

COLLAB

Playing instructions COLLAB

Strengthening and reflecting upon interdisciplinary collaboration

Number of players: 4-6 people
Playing time around: 90-120 minutes

What is COLLAB?

COLLAB encourages a playful reflection on different backgrounds in interdisciplinary teams in order to improve communication and collaboration. This is done by answering different reflection, discussion, and event cards on the game board during the game.

With COLLAB, you can playfully address, discuss, compare, and exchange ideas about disciplinary principles and foundations. This allows you and your team to create good and effective communication, new insights.

The game might also increase your curiosity about other disciplines and your openness for interdisciplinarity.

The game design was inspired by the Bauhaus tradition, which was inherently interdisciplinary.

The game play is visually depicted in each round. At the end of the game, the players can take a photo of the game visualization and share it with the group as a reminder of their joint experience.

For the self-print edition of COLLAB you need:

- A printer (black & white)
- Scissors
- 15 A4-sheets of printing paper
- Glue
- A six-sided dice
- 4-6 playing pieces
- A stop watch
- Paper/sketchbook for your personal notes

Preparing the game materials

It's best to start the preparations some time before playing the game in order to let the glue dry and collect the items described above.

Download this pdf and print the file on A4 paper. Make sure to print it in one go and with the same settings, so everything fits together. This works best, if you use the settings "Fit to page" or "Fit to printer margins". If you have access to a duplex printer or print shop, you can also print the game double-sided (exception: the pages for the game board and game grid must be printed single-sided) on thicker paper or cardboard. 300 mg paper works best for this.

The pdf includes 15 sheets of A4 pages. They will be turned into:

- The game board (2 x A4 pages to glue together)
- The game grid (2 x A4 pages to glue together)
- 6 discussion cards
- 24 reflection cards
- 10 event cards
- 6 joker cards

After printing, lay out the pages of the playing cards. They are marked with letters (page A1 to page A2, B1 to B2 etc.). Before cutting, lay out the pages so that the edges marked "top" are furthest from you, and corresponding pages (e.g. A1 and A2) are next to each other. Glue the corresponding pages (e.g. A1 and A2) together, so that the "top" edges are back to back. After letting them dry, cut out the individual playing cards along the dotted lines. For the game board, place the pages next to each other so that the edges marked "top" are furthest from you. Then cut along the right side of "part 1" of the game board and glue it onto the "glue area" on "part 2". Do the same for the game grid.

Playing Instructions

All playing pieces start on the start square. Before the game starts, each player receives a joker card.

The players roll the dice one after another and the player with the lowest number starts. The player rolls the dice and moves forward the corresponding number of squares. If the square is already occupied, the player moves forward to the next unoccupied square.

There are reflection cards, discussion cards, and event cards. If a player lands on a reflection square, they draw a reflection card and answer it with an expert or personal "statement". This statement should last no longer than one minute. There are no right or wrong answers. Meanwhile, the other players note down any important or surprising points or questions about the statement.

The player then places the drawn card face down (the question not visible) wherever they want on the game grid.

The next player does the same with their card. As the game progresses, these cards provide a visual snapshot of the gameplay. Every player can use a joker once during the game. Using a joker means giving their reflection card to another player whose answer they would like to hear.

If a player lands on an event square, they draw an event card and follow the instructions. Afterwards, the event card is put back under the stack of cards. Event cards are not placed on the game grid.

When a player lands on one of the 5 discussion squares, they draw one of the "big questions" and lead a 10-minute group discussion about it. All players note down important or surprising points during the discussion.

The discussion card is then also placed face down on the game grid.

Legend of game board and cards

Note that the back of the cards are not exactly the same as the signs on the game board. To identify them easily: the visuals play with the shapes on the game board. Triangle > triangular shapes on the back of the cards, Circle > circular shapes, Quarter circular shape > Quarter circular shapes.



Start



No action



Joker



Discussion card



Event card



Reflection card



Finish

End of the game

Gradually all the players progress towards the goal. The player who reaches the goal first thus ends the game and initiates the conclusion round. Congratulations to all players for taking the time to reflect within your group.

Conclusion: At the end of the game, each player thinks about one thing that they will take from the game and shares it in the conclusion round. That thing could be a note, an Aha! moment, an open question, or an idea for further exchange. It could also be how the player is feeling after the game.

Background

The idea for this game arose out of the experiences of the researchers Johanna Barnbeck and Silja Klepp and exchanges with colleagues involved in interdisciplinary settings in various contexts. Everyone had seen how communication plays a crucial role in determining the progression and outcome of such projects. Without tools for reflexive communication, it can be a frustrating experience.

To conduct interdisciplinary projects in a sustainable way and to draw insights from the different disciplinary cultures, researchers must engage structurally with the fundamentals of interdisciplinarity, that is, with the differences between disciplines. The COLLAB game is the first in a series of tools to support this engagement.

