



Imagine IF: An Intellectual Freedom Adventure

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Based on ALA President Sam Helmick’s conference presentation “Intellectual Freedom: Choose Your Own Adventure,” Imagine IF provides a lighthearted environment within which librarians can mentally prepare for encounters that may otherwise lead to panic or distress. It playfully encourages players to “choose chaos” as they navigate two scenarios:

- The Dilemma of the Disapproving Dino Doctor
- The Farce of the First Amendment Audit Influencer



This poster presents key considerations in converting the choose-your-own-adventure presentation into an interactive open educational resource (OER).

Imagine IF Learning Objectives

After playing multiple scenarios of Imagine IF and practicing skills at the end of the digital game, players will be able to:

1. Discuss the rights affirmed in the American Library Association’s Library Bill of Rights.
2. Define basic library principles, such as collection development and library policies.
3. Distinguish between actions that can escalate or de-escalate a tense patron interaction.
4. Identify additional resources to deepen their understanding of intellectual freedom.



Check out the story behind the OER in Book Riot:



Character Development

Dr. Gene Yuss and Fay Knuse

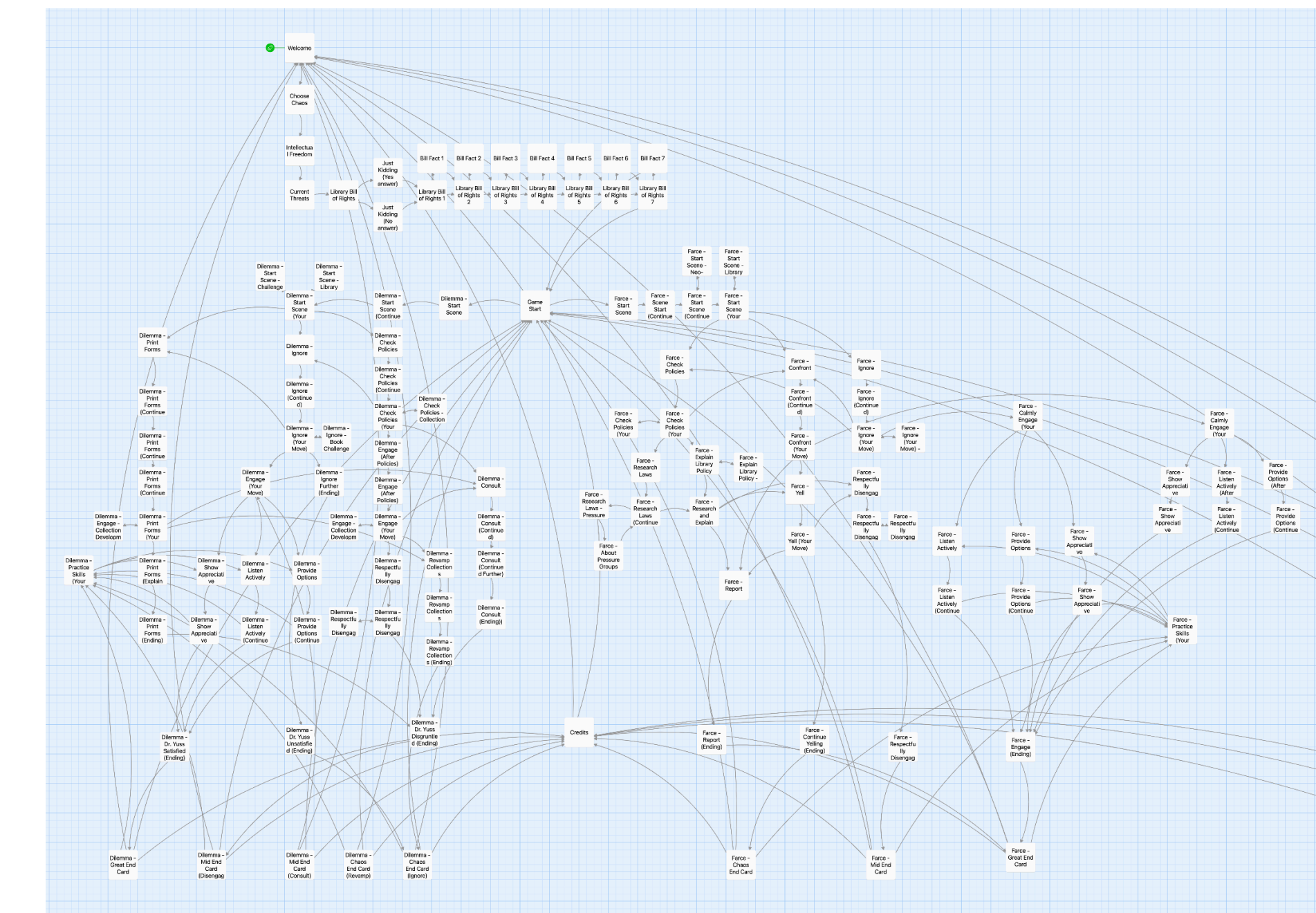
- Reused character names and personalities from the original presentation
- Avoided human form while leaning into chaos
- Inspired by *Frog and Toad* and birding shenanigans



