

Open Science Training Coordinators Community of Dractice

Community of Practice

www.openaire.eu/cop-training



Sharing best practices in open science training: from online to hybrid and beyond

Open Science FAIR, 21 September 2021, 16.30-18.00 CEST

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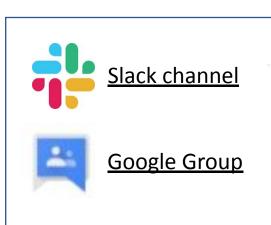
Open Science Training Coordinators

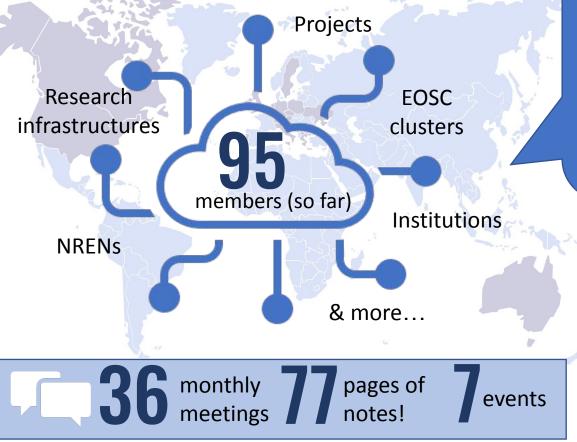
Community of Practice

www.openaire.eu/cop-training

Owned and driven by members...







"The CoP can be regarded as a discipline transcending network of trainers and training organisers. We have built a community. We are exchanging information and best practices."

CoP member, 2020





Reimagining Educational Practices for Open (REPO)

Understand and normalise current global Open Scholarship practices, including training but also culture change, especially post-COVID



Community engagement - understanding the global landscape

Building an inclusive global OS training network - join us!

https://bit.ly/REPO-home

Activities include:

- Dialog with the OS community
 A <u>survey</u> to gather emerging best practices
 Assessment tools to map and support community dynamics





EOSC Synergy Online Open Science Training Handbook



EOSC Synergy - a regional European Open Science Cloud project

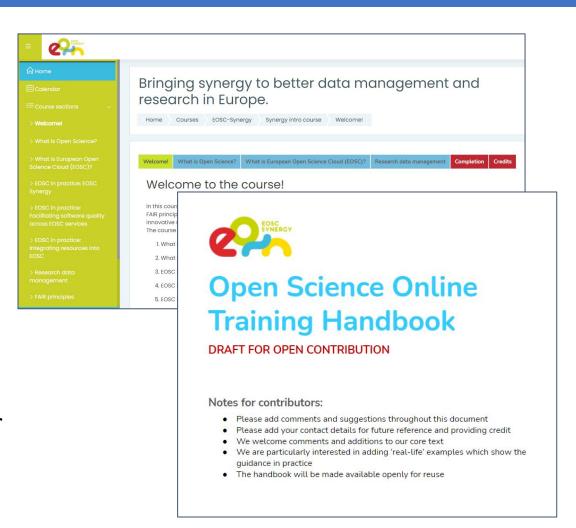
We have a <u>learning platform</u> to promote our service training and good practice in online training

We have a fully reusable exemplar course

Our handbook aims to be a companion to the FOSTER Open Science Training Handbook

It's a work in progress - we would like to include your tips, experiences and examples from this session

View and comment on the handbook here





Workshop programme

Welcome and introduction

Short talks

Breakouts - sharing experience

Feedback from breakouts

Summary and next steps for online training communities

About you

How many of you run training?

How many of you have run open science training?

Describe your experience with delivering online open science training (pick one)



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Short talks

The Principles of Open Research Data Publication
Taught Through Game-Based Learning
Samuel Simango, Stellenbosch University

ORION Open Science - Open Science MOOC and Train the Trainer MOOC Dr Luiza Bengtsson, Max Delbrück Center for Molecular Medicine, Berlin

SSHOC online bootcamps

Ellen Leenarts, Data Archiving and Networked

Services, The Hague / SSHOC project



The Principles of Open Research Data Publication Taught Through Game-Based Learning - Samuel Simango (Stellenbosch University)

The Principles of Open Research Data Publication Taught Through Game-Based Learning

OPEN SCIENCE FAIR

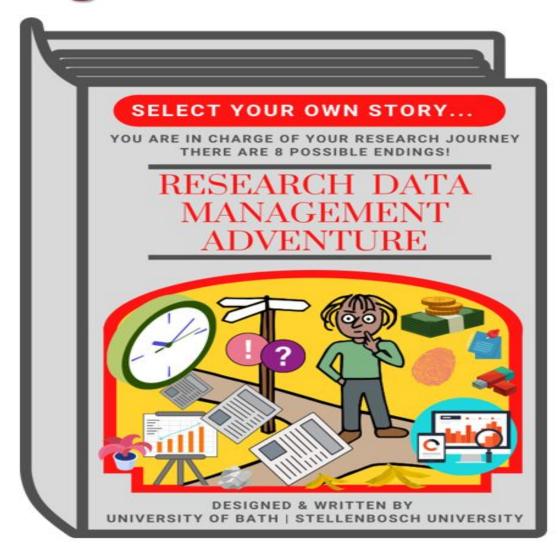
SEPTEMBER 20 - 23, 2021

Fostering local and global open science communities

Samuel Simango

Manager: Research Data Services Stellenbosch University Library and Information Services

