

Quantitative/Qualitative Data sorting game – Notes for Educators

Open the game <https://wordwall.net/play/54029/628/126> to see the complete educational material.

Date: 2023-2-24

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.



This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/). You are free to:

- Share — copy and redistribute the material in any medium or format
- Adapt — remix, transform, and build upon the material for any purpose, even commercially.

Under the following terms:

- Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
- ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

Additional information about CC licensing: <https://creativecommons.org/licenses/by-sa/4.0/>

Citation of the educational material

[author] Bridge project

[title] Quantitative/Qualitative Data sorting game

[date] 24.2.2023

[source] <https://wordwall.net/play/54029/628/126>

[access date]

Project contacts

www.academicintegrity.eu/wp/bridge

bridgeinfo@academicintegrity.eu

Twitter: [@projectbridge](https://twitter.com/projectbridge)

FB: [@infobridgeproject](https://www.facebook.com/infobridgeproject)



Quantitative/Qualitative Data sorting game

Basic information

- **Target Audience: Master students, PhD students and supervisors**
- **Study/Research Field:** Differentiating between quantitative and qualitative data in research.
- **Length:** Approximately 5 minutes for sorting and submission.

Purpose of the educational material

The "Quantitative/Qualitative Data" sorting game is designed to help students understand the distinctions between quantitative and qualitative data in research. It provides an interactive and engaging way for students to practice identifying characteristics that are suitable for each type of data.

What is included in this educational material?

- Online game platform: "Quantitative/Qualitative Data"

How to use the educational material?

- Begin by introducing the concepts of quantitative and qualitative data. Explain why understanding these distinctions is important in research and data analysis. Discuss how researchers use each type of data and the role they play in various research scenarios.
- Provide students with access to the "Quantitative/Qualitative Data" sorting game. Explain the rules and options for individual or team participation.
- Explain the game mechanics: Students will sort characteristics into two categories, quantitative and qualitative data. They have approximately 5 minutes to complete the sorting.
- Allow students to complete the sorting activity. Encourage them to think critically about each characteristic and its suitability for either quantitative or qualitative data.
- After the sorting time is up or when students submit their answers, provide immediate feedback. Show students which characteristics they sorted correctly and which ones were incorrect.
- If students are working in teams, facilitate a collaborative discussion where teams share their thought processes for sorting characteristics. This can encourage peer learning and discussion.