"NO TIME TO PLAY AROUND:"

Addressing Equity & Cultivating Play for Library Workers

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A Little about Lorin

Lorin works as the Interim Head of Access & User Services, as well as the Black Studies Librarian.

"There is a bevy of educational research showing that **people learn better when they are active participants in the learning process, and when knowledge is presented in a contextualized framework,** so that they can see how and where knowledge is applied. **Games can do both.**"

Hill, Christa (2016) "Play On: The Use of Games in Libraries," The Christian Librarian: Vol. 59 : Iss. 1 , Article 6. Available at: http://digitalcommons.georgefox.edu/tcl/vol59/iss1/6

WORKPLACE CULTURE

"One of the elements that contribute to the **quality of a workplace for employees**, if not the most important one, is the culture of that workplace. **Workplace culture** is defined in the Oxford Dictionary of Business and Management as "the values, customs, rituals, attitudes, and norms shared by the members of an organization, which have to be learnt and accepted by new members of the organization. . ."

A positive and healthy culture has...

ENCOURAGEMENT OF NEW IDEAS

ACCEPTED MISTAKES (AS PART OF LEARNING PROCESS)

and leads to...

INCREASED EMPLOYEE SATISFACTION

LESS EMPLOYEE ANXIETY, DEPRESSION, BURNOUT

LOWERED ABSENTEEISM

GREATER SUCCESS AND ORGANIZATIONAL PRODUCTIVITY
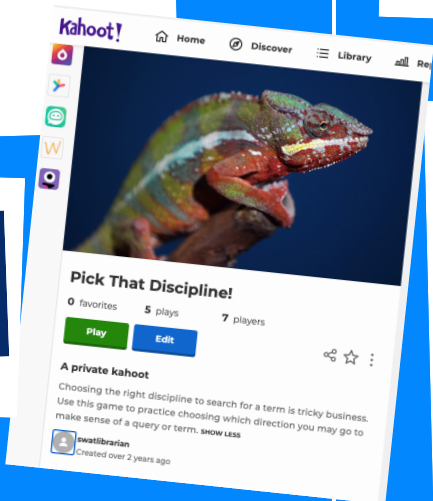
PLAY AT WORK

encourages

**BETTER TRAINING
RECREATION
CREATIVITY
CRITICAL THINKING
COMMUNITY &
COLLABORATION**

and disrupts

**IMPOSTER SYNDROME
VOCATIONAL AWE
WORK SILOES &
TERRITORIALITY
URGENCY**

STAFF & STUDENT LIBRARY WORKERS

KAHOOT.IT

Kahoot!
Pick That Discipline!

0 favorites   5 plays   7 players

Play   Edit

A private kahoot
Choosing the right discipline to search for a term is tricky business. Use this game to practice choosing which direction you may go to make sense of a query or term. SHOW LESS

swatlibrarian
Created over 2 years ago

Discipline Spotting Training
Research & Information Associate library student workers were trained in "discipline spotting" to better identify subject context clues when providing reference support. We practiced by playing a game on Kahoot.

LIBRARIES CAN FEEL LIKE SERIOUS ENVIRONMENTS. BY CULTIVATING PLAY, WE ENCOURAGE COMMUNITY BUILDING AND MAKE THE LIBRARY MORE WELCOMING FOR ALL.

FUN THINGS TO TRY!

Button-makers
Found Poetry
Which Library Wore it Best? (Universal Design)
Board Games
Oversized Jenga
Icebreakers

Information Sources:

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