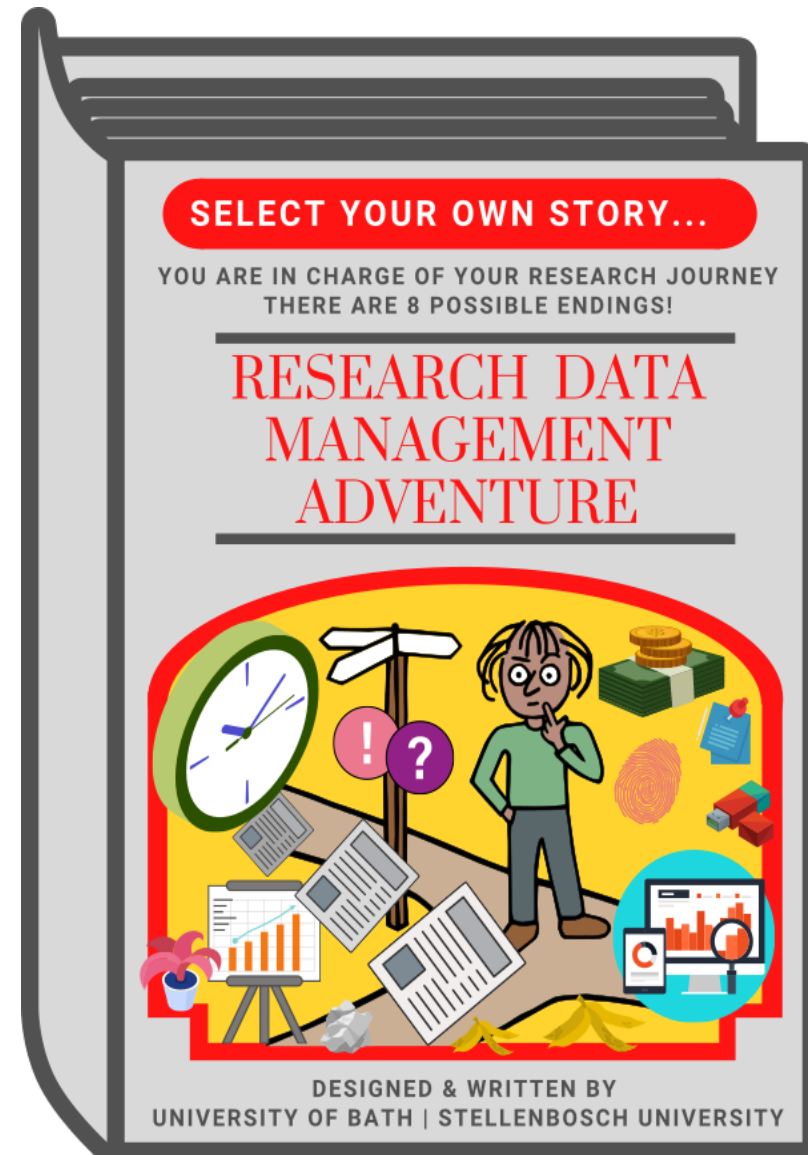


The Gamification of Research Data Management



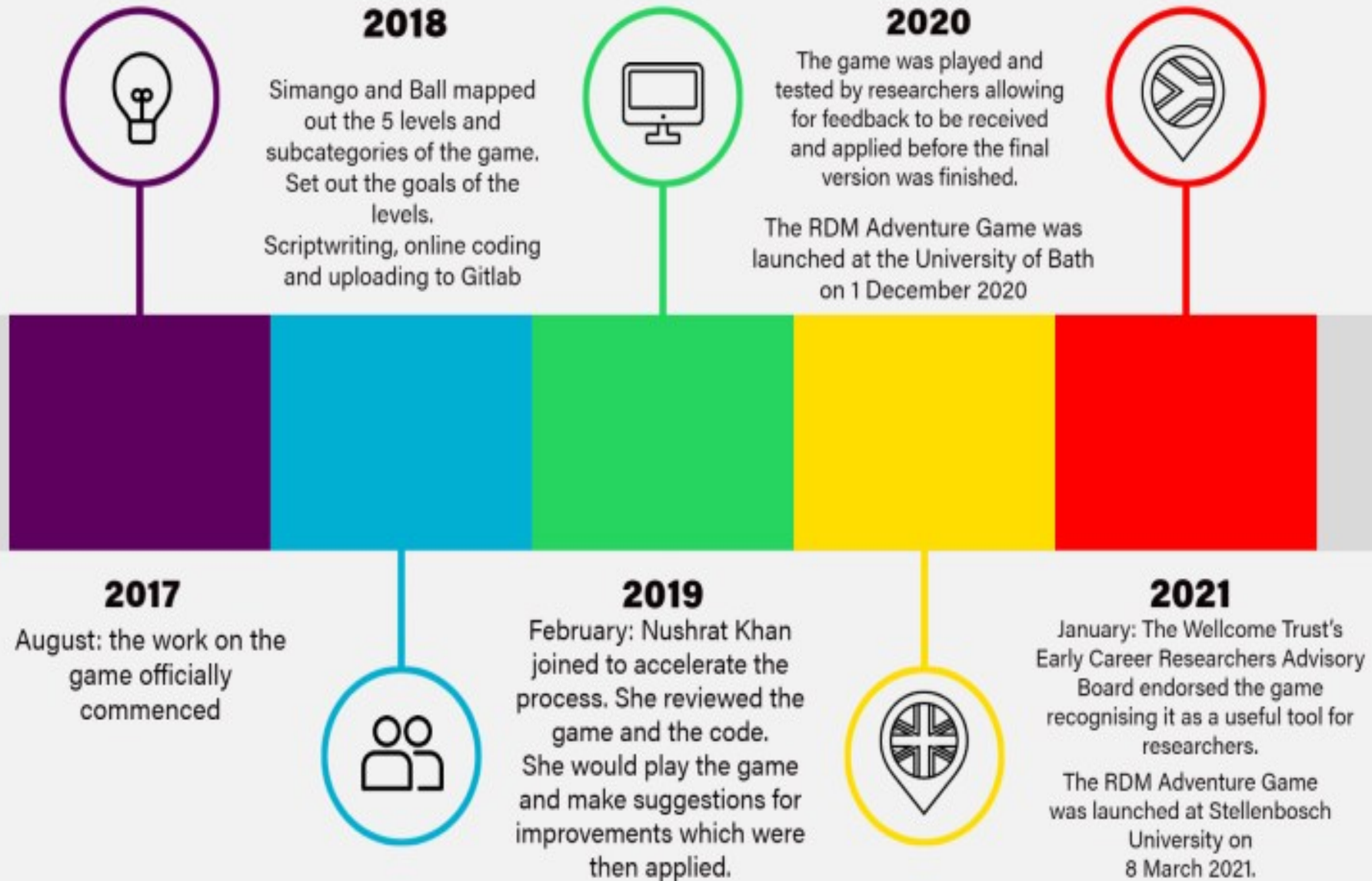
Community Meeting No. 4:
"Trainings and Games Related to Research Data"
13th December 2021

Samuel Simango
Manager: Research Data Services
Stellenbosch University Library and Information Services
E-mail: ssimango@sun.ac.za





The development process of THE RESEARCH DATA MANAGEMENT (RDM) ADVENTURE GAME



Serious games



WILDWATCH KENYA



GALAXY ZOO

National



Puzzles
Current

[Click here to start playing](#)



1596: Revisiting Puzzle 85: Cell Adhesion Protein

Expires: 11/13/18 18:00:00
1 comment

Top Group: Gargleblasters
Top Player: Blipperman
Top Score: 9,744
Categories: Overall, Prediction

