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## Scavenger Hunt: Zombie Tag

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## **Scavenger Hunt: Zombie Tag**

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### **Program description**

Zombie Tag was put together by the author with assistance from the Library's outreach / activity committee, Zeineb Yousif (Digital Initiatives Librarian), and Kristen Borysewicz (Information Literacy Coordinator). This is an event that can be run after hours or later in the evening with a soft close, letting others know the building will be noisy. It indirectly introduces information literacy by having students find physical "resources" (cards such as housing, food, weapons, etc.) given to them by a librarian. The students need to avoid "zombies" while they seek out computers throughout the building designated at Centers for Disease Control (CDC) where someone is on hand to help them use the information literacy system (ILS) to become aware of and find different types of items including books, maps, encyclopedias, journals, and other physical materials. With the call number in hand, they then retrieve the item and return it to the reference desk without being "bitten." Each successful item turned in earns them an "inoculation" against one future bite.

### **Age range**

- Young Adults (Ages 13-18)
- Adults

### **Type of library best suited for**

- Public Libraries (can be modified for)
- Academic Libraries

### **Cost estimate**

\$0 - \$50

- Supplies listed in necessary equipment
- Snacks and drinks. Juice drinks were popular at CFL.

### **Overview**

The night of the program, plan on having all players assemble half an hour before the start in order to go over the rules. Actual game play will be one hour, followed by half an hour wrap up and awarding prizes. The staffing listed is reflective of a university library with four floors. CFL allowed a total of sixty students to sign up for the event.

- 2 Staff at the Reference Desk to hand out “resource” and inoculation cards.
- 1 Staff at the Reference Desk to accept materials brought back and to sort / verify the resources.
- 1 Staff roaming the building to monitor for running and fair play
- 1 Staff designated as the “United Nations” to roam the building with special supply drops announced during the game. At CFL, someone dressed as one of the doctors from Dr. Who, making him stand out – if he could be found!
- 4 total student employees for each CDC Supply Warehouse (one on each floor, opposite side of the building from the Reference Desk)
  - They are at the Reference Desk while rules are given out and are introduced as CDC Supply Zone Operators
  - CFL provided them with walkie talkies from the Circulation Department for ease of communication if they had questions
  - They are trained ahead of time to show students how to research, but NOT to look up the information for the “living”
- 2 student employee “zombies”
  - Once they have each “braaaaained” one person, they can become monitors just walking around to be sure others are playing fairly
- 2 theater students for makeup (optional, but most players enjoyed this)

## Necessary Equipment and Materials

- Signage
  - “The library is open, but a building-wide game is in play. Expect noise and library-wide announcements between 8-9 pm.”
  - Bathroom door signs: *“In a zombie apocalypse, the sewer system is the first thing to go. Don’t hide in the bathroom.”*
- 2 - ½ yards of fabric – make a few extra of each
  - 60 zombie arm bands (2 will go to the zombie employees)
  - 60 living arm bands
- 4 “Supply Warehouse” tags for the computer stations
- Paper hospital masks
- Signifiers for “United Nations” supply relief
- Halloween makeup for zombies
- Bag of makeup sponges
- Notecards for “resources”
- If possible, lab coats to provide for “authenticity.” CFL partnered with their medical school librarians to borrow these.
- Prizes
  - Besides bragging rights, all students received one of two buttons at the end of the game. Buttons were made in house and stated:
    - “I survived Zombie Tag at the Chester Fritz Library”

- “Zombie Researcher” (if they were “turned” – handed out at the end of the game)
  - Printed “Certificate of Literacy Zombification” (living or dead)
  - Gift Certificates from a local game store for a free game rental. CFL partnered with Broken Sentry which focuses on board and tabletop games.
- Buttons made in house also included:
  - “Zombie Apocalypse Partners” (for the theater people, those assisting with floor walking, and monitoring the snack station)
  - CDC Medic (for those sitting at the reference desk)
  - CDC Supplier (for those at the computer locations)



- Walkie-talkies or two-way radios, if possible

## Step-by-Step instructions

### Preparation

- Clear the event with building administrators and with campus Events office
- Waiver forms will be needed for each person participating
- Pick a team to oversee the planning. This can be all librarians, or a mix of librarians and staff working on an outreach committee. Three to five people will be required to organize all preparatory materials.
  - Write out each of the cards
    - Verify there are materials from categories such as maps, government documents such as a CDC sanitation publication, books, DVDs, etc.
    - Some can be general: “a movie about zombies,” shelter, food, water, protection
    - Some can be specific: “find a sanitation publication about X using a database”, “find the address to a senator’s office – they need to know we won’t stand for this!”
    - The list used by CFL is included at the end of the chapter, titled Resource Topics, and is based on materials available in that library