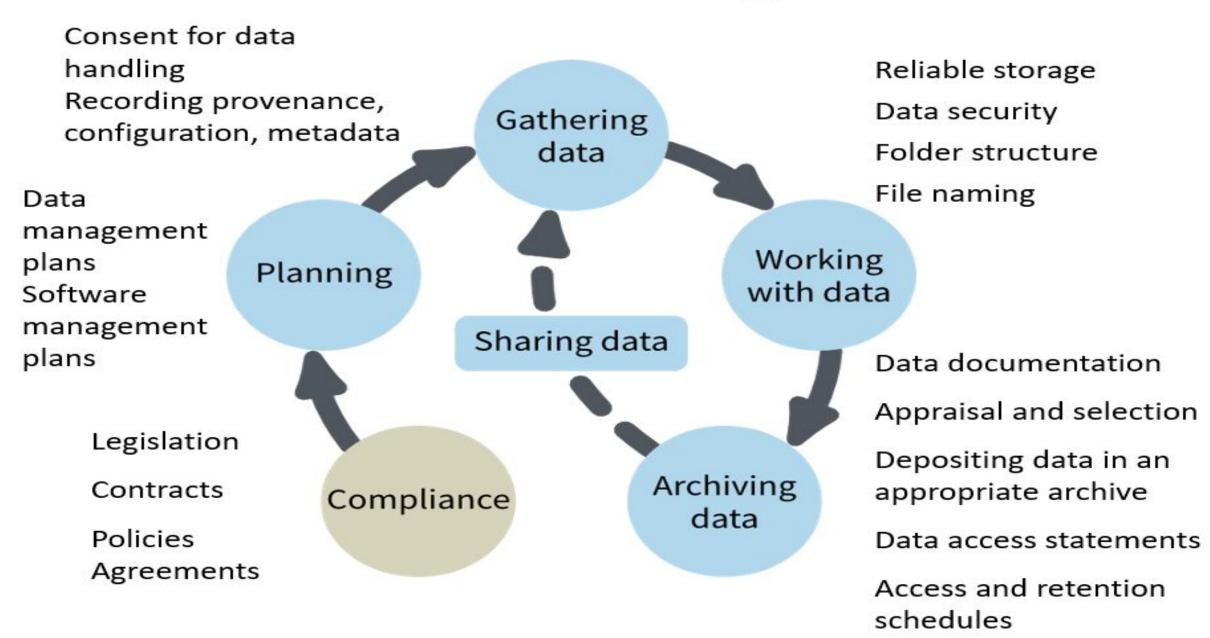
E-mail: ssimango@sun.ac.za







Research data management



The development process of THE RESEARCH DATA MANAGEMENT (RDM) ADVENTURE GAME

She would play the game

and make suggestions for

improvements which were

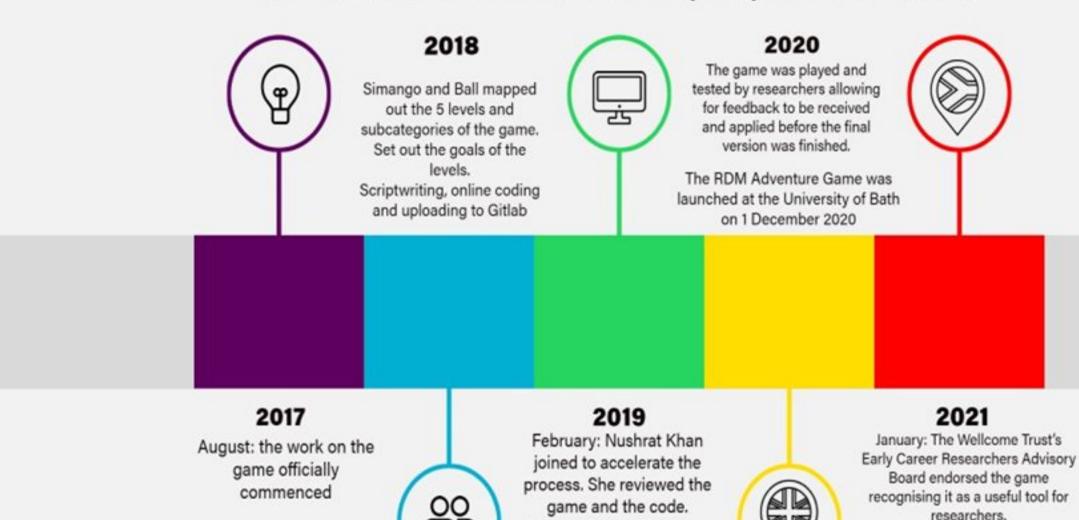
then applied.

