



ABOUT THE GAME

Gain real-world information literacy skills by playing this fun mystery game from the University of Oklahoma's K20 Center! Designed for 9th to 12th graders, The Detective: Verona blends Digital Game Based Learning principles with the world of Romeo and Juliet transposed to the modern world. As the grandchild of the famous private investigator Giovanni Durano it's your turn to solve mysteries by collecting, evaluating and using information.

Download now from iTunes or go to k20.ou.edu/getgames for access on PC, Chromebook and Mac to begin navigating your way through three mystery filled levels. Collect, evaluate and use information based on verifiability, objectivity, timeliness, and detail as well as authority aspects in the low-consequence environment of a game.

AVAILABLE IN

SPANISH &

ENGLISH!

INFORMATION LITERACY

IS DEFINED AS THE ABILITY TO COLLECT, ASSESS, AND USE INFORMATION.
AFTER PLAYING THE GAME, STUDENTS ARE EXPECTED TO BE ABLE TO ASSESS INFORMATION BASED ON FIVE CRITERIA:

 VERIFIABILITY
 Does this information use references or sources that can be verified? Are sources listed? Can it be cross-referenced with other information?

 OBJECTIVITY
 What are the intentions of the author? Are methods explained? Does the source give objective information (good science or journalism, for example?) Is it biased because of the author's personal point of view of somebody or hidden commercial interests? Maybe the information is just an opinion?

 TIMELINESS
 Watch the date of the information. Is it current or outdated?

 DETAIL
 How specific or vague is the source? Is the information clear or does it have more than one interpretation?

 AUTHORITY
 Who is the author? What is the expertise behind this source? Did the author declare her/his name? Is she/he an expert of this field or maybe just ignorant of the topic? How much experience does the author have in the topic she/he is talking about?

- Comprehensive Data
 Assessment
- Standards Compliant

 (Compliant with national standards [JM1] SL2 for grades 9-10 and 11-12)
- Designed for 9-12 Graders
- K20.OU.EDU/GETGAMES

- Increases College
 Preparedness
- Fingaging, Adaptive Instruction
- Cross-Platform Learning Tool

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