Games as OERs:

Putting the fun in fundamental discussions

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Who are we?

Aisling Coyne

Aisling is an eclectic and eccentric Open Scholarship Librarian working in TU Dublin. Aisling is co-founder and co-chair of OSCAIL.

She has been making games since childhood, has ADHD, a curious mind, and a wide variety of interests.

Sarah Coombs

Sarah is a Jill of all trades and a master of none. She is the Open Advisor for Saxion UAS and the NAUAS, the Content coordinator for the DCC-PO,and researcher at the CWTS looking into Research impact evaluation.

Katrine Sundsbø

Kat is a Community Manager at DOAJ and has worked within scholarly communications and open science for over 7 years. Creator of Open Access Escape Room and Open Access Mystery. Co-creator of Open Science in Peril and What about Open Science.

Into gamification, if that wasn't clear!

Why gamification?

The advantages and challenges

ADVANTAGES

★ Creating a safe space for conversation

★ Mixing emotions with learning facilitates learning

★ 'Nice break'

★ Social and fun

Different levels of knowledge amongst players

Differences in engagement (especially in various countries)

Different levels of participation

CHALLENGES

Game creation for educational purposes: our process

Inspiration *from frustration*

Idea phase usually starts with venting or wanting to fix a specific problem

Pick apart ideas

Discussing potential problems with some of our initial ideas helps us pick out early what might not work

Familiarity

Using games or concepts that already exist

Accessibility

Discussing ways to making it accessible, i.e. fonts or whether to make an online version or not?

Reusability and sustainability

Can others recreate without spending too much? Can we travel with it? Can we make props that will last?

Testing, testing, testing

Feedback?

Each game has gone through several rounds of testing, where we seek feedback and make changes.

During the first test, things usually break or we find out something that doesn't work
The second test is done to ensure the changes we've made have made a difference

We also tried Open Peer Review for our most recent game...

Open Peer Review

Why did we do it to ourselves?

What did we think would happen?

What did we need to make?

What actually happened?

Worth it?

Why create and share games as OERs?

The advantages and challenges

ADVANTAGES

★ People can play the games anywhere without 'needing us'

★ Others can make their own versions, and build upon our work

★ Joining a fun environment of game enthusiasts

Some games can be complicated to explain (especially just via text)

Ensuring all game elements follow FAIR principles (a learning curve for us)

WHERE is the best place to share such resources?

Having the time to make the games OER

CHALLENGES

What games did we actually make?

- Open Educational Resources Escape Room
- PIDs Guess Who?
- Open Science in Peril
- DOAJ Gamified Workshop
- What about Open Science

Games we've created outside our collaboration

Open Access Escape Room (Katrine Sundsbø)
Workshop version

Open Access Mystery (Katrine Sundsbø)

Copyright Dough (Katrine Sundsbø and Hannah Crago)

Lego serious play (Aisling Coyne)

# Open Educational Resources Escape Room

Recommended playtime: 60 minutes
Recommended players: up to 5 groups if 4
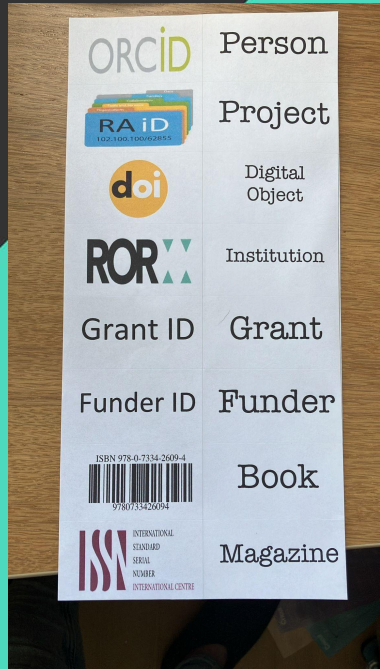Format: In person escape room

An escape room style workshop designed to teach the basics of OER, including licensing, PIDs, benefits of OER and more

Storyline is set to a team from a university department who need to create a new course using OERs in order to get more students and avoid being shut down due to costs...
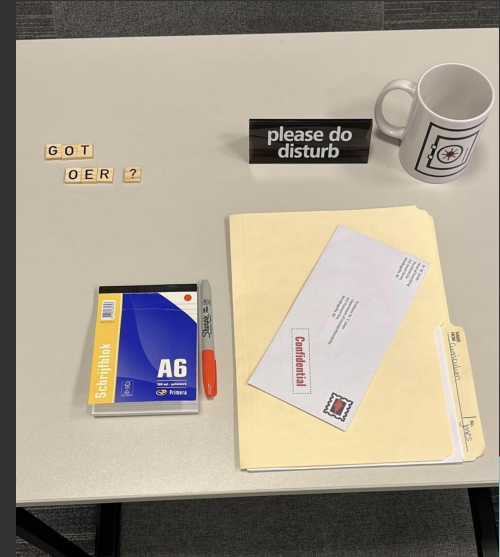
This game is not yet available as an OER

PIDs Guess Who?

