Get a CLUE!

Using a Smartphone Scavenger Hunt to Help Students Succeed

Bonnie McCarty

Middle Tennessee State University

Introductions

Who am I?

- **Bonnie McCarty**
- Academic Advisor
- College of Behavioral & Health Sciences (CBHS) Advising Center
  - Criminal Justice advisor
  - (Also Human Sciences currently)
- At MTSU for 17 years
  - 11 in financial aid/scholarships
  - 6 in advising

Middle Tennessee State University

- Public institution
- Geographic center of TN
- Just southeast of Nashville
- Appx 22,000 students
- CBHS has 3800 students in 23 majors

What is CLUE?

A virtual scavenger hunt to help students

Connect with others on campus,

Learn about resources available to help them succeed,

Utilize services available around campus, and

Engage in campus activities.

Let's Play!

bit.ly/CLUEhome

Origins: BASH

- **2018:** MT Engage invited grant applications
  - MTSU's QEP, which focuses on experiential learning
- **Their Goal:** To offer a series of experiential learning events during MT Engage Week in late September
- **My Goal:** To reach students in their world (through smart phones) and teach them about campus resources and services to help them succeed
- **Result:** BASH (Behavioral Academic Scavenger Hunt)
  - For most tasks, students read about a resource, then visited the location to scan a QR code and get the task's code word.

Smart Phones & Scavenger Hunts

"Gamification can be a great tool to help students stay engaged…. As a result, students will be motivated to broaden their minds and improve their skills" (Erenli, 2013).
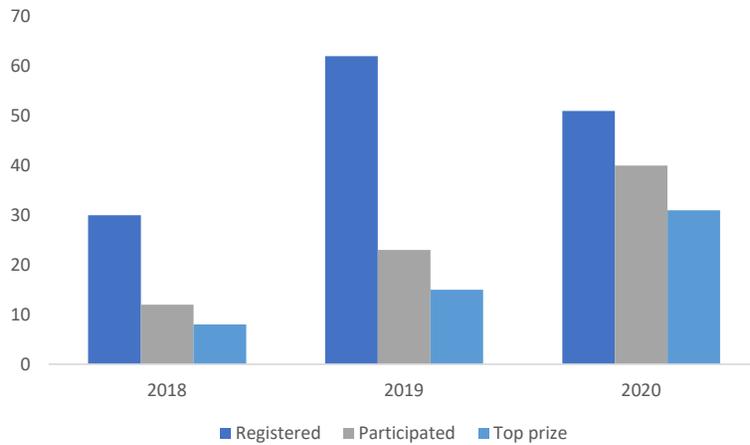
"The game-based learning group were significantly more interested, concentrated and able to control over their learning than the non-game-based learning group" (Chang et al., 2017).

"Smartphones may also enrich learning by providing authentic learning conditions and contexts. Furthermore, they may be used for spontaneous learning because they allow learning to take place at any time and place" (Meishar Tal & Gross, 2013).
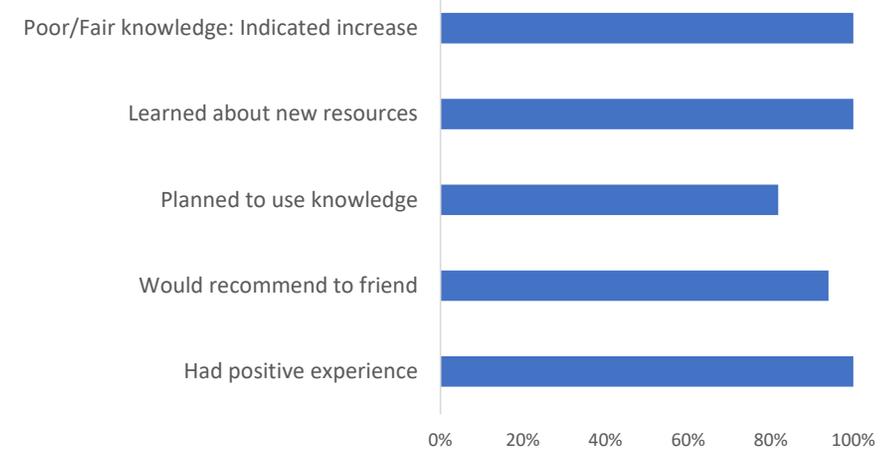
Success Measures

Participation Rates

Bar chart legend: Registered, Participated, Top prize

Years: 2018, 2019, 2020

Student Feedback in 2020

- Poor/Fair knowledge: Indicated increase
- Learned about new resources
- Planned to use knowledge
- Would recommend to friend
- Had positive experience

(Axis: 0% 20% 40% 60% 80% 100%)

Knowledge level increase:

Avg 2.33 pre-test vs 4.33 post-test (out of 5) among all respondants

Moving Forward

2021 updates:

- Promotional yard signs posted around campus

- Pre-knowledge questions added to sign-up form

- Kept it virtual due to high COVID levels in this region

Future Goals and Plans:

- Partner with professors of first-year courses, to better reach target population

- Keep virtual game for fully online students and mix more virtual tasks into standard game

COVID-friendly prize distribution

- Prizes given a week after the game, to allow packing time
- Students select t-shirt size via sign-up form
- A prize for all participants: A lunch bag to hold other prizes
- Each student's prizes pre-packed in their lunch bag and labeled, minimizing contact
- Pick-up in specific timeframes
- Fully online students can request to have their prizes mailed

How to Build a Scavenger Hunt

bit.ly/HuntHowTo

Contact me!

Bonnie McCarty

bmccarty@mtsu.edu

Websites:

- CLUE homepage
  bit.ly/CLUEhome

- CLUE treasure map
  bit.ly/CLUEmap

- How-To handout
  bit.ly/HuntHowTo

- Sample sign-up form & task
  bit.ly/CLUEsample
  bit.ly/CLUEsample2
  - You'll go in as an editor, to see how these are set up!
  - Then preview to see the student view.

References

Chang, C.-C., Liang, C., Chou, P.-N., & Lin, G.-Y. (2017). Is game-based learning better in flow experience and various types of cognitive load than non-game-based learning? Perspective from multimedia and media richness. *Computers in Human Behavior*, *71*, 218–227. https://doi-org.ezproxy.mtsu.edu/10.1016/j.chb.2017.01.031

Erenli, K. (2013). Gamify Your Teaching - Using Location-Based Games for Educational Purposes. *International Journal of Advanced Corporate Learning*, *6*(2), 22–27. https://doi-org.ezproxy.mtsu.edu/10.3991/ijac.v6i2.2960

Meishar Tal, H., & Gross, M. (2013). Smartphones for the enhancement of experiential learning in a botanical garden. *2013 International Conference on Interactive Collaborative Learning (ICL), Interactive Collaborative Learning (ICL), 2013 International Conference On*, 470–471. https://doi-org.ezproxy.mtsu.edu/10.1109/ICL.2013.6644628