Do you want to know what's next? Or do you have questions or suggestions?

Then send an email to hello@spreadthenerd.net or head to www.interdisciplinarygames.net for more info.

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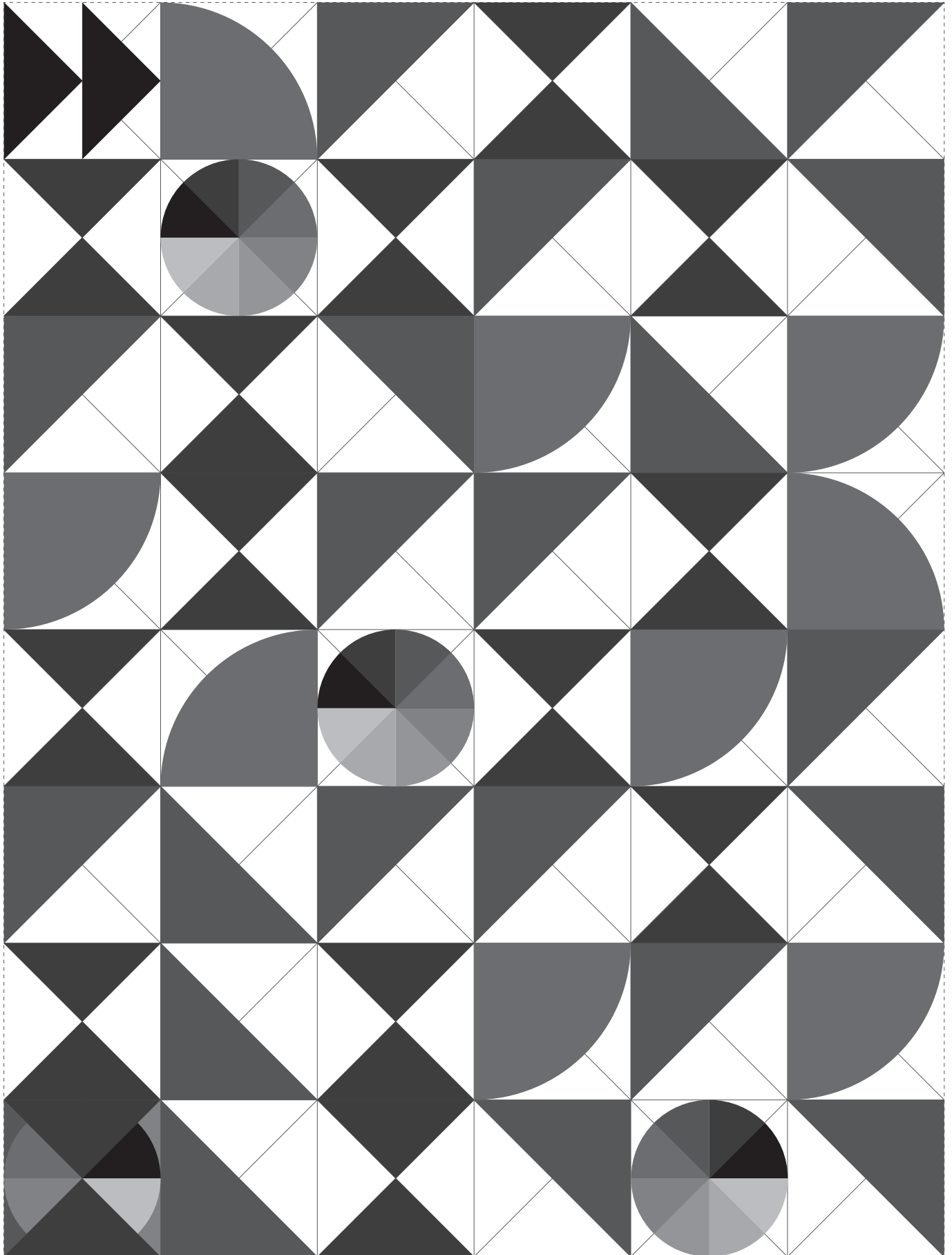
