Game On!: Creating Community and Engagement through Team Trivia at the Library

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Abstract

This article details how Collier Library and Information Services at the University of North Alabama developed an engaging and collaborative team trivia program for their campus community. This program, originally planned as a single event, has grown into an almost monthly series of competitive, hilarious, and raucous student trivia throwdowns. The paper details how each event is structured, including registration, advertising, game design, and assessment. Also addressed is the staffing necessary to make the event work smoothly and how they have included student workers in the process, and how collaboration with campus partners has benefitted the program as well.

Keywords: gaming, outreach, campus partnerships, programming assessment, student experience

Game On! Creating Community and Engagement through Team Trivia at the Library

The University of North Alabama is a medium-sized public university with approximately 8,800 students, in Florence, Alabama. The student body has strong local and state representation as well as a significant community of international, out-of-state, and online students. Due to the library's location in central campus and proximity to the student union and the major academic buildings, Collier Library and Information Services (CLIS) has developed

strong relationships with a variety of campus partners, including academic departments, student

associations, administrative offices, and student support offices like the Career Center and the

University Success center, both of which are currently located in CLIS.

CLIS has a dynamic history of instructional programming and outreach. The library hosts

events for Finals week and the start of the new academic year, which includes popcorn socials,

grill-outs, and movie nights, as well as local balloon artists and massage therapists. Team Trivia

at CLIS was initially pitched to administration as a new event for Mane Month, a university-wide

series of scheduled events to welcome new and returning students to campus. The library had

historically only offered a single daytime event for students. Due to COVID-19 restrictions, the

first Team Trivia did not launch until Fall of 2021 but it was immediately successful, and

participants asked the librarians to host more trivia nights throughout the year.

From this experience, the authors suggest that academic libraries can successfully engage

students by hosting/organizing team trivia events which also provide an opportunity for cross-

campus partnerships. This article will detail how the initial game was developed, presented and

how the program has continued to grow. In addition, the authors will discuss how they have

utilized campus partnerships, how they continually assess the program, how they incorporate

student feedback to improve each iteration of the Team Trivia program, and how they have

sometimes had to think on their feet when things did not go according to plan. All materials

referenced in this article, including slide decks, registration forms and other Team Trivia

management tools are accessible via links in the appendix.

Literature Review

Using gamification in the library to teach search skills has been done for years. Boykin and Metzger (2005) developed a murder mystery game in partnership with their Office of Student Life for freshman orientation. Angell and Boss (2016) adapted the television reality show *Amazing Race* for library orientation. Smith and Baker (2011) created two orientation games, *Get a Clue* and *LibraryCraft,* to help enhance library literacy. CLIS also uses gamification in the library orientations for students in the First Year Experience (FYE) classes at UNA. Each year librarians develop a themed library escape room game using BreakoutEDU kits (Pate and Malone, 2018). Most students who participate in the escape room games are engaged and competitive. The fun they all had during these FYE games led the librarians to think about how they could increase gamification in the library without it being tied to a class or orientation.

Game nights are a good strategy for creating co-curricular programming that supports the whole student experience on campus. Student involvement and participation in co-curricular programs are considered strong contributors to student success while at college (Astin, 1999; Foubert & Urbanski, 2006). Recent research has demonstrated the ways in which students' sense of connectedness plays a significant role in satisfaction and wellbeing on campus and how programs and informal activities can have positive outcomes for success (Farrell et al, 2018). In a study investigating the correlation between library engagement and student success, Croxton and Moore (2020) found that co-curricular and extracurricular programs such as those offered through the library play an important, positive role in student experience and may increase the likelihood of graduation. Co-curricular programming in an academic library setting may take many forms including book clubs, game nights, and other special events. Among the many

benefits to this type of programming is the opportunity for students to build a connection with other students and the library. Team games are an excellent strategy when creating co-curricular programming, as they offer multi-faceted opportunities for connection: with friends and peers, with library personnel, and with library spaces.

