SSHOC Training Discovery Toolkit

A short demo

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IASSIST PRE-CONFERENCE WORKSHOP

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social sciences & humanities open cloud

training-toolkit.sshopencloud.eu

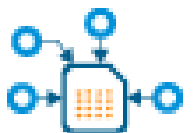# SSHOC Training Toolkit

- Collection of available materials for SSH trainers
- Materials to reuse, develop and improve your SSH trainings
  - Searchable inventory
  - Materials, modules, slides, didactics, videos, games, etc.
  - Various topics including didactics, Open Science, RDM etc.
- Launched on April 20th 2020, recently updated in April 2021
- training-toolkit.sshopencloud.eu

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SSHOC Training Toolkit

- The Toolkit currently lists 167 items for trainers from 77 sources

  - Item = *the individual material that is provided by a given source.*

  - Source = *division, group or project providing training materials.*

Content - Topics

Didactics

FAIR data

Research Data Management

Data visualisations

Open Science

...

Quantitative analysis

Programming

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Content - Types of materials

Courses

Videos

Workshops

Units

Slides

Games

E-learning modules

Reports

Webinars

…

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Demo

Use case

"I am looking for a game to make my training more interactive."

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About   Privacy policy   Legal notice   Contact

The SSH Training Discovery Toolkit provides an inventory of training materials relevant for the Social Sciences and Humanities.

Use the search bar to discover materials or browse through the collections. The filters will help you identify your area of interest.

Game   🔍 Search

Search entities

Displaying 1 - 18 of 18

Item

Source of Item   Title   Description

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Displaying 1 - 18 of 18

Item

Source of Item	Title	Description
Copyright Guide at the University of Sussex	A copyright game of snakes and ladders	The aim of the game, as with the traditional snakes and ladders, is to be the first player to reach the finish square, 100, by moving acros
UK Copyright Literacy	Copyright the Card Game Online	Introduction to copyright law and the relationship between licences and copyright exceptions. The four 'suits' in the game are: - Copyright works
DigCurV - Digital Curator Vocational Education Europe Project	CURATE! The Digital Curator Game	The CURATE game is designed to be used as an exercise that prompts players to put themselves into digital project scenarios in order to address issues and challenges that arise when institutions en
DANS Training	DANS Data Game	DANS has developed a game especially for researchers: the DANS Data Game. The game gives an impression of the research data landscape and was specially produced for the 15th anniversary of DANS.
Erasmus University Rotterdam	Dilemma Game	Like in any profession, scientists are frequently faced with dilemmas: Can I exclude particular observations from my research?

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Intended audience

- ☐ Trainer (16)
- ☐ Student (15)
- ☐ Researcher (12)
- ☐ Data steward (11)
- ☐ Public (8)
- ☐ Data creator (7)
- ☐ Data provider (6)
- ☐ Service provider (4)

Language

- ☐ English (17)

Curated topic

- ☐ Didactics (10)
- ☐ Research data management/FAIR data (9)
- ☐ Open Science (7)
- ☐ Copyright (5)
- ☐ Digital edition (5)
- ☐ Data visualization (3)
- ☐ Python/Jupyter (1)

Entity type

- ☐ Item (17)
- ☐ Source (1)

Collections

- ☐ Training Discovery Toolkit (18)

Organisation

- ☐ The Glasgow School of Art (1)

Discipline

- ☐ All sciences (2)

Format

- ☐ Game (18)
- ☐ Events (2)
- ☐ Unit/Lesson (2)
- ☐ Course (1)
- ☐ E-learning module (1)
- ☐ Slides (1)
- ☐ Video (1)
- ☐ Webinar (1)

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Demo

Item

Introduction to copyright law and the relationship between licences and copyright exceptions. The four 'sui' in the game are:
- Copyright works
- Usages, or what the law calls the 'restricted acts' that are the exclusive right of the copyright holder. How does what you want to do with a work map onto the usages as defined in the law?
- Licenses – how do licences work? What licences are available and how might they be used to enable you to go beyond what the law might allow
- Exceptions – what copyright exceptions exist in the UK and how can you make better use of them.

Format
Game

Language
English

License: Creative Commons Attribution-ShareAlike 4.0 International License

Intended audience
Data creator
Data provider
Data steward
Researcher
Service provider
Student
Trainer

Curated topics
Copyright
Didactics
Digital edition

Contributor(s)/Author(s)/Creator(s)
Chris Morrison, Jane Secker
https://copyrightliteracy.org/about-2/

Access point
Copyright_the_Card_Game_Online

Source of item
UK Copyright Literacy

Collections
Training Discovery Toolkit

Demo

UK Copyright Literacy

Decoding copyright and bringing you enlightenment

About ˅   Research ˅   Events ˅
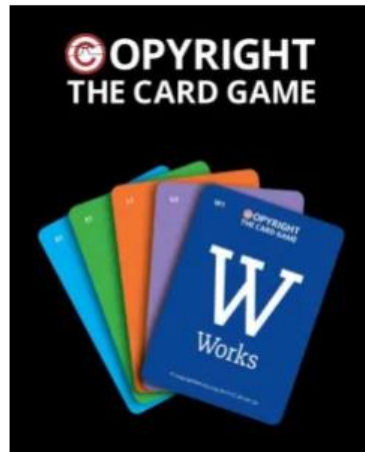
Resources ˅   Publications ˅   Contact us

Copyright the Card Game Online

We are developing a version of Copyright the Card Game to be used in online training. This is designed to be played by a group of players divided into smaller teams using a virtual classroom platform such as Zoom, with break out room functionality. The game is facilitated by a trainer in a similar way to how it is played in a face to face classroom.

To facilitate the smooth running of the online workshop four PDFs are available to correspond to each round of the card game. It is recommended that players download these or have these files open on a separate screen or device while playing the game. This is to simulate having a deck of cards available in the room

We would love your feedback!

→ Provide feedback through this form: https://forms.gle/DtXwXEajHKyW5yPE8

→ Contact us at training@sshopencloud.eu

Questions?

→ Join our Training Community at sshopencloud.eu/join-ssh-training-community

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