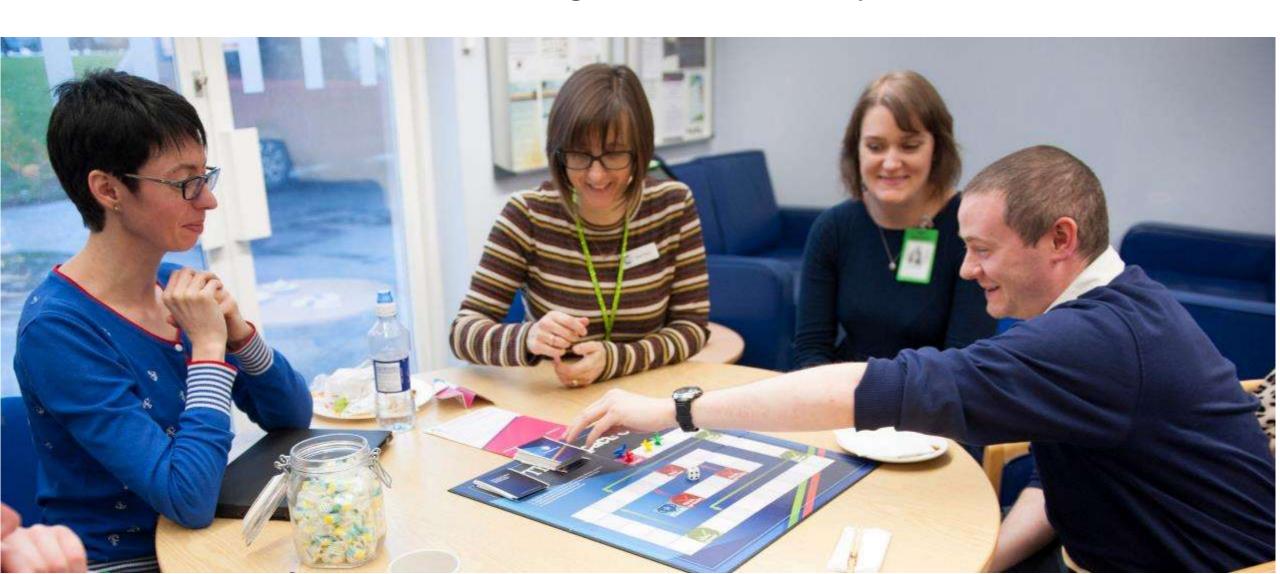


The Impact! Game: Moving from bored to board

Emma Turner and Georgina Parsons, May 2017





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Give this card to the player who has most recently been to a conference.

They'll read you the question on the other side of this card.

Where can you check the impact factor of a journal?

Journal Citation Reports (you can accept Web of Science).



Why we invented our game.



- We were bored and worried our RDM/OA messages weren't sticking – so we just decided to make a game!
- Some of our information is complicated and we wanted to make it more fun and accessible.
- For use at doctoral network/roving to reinforce knowledge outside traditional training sessions.



How we created it.

- No preconceptions, just people who like games.
- Design: copied from the internet to get board/card plan.
- Created all our questions.
- Took to Design Team for sprucing up.
- They recommended <u>Ivory Game</u>
 <u>Maker</u>, previously used at Cranfield.
- Testing with library staff and at roving and RSNE.



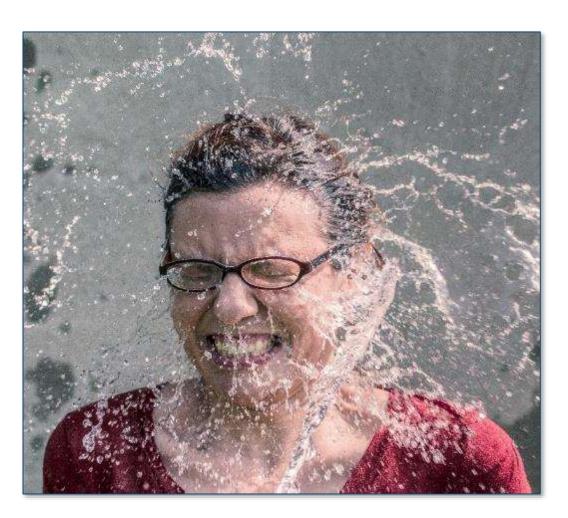


What is the game?



- Board with up to four players/teams.
- Roll the dice and move forward.
- Take a card and follow the instruction (sometimes someone else will ask them a question).
- Instructions include moving forward or backward.
- Person to reach the end square first wins (or stop play when necessary).





- 1. Enhances researcher knowledge.
- 2. Enhances our own knowledge of what people know.
- 3. Generates discussion on library services in general which we can follow up.
- 4. Testing with library staff highlighted areas where we need to make more support available for them.



Next steps and sharing our work

- V2 will not be the final version.
- Applied for Data Management Engagement Award.
- Playing it at events/roving.
- The game is shared: test it and give us feedback! 10.17862/cranfield.rd.c.4080161
- Perhaps soon to purchase from <u>Ivory Game Maker...</u>