The RDM Adventure Game

was launched at Stellenbosch

University on

8 March 2021.

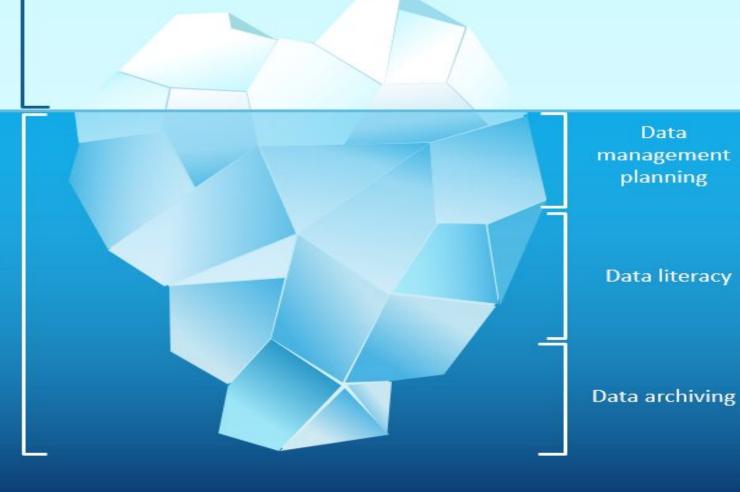


SOURCE: Samuel Simango

Tip of the Iceberg

RDM Adventure Game

Research Data Management



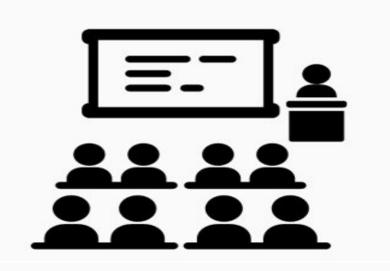
Data

planning

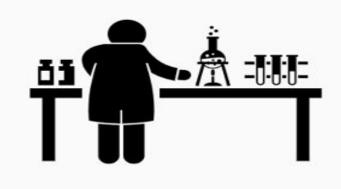
Targeted Audience

Postgraduate Students





Early-Career Researchers





Simulated Activities

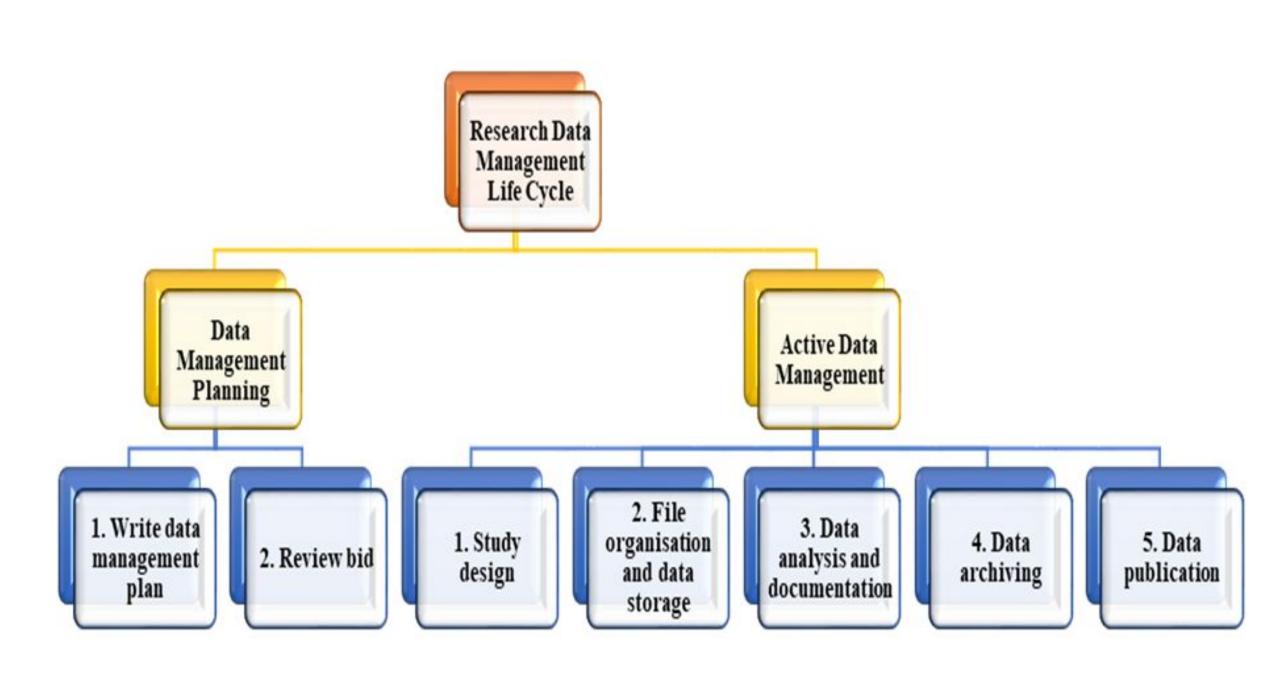
- a) Storyline b) Tasks c) Challenges d) Points awarded
- 1. Writing a data management plan

- 2. Gathering data
- a) Storyline
- b) Tasks
- c) Challenges
- d) Points awarded

