

# Power Up: Exploring Gaming in LIS Curricula in South Korea

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## Introduction & Problem Statement

- While gaming is incredibly popular in the USA, it is even more so in the Republic of Korea (South, ROK), where E-Sports, professional competitive gaming, is considered a national pastime<sup>1</sup>
- The ROK government has promoted the integration of technology into K-12 education since the 1990s, leading South Korean researchers to explore the educational potential and limitations of both recreational and educational games in classroom and personal-use contexts<sup>2</sup>
- Pre-service librarians view games as a valuable parts of libraries and curricula after taking gaming-related coursework<sup>3</sup>
- In order for educators to integrate games into their classrooms, they need to overcome the negative stigma of games, understand their educational value, and gain administrative support, among other strategies<sup>4</sup>
- Previous research by the authors found that few ALA-accredited LIS programs in the USA explicitly include gaming in their curricula, despite their inclusion in 77% of libraries<sup>5,6</sup>
- However, research on games and gaming in ROK LIS programs, and more broadly, South Korean libraries is limited

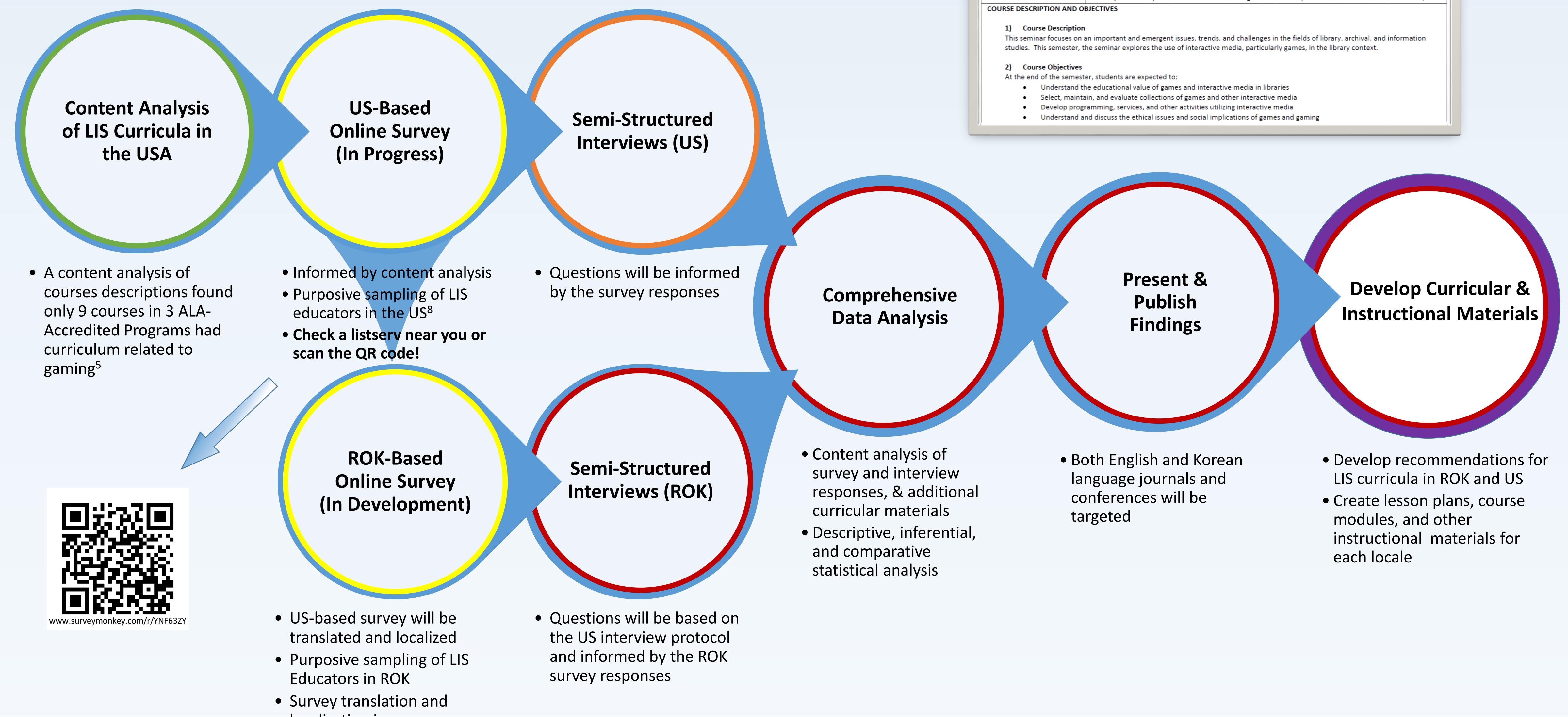
## Research Questions

- How do Library and Information Science (LIS) programs in the Republic of Korea address gaming in their curricula?
  - What factors promote the inclusion of games in LIS curricula in South Korea?
  - What factors inhibit the inclusion of games in LIS curricula of South Korea?
- What are the differences in the inclusion of gaming in LIS curricula between the ROK and the US?

## Methodology

- Purposes: Exploration and Description
- This study will replicate a multiple methods design using online surveys and semi-structured interviews with a purposive sample of LIS educators in the ROK
- Currently, there are 35 four-year and 15 two-year LIS programs in ROK, with 162 and 14 full-time faculty members, respectively (n=176)<sup>7</sup>
- Volunteering participants will be solicited to follow-up semi-structured interviews and/or submit related curricular materials

## Research Project Plan



INSTRUCTOR	YEAR	SEMESTER	COURSE NUMBER	교과목명 (Course Name)	SECTION