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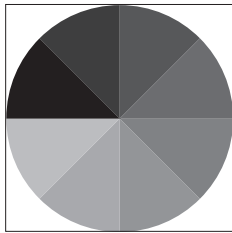
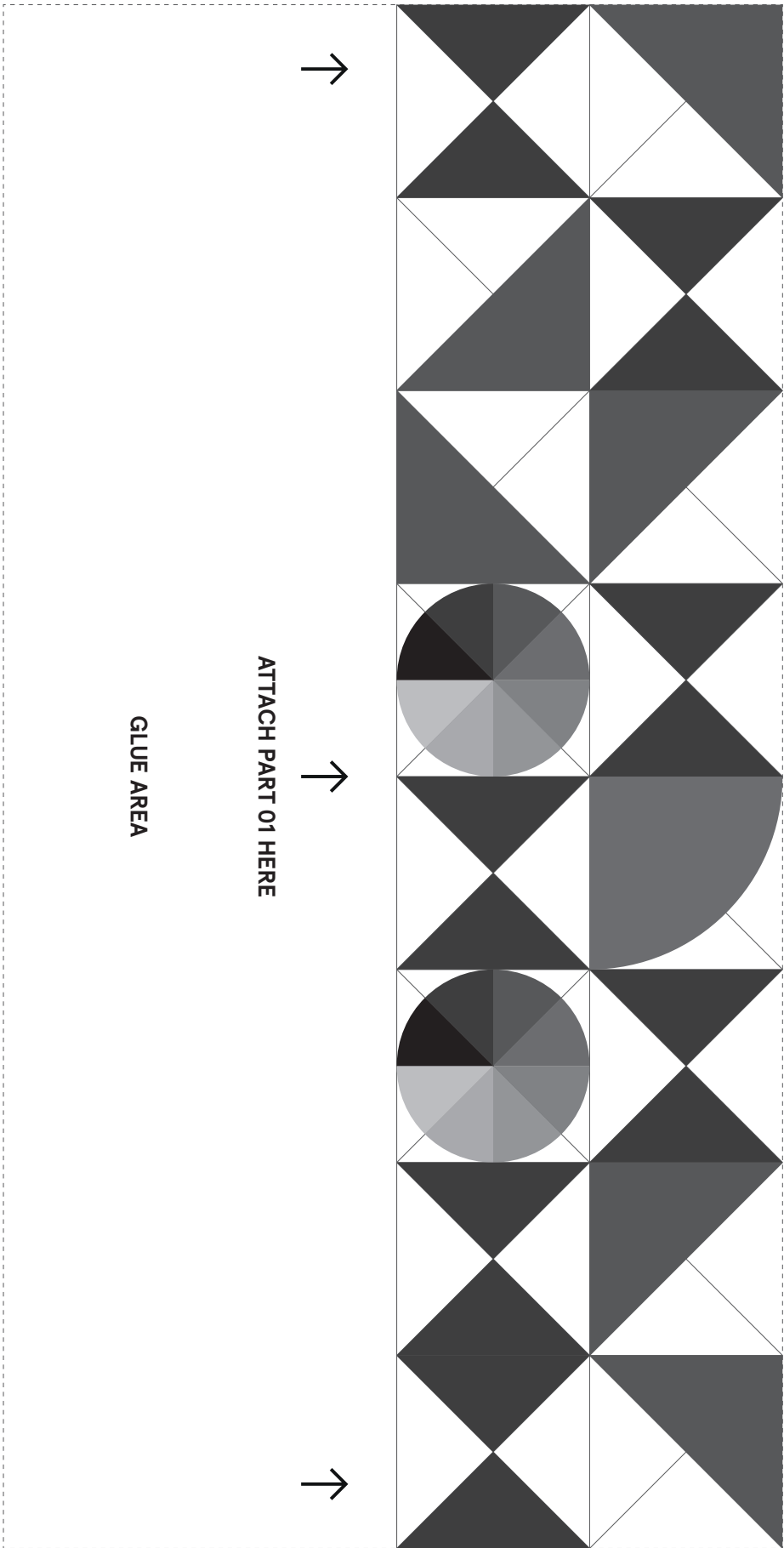
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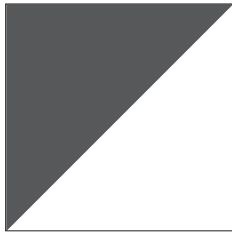


