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!
LEVEL 1: The Spark

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
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
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!
A game company it is! +10 points

Explore Edventure Builder

Explore Other Platforms

Platforms vs. coding?
Code looks something like this.
Platforms look something like this.
Platforms!!
+10 points
Text LOEX to (617) 819-8434
or go to www.edventure.us/LOEX

LEVEL 2!!
Explore the Edventure Builder

Go
Takeaway #1: Timing Matters
It's 9:30 p.m. on a Monday night, and you find yourself running from the Whit to the MUB. You've just finished your final exam and only have a change of clothes with you – you even left your phone in the dorm. You are eager to attend the meeting of the UNH Young Economists' Club, and you've written the room number on your hand: 131.

As you pass through the MUB, you notice how quiet it is. Apparently not 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 the room number. Everything seems so quiet. You wonder whether you misheard the room number. You wonder whether you misheard the room number.

Points: 0

You sit down and the computer asks for your UNH username. What was it again? The first part of your email address before @wildcats.unh.edu may give an indication.

Points: 0

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

- Check the door
- Check the desk
- Do nothing

Submit

Unlock the Door Summary:

Unlock the Door Question Summary:

<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>76</td>
<td>112</td>
<td>123</td>
</tr>
</tbody>
</table>
LEVEL 3!!
What happened?

- Make your predictions
- See the results
- Talk about takeaways
- Questions!

So now you have the details, what would you like to do?

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+

ANSWER
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
The results:
- 120 players
- 93 signed in
- 20 final answers
- 8 played to the end

Game results

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

Take Aways

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???