IFLA SET PRESENTS

All Work and All Play. Sustainable Development Awareness Tools for Librarians

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presentation plan

Introduction

1. Game as a training tool
2. Adapting a game: method and choices
3. Broadcast and critical feedback on the game

Conclusion
Introduction

2017, at Enssib, a team on Agenda 2030 and French Libraries

How to train librarians on new librarianship concerns:
★ Sustainable Development and its associated tool Agenda 2030, not quite known at the time;
★ Advocacy, little used and still poorly mastered, especially in terms of argument construction.

How to find a tool efficient:
★ To engage an audience that wouldn’t be interested by the topic at first sight
★ To provide a complete enough training to raise a practical engagement on the topic.

Would a serious game be this efficient tool to train on emerging skills?
1. Game as a training tool

Serious games: games that don’t have “entertainment, enjoyment or fun as [a] primary purpose”

**Spreading messages**
- Companies, Industries (marketing, advertising)
- Governmental institutions (e.g. recruitment)
- Organisations (training, skill development)
- Schools, universities (skill and knowledge development)
1. Game as a training tool

Game mechanisms
3 effects stemming from our hypothesis

ATTENTION  RESPONSIVENESS  ENGAGEMENT
2. Adapting a game: method and choices

1st step: we had to play and experiment games. We chose to start from a game that already existed:

- We are not game designers
- Main focus on sustainable development and advocacy
- Pre-existing game = pre-existing players

a) An easy to handle game
b) A collaborative/cooperative game
c) A game to get involved
2. Adapting a game: method and choices

AN EASY TO HANDLE GAME

A game with simple and basic rules, so that players can play independently
A game freely available: print and play version
A graphic design based on the colours of the Agenda 2030

French version: https://agenda2030bibfr.wixsite.com/agenda2030bib/jeu
2. Adapting a game: method and choices

A COLLABORATIVE/COOPERATIVE GAME

Collaboration invites dialogue between players
_Pandemic_: finding a vaccine through the collective discovery of strains of the virus
Our game: colleagues must obtain sustainable library labels as a team
Acquiring advocacy reflexes to convince
2. Adapting a game: method and choices

A GAME TO GET INVOLVED

Modification of the original games:
- Graphic based on the 2030 Agenda colours and logos
- Profile cards adapted to librarian’s environment
- Action cards based on actions carried out by French libraries (survey in 2017)
ACTION

Accueil une journée par semaine d’un écrivain public pour l’aide aux démarches administratives (rédaction de courriers, démarches en ligne...).

BM La Grand-Plage, Roubaix
3. Broadcast and critical feedback on the game

a) Testing the game: the pleasant part
   ○ Playing
   ○ Share and diffuse the game
Testing the game: the pleasant part

Occasions:
★ To highlight changes to make on different elements of the game (such as font size in the graphic design),
★ To collect opinions of the game play and to check if the game was easy enough to play,
★ To check its collaborative dimension and its ability to engage librarians into new skills acquisition.
The serious game is ready

https://agenda2030bibfr.wixsite.com/agenda2030bib/apropos
With librarians and LIS students
November 2017
With head librarians and LIS professionals
November 2017
Bobcatss Congress
January 2018, Riga, Letonia

ABF Congress
June 2018, La Rochelle, France

AIFBD meeting
August 2018, Kuala Lumpur, Malaysia

Sharing and diffusing the game

Occasions:
★ To share with colleagues planning to test and play the game in their own libraries with their own teams.
★ To discuss the necessary skills to develop to lead game sessions,
★ To question the ‘Action Card’ content based on actions happening in France, and the accessibility of the format for further translations, beyond French and English.
Bibliothèques vertes : de l’écologie au développement durable
December 2017, Médiathèque Montaigne de Frontignan

Official webpage:
https://pro.bpi.fr/bibliotheques-vertes-de-lecologie-au-developpement-durable/

Presentation (in French):
https://youtu.be/cjuxh7tFJ8Y

Bibliothèques vertes : Dev. dur. et pratiques éco-responsables
June 2019, Médiathèque du Grand M, Toulouse

Envie d’advocacy ? prêt pour du plaidoyer ?
June 2019, Congrès de l’ABF, Paris,

https://agenda2030bibfr.wixsite.com/agenda2030bib/single-post/2019/06/12/Envie-dadvocacy-pr%C3%AAt-pour-du-plaidoyer-

….and many others

https://agenda2030bibfr.wixsite.com/agenda2030bib/copie-de-se-former
Great Ideas for Advocacy

August 2018, IFLA WLIC, Kuala Lumpur, Malaysia

https://www.ifla.org/publications/node/89766

Stand AIFBD-PLACED

August 2019, IFLA WLIC, Athens


IFLA International Advocacy Programme (IAP) Global Convening

June 2018, NYPL, New York

https://www.ifla.org/FR/node/57718

….and many others

https://agenda2030bibfr.wixsite.com/agenda2030bib/copie-de-se-former
3. Broadcast and critical feedback on the game

b/ The game as a useful but not sufficient tool
Simplicity is not autonomy

Issues:

- The game is level 2, and not so easy to play for beginners,
- The tests show the need for a “game master”.

Solutions:

- We have trained colleagues by phone, but we should find a way to have a “game master” team, present in different part of the country. Maybe with the help of the national association.
- We have to be clear on the preparing time the game is asking for, so colleagues can take time to become “game master” themselves.
Local adaptation

Issues:

- Need to add actions from a larger variety of libraries
- Need to adapt actions cards to local/national reality
- Need to adapt actions cards to the evolution of libraries

Solutions:

- We are proposing empty actions cards so librarians can add any actions they want, even during the game. And, we are proposing some posters to help librarians to define their SDG’s actions and then fill the empty cards.
- We give full access to the graphic sources document, so librarians can translate and adapt the game to their own country.
- We have shared with colleagues abroad the pattern of our survey for collecting actions.
The game in the training courses

Issues:

- Librarians need general information about Agenda 2030 to be able to play easily.
- Librarians need more technical trainings after the game to acquire good practices.

Solutions:

- We are proposing a news feed to inform librarians on the topics of Agenda 2030 or sustainable development. [https://agenda2030bibfr.wixsite.com/agenda2030bib](https://agenda2030bibfr.wixsite.com/agenda2030bib)
- We are proposing a presentation before playing and a quizz after playing, but to go further, it could be great to think the game as one step in a full training courses.
Conclusion

YES ! The game can be used to train in emerging practises in LIS.

BUT on one condition: integrating the game into a whole process of appropriation, empowerment and practical and applied training.

AND NOW ? Thinking of integrating it into digital training, more adapted to the current context.

The game isn’t over!
References:


thank you

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