Creating and Using
Choose Your Own Adventure
Flip-Books to Teach
Information Literacy Skills

Irene Korber, Head of Research, Instruction, & Outreach
Jodi Shepherd, Head of Acquisitions and Collection Management
California State University, Chico

Library Instruction West
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What is choose your own adventure?

- Originally a series of books
- Creative narrative story
- Non-linear
- Reader / user selects direction
- Varying outcomes and endings
Linear vs. Non-Linear Format

Figure 1. (Left) Single choice path; (Right) double choice path.
CYOA in Education

• Theory in religious studies  (Duperon, 2017)
• Story writing to elementary school children  (Smith, 1996)
• Clinical diagnoses in third-year podiatry students  (Wilson-Stewart, 2017)
• Digital citizenship to high school students  (Byrne, 2013)
• Information literacy to college students  (Rice & Gregor, 2015)
Been shown to have a positive effect on student engagement and motivation

(Mundy & Consoli, 2013)
Learning Theory – Constructivism

• Knowledge is constructed based on experiences
• Learning takes place through “active exploration”
• Learning takes place within learner interactions

(Gray & Malins, 2004)
Benefits of CYOA

• Problem-based learning
• Gives choice to students
• Collaborative and cooperative learning
• Active learning
• Encourages critical thinking
Creating CYOA Information Literacy Flip Books

• Knowledge practices and skills put forth by the ACRL Framework (ACRL, 2015)
• Backward design (Wiggins & McTighe, 2005)
• Narratives that lead students in IL decision making
Choose Your Own Adventure
Works Cited


Questions?