

// Concept \\

verbal identity

Scavenger hunt with a

retro-futurist visual and

Discovering Open Science

practices through a

Library users, students,

early-career and senior

researchers, librarians and

research support staff, etc.

gamified activity

// Target \\

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Cite as: England, J. (2019). Open Science Quest [poster]. CC-BY 4.0 // Topics \\

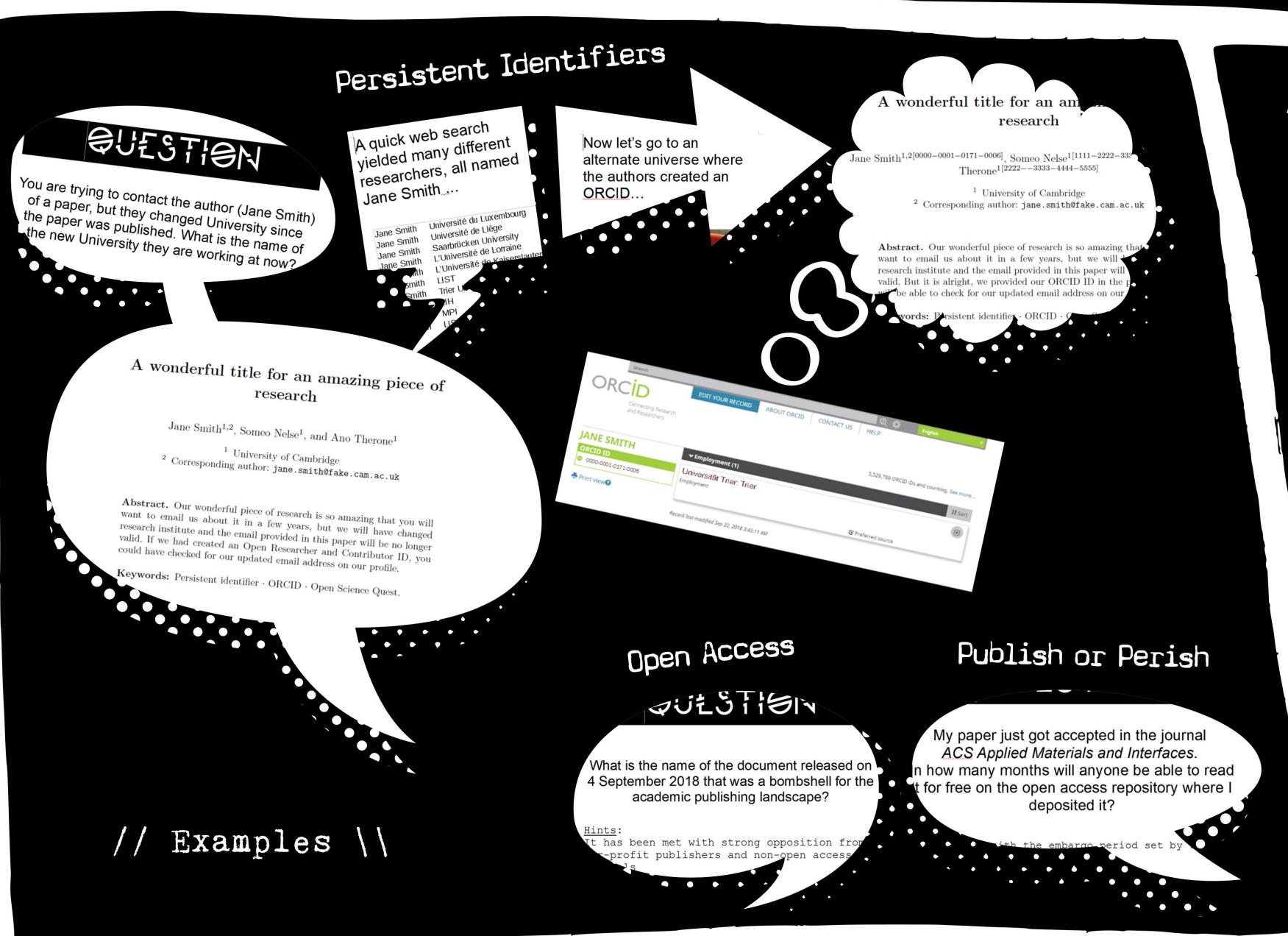
Six information points scattered throughout the library. Topics included OA, data, licences, PIDs, open source softwares and file formats.

// Activities \\ At each point, 'Voyagers' had to find the answer to two questions and participate in one activity relating to the topic. Tasks included on-site info, puzzle-solving, webtools, social media, etc.

// Travel pack \\

Freely available 'Open Science Voyager Pack', with a pencil and a travel sheet describing the activity and boxes to fill-in answers

Reward \\ Successful Voyagers were awarded a prize (powerbank) and a diploma of completion



// Key points \\

- * Independent and engaging learning activity.
- * Support various individual learning goals: grasp minimal concepts or get more in-depth knowledge of the subject.
 - * Standalone displays allowed users to get informed without having to do the Quest.
 - * Mix of information gathering techniques: on the displays and online search.
 - * Adaptable activity for other institutions to reuse and build-upon.

Mini challenge (:

Your turn! Decipher the password below

Please share, reuse, adapt and organise your own Open Science Quest!

All materials available at: doi.org/10.5281/zenodo.2646121



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- * Go digital and engage Voyagers by completing the Quest on mobile devices.
 - * Attract participation with a prize.
 - * Adapt your topics, materials and activities depending on your audience.
 - * Make the Quest dynamic by scattering it over a larger area and by designing interactive/gamified activities.
 - * Learning with others provide collaborative activities (e.g. whiteboard, social media, group activity).

