**Cards and dice in the library: designing games to learn Library and Information Science**

The rise of technology has brought about a significant revolution in the way we consume information, read and learn. These new habits have led to a natural reluctance among students toward traditional teaching methods, as they are unfamiliar with this old-fashioned form of communication. This results in low levels of concentration, attention, and motivation in classes, whether in-person or online. Libraries are not exempt from this issue, as one of their essential functions is to offer training courses to their users.

In this context, alternatives to traditional teaching methodologies, such adopting a playful approach to learning, become an option worth considering. Under this approach, a potential solution is game-based learning. This strategy involves aligning the goals of a pre-existing or ad hoc designed game with the learning objectives of specific content to address students' lack of attention and motivation. In this setting, board and card games can be used to allow players learning while interacting with each other.

In this course organized by the University of Granada, the University of Thessaloniki, and Vilnius University you will learn how to develop game-based learning tools and apply them in a library to develop user training courses.

**Course schedule:**

* **8 online sessions (11th -20th March):** Working in groups with other students, you’ll learn the basics of board games design and develop a game-based learning project for a library.
  + - Session 1: Introduction and meeting.
    - Session 2: Game-based learning in Library and Information Science
    - Session 3: Games typology
    - Session 4: How to build a board game I
    - Session 5: How to build a board game II
    - Session 6: How to build a board game III
    - Session 7: How to build a board game IV
    - Session 8: Project proposals.
* **5 DAYS face-to-face sessions in Granada (Spain) (31st March-4th April):** You’ll develop, test, play and assess a physical prototype of your game.
  + Sessions 1: Presentation of the initial projects (3 hours)
  + Session 2: Building the prototypes (3 hours).
  + Session 3: Testing (3 hours).
  + Session 4: Presentation of final versions (3 hours).
  + Final session: Discussion and conclusions (2 hours).

Don’t miss the chance to learn new skills, meet students from abroad and enjoy the beautiful city of Granada.