The CRAAP Test Game

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The CRAAP Test

**Learning and Teaching Plan 2015-2017 Enabling BOLD Learning**

**Objective 3.1:** Enhance student digital literacy through provision of digital literacy opportunities

**Objective 3.2:** Enhance student digital literacy through provision of digital literacy support online.

**Objective 3.3:** Embed digital and academic literacies into the curriculum.


Choosing CRAAP

- Non-discipline specific topic for game
- ‘Whole-of-team’ effort in sourcing
  - Books
  - Articles
  - Websites

Developing CRAAP

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

← Wireframe designs of various game play screens
Tuning CRAAP

- Finalising game play instructions
- Proof-reading/play-testing
- Marketing
  - Website
  - Poster/postcard
  - Social media

Proposed colour palette for the screen →
Where next with CRAAP?

- Evidence of impact.
- Review ➤ Improve
  - Embeddable to LMS?
  - Feedback mechanism
  - E.g. Explanations of why resources are chosen/not chosen

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