

Scenario game on **Plagiarism** – Notes for Educators

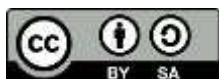
Open the [Plagiarism game in PPT](#) to see the complete educational material.

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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 “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/>.

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Citation of the educational material

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Gamification Plagiarism

Basic information

- **Target audience:** Master, PhD students and Supervisors
- **Study/research field:** any
- **Length:** not limited, users of this material are expected to use it continuously

Purpose of the educational material

The aim of this game is to provide the students/participants with an opportunity to reflect on issues related to credit in unethical behaviour in academia. The game's main idea is to teach master's and PhD students to recognize unethical behaviour and to understand how it is possible to avoid it. After playing this game, the students should be able to: (1) Provide solutions for how to solve situations regarding plagiarism situations. (2) Acknowledge the importance of defining the various roles of those involved in such situations. The plagiarism game is a possible real-life example of ethical misconduct.

What is included in this educational material?

- *PPT slides with interactive slides and concluding narrative; feedback.*
- *Useful information links.*

How to use the educational material?

Scenario game on Plagiarism (for master students, PhD students or supervisors) can be used in any education material regarding ethical misbehaviour in academia. The author reads the situations, and the players choose the answers. The game is played by using a PowerPoint presentation in which the situations are illustrated. The players follow the questions, in which they have to choose the answer every time. In the meantime, the teacher is using an app called for example "Mentimeter" and sees how students choose their answers, and by the highest score (for A, B, C or D) continues with the situation. At the end of every situation, players receive useful feedback.