- Write out “Inoculation” on a separate stack of cards
  - Create the armbands
- Pick a team to oversee the event. At the author’s university, CFL librarians, medical library librarians, CFL staff, and CFL student employees all assisted to make the game a success.
- Talk to a local theater company about doing makeup for those who become zombies.
  - This provided great practice for UND’s theater department!
- Promotion (before and after). CFL utilized:
  - Campus tour representatives
  - Social Media
    - <https://www.facebook.com/watch/?v=2682228428669398>
    - <http://blogs.und.edu/und-today/2018/10/zombie-apocalypse-at-the-library/>
  - University newsletter
  - Flyers
  - Bookmarks
- Pre-signup sheet to gain an estimate of interest
  - Walk-ins are still welcome, provided it does not go over the limit approved by the Events Office. They would just add their name to the list that night.
- Have the student CDC operators participate in a half hour reference training session before the event with a librarian (in CFL’s case, the Information Literacy librarian) in how to properly find (and teach others to find) the specific resources on the computer (in case the “living” have trouble)

## **Program Instructions**

- Make sure waivers are signed
- Have all students verify or add their name to the numbered sign up list.
  - Tell them to remember the number by their name. This will be used to organize their resources.
- Tell the students:
  - The Center for Disease Control (CDC) has no idea what happened. A mysterious affliction has hit the country hard. Zombies are on the rise! To survive, you need to find the resources before the zombies find you.
- Provide “living” arm bands to all players. Instruct them to only tie a half knot.
- Introduce the two “zombies,” the CDC operators, and the “United Nations ambassador,” then let these three groups go off to their chosen locations.
- While the above get into place, either hand out a sheet with the rules of play or have a digital screen where it can be shown.
  - This sheet is included at the end of this chapter, titled “Players”

- They may start as teams, but just like in the apocalypse, they will lose members.
- Hand each person (or team) one resource card.
- Staff members move throughout the building (designated by the lab coats) to ensure no one is running.
- Announcements every 15 minutes
  - Assign each of the CDC operators a code word ahead of time. This can be a color, an animal, etc., but not the computer terminal number or floor number. Using the radios, every 15 minutes announce one of these so the operator knows.
  - Over the PA system, announce: “A Supply Station has been overrun! There are no resources available there now... Good luck survivors!”
    - This slowly makes it harder for the players to gain supplies as the hour goes on. It also starts gearing towards the end of the game.
    - Just like in a “real” zombie apocalypse, the survivors need to use word of mouth to let each other know what stations are shut down. This means some people will still be going to the “overrun” stations for another few minutes.
- Announce randomly
  - “There has been a supply drop from the United Nations. They have provided two resources... Here’s hoping it’s what you need, survivors.”
    - It still needs to be the type of item they are looking for.
    - This person can either carry a sign and the two resources, or they can be standing right next to the location of the items on the shelf.
- Announce five minutes before the end of the game: “The United Nations has been able to organize extraction of all survivors. Their transport will arrive at the Reference Desk in five minutes. Start making your way towards freedom, and good luck reaching us!”
- While the game is being played, organize “resources” brought in by the number assigned on the signup sheet.
  - Stack in piles in numerical order, tucking the resource card into each book.
  - If it is not a good resource, the item is now still out of play and placed to the side.
- Announce the Ultimate Survivor (grand prize)
- Hand out buttons or other fun “swag”
- Take pictures!

## Learning Outcomes for Participants

Participants will...

- Become familiar with finding and retrieving physical items in the library on a given topic in a fun gaming event

- Gain confidence navigating the various floors and wings of the library physical space
- Recognize some arrangement principles for the resources – by type, topic, etc.
- Utilize browsing by LCC to locate a resource on their topic
- Learn how to narrow or expand a topic when searching by using the ILS search features and filters
- Retrieve a variety of material types on a given topic

## **Learning Outcomes for Student Workers**

Student Works will...

