

Hangman: CSR hangman – Notes for Educators

Open the game - <https://wordwall.net/play/36270/621/579> to see the complete educational material.

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About the educational material

The educational material was created with the Erasmus+ project *Bridging Integrity in Higher Education, Business and Society* (BRIDGE, project no. 2020-1-SE01-KA203-077973) as a part of the project output 2 “Bridging academic and research integrity”. The educational material, other project outputs, and more information on the project are available at <https://www.academicintegrity.eu/wp/bridge/>.

Use and adaptations of the educational material

Authors welcome adaptations of the material, especially translations! If you are interested in translating the material into your language, please contact us at bridgeinfo@academicintegrity.eu and we will provide you with source text. The Bridge project will then be happy to assist you with further sharing of your translation.



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Citation of the educational material

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CSR Hangman (online game)

Basic information

- **Target audience:** students, business managers
- **Study/research field:** business ethics and corporate social responsibility
- **Length:** circa 15 minutes

Purpose of the educational material

This is a quick online game aimed at briefly reviewing the knowledge of six terms and phrases from the field of corporate social responsibility. The game is easy to play and can be used as a lecture opening, to energise the audience, as a brief conclusion, as homework, etc. It can be played individually or in teams.

The game consists of six terms (one word or a short phrase):

- Environmental, social, governance
- Sustainable development goals
- Socially responsible investment
- Cause related marketing
- Code of conduct
- Greenwashing

The terms appear in a random order each time, when the game is played.

What is included in this educational material?

The online game is available with the link: <https://wordwall.net/play/36270/621/579>

How to use the educational material?

- The audience needs a device (smartphone or laptop), but they don't need to install anything, they simply open the link in any browser.
- Share the link (<https://wordwall.net/play/36270/621/579>) with the audience.
- The audience clicks on "Play" and starts the game. The aim is to guess the correct term by selecting the letters with less than seven incorrect guesses (before the drawing of the hangman is finished). A player simply picks the letters of the alphabet, when the letter is contained in the term, it appears at all the correct positions.
- The game consists of six terms (it can be one word or a short phrase containing more words). The terms appear in random order in each game.
- When players make more than seven incorrect guesses, the hangman is finished and the game is over.
- When players find the correct term, the game continues with the following term, and the drawing of the hangman starts again from the beginning.
- There is no time limit, but a timer is available and the final score is based on the time.
- When players submit their answers, they see their score, and have the option to see the correct answers or to replay the game.
- Have fun! 😊

Related educational materials

- [Online games on bridging academic integrity with integrity in society and business](#)
 - If you like this game, check the Bridge project website www.academicintegrity.eu/wp/bridge-games for more online games on topics from academic and research integrity, ethical citizen science, and ethics in business.
- [Board game *Bridging integrity*](#)
 - The board game is focused on practising knowledge of terms from the field of academic integrity, ethical research practice and business ethics.