



LIBER Conference 2022

Engaging with researchers about Open Science at université Paris Dauphine-PSL (France) : the Open Science Bingo

Christine Okret-Manville / Claire Tignolet



Université Paris Dauphine-PSL in a nutshell

- Created in **1968** in former NATO Headquarters
- Multidisciplinary university specializing in **sciences of organization and decision-making** (economics, management, law, mathematics, computer science, sociology, political science)
- Member of PSL Research University, Alliance SIGMA (Social Impact and Global Management Alliance) and YERUN (Young European Research Universities Network) ; EQUIS accredited
- **Medium-sized university** : 9 200 students, 4 300 executive students, 300 PhD candidates
- 359 researchers



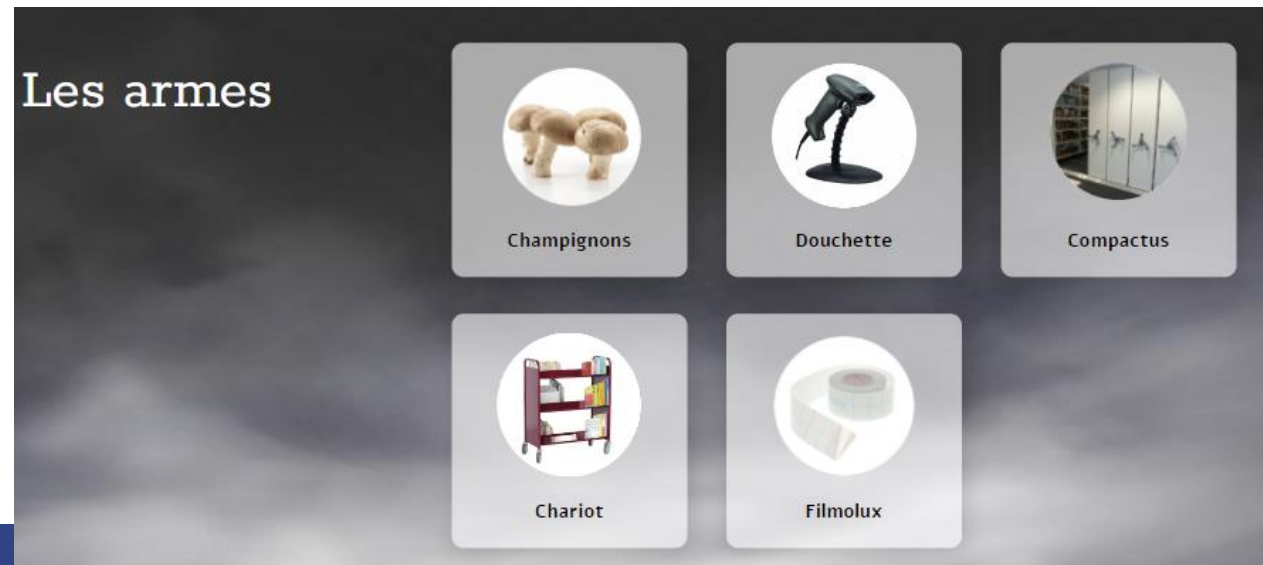
On the road to Open Science

- Strong interest of our President for Open Science, but no integration in the overall strategy of the university
 - Official interventions focus on the importance of depositing publications *references* for reporting purposes
- In this context, the library is in charge of a little working party which creates a roadmap to Open Science for the university.
- In the meantime, the library organizes training sessions and events to raise awareness about Open Science
 - Training sessions for PhD candidates
 - Participation in Open Access Week



How to engage with researchers?

- 2017 Survey about what they expect from a research support
 - Prejudices about open access. How to bust them?
- Raising awareness about open access : the Open Access Week event
 - Since 2017, we've tried various formats: conferences, deposit party, [exhibition](#), [researchers videos](#), escape game, board games, [CluedOS](#) ...
 - Our conclusion: researchers do not come (easily) to the library. The library shall then come to them!
 - Engaging with them, in a playful manner – coffee and cakes are not enough.



Using games?

