

Open Science:

Getting researchers to engage

Introduction

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This presentation in short

1. Open Science at VU Amsterdam
2. Open Science and researchers
3. Ghost collective

Best Practices and Case Studies: 11:00 – 11:30

Open science: breaking the ice

Providing good information on open science: how can it become a chore for both researcher and data professional

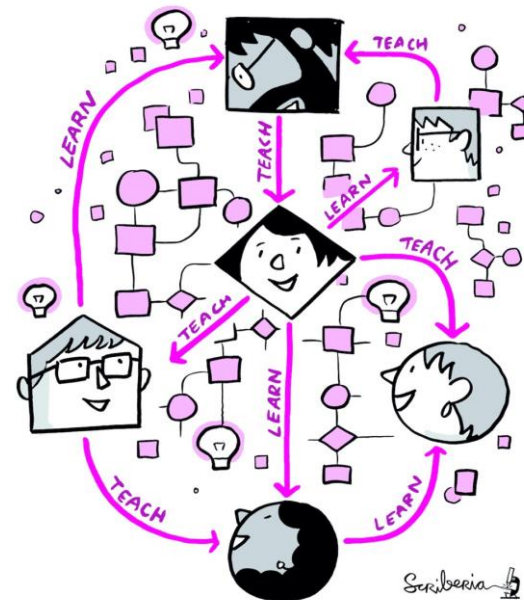
Tycho Hofstra
– Vrije
Universiteit
Amsterdam

