



# OPEN SCIENCE QUEST

User guide



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# Open Science Quest – User Guide

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*‘Discover Open Science practices at your own pace’*

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## About the Open Science Quest

The Open Science Quest was an activity organised as part of a national Open Science event in Luxembourg at the university library and was displayed for two weeks from 12 to 23 November 2018. Its aim was for library users (mainly Bachelor and Master students) and the event's attendees (early-career and senior researchers, librarians and research support staff) to explore and discover Open Science practices at their own pace.

The activity was stand-alone and promoted independent learning – once set up no external help was needed apart from issuing the diploma and prize for completing the Quest. The aim was also to make the activity as informative and engaging as possible by requiring participants to use a mix of information gathering techniques – text, images and videos presented on the displays, websearch and online tools, (very simple) puzzle-solving. The Quest was created and displayed in such a way that allowed various types of individual learning goals – each display provided knowledge without requiring to do the Quest and the Quest itself could be completed by grasping a minimal of concepts, while allowing participants to get more in-depth knowledge of each subject if they wanted to.

## About the User Guide

This User Guide provides an explanation of the materials and resources displayed as part of the Open Science Quest.

The materials can be found on Zenodo: <http://doi.org/10.5281/zenodo.2646121>

## Copyright

Third-parties resources are provided for reference only, individual copyrights apply. Apart from this User Guide, the rest of the materials created for the Open Science Quest are provided under a CCo Licence (Public Domain) so you can share, reuse, adapt and organise your own Open Science Quest! Feel free to attribute the author (Jonathan England, 0000-0001-6715-8628) whenever convenient.



## List of materials (zip folders)

Please read the README file included in each folder and subfolder to get more detailed information.

### *OSQ\_information-points*

Compilation of documents, posters, etc. displayed in each information point alongside the Open Science Quest activities/challenges. The folder is organised in subfolders for each of the six topics.

### *OSQ\_quest-activities*

Compilation of the materials displayed alongside each information point consisting of three activities – two questions/challenges (Question, Password) and an optional Task to do. The folder is organised in subfolders for each of the six topics.

### *OSQ\_voyager-pack*

Material given to participants ('Voyagers'), along with the answers to each activity.

### *OSQ\_diploma*

Diploma given to participants ('Voyagers') for completing the Quest.

### *OSQ\_poster*

Poster promoting the Open Science Quest (various file formats provided).

### *OSQ\_fonts*

'moondance' and 'halo' fonts used in the dissemination materials.

### *OSQ\_images*

Vector (SVG) and PNG format of the images used (black and white retro-futurist spaceship and treasure).

### *OSQ\_hashtag-Qrcode*

QR codes to the direct link to the hashtag #OpenScienceQuest for different social media platforms.

## Voyager Travel Pack and reward

The Open Science Quest was advertised in the Welcome Zone of the library and users were encouraged to check out and grab a 'Voyager Travel Pack' consisting of:

- a sheet describing the activity (Figure 1), the map of the building where each information point was located and boxes to fill-in the answers (see 'OSQ\_voyager-travel-pack' folder);
- a free pencil (Figure 2).

The Quest's branding and visuals, as well as the free pencil, were there to attract users in checking out the activity. While librarians were there to promote and answer questions during their working hours, the Pack was freely available so the activity could be done at any time.

Once the Open Science Quest was completed and answers checked by librarians, successful participants ('Voyagers') were awarded a prize (Figure 3) and a diploma of completion (see 'OSQ\_diploma' folder).

### SUGGESTIONS

- Make the activity **stand-alone and self-explanatory** by providing all of the information necessary to complete the activity on a single freely available sheet – description of the activity, fill-in boxes, map/guidance, etc.
- Attract users by providing a **prize** for completing the Quest.
- Go even further and make the Quest digital so participants can complete the Quest on their mobile devices.

**Welcome on board fellow Open Science Voyager.**

Discover what makes research more visible, transparent and efficient at your own pace across six information points scattered across the Luxembourg Learning Centre (map on reverse).

To complete the Open Science Quest and get a prize at the end, grab a pencil and complete this sheet. Two challenges (plus an optional task) await you at each information point. Find the answer to each question and uncover each hidden password.

Bring your answers to the librarians at the Welcome Zone (10:00 to 17:00) and claim your prize (while stocks last).

*Figure 1. Open Science Quest description sheet*



Figure 2. 'Sprout' pencils that grow into herbs when planted, provided as part of the 'Voyager Travel Pack'



Figure 3. Prize for completing the Quest – a powerbank

## Topics

In the first Open Science Quest we created, we focused on six Open Science topics that would be relevant to both students and researchers:

- Scholarly publication and Open Access;
- Finding and reusing data;
- Open Licences;
- Open Source Softwares and Open File Formats;
- Persistent Identifiers;
- The Publish or Perish dilemma.

Each topic was placed in different areas of the building (scattered over the five floors) to avoid clustering the activity and make it more dynamic. It also gave the Quest more visibility instead of just having the information in the Welcome Zone.

Because the Quest was done in the library, we chose the location of each topic depending on the book classification (e.g. Open Source Softwares in the programming and software books section). We also displayed, during the time of the Quest, QR codes to other relevant online books and resources. The materials presented as part of the Quest were therefore relevant and useful to users independently on whether or not they did the entire Quest.

In each area, information about the topic was displayed alongside the Quest's activity (see Table for example of resources displayed). Resources included text, images, videos, links to webpages and online tools, etc. (see '*OSQ\_information-points*' folder, and Table 1 for a list of resources displayed) presented over two pinboards ( $\approx 150 \times 150$  cm each).

Table 1. Example of resources and information displayed in each area

TOPIC	RESOURCES	TYPE OF RESOURCES
Scholarly publication and Open Access	FOSTER, OpenAIRE, Dissemin, Plan S, Right to Research, “Open Access explained” PhD Comics, “Paywall The Movie”, PhD Comics, Luxembourg statistics	Infographics, posters, videos, websites
Finding and reusing data	Open Knowledge Maps, re3data, Zenodo, DataCite, Amnesia (OpenAIRE), Dataverse project, FAIR principles, FORCE11, GOFAIR	Infographics, posters, websites, webtools
Open Licences	Choose a license, Creative Commons infographics, links to free open images, fonts and icons, “Who owns your data?” PhD Comics	Infographics, posters, websites, webtools, videos
Open Source Softwares and Open File Formats	5* Open Data, Open Source softwares, open file formats	Infographics, posters, websites, webtools
Persistent Identifiers	ORCID, DOI, DOI shortener	Infographics, posters, webtools
The Publish or Perish dilemma	Think Check Submit, arXiv, Leiden Manifesto, DORA Declaration, DOAJ, DOAB, SherpaRomeo, ‘green’ and ‘gold’ OA routes	Infographics, websites, webtools

## SUGGESTIONS

- **Adapt your topics**, materials and activities depending on your audience.
- Provide knowledge and resources at the information points that can be useful and relevant even to users that are not participating in the Quest.
- **Make the Quest dynamic** by opting for scattering it over a larger area if possible. But use signage at each point to inform about the activity and where to get the Voyager Pack from (or alternatively provide the Pack at each point).

## Quest Activities

The Quest activities were displayed alongside the information boards and consisted of three elements in each area: a ‘Question’, a ‘Password’ and a ‘Task’. The ‘Question’ and ‘Password’ (hereafter ‘Questions’) were similar in design, participants were asked to find the answer to a question. We wanted to have two types of questions per topic, but the terms “Question” and “Password” confused certain participants. A choice of other terms might be less ambiguous.

We varied the ways participants would gather the answers and interact with the Quest (see the ‘OSQ\_quest-activities’ folder and Table 2 for a detailed list):

- some of the information were displayed on the topic’s information board (e.g. Plan S, Creative Commons Licences);

- other information had to be found searching online (e.g. file format, GDPR);
- some of the answers had to be found on a specific webpage/webtool, to force participants in visiting the resources mentioned on the boards (e.g. Zenodo, SherpaRomeo.);
- a couple of activities encouraged the use of social media (Figure 4);
- one activity was more interactive and set as a (simple) game/puzzle (Figure 5);
- collaborative participation was encouraged in one of the task by providing a whiteboard during the duration of the Quest on which users could add their answers (e.g. Open Source Softwares).

## SUGGESTIONS

- **Access to a mobile device with an internet connection** was necessary to complete the Quest. Adapt your Quest accordingly if access to mobile devices and/or internet is an issue to participants.
- **Prefer interactive/gamified activities** such as the one developed for learning about ORCID (Figure 5). More intricate puzzle-solving activities might work successfully with certain audiences.
- Design **collaborative activities** to increase the interest in the Quest; e.g. something as simple as a whiteboard, or go digital/online.



Figure 4. Participants were asked to find a 'Password' on social media



**a** QUESTION

You are trying to contact the author (Jane Smith) of a paper, but they changed University since the paper was published. What is the name of the new University they are working at now?

Hints:  
It is not the University of Cambridge  
Use ORCID to identify the correct Jane Smith

**b** A wonderful title for an amazing piece of research

Jane Smith<sup>1,2</sup>, Someo Nelse<sup>1</sup>, and Ano Therone<sup>1</sup>  
<sup>1</sup> University of Cambridge  
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**Abstract.** Our wonderful piece of research is so amazing that you will want to email us about it in a few years, but we will have changed research institute and the email provided in this paper will be no longer valid. If we had created an Open Researcher and Contributor ID, you could have checked for our updated email address on our profile.

