

Bridging Integrity Board game – Notes for Educators

Open the Bridging Integrity Board game <https://www.academicintegrity.eu/wp/bridge-games/> to see the complete educational material.

Date: 2023 02 25

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 “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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[title] Bridging Integrity Board game

[date] 2023 03 25

<https://www.academicintegrity.eu/wp/bridge-games/>

[access date] 2023 08 25

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Co-funded by the
Erasmus+ Programme
of the European Union



Strategic Partnerships project
the author.
2020-1-SE01-KA203-077973

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Board game

Basic information

- **Target audience:** Master, PhD students and Supervisors
- **Study/research field:** any
- **Length:** approximately 1 hour

Purpose of the educational material

The aim of this game is to get to know, adopt, and consolidate terms and concepts from the field of academic integrity. There are many terms that are very important to know when dealing with academic integrity. This game helps in a funny way to learn them and adopt them. This game also leads to being able to describe these terms to others so they can understand them.

What is included in this educational material?

- *The board for the game which can be found on web pages (<https://www.academicintegrity.eu/wp/bridge-games/>).*
- *Activity cards for speaking, knowledge, and drawing (<https://www.academicintegrity.eu/wp/bridge-games/>).*
- *Game figure which you will use for moving on the board.*

How to use the educational material?

The Bridging Integrity Board game is played in teams of two or three members. One member of the team will pick a card based on the field the team is standing. At the start, it is possible to choose from any type of card. There are three types of cards. The speaking card specifies terms that need to be described without mentioning the term. The drawing card specifies terms that need to be drawn so the others can recognize the term. Knowledge cards give a task or questions that need to be solved. The member who picked the card needs to perform the task on the card. If the team succeeds the figure can move forward based on points on the card. Teams can take shortcuts if they stand on fields with ladders. On these fields, teams can decide which card they will pick. The members of the team should change in picking the cards. The first team that is the first one to get the finish wins the game.