



GAMIFIED DISCOVERY OF THE LIBRARY LEARN, EXPLORE AND JOIN IN THE FUN!

How can a self-guided treasure hunt help Year 1 Law students discover their university library while accommodating large groups?



CONTEXT

- A confusing start to university for 1,500 law students
- Compulsory course unit combining online classes and library visits
- Uninspiring traditional visits: limited student engagement
- A reduced team of facilitators at the library

OBJECTIVE

Contributing to student success from the first semester

- ◆ Finding your way around the library
- **◆ D**iscovering and using legal documents
- **G**aining independence
- **◆** Fostering collaboration between peers

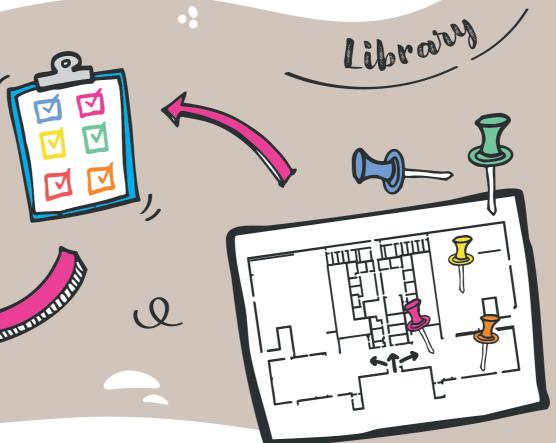


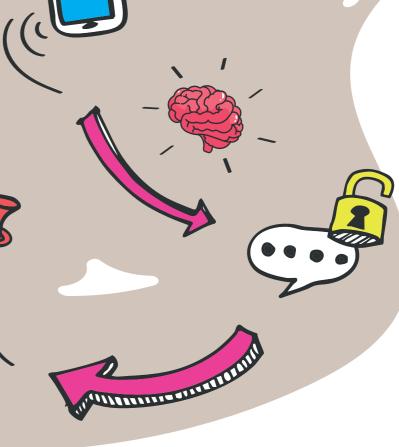












OPTIMISED ORGANISATION FOR LARGE NUMBERS



6 sessions per day for 2 weeks

WELCOME

Presentation

Instructions

15 min

of objectives



INDEPENDENT PLAY

In groups of 3

or 4 students

30 min

36 students 2 supervisors





1,500 students



DEBRIEFING

Services, academic

Referral to the

online course

15 min

resources



ONLINE

QUESTION



Impactful scripting

a polished design

A WINNING ACTIVITY



SETUP ADVANTAGES

- **Lightweight format**: adaptable scripting, few human resources
- Suitable format: for large cohorts and for independent work in small groups
- Transferable: adaptable to other disciplines and academic contexts



WOULD YOU LIKE TO TRY IT OUT?



- ◆ Fun, motivating, engaging
- ◆ Promotes and supports
- **♦** Better integration into universy life



ENCOURAGES IMMERSION

A story, a narrative teaser, a TV news broadcast,

Concrete learning outcomes

- Identifying spaces
- ◆ Using legal resources
- ◆ Greater autonomy



Goal achieved

- ◆ 1,500 first-year students supported
- ◆ 96% participation rate
- ♦ 80% success rate in final assessment















