

GAME-BASED APPROACHES IN INFORMATION LITERACY TRAINING

Abstract

The monograph explores the applicability of game-based learning in university and library courses in information literacy, as well as its potential to increase students' motivation and improve the learning outcomes. The pedagogical theories of active learning and game-based learning have been analyzed and contemporary theories, frameworks and standards for information literacy in Europe and the world have been examined. Good practices and experience of libraries and universities in the information literacy training through games are also presented as the games are divided into different categories. The possibilities of adapting and integrating games into an e-learning model that will be used for self-directed and peer learning, and for assignments within the curriculum, depending on the level of students' competencies, are considered. The monograph is designed for teachers from higher educational institutions and librarians from academic libraries, researchers, PhD candidates and university students.