TOP - GAME BOARD PART 01

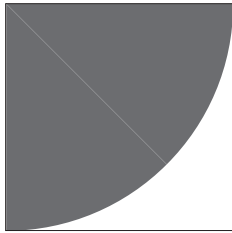




Discussion cards



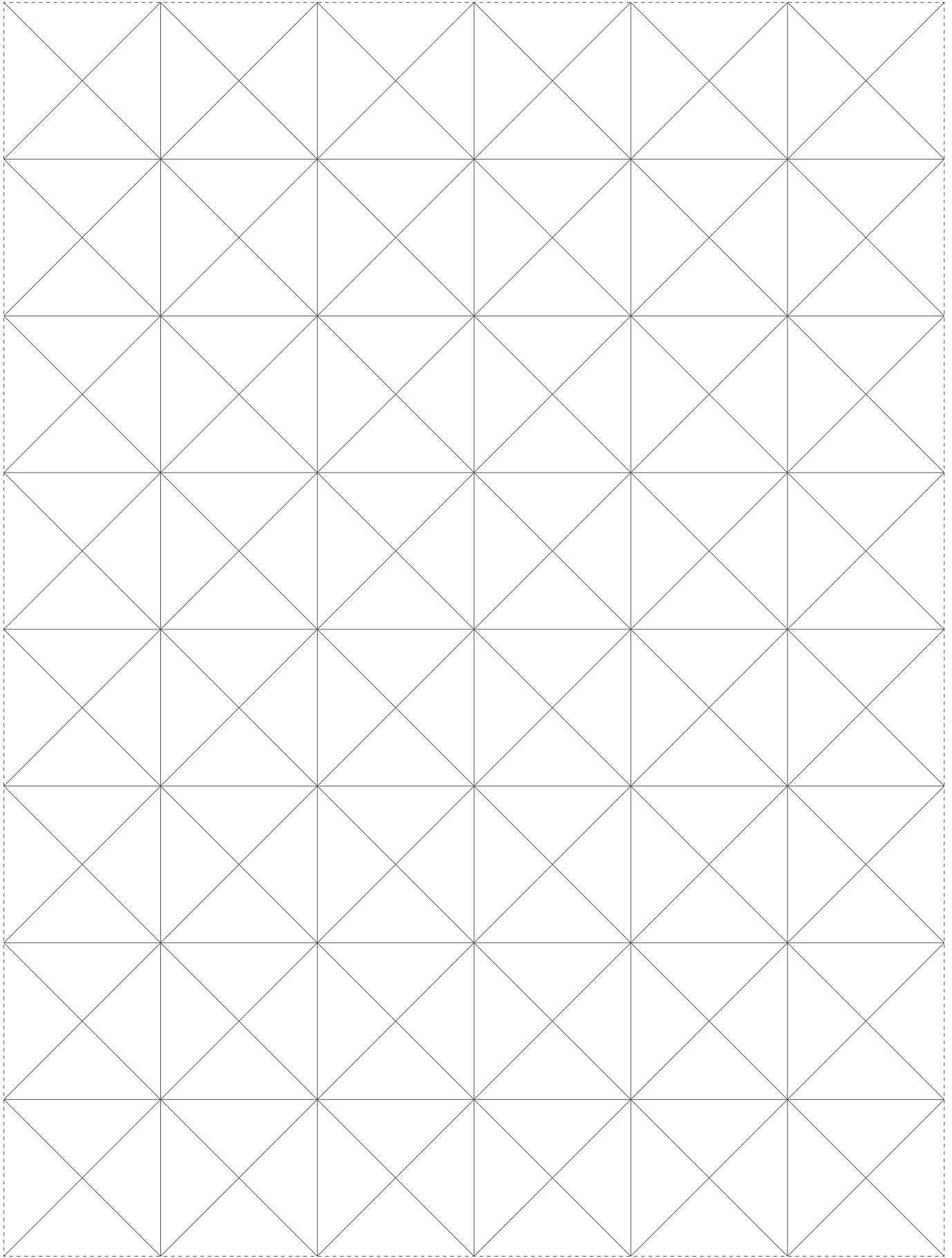
Reflection cards

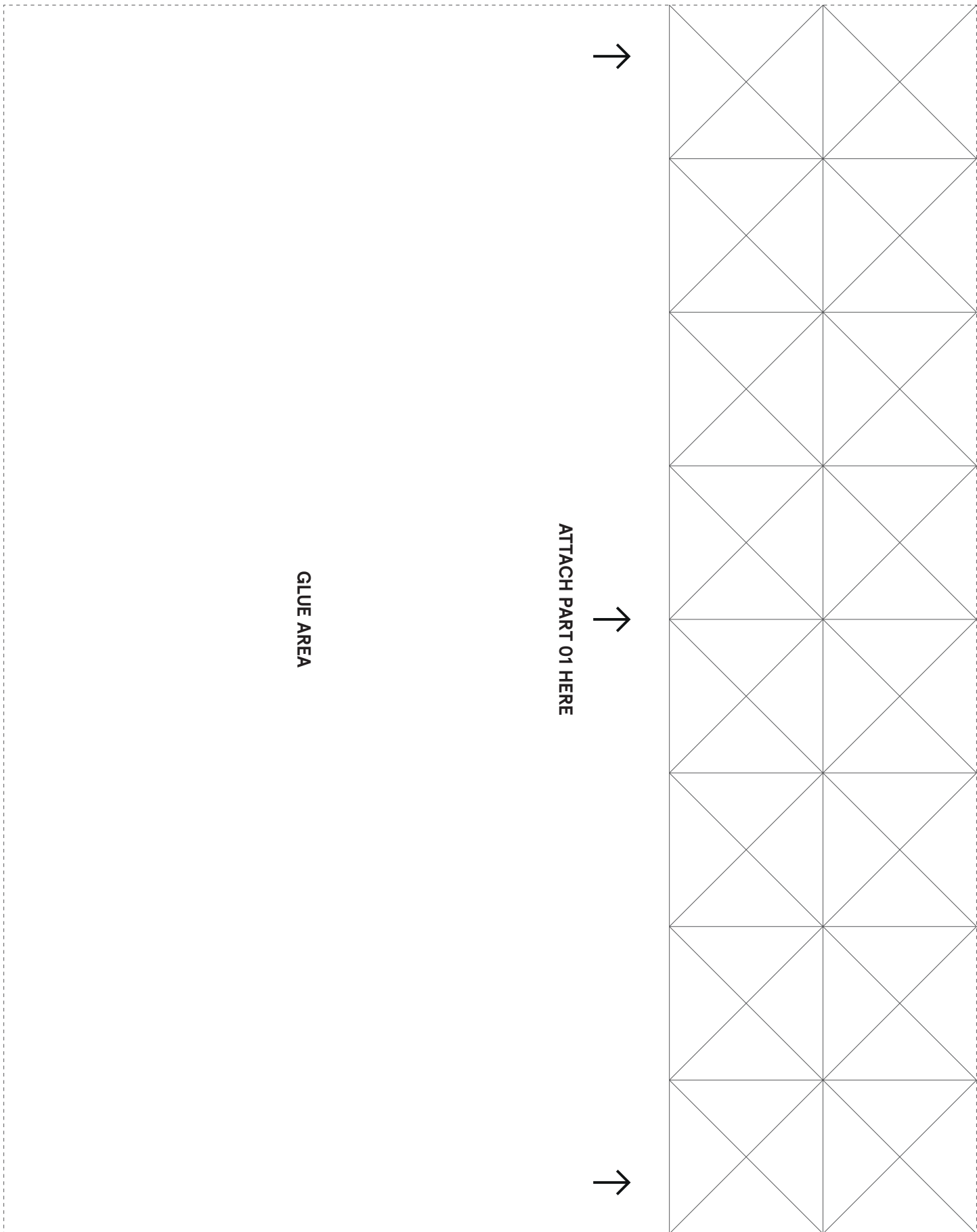


Event cards



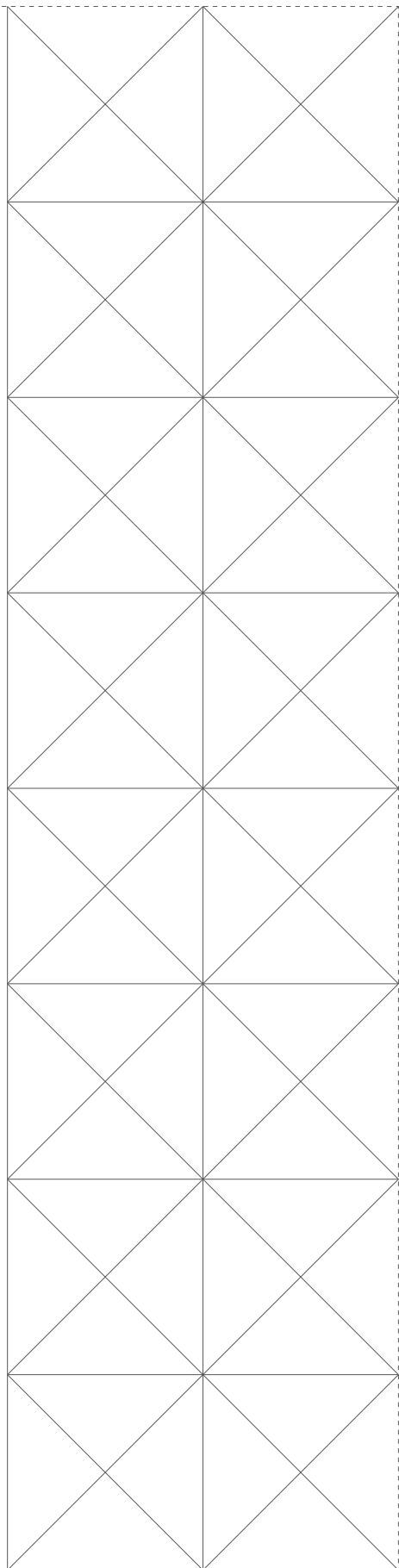
TOP - GAME GRID PART 01





ATTACH PART 01 HERE

GLUE AREA





What is the purpose of your scientific work for you?

What are the three research tools that you use the most? (These could be methods or physical objects).

What are you celebrated for in your discipline? For what things do you receive recognition?

What does 'scientific insight' mean for you and your discipline?

How is the purpose of your work conveyed within your discipline?

What is your favorite research tool and why?

What things receive little recognition in your discipline? For what things would you like to receive more recognition?

