of three and join this exciting event!

SOLVE CLUES

PERFORM CHALLENGES

BE THE FIRST TEAM TO ARRIVE AT THE FINAL STOP



Libraries



汉语角
Chinese Corner





POWER
MAC
CENTER

Sample Amazing Race Challenges

IamInfoSMART AMAZING RACE

CHALLENGE DETAILS

Online Scavenger Hunt

Get a head start by answering the following questions quickly and correctly by browsing through the Library's website. Find a computer available.

1. What is the DLSU Libraries' email address?
2. What does LORA stands for?
3. What is LORA's mobile number?
4. Identify 2 Reference Services provided by the Libraries.
5. Name 2 electronic databases that the Library is subscribing to.
6. Name 1 ebook database that the Library has.
7. What is the Twitter account of the DLSU Library?

Give the correct answers using **Chat with LORA** service to move to the next challenge

- Don't Fake It -

Congratulations, you've reached the final task!

Fake news. You hear this phrase quite often these days. You probably even read or saw one (or two).

The highlight of this year's information literacy campaign is our interactive multimedia exhibit that aims to fight fake news -- showcasing useful tools and tips on how to spot and get rid of satirical, biased, and fake information.

For your last challenge, visit the exhibit hallway and see if you can successfully identify fake news. When you're done, head to the **Finish Line!**

- Dress for Andres -

November 30 is Andres Bonifacio Day. Andres Bonifacio is the Father of Philippine Revolution and the founder of the secret society *Katipunan*.

Go to the Filipiniana Section. Filipiniana Collection houses materials about the Philippines and it's people.

Your task is to re-enact an event in history when Andres Bonifacio led the Katipunan in revolution.

To complete this task and get your next clue, have someone snap a photo of the team and post it in the Library's FB page. Indicate your team's name and use #IamInfoSMART2017 #AmazingRace2017 #AndresBonifacio

MIL COMPONENT 1

Recognizing the demand for, being able to search for, being able to access and retrieve information and media content.

MIL COMPONENT 2

Understanding, assessment and evaluation of information and media.

MIL COMPONENT 3

Creation, utilization and monitoring of information and media content



In Conclusion

Problem and game-based learning like the Library InfoLit Race (Kazakhstan) and Library Amazing Race (Philippines) provide libraries with the opportunity to make learning interactive, fun and meaningful for the students. Through these games, the library was able to integrate various IL competencies that students should be able to acquire and understand.

THANK YOU !



THANK YOU!

