

Hunting for Student Success: Designing a Mobile-Enabled Scavenger Hunt for First Year Seminars

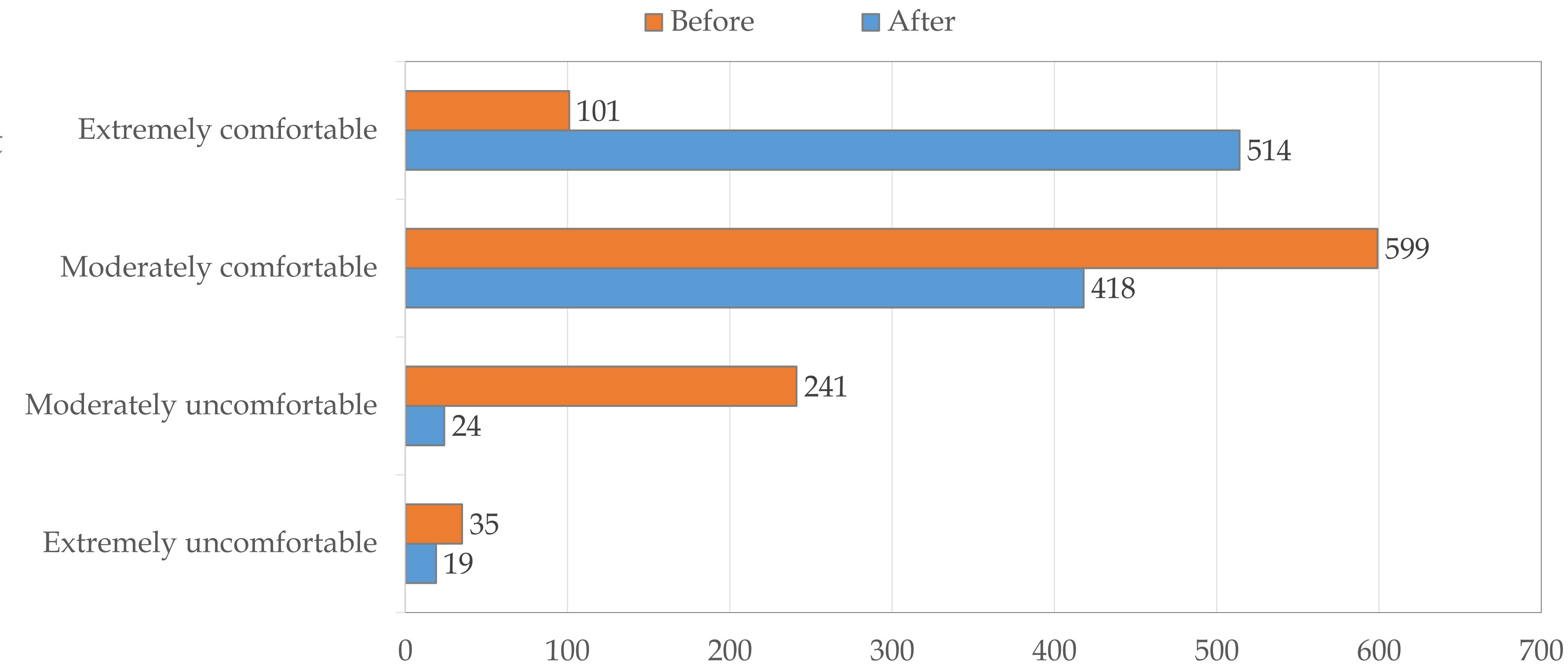
Description of the project

Using a survey building software (Qualtrics), librarians at OSU created a mobile-friendly scavenger hunt to introduce students to library resources and services. The activity was used in fall 2016 in first year seminar courses. Students accessed it through a course guide: <http://info.library.okstate.edu/first-year-seminar>

