

LIBRARY LOCKOUT

Using Escape Room Programming to Promote Libraries and Their Services

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What is Library Lockout?

- Interactive, clue-based game designed to orient students with the library's collection, services, and resources
- Modeled after popular escape room games, with a library twist!

Purpose of the Program

- To bring students into the library
- To teach students about library services
- To teach students how to navigate collections
- To show students that libraries are fun!



How the Program was Created

- Identified skills we wanted students to learn
- Focused on using resources such as print collections, library website, course reserves, and catalog
- Created puzzles/clues that would guide students to explore library website, catalog, course reserves, and print collections
- Purchased budget-conscious tools to enhance the game
- Hid an educational experience inside a fun game

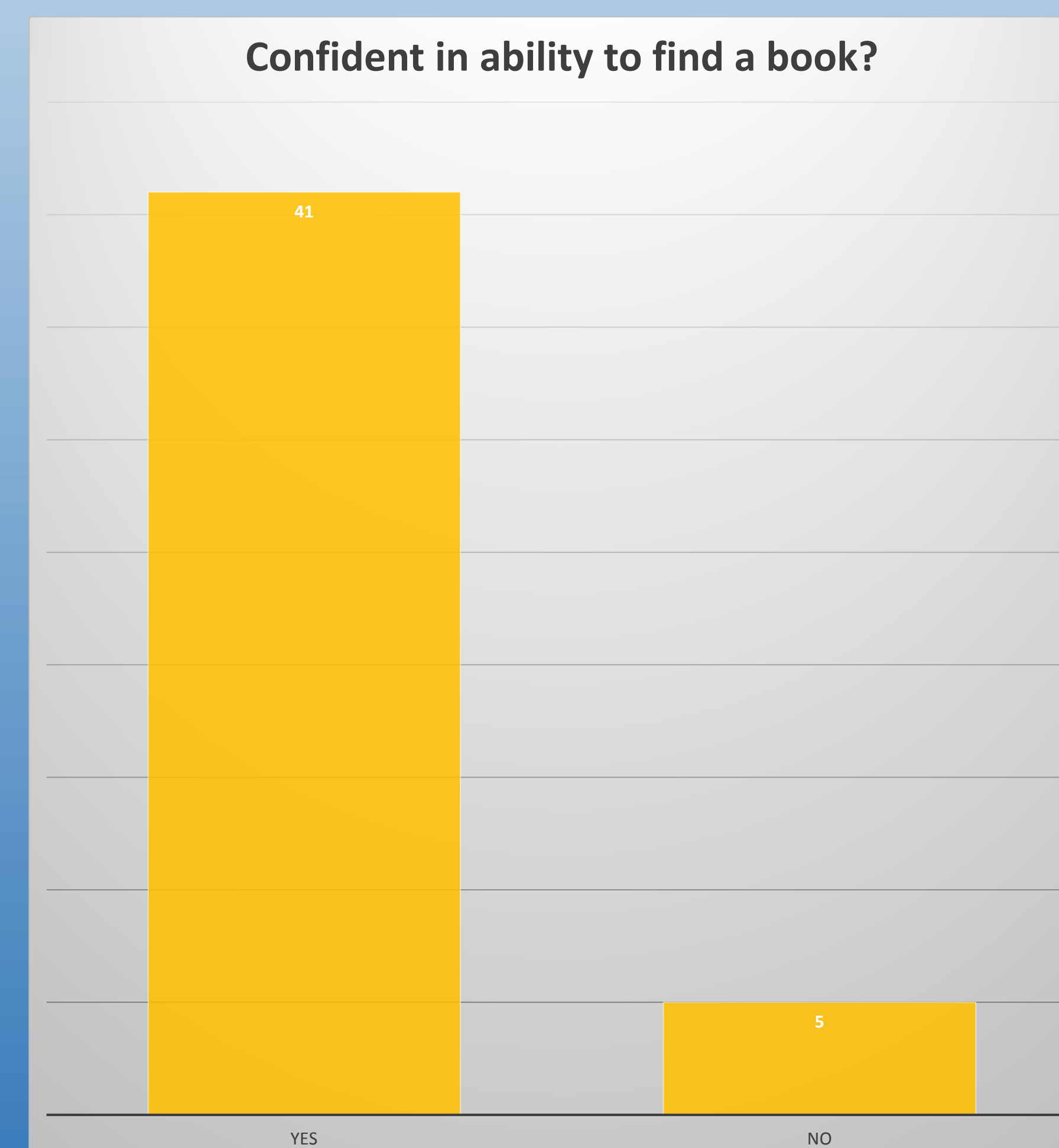
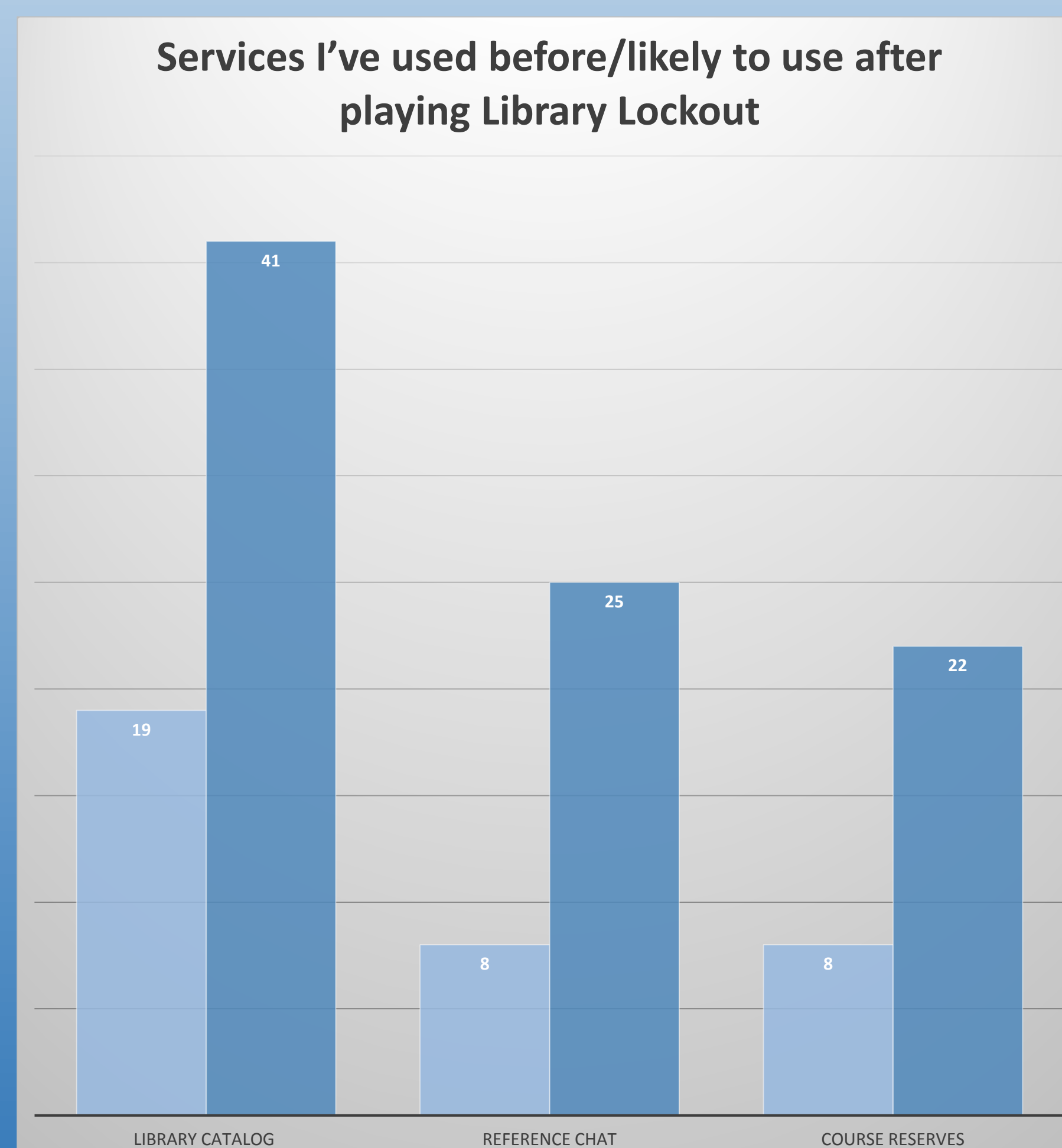
Skills and Knowledge Targeted

- Searching library catalog
- Awareness of library services such as reference chat and course reserves, both print and electronic
- Locations of collections in the library



Results

The graphs below were created using data from the student survey of the September 6, 2019 edition of Library Lockout. On the after-hours event assessment wall, 18% of the comments positively mentioned Library Lockout, while 4 others commented what they learned about the library.



Challenges/ Constraints

- Can't lock people in any of our rooms
- Normal library services aren't available during after-hours event
- Training fellow staff members to run a game
- Keeping clues separate while running 3 or 4 simultaneous games
- Being on one floor limits the types of clues and materials we can use
- Being able to accommodate all those who want to participate
- Time (prep, set up, training)



Supplies and Cost

Most supplies used were materials we had on hand. Items that were purchased included:

- Dictionary lockbox & key
 - Black light keychains
 - Word lock
 - Security cord
 - Invisible ink markers
 - TOTAL COST (1 game): \$40.00
- *Prizes were bought separately*

Acknowledgements:

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