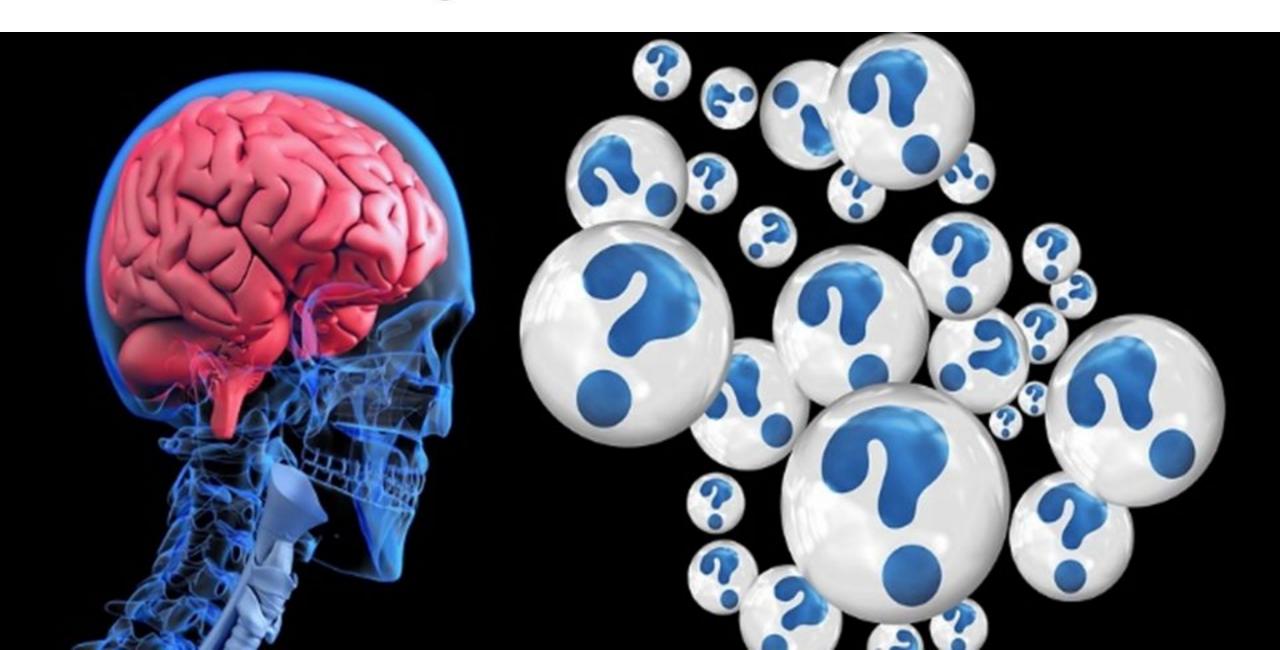
Level Design

- a) Storyline
- b) Tasks
- c) Challenges
- d) Points awarded
- 4. Archiving data

- 3. Processing data
- a) Storyline
- b) Tasks
- c) Challenges
- d) Points awarded

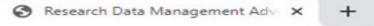


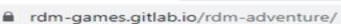
How could the game be used?



Interactive Training

Virtual Training

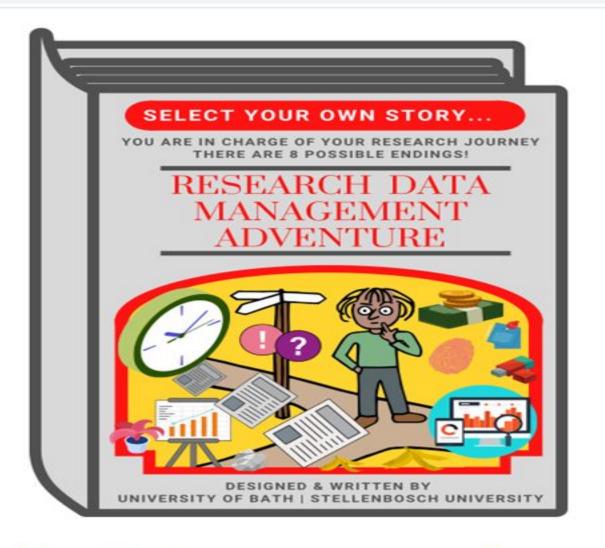












Would you like to resume your earlier game, or start a new Research Data Management Adventure?

Users **▼** by Country



COUNTRY	USERS
South Africa	554
United Kingdom	241
United States	87
France	40
Germany	30
Netherlands	24
Canada	11

The Game's Relevance to the Concept of FAIRness

indable







nteroperable





FAIR Principles

nciples Compliance



Findability

Resource and its metadata are easy to find by both, humans and computer systems. Basic machine readable descriptive metadata allows the discovery of interesting data sets and services.

- F1. Resource is uploaded to a public repository.
- F2. Metadata are assigned a globally unique and persistent identifier



Accessibility

Resource and metadata are stored for the long term such that they can be easily accessed and downloaded or locally used by humans and ideally also machines using standard communication protocols.



Metadata should be ready to be exchanged, interpreted and combined in a (semi)automated way with other data sets by humans as well as computer systems.

- A1. Resource is accessible for download or manipulation by humans and is ideally also machine readable.
- A2. Publications and data repositories have contingency plans to assure that metadata remain accessible, even when the resource or the repository are no longer available.



- 11. Resource is uploaded to a repository that is interoperable with other platforms.
- I2. Repository meta- data schema maps to or implements the CG Core metadata schema.
- 13. Metadata use standard vocabularies and/or ontologies.

