

DEMO	COMPETITION
X	xA

**Submission Number**  
01



INTERNATIONAL CONFERENCE DEDICATED TO THE  
SCIENCE AND APPLICATION OF SERIOUS GAMES  
5.-7. December 2018, MuseoRiso, Palermo  
<https://conf.seriousgamessociety.org>

## Book Runner

By Samantha Clarke, Becky Collins, Darren Flynn, Paul  
Smith, Elizabeth Barry & Sylvester Arnab, +49 7749 447 809, [ab4588@coventry.ac.uk](mailto:ab4588@coventry.ac.uk)

Disruptive Media Learning Lab, Coventry University

- Keywords:** RPG, Library Basics Course, Higher-Education
- Application field:** Higher Education
- Learning goals:** The learning outcomes centre on the library basic information students are expected to learn to help them study at Coventry University.
- Target group:** University level students - On campus, distance and online.
- Platform:** Any browser based platform (PC, MAC, Tablet and Mobile). It has some issues with Firefox. Please ensure that you allow pop-ups to play the game as it will take you out to several Coventry University Library websites. Hosted on our Web Server. You can access the game here at this link: <https://libguides.coventry.ac.uk/game>  
*(if needed specified requirements)*
- Game Description:** Book Runner is a RPG style digital game that covers Coventry University Library basics. It is intended to give new students, both on campus and online a chance to explore the library and develop skills in all of the library basics. The game is an hour long and is delivered as part of a module taught session on Continuing professional development as well as available online for any student to play through. This is delivered and available for 22,000 students across the University. The game is intended to be humorous and uses story as a driving point to keep the students engaged.

Screenshots:

