Crossword: Ethical Citizen Science (online game) – Notes for Educators

Open the game - https://wordwall.net/play/36704/084/829 to see the complete educational 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 and we will provide you with source text. The Bridge project will then be happy to assist you with further sharing of your translation.

Citation of the educational material

[author] Bridge project
[title] Crossword: Ethical Citizen Science
[date] 2022-11-16
[source] https://wordwall.net/play/36704/084/829
[access date]

Project contacts

www.academicintegrity.eu/wp/bridge
bridgeinfo@academicintegrity.eu
Twitter: @projectbridge_
FB: @infobridgeproject

Crossword: Ethical Citizen Science (online game)

Basic information

- **Target audience:** students, young researchers, citizen scientist
- **Study/research field**: citizen science
- **Length:** circa 10 minutes

Purpose of the educational material

This is a quick online game aimed at briefly reviewing the knowledge of several terms from the field of ethical citizen science. Based on the definitions, players should find the right terms. The selected terms are based on the Guidelines for Research Ethics and Research Integrity in Citizen Science (Ozolinčiūtė et al., 2022) by the Bridge project team. Hence, the game can be used as a quick review of some knowledge from the guidelines.

The game consists of four short phrases. The game is easy to play and can be used as a lecture opening, to energise the audience, as a brief conclusion, as homework, etc. It can be played individually or in teams.

What is included in this educational material?

The tool is available with the link: https://wordwall.net/play/36704/084/829

Correct answers:

- A situation when a citizen scientist has a financial, personal, political, or other profit from the research. = *Conflict of interest*
- A principle of communicating to citizen scientists or to research subjects about their participation in the research and their rights. = *Informed Consent*
- A set of data that could allow the indirect or direct identification of an individual. = *Personal information*
- A process that is a part of ethical research. In citizen science it can be implemented via methods such as photo submissions, paper data sheets accompanying online entries, or using uniform equipment. = *Data validation*

How to use the educational material?

- The audience needs a device (smartphone or laptop), they don't need to install anything, they simply open the link in any browser.
- Share the link (https://wordwall.net/play/36704/084/829) with the audience.
- The audience clicks on "Play" and starts the game. The aim is to find the correct terms from the area of ethical citizen science and solve the crossword.
- Use the clues to solve the crossword. Tap on a row or column to see the clue and type in the answer. The answers are short phrases (without breaks).
- When the entire row/column is filled in with the letters, the game either accepts the term, or replaces it with the correct term (and counts it as an incorrect answer). So, think twice before entering the last letter! 🙂
- When the audience submits their answers, they see their score and can display the correct answers or replay the game.
- Have fun! 🙂

Related educational materials

- [Guidelines for Research Ethics and Research Integrity in Citizen Science](#) (Ozolinčiūtė et al., 2022)
  - The Guidelines for Research Ethics and Research Integrity in Citizen Science are dedicated primarily to Masters and Doctoral students and their supervisors, to facilitate research activities related to citizen science in line with the values of academic integrity.

- [Online games on bridging academic integrity with integrity in society and business](#)
  - If you like this game, check the Bridge project website www.academicintegrity.eu/wp/bridge-games for more online games on topics from academic and research integrity, ethical citizen science, and ethics in business.

- [Board game *Bridging integrity*](#)
  - The board game is focused on practising knowledge of terms from the field of academic integrity, ethical research practice and business ethics.