

Research Management: *The Game*

Rob Johnson

Research Support Games Day – 8 Dec 2020

What's it all about?

- Team building exercise for individuals involved in the management of research.
- Developed as a training tool for the European Association of Research Managers and Administrators (EARMA)
- Inspired by the growing number of scholarly comms games
- Requires participants to consider the risks, opportunities and luck involved in budgeting for research.



Academic research areas



Life sciences



Science



Engineering



Arts and Social Sciences



Interdisciplinary fund



Research management



Business development (marketing, industry engagement)



Pre and post-award



Policy & impact



Research facilities



IT & specialist equipment



Buildings (infrastructure, maintenance)



Libraries & specialist infrastructure



New funding call

Government announces new funding call for Science.

You may only participate if you have invested 3 or more counters in Science in this round.

Team(s) with the most combined counters in research facilities wins 5 counters, as peer reviewers feel this demonstrates a healthy research environment.



The Government introduces mandatory open science policies.

If you have 3 or more counters in Library specialist infrastructure, gain 5. If you have fewer than 3 counters, no change. If you have fewer than 2, lose 5.



You start a Centre of Excellence in Life Sciences.

The government doubles your existing allocation to Life Sciences.



There has been a fire in your Engineering building.

If you have fewer than 3 counters allocated to Buildings, lose all Engineering and Buildings counters. Otherwise, there is no change.



Your country decides to leave the European Union.

Lose 10 counters.

Rounds

Round one

- Set budget
- Each team receives 2 Bonus and Disaster cards
- Funding calls and policy changes

Round two

- Set budget
- Each team receives 2 Bonus and Disaster cards
- Funding calls and policy changes

Round three

- Set budget
- Each team receives 2 Bonus and Disaster cards
- Funding calls and policy changes



Game requirements (in normal times!)

- 5 to 30 players
- A host / gamesmaster to manage proceedings
- 30 to 60 minutes, depending on team sizes.
- Counters or tokens.
- Printouts from the Zenodo record:
 - game boards (one per team);
 - projector, screen or printouts to share instructions with players; and
 - Printed Bonus and Disaster cards.

Feedback so far...

- Downloaded >1,000 times



"The most valuable aspect of the workshop"

"The game was great"



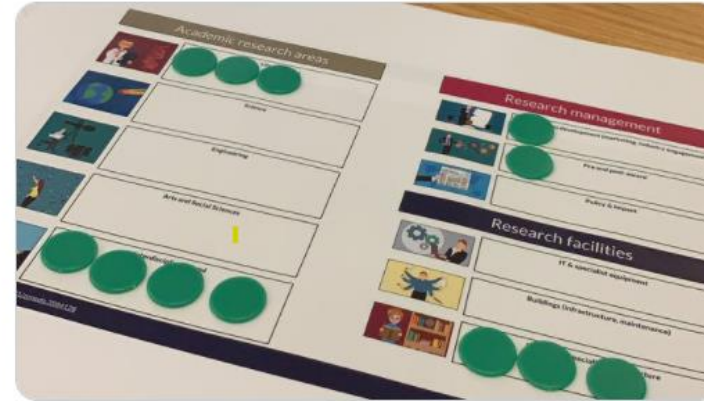
Rob Johnson @rschrobUK · Jan 17

Refining our research management game for today's @rschconsulting team-building event (pizza-making up next courtesy of @drAChiarelli!)



Kim Davis @Kiminthelibrary · Dec 23, 2019

Seriously 🤔 this is why I don't have a career in research



Kerry W
@kew20k

Replying to @rschrobUK @rschconsulting and @drAChiarelli

We played the game yesterday! It was enjoyed by all and definitely brought home some of the challenges facing research / exec management. Thank you!

8:25 PM · Jan 22, 2020 · Twitter for iPhone

Thanks for playing!

Download your copy of the game
at [10.5281/zenodo.3584128](https://doi.org/10.5281/zenodo.3584128)

or visit : <https://www.research-consulting.com/research-management-the-game/>