USING GAMING TECHNOLOGY TO TEACH RCR

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WHAT?

Academic Integrity and the Culture of Sharing

DATA FALSIFICATION, DATA FABRICATION, & PLAGIARISM
HOW?

AN ONLINE GAME
WHY?

THE CLASSROOM OR THE LAB
WHY?

NATIONAL SCIENCE FOUNDATION
5 GRANT PHASES

- Content
- Development
- Usability
- Implementation
- Evaluation
Pop Quiz

You assigned your undergraduate intern to collect samples from a lake near a landfill. You analyze the data, find irregularities, and then confront your student about their sampling. They admit that the sampling was done at a different location. Due to an approaching deadline, you adjust the data to what you would expect to find for the lake.

Identify The Illegal Behavior:

- No Illegal Behavior
- Data Falsification
- Plagiarism
This one's clean, so put it in the "none" folder on the table to the right.

Accurately represents the cited lab data.
We'll start you on a simple case of suspected research misconduct.

Continue

GAME 3
"Consuming water containing blue-green algae can cause liver and nervous system problems in humans and animals" (Arnold, 2009).

http://scijournals.org/fe.2009.11
USABILITY
DESIGN TEAM DEVELOPS PROTOTYPE & DELIVERS IT TO USABILITY TEAM

**WEEK 1**
- DEVELOP PROTOCOLS AND LEARNING ASSESSMENTS.
- SCHEDULE PARTICIPANTS.

**WEEK 2**
- CONDUCT USER TESTING

**WEEK 3**
- WRITE USABILITY REPORT

MAKE CHANGES BASED ON USER FEEDBACK
IMPLEMENTATION
EVALUATION RESPONDENTS

- 82% 21-29 years of age
- 50/50 Male/Female
- 62% US Natives
- 73% PhDs in Engineering or Physical Sciences
89% Demonstrated increased awareness in examples where misconduct occurred
QUESTIONS?

HTTP://CMS.UFLIB.UFL.EDU/GAMES/GAP
CREDITS

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