Proceedings of the 2nd Research Support Games Day (RSGD #2).

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Research Support Games Day #2 - Schedule

Please see the table below for the list of sessions. Please note that all times listed are in GMT. Copies of related documents (event notes, slides, recordings, etc.) will be archived alongside a copy of this schedule.

In addition to the listed sessions, you are also encouraged to explore our list of research support games and games-related resources, which you can access here: https://bit.ly/3n04jev.

TIME SLOT	SESSION	TYPE	HOSTED BY	DESCRIPTION
10:00 - 10:10 (10 minutes)	Welcome	n/a	George and Valerie	Introductions and housekeeping.
10:10 - 10:30 (20 minutes)	The VALUE Foundation and Games in Academia	Talk	Aris Politopoulos (VALUE Foundation)	In this talk, Aris Politopoulos will give a brief introduction to VALUE and their various projects, as well as providing broader information on why games matter, and the potential applications of gaming in academia and education.
10:30 - 10:50 (20 minutes)	Lightning Talks, Round One: ● *Creative Commons Card Game* (Claire Sewell, University of Cambridge) ● *Research Management: The Game* (Rob Johnson, Research Consulting) ● *Researchers, Impact and Publications (R.I.P.)* (Kirsty Merrett and Christopher Warren, University of Bristol)	Lightning Talks	George and Valerie (presentations by individual presenters)	In this series of three lightning talks, presenters will have the opportunity to show off their games.
10:50 - 11:00 (10 minutes)	Break	n/a	n/a	n/a

Time	Session	Type	Presenter	Description
11:00 - 12:00 (1 hour)	DANS Data Game	Game Session	Ellen Leenarts and Ricarda Braukmann (DANS)	In this session, the creators of the *DANS Data Game* will give a brief overview of their card game, which was converted into an online format earlier this year. There will then be time for attendees to try out the online version of the game, while the presenters will also be on hand to answer any questions during gameplay.
12:00 - 13:00 (1 hour)	Lunch	n/a	n/a	n/a
13:00 - 13:45 (45 minutes)	Games and Graduate Skills	Talk	Matt Barr (University of Glasgow)	In this talk, we'll hear about research that suggests video games may be used to develop certain graduate skills, including resourcefulness, adaptability, and communication skills. We'll also discuss other examples of games being used in higher education, and find out what games developers think about the learning potential in their games.
13:45 - 13:55 (10 minutes)	Break	n/a	n/a	n/a
13:55 - 14:55 (1 hour)	Data Horror Escape Room	Game Session	Lena Karvovskaya and Elisa Rodenburg (Vrije Universiteit Amsterdam)	In this session, the creators of the *Data Horror Escape Room* will give a brief overview of their online game. There will then be time for attendees to play through the game themselves at the same time as the presenters, who will also be on hand to answer any questions during gameplay.
14:55 - 15:05 (10 minutes)	Break	n/a	n/a	n/a
15:05 - 15:25 (20 minutes)	Lightning Talks, Round Two: ● *Copyright: The Card Game* (Jane Secker and Chris Morrison, UK Copyright Literacy) ● *Dilemma Game* (Mathieu van Kooten, Erasmus	Lightning Talks	George and Valerie (presentations by individual presenters)	In this series of three lightning talks, presenters will have the opportunity to show off their games and attendees will get a whistle-stop tour of the Roll20 platform, which might be useful for converting some physical games into a digital format.

	University Rotterdam) ● *Roll20 Demonstration* (George Bray, Robert Gordon University)			
15:25 - 15:50 (25 minutes)	The Challenges of Taking Physical Educational Games Online	Talk	Daisy Abbott (Glasgow School of Art)	In this session, Daisy Abbott reflects on the pedagogical, logistical, technical, and social challenges related to using tabletop games in an online teaching and learning context. She will look in detail at two different research games (How to Fail Your Research Degree and the Methods Game) and reflect on their successes and failures in a remote teaching delivery mode. The session will include practical tips and a chance to share your own experiences.
15:50 - 16:00 (10 minutes)	Break	n/a	n/a	n/a
16:00 - 17:00 (1 hour)	Open Axis: The Open Access Video Game	Game Session	Play-Based Open Access Team (pBOAT, UCLA Library)	In this session, the designers of "Open Axis" will give a brief overview of their game, which uses Choose your Own Adventure and platformer elements using Twine and Flowlab. "Open Axis" serves as a robust example of collaborative remote outreach, innovative scholarly communication instruction, gamification in academic libraries, and open access promotion. There will then be time for attendees to play through it at the same time as the presenters, who will also be on hand to answer any questions during gameplay.
17:00 - 17:10 (10 minutes)	Close	n/a	George and Valerie	Wrap-up and what's next.