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The Game of Open Access - making UK mandates more memorable, a poster presented virtually at the Charleston Conference, November 2018

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# The Game of Open Access

## Making mandates more memorable at the University of Huddersfield (UoH)

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### 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 PGRs and more recently at the CILIP ARGL 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 (eprints.hud.ac.uk/id/eprint/33874/) and can be shared and adapted under CC BY-NC 3.0

### Research Strategy @ UoH



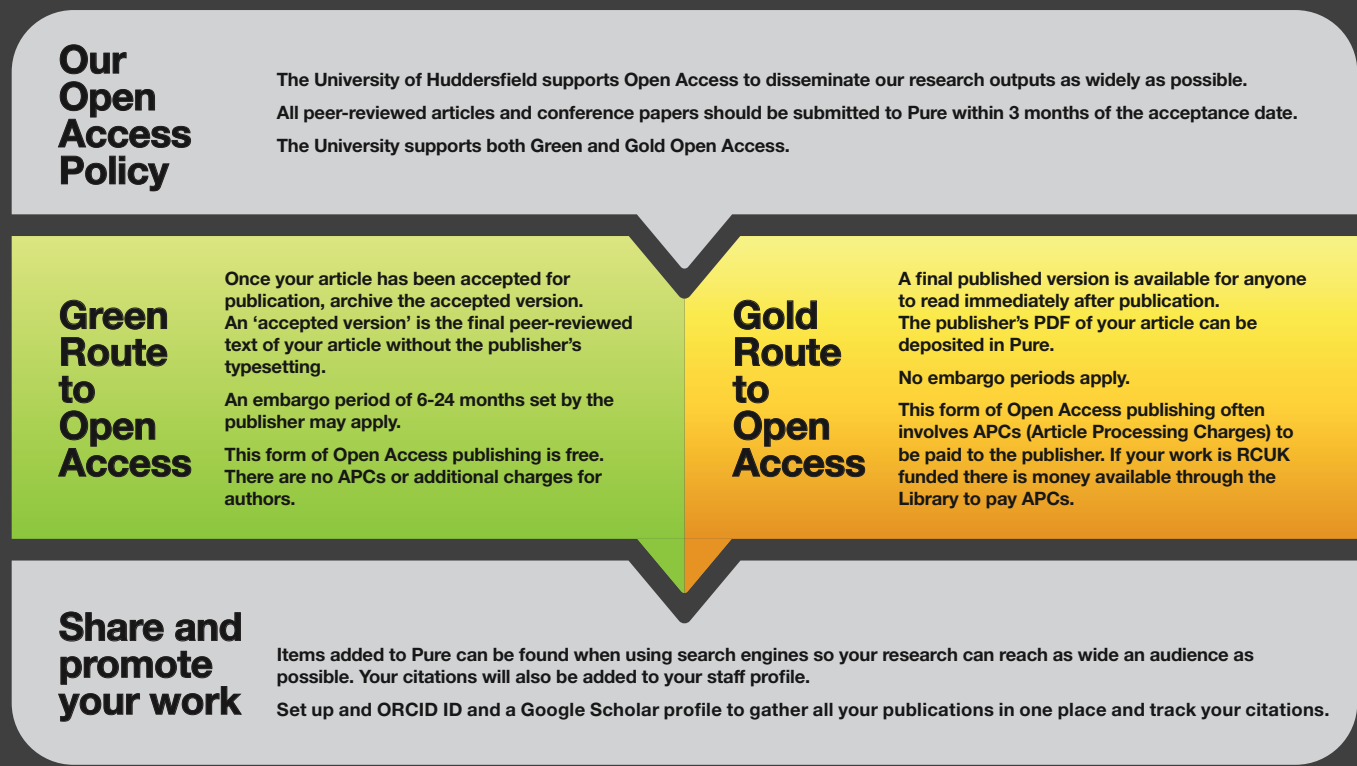
The University of Huddersfield has a growing research community, in part due to an ambitious five year strategy which sets out the vision for the institution to be an inspiring, innovative university of international renown.

