

EOSC ICE BREAKERS



Components

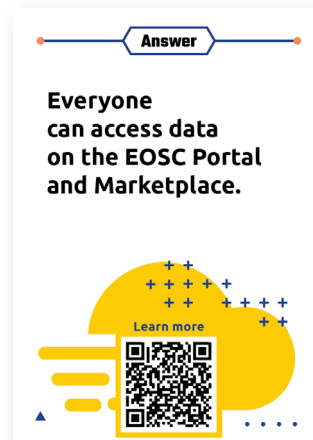
The card deck includes 30 cards: 8 mythbusting cards and 22 statement cards.

Mythbusting cards

Mythbusting cards have a statement (myth) on one side



front



back

and an answer dispelling the myth on the other.

Statement cards

Statement cards have a statement for **discussion** on the back side.



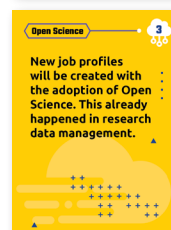
front

The statements are grouped into three categories:

and three complexity levels:



EOSC






Open Science



Ethics and Legal Issues



-  **Level 1**
easy
-  **Level 2**
somewhat difficult
-  **Level 3**
quite difficult



back



You will find some **blank cards** in the pack. They are there for you to add your own statements or myths.

The cards can be used in many ways. For example, you can use all the cards in your **engagement and training activities**, but you may also wish to limit the discussion to mythbusting, or a particular topic, or to a particular complexity level. You could also add your cards with statements relevant to your audiences and contexts. Use the blank cards as templates.

Mythbusting cards can be used as an introduction to the game – as an icebreaker. Based on the discussion around mythbusting topics, the facilitator could assess whether participants are familiar with a particular set of topics or not and shape the further course of the game in accordance with this assessment.

It's up to you how you will organize your game. Here are some ideas.


Playing modes

Individual players

Time: flexible

At the beginning of the game, players define the number of rounds or the duration of the game.

Players: up to 6

 **Scoring: optional;** if used, more complex questions bring a higher score

The first player draws a card and reads the question. All the other players share their opinions. Discussion is allowed and welcome, as long as all players are able to present their opinion in the agreed order.

The player who drew the card selects the best answer and passes the cards to the winner of the round, who should draw a question card for the second round. It should be possible that the same person wins multiple rounds.


The role of the facilitator is to draw attention to incorrect answers.



Two teams, opposing positions

 **Time: 20-45 min**

 **Players: 4 and more**

 **Scoring: optional;** if used, more complex questions bring a higher score

Players are divided into **two teams**. One of the teams will be defending the position stated on the card and the other will oppose it. The facilitator will assign the positions to the teams before the question cards are drawn.

The facilitator will then present the cards with questions facing down. The team defending the position on the cards will draw two or three cards. The selected cards must cover different topics and there may be a requirement to cover various complexity levels (i.e. it's not allowed to select all Level 1 cards).

The facilitator will turn the selected cards and read the questions, which will remain available to participants throughout the discussion (in in-person events, placed on e.g. a board; in online events, available on the screen).

In **in-person events**, the teams should be given up to five minutes to prepare for the discussion. In online events, participants can be sent to breakout rooms, if feasible. If not, the discussion shall start without consultations. Physical or virtual boards (e.g. Jamboard, Miro, and even Google Docs) and stickers can be used to note down the arguments presented by the teams. If these are not available, the facilitator should take notes.

The discussion will start with the easiest question (complexity level 1). Each topic will be discussed for up to 5-10 minutes, depending on the time available.

When the discussion ends, the two teams and the facilitator will jointly assess the quality of the discussion presented by the teams. The following criteria shall be taken into consideration:

- + Were all the relevant aspects covered in the discussion?
- + The strength of the presented arguments (regardless of the position)
- + Were there any arguments for or against that were not mentioned?
- + Engagement (Were participants eager to start the discussion? Did all team members take part in the discussion?, etc.)

Options:

- + Mythbusting as an icebreaker + 3 questions;
- + Mythbusting + one question;
- + Only one question (as an engagement activity in online events)


Alternative scenarios:

- + One team is not familiar with a topic addressed in a selected question. Solution: The other team will briefly explain the issue and provide their answer to the question.
- + None of the teams are familiar with a topic addressed in a selected question. Solution: The question will be replaced by a mythbusting card, or the teams will be required to jointly create a mythbusting or a statement card using blank cards as templates.

Multiple teams

 **Time: 10-45 min**

 **Players: 15 and more**

 **Recommended;**
more complex questions
bring a higher score



Players are divided into groups. Each group is assigned a facilitator and a full card deck. The groups are placed in breakout rooms (physical or virtual).

The game can start with a discussion related to a random mythbusting card.

The groups act as teams. The aim of the game is to have the highest score. This can be achieved by discussing more questions in the defined timeframe or by covering a smaller number of more complex questions. The role of the facilitator is to make sure that the discussion is not superficial and excessively

gamified (this can be achieved by asking additional questions and drawing attention to the aspects that haven't been covered).

When drawing the cards, they are facing down and players can only see the topic and the complexity level. If group members can't discuss the drawn question, the card can be replaced with a mythbusting card.

Once all groups are reassembled, the facilitators report on the scores and the most interesting points presented in the discussion.

Copyright statement

The EOSC Discussion Cards is an Open Educational Resource, and is therefore available under the [Creative Commons Public Domain Dedication \(CC0 1.0 Universal\)](#). You do not have to ask our permission to re-use and copy information from this game.

Take note that some of the text in Mythbusting cards was reused from [Myths about FAIR](#) (as indicated in the text of the card) and shall be reused under a different license - CC-BY-SA 4.0 Attribute: 'DK Fair på tværs'.

While crediting is not required, we would be pleased to know whether this game is useful to you and how it works with your audiences in your training environments. Use cases, success stories and suggestions for improvement are welcome and can be sent to: iryňa.kuchma@eifl.net and milica.sevkusic@eifl.net.

If you want to cite the game, please refer to it as:
Kuchma, I., Ševkušić, M., Vipavc Brvar, I., Franck, G., Noro, J. H. G., & Dixon, L. (2023). EOSC Ice Breakers. EOSC Future. <https://doi.org/10.5281/zenodo.10044731>