

# Balloon Pop: Academic frauds – Notes for Educators

Open the game here (<https://wordwall.net/play/36145/938/680>) to see the complete material.

Date: 2022-11-16

## About the educational material

The educational material was created with the Erasmus+ project *Bridging Integrity in Higher Education, Business and Society* (BRIDGE, project no. 2020-1-SE01-KA203-077973) as a part of the project output 2 “Bridging academic and research integrity”. The educational material, other project outputs, and more information on the project are available at <https://www.academicintegrity.eu/wp/bridge/>.

## Use and adaptations of the educational material

Authors welcome adaptations of the material, especially translations! If you are interested in translating the material into your language, please contact us at [bridgeinfo@academicintegrity.eu](mailto:bridgeinfo@academicintegrity.eu) and we will provide you with source text. The Bridge project will then be happy to assist you with further sharing of your translation.



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## Citation of the educational material

[author] Bridge project

[title] Balloon pop: Academic Frauds

[date] 12.11.2022

[source] <https://wordwall.net/play/36145/938/680>

## Project contacts

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## Balloon pop: Academic fraud

### Basic information

- **Target Audience:** Master students, PhD students and supervisors.
- **Study/Research Field:** Academic integrity, plagiarism, and proper citation practices.
- **Length:** 15 minutes (max 10minutes only for the game) - 5 levels, with increasing complexity and more keywords in each level.

### Purpose of the educational material

This educational material is designed to help educators teach students about academic integrity, plagiarism, and proper citation practices in a fun and interactive way. It is suitable for middle school to high school students who are learning about research skills and ethical conduct in their academic work. The game aims to engage students in a memorable learning experience that reinforces the importance of crediting sources and avoiding plagiarism.

### What is included in this educational material?

- Online game platform: "Balloon Pop: Academic Fraud"
- Keywords and their corresponding definitions for different levels
- Timer for each level to encourage speed and accuracy
- Bonus points system for correct and fast answers
- Progress tracking and level completion indicators

### How to use the educational material?

- 1) Explain the purpose of the game and its relevance to academic integrity. Discuss why proper citation is important and how plagiarism can affect one's reputation and learning.
- 2) Provide students with the link or access information to the "Balloon Pop: Academic Fraud" game. Ensure that they have the necessary devices and internet connection to play the game.
- 3) Explain the game mechanics: Students will see balloons with keywords hanging from them. They need to click on the balloons at the right time to pop them and drop the keywords onto their matching definitions in a train. Encourage them to be accurate and swift for bonus points.
- 4) There are 5 levels, each with an increasing number of keywords and complexity. Start with simpler concepts and gradually introduce more advanced terms related to academic integrity.
- 5) After each level, take some time to review the correct definitions of the keywords. Emphasize the importance of understanding these terms in the context of academic work.
- 6) Facilitate a discussion after completing the game. Encourage students to share their thoughts on the game, the difficulty of the keywords, and any questions they might have about academic integrity and plagiarism.
- 7) If appropriate, you can introduce a friendly competition among students or teams to encourage active participation and engagement. Monitor the bonus points earned for correct and fast answers.
- 8) At the end of the game, have students reflect on what they've learned about academic integrity and how they can apply these principles to their own work. Discuss scenarios where plagiarism might occur and ways to avoid it.

**Correct answers:**

Keywords	Definition
Plagiarism	Presenting work/ideas taken from other sources without proper acknowledgment.
Piracy	Appropriation of ideas, data, or methods from others without permission or acknowledgment, particularly relating to the music industry and IT sector.
Collusion	Undisclosed collaboration of two or more people on an assignment or task, which is supposed to be completed individually
Contract cheating	Form of misconduct when a person uses a third party to assist them to produce work, whether or not payment or favour is involved.
Patchwriting	An unoriginal piece of writing composed of acknowledged or unacknowledged extracts from several different sources.

The keywords are available at ENAI glossary for Academic integrity:  
<https://www.academicintegrity.eu/wp/glossary/>

Tauginienė, L, Gaižauskaitė, I, Glendinning, I, Kravjar, J, Ojsteršek, M, Ribeiro, L, Odiņeca, T, Marino, F, Cosentino, M, Sivasubramaniam, S, Foltýnek, T. Glossary for Academic Integrity. ENAI Report 3G [online]: revised version, October 2018.