Technology

Twine

- Built in Twine, an open-source tool for telling interactive, nonlinear stories
- Published to HTML
- Hosted files on GitHub



Virtual World Creation

Artwork by Kenny Keil

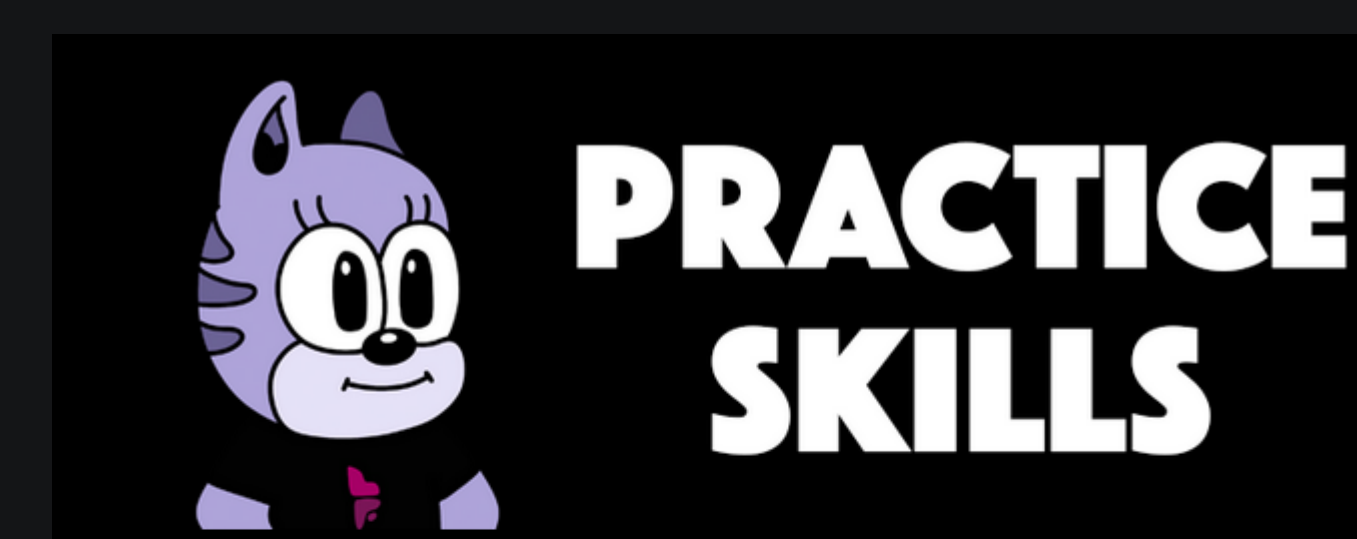


- Contracted with comics author to illustrate the scenarios
- Replaced real libraries with a colorful, fictional world

Script, Dialogue, and Pathway Development

Choose Your Own Adventure

- Fleshed out script
- Identified a variety of reasonable and chaotic actions (e.g., yell at patron!)
- Embedded resources and tips as hyperlinks throughout the OER



You decide to practice your patron interaction skills. Which skill do you use to try to resolve the situation?

- Listen actively
- Provide options
- Show appreciative curiosity

Key Challenge: Integrating skills development into a non-linear framework that encourages chaotic decision-making

Solution: Practice skills prompt at end of game

What’s Next?

Scenario Three

Paige Turner makes an appearance in a new story—coming soon! Sign up for Library Futures’s newsletter to receive an announcement when the update is released

libraryfutures.net



Game Design

Library Futures: Michelle Reed, Director of Programs; Laura Crossett, Communications Manager; Siena Oristaglio, Publishing Associate and 2025 intern; Mia Jakobsen, 2024 intern

Original Presentation

Sam Helmick, Community & Access Coordinator, Iowa City Public Library; ALA President

Illustrations

Kenny Keil, Artist & Writer