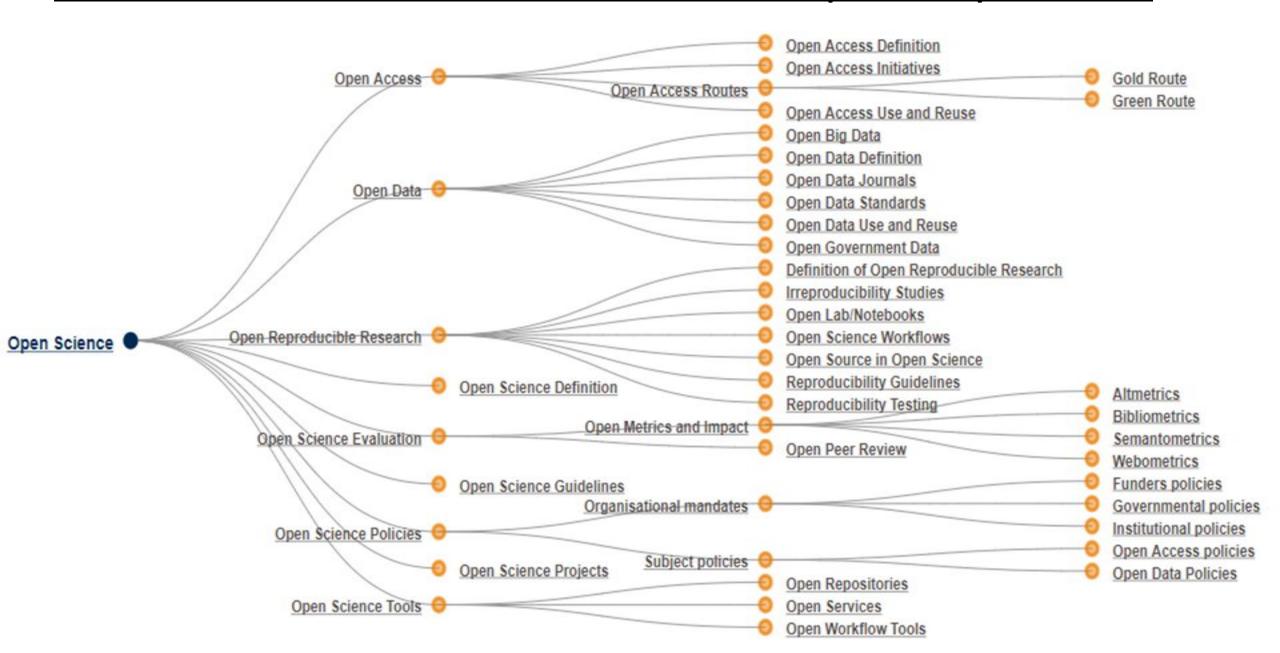


Reusability

Data and metadata are sufficiently well-described to allow data to be reused in future research, allowing for integration with other compatible data sources. Proper citation must be facilitated, and the conditions under which the data can be used should be clear to machines

- R1. Metadata are released with a clear and accessible usage license.
- R2. Metadata about data and datasets are richly described with a plurality of accurate and relevant attributes.

The Game's Relevance to the Concept of Openness



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.

Search for sources and items



Q Search

Research Data Management Adventure



The objective of the RDM Adventure Game is to demonstrate and teach good practice in research data management and assist researchers in understanding good practices related to RDM. The specific learning outcomes focus on the following aspects:

- 1. Data management planning
- 2. Designing participant information sheets and consent forms
- 3. Choosing appropriate equipment for research projects
- 4. Acquiring suitable third-party research data
- 5. Organising research data
- 6. Storing research data appropriately
- 7. Analysing and documenting research data
- 8. Preparing research data for archiving
- 9. Publishing research data

Access point

News Item on the Game

Source of item

RDM services @ Library & Information Service

Collections

Training Discovery Toolkit



The Game itself is available at https://rdm-games.gitlab.io/rdm-adventure/

It is important that your data are Findable, Accessible, Interoperable, and Reusable (FAIR). The following guides will help you make your data FAIR:

- Guidance from our data champions.
- Guidance from the Wellcome Open Research Early Career Researchers Advisory Board.

PLANNING

Guide to making data FAIR.

Here are some quick guides to help direct you when it comes to preparing and organising your data.

- Formatting your data in spreadsheets:
- Selecting an appropriate repository:
- Choosing an appropriate license.

PROCESSING

- To maximise your data for re-use, head to our page on Data Notes.
- Read our collection of data stories, where researchers share the challenges, learnings and benefits of making their data open.

RE-USE

SUCCESSFUL APPLICATION

COLLECTION & ANALYSIS

Managing data collection can seem daunting. Here are some data collection tips and resources. supplied by our data champions.

PUBLISHING & SHARING

- Ease anxieties you have about sharing your data with our myth busting piece
- If you have concerns about protecting research participants, while openly sharing your data, see this guide on sharing sonsitive personal data.

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Wellcome Open Research



Have a go at the Research Data Management Adventure Game, helping you work through a project from its very beginnings to its closing stages.