This part of the puzzle is human



SETI@HOME

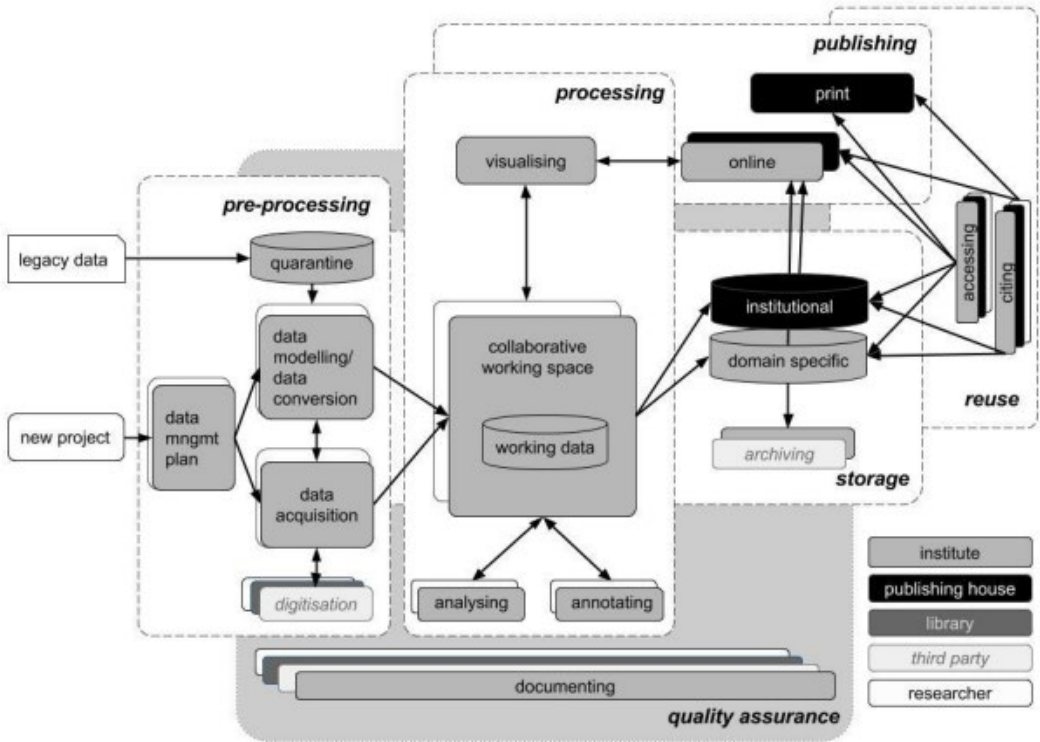
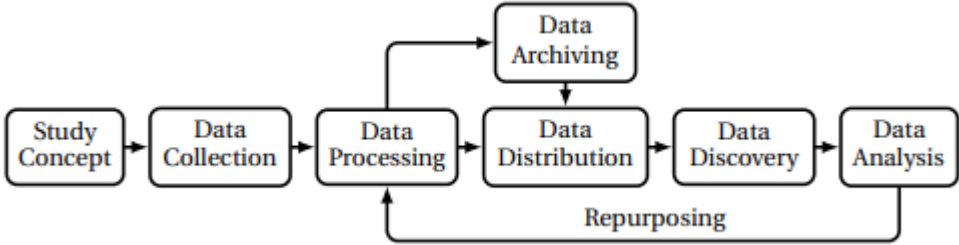
Top teams

Rank	Name	Members	Recent average credit	Total credit	Country
1	GPU Users Group 🏆	62	9,869,291	13,432,400,823	International
2	Gridcoin 🏆	7345	7,428,349	4,871,914,573	United States
3	SETIUSA 🏆	19823	2,486,862	10,534,895,166	International
4	SETIGermany 🏆	29817	2,279,288	8,862,661,133	Germany
5	USA 🏆	6664	1,241,436	2,205,944,057	United States
6	L'Alliance Francophone 🏆	11927	1,193,314	4,111,073,801	International
7	Canada 🏆	4164	1,074,737	2,548,837,171	Canada

Gamification

Serious games

Research Data Lifecycles



CHOOSE YOUR OWN ADVENTURE

YOU'RE THE STAR OF THE STORY!
CHOOSE FROM 27 POSSIBLE ENDINGS.

THE MAGIC OF THE UNICORN

BY DEBORAH LERME



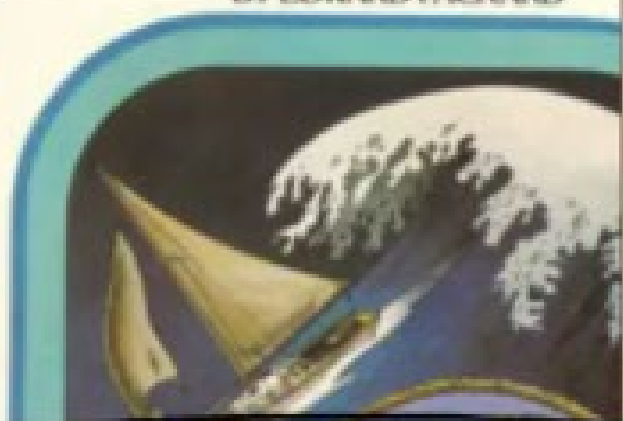
ILLUSTRATED BY PAUL GRANGER

CHOOSE YOUR OWN ADVENTURE

YOU'RE THE STAR OF THE STORY!
CHOOSE FROM 26 POSSIBLE ENDINGS.

SURVIVAL AT SEA

BY EDWARD PACKARD



ILLUSTRATED BY PAUL GRANGER

CHOOSE YOUR OWN ADVENTURE 32

YOU'RE THE STAR OF THE STORY!
CHOOSE FROM 19 POSSIBLE ENDINGS.

TREASURE DIVER

BY JULIUS GOODMAN



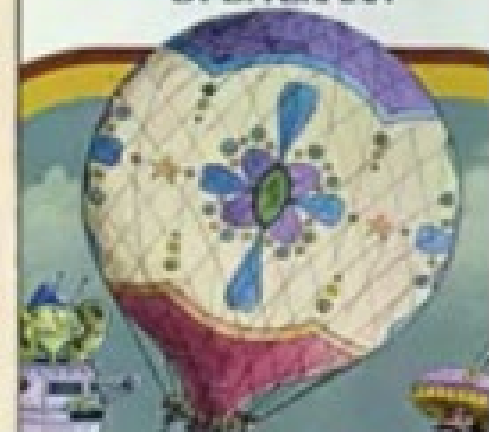
ILLUSTRATED BY PAUL GRANGER

CHOOSE YOUR OWN ADVENTURE

YOU'RE THE STAR OF THE STORY!
CHOOSE FROM 40 POSSIBLE ENDINGS.