In her article detailing the annual Harry Potter Night at her library, Broussard (2013) discusses the benefits of having nonacademic programming as part of outreach to enhance the library's image with students while also increasing collaborative opportunities with other departments on campus. Rust and Brown (2018) state "creating a culture of student engagement with the library requires time, along with trial and error to establish approachable avenues for students to engage with the library" (p. 5). Having events not directly tied to an academic outcome may be met with skepticism by administration as Alvarez (2017) notes that there can be resistance to using games and utilizing them will require assessment to prove their value.

The desire to create a library outreach event that included gamification but was not tied to a library orientation or class was further enhanced when the OER and Scholarly Communications Librarian, Jennifer Pate, attended the session *What is "Student Engagement"? Collaborating with Student Life to Create Trivia Night Events* in May of 2020 at LOEX, where Jen Fiero led a session on gaming in the library. Fiero, a two-time Jeopardy champion and the Student Success Librarian at Jackson College, had created a team trivia session that had proved to be wildly popular for her students and library. This session inspired what would become CLIS's Team Trivia program.

Team Trivia: Overview

As the university prepared for a return to in-person instruction and events on campus in the Fall of 2021, Pate developed the first session, titled Mane Month Team Trivia. Her initial plan was to host the night solo, but after sharing the idea with a colleague, Access Services Librarian Margaret McGuire, the two decided to team up and host the event together. Mane Month Team Trivia was offered on a Thursday evening and the response was overwhelming, with forty-one students and eight teams participating. There was no theme to this trivia—just general knowledge questions in four categories adapted from an openly licensed slide deck previously used by Fiero. CLIS provided snacks and prizes, and the competition was fierce and fun.

Due to students' enthusiasm and the success of the initial event, Pate and McGuire decided to create a series of events, with two successive nights planned for that semester as well as two to three for Spring semester. With continued support from the library's director, the next event, Spooky Team Trivia, was planned for October. Themed for Halloween, this trivia session was once again adapted from an openly licensed slide deck from Fiero, which is a huge time-saver. The event was popular and well-attended again, with eight teams and thirty-seven participants in total, with familiar faces from students who had attended the first session.

After numerous fervid requests from previous participants, Pate and McGuire planned the third and final event of the semester: Happy Holidays Team Trivia. This event was themed around the holiday season and because they did not adapt any slides preparation took considerably more time. Snacks and desserts were provided as well as a hot chocolate station. This Team Trivia was added to CLIS's finals programming and was held on the Wednesday

before Study Day. While this timing was cause for trepidation given the proximity to exams, the event was once again well-attended and popular with eight teams comprising of forty-five participants.

After the start of the new semester, they planned the next game, We <3 Fandoms Team Trivia. The original event date was February 17th close to the Valentine's Day, and so they planned to include festive snacks and desserts alongside the theme of celebrating beloved books, movies, shows, video games, and more. This session would likely have been the most well-attended in the series, with eleven teams comprising forty-six potential attendees registered. This total did not include the typical substantial number of walk-in participants. However, the night of the event, campus closed suddenly due to inclement weather. Despite needing to reschedule, they still had a strong attendance with seven teams totaling thirty-three participants. Though they had a smaller number of participants than initially registered, the mood of the event was still enthusiastic, engaged, and satisfied.

Because Fandom Trivia was rescheduled for a later date and the complication of spring break at the end of March, Pate and McGuire were only able to host two Team Trivia nights during the spring semester. Because the Happy Holidays event was popular and matched well with finals events, the last night called Never Gonna Quiz You Up was scheduled for the Tuesday before finals. The theme was music, highly requested from the feedback cards. The rounds were based on genres of music as categories: rock, country, rap and R & B, classics, and pop songs. The bonus round was number one hits from all genres. Even though Pate and McGuire had to deal with a power outage and had to move the game at the last minute, all pre-registered teams were in attendance, and they had excellent attendance from walk-in teams.

Overall, Team Trivia was an overwhelming success and one of the first long-running programs that CLIS has hosted in recent years. Nearly two hundred students participated over the five nights of the game series, many of whom were repeat players. Pate and McGuire have learned how to perfect the preparation, management, and assessment of the events. In the following sections, the authors will detail the evolution of Team Trivia, the challenges faced, and how they have assessed the program to demonstrate value to the institution.