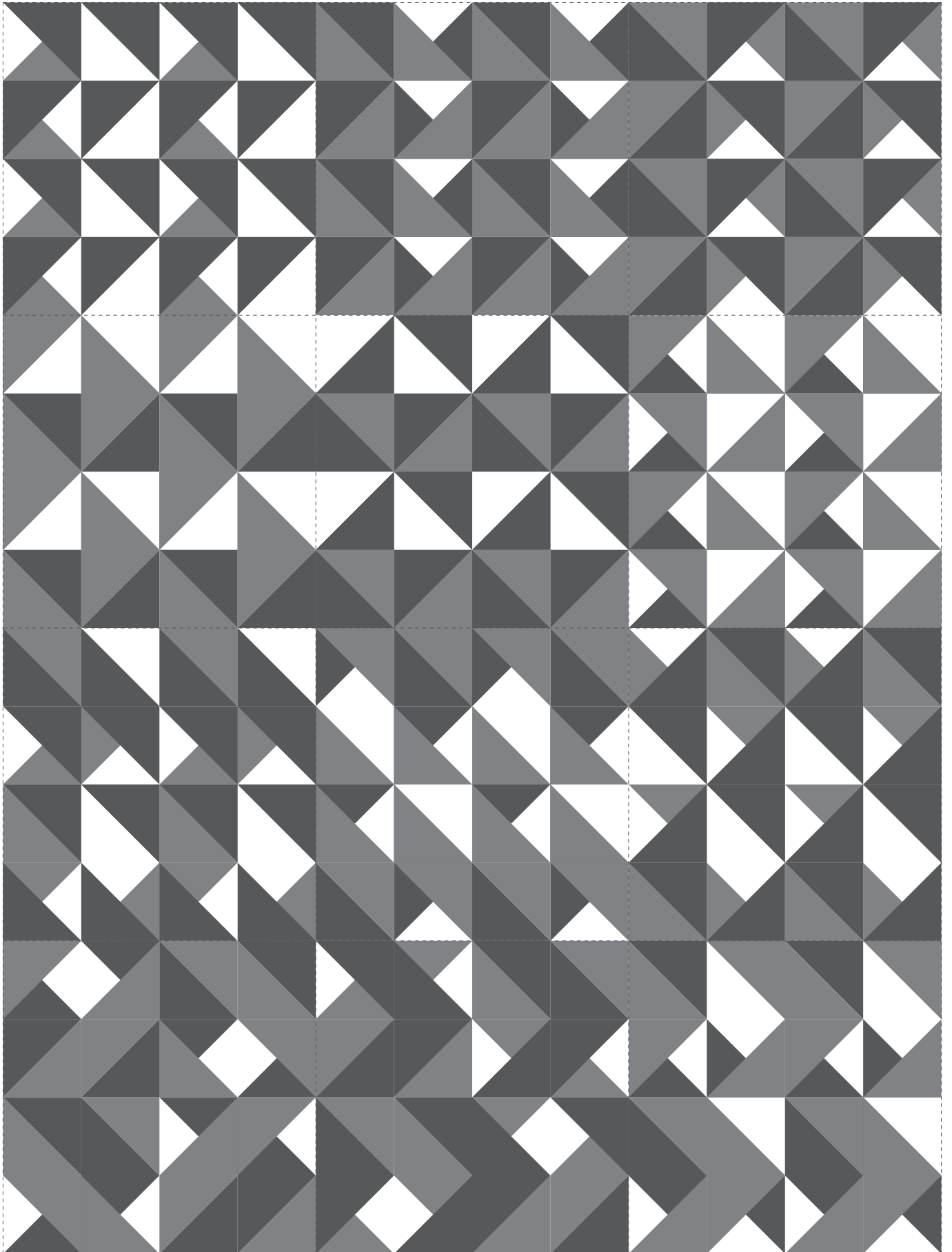
How do people in your discipline reflect upon their methods?

What role do your emotions play in your research and how do you address them?

How do you identify your own unexamined biases and assumptions as a researcher?

If you could change one thing about your discipline, what would it be?

How do you define your role as a scientific researcher?





What are your expectations of your research colleagues in interdisciplinary projects?

How do researchers in your field produce publications and what form do they take? (How many people are involved etc.)

How do you bring together the data you collect and other people's theories and works?

What does 'theory' mean for you?

What do you think is the greatest challenge of interdisciplinary collaboration?

Have you conducted research in more than one discipline? How would you describe this journey?

What kind of knowledge do you consider to be particularly important for society's current challenges?