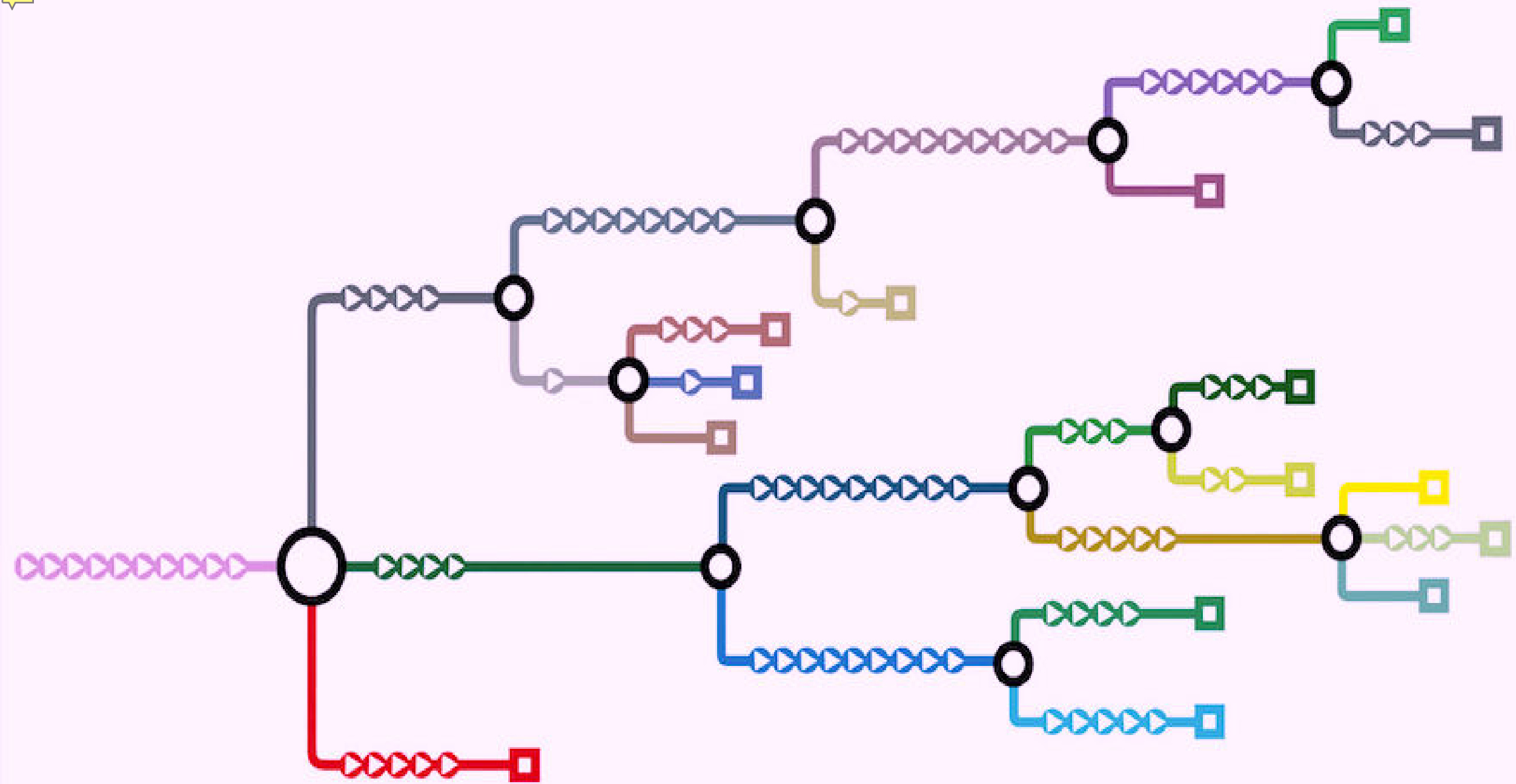
BY BALLOON TO THE SAHARA

BY D. TERMAN