The Vice Chancellor's Office not only expects teaching excellence for its 19,000 students, but also wants to increase the number of research active staff; improve the quality of their outputs; see a rise in the quantity and quality of the postgraduate researcher community as well as improving the quality and range of our external research, enterprise and innovation income.

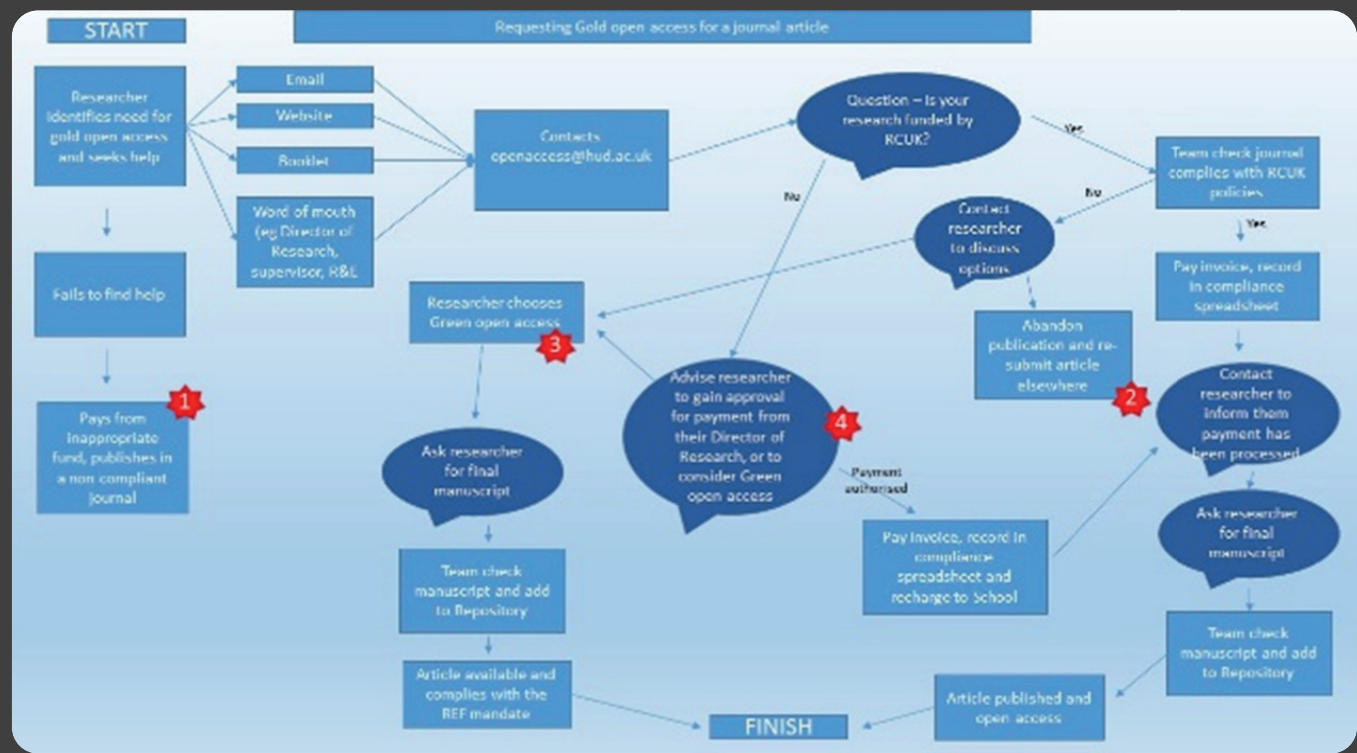
### Research Support

Without doubt, Open Access publication is growing year on year and governmental mandates are increasingly important for assessments like the REF and initiatives such as the EU's Horizon 2020. Authors are increasingly having to consider compliance with funder and governmental requirements when they publish.

### Your route to Open Access publication



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.

