INTRODUCING...

The Publishing Trap

by UK Copyright Literacy

Chris Morrison and Jane Secker

Icepops 2018:

3 April, University of Liverpool

TEACHING COPYRIGHT, LICENSING AND SCHOLARLY COMMS

Complexity, frustration and confusion

Terminology and processes

Didactic vs experiential

Scenarios and real life problems

Value of active learning and games-based learning
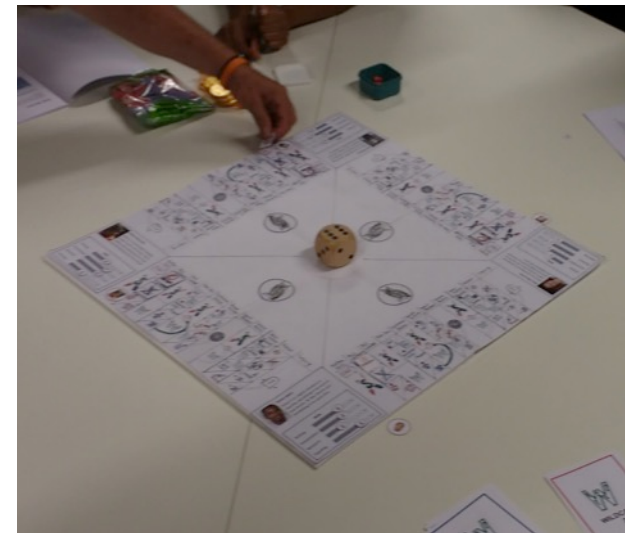
LESSONS FROM COPYRIGHT THE CARD GAME

[The Hand, Frank R. Wilson](#)