Policy Implementation Tools

RESOURCE: Research Data Management Adventure Game

FOR PROFIT: No

DESCRIPTION: The Research Data Management Adventure Game is a text-based role-playing interactive fiction serious game, based on the data management challenges of a research project. The game takes the form of an online choose-your-own-adventure format in which game players take a simulated research project through the following processes: data management planning, data collection/generation, data organisation, data description and research publication, while encountering data management challenges along the way.

RELEVANCE TO FUNDERS: The Research Data Management Adventure Game is a fun, engaging way to demonstrate good practice in research data management.

For More Information

Research Data Management Adventure Game:

https://rdm-games.gitlab.io/rdm-adventure/

Source code:

https://gitlab.com/rdm-games/rdm-adventure

Contact Us

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- Samuel Simango (Stellenbosch University)
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- Nushrat Khan (University College London)
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ORION Open Science - Open Science MOOC and Train the Trainer MOOC - Dr Luiza Bengtsson, Max Delbrück Center for Molecular Medicine, Berlin



Open Science Training

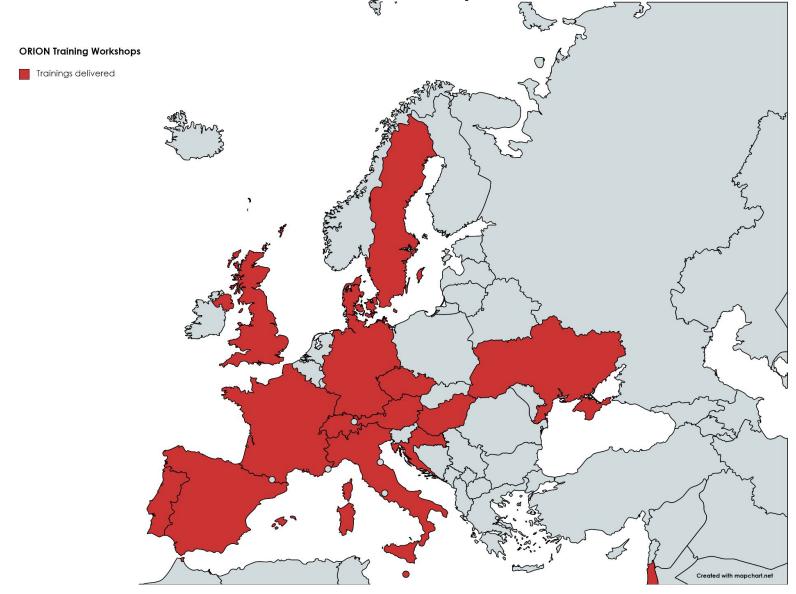
Dr. Luiza Bengtsson, September 2021



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 741527 and runs from May 2017 to April 2021.



Online & Offline Training in Open Science & RRI



ORION Training workshops in Europe in 16 different countries from January 2019 to September 2021 Image created with mapchart.net

WORK PACKAGE 4: TRAINING OUTPUTS & RESOURCES

Live Workshops off and online

Interactive live Workshops

Full-Day (8) Half-Day (6) **Lunch Lectures & Talks**

Lectures running under 3-hours (30)



MOOCS OER

ORION MOOC for Open Science in the Life Sciences

2 x 6 week live runs (>300 participants)

Stand alone self-paced OER

ORION Open Science Train-the-Trainer MOOC

1 x 3 week live run (21 participants)

Stand alone self-paced OER



- 6 Modules across 6 weeks
- Module 1: Open Access P1
- Module 2: Open Access P2
- Module 3: Data Management
- Module 4: FAIR and Open Data Module 5: Sci Comm and Public
- Engagement
- Module 6: Reflection and Action
- Expert Contributors
- · 300+ participants
- · 25% Completion Rate (above average)





ORION Open Science Podcast

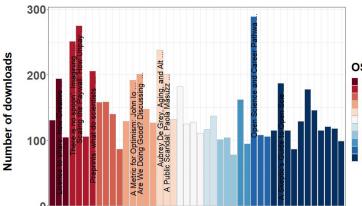
44 episodes

Ca. 7.400 Downloads





▶ 7,452 🖢 44



Episode

OS.Category

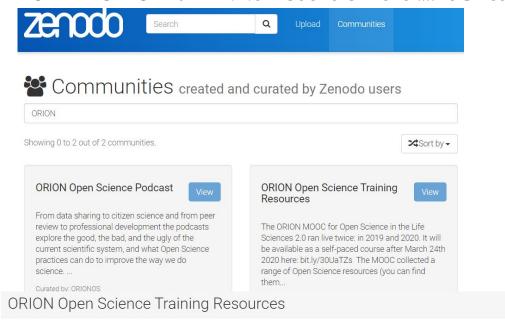
Legal Issues
Open Access
Open Data
Open Reproducible Research
Open Science Definition

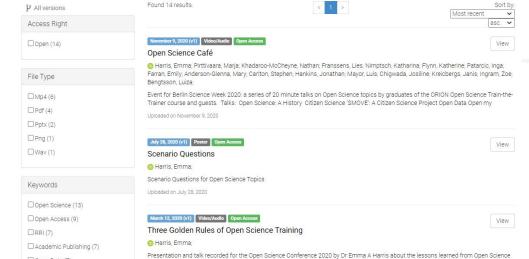
Open Science Evaluation **Open Science Policies**

Open Science Projects Open Science Tools

Open Science Training Public Engagement / Science Communication

WORK PACKAGE 4: TRAINING RESOURCES LEGACY.... TO BE CONTINUED





training undertaken as part of the H2020 ORION Open Science Project.

