

THE RESEARCH GAME

Level Up Your Inquiry Skills

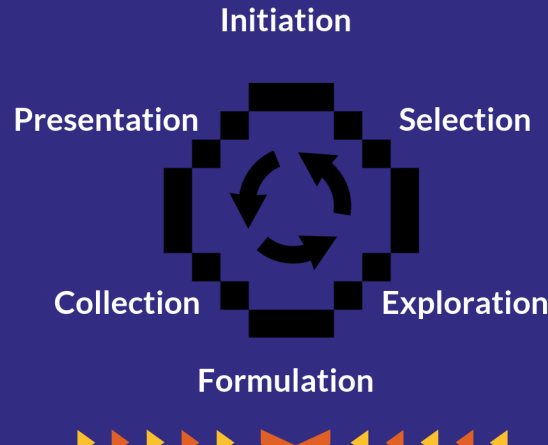
Take control of your research.

KO your next assignment.

THE TASKS

PLAYER 01 HAS ENTERED THE GAME

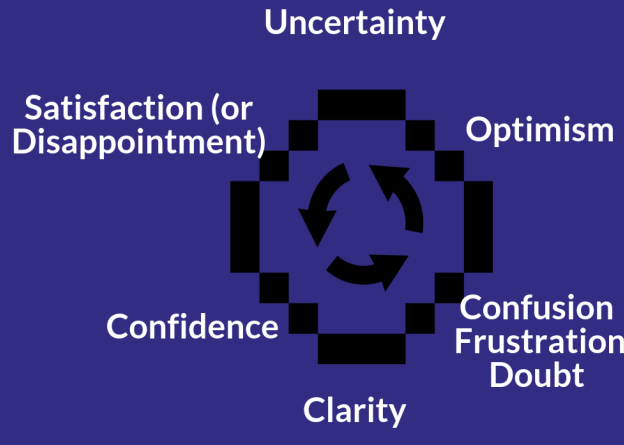
Good research or inquiry is a cycle that you move through at your own pace. You may go back and forth between the stages many times as you learn. To hit the high score you usually must participate in each task.



THE EMOTIONS

PLAYER 02 HAS ENTERED THE GAME

As you move through the tasks, you may experience different feelings. This is natural and common. It is important that you don't give in to frustration, doubt or uncertainty. These are the bosses that are hardest to fight.



THOUGHTS

You may also notice your thinking moving from vague, random thoughts to become more focused as you progress. The closer you get to the end, the more interested you may become.



Vague Focused Increased Interest

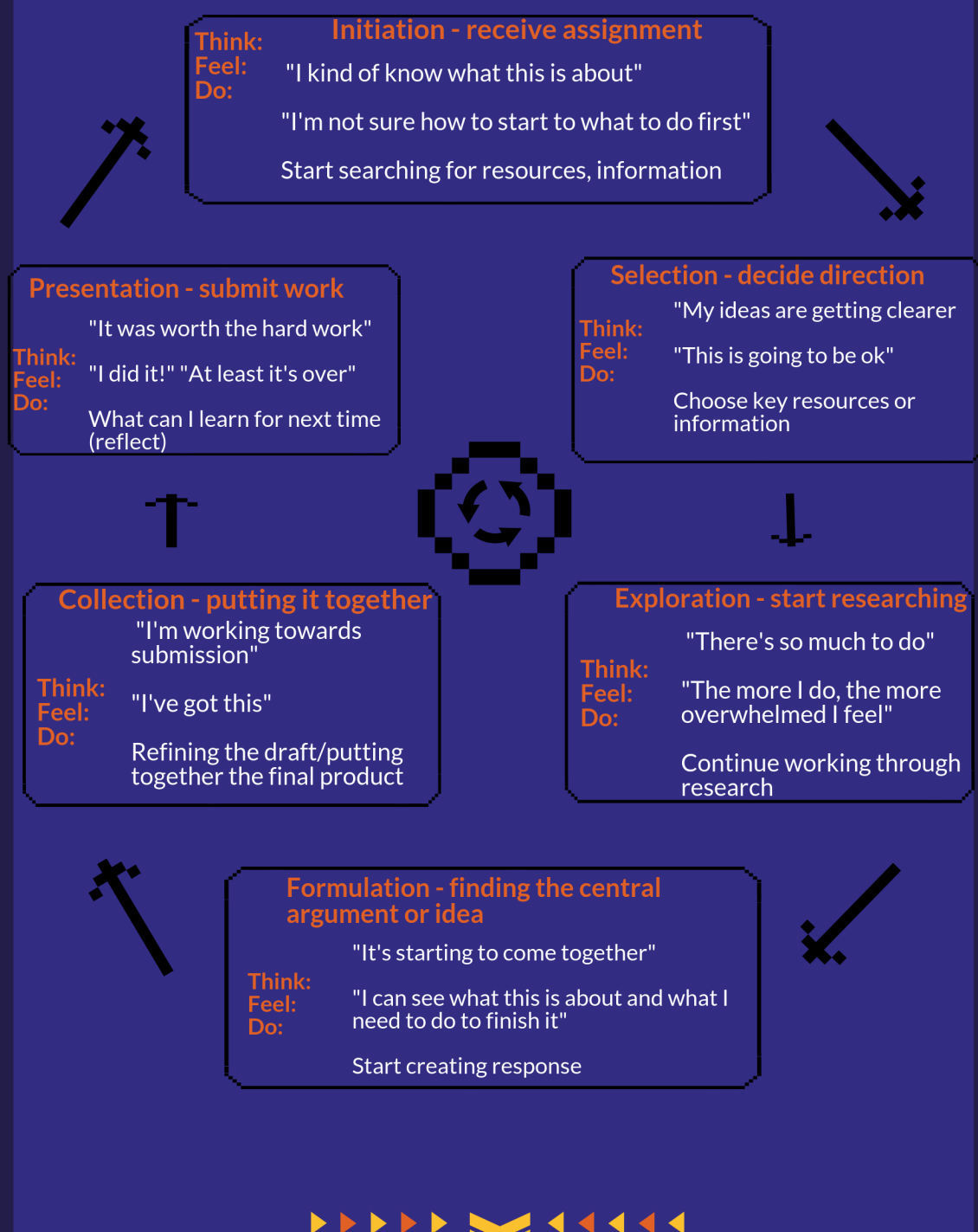


PROFIT

It's the Information Search Process

There's research to back this up. (Kuhlthau, Heinstrom and Todd, 2008)

The majority of individuals conducting research will follow this process, and experience these thoughts and emotions. Here's a demo.



GAME ON

Every game of inquiry is different.

You may go back and forth through these stages many times, or just one time.

For many, the exploration stage is the grind. Don't give in to feelings of doubt and frustration.

Just keep grinding!

Your hard work will pay off with deeper knowledge, more satisfaction, and potentially, better grades.



SOURCES

Kuhlthau, C. (1993b). *Seeking meaning: a process approach to library and information services*. Norwood, NJ: Ablex Press

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