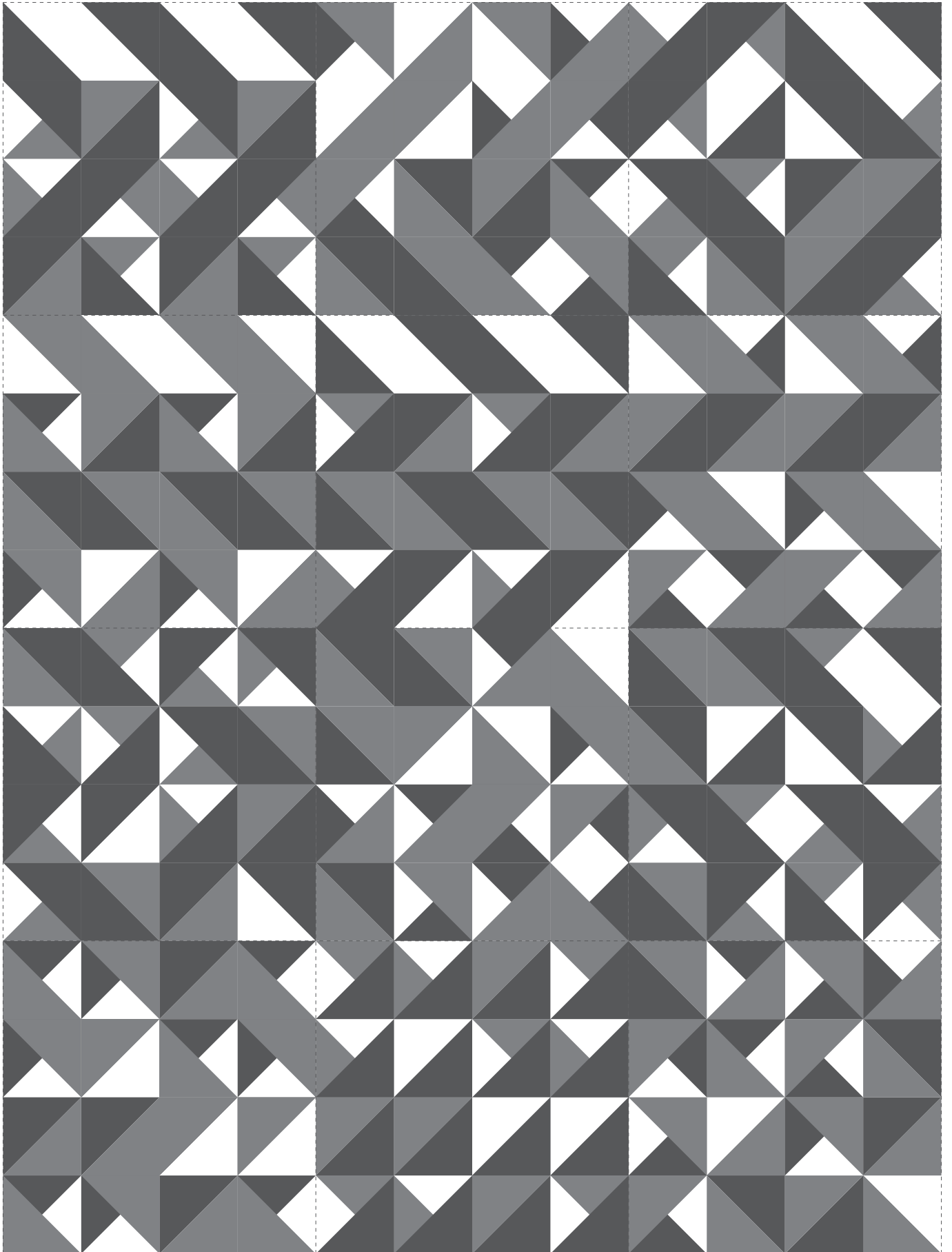
How do you generalize your scientific statements? To what population or figures are you referring?

How do you document your research process?

What things do you think should be measured, and what things should not be measured?

