



Research Data Scary Tales

A memorable Frame for RDM
Nadine Neute for TKFDM

Agenda

- Project History
- Scarytale Content
- Gamification as a Method
- RDM Scarytales as „Materials“

me

you

us

do!

Project History – Corona Fallout

- March 2020
 - Work from home
 - As a team
 - With different strengths
- Halloween 2020
 - Illustrations
 - Reusability – Text at [Zenodo](https://zenodo.org/)
- Coming soon
 - English card game version



Scarytale Content – What's in there?

- Stories from
 - Every level of proficiency
 - The past and the present
 - A large variety of subject contexts
 - Seen through the lens of different team members

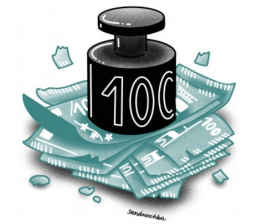
- There is an attempt to be representative –
 - Faulty backups creep up again and again
 - Documentation mishaps
 - And Spreadsheets play up a lot

43 - A cat's a cat, and that's that.



If they had a dog, the home office might have been a safer place.

47 - The debt brake stands on feet of clay



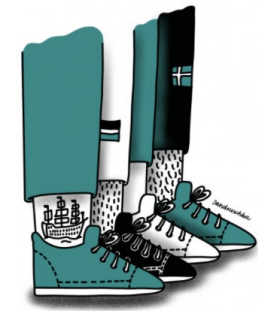
A more conventional weighting would have done less damage to their reputation.

11 - Atlantic Lazarus



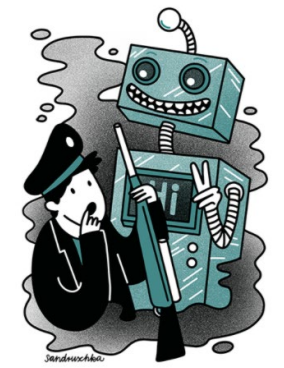
They could see his empathy, but it still felt wrong to the researchers.

07 - Unsure Footing



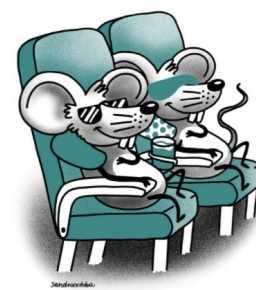
As the ship sinks into the floods, carpenters stare at their feet with concern.

53 - Technical Revolution



Russian war revolutionaries receive militant assistance from the future.

28 - Expensive Mice

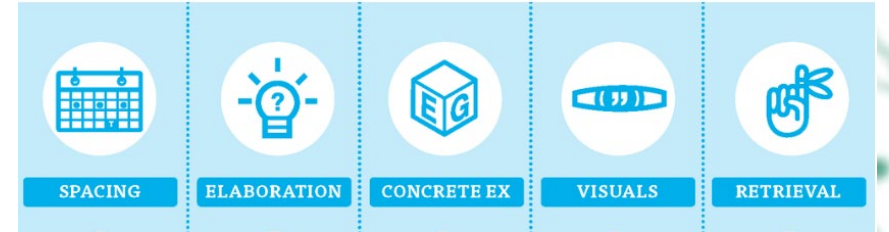


Transport stress made the planned experiment not only expensive, but unworkable.

Gamification as a Method

What is special about Black Stories as a Concept

- Activating
- Conversation among equals
- Underlines the importance of plural perspectives
- Shows that each participant has something valuable to contribute (be it a question)
- Reiterates main rdm problems – underpins the relevant (instead of focusing on the curious)



<https://www.learningscientists.org/book>

RDM Scarytales as „Materials“ –

How it comes in handy for you and for us

- Easy to use (small object)
- Scalable
 - Timeframe adaptable (5 Min – 1 hour)
 - Content can be selected to fit into the focus of the lesson
 - Subject/proficiency of the attendants can be accommodated through the choice of fitting cards
- Allows you to listen in to your course attendants
 - Assess their level of competence/knowledge
 - Observe group dynamics
 - Get to know the problems coming up in your participants work environment through their reasoning and their examples



Thank you for your attention

Sources

- Thüringer Kompetenznetzwerk Forschungsdatenmanagement:
 - [Portal von TKFDM](#)
 - [TKFDM Community auf Zenodo](#)
- **Understanding How We Learn - A Visual Guide**, Written by Dr Yana Weinstein and Dr Megan Sumeracki. Book design and illustrations by Oliver Caviglioli. Published by David Fulton/Routledge, August 2018.
Illustration taken from :<https://www.learningscientists.org/book>