Three pillars

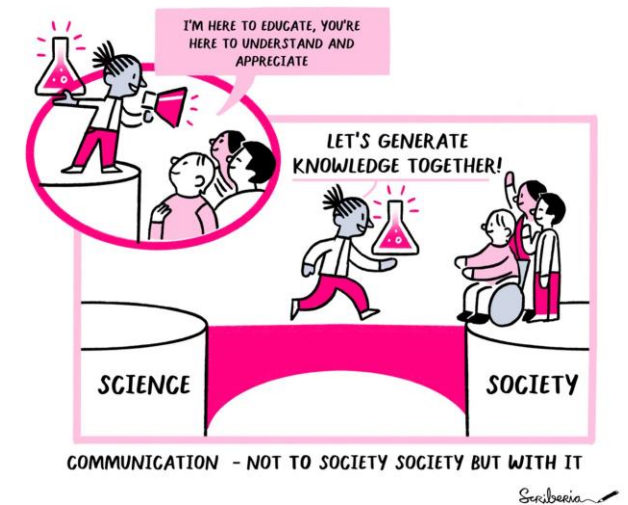
1. Open Research



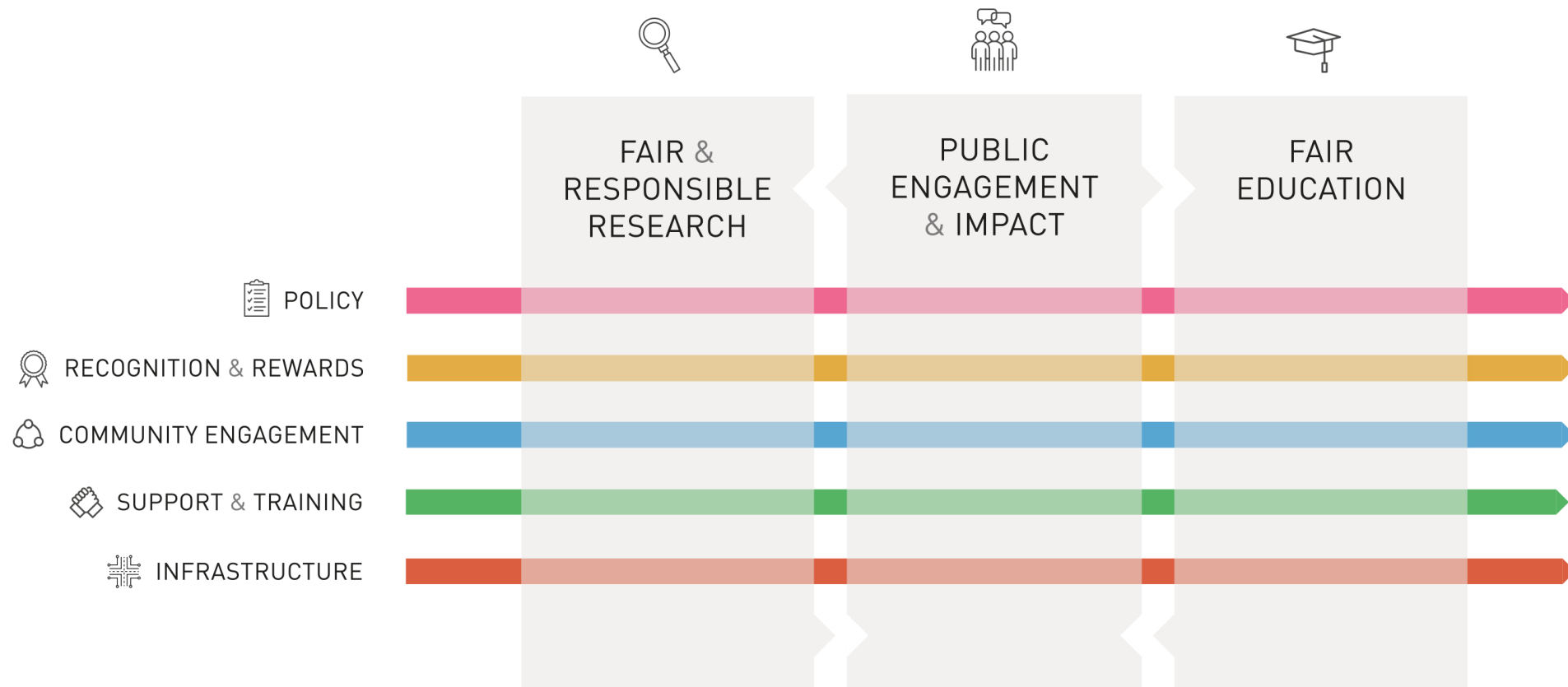
2. Open Education



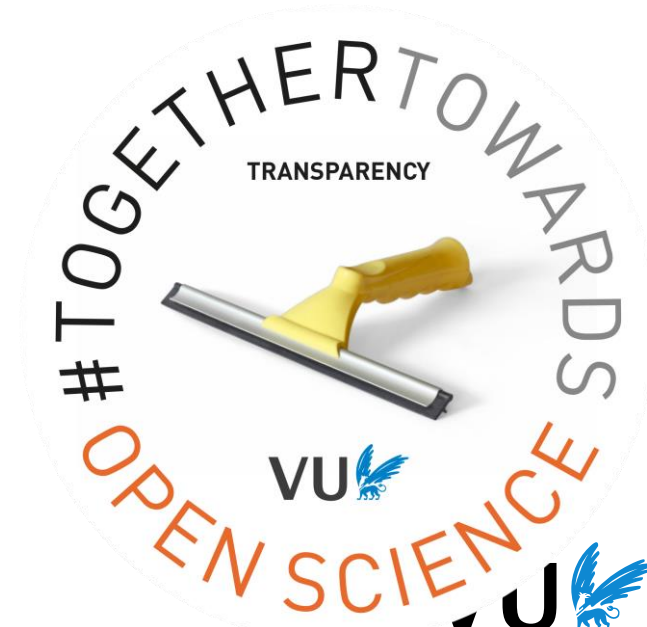
