What is Library Lockout?
• Interactive, clue-based game designed to orient students with the library’s collection, services, and resources
• Modeled after popular escape room games, with a library twist!

Purpose of the Program
• To bring students into the library
• To teach students about library services
• To teach students how to navigate collections
• To show students that libraries are fun!

Skills and Knowledge Targeted
• Searching library catalog
• Awareness of library services such as reference chat and course reserves, both print and electronic
• Locations of collections in the library

Results
The graphs below were created using data from the student survey of the September 6, 2019 edition of Library Lockout. On the after-hours event assessment wall, 18% of the comments positively mentioned Library Lockout, while 4 others commented what they learned about the library.

Supplies and Cost
Most supplies used were materials we had on hand. Items that were purchased included:
• Dictionary lockbox & key
• Black light keychains
• Word lock
• Security cord
• Invisible ink markers
• TOTAL COST (1 game): $40.00

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