

Relevant/Reliable Scientific Sources – Notes for Educators

Open the game <https://wordwall.net/play/36147/815/145> 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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Relevant/Reliable scientific sources

Basic information

- **Target Audience:** Master students, PhD students and supervisors.
- **Study/Research Field:** Research skills, evaluating sources, critical thinking.
- **Length:** Quick game sessions, approximately 2 minutes each.

Purpose of the educational material

This educational material aims to teach students how to distinguish between relevant and reliable scientific sources and sources that may not be trustworthy. The game "Relevant/Reliable Scientific Sources" provides an engaging and fast-paced way for students to practice evaluating different types of sources commonly encountered during research. It enhances their critical thinking skills and helps them make informed decisions about the sources they use in their academic work.

What is included in this educational material?

- Online game platform: "Relevant/Reliable Scientific Sources"
- List of relevant and reliable scientific sources
- List of non-reliable sources

How to use the educational material?

- Explain the purpose of the game and its relevance to research skills. Discuss the importance of identifying and using reliable sources to support academic work.
- Provide students with the link or access information to the "Relevant/Reliable Scientific Sources" game. Make sure they have the necessary devices and controls (touch or keyboard) to play the game.
- Briefly explain the game mechanics: Students control a plane that needs to navigate through the clouds carrying different source names. Their goal is to hit only the clouds with relevant and reliable sources while avoiding clouds with non-reliable sources. Each incorrect hit deducts one life from their total of 3 lives.
- Encourage students to start playing the game. They should make quick decisions based on their understanding of source credibility. Emphasize the importance of accuracy and critical thinking during gameplay.
- After students complete the game session, discuss their experiences and decisions. Ask them to explain their choices for hitting or avoiding specific sources.
- Guide students in reflecting on the importance of using reliable sources in academic research

Since the game is quick, it can be integrated into short classroom activities or online sessions. You can have students play multiple rounds to reinforce their understanding of source evaluation.

The relevant scientific sources used in this game: Published scientific papers, Dictionaries & encyclopedias, Peer-reviewed journals, Government agencies, Research think tanks. Non reliable sources used in this game: Personal websites, Bloges, YouTube, Facebook, Other students theses, Wikipedia, Forums, Essay Sharing Websites, Self-published sources, Tweets, Fansites.