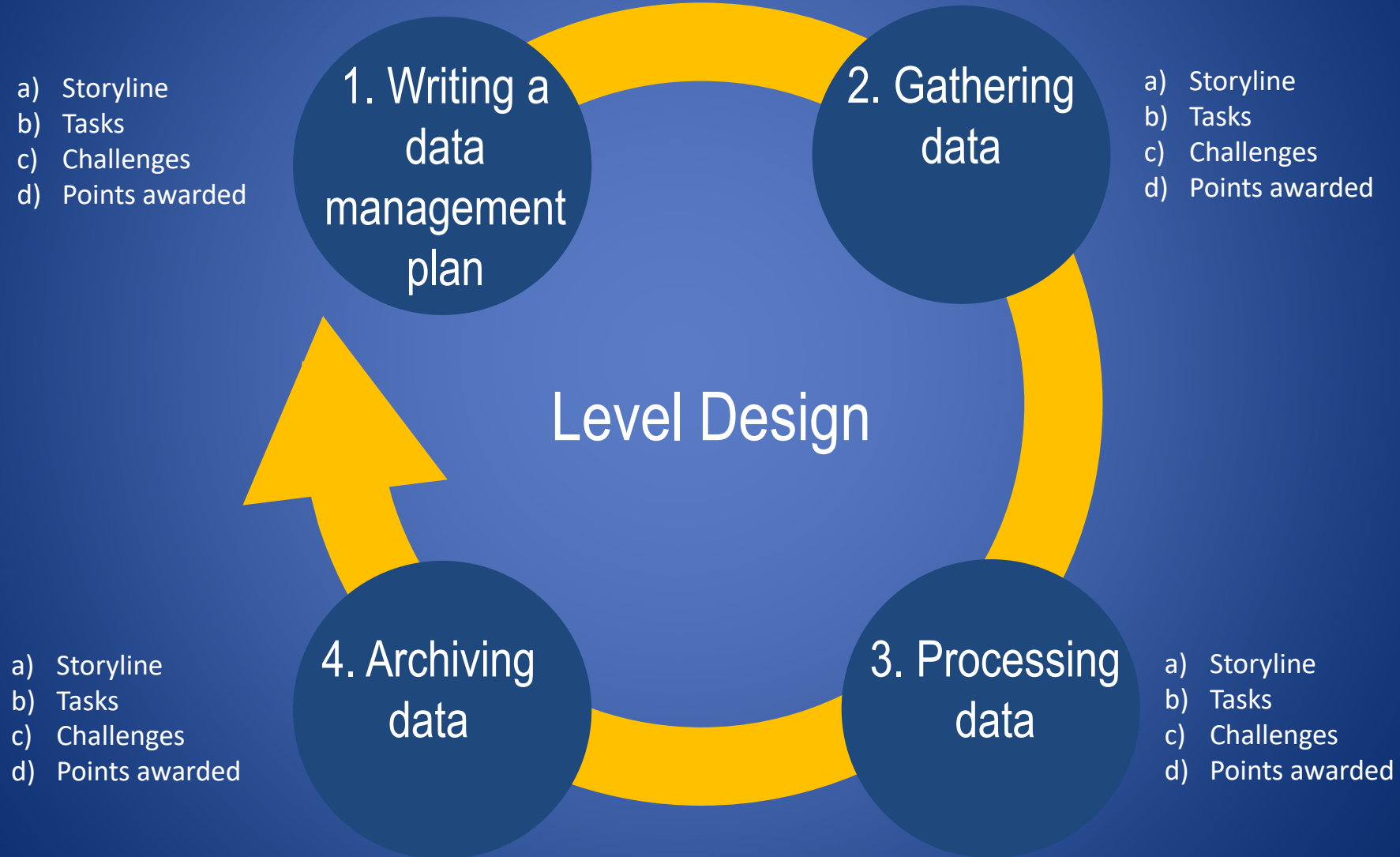


ILLUSTRATED BY PAUL GRANGER

CHOOSE YOUR OWN ADVENTURE!



