BRIDGE

Bridging Integrity in Higher Education, Business, and Society

Academic Integrity Policies
Good Practice Examples and Related Projects, PhD Course 2020-2021
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Project Information

- Erasmus+ Strategic Partnership 2020-1-SE01-KA203-077973

- Start Date: Sep 1, 2020
- End Date: Aug 31, 2023

- Multidisciplinary project

UPPSALA UNIVERSITET

UNIVERSITETI I EVROPËS JUGLINDORE
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LITHUANIAN SOCIAL RESEARCH CENTRE

K N T U
KHERSON NATIONAL TECHNICAL UNIVERSITY

Mendel University in Brno

Three bridges	1: Academic Integrity and Research Integrity
	2: Academic Integrity and Business Ethics
	3: Academic Integrity and Citizen Science Ethics

A HOLISTIC PERSPECTIVE

Ljubljana, Slovenia: Tromostovje

bridge project

Erasmus+

2020-1-SE01-KA203-077973

The target group

- Master and doctoral students
- The supervisors

BRIDGING INTEGRITY IN HIGHER EDUCATION, BUSINESS, AND SOCIETY

Checklists

Guidelines

Open educational resources

Gamified cases

Workshops

Webinars

O1

The analyses of good practices in partner countries

Reports the relationships between AI and research integrity, business, and society

Documents

- Policy documents, codes of conduct
- Rules and guidelines
- Institutional, national, international level (mostly EU)

Courses

- In academic integrity, research ethics, business ethics, citizen science
- Different levels: undergraduates, master, PhD, supervisors

Connections to academic integrity

- Research ethics
- Business ethics
- Ethics in citizen science

Previous research

- Academic Integrity
- Research Integrity
- Business Ethics
- Citizen Science

O1

The analyses of good practices in partner countries

Reports the relationships between AI and research integrity, business, and society

- The four fields are usually treated separately, but there is a room for connecting them better by highlighting the transferable ethical knowledge.
- Links regarding ethics and integrity between undergraduate studies and graduate studies are weak
- The connection between AI and BE is underdeveloped
- Citizen science – a developing field: there is a need to discuss the specifics of the CS ethics in the AI and RE courses

O1

The analyses of good practices in partner countries

Reports the relationships between AI and research integrity, business, and society

O2

Checklists and open educational materials including gamified cases to bridge **academic and research integrity**

O3

Guidelines and open educational materials including gamified cases aimed at bridging academic integrity, research integrity, and integrity in **business**.

O4

Guidelines and open educational materials including gamified cases bridging Academic Integrity and **Citizen Science**.

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Checklists and guidelines

- Separate checklists and guidelines for each target group
- What ethical skills are transferrable? What is important to remember?

BRIDGING INTEGRITY IN HIGHER EDUCATION, BUSINESS, AND SOCIETY

Gamified cases

- Cases – a common way to teach ethics in HE (Gille & Nardo, 2020)
- Gamification = implementation of the rule of a game along with attributes like points, reward or punishment system into non-game settings (Khan et al. 2021)
- Game architecture is important: ethical problems are not BW – we need to incorporate complexity and discussion in game design (Briggle et al., 2016; Nardo & Gaydos, 2021)

Briggle, A., Holbrook, J. B., Oppong, J.,et al. (2016). Research Ethics Education in the STEM Disciplines: The Promises and Challenges of a Gaming Approach. *Science and Engineering Ethics*, 22(1), 237–250

Gille F, Nardo A. (2020) A Case for Transformative Learning in Medical Ethics Education. *Journal of Medical Education and Curricular Development*.

Khan, Z.R., Dyer, J., Bjelobaba, S. et al. (2021). 'Initiating count down - gamification of academic integrity'. *International Journal of Academic Integrity*, 17(6), pp. 1-15.

Nardo, A., & Gaydos, M. (2021). 'Wicked problems' as catalysts for learning in educational ethics games. *Ethics and Education*, 16:4, 492-509

bridge project

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O5

Open educational resources: flexible game-based **modules** based on gamified cases developed within O2-O4

Workshops, webinars

ENAI educational materials

http://www.academicintegrity.eu/wp/wg-materials/

http://www.academicintegrity.eu/wp/bridge/

https://twitter.com/projectbridge_
https://www.facebook.com/infobridgeproject

THANK YOU

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