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## User guide for *Research Data Management Adventure* *Game*

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

### **UPSKILLS Domain Cluster:**

- Research-oriented
- Data-oriented

### **Target Audience:**

Postgraduate students taking linguistics & language-related courses

### **Requirements:**

No specific requirements

### **Gaming Experience:**

Low-Intermediate

### **Skills Targeted:**

- Processing information critically
- Problem-solving skills
- Communication skills

### **Learning Outcomes:**

Upon completion of game play, the students are expected to:

- Have acquired skills related to research data management
- Understand how to take decisions related to project planning and research
- Understand how to choose instruments and tools for research
- Describe datasets and file organisation

**Introduction (for academics & lecturers):**

This is a 1-2 hour role-playing game which immerses the player into the role of a researcher/post graduate student. This offers options for qualitative and experimental research. The player has to go through choices and decisions. A wrong decision will result in the game prompting the player until they take the right decision for the purpose of the game.

**Pre-Game Briefing:**

This is an online role-playing game where you are expected to take on the role of a researcher. You have the option to either choose a qualitative or an experimental path. You will be expected to take decisions according to the task at hand to be able to solve the challenge given.

**Game de-Briefing (post-play):**

- Did you choose qualitative or experimental research? What prompted you to choose that pathway?
- Describe and illustrate 2 data management strategies which you didn't make use of before and think of starting to adopt now or which you made use of, but still struck you as important after playing this game.
- After playing this game do you feel more confident in applying your research skills to practice?
- Did you feel that this game realistically represented research scenarios?

**Conclusion (for academics & lecturers):**

The following are a list of questions which you can make use of to evaluate the use of this game as part of your UPSKILLS course curriculum. You can use a journal to keep track of your answers.

- Do you think that this game might be useful for language courses?
- Do you believe that this game is a simulation of the basic research process and that it will contribute to expanding or consolidating the students' knowledge?