Description of Ideation, Preparation, Management, & Assessment

Ideation & Planning

When planning Team Trivia, Pate and McGuire aim to identify themes that will be popular with a diverse body of students. Their second and third trivia nights were planned around seasonal themes, Halloween and winter holidays, which would draw in students celebrating the festive spirit and leant themselves well to a variety of categories. The fourth and fifth trivia nights occurred during the spring semester, where holidays are perhaps not as popular, so they used suggested themes from feedback cards – this led to the creation of fandom and music Team Trivia.

Timing and location were crucial factors to keep in mind. They consulted the academic calendar for weeks that might be affected by heavy examination periods or university breaks. This tied in with seasonal themes as well, given that many campus and student organizations would be hosting themed events around the same time as Team Trivia. Pate and McGuire took a slight risk by coordinating Happy Holidays Team Trivia on the day before Study Day, when class had officially ended and just before examinations would begin; they later did the same with

Music team trivia. They were not sure how popular this timing would be; however, both events had excellent attendance, and students expressed appreciation for CLIS hosting a fun event to release tensions and stress at that critical time.

Pate and McGuire tested out three different event spaces over the course of the series, two planned and one as an emergency substitute. Three of the events were held in CLIS's largest classroom on the second floor. This was an optimal space for many reasons: ease of access for the librarians, the benefit of bringing students into the library, and familiarity with the equipment. However, there were issues with the classroom: during warmer months, it can be quite hot and stuffy, especially with over forty students crammed in; and the equipment did not include a microphone.

They also tested out event spaces in the Guillot University Commons (GUC). Both rooms, one a banquet hall, the other a smaller classroom-style event room, were well-appointed with presentation equipment, plenty of space, and the added benefit of support staff available to troubleshoot technical problems. However, this took the event out of CLIS, which not only meant more labor and time on Pate and McGuire's part in preparing and managing the event, but also students would not have the added benefit of creating associations between the event and the library spaces and staff. In addition, students indicated on feedback cards that they preferred CLIS over the GUC.

Advertising

As noted earlier, the first trivia night was part of the Mane Month events on campus and was advertised as part of the official calendar. CLIS's Student Engagement librarian created the

posters for that first event and distributed them around the library and campus. The event was

also advertised in the UNA Digest, which is a campus-wide email newsletter sent to all UNA-

affiliated email addresses and was shared on various UNA social media channels.

After deciding to continue the event series, McGuire took over designing all marketing

materials using Canva, a graphic design platform that provides templates for a range of different

media types. All flyers and team answer sheets were created by McGuire using the free version.

They also began incorporating a pre-registration Google form into the flyers. The form asked for

an estimated number of members in the group, whether the team would accept walk-ins, an email

address for communication, and included a full description of the event rules. This allowed Pate

and McGuire to better prepare for the number of attendees at the event.

As with Mane Month Team Trivia, Pate and McGuire continued to post flyers around the

library and campus as well as in the UNA Digest. After the third trivia session, they included in

the pre-registration form a question about whether the "team captains" or the person who had

pre-registered the team would be interested in receiving emails about future trivia nights. The

authors added this communication channel for all participants who indicated they would be

receptive to direct notifications.

Event Preparation & Management

For each Team Trivia, they begin work on developing the game materials and gathering

resources for the event once the theme has been chosen and advertising has commenced. This

process includes identifying categories and creating a slide deck; sourcing trivia questions,

images, animations, and sound clips; developing auxiliary materials like team answer sheets and feedback cards; and purchasing food, drinks, and prizes.

- *Game Materials:* The slide deck, trivia questions, images, sound clips, and animations were researched and incorporated using freely available Google Slides templates or by adapting previously created trivia games that are openly licensed by Fiero. They use Google Sheets to maintain scoreboards and use Canva to design team answer sheets and feedback cards. Considerable time is invested in this portion of the preparation, as they search for appropriate questions, images, and audio clips.

- *Food and Drinks:* Pate and McGuire maintain a reasonable budget of approximately $150 for each event, including food, drinks, and prizes. Given the timing of the event at 7 PM, they assume that most students eat dinner before attending the event. They ensure that both salty and sweet snacks are available alongside a variety of soft drinks.

