

From Stranded to Scholar: Navigating Research Challenges with the Research Survival Game

HOW TO PLAY THE GAME

Each player is cast as a researcher who is stranded on a deserted island. As the players advance along the gameboard, the spaces they land on will familiarize them with key concepts of a research project.

When they land on a good research practice, they can draw a card, but landing on a flawed practice requires them to move back or suffer a penalty.

Suffer a penalty
The players can be punished by falling off a cliff, being trapped, or by having to return one of their cards.

Draw a card
Each card presents a multiple choice or true/false question about Open Access, Research Data Management, or Information Retrieval, followed by the correct answer and a clear explanation.

The game is won by collecting the most cards, as this means enough skills have been obtained to properly conduct the research.

GAME DESIGN PRINCIPLES

Straightforward concept

The game operates with a question- and-answer format, which ensures a quick understanding of the rules and enables gameplay without research support staff present.

Easily adaptable game elements

The game can be tailored to the focus of the training and the needs of the participants by determining the themes and difficulty of the questions.

Playful elements

The introduction of entertaining features ensures a fun experience and lowers the threshold for learning about the topics discussed.

Interactivity

The game's physical format fosters interactive engagement and triggers researchers to share their own experiences.

EDUCATIONAL ADVANTAGES

The Research Survival Game:

- highlights the importance of openness, sound data management, and systematic searching
- boosts participation and fosters interactive learning
- invites players to exchange views and ideas
- identifies researcher difficulties that inform the development of future training

