



The Impact! Game: Moving from bored to board

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Contents.

1. Why we invented our game.
2. How we created it.
3. What is the game?
4. Its impact.
5. Next steps/sharing our work.
6. Questions.

Have you written a Data Management Plan for your project?

Turn the card...

If yes, go forward two spaces.

If no, go back two.

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 [Ivory Game Maker](#), 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).



Its impact.



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 [Ivory Game Maker...](#)



Questions?

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