



Red Española sobre Datos de Investigación en Abierto

Valencia 12 February 2018

To whom corresponds

We would like to participate in The Data Management Engagement Award with our proposal: The Gymkhana of research data.

I have consulted some colleagues about how much could it cost and it will be under 1750 pounds, so it could be done as a semi-interactive game in the web with the aim of engaging HE students in the research data lifecycle and their potential openness.

I am partner in the project FOSTER Plus and I could reuse part of the learning material we are creating as part of the project for the adviser's material (see proposal).

The game could also play as a board game as we also could prepare the hard copy version with a printed board and cards (downloadable)
Please if you need any further information, please contact me.
Thank you in advance

A handwritten signature in black ink, appearing to read "Alfredo", written on a light-colored rectangular background.

Remedios Melero

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Competition to engage more researchers with research data

Idea: “Gymkhana of research data”

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Addressed to: pre-graduate students and young researches (pre-doctoral)

The idea consists on implementing a game based on the concept of a gymkhana.

The participants in the data management championship have to overcome some challenges and obstacles to reach their goal which is to be a fellow who adopts the FAIR Data Principles (Findable, Accessible, Interoperable, Reusable). Upon reaching this objective, participants are able to reap the rewards of good data management and sharing – more visibility, more citations and more reproducible research outcomes.

The circuit simulates research data lifecycle, and every challenge or obstacle are related to one of its stages. Participants have to find solutions to make their dataset findable, accessible, interoperable and reusable (see figure below). There are keepers and referees, the former advise how to proceed and the latter validate actions taken. Every participant has to start with their own dataset and - depending on its nature - the road to overcome the barrier could be different. For instance, first question to start the game asks ‘do your data contain confidential, privacy, security data, if yes, you need first to decide what you can share and how to anonymise your data, and if not, you are ready to start’.

Keepers should advise the participants according to their experience and knowledge about how to proceed at any stage of the lifecycle. They should provide practical advice on what actions to consider taking, and how and when to take these action.

Other questions players will consider include:

How do I prepare my data for sharing?

How should I licence my data?

Where can I share/publish my data?

Where should I archive my data?

How can I reuse other's data?

Based on the actions you and your Keeper determine, the Referees decide if you may pass to the next stage after revising your work.

Figure. Gymkhana of research data