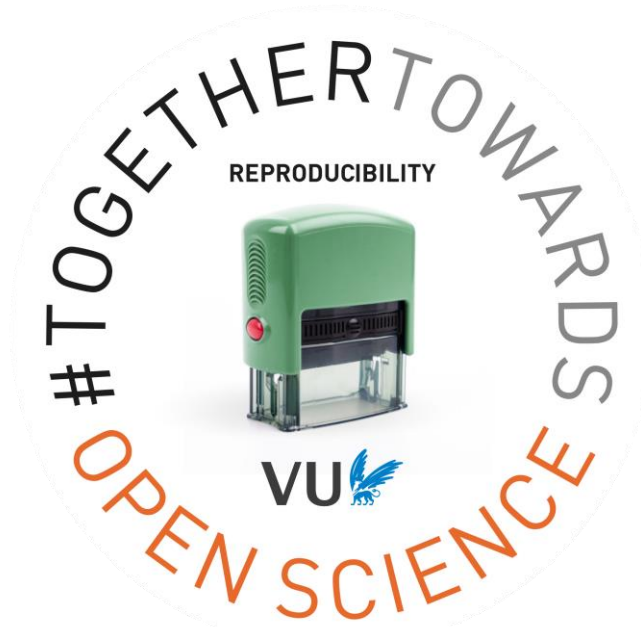
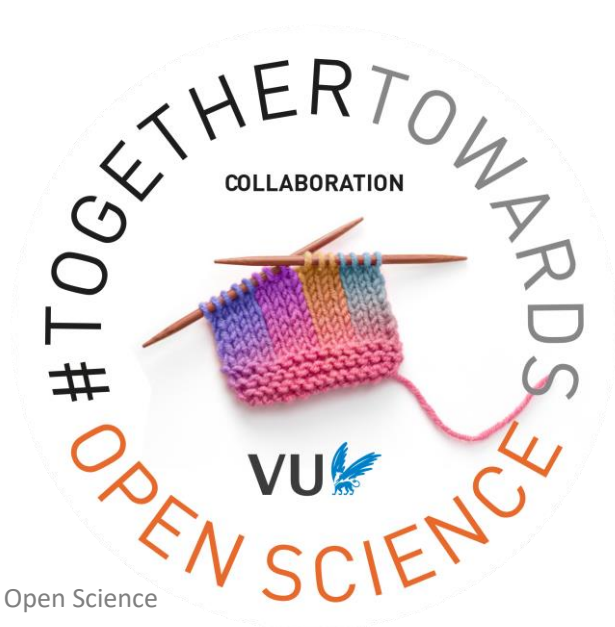
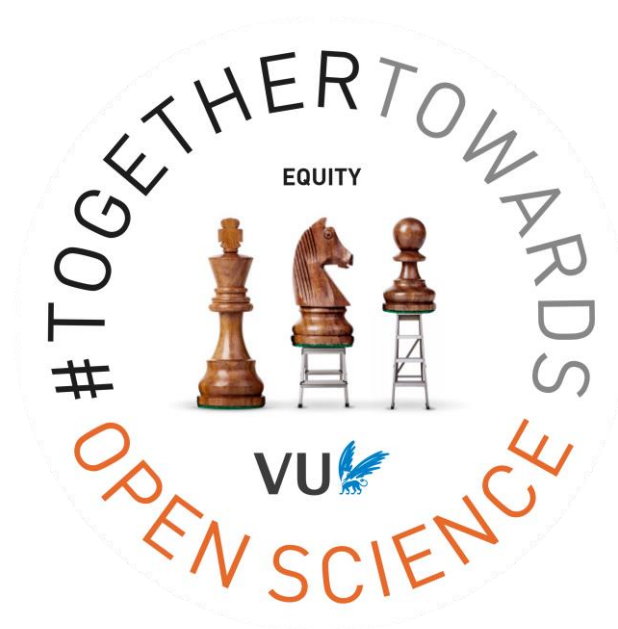
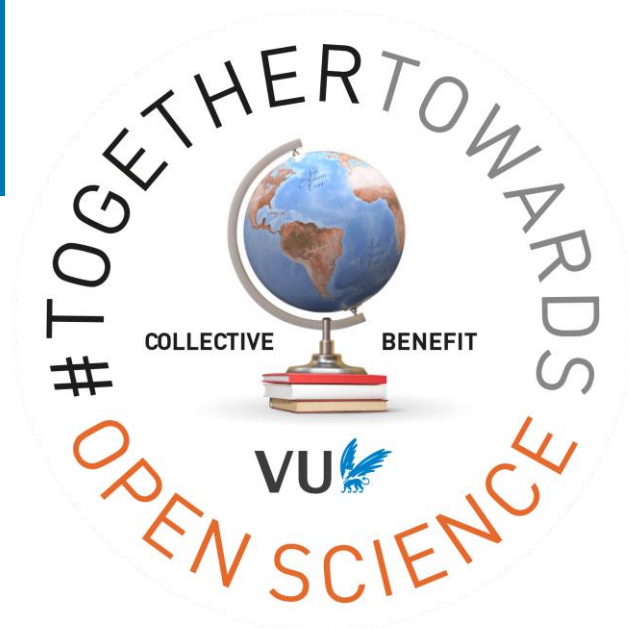
3. Public Engagement