Hollister, Jonathan M.	2017	SPRING	LI28323	SEMINAR IN LIBRARY, ARCHIVAL AND INFORMATION STUDIES	028
Contact Information: email: <a href="mailto:hollisterjm@gmail.com">hollisterjm@gmail.com</a> or <a href="mailto:hollisterjm@pusan.ac.kr">hollisterjm@pusan.ac.kr</a>					
Office Hours: Tuesday & Thursday 14:00PM – 16:00PM Sahegwan Room 214 (or Doctoral Student Office Room 502)					
COURSE DESCRIPTION AND OBJECTIVES					
1) Course Description: This seminar focuses on an important and emergent issues, trends, and challenges in the fields of library, archival, and information studies. This semester, the seminar explores the use of interactive media, particularly games, in the library context.					
2) Course Objectives: At the end of the semester, students are expected to: <ul style="list-style-type: none"><li>Understand the educational value of games and interactive media in libraries</li><li>Select, maintain, and evaluate collections of games and other interactive media</li><li>Develop programming, services, and other activities utilizing interactive media</li><li>Understand and discuss the ethical issues and social implications of games and gaming</li></ul>					

## Limitations & Precautions

- Survey response rates may be limited and impacted by self-selection
  - Participants will be recruited via numerous channels
  - Participants who *have* and *have not* used gaming in their curricula will be encouraged to participate
  - Voluntary participation is incentivized using a gift card lottery drawing
- Translation and international comparisons require time and careful attention to detail, nuance, and cultural norms
  - Dr. Jisue Lee is a native Korean speaker and fluent in English, allowing for accurate translations and interpretations
  - Proximity to ROK streamlines any follow-ups or clarifications

## Next Steps

### Short Term

- Continue data collection for US-based survey
- Prepare and deploy ROK-based survey

### Near Term

- Follow-up interviews with US and ROK LIS educators
- Content analysis of submitted curricular materials

### Long Term

- Statistical comparison of the results between ROK and USA
- Develop curricular recommendations and instructional materials
- Survey of gaming in ROK libraries

## References & Poster File

- References and a .pdf file of this poster can be found by visiting the website below or scanning this QR code:
  - <http://bit.ly/2F86dTp/>