- *Management:* Pate and McGuire are the primary event managers with assistance from a student employee in the Access Services department. All facets of team trivia, from arranging the event space, refreshments, hosting the event, and cleaning up after, are handled by Pate, McGuire, and the student employee. Staff at the Help Desk help direct people to the appropriate classroom.

- *Prizes:* For three of the events, the authors offered a range of prizes including treat bags of festive candies, insulated water bottles, hot chocolate sets, useful studying materials, and fun items like stickers, glow sticks, and festive decorations. Other departments on campus contribute items to the prize gift bags, further discussed later in this paper. After demonstrating the popularity of the event, they negotiated for significant buy-in from the

University Librarian to design and purchase a stock of library t-shirts to be given out as prizes at trivia night events.

Each table is provided with a packet that contains their team answer sheets for each category, enough feedback cards for all members, and pens. At first, Pate and McGuire had students write down their team's name on a piece of paper or notify a host verbally. Later trivia nights included a virtual team check-in card with a QR code that opens a short Google Form. This enables the librarians to quickly gather team names and keep track of total participants, which the authors compare with the pre-registration forms.

Each evening begins with an introduction and review of rules before revealing the categories of each round. After Mane Month, Pate and McGuire added two additional rounds for a total of five standard rounds plus a lightning bonus round for each trivia night. The six rounds each have ten questions; the first five categories have a time limit of approximately 30 seconds per question, the bonus round is a "lightning" round with only 15 seconds per question. At the end of a round, a team member brings the answer sheet to the judges' table, where it is scored by either Pate or McGuire with assistance from a student employee. While that is being completed, the other librarian will recap the round and reveal the correct answers. Once scoring is complete and the round recap is done, an announcement of the top three teams is shared before the next round. This process was fine-tuned over time, with small but impactful changes like the Google sheet that could quickly add the sum of team scores after each round and having one representative deliver the score sheet to the judges' table.

Once all rounds are tallied, the top three teams are announced, and prizes awarded. In addition to team prizes, Pate and McGuire have had special contests for individual participants during two of the trivia nights. For Spooky Team Trivia, they added three special contests: a prize for best costume, a chance prize where a Halloween sticker was placed below a chair, and a prize for best tin foil hat. The hats were to prepare them for Spooky Trivia bonus round all about "Conspiracy Theories" (See Fig. 1). For Happy Holidays Team Trivia, the special contest was for best/worst holiday sweater and the winner was awarded a custom library t-shirt.

Figure 1

Student prepared for Spooky Team Trivia bonus round "Conspiracy Theories"

Assessment

After Mane Month, the authors established formal channels for recording data about the event nights. The first measure was the pre-registration form and then the team sign-in form, which provides statistics for pre-registration and actual attendance. Pre-registration indicated strong interest and successful advertising of the event, and tracking both numbers allowed Pate and McGuire to see the variable of walk-in participation as well.

Table 1

Pre-Registration and Event Attendance Across All Team Trivia Sessions

	Pre-Registered	Total Participants	Teams in Play
Mane Month Team Trivia	-----------------------	41	8
Spooky Team Trivia	27	37	8
Happy Holidays Team Trivia	29	45	8
We ♥ Fandoms Team Trivia	46	33	7
Never Gonna Quiz You Up Team Trivia	33	40	8

Feedback cards were provided with an abbreviated Likert scale to survey satisfaction with four criteria for the event and a space for comments. They also added an additional interest category that inquired about frequency of events (monthly, three times per semester, annually), preferred space (Library or GUC) and an open field to suggest a future category. We had a high response rate for each night they requested feedback.