**Keywords:** Persistent identifier · ORCID · Open Science Quest.

**e** A wonderful title for an amazing piece of research

Jane Smith<sup>1, [0000-0001-0171-0006]</sup>, Someo Nelse<sup>1 [1111-2222-3333-4444]</sup>, and Ano Therone<sup>1 [2222-3333-4444-5555]</sup>  
<sup>1</sup> University of Cambridge  
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**Abstract.** Our wonderful piece of research is so amazing that you will want to email us about it in a few years, but we will have changed research institute and the email provided in this paper will be no longer valid. But it is alright, we provided our ORCID ID in the paper so you will be able to check for our updated email address on our profile.

**Keywords:** Persistent identifier · ORCID · Open Science Quest.

**c** A quick web search yielded many different researchers, all named Jane Smith...

Jane Smith	Université du Luxembourg
Jane Smith	Université de Liège
Jane Smith	Saarbrücken University
Jane Smith	L'Université de Lorraine
Jane Smith	L'Université de Kaiserslautern
Jane Smith	LIST
Jane Smith	Trier University
Jane Smith	LIH
Jane Smith	MPI
Jane Smith	LUSER
...	...
...	...
...	...

**d** Now let's go to an alternate universe where the authors created an ORCID...

Find CUBE -2.24 on the same floor



Who is the author of our paper...

**f**

**g**

Figure 5. Participants discovered the use of persistent identifiers (ORCID) through the use of a small game (a). Without an ORCID (b), authors with the same name can be confused (c). With the addition of an ORCID (d,e), participants could identify which was the correct author (f,g).



## List of activities and answers

Table 2. Activities required to complete the Open Science Quest (Luxembourg, November 2018)

TOPIC	ACTIVITY	TITLE	ANSWER	TYPE OF ACTIVITY
Scholarly publication and Open Access	Password	You will find the password on the first post having used the hashtag #OpenScienceQuest	VOYAGER	Use of social media
	Question	What is the name of the document released on 4 September 2018 that was a bombshell for the academic publishing landscape?	Plan S	Info board
	Task	Share your discoveries on your favourite social media using #OpenScienceQuest		Use of social media
Finding and reusing data	Password	All of the presentations from the Open Science Forum will be uploaded on Zenodo. Check out the LuxOSF2018 community. The password will be in the description	FAIR	Webtool (Zenodo)
	Question	What is the name of the new regulation that now gives you more control over the protection and privacy of your personal data ?	GDPR	Websearch
	Task	Go on re3Data and look for a data repository in your field of research.		Webtool (re3Data)
Open Licences	Password	The password is a two digit number of an infamous article of the EU's new copyright directive	13 or 11 (2018); 15 or 17 (from 2019)	News, Websearch
	Question	I am modifying and adapting an image that was released under a CC BY-SA licence. Under which Creative Common licence should I release my work?	CC BY-SA	Info board
	Task	Next time you need to use an image or any other type of work, make sure you can use, adapt or share it. Use public domain/CCØ or correctly attribute the author(s)		Info board

TOPIC	ACTIVITY	TITLE	ANSWER	TYPE OF ACTIVITY
Open Source Softwares and Open File Formats	Password	The password is the only closed proprietary file format below: CSV, EPUB, XML, WMA, TXT, PNG, ODT, WAV, SVG	WMA	Websearch
	Question	I am currently using Microsoft Word to write my paper. Which Open Source document preparation software could I be using instead?	e.g. OpenOffice, LibreOffice, LaTeX, Scribus, Markdown, etc.	Library resources
	Task	Contribute to the wall of Open Source softwares if you know of one that is not already listed		Whiteboard
Persistent Identifiers	Password	The password for this task is the name of the persistent identifier used for books	IBAN	Library resources
	Question	You are trying to contact the author (Jane Smith) of a paper, but they changed University since the paper was published. What is the name of the new University they are working at now?	University of Trier	'Puzzle' activity
	Task	Next time you share an article by email, on social media, etc., use the DOI. And what about creating an ORCID ID		Webtool (shortDOI, ORCID)
The Publish or Perish dilemma	Password	The password is the name of another Sherpa service that allows you to check funders' Open Access policies	Sherpa/Juliet	Info board, Websearch
	Question	My paper just got accepted in the journal ACS Applied Materials and Interfaces. In how many months will anyone be able to read it for free on the open access repository where I deposited it?	12 months	Webtool (Sherpa/Romeo)
	Task	Find a trusted OA journal in your field of research on the DOAJ directory		Webtool (DOAJ)

\* \* \*

Now is time to build  
and invite Open Science Voyagers  
aboard your very own Open Science Quest

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