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Researchers, Impact and Publications (R.I.P.)

AKA, 'How to adapt a cult game to increase engagement and awareness'

Background.

- Revamp of existing training portfolio.
- Gamification of training.

Questions.

- What's our message?
- Who are the audience and what motivates them?
- What's the timeslot?
- What's different?
- What's fun?
- Is anything 'open' by nature?

- Idea.
- Cards Against Humanity – CC-BY-NC-SA.
- github 'Bigger Blacker Cards' card generator.

Methods.

Understand the card structure:

- **Black (question) cards:** A question, or a 'fill in the blank' statement - answered or explained by a white card.
- **White (answer) cards:** A noun, a noun phrase, a gerund or a gerund phrase.

Calculate card ratios:

- 6:1 White to Black cards.
- 5:1 Straight to Comedy cards.

Source code for cards.

Create appropriate Q&A cards.

Dummy runs.

Results.

Play and 'defend your answers'.

Be creative with answer cards - not all answers are grammatically correct!

Standard cards: lunchtime gaming, and 5 minute slots at workshops to check baseline and increase in understanding.

Leaflet-sized Velcro backed cards: conversation starters at welcome fairs and outreach events.

Bristol's Q and A cards provided with card code at data.bris for other institutions to adapt and remix.

Conclusion.

Useful tool for engaging PGRs and ECRs.

Questions can be modified for other areas, e.g. Ethics, Information Security and GDPR, Contracts, Copyright.

References.

Cards Against Humanity <https://cardsagainsthumanity.com/>
<https://www.quora.com/Whats-the-grammar-structure-of-Cards-Against-humanity>
Cards Against Humanity licence http://s3.amazonaws.com/cah/CAH_MainGame.pdf
Bigger Blacker Cards code <https://github.com/bbcbcards/bbcbcards>
Researchers, Impact and Publications (R.I.P.) Game Data (01/2020)
DOI: <https://doi.org/10.5523/bris.1nufzjw3m9ho72cwisj1pwc75h>

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