INTRODUCING...

The Publishing Trap

by UK Copyright Literacy

Chris Morrison and Jane Secker

Icepops 2018:

3 April, University of Liverpool
TEACHING COPYRIGHT, LICENSING AND SCHOLARLY COMMS

Complexity, frustration and confusion

Terminology and processes

Didactic vs experiential

Scenarios and real life problems

Value of active learning and games-based learning
LESSONS FROM COPYRIGHT
THE CARD GAME

The Hand, Frank R. Wilson

• Embodied cognition – knowledge in your hand and head
• The value of playing in teams and discussion
• Scenarios
• Avoiding binaries – right vs wrong
THE PUBLISHING TRAP: THE CREATIVE PROCESS

Lagadothon

Mouse Trap

Game Board

People playing the game
DEVELOPING THE GAME

- Game based learning Leeds: Nov 23, 2015
- Kent MA students: Mar 14, 2017
- Licensing choices and sharing the game CC-BY-NC-ND: Nov 16, 2017
- Available for download from copyrightliteracy.org: Oct 20, 2017
- Playtest with PLSIG in London: Nov 17, 2016
- Official launch Kent: Oct 16, 2017
- Wroclaw Summer 2017: Aug 23, 2017
- Input from Lisa Johnstone Graphic Design: 9/4/2017
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INTRODUCING THE PUBLISHING TRAP
THE ACADEMIC GAME OF LIFE
MEET THE CHARACTERS

Misha the criminologist
Brian the microbiologist
Mary the space scientist
Simon the Jane Austen expert
THE CURRENCY OF THE GAME
IMPACT TO DATE

• Downloads and hits on website:
  • over 2,500 hits on website and 175 downloads

• Who has played it
  • mainly librarians rather than intended audience (researchers)

• Worldwide interest
  • UK, USA, Canada, Australia, New Zealand
  • Europe including France, Germany, Sweden, Czech Republic, Norway, Spain, Denmark
  • Elsewhere: Japan, Singapore, Saudi Arabia and many more!
WHAT DO PEOPLE SAY?

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FEEDBACK

You are having a mid-life crisis but have come into a small sum of money.
Roll the die to see what you decide to do with the windfall.

**ROLL 1-4**
You decide to use the money to make your research open access. Claim 1 **knowledge token** and 2 **impact tokens**

**ROLL 5**
Decide to go on a Caribbean cruise. Lose 1 **impact token**

**ROLL 6**
Decide to buy a motorbike. Gain extra credibility among your students. Your teaching scores improve significantly! Lose 1 **impact token**

You are accused of having an affair with your PhD student. Your Head of Department demands you explain. Roll the die to see what happens.

**ROLL 1-3**
Your reputation is salvaged as you explain you made a breakthrough in the field and you have managed to get a jointly authored article together. Gain 1 **knowledge token** and 1 **impact token**

**ROLL 4-6**
You are reprimanded and lose your position as Chair of the Research Committee. Lose 1 **money token**
THE PUBLISHING TRAP AND OTHER TRAINING

- Linking in with institutional policies and procedures
- Putting copyright concerns in wider context
- Complements wider scholarly comms and open access support
FUTURE PLANS

- New Zealand and Australian version
- German translation
- Updating game mechanics
- Potential redesign of the board
- Building 3D model
http://blogs.lse.ac.uk/impactofsocialsciences/2017/10/28/the-publishing-trap-a-game-of-scholarly-communication/

Staines, S (2017) Interview with the Publishing Trap creators. *Kent Scholarly Communications Blog*  
http://blogs.kent.ac.uk/osc/2017/10/12/interview-with-publishing-trap-creators/


ACRL (2013) Scholarly Communication and Information Literacy Creating Strategic Collaborations for a Changing Academic Environment. ACRL. Available at: http://acrl.ala.org/intersections/


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