Use and impact

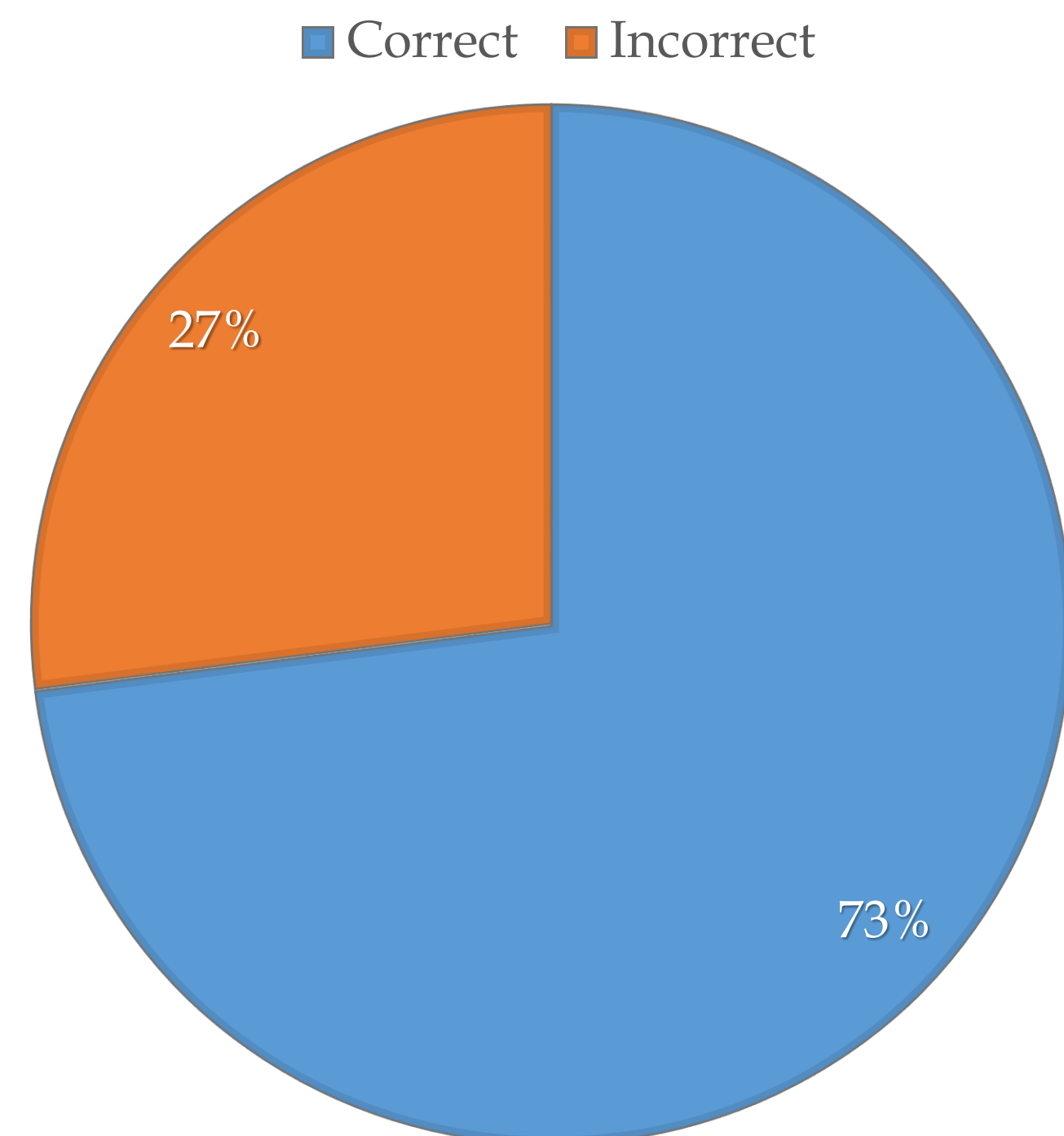
- 1,302 students participated
- 14 sections of FYS used the activity
- 3 colleges were represented: Arts & Sciences, Education, and Engineering
- 90% of instructors felt the activity helped their students become more familiar with library resources
- 100% of instructors indicated interest in using the activity again

Self-assessment: How comfortable are you using the library?

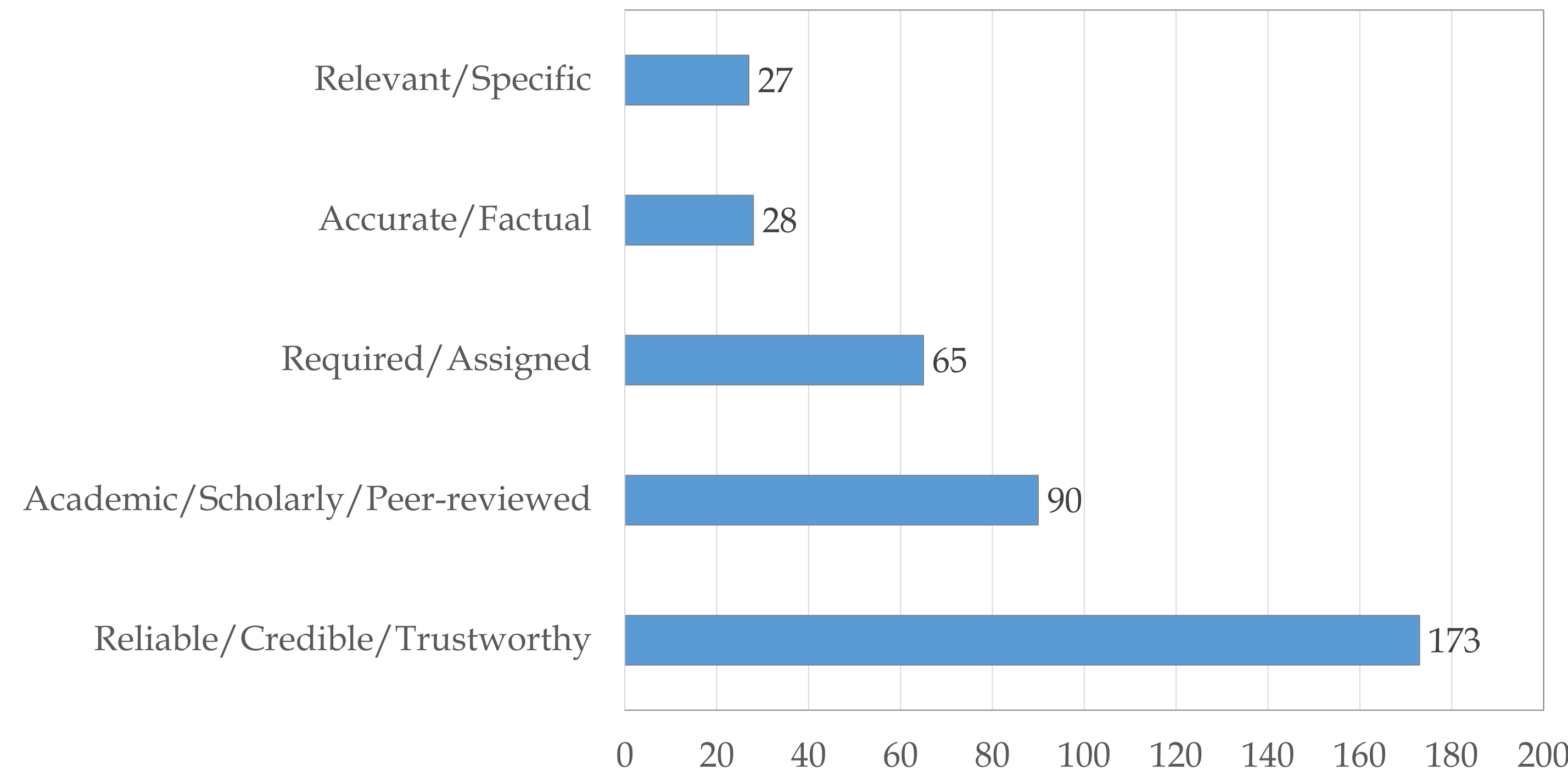


Sample Questions (Percentages are based on a sample of 300 responses)

Where can you find Textbooks and Reserves in the library?



When would you use the library's print and digital resources instead of a simple Google search? Why would you choose library resources over Google?



Visit one of the following study rooms: 110A, 103M, or 102S. Find the validation code and enter it here.

