

The background is a solid blue color. Scattered across the top and bottom edges are numerous triangles of various sizes and colors, including orange, light blue, and light grey. Some triangles are pointing upwards, while others are pointing downwards.

Open Science IN PERIL

Instructions



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Instructions

This is an in-person, Open Science-themed game show style game. In order to play the game you'll need the downloadable props attached to this pack, and some optional items like A4 gold envelopes; three/four buzzers; three/four (mini) whiteboards or paper for the final answer; a scorekeeping app/tool/whiteboard with stand; and a sense of humour (not included).

The game is designed to be played with several teams (we recommend 2-3 teams) and audience members. Whether players are team members or audience, they will interact with each other and the host. The audience participates in the game as members of the Editorial Board.

The downloadable pack includes:

Round 1 cards:

- Category cards – Round 1
- Round 1 – AOS (Acronyms of Open Science)
- Round 1 – Colours of Open Science
- Round 1 – Do you have a licence for that?
- Round 1 – FAIR, not just for data
- Round 1 – Research Outputs
- Round 1 – You're so basic
- Answer cards – Round 1

Round 2 cards:

- Category cards – Round 2
- Round 2 – And just exactly how?
- Round 2 – Data? I hardly know her
- Round 2 – I love PIDs
- Round 2 – Just open things
- Round 2 – Lions and tigers and bears
- Round 2 – You can't do that
- Answer cards – Round 2

- Accepted/Rejected cards
- Final Question card
- Journal cards
- A1 Poster (printed x3)

Simple overview

An outline of the gameplay in detail can be seen below.

Participants are divided into Editorial Board (audience) and Teams. Each team has 3-4 people and they come up with a team name. Editorial Board members are given 'Accept/Reject' cards and their use is explained. Team members decide on a team Captain who will answer for the team.

The game consists of two main rounds, one final question and then one choice. In the first two rounds, teams battle against each other to find the right question to the revealed answers. The Editorial board will assist the host in judging the questions given by the players. Teams are competing for funds for their research budget. After the last round, the teams will have one final question, where the editorial board will help choose one winning answer. The game completes with teams choosing one of five journals to publish in, depending on how much money they have won, and what options are left (a journal can only be chosen once). Each choice of journal will have consequences, detailing what happens after you have published with that journal, for example, have you published in a questionable title that follows you in your career?

Preparing the materials for gameplay

We recommend printing and laminating the downloadable props, to ensure a more sustainable game, and eventually less waste! When preparing the game for gameplay, we recommend attaching velcro to the A1 poster(s) and both sides of the Round 1 and Round 2 cards. This is to ensure you can easily turn cards over during the gameplay (from the points side to the question side), and to ensure that you can set up Round 2 quickly because round 2 set up happens during game play. You can also use other things to stick the Round 1 and Round 2 cards to the A1 poster, a wall or any other surface you might use.

The Accept/Reject cards work better when they have been set up to be 'paddles', but you can also use them as double-sided cards.

Gold envelopes can be used to put the journal cards into, and therefore conceal the majority of the journal information. Limited amounts of information such as journal number, impact factor and APC should be placed on the envelope. Any colour envelope will do as long as it conceals the contents.

Setup (prior to welcoming participants)

You can print and use three copies of the A1 poster to help you set up the room and the gameplay of round one and two. You can hang up the cards from Round 1 without using the A1 poster by using a wall or something similar.

Once you've set up Round 1, ensure you have organised the cards needed for Round 2 for a quick setup.

Ensure that the answer cards for the host(s) are ready for Round 1 and Round 2, and make sure the final answer card and the journal cards are ready for the final round.

Ensure the Accepted/Rejected cards are ready to be handed out to the audience/editorial board.

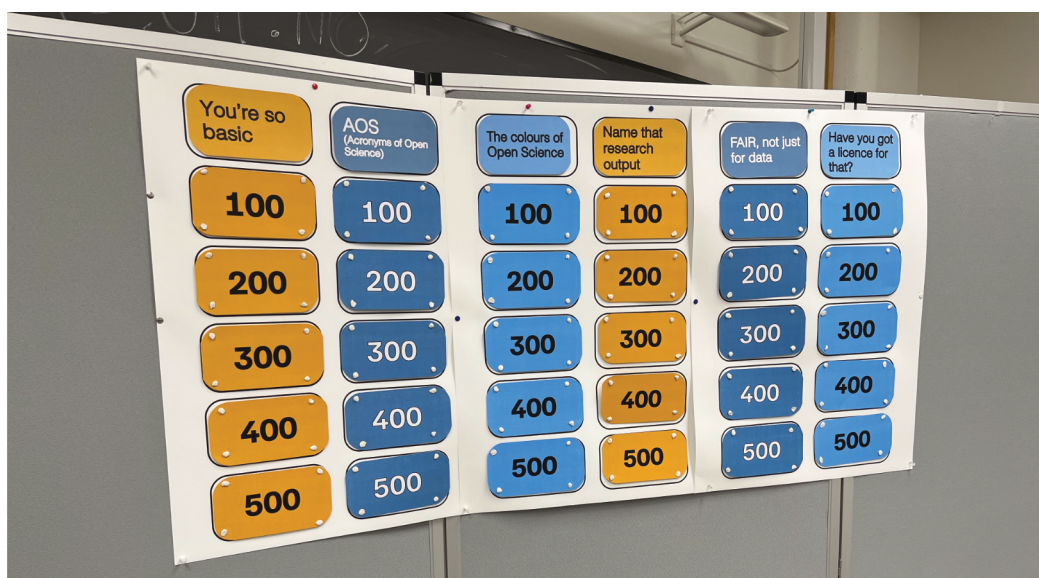


Image of Round 1 set up, using three A1 posters and the Round 1 cards

Setup (after welcoming participants)

