

EIFL Digital Research Literacy Training Programme Outline for Librarians

2021

Need / demand



Mission of academic libraries increasingly includes training



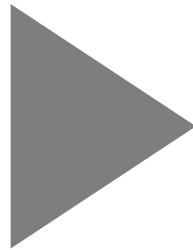
EIFL survey showed that only a bit more than 1/3 are offering digital research literacy training for students and researchers



For most of digital research literacy topics, more than 50% of respondents needed further help

EIFL's response

How can we help librarians to develop digital research literacy skills and encourage them doing more training?



What existing digital research literacy resources can be re-used?

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