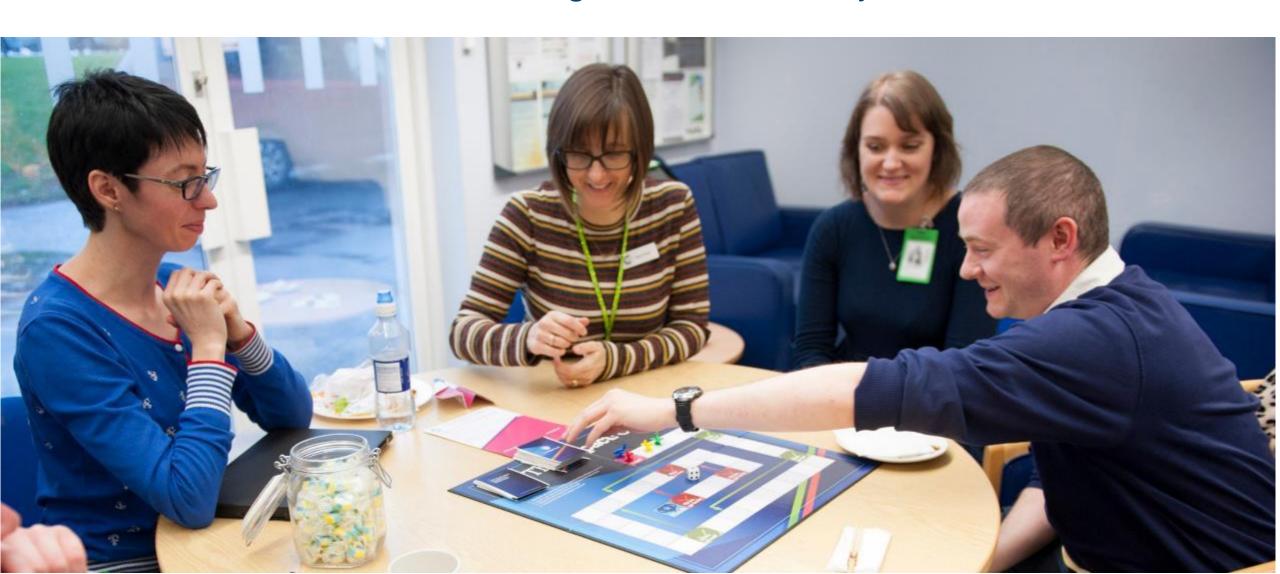# The Impact Game
Emma Turner and Georgina Parsons, May 2019

Why we invented our game.

- We were bored and worried our RDM/OA messages weren't sticking – so we just decided to make a game!

- Some of our information is complicated and we wanted to make it more fun and accessible.

- For use at doctoral network/roving to reinforce knowledge outside traditional training sessions.

How we created it.

- No preconceptions, just people who like games.
- Design: copied from the internet to get board/card plan.
- Created all our questions.
- Took to Design Team for sprucing up.
- They recommended Ivory Game Maker, previously used at Cranfield.
- Testing with library staff and at roving and research events.

What is the game?

- Board with up to four players/teams.
- Roll the dice and move forward.
- Take a card and follow the instruction (sometimes someone else will ask them a question).
- Instructions include moving forward or backward.
- Person to reach the end square first wins (or stop play when necessary).

Its impact.

1. Enhances researcher knowledge.
2. Enhances our own knowledge of what people know.
3. Generates discussion on library services in general which we can follow up.
4. Testing with library staff highlighted areas where we need to make more support available for them.

Now to have some fun!

- Time to play the game…

- The game is shared online: test it and give us feedback! 10.17862/cranfield.rd.c.4080161

- Available to buy (£48) from Ivory Game Maker.

- Link to 20 minute timer on YouTube.

Questions?

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