Recommended playtime: 20 minutes
Recommended players: 8-16
Format: In Person interactive guessing game

Based on the childhood game of 'Guess Who?', this game aims to teach what PIDs are and how they work together. Using 'yes' and 'no' questions, participants try to find their partners. Then everyone works together to put them in 'hierarchical' order. Can you do it?

This game is not yet available as an OER

Open Science in Peril

Recommended playtime: 90 minutes
Recommended players: 10-20
Format: In person game

Game Show style game, based on Jeopardy, but with a few changes

Teams play against each other to win money for an APC, answering questions that are Open Science themed

Open Science in Peril can be found here

DOAJ Gamified Workshop

Recommended playtime: 60 minutes
Recommended players: 8-20
Format: In person workshop

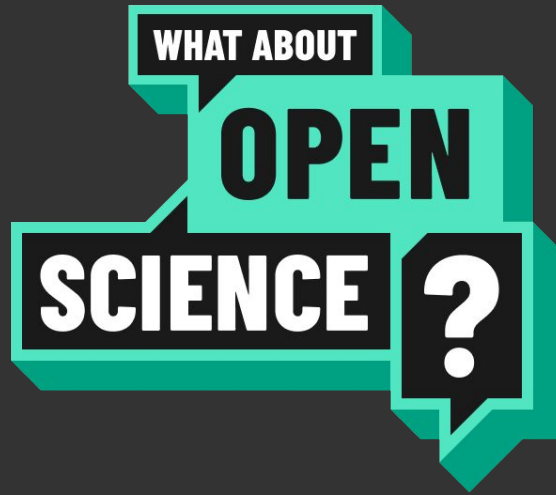This gamified workshop offers an overview of the history of DOAJ, and gives players the opportunity to learn how DOAJ and its criteria was developed while taking the roles as Librarians, Publishers, Funders and Researchers.
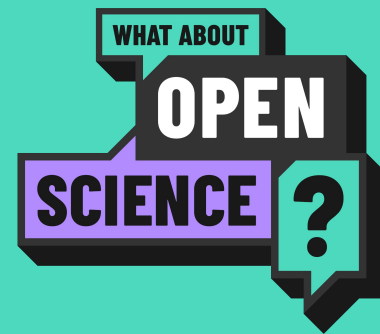
OPEN

GLOBAL

TRUSTED

Sponsored by UKSG Innovation Award

What about Open Science?

Recommended playtime: 60-90 minutes
Recommended players: up to 5 groups of 4
Format: In person workshop

WHAT ABOUT OPEN SCIENCE ?

Sponsored by the UKSG Innovation Award 2023, this game is designed to facilitate discussions on set topics around Open Science. Players work in teams to spin a wheel and win funds (Bogus Open science Bucks - BOBs) for their university whilst finding the hidden topic to discuss.

At the end of the game, the teams decide what initiatives they want to spend their BOBs on.

This game has finished second round of testing and will be an OER soon
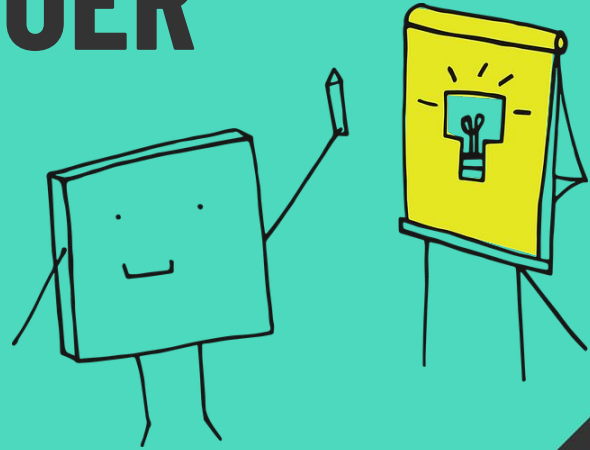
Lessons learned

★ Picking one topic or one problem can be difficult
★ Collaborating across time zones and busy lives is challenging - everything takes longer
★ We don't have to use *all* feedback when we adapt the games
★ Best practice in terms of OERs is developing
★ We're still learning

WHAT ABOUT...

Questions?

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