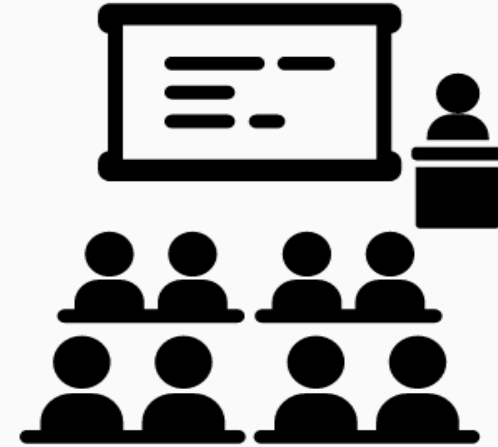
Simulated Activities



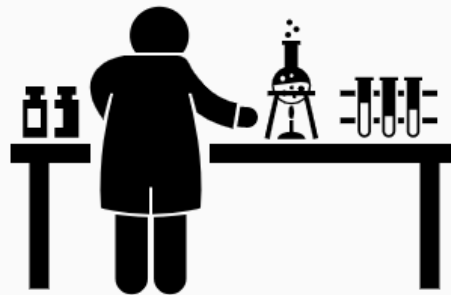


Targeted Audience

Postgraduate
Students



Early-Career
Researchers
and
Academics






Twee2

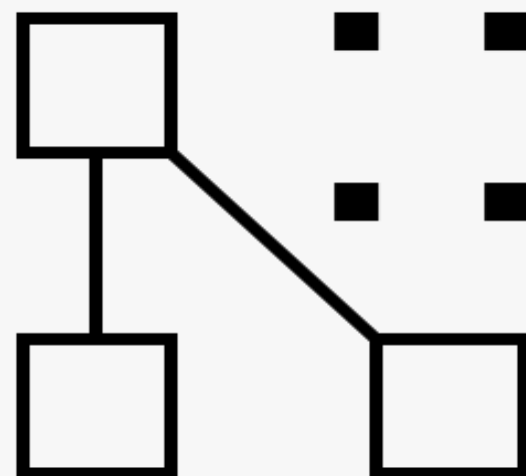
Interactive Fiction for Power Users, powered by [Twine](#)

 [Install Twee2](#)

 [2-minute tutorial](#)

 [Documentation](#)

 [Source](#)

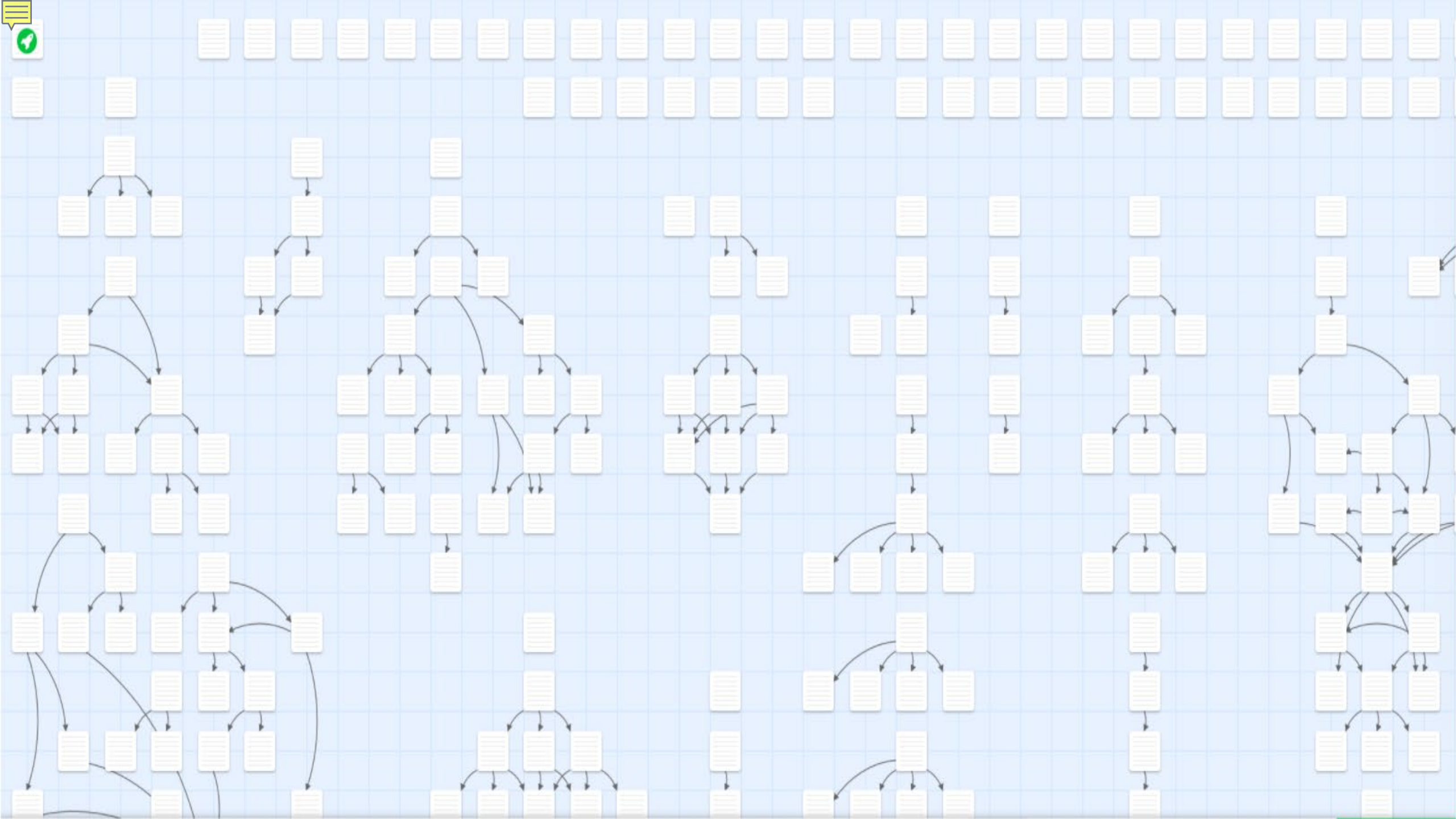


Twine is an open-source tool for telling interactive, nonlinear stories.

