

The development of the book report creation support game

Biblio Game

KOKORO Saver2



Project Members

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Outline

The book report is a popular and standard summer vacation homework in Japan. Students read an arbitrary book in reading and write impressions freely. However, it is not easy for many students to write impressions without learning how to write a book report. In this research, we developed a support game to make it easier to write a book report.

Contents

① "Choose a Book" GAME

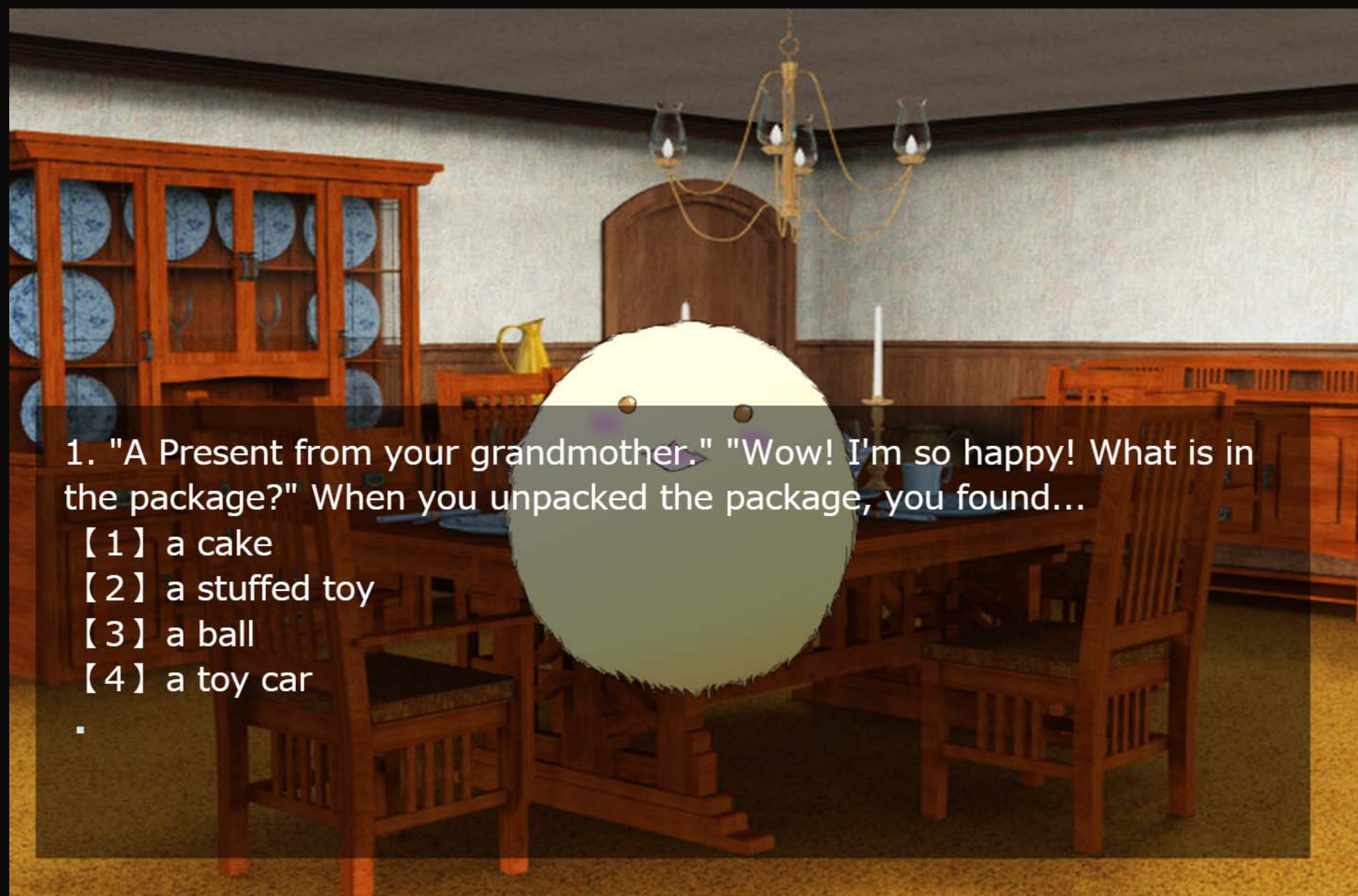


Fig.1 The screenshot of the story book

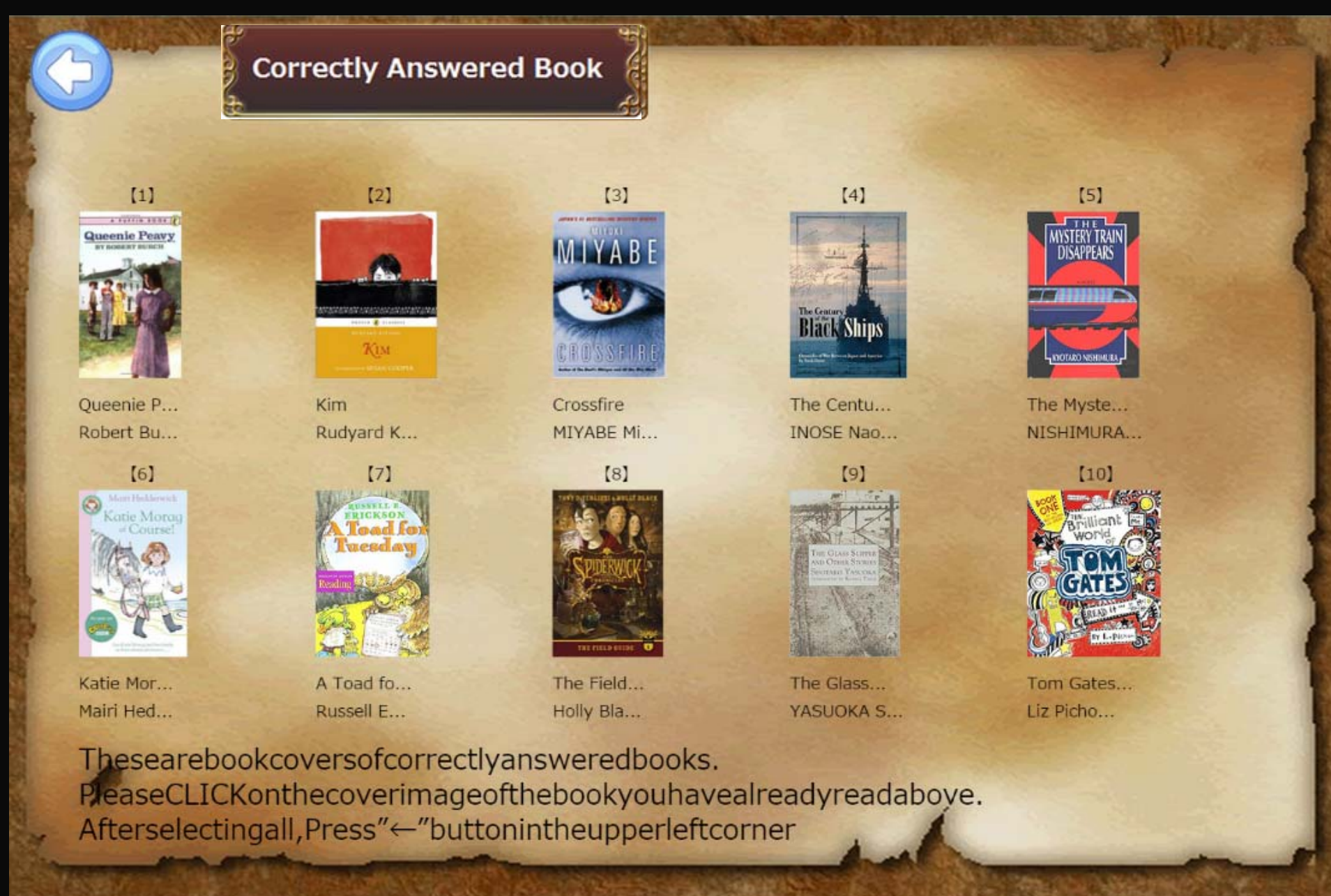


Fig.2 Example of book recommendation

In this game, we adopt the storybook method in which the story of the game will change according to choices made by the players. A book will be selected in accordance with the progress of the game.

1	Expected	Unpredictable
2	Cool off	Excitement
3	Spoiled	Moving
4	Disgusting	Beautiful
5	Bleak	Optimistic
6	Down to earth	Larger than life
7	Lead en	Fresh
8	Disturbing	Safe
9	Serious	Funny
10	Sad	Happy
11	No sense of tempo	Fast pace
12	Demanding	Easy
13	Conventional	Unusual
14	No sex	Sex
15	Gentle	Violent

Table.1 KANSEI parameters : we classified impressions (as book feeling parameters) after reading based on expressions in book reviews, and developed the growing game using the impressions as growing elements.

② "Understanding the Story of a Book" GAME

In this game, quizzes about characters, scenes and items, and quizzes about the storyline, are presented. Based on the results of the questionnaires, theme for a book report will be shown.

