



University of HUDDERSFIELD

University of Huddersfield Repository

Parker, Catherine and Spikin, Mike

The Game of Open Access - poster presented at Repofringe 2018

Original Citation

Parker, Catherine and Spikin, Mike (2018) The Game of Open Access - poster presented at Repofringe 2018. In: Repofringe, 2-3 July 2018, Edinburgh. (Unpublished)

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

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

Catherine Parker (Collections & Scholarly Communications Librarian) c.s.parker@hud.ac.uk @ScholComsLib

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 ARLG 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

Our Open Access Policy

The University of Huddersfield supports Open Access to disseminate our research outputs as widely as possible. All peer-reviewed articles and conference papers should be submitted to the University Repository within 3 months of the acceptance date.

The University supports both Green and Gold Open Access.

Green Route to Open Access

Archive an accepted version of your article in the University Repository after publication. An 'accepted version' is the final peer-reviewed text of your article without the publisher's typesetting.

An embargo period of 6-24 months set by the publisher may apply; your output will still be REF compliant.

This form of Open Access publishing is free. There are no APCs or additional charges for authors.

Gold Route to Open Access

A final published version is available for anyone to read immediately after publication. The publisher's PDF of your article can be deposited in the Repository.

No embargo periods apply.

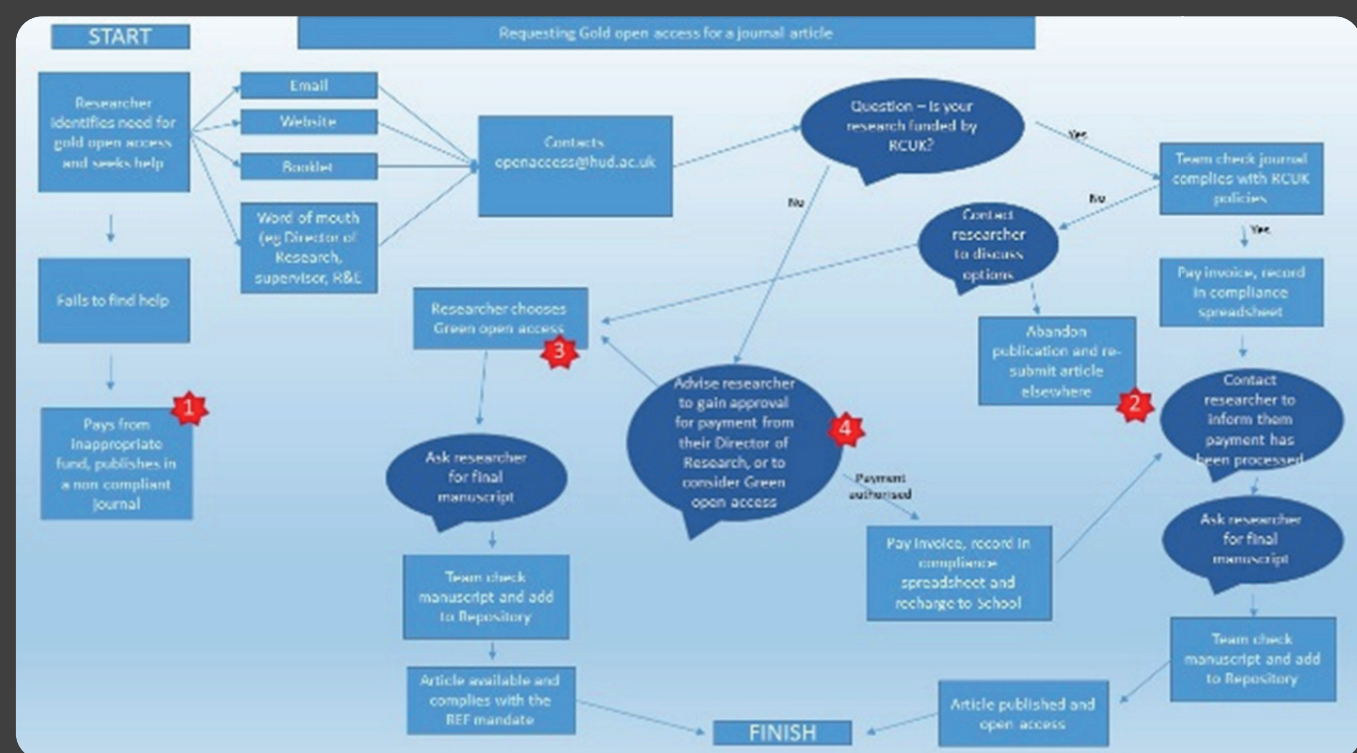
This form of Open Access publishing often involves APCs (Article Processing Charges) to be paid to the publisher. If your work is RCUK funded there is money available through the Library to pay APCs.

Share and promote your work

Items added to the Repository can be found when using search engines so your research can reach as wide an audience as possible. Your citations will also be added to your staff profile.

Set up an ORCID ID and a Google Scholar profile to gather all your publications in one place and track your citations.

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.

