On Playing with FIRE: A Choose-Your-Own Adventure Conference Presentation

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ON PLAYING WITH FIRE...
A CHOOSE-YOUR-OWN ADVENTURE CONFERENCE PRESENTATION

Press START
Enter coins to continue.
Level 1: How do you build a game?
Level 2: On FIRE: how did it work?
Level 3: What were the results/takeaways?

GO!
It’s 2015. The UNH Paul College of Business and Economics is on FIRE!
TEAMS FORMED...

Your colleague Kathrine, Instruction Librarian at UNH, wants to support the FIRE’s program’s research component and she wants YOU to help her.

WHAT SHOULD YOU DO? ...

Partner with student game designer  Eat a snack

Go  Go
Tasty! But greasy… minus 3 points and you still have work to do.
Good choice! +3 points!

What will your student use to build the game?

- Partner with game company
- Make a pen and paper game
- Program it on your own

Go  Go  Go
56 hours of grading.

“Never again,”
you tell your colleagues.

“Never. Again.”
Welcome to the world of software production! Wait...you have a job as a university librarian too?

Better luck next year!

GAME OVER

replay
A game company it is! +10 points

Explore Edventure Builder

Explore Other Platforms

Platforms vs. coding?

Go

Go

Go
Code looks something like this.
Platforms look something like this.
Platforms!!

Twine
Typeform
Squarespace
ARIS
TaleBlazer
OnCell
Connecting People, Places & Stories.
Kahoot!
Qzzr
BACK
+10 points
Text LOEX to (617) 819-8434
or go to www.edventure.us/LOEX

LEVEL 2!!
Explore the Edventurer Builder

Go
Takeaway #1: Timing Matters
The desk is in all ways unremarkable. If this is the club's room, you'd think they'd spring for something a little more impressive. Maybe the club is smaller than you thought.

Regardless, the computer sits waiting for you and you doubt anyone would mind if you rifled through the folder of papers on the desk.

- Sit down and log into the computer
- Open the folder
- Return to the center of the room
- Is there anything else to find?
It's 9:30 p.m. on a Monday night, and you find yourself running from the Whit to the MUB. You've:

- Just left your phone in the
- You're vying for attention at the UNH Young Economists' Club, and you've written the number on your hand: 131.

As you pass through the MUB, you notice how quiet it is. It appears not so many people are around on Monday nights. You dash downstairs and into 131. And then you are pulled up short: you are the only one in the room. You wonder whether you misheard.

You sit down, and the computer asks for your UNH username. Was it again? The first part of your username address @wildeem.unh.edu may give an indication.

You're standing in the middle of the room, what would you like to do?

- Check the door
- Check the desk
- Do nothing

Unlock the Door Summary: Weekly Unique Users

Unlock the Door Question Summary: All Time

<table>
<thead>
<tr>
<th>Step Name</th>
<th>Unique Users</th>
<th>Step Seen</th>
<th>Step Completed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>183</td>
<td>203</td>
<td>203</td>
</tr>
<tr>
<td>Exposition (cont.)</td>
<td>180</td>
<td>200</td>
<td>200</td>
</tr>
<tr>
<td>The room</td>
<td>178</td>
<td>197</td>
<td>230</td>
</tr>
<tr>
<td>The room (cont.)</td>
<td>169</td>
<td>188</td>
<td>432</td>
</tr>
<tr>
<td>The door</td>
<td>109</td>
<td>121</td>
<td>309</td>
</tr>
<tr>
<td>Trying the door knob</td>
<td>60</td>
<td>62</td>
<td>67</td>
</tr>
<tr>
<td>Knock on the door</td>
<td>58</td>
<td>61</td>
<td>66</td>
</tr>
<tr>
<td>The desk</td>
<td>149</td>
<td>162</td>
<td>843</td>
</tr>
<tr>
<td>Getting going</td>
<td>133</td>
<td>143</td>
<td>302</td>
</tr>
<tr>
<td>Logging in</td>
<td>122</td>
<td>132</td>
<td>132</td>
</tr>
<tr>
<td>Did you check the folder?</td>
<td>120</td>
<td>129</td>
<td>268</td>
</tr>
<tr>
<td>The computer</td>
<td>121</td>
<td>131</td>
<td>289</td>
</tr>
<tr>
<td>Browsing the library website</td>
<td>78</td>
<td>81</td>
<td>120</td>
</tr>
</tbody>
</table>

www.edventure.us/LOEX
Make your predictions
See the results
Talk about takeaways
Questions!

LEVEL 3!!
What happened?

www.edventure.us/LOEX
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

50-100  100-200  200-700  700+
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200

Out of 120 players, how many played all the way through?

5-10  10-50  50-100  100+

ANSWER
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200

Out of 120 players, how many played all the way through?

5-10
UNH Has 700 Freshmen playing FIRE. How many do you think played our game? 

100-200

Out of 120 players, how many played all the way through? 

5-10

Out of 120 players, how many gave the correct final answer? 

1-5  5-10  10-20  20+
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200

Out of 120 players, how many played all the way through?

5-10

Out of 120 players, how many gave the correct final answer?

10-20
RESULTS

LOEX 2016
PLAYING WITH FIRE: GAMING LIBRARY INSTRUCTION

THE RESULTS:

- 120 players
- 93 signed in
- 20 final answers
- 8 played to the end

Game results

More results
Take Aways
Questions

THE BREAKDOWN

- 77% tried + gave up
- 22% finished
- 11% cheated
- 9% played (mostly) fair

Take Aways
Questions

Powered by The Edventure Builder by Green Door Labs
TAKEAWAYS

Overall Takeaway:
We can do this!

Takeaway #1:
Timing Matters

Takeaway #2:
Set Expectations

Takeaway #3:
Marketing!
QUESTIONS???