

# Wild Goose Chase or Effective Library Instruction?

## A Change of Approach to Library Instruction for First Year Students.

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**Participants**  
2018/2019 First Semester Freshman



### Student & Faculty Perceptions



- "I liked moving and learning, instead of just sitting in the classroom."
- "It was very engaging and taught me a lot. I learned how to seek help and how/where to find sources."
- "I can now confidently find the books I'm looking for."
- "The scavenger hunt was a great way to introduce my students to the library!"
- "They are much less intimidated now!"
- "Fun and engaging! This session is critical to the success of these first year students!"

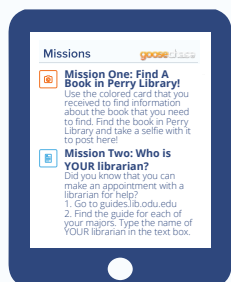
### Problem

Impact Learning Community courses at ODU consist of first semester freshman who are grouped together by major or academic need. Faculty for these courses often requested tours of the ODU Libraries, however, these large group lecture-style tours are not ideal for effectively teaching our students *how* to use the services and resources provided by the Libraries or for meeting them at the point of academic need. The goal of this project is to provide an active learning experience for students so that they will retain and use what they learn throughout their freshman year and beyond.

### Active Learning Solution

A librarian and two faculty members received an internal grant from the University's Center for Learning and Teaching to create and implement a virtual and physical treasure hunt to teach first semester freshman how to find and use library services and resources.

### Logistics



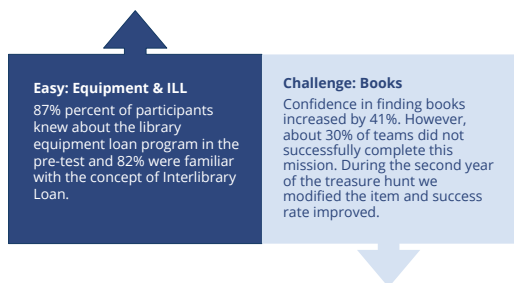
#### Goosechase

Goosechase was inexpensive and required use of only one app for facilitating the activity as well as collecting and assessing responses.

#### Games

Took place during regularly scheduled class time (50 or 75 minutes)  
Classes split into teams of 2-4  
Each game included 10 missions  
Missions required submission of text or photo

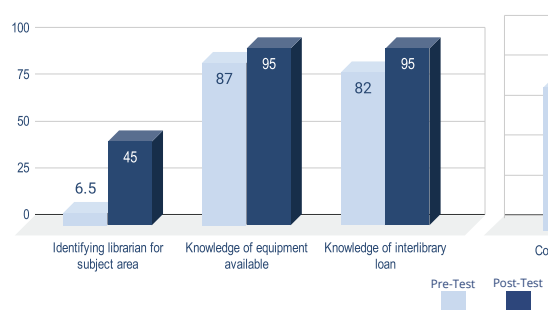
### Assessment Highlights



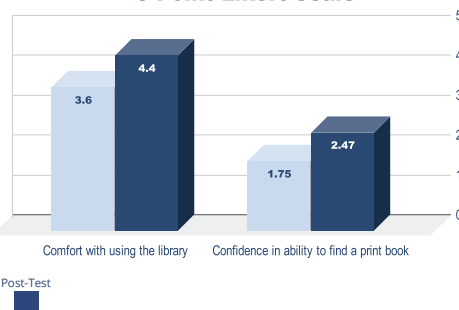
### Total Budget \$1620



### Knowledge of Library Services



### Confidence & Comfort 5-Point Likert Scale



### Final Takeaways



- Though many academic libraries shy away from "treasure hunts," when done well, they can provide an effective, active learning experience for classes that do not have a research assignment.
- Students were most focused and excited during the first few weeks of the semester.
- Selecting a single app that enabled downloading of student responses helped to streamline the assessment process.
- Collaborating with faculty during the creation and evaluation process is key to gaining buy-in and ongoing participation.

### References & Inspiration

Leon, J. A., & Lindsey, R. (2018). Wild goosechase: Launching library tours with a mobile app. In LOEX Annual Conference. <http://www.loexconference.org/2018/sessions.html#LeonLindsey>

Harrington, A., & Libby, G. (2017). Treasure hunt in the library: Raiders of the lost AR(k). Poster session. The Innovative Library Classroom Conference. <https://www.slideshare.net/TheILC/treasure-hunts-at-the-library-raiders-of-the-lost-ark>

Link to poster [bit.ly/activelearningstudy](http://bit.ly/activelearningstudy)