- Game is part of our lives, also used for teaching
Matthew Barr, *Graduate Skills and Game-Based Learning*,
Palgrave Macmillan, 2019
- References for information literacy
Andrew Walsh, <https://hud.libguides.com/libraryplay>;
<https://gamesforlibraries.blogspot.com/>
- Advantages of games :
 - To create friendly moments of communication, and cooperation
 - To enhance motivation
 - To try new working methods (UX, design thinking)
- Used in citizen science ([Foldit](#) site)

BUT requires a good knowledge of the subject and your target



Multiple sources of inspiration

Our sources of inspiration:

- [Posters busting prejudices on open science](#) of Lyon University
- Random choice of prejudices to deal with different subjects
- Bingo-inspired, but this is not a real bingo. No grid to fill, no number drawing, no competition. The game is a way to bring about discussion
- A pun: Open Science, Bingo! : the prize is better knowledge of Open Science.
- Our Advent Calendar as a template to present the bingo.

Making the game: cheap and easy

- Preparation from July to October
- Prejudices and arguments to prepare: a 3 people team
- Materials:
 - An electronic bingo grid to show on a screen: when you click on the number, it shows a prejudice
 - A cardboard bingo grid: 24 boxes
 - A mystery picture, cut into 24 bits which cover the bingo boxes once used. When you have dealt with all the prejudices, you can see the whole picture
 - 24 balls
 - A flyer resuming prejudices and arguments to give to the players when the game is over.
- Still ... coffee and cakes, for a friendly moment
(except in 2021 ...)



Preparing the material

- Integration of the grid in our website: a template we have defined when we created an Advent Calendar
 - Template HTML
 - CSS file
 - Logos
- Designer to prepare the cardboard grid (university Direction of communication)



Playing the game

- 1h to 2h availability in the research centres, but principle of free entrance and free participation to the game
- Opportunity: the Open Access Week – communication campaign, via mails, news on the website, twitter, intranet news
- Rules of the game:
 - 1) Choose a ball – this uncovers a box
 - 2) Read the prejudice of the box
 - 3) Talk about it to see how it can be busted
 - 4) After each talk, a jig-saw puzzle piece will be given, and all the pieces put together will make an Open Science Puzzle.



Playing the game

- This game was used twice: 2019 and 2021
- All our 6 research centres have tried the game (around **25%** of Dauphine researchers)
 - **2019 : 61** – 4 research centres, a few Research Support colleagues
 - **2021 : 26** - 6 research centres



Positive reactions: researchers

- No constraints : free entrance, they leave when they wish. Some really wanted to uncover all the boxes!
- Some expressed their satisfaction, twitted
- Beyond the pedagogical, Open Science-centered goal, it also allows just to talk with the library



Positive reactions: our colleagues

- Another way to work together
- Requires the ability to manage a meeting
- Requires a good knowledge of Open Science
- Upskilling model :
 - On the 1st year, only specialist librarians went to see researchers,
 - On the 2nd year, they went with a colleague they had trained – this also helps develop a culture of open science in the library.



Foster,
Train-the-trainer-game

ONE-ON-ONE TRAINING

The Bingo goes European

- Dauphine-PSL is a member of Young European Research Universities Network (YERUN), and is part of an ad hoc Open Science working group
- In December 2021, an Advent Calendar based on the Dauphine model was put online. It presented prejudices, with modified contents (which had been re-worked by the group)



Statistics :

December 2021 : 2293 users, 4195 page views

1st December 2021 – 24th April 2022 : 9398 users, 22657 page views

Conclusions

- A reproducible game: <https://doi.org/10.5281/zenodo.5746640>
 - Cheap, easy to prepare,
 - Supported by internal resources (designer, webmaster, libraries materials)
 - Contents can be changed
 - This approach is valid for any subject
- An interactive game – optimally played on site
 - No lecture
 - Beyond Open Science, can be the starting point of discussions about other library subjects
- A qualitative game : a way to really preceive the interest of the players, their understanding of the subject, where you can qualify and argue, compared with screen games

Thank you !

Christine.okret-manville@dauphine.psl.eu

Credits : Magali Civet, Delphine Quentin, Claire Tignolet



UNIVERSITÉ PARIS DAUPHINE - PSL

Place du Maréchal de Lattre de Tassigny – 75775 Paris cedex 16