

THE COLLECTIVE

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What would Jean-Luc Picard do? Practicing No-win Situations in the Library Classroom with the Kobayashi Maru: Librarian Edition, An Interactive Role-Playing Game

Convenor(s):

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Feminist, Latinx, She/Her
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Brief Description of Program:

Sometimes, when an instruction session goes badly, there's no quick fix. The goal of the Kobayashi Maru: Librarian Edition interactive role-playing game is to be comfortable with failure; the librarian works to ensure the disruptions don't affect their teaching goals and the other members of the classroom. Through this interactive role-playing game, librarians engage in creative problem-solving to adapt to challenging scenarios and student personas working to disrupt instruction sessions.

Audience members will have the opportunity to role-play as students in a class and 2-3 collaborators acting as teachers will lead a 10-minute lesson. As a group, the collective will decide whether they would like to draw from the Student Persona deck, or the Scenario deck. (For librarians who want an extra challenge, both decks can be entered into play.) Between each play we'll have a short reflection about the completed round. The workshop will conclude with a short wrap-up discussion about how this activity can help us become more comfortable with stressful no-win situations in the classroom and adapting lessons on the fly.

Tags: instruction, failure, teaching

Estimated Session Attendance: 15

NOTES FROM SESSION:

All materials are online: <http://bit.ly/Kobayashi-Maru>

Slideshow is available on Sched as well

What is the Kobayashi Maru?

_A training exercise in the fictional Star Trek universe designed to test the character of Starfleet Academy cadets in a no-win scenario.

_In the spirit of the Kobayashi Maru - there are no winners. "It is possible to commit no errors and still lose."

_Just like with any instruction session that goes badly, there is no quick fix.

_The goal of the librarian in this exercise is to be comfortable with failure. Just like in real life, the librarian is trying to ensure the disruptions don't affect their teaching goals, and the other members of the classroom.

_Librarians come prepared with a 15-minute lesson that includes one active learning activity for students to complete. As a group, the collective will decide whether they would like to draw from the Student Persona deck or the Scenario deck - for librarians who want an extra challenge, both decks can be entered into play.

_Kobayashi Maru Librarian Edition is team building exercise appropriate for all instruction teams - it doesn't matter how long you've been teaching

_Team building benefits: democratizes, practice new ideas, observation

_No-win scenarios benefits: failure happens, think like the student, empathy

_Scenarios include: silent classes, missing computers, unnecessary library sessions, no internet, absent professor, too-early library session, change of plans

_Personas: snarky responders, sleepers, cliques, late arrivers, incorrect students, texters, silent ones, off-topic talker, and interrupting and wrong professor

Why use Kobayashi Maru Librarian Edition in instruction?

_Develop new skills, problem-solving, instructional development, easy adaptation

The Goals

_productive failure, growth mindset, deep reflection

Designing your own KM:LE

_Rules: should be fair, but reflect the no-win nature of KM; these will evolve and you'll find "bugs"

_Personas: consider behaviors that cause doubt or derail a class; remember: student-first language

_Scenarios: identify the BIG issues that impact your lesson plans, or behaviors entire classes might exhibit

_Reflection: reflection for both individual & observers participating