The Game of Open Access - poster presented at Repofringe 2018

Original Citation


This version is available at http://eprints.hud.ac.uk/id/eprint/34581/

The University Repository is a digital collection of the research output of the University, available on Open Access. Copyright and Moral Rights for the items on this site are retained by the individual author and/or other copyright owners. Users may access full items free of charge; copies of full text items generally can be reproduced, displayed or performed and given to third parties in any format or medium for personal research or study, educational or not-for-profit purposes without prior permission or charge, provided:

- The authors, title and full bibliographic details is credited in any copy;
- A hyperlink and/or URL is included for the original metadata page; and
- The content is not changed in any way.

For more information, including our policy and submission procedure, please contact the Repository Team at: E.mailbox@hud.ac.uk.

http://eprints.hud.ac.uk/
The Game of Open Access

What’s it all about?
The Game of Open Access is a teaching resource created by library staff at the University of Huddersfield to engage researchers with the key concepts and tools required to meet Open Access mandates. Through the use of playful learning, it aims to develop an understanding of the role of Open Access through the initial idea for an article to its acceptance for publication. The game has been played by researchers and librarians in the context of library roadshows, in Open Access information sessions with RCOAs and more recently at the OLA/WASU (DARTS6) conference where delegates played the game and gave honest and constructive feedback on how it could be improved.

The resource is available to download from our Repository (epirnt.hud.ac.uk/id/epirnt/38374.4) and can be shared and adapted under CC BY-NC 3.0

Research Strategy @ UoH

The University of Huddersfield has a growing research community, in part due to an ambitious five year strategy which sets out the plan for the institution to be an inspiring, innovative university of international renown. The Vice Chancellor’s Office not only expects teaching excellence for its 19,000 students, it also wants to increase the number of research active staff, improve the quality of their outputs and see a rise in the quantity and quality of the postgraduate research community as well as improving the quality and range of our external research, enterprise and innovation income.

Research Support

Without doubt, Open Access publication is growing year on year and governmental mandates are increasingly important for assessments like the REF - publishing increases government research funding increases the use of public funds spent on research - maximises the use of public funds spent on research - GOVERNMENTAL MANDATES.

However, once we started looking at the process a researcher needs to follow in order to publish according to the OA mandate for the REF we realised how confusing and complex it was. How could we make it easier for them to navigate the maze of where to find help, support and advice? It was obvious that there were no clear guidelines on how to manage these OA processes and that research support staff in the schools were as confused as the researchers themselves!

Game based learning and user engagement

We began by developing some publicity in order to promote OA compliancy and help with the plethora of definitions. We also developed a LibGuide for OA support with help on terminology, processes and processes (hud.libguides.com/openaccess) and it became apparent that our focus needed to shift to engagement.

How did we create the game?

Several of our librarians use game based learning for their information skills sessions and decided to use this approach to engage our researchers. In Spring 2017 members of the Subject Team and the Scholarly Communications Team brainstormed ideas and came up with a game with 20 scenarios. Our in-house designer created the visuals and we then tested the game until we were happy for its first official outing at the annual Computing and Library Services Showcase in July.

And it seems we are in good company, as games seem to be a very popular way of disseminating information and augmenting understanding. The game has been placed by researchers and librarians at library roadshows and in Open Access information sessions.

Future

Following on from the DARTS6 conference, some delegates played the game with researchers at their institutions with some very positive feedback and, most importantly, lots of discussions around Open Access mandates. At UH we can now take on board the feedback given and alter some questions, add more scenarios and even adapt the gameplay with the potential for some ‘wildcards’.

A ‘special edition’ version for REF 21 could also be an option with the potential for some ‘wildcards’.

Selection of game cards

What is Open Access?

Open Access ensures your research outputs are freely available to all. It maximises the use of public funds spent on research - maximises the use of public funds spent on research.

Game play at CILIP Darts6 Conference, May 2018

The University prefers researchers to publish via the Gold Open Access route - true or false?

If you are publishing your article via the Green Route, will you need to pay Article Processing Charges?

The University OA policy says that article ‘accepted version’ of an article should be placed in the Repository. Has this version been typset by the publisher?

Game rules

- The University prefers researchers to publish via the Gold Open Access route – true or false?
- You can publish your OA card via the Green Route, so you will need to pay Article Processing Charges.
- If you are publishing your article via the Green Route, will you need to pay Article Processing Charges?
- The University OA policy says that article ‘accepted version’ of an article should be placed in the Repository. Has this version been typset by the publisher?

Feedback

Good potential for discussion, especially if there is an ‘OA’ facilitator to lead this.

50:50 questions... they have a good chance of getting the answer right...

Cards are really easy to read in a good font size and contrast (even without glasses)!

Excellent game!

Your route to Open Access publication

The University of Huddersfield has a growing research community, in part due to an ambitious five year strategy which sets out the plan for the institution to be an inspiring, innovative university of international renown. The Vice Chancellor’s Office not only expects teaching excellence for its 19,000 students, it also wants to increase the number of research active staff, improve the quality of their outputs and see a rise in the quantity and quality of the postgraduate research community as well as improving the quality and range of our external research, enterprise and innovation income.

We began by developing some publicity in order to promote OA compliancy and help with the plethora of definitions. We also developed a LibGuide for OA support with help on terminology, processes and processes (hud.libguides.com/openaccess) and it became apparent that our focus needed to shift to engagement.

- You can publish your OA card via the Green Route, so you will need to pay Article Processing Charges.
- If you are publishing your article via the Green Route, will you need to pay Article Processing Charges?
- The University OA policy says that article ‘accepted version’ of an article should be placed in the Repository. Has this version been typset by the publisher?

The Game of Open Access is an innovative learning method that encourages imaginative thinking. It allows participants to engage in the Open Access process and be able to apply what they have learned. It is inspired by its usefulness.

This customer journey map and its ‘pain points’ for researchers highlights the confusing and complex it was.