

“Game on!” Teaching gamification principles for library instruction to health sciences information professionals using interactive, low-tech activities and design-thinking modalities

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APPENDIX

Pre/post evaluation

1. I have experience with gamification in a library instruction setting

Strongly disagree	Disagree	Undecided	Agree	Strongly agree
1	2	3	4	5

2. I feel confident using gamification in a library instruction setting

Strongly disagree	Disagree	Undecided	Agree	Strongly agree
1	2	3	4	5

3. I plan to use what I learned in this class in my future instruction sessions

Strongly disagree	Disagree	Undecided	Agree	Strongly agree
1	2	3	4	5

4. I plan to use the game from this session, or one I built during this session, in my future instruction sessions

Strongly disagree	Disagree	Undecided	Agree	Strongly agree
1	2	3	4	5

5. I plan to assess gamification when I use it in my future instruction sessions

Strongly disagree	Disagree	Undecided	Agree	Strongly agree
1	2	3	4	5