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.


Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.


Twine was originally created by [Chris Klimas](#) in 2009 and is now maintained by a whole bunch of people at [several different repositories](#).




R


rdm-adventure

 Project information


 Repository


 Issues


0


 Merge requests


0


 CI/CD


 Deployments

 Monitor

 Packages & Registries

 Analytics

 Wiki

 Snippets

<< Collapse sidebar


R


rdm-adventure


Project ID: 3240088


☆ Star


0


 362 Commits

 5 Branches

 3 Tags

 1.2 MB Files

 16.7 MB Storage

 1 Release


Text adventure intended to demonstrate, if not actually teach, good practice in research data management. Yes, really.

master


rdm-adventure

History


Find file




Clone


 Make accessibility adjustments to story format


Alex Ball authored 2 months ago





bd60eaa6














 README

 Other

 CONTRIBUTING

 CI/CD configuration

Name	Last commit	Last update
 custom	Implement mechanism for customisation	6 months ago
 en	Add alt text	2 months ago
 img	Reduce cover size to speed up loading	11 months ago
 storyformats/harlowe-3.2.2	Make accessibility adjustments to story format	2 months ago
 .ga-snippet.html	Add analytics	1 year ago
 .gitignore	Update to Harlowe v3.2.2 story format and T...	6 months ago
 .gitlab-ci.yml	Remove test customisation	6 months ago
 CONTRIBUTING.md	Update Makefile	6 months ago
 LICENSE.md	Add licence	1 year ago
 Makefile	Make accessibility adjustments to story format	2 months ago
 README.md	Update to Harlowe v3.2.2 story format and T...	6 months ago



Would you like to **resume your earlier game**,
or start a new **Research Data Management
Adventure**?



Research Data Management Adventure

Welcome. You are about to embark on an adventure through the tricky but rewarding world of research data management.

You will take the role of a staff researcher in a University department, working on a project from its very beginnings to its closing stages. So long as nothing bad happens in the meantime, of course. But then, what's the worst that can happen?

Do you want to play as a **qualitative** researcher working with human participants or as an **experimental** researcher working in the natural sciences?



You can jump into this adventure at one of five entry points. The best thing to do is start at the beginning with “Applying for funding” but if you’re in a workshop or you want to replay a particular section, you can jump to the right place using one of the other links below.

Ready? Let’s go! Select a link to begin your adventure.

1. [Applying for funding](#)
2. [Starting work on your project](#)
3. [Organising your data files](#)
4. [Describing your dataset](#)
5. [Publishing your work](#)

Progress: ○ ○ ○ ○ ○ ○ ○

| Score: 0

| Rank: Unranked

| [Restart](#)



The weeks roll by and you think no more of it until a familiar face pops through the door.

“Ah, I’m glad I caught you in. I’ve just heard back from the funding body about our bid. Good news! We were successful. They didn’t say much about the data management side of things, but no news is good news, that’s what I always say. Thanks for all your help!”

Result! The Head of Department will be pleased.

(Your **score** has gone up by 5 points.)