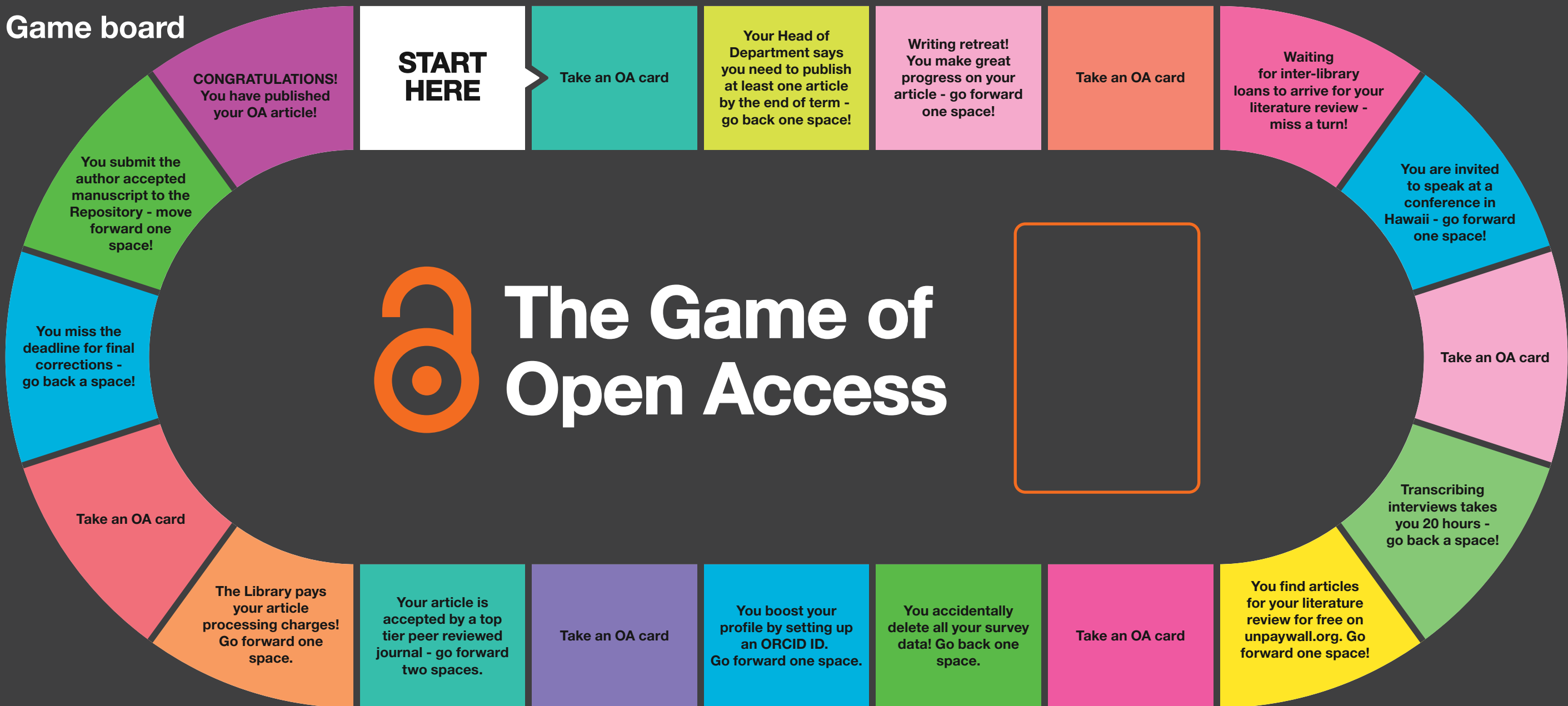


This customer journey map and its 'pain points' for researchers highlights the issue, but did it need to be this complicated?

How could we make it easier for them to navigate the maze of where to find help, what is the difference between Gold and Green Open Access, who pays for Gold (the library or the school) and does their school actually have an OA policy?

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 board



### 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 policies (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 so we decided to use this approach to engage our researchers. In Spring 2017 members of the Subject Team and the Scholarly Communications Team brainstormed ideas for a board game with 20 questions. Our in-house graphic 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.