Strategies for Culture Change and Resources for Best Practice in Open Science: Slides

Uploaded on March 12, 2020

https://osf.io/fgypv

(h) Mellor, David;

Open Data (7)

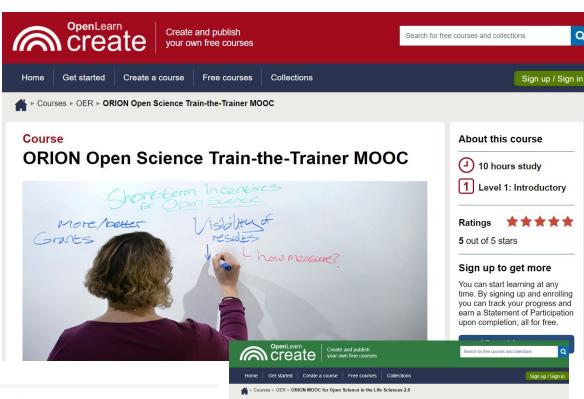
Research (6)

□ Data (4)

☐ FAIR (4)

Life Sciences (5)

Research Data Management (7)





View



WORK PACKAGE 4: SCIENTIFIC OUTPUTS

Gap Analysis from 2018 and 2020/21 to assess the current state of training in Open Science

Which kind of professional development courses are offered to researchers within the EU-LIFE institutes? Which of those courses are contributing to the practice and advancement of Open Science?

Method: Program analysis of the training programs from EU-LIFE institutes (2018 and 2020/21 (self assessed data)

How are professional development programs and courses planned, developed and coordinated for junior researchers in the (selected) research institutes?

Qualitative Research on Program planning and development

Which are the processes, approaches, strategies and instruments used in program planning and program development?

Which stakeholders are involved and in which way?

Can different approaches, functions and guiding principles be determined?

Method: Semi-structured expert interview (N=5)

WORK PACKAGE 4: TEAM









Dr. Luiza Bengtsson WP Leader

Zoe Ingram

Dr. Inga Patarcic

Dr. Emma Harris

Thank you for your attention.
To get in contact, write us an e-mail at orion@mdc-berlin.de





SSHOC online bootcamps - Ellen Leenarts

Social Sciences and Humanities Open Cloud

WP6: Fostering Communities, Empowering Users and Building Expertise

Sharing best practices in open science training. From online to hybrid and beyond. SSHOC Bootcamps

Ellen Leenarts (DANS) orcid

Contributing: Tatsiana Yankelevich (LIBER) orcid, Ricarda Braukmann (DANS) orcid

& the other members of the T6.4 team

Open Science FAIR: 21.09.2021 16.30 - 18.00 CEST

https://www.sshopencloud.eu/training





SSHOC training activities

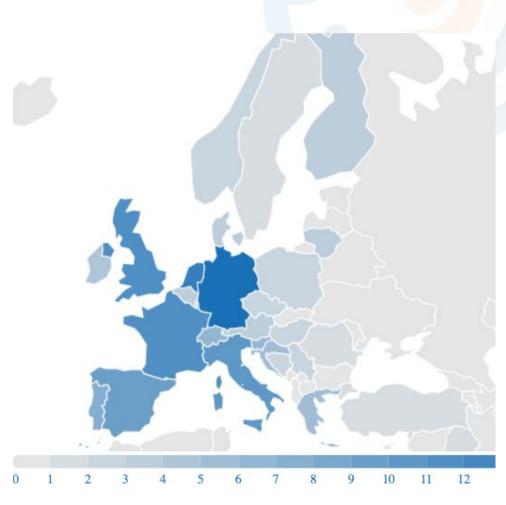
From face to face to online

- SSHOC workshops & bootcamps
- More emphasis for online activities:

SSH Training Community

From online to hybrid and beyond

Challenges and tips



Geographical distribution 157 members SSH Training Community





SSHOC Events: From face to face to online

- Organising online workshops, webinars and bootcamps
 - All are evaluated, reported, learning materials are published online to enable reuse https://www.sshopencloud.eu/training
- Organising train-the-trainer bootcamps were supposed to be:
 - 3 face to face bootcamps (1,5 day at least) co-organised with local partners, co-hosted at conferences
- Moved online
 - From 1,5 days to one session to multiple sessions
 - From co-hosted with training community and conferences to stand-alone
 - 4 online bootcamps were organised SSH Training community, LIBER/CLARIN, DARIAH/GESIS, CESSDA/UKDA. But also external trainers from FAIRSFAIR.
 - Extra focus on: engaging content, group work and community building



SSHOC Online train-the-trainer bootcamps

Online fatigue:

- Short, well structured sessions using engaging content
 - From one short session to several short sessions, 1-2 days between sessions, group work in between sessions
 - Clear description of exercises, preparation of breakout sessions, fill in sheets for exercises to make it easier and compelling
- Engaging content:
 - interactive tools e.g. for interactive polling introductions, feedback, discussions, other tools for online brainstorming, community building
 - Short energising intermezzo's.
- Group work:
 - exercise in between 2 2-hour sessions.



