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

JOSEPH YAP
Nazarbayev University
Nur-Sultan, Kazakhstan

JANICE PENAFLOR
De La Salle University
Manila, Philippines
Libraries position themselves as champions of Media and Information Literacy.
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**

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

23 November 2018

RACE MECHANICS:

HTTPS://NU-KZ.LIBCAL.COM/EVENT/3355122

contact

START HERE

INFOLIT RACE
<table>
<thead>
<tr>
<th>MIL Component</th>
<th>MIL Subject</th>
<th>Pit Stop Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recognizing the demand for, being able to search for, being able to access and retrieve information and media content.</td>
<td>Search and location of information and media content</td>
<td><strong>Everyone has a class!</strong>&lt;br&gt;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.</td>
</tr>
<tr>
<td>Understanding, assessment and evaluation of information and media.</td>
<td>Assessment of information and media content, and media and information providers</td>
<td><strong>Don’t plagiarize</strong> 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.</td>
</tr>
<tr>
<td>Creation, utilization and monitoring of information and media content.</td>
<td>Communication of information, media content and knowledge in ethical and effective manner</td>
<td><strong>Chat with me!</strong> 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.</td>
</tr>
</tbody>
</table>
PHILIPPINES:
The Case of De La Salle University

DLSU LIBRARIES
Redefining the way we learn.
Outgaming Misinformation: Media and Information Literacy Does the Mending

24-29 November 2017
The Learning Commons
Exhibit Area, 6th Floor
Henry Sy Sr. Hall
Games have been an integral part of the lamInfoSMART activities.
THE IAMINFOSMART AMAZING RACE

Wants You!

Create a team of three and join this exciting event!

SOLVES CLUES PERFORM CHALLENGES

Be the first team to arrive at the final pit stop

Sign up NOW!
Visit librarynewslette.tasille.ph for more details.
Email: library@dlsu.edu.ph

Visit: librarynewslette.tasille.ph
for more details
Email: library@dlsu.edu.ph
for question and inquiries

PRIZES
Champion: PhP3,500
1st runner-up: PhP2,000
2nd runner-up: PhP1,500

Create a team of three and join this exciting event!

SOLVES CLUES PERFORM CHALLENGES

Be the first team to arrive at the final pit stop

Sign up now!
Email: library@dlsu.edu.ph
Visit: http://rim jung.com/iaminfosmartamazingrace
for more details.
Sample Amazing Race Challenges

**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!