Before beginning the game, and after welcoming your participants, you need to divide your participants into team members and editorial board members. You can do this by self-selection, or by random selection – that's up to you! We recommend 3-5 players per team. The number of editorial board members is up to you.

Each team must pick a team captain, who will be responsible for the buzzer and for saying the question to the answer out loud.

Once your teams and editorial board are ready, you need to give your editorial board members their Accept/Reject cards. You will also explain the rules for these cards at the same time (see Script example).

Gameplay

You start the game by introducing the teams to the editorial board and explain the rules (see Script example). If they have buzzers, you can also introduce everyone to the sounds of their buzzers. You then explain the rules of the game:

The teams are competing against each other for a limited pot of money to publish their paper. To prove that they should receive funding, they need to answer some key open science questions to earn funds before they can make the final choice of where they want to publish. As we know, open science sometimes has some grey areas, but thankfully your very own editorial board (audience) are here to help you accept or reject answers should the hosts be in doubt. Every right answer will put money towards the team's research funds. Every incorrect answer will take money away from their funds.

The team who starts will select a category and number, which will be turned to reveal the answer of something related to open science. The players need to guess what topic, thing, concept or thingamabob the answer relates to. This needs to be answered in question form, i.e. "What is Open Science?", and the teams will have 30 seconds to press the buzzer and give their answer. All teams can answer every question asked, but they will need to press the buzzer before answering. If the team that presses the buzzer gets the question right, they will secure the amount on the card. If they are incorrect, the amount will be deducted from their pot. If they get it wrong, the opposing team(s) can press their buzzer and try to get the answer correct. The team with the correct answer can choose the next question. If no one gets it right the selection choice defaults to the team with the most recent correct answer.

You can keep track of the scores for the teams manually, or by using an online tool or app such as 'Keep Score'.

The host can get help from the Editorial Board, which is made up by those who aren't in a team, and will kind of act like an audience, but they also have a role. Editorial Board members are given 'Accept/Reject' cards and their use is explained. They use the card to indicate their decision whether to accept an answer, or reject an answer. This can be very useful when there are two similar answers from teams, or a team gives a half-answer. The decision of the Editorial Board is final. The Host can refer to the Editorial Board at any time. There is also an option to interview members of the Editorial Board (similar to interviewing teams) if you need additional time to set up a round.

Round 1 will last approximately 15-20 minutes depending on script used and number of hosts. The round ends when all the questions have been answered. Or, should there be a set time restraint, the remaining cards on the board (A1 posters) will remain un-played, and these cards will be cleared to set up for Round 2. This can be done by a co-host while the host checks in on the teams (i.e. ask them what they're researching, or if they have chosen a team name, what inspired the name). If you have several hosts, and want to rotate, you can pretend that your institution is going through a restructure (See Script example).

Round 2 is set up in the same way, but with higher stakes. There is more money at play in this round, but players also risk losing more money.

Once Round 2 has been completed, the final round will commence. Again, you can use the example in the Script if you want to hand it back to the original host, or handover to a third host at this point.

The final round is one simple question:

“This amount is the ideal APC”

The host will give the teams one minute to discuss their answer within their group. Answers can be written down on paper or a small whiteboard (depending on what you have available). The teams will present their answers one by one. After seeing all the answers, the Editorial Board will decide what the winning answer is. The team that wins this question, also wins the amount they have guessed - this could be 2000 or it could be 0.

After the final round, the surviving team(s) (those who still have money!) will choose a journal to publish in, based on their winnings and based on limited knowledge about the five journals available. Only APC and Impact Factor should be revealed about these journals at this point.

Once everyone has made a choice, the teams should read up the text of their chosen journal, and reveal their fate one by one. These choices will then be discussed as a whole, and after the game has been completed, the host should invite audience members and team members to discuss topics explored in the game (see Script example).

Preparing the game checklist

- Print all downloadable props
- Cut out all cards
- Laminate all cards (optional but recommended)
- Add velcro to the posters and the cards (optional but recommended)
- Organise your cards into Rounds and categories
- Prepare the journal cards and put these into envelopes with details (Journal name, APC amount and impact factor) on the envelopes
- Prepare the required number of answer cards for the host(s), and organise these by Round.
- Print and (re-)organise script (if needed)
- Buy and prepare buzzers
- Buy (mini) whiteboards or white paper for the final round
- Buy whiteboard or download score keeping app for tracking scores