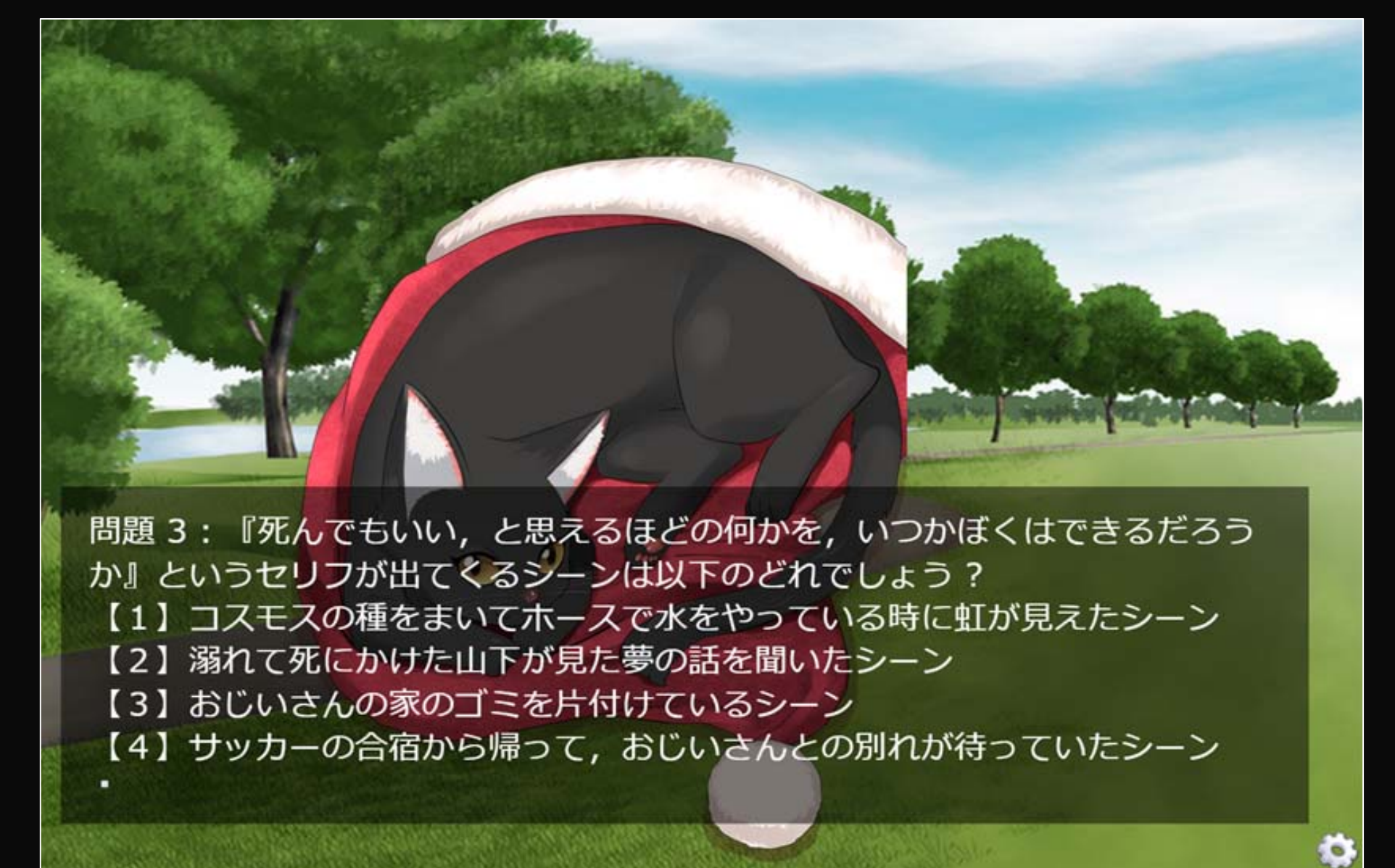


Fig.3 The screenshot of the game

③ Supporting writing an essay on a book

After the game, five titles are displayed depending on the player's chosen answers and then players will compose a book report.

Evaluation

We held the trial session of book selection game with the cooperation of Kyotanabe City Library (in Kyoto) and Doshisha University Association of Library Information Science (DUALIS) on February 3-4, 2018. In the trial session, we let visitors (62 pairs 89 people) play the game and asked their opinion.

Comments of the game for the understanding the book:

- I felt that I could write what was requested.
- Game system is very interesting.
- Interesting to find the unexpected books for the book report.

Comments for the book selection game:

- It's interesting that the end of the story changes depending on our choices. I also enjoyed the results of the recommendations.
- It would also be effective for adults if the books in the game were changed



Fig.4 Session in Kyotanabe Library

- Development System and Used Contents : TyranoScript Language <http://tyrano.jp>, Jewel Saver FREE <http://www.jewel-s.jp> & Amazon.com <http://www.amazon.com>
- If you have any questions related to our game and our project, please contact The Lab of Library Information Science of Doshisha University (URL: <http://www.slis.doshisha.ac.jp>/E-mail : info@slis.doshisha.ac.jp)
- We would like to thank the Hakuho Foundation, who supported this work.
- DUALIS is the Doshisha University Association of Library Information Science. This body was founded in 2013 and mainly functions as a study meeting for students aiming to become librarians.