- **Embodied cognition – knowledge in your hand and head**

- **The value of playing in teams and discussion**

- **Scenarios**

- **Avoiding binaries – right vs wrong**

THE PUBLISHING TRAP: THE CREATIVE PROCESS
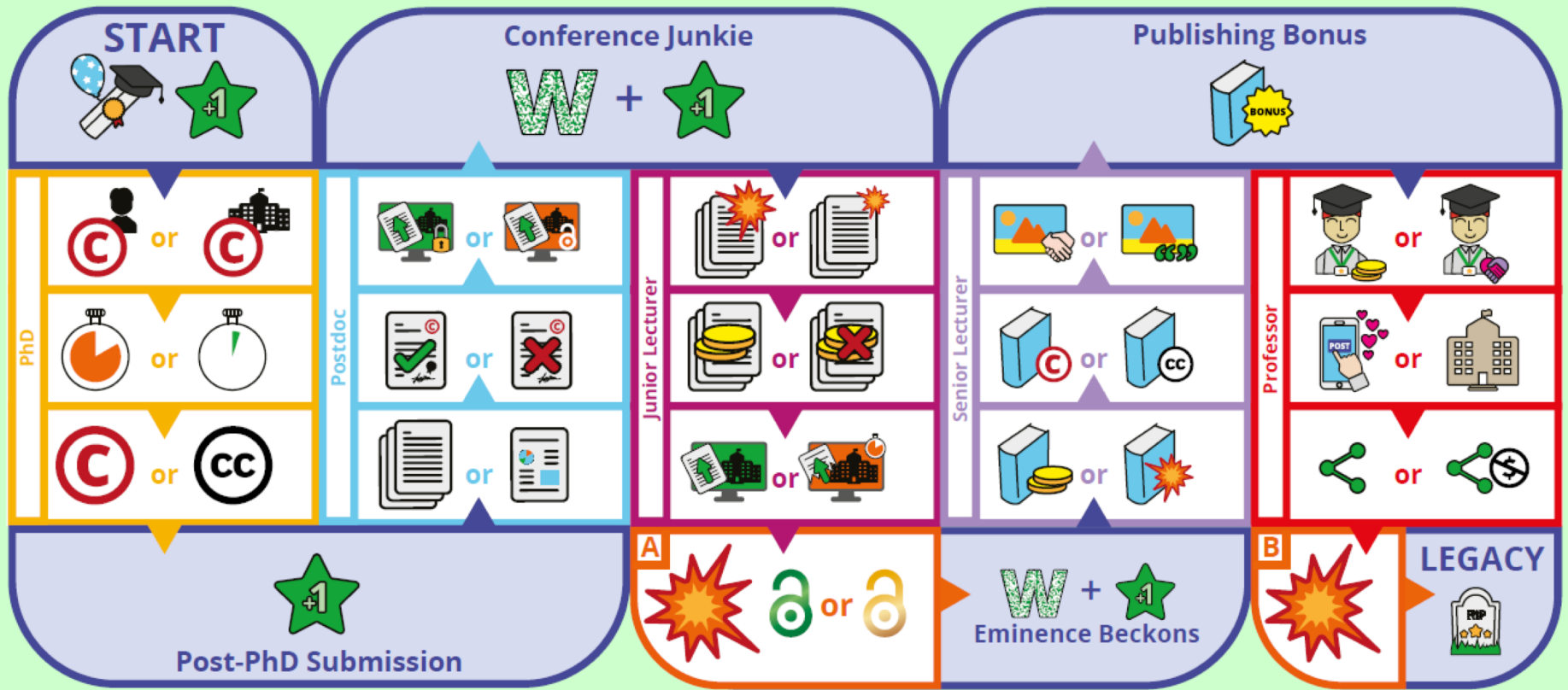
DEVELOPING THE GAME

Game based learning Leeds
Nov 23, 2015

Lagadathon at LILAC 2016 Dublin
Mar 22, 2016

Kent MA students
Mar 14, 2017

Available for download from copyrightliteracy.org
Oct 20, 2017

Licensing choices and sharing the game CC-BY-NC-ND
Nov 16, 2017

2015

| Nov | Feb | May | Aug | Nov | Feb | May | Aug | Nov |

2018

Nov 17, 2016
Playtest with PLSIG in London

Oct 16, 2017
Official launch Kent

Aug 23, 2017
Wroclaw Summer 2017

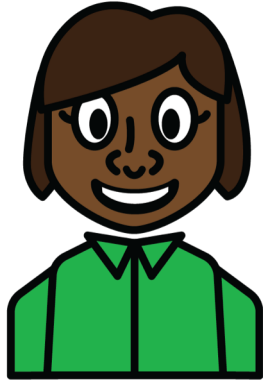**Input from Lisa Johstone Graphic Design**
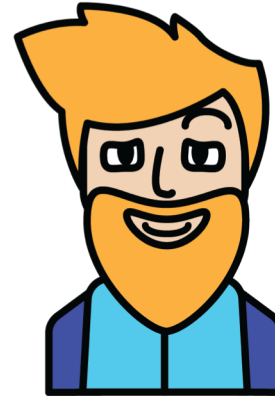9/4/2017

INTRODUCING THE PUBLISHING TRAP
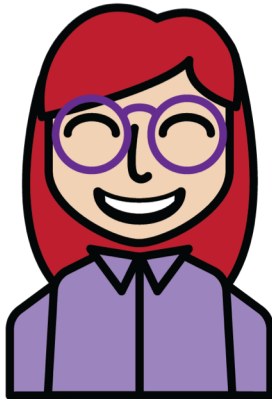
THE ACADEMIC GAME OF LIFE
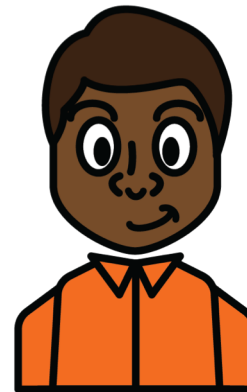
MEET THE CHARACTERS

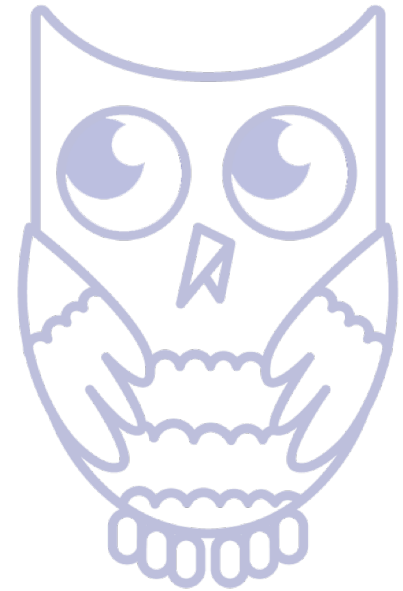Misha the criminologist

Brian the microbiologist

Mary the space scientist

Simon the Jane Austen expert

THE CURRENCY OF THE GAME

IMPACT TO DATE

- **Downloads and hits on website:**

    - over 2,500 hits on website and 175 downloads

- **Who has played it**

    - mainly librarians rather than intended audience (researchers)

- **Worldwide interest**

- UK, USA, Canada, Australia, New Zealand

- Europe including France, Germany, Sweden, Czech Republic, Norway, Spain, Denmark

- Elsewhere: Japan, Singapore, Saudi Arabia and many more!

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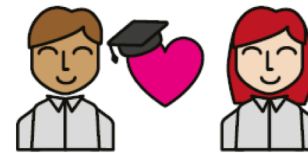
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FEEDBACK

You are having a mid-life crisis but have come into a small sum of money.
Roll the die to see what you decide to do with the windfall.

ROLL 1-4   You decide to use the money to make your research open access. Claim **1 knowledge token** and **2 impact tokens**

ROLL 5   Decide to go on a Caribbean cruise. Lose **1 impact token**

ROLL 6   Decide to buy a motorbike. Gain extra credibility among your students. Your teaching scores improve significantly! Lose **1 impact token**

You are accused of having an affair with your PhD student. Your Head of Department demands you explain.
Roll the die to see what happens.

ROLL 1-3   Your reputation is salvaged as you explain you made a breakthrough in the field and you have managed to get a jointly authored article together. Gain **1 knowledge token** and **1 impact token**

ROLL 4-6   You are reprimanded and lose your position as Chair of the Research Committee. Lose **1 money token**

THE PUBLISHING TRAP AND OTHER TRAINING

Linking in with institutional policies and procedures

Putting copyright concerns in wider context

Complements wider scholarly comms and open access support

FUTURE PLANS

New Zealand and Australian version

German translation

Updating game mechanics

Potential redesign of the board

Building 3D model

FURTHER READING

Morrison, C and Secker, J (2017) The Publishing Trap: a game of scholarly communication. *LSE Impact Blog* http://blogs.lse.ac.uk/impactofsocialsciences/2017/10/28/the-publishing-trap-a-game-of-scholarly-communication/

Staines, S (2017) Interview with the Publishing Trap creators. *Kent Scholarly Communications Blog* http://blogs.kent.ac.uk/osc/2017/10/12/interview-with-publishing-trap-creators/

Secker, J and Morrison C (2018). The Publishing Trap. *Information Professional*. April 2018 edition (forthcoming).

ACRL (2013) Scholarly Communication and Information Literacy Creating Strategic Collaborations for a Changing Academic Environment. ACRL. Available at: http://acrl.ala.org/intersections/

Morrison, C. (2015) Copyright the Card Game. *ALISS Quarterly*. 9 (2).