SSHOC Bootcamps

Topics covered:

Discovery of training resources
CESSDA/UKDA Data curation tools
GDPR & social media data
RDM & Open Science games
CLARIN tools and integrated services
Costs of managing data

FAIR data tools
3rd party data
Didactics

international concise and practical inspiring

comprehensive energizing

novative

lots of tech

The tools and teaching materials that we can easily repurpose for our instructions. Homework was very helpful to get my mind around the material and thinking about applications. Breakout discussion.

collaborative

Good to see real world uses

international discussions and exchanging knowledge

you have saved me time in giving me ready materials.

Resources available:

https://doi.org/10.5281/zenodo.3970799 sshocdariahtrainerrdmbootcamp community https://doi.org/10.5281/zenodo.4813115 engaged participants!



SSHOC Train-the-trainer bootcamps

What worked well:

More inclusive... anyone can join regardless of budget not a full conference fee, travel and hotel fee needed, no travel time (no CO2 footprint), remote location

What worked less well:

- Online registration does not mean full commitment...
- Online fatigue
- More events seem to be organised, less focus
- Community building, exchange of knowledge and best practices
 - Increased our efforts in SSH Training Community



SSH Training community

Was supposed to be based on face to face events like the workshops, bootcamps and presence at conferences. Instead we organised monthly calls:

Clear need for online:

- Community building: meeting each other informally and enable co-creation opportunities "Speed-dating"
- Sharing of knowledge and best practices
 - Across disciplines, experienced/less experienced, geographical location
- Support for the training community itself re. transition from face to face to online (How to organise events online, GDPR compliant)
- Knowledge exchange:
 - (new) tools e.g. for FAIR data and
 - Improving FAIRness training materials
 - o (new) services in the SSH marketplace
 - Refreshing pedagogy for online learning
- International members (Europe, US, Middle East, Asia, etc)



Challenges from online to hybrid and beyond

- More online will stay because of the clear advantages (inclusiveness, budget, environmental friendly) but
 - We will become used to even engaging online events
 - Attendance will drop
- We need a different engagement strategy
 - Raise commitment e.g. kick off

Hybrid events (face to face and online participation) need special attention:

- Learning outcomes need to be assured for both both audiences
- Same level of participation and engagement with all! Presentations, exercises & group work, discussions. So not: listen-in!
- Consider a training with a mix: face to face as well as online meetings, group work and discussions: let's learn from Australians, Africans
- Technical infrastructure: meeting rooms with conference like equipment; audio and video, individual and collaborative involvement...exciting: ABBAtars, VR
- Complex moderation and tech support: online as well as hybrid
- Beware of privacy issues

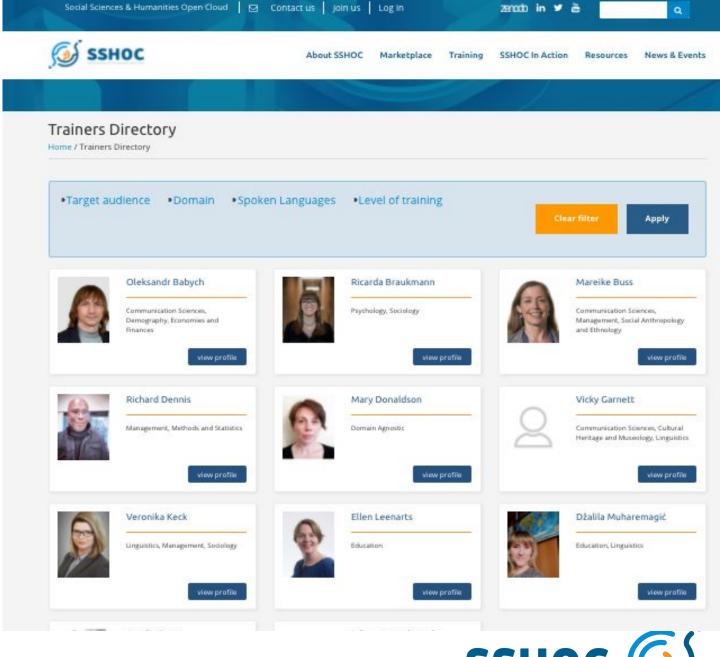


Let's collaborate and share ideas in: I

- CoP of training coordinators
- SSH Training community,
- and introduce yourself as a trainer here:

NEW Trainers directory, **join us**:

https://www.sshopencloud.eu/user/registe





Thank you!



www.sshopencloud.eu



@SSHOpenCloud



/in/sshopencloud



info@sshopencloud.eu









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Breakouts - sharing experience

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Summary and next steps for online training communities

About you

Introduce yourselves and share your background in online OS training

What challenges did you face moving online?

What worked? What didn't?

What does the future look like for your training? Online, f2f, hybrid?



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Summary

We will write a blog post about this session

- Please take a look at the <u>Synergy Open Science Online Training</u> <u>Handbook</u> - comments / additions welcome!
- Take the <u>REPO survey</u> and/or <u>join REPO</u>
- Join the <u>OpenAIRE Community of Practice</u>
- Book on the <u>ORION final conference</u> next week (training covered on 27th)
- Learn more about EOSC Synergy training on Thursday