GHOSTS IN THE LIBRARY

A clever and fun computer-based card game for 6 to 30 college-aged players
A ghost is haunting the library, causing havoc, jamming the printers, messing with the wifi and generally running amuck. Your team must fight the clock and research a way to appease the ghost by honoring its time on earth with a historic marker--before the ghosts destroy the library and their spooky destruction reaches the rest of the SUNY New Paltz campus.

Game Packet
- 1 Ghost Profile Card
- 4 Team Role Cards with Worksheets
- 3 Library Tool Cards
- 1 Map of the Sojourner Truth Library
- Where is my book? An Overview of the Library of Congress Classification System

Overview
In order to appease your ghost and stop the haunting of the library from spreading to the rest of the SUNY New Paltz campus, your team will use library tools to research background information on your ghost, as well as important accomplishments and contributions of your ghost to society. To get your ghost to stop haunting the library, you must complete your research, draft a historic marker and determine its location within the library, and present your work to the class.

Preparation
Your team will be composed of at least 3 players, acting in these roles: a historian, a presenter and a facilitator. If your team has more than 3 players, any additional players will actively help the historian, presenter and facilitator roles to appease your ghost. Everyone on the team will work together to select a location for the team’s historic marker within the library.

Playing the Game
Use the library tool cards to help your team navigate the library website in order to conduct your research. As your team researches, the historian the facilitator will document and move your team along toward your goal by filling out the worksheets. Take notes as you go--this will help the presenter to be prepared to present your team’s historic marker at the end of game play.

By Research and Education Librarians Mandy Babirad, Heather Shimon and Lydia Willoughby of the Sojourner Truth Library at SUNY New Paltz. This game addresses all of the COMP I program learning outcomes.
Your team must decide a physical location in or near the library to commemorate your ghost and to place the historic marker, so be sure to take a moment to examine how each of your sources correspond to the layout of books and resources on each of the floors in the library.

Everyone present today will use a rubric to vote on whether or not your team as appeased your ghost. The team with the ghost who is “most appeased” votes will win a special prize!

**Ghost Appeased Rubric**

Ghost Appeased = ref, catalog, article, teamwork, presentation, location

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<th>Yes</th>
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<td>Team finds basic background information about their ghost use the <strong>Reference Database</strong>.</td>
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<td>Team finds important accomplishments and contributions of their ghost to society using an <strong>Article Database</strong>.</td>
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<tr>
<td>The team finds important accomplishments and contributions of their ghost to society using the <strong>Library Catalog</strong>.</td>
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<td><strong>Teamwork!</strong> Every player in each role played a part in the game.</td>
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<td><strong>Historic Marker</strong> presentation addresses the legacy of the ghost and corresponds to appropriate library tools.</td>
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<tr>
<td><strong>The Location</strong> of the historic marker addresses the legacy of the ghost and corresponds to appropriate library tools.</td>
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