Open Science



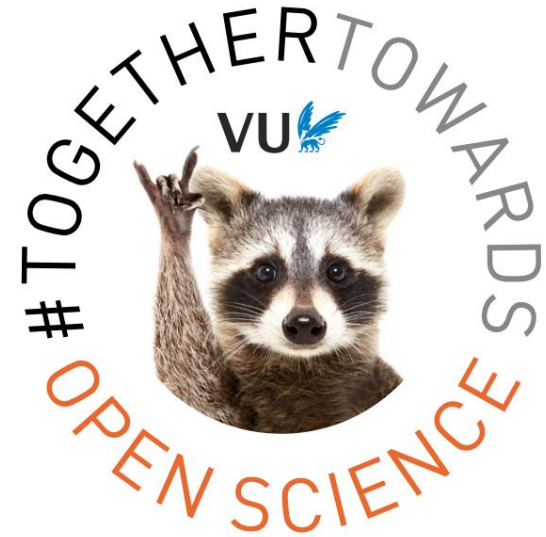
Together towards Open science



Together towards open science

- A break from the 'normal' VU design
- Stickers, flyers, posters!
- Fun designs

Putting the values of Open Science on the forefront



OS and researchers in practice

I, the data steward, am brimming to tell you all about open science!

The researcher

- is by chance also very much interested in open science

- wants to know how to implement open science out of good practice

- must 'do' open science by the university / funder / professor

OS and researchers in practice

Redirect to OS tools

Redirect to OS strategies

Going over the Data management plan

Mentioning metadata

(this is where most researchers zone out)

Where did it go wrong

Researchers already invested in open science
– had a nice experience with open science

Open code

Enthusiastic peers

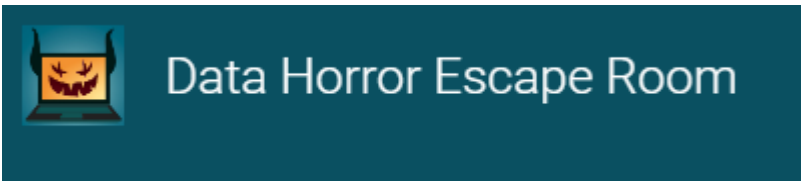
Got recognition and reward

Published in a diamond journal

They got in contact with OS – without having to implement it right away

Solution: make getting used to open science fun

And what is more fun than Halloween?



Lena Karvovskaya
Community manager
RDM/Open Science



Elisa Rodenburg
Data steward

Let's make another one!

And we got help from

**Erasmus
University
Rotterdam**



Open Science Escape Room

And another!



Let's make it official

The Halloween games became a staple

And by 2023 there was a steady cooperation between:

Vrije Universiteit Amsterdam

Leiden University

Netherlands eScience Center

University of Amsterdam

Tilburg University

Games of Horror for Open Science Training



GHOST collective

2020: Data Horror Escape Room

2021: Open Science Escape Room

2022: Software Horror Escape Room
Publish or purrish

2023: Open Science against Humanity
Card game

2024: Open <3 Science (Valentine's day)
Card game



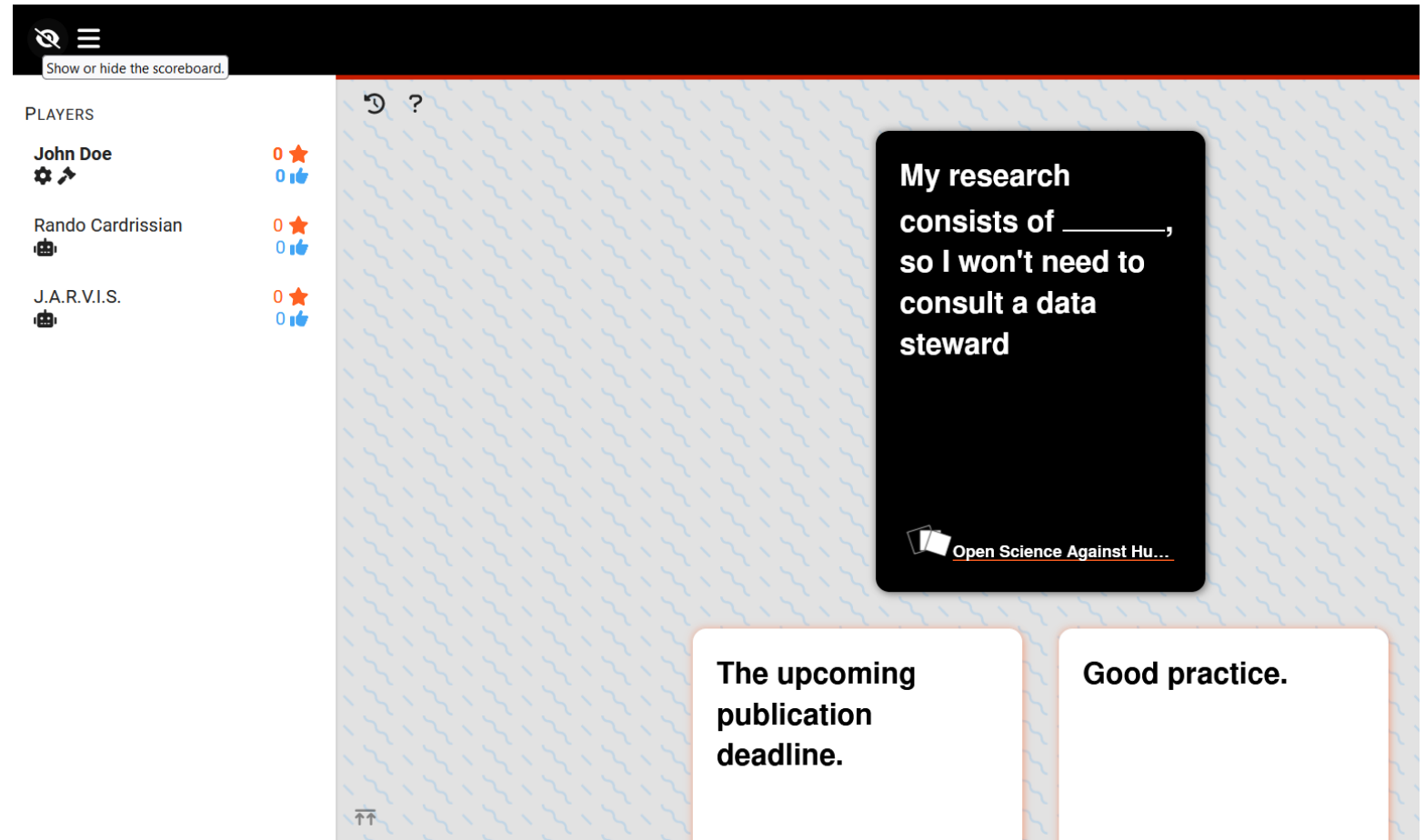
Open Science against Humanity

Based on
Cards against Humanity

Play both online or
with printed decks

Plays well into the
overworked PhD candidate trope

QR codes for extra information
included!



Open Science against Humanity

Black Cards:

Writing research software is easy. I just need ____

or

Instead of extra research time and money, we reward our researchers with ____

White cards in hand:

- AI-generated research papers
- A "Publish First, Ask Questions Later" approach
- Making ALL your data public (with a short embargo of 50 years)
- Predatory journals
- Flawless replication
- Sacrificing the intern

Open <3 Science

Based on the game *Apples to apples*

Find the perfect match with the open card – and elaborate why

Each card has a fitting quote and qr-code to follow



Open <3 Science

White card:

Research Data Management

Or

Academic Integrity

Red cards in hand:

- FAIR ([link](#))
- Preprint ([link](#))
- Retraction Watch ([link](#))
- Pirate Care ([link](#))
- Community ([link](#))



General tips in creating OS games

- Check the license of the stuff you use/copy
- Put all the data management you preach in action!
- Github is great
- Build up slowly
- Have fun

All the GHOST DOI

Data Horror Escape Room 2020

<https://doi.org/10.5281/zenodo.6949511>

Open Science Escape Room

<https://doi.org/10.5281/zenodo.6963494>

Software Horror Escape Room: Publish or Purrrish

<https://doi.org/10.5281/zenodo.7350528>

Open Science Against Humanity

<https://doi.org/10.5281/zenodo.10017280>