



# The Impact! Game: Moving from bored to board

Emma Turner and Georgina Parsons, May 2017

<https://bit.ly/impactgame>



# Welcome to Cranfield

4,430 postgraduate, 760 doctoral students

400 research active staff

- **Aerospace**
- **Defence and Security**
- **Energy and Power**
- **Environment and Agrifood**
- **Leadership and Management**
- **Manufacturing**
- **Transport Systems**
- **Water**



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Have you written a Data Management Plan for your project?

If yes, go forward two spaces.

If no, go back two.

Turn the card...

Give this card to the player who has most recently been to a conference.

Where can you check the impact factor of a journal?

Journal Citation Reports (you can accept Web of Science).

They'll read you the question on the other side of this card.



# 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? (Current version v2.)



- 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).



# What did we change?



- Board layout, including directional arrows.
- Merging the instruction cards and question cards.
- Two spaces for cards.
- Always rolling the dice first.
- New cards: skipping a turn and adding a Joker.



# 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](https://10.17862/cranfield.rd.c.4080161)
- Perhaps soon to purchase from [Ivory Game Maker...](#)



# Questions?

**Emma:** [e.turner@cranfield.ac.uk](mailto:e.turner@cranfield.ac.uk)

**Georgina:** [g.l.parsons@cranfield.ac.uk](mailto:g.l.parsons@cranfield.ac.uk)