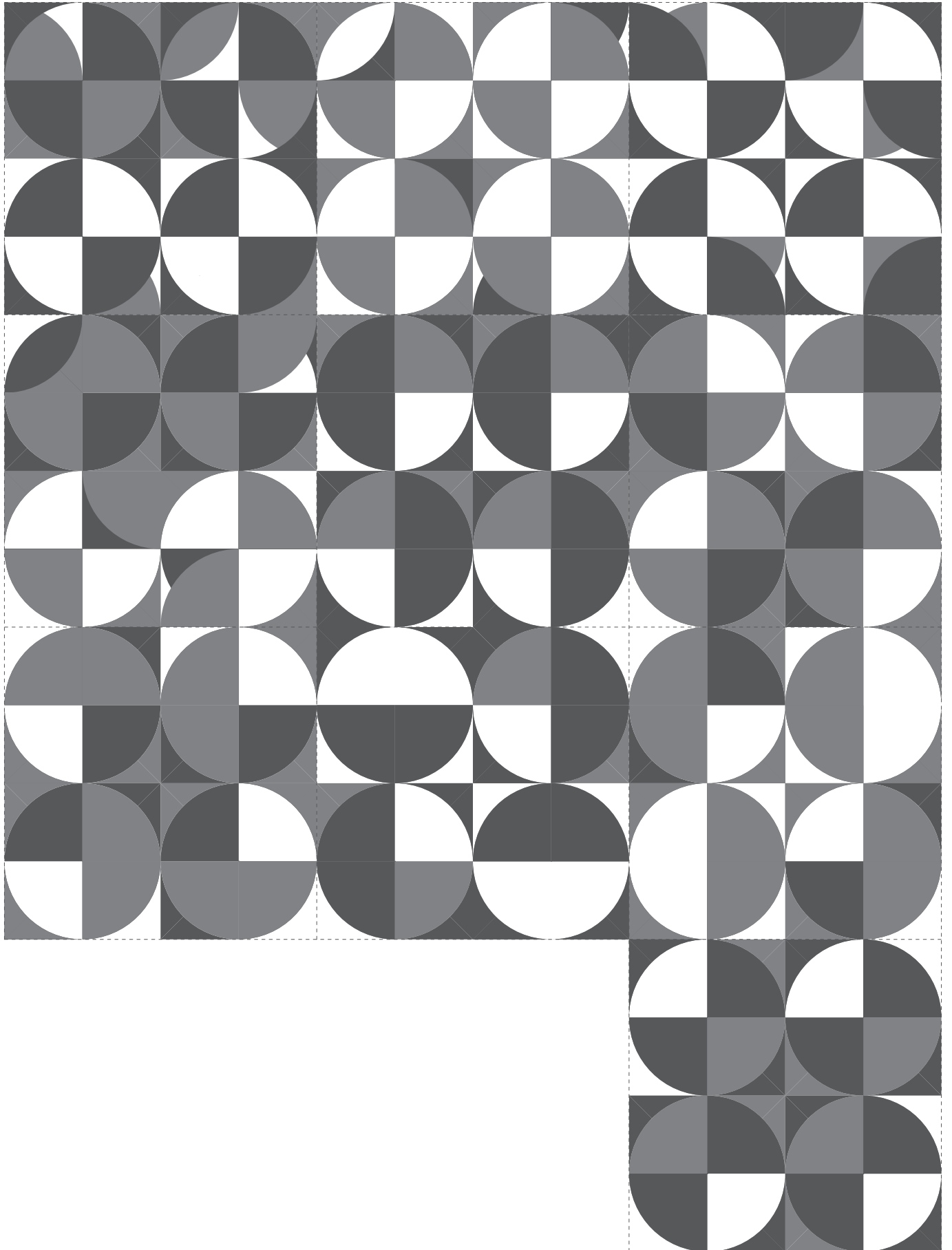
In what organizational or job structures do you work, and what do you like about them? How do these structures affect you?

What form does your data take?



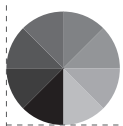
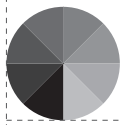


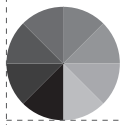

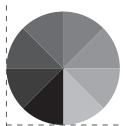
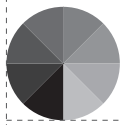




<p>Your artistic-scientific collaboration project wins an innovation prize. Move forward 3 spaces.</p>	<p>You stumble upon a research topic that allows a clear-cut answer. Move forward 2 spaces.</p>	<p>The reviewers suggest many changes to your paper. You have to completely rewrite it. Move back 1 space.</p>	<p>Your lab explodes. Move back 3 spaces.</p>
<p>Your new lab equipment arrives on time and works right away. Move forward 3 spaces.</p>	<p>You and your colleagues on the interdisciplinary research project are really doing multidisciplinary research. You haven't produced coherent answers to your research questions. Move back 3 spaces.</p>	<p>Your grad student finishes their PhD early and with great results, meaning you can publish together. Move forward 3 spaces.</p>	<p>Your colleague resigns due to the job's precarity and you have to find someone new. Move back 3 spaces.</p>
<p>The computer center activates your VPN log-in immediately. Move forward 2 spaces.</p>	<p>Your grant application is rejected. Move back 2 spaces.</p>		





 <p>Joker</p>	 <p>Joker</p>	 <p>How can the complexity of the world in your field be reduced for research?</p>	 <p>What are the lines that you will not cross during interdisciplinary collaborations? e.g. research principles</p>
 <p>Joker</p>	 <p>Joker</p>	 <p>What are your expectations of interdisciplinary research projects? (collaboration, project progression, research questions, products)</p>	 <p>What discussion subjects are frowned upon in your discipline? What are the taboos?</p>
 <p>Joker</p>	 <p>Joker</p>	 <p>How is science's role in society discussed in your field?</p>	 <p>What categories do you use in your work? How is the world conceptually organized in your field?</p>

