

Research Management: *The Game*

Instructions for players and scenarios

Instructions

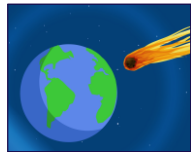
- Your team has been appointed as the new Management Team for an underperforming research institute. Your task is to allocate an initial budget of **15 counters** across the following resource categories:
 - Academic Research Areas
 - Research Management
 - Research Facilities
- Before the game starts, your team must make strategic choices and prioritise counter allocation across sub-categories within the three areas above (see the Game Board).
- During each round, all teams will respond to policy changes and funding calls. In addition, each team will be individually impacted by two Bonus and Disaster cards.
- Teams may reallocate their budget at the end of each round.

Game Board

Academic research areas



Life sciences



Science



Engineering



Arts and Social Sciences



Interdisciplinary fund

Research management



Business development (marketing, industry engagement)



Pre and post-award



Policy & impact

Research facilities



IT & specialist equipment



Buildings (infrastructure, maintenance)



Libraries & specialist infrastructure

Note: A larger version of the game board is available for printing.

Rounds

Round one

- Set budget
- Each team receives two Bonus and Disaster cards
- Funding calls and policy changes

Round two

- Set budget
- Each team receives two Bonus and Disaster cards
- Funding calls and policy changes

Round three

- Set budget
- Each team receives two Bonus and Disaster cards
- Funding calls and policy changes

Round one

Distribute Bonus and Disaster cards!

Government policy change

Government introduces a new Performance-Based Funding Regime.

Team(s) with the most counters allocated to Policy & Impact see the change coming and benefit accordingly.

If this is one team, they collect 2 counters from every other team.

If multiple teams are tied, they each collect one counter from all the teams with fewer counters.

New funding call

Government announces new funding call for Science.

You may only participate if you have invested 3 or more counters in Science in this round.

Team(s) with the most combined counters in research facilities wins 5 counters, as peer reviewers feel this demonstrates a healthy research environment.

Round two

Distribute Bonus and Disaster cards!

Government policy change

Government introduces new incentives to increase researchers' engagement with business.

Team(s) with the most counters allocated to Business Development see the change coming and prepare accordingly.

If this is one team, they collect 2 counters from every other team.

If multiple teams, they collect one counter each from all teams with fewer counters.

New funding call

Government responds to concerns that arts and social sciences are underfunded.

All teams double their allocation to arts and social sciences.

Round three

Distribute Bonus and Disaster cards!

Government policy change

Government announces plans to merge small, underperforming institutes.

The two teams with the lowest number of counters now become one team.

The new, merged institute loses 20% of its total counters due to restructuring costs.

New funding call

New collaborations competition.

If your investment of counters in Life Sciences is the same as any other team's, each team is awarded 8 counters.

Any teams with a matching number of counters in life sciences receive 8 counters each.

All other teams lose half their allocation to life sciences (rounding up for odd numbers!)

New funding call

Government announces new competition for
Engineering.

You may only participate if you have invested 3 or
more counters in this area.

Peer reviewers are looking for evidence of investment in
infrastructure - team(s) with the most counters in Buildings
wins 8 counters.

Thanks for playing!

Download your copy of this game
at [10.5281/zenodo.3584128](https://doi.org/10.5281/zenodo.3584128)