



Supplemental content to J Med Libr Assoc. Oct;108(4):dx.doi.org/10.5195/jmla.2020.742 www.jmla.mlanet.org © Casucci, Locke, Henson, Qeadan 2020

A workplace well-being game intervention for health sciences librarians to address burnout

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APPENDIX D

Design box for the Spencer S. Eccles Health Sciences Library (EHSL) Wellness Game

- Low tech: no additional log-in, or another place to go (too many already with wiki, common folder, WordPress, intranet, daily email, etc.)
- Breakroom/kitchen: force interactions! Chairs, walls, tables, display board on wheels, pens/markers, large sticky notes