Table 2

Likert Scale Data from Feedback Cards

Spooky Team Trivia	Category	Satisfied	Somewhat Satisfied	Somewhat Dissatisfied	Dissatisfied
	Trivia Questions	66% (n=22)	27% (n=9)	0%	6% (n=2)
	Snacks	87% (n=28)	6% (n=2)	3% (n=1)	3% (n=1)
	Event Organization	90% (n=29)	6% (n=2)	0%	3% (n=1)
	Event Space	87% (n=28)	0%	9% (n=3)	3% (n=1)
Happy Holidays Team Trivia	Category	Satisfied	Somewhat Satisfied	Somewhat Dissatisfied	Dissatisfied
	Trivia Questions	66% (n=29)	25% (n=11)	7% (n=3)	0%
	Snacks	82% (n=36)	13% (n=6)	2% (n=1)	0%
	Event Organization	91% (n=40)	5% (n=2)	2% (n=1)	0%
	Event Space	70% (n=31)	18% (n=8)	9% (n=4)	0%
We ♥ Fandoms Team Trivia	Category	Satisfied	Somewhat Satisfied	Somewhat Dissatisfied	Dissatisfied
	Trivia Questions	57% (n=17)	24% (n=11)	14% (n=4)	3% (n=1)
	Snacks	89% (n=26)	11% (n=3)	0%	0%
	Event Organization	96% (n=28)	4% (n=1)	0%	0%
	Event Space	96% (n=28)	4% (n=1)	0%	0%
	Event Prizes	82% (n=24)	10% (n=3)	0%	0%
Never Gonna Quiz You Up Team Trivia	Category	Satisfied	Somewhat Satisfied	Somewhat Dissatisfied	Dissatisfied
	Trivia Questions	71% (n=22)	19% (n=6)	9% (n=3)	0%
	Snacks	84% (n=26)	6% (n=2)	10% (n=3)	0%
	Event Organization	96% (n=28)	6% (n=2)	3% (n=1)	0%
	Event Space	87% (n=27)	3% (n=1)	10% (n=3)	0%
	Event Prizes	77% (n=24)	13% (n=4)	0%	0%

Table 4

Interest Check on Frequency of Team Trivia (Special Question on Spooky Team Trivia Feedback Cards)

	Monthly	1-3 Times per Semester	Annually
Respondents	77% (n=27)	23% (n=8)	0%

Table 5

Interest Check on Preferred Location of Team Trivia (Special Question on Happy Holidays Team Trivia Feedback Cards

	Collier Library	GUC
Respondents	62% (n=26)	38% (n=16)

McGuire used the registration forms, the feedback cards, and personal observations of the event to compile an event report for the second through the fifth trivia nights. These reports included general information about the event (date, time, location, theme), a qualitative section that included a narrative about the event focused on participants behavior and mood, and a quantitative section that used graphic visualizations to show the data collected from feedback cards. Pie charts were used for each category on the Likert scale, which surveyed satisfaction on trivia questions, snacks, event organization, space, and prizes.

Across the four events where data was tracked, feedback was overwhelmingly positive. They received a variety of comments on the feedback cards as well, with participants expressing their enjoyment of the event, sharing thanks for the hosts, and making suggestions for improvements (See Fig. 2). After the space-based interest question during Spooky Team Trivia, they had reasonable evidence that students preferred the library classroom over the GUC banquet hall. Pate and McGuire endeavored to include feasible suggestions in planning for future

sessions. For example, attendees requested more salty snacks for the events after the Happy

Holidays Trivia as well as a note that they were tired of chocolate as a snack offering. They

brought in more variety and substituted candy for snack packets that included nuts, dried fruit,
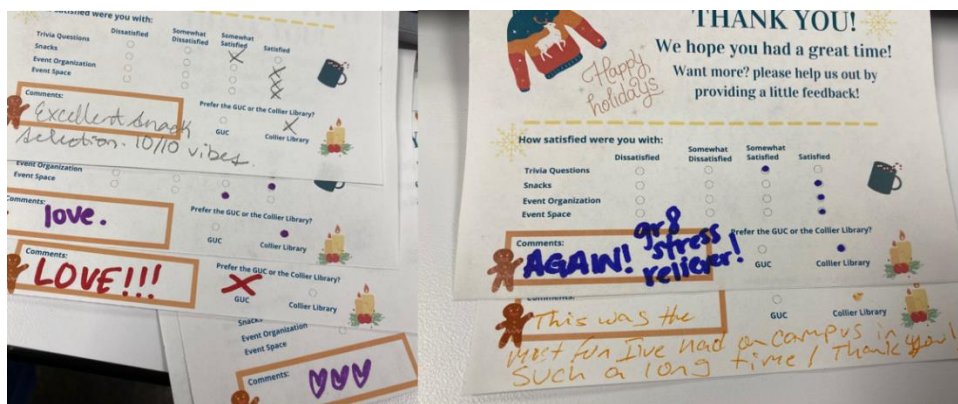
granola bars, and more.