Game play at CILIP Darts6 Conference, May 2018

### 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.

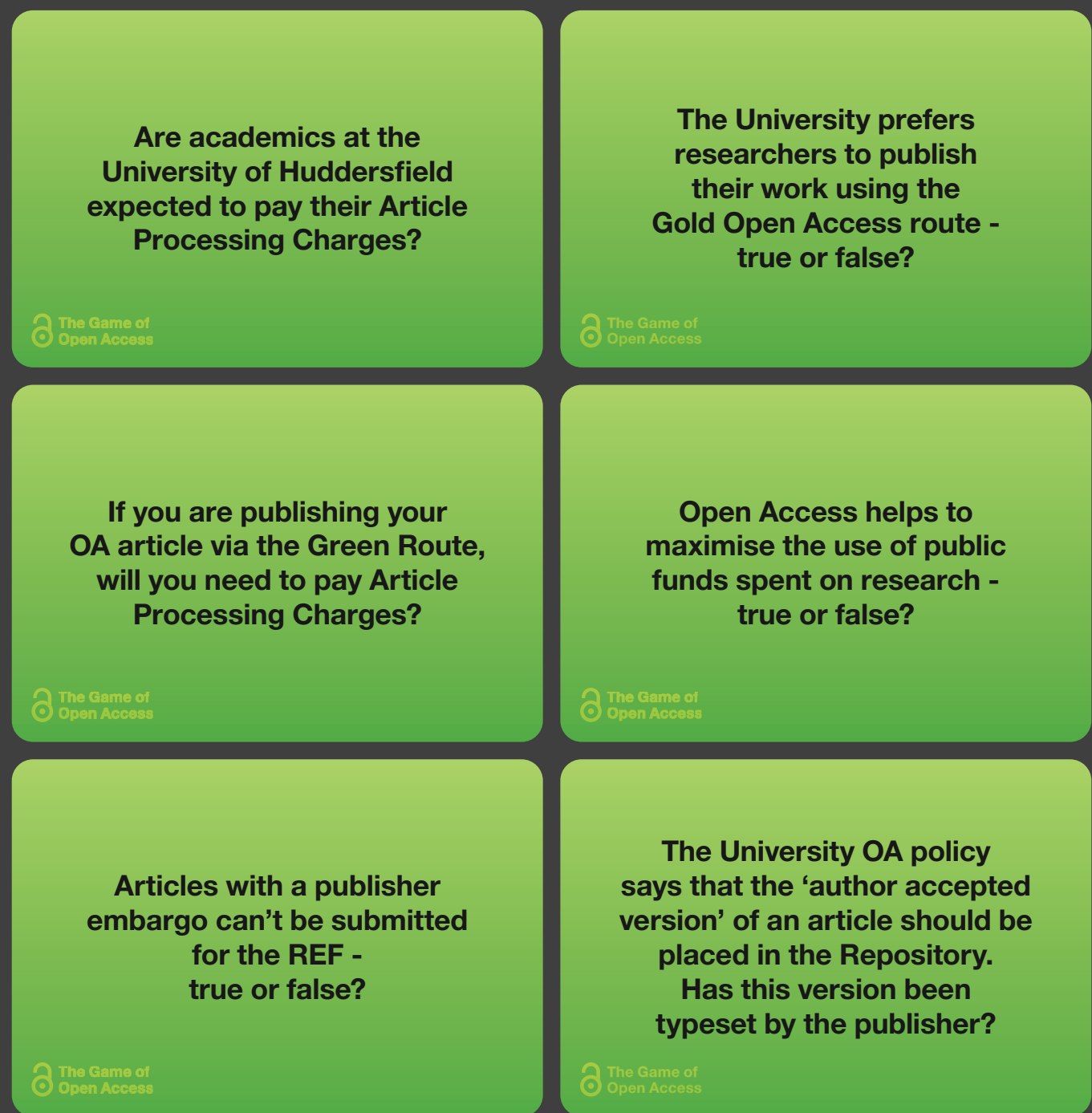
At UoH we can now take on board the feedback given and alter some questions, add more scenarios and even adapt the gameplay with the potential for some 'wildcards'!

A 'special edition' version for REF 21 could also be an option with the potential for an online version too.

### Summary

The game has given library staff the opportunity to help researchers deepen their understanding of OA compliancy and hopefully with the game, in addition to traditional support, library guides and advocacy, we can lighten the stresses of their journey towards publication.

### Selection of game cards



### Game rules



### Feedback