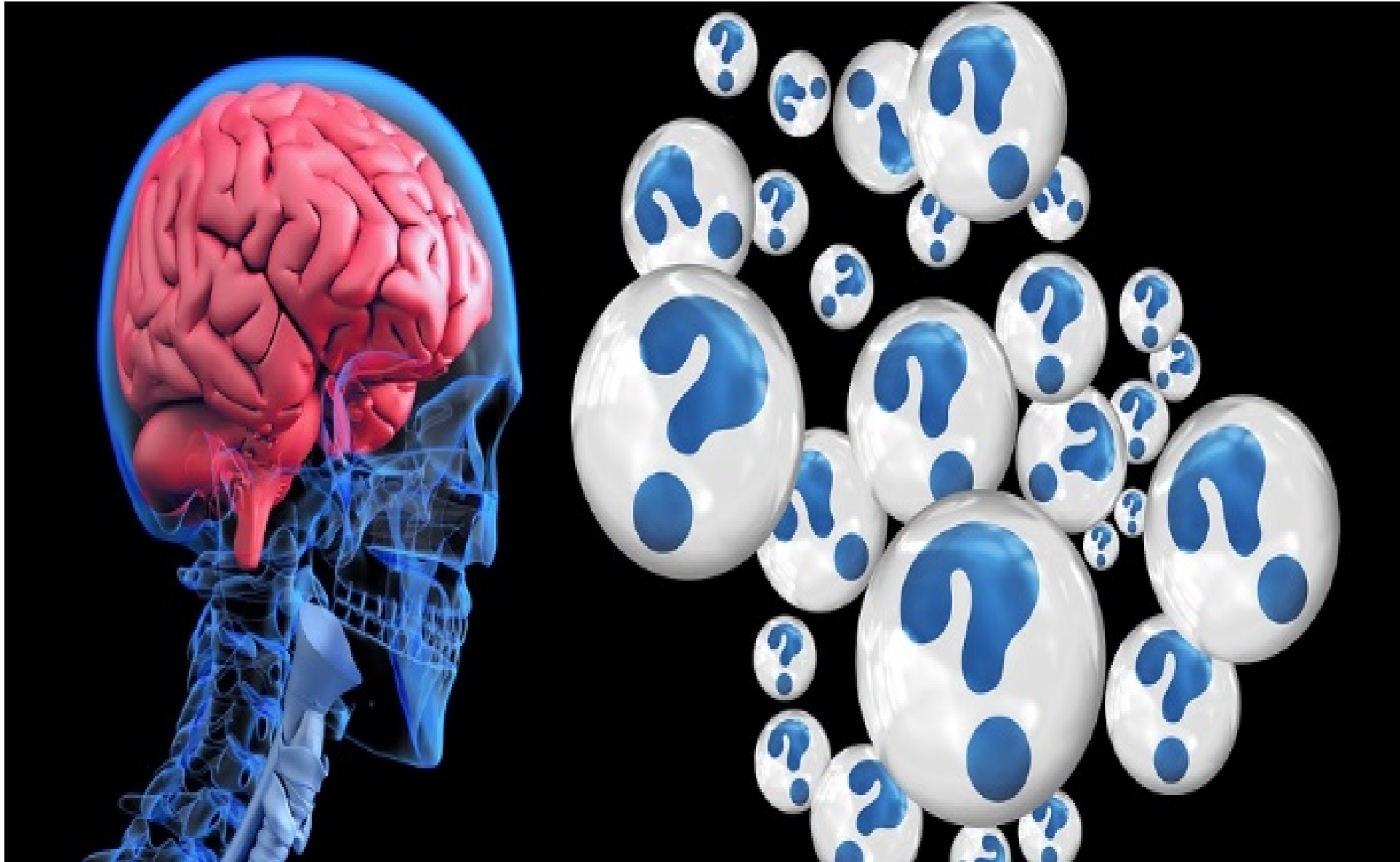


Soon enough, the paperwork is filled out, resources are allocated and you find yourself **starting work** on the project . . .

Progress: ● ○ ○ ○ ○ ○ | *Score:* 7 | *Rank:* Data Wrangler

Would you like to **drop out** at this point and review your progress?

How could the game be used?





Virtual Training

Interactive Training

Research Week 2021



Data Management Planning

Presenter: Samuel Simango

Time: 14:00 – 15:30

The session will commence with a short presentation about the Research Data Adventure Game that will then be followed by a practical gameplay session. During the gameplay session the attendants will actually see how the game can be played in real-time. The gameplay session will then be followed by a feedback session. The focus of this session will be on the data management planning phase of the research data management lifecycle.

[Watch online](#)

Topic	Duration	Time
1. Introduction	1-5 minutes	14h00-14h05
2. Feedback on pre-session questionnaire results	5 minutes	14h05-14h10
3. Short presentation about the game	5 minutes	14h10-14h15
4. Short demonstration of the gameplay	7- 10 minutes	14h15-14h25
5. Attendees get to play the first level of the game	10-15 minutes	14h25-14h40
6. Attendees record their scores on questionnaire form	1-2minutes	14h35-14h40
7. Regroup to attend DMP consultation with librarian (I will play the role of the librarian)	15 minutes	14h40-14h55
8. Attendees get to replay the first level of the game	10-15 minutes	14h55-15h10
9. Attendees record their scores on questionnaire form	1-2minutes	15h05-15h10
10. Feedback on scores from the two gameplay sessions	1-5 minutes	15h10-15h15
11. Feedback to discuss the game	10 minutes	15h15-15h25
12. Conclusion	1-5 minutes	15h25-15h30

Users ▾ by Country



COUNTRY	USERS
South Africa	589
United Kingdom	264
United States	111
France	52
Germany	39
Netherlands	31
Malaysia	24

[View countries →](#)

For More Information

Research Data Management Adventure Game:

<https://rdm-games.gitlab.io/rdm-adventure/>

Source code:

<https://gitlab.com/rdm-games/rdm-adventure>

Contact Us

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