Figure 2

Student feedback cards

These reports have been useful not only for chronicling the development of the program

but also for requesting additional funding for event components, especially prizes. They also see

how these reports may be useful in reaching out to form partnerships with other departments on

campus, as they show tangible evidence of significant support and enthusiasm from students.

Opportunities & Challenges

Creating and maintaining a series of game nights came with its own unique opportunities

and challenges. One such opportunity was the chance to reach out to other departments on

campus to discuss partnerships with the event. While Pate and McGuire did not have any formal

partnerships, prizes were an area where they found interdepartmental collaboration: the Office of

Disability Support Services provided t-shirts for Spooky Team Trivia, which inspired McGuire to a create custom library t-shirt to be part of the prizes. For Happy Holidays Team Trivia, the Career Center donated pens, and the Mitchell-West Center for Social Inclusion donated postcards that highlighted prominent public figures who identify as people of color, LGBTQ+, or who embody social inclusion through body positivity, allyship, and activism.

Pate and McGuire also partnered with other campus representatives to make Team Trivia successful. They invited the campus photographer to document the Spooky Trivia event, which gave them high-quality photos that they could use for marketing purposes. He also joined a team during the game and attended two future sessions. The GUC administrators helped event preparation through setting up the room and being on standby for troubleshooting the equipment for the two sessions that they held in their event spaces.

The authors are networking to promote the program and create additional partnerships. Pate has opened the door for more coordination with the Division of Student Affairs for next year, which would greatly extend marketing and promotional reach. They also had the first faculty member participate in Team Trivia. At the urging of his students, a history professor joined their team and led them to their first-ever first place prize.

Another opportunity that the series created was professional growth for the staff included in creating, hosting, and managing the event. While both librarians involved in the event series had experience hosting presentations, the Team Trivia series offered a range of new skills and experiences to grow outside of regular job responsibilities. Through experimentation with this program series, Pate and McGuire worked out faster, automated methods for pre-registration,

event management, and event assessment, finetuning the process and creating a blueprint for future events. Though McGuire had no prior experience creating advertisements or marketing tools for events – over the five sessions, she created almost every poster and handled distribution of the materials via internal and campus channels. Student employees also participated in the Team Trivia – these events gave them opportunities to assist in event preparation and management, skills that are useful for campus participation, club or student group events, and as evidence on a resume.

While these opportunities have opened more doors and inspired new ideas, Pate and McGuire also encountered obstacles and challenges during the series. Some were expected such as the temperature and air flow of the library classroom, especially during the warmer months in August and late April. Noise interference was also a common problem – participants had trouble hearing the prompts, each other, or the sound clips at times due to proximity to others and overall crowd noise. Though the librarians want to prioritize using the library to host the event, the classroom space is slightly too small for comfort and does not currently have a microphone and sound system. The ability to decorate the space for the event also ran into minor issues. An initial activity was planned for Happy Holidays Team Trivia to include a festive photo wall, in which colorful wrapping paper would be placed on a wall and students would be encouraged to take pictures in front of it with their teams. However, the paper would not adhere to the walls due to the textured surface and the activity was omitted at the last minute. When the librarians used the GUC's event space that had more room and equipment to resolve these issues, they had to carry all game materials, snacks, and prizes to the event space across campus, creating additional time and management obstacles.

Other challenges were sudden and spontaneous. The night of We <3 Fandom Team Trivia, the campus closed early due to inclement weather. This decision from campus administration came within hours of the event's start time. Using the captains' email addresses provided in the form, Pate and McGuire were able to notify registered attendees of the cancellation—however there is no effective way to reach those who do not pre-register. In addition, the rescheduled date did prevent groups of attendees from coming due to conflicts and attendance was slightly lower than previously anticipated as a result.