- Develop leadership skills and deeper knowledge of library reference assistance by acting as peer teachers in a gaming event
- Will utilize Reference Interview Techniques to guide participants to do searching themselves rather than providing answers for them
- Guide students to narrow (start with a large amount of results and cull them) or brainstorm (start with a small amount of results and “explode” them) to discover various aspects of a given topic
- Demonstrate using ILS search features to assist students in locating materials:
  - Advanced search (including truncation, format, quotation marks)
  - Field searching options (title, subject)
  - Details (subject vs keyword search)
  - Locations (locate print if linked on online record, CFL if linked on branch record, etc.)
- Demonstrate using ILS results filter options to assist students in locating materials:
  - Topic
  - Location (different aspects of topic)
  - LC Classification
- Demonstrate good time management with assisting participants (3 minutes tops)

## **Recommended next projects**

- While originally done around Halloween, students at CFL were approaching the desk during breaks, asking if another could also be done for the end of the semester or mid-spring. Ideas they suggested included:
  - Rogue elves in December looking to swell “Santa’s” workshop
  - Monty Python rabbits mid-spring

## Resource Topics

- Food
  - Cookbooks (cooking game)
  - Native Animals to the state for hunting
  - Native fruits / vegetables
  - How to purify water
- Clothing
  - How to sew
  - Homemade armor
  - Protective clothing
- State Weather
  - Weather patterns
  - Current weather
- Shelter
  - Types of plants (trees)
  - How to build a shelter
  - Tools for building
  - Boy Scouts 101
  - How to start a fire
- Weapons
  - Common types of weapons for hunting
  - Survival tactics
  - Basic info on Guns / Bow & Arrow
  - Knives
  - How to acquire the weapons
- Health
  - Nutrients you need to survive
  - First Aid
  - Common injuries and how to treat them
  - Infectious diseases
  - CDC – What is it?
  - Bug repellants
- Maps
  - Orienteering 101
  - How to read a map (topography)
  - Map of the state
  - Map of the university
  - Map of the Library
- Zombies

- CDC Zombie Preparedness (online only – the CDC actually has this document!)
- Movies on zombies
- Famous zombies
- Zombie encyclopedia

### **Players:**

The Center for Disease Control (CDC) has no idea what happened. A mysterious affliction has hit the country hard. Zombies are on the rise! To survive, you need to find the resources before the zombies find you.

#### How to Play:

- Report to Reference for an armband. This designates you as “living.”
- Only do a half-tie on your upper right arm
- Reference area computers are off limits

#### **Rules (for the zombies):**

- No running (zombies can only shamble after all!)
- No “sniping” at elevator or stairwell doors or at computers
  - Zombies keep moving!
- “Bite” the living, by gently tugging on their armband (saying “braaaaains” while you do it might make it more authentic!)
- If you are handed an inoculation card, let the person go. Take the card. Turn it in to one of the roaming staff members.
- If played while building is open: *if a person is without an armband, they are not playing!*
- If a person is at the snack table, they are in time out, not playing.

#### **Rules (for the living):**

- No running (we’d rather not have accidents cause “real zombies”!)
- “Research” your supply item before you are bitten
  - Bring one item from the area – there is no extra credit for bringing two or more of your resource
- If you are “bitten,” report immediately to Reference to revive with a new zombie armband
  - You may also get “zombified” by our theater department’s make up experts!
- No hiding in the bathrooms
- Have a snack and take a quick rest at the snack station, but remember this is only temporary. To survive, you need to keep moving!
- If played while building is open: *only a zombie can remove your armband. If caught doing otherwise, you will be asked to report back to the reference desk.*

## **Can you gain an inoculation?**

Yes! By finding a necessary resource, and taking it back to the reference desk.

- How this works:
  - You are given a “supply” item (food, clothing, shelter, weapons, etc).
  - Once you are away from the Reference Desk, find a computer to look up books on that topic.
  - Take the call number and make your way to the location of your supply source!
  - With item in hand, navigate around the zombies, and back to the Reference Desk.
  - You will gain a card that says “inoculation” – this is good against one (1) bite. After that, sorry buddy. It’s a new world out there! (But if you make it back with your resource without needing it, we’ll give you another resource to go find, giving you a chance at having more!)

## **How do I win?**

- Game play will go a specified time or until only a few remain “alive.” Those left alive, win. But zombies are cool. So we all win.
- Everyone reports back to the Reference Desk when the announcement is made on the PA system.

## **What about prizes?**

Everyone will have something to walk away with. However, the big prize will be a gift certificate to the local game store for a free board game rental.

How does this work? <Choose the option that works best for your library!>

### **Option 1:**

- At the beginning of the game, everyone can put their name in the bowl
- Each time a survivor returns to the desk with a resource, you can add your name one more time
  - If you come as a group, only one of the team members may put a name in the bowl
- A name will be pulled after everyone reassembled at the end of the game

### **Option 2 (Used by CFL):**

- Resources you turn in will be stacked by your signup number (to maintain anonymity), with the card tucked inside.
- The person or people with the most items that best fit the resources will win the prize!

Image added:

