

The CRAAP Test Game

Lightning presentation – Peggy Hsu

CRIG Seminar, 8 November 2017

Angliss Conference Centre, Melbourne

The CRAAP Test game

C	R	A	A	P	
Currency				?	
KEEP	REMOVE	UNDECIDED			
		1	2	3	4
		5	6	7	8
		9	10	11	12
		13	14	15	16
TRY AGAIN	CHECK	NEXT			

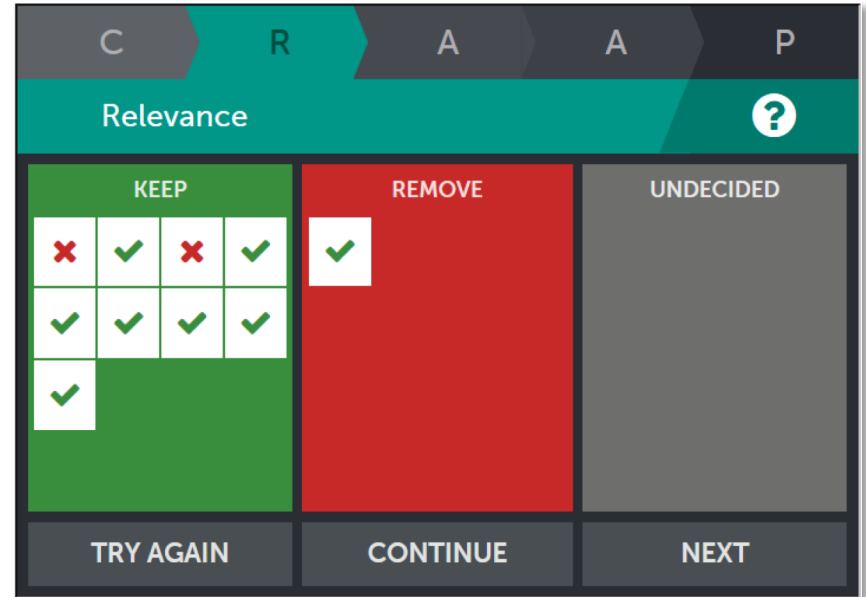
- Game idea early 2016
- Applied for mini-grant in mid-2016



Hasbro. (n.d.). *Guess Who? Game retro series 1988 edition* [Photograph]. Retrieved from <https://www.hasbro.com/en-us/product/guess-who-game-retro-series-1988-edition:6F0F6957-7445-4188-A712-758C99018290>

Choosing CRAAP topics & resources

- Non-discipline specific & non-device specific.
- A 'whole-of-team' effort
 - Choosing the topic
 - Gathering resources
 - Books
 - Journal articles
 - Websites

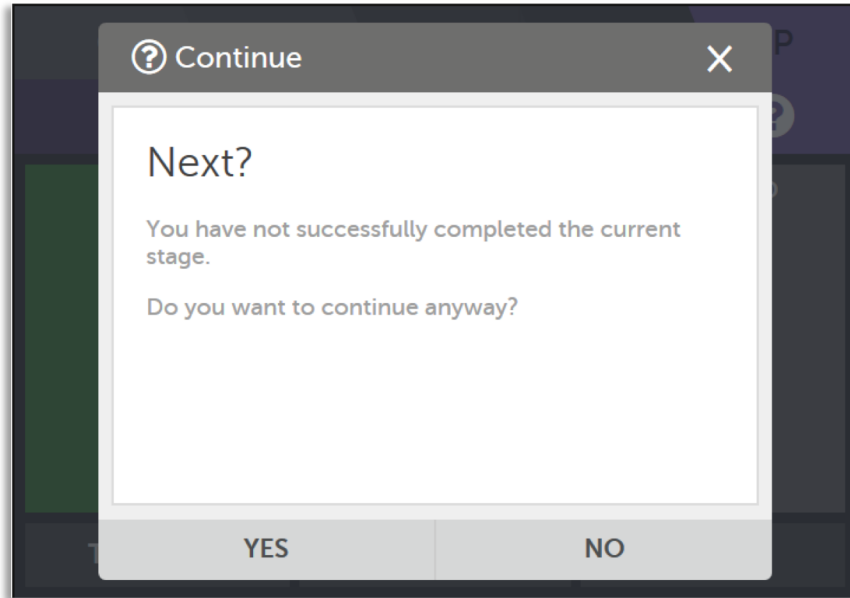


The image shows a digital interface for the CRAAP (Currency, Relevance, Authority, Accuracy, Purpose) assessment tool, specifically the 'Relevance' section. At the top, five tabs are visible: 'C' (Currency), 'R' (Relevance), 'A' (Authority), 'A' (Accuracy), and 'P' (Purpose). The 'R' tab is currently selected and highlighted in teal. Below the tabs, the word 'Relevance' is displayed in white on a teal background, followed by a question mark icon in a white circle. The main area is divided into three vertical columns: 'KEEP' (green), 'REMOVE' (red), and 'UNDECIDED' (gray). The 'KEEP' column contains a 3x4 grid of checkboxes. The first row has a red 'X' in the first column, green checkmarks in the second and fourth columns, and a red 'X' in the third column. The second row has green checkmarks in all four columns. The third row has a green checkmark in the first column, and the rest of the row is a solid green block. The 'REMOVE' column has a single green checkmark in the top row, with the rest of the column being a solid red block. The 'UNDECIDED' column is a solid gray block. At the bottom, there are three buttons: 'TRY AGAIN' (under the 'KEEP' column), 'CONTINUE' (under the 'REMOVE' column), and 'NEXT' (under the 'UNDECIDED' column).

KEEP				REMOVE	UNDECIDED
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
<input checked="" type="checkbox"/>					

TRY AGAIN CONTINUE NEXT

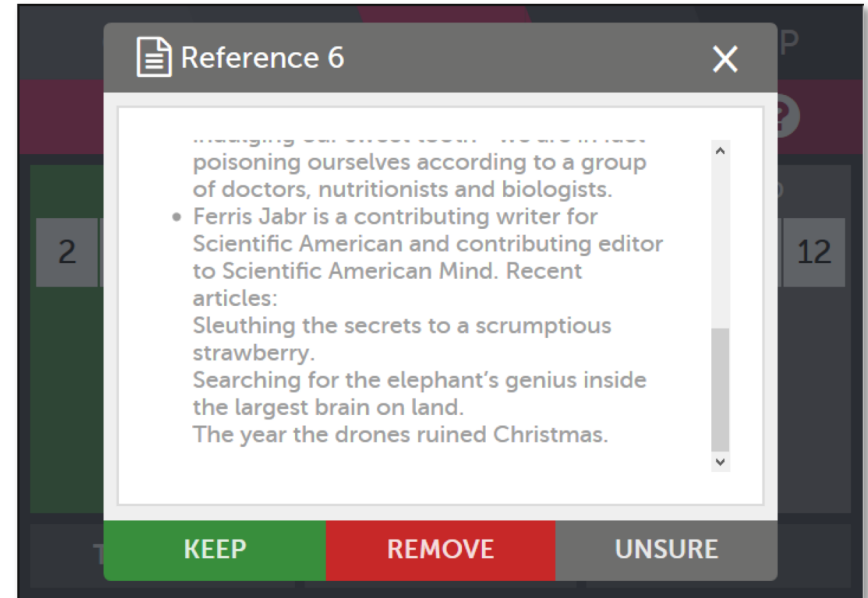
CRAAP development



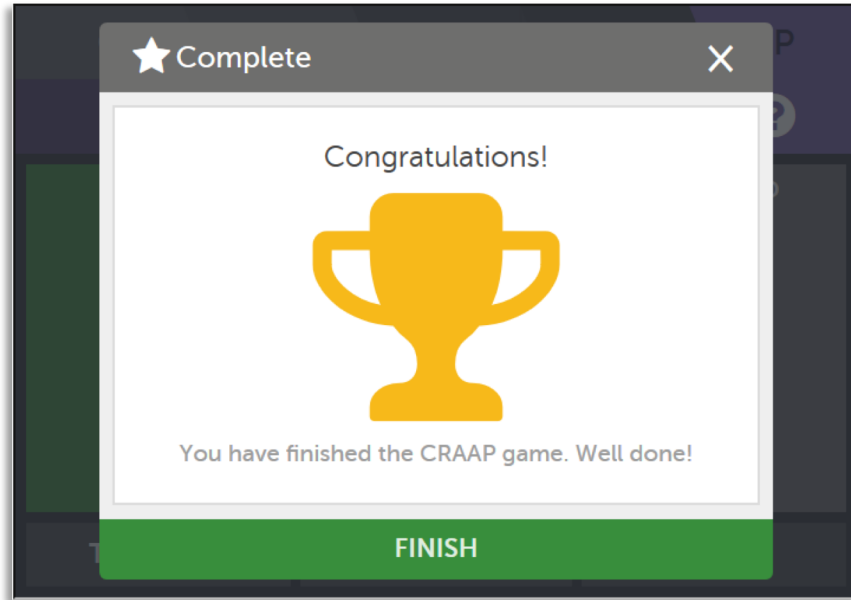
- Gameplay
- On-going discussions with development team
- Consultations about functionality, features & gameplay from an educational P.O.V.

Fine Tuning CRAAP

- Game play instructions
- Proof-reading/play-testing
- Marketing
 - Website
 - Poster & postcard
 - Social media



Where next with CRAAP?



- Promote wider awareness with lecturers/students
- Get user feedback
- Review ► Improve
 - Mobile game?
 - Easily embeddable to LMS?