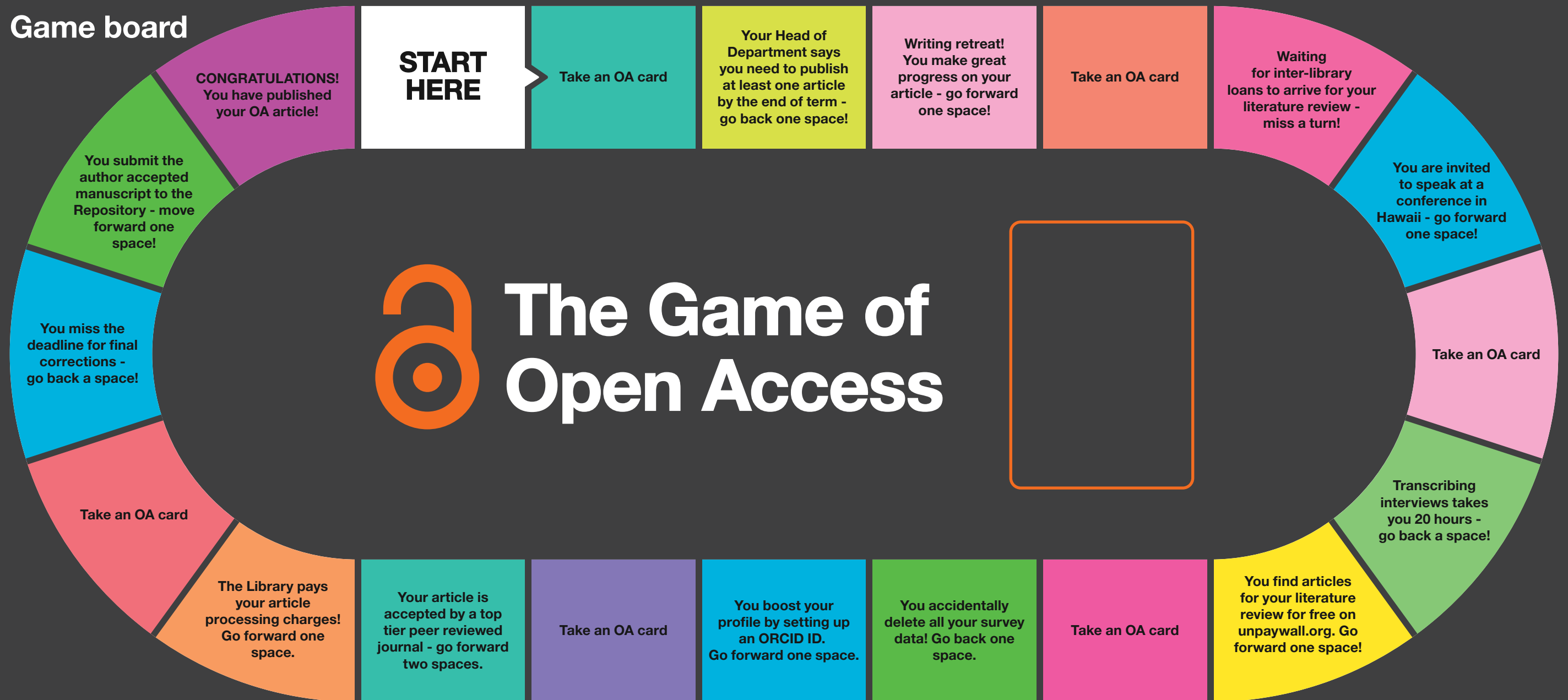


This customer journey map and its 'pain points' for researchers highlights the issue, but did it need to be this complicated?

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 it's first official outing at the annual Computing and Library Services Showcase in July.



Game play at CILIP Darts6 Conference, May 2018

And it seems we are in good company, as games seem to be a very popular way of disseminating information and encourage understanding. The game has been played 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 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

Are academics at the University of Huddersfield expected to pay their Article Processing Charges?

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

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

Open Access helps to maximise the use of public funds spent on research - true or false?

Articles with a publisher embargo can't be submitted for the REF - true or false?

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

Game rules

The Game of Open Access

RULES

- Throw the dice to move your playing piece around the board, following the instructions as you go
- Take an OA card whenever you land on the relevant spaces
- If you answer the question correctly, keep the card
- If you answer the question incorrectly, return the card to the bottom of the pile
- When two or more players are playing, all players must reach the end and publish their article before the game is complete
- The winner is the person with the most OA cards, not the first to publish their article!

Feedback

Good potential for discussion, especially if there is an 'umpire' or facilitator to aid 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! lol).

"Green Open access is expensive? True or false" - just to be pedantic it can cost the university loads! If game was being played by managers they would have a different perspective!

Excellent game!

The Game of Open Access is an innovative training method that encourages imaginative thinking. It allows participants to reflect on the Open Access session and be able to apply what has been learnt. I was inspired by its usefulness.



2-3 July 2018 | The Royal Society of Edinburgh
10th anniversary | 2008-2018



University of HUDDERSFIELD
Inspiring tomorrow's professionals