Another similar incident occurred just before the final team trivia of the semester. Two hours before the Never Gonna Quiz You Up game was set to start, the library had a transformer failure, leading to a power outage and loss of internet. Luckily, this outage was specific to the library itself – other buildings on campus were operating normally, including the GUC. Pate was able to reach out to GUC administrators, whom she had worked with for the previous Spooky Trivia event, and quickly find an event space via an available room in the GUC. Because they had requested the captains' emails, McGuire was able to notify all pre-registered attendees; Pate also left signage on the library's whiteboards and a message at the desk to redirect any players. Though they had to start thirty minutes late and carry all event materials over to the GUC, the authors were able to host the event with strong attendance and participation.

Both the opportunities they discovered and the challenges they faced only served to inspire more plans for future events. They forced Pate and McGuire to consider contingency plans for when things go wrong as well as to search for new partners on campus to engage with. As they begin the planning process for the next academic year, they will review their lessons

learned and will include contingency plans as well as developing protocols for troubleshooting. In addition, they are making a list of contacts for future collaboration opportunities.

Prospectus for Future Events

Due to strong popularity and enthusiastic feedback, Pate and McGuire intend to continue hosting Team Trivia at CLIS. Since the summer sessions are less demanding, they will use that time to plan out next year's sessions of Team Trivia, starting with Mane Month in August 2022. They want to have themes outlined for each event as well as a defined strategy for all components of the nights including every slide deck, mini-games or contests, snacks and dessert options, event space and equipment, and prizes. They have already received approval from CLIS administration to design a new library t-shirt for the Mane Month session to use as prizes.

Pate and McGuire intend to reach out and continue to build partnerships in advance of the semester, with departments on campus that they have partnered with before (Office of Disability Support Services, Mitchell-West Center for Social Inclusion, University Success Center, Career Center) as well as others that they have not, like the Division of Student Affairs. They are also considering collaboration with student groups or associations and hoping to invite more participation from faculty in the academic departments. As they did with the campus photographer, Pate and McGuire will also explore collaborations with campus newspapers for potential features about Team Trivia and advertising opportunities. Through these ventures, Pate and McGuire hope to build stronger, reciprocal relationships with campus partners and to further enrich the experiences of event participants.

Conclusion

Team Trivia at CLIS began with a single, enthusiastic wish to create an event that would engage students in the library: a game night whose origins reside in and are inexplicably linked to information as a source of knowledge, collaboration, and personal enrichment. The authors have grown over the past year, through their own efforts to innovate, promote, and collaborate on the event with internal library colleagues as well as external campus partners. Many of these external collaborations were spontaneous and lucky, arising naturally from a thriving campus community; however, as Pate and McGuire continue the series, they hope to build solid connections with participants and other campus partners that could help Team Trivia continue to grow.

As the library continues to explore new collections, services, and programs to engage their diverse communities, Team Trivia will stand as a strong example of a way that the librarians are able to build a community around a co-curricular program. As the authors wished the final participants luck with their exams at the end of the semester, the students expressed hope that Pate and McGuire would continue Team Trivia in the next academic year. Upon hearing their resounding 'yes,' the students whooped just as they had upon discovering that they had found the right answer to a trivia question and swore they would be there for the next one. Pate and McGuire carry that same exhilaration as they develop the next year of Team Trivia, with the hope that all participants will be able to find that same indescribable feeling in the program and in the library: of coming together with both new and old friends, putting that well of shared knowledge to the test, and delighting in the experience, regardless of the outcome.

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Appendix

Links to Event Resources

All UNA materials included in this appendix are openly licensed CCBY 4.0. Slide decks from Jen Fiero are also licensed CCBY 4.0.

Trivia Questions

- UNA Trivia Slide Decks: https://bit.ly/3Oz6xif

- Jen Fiero's Slide Decks: https://bit.ly/3ytq6TI

Pre-Game

- Advertising Flyers: https://bit.ly/3P8U1pB

- Registration Forms: https://bit.ly/3P8U1pB

Post-Game

- Feedback Cards: https://bit.ly/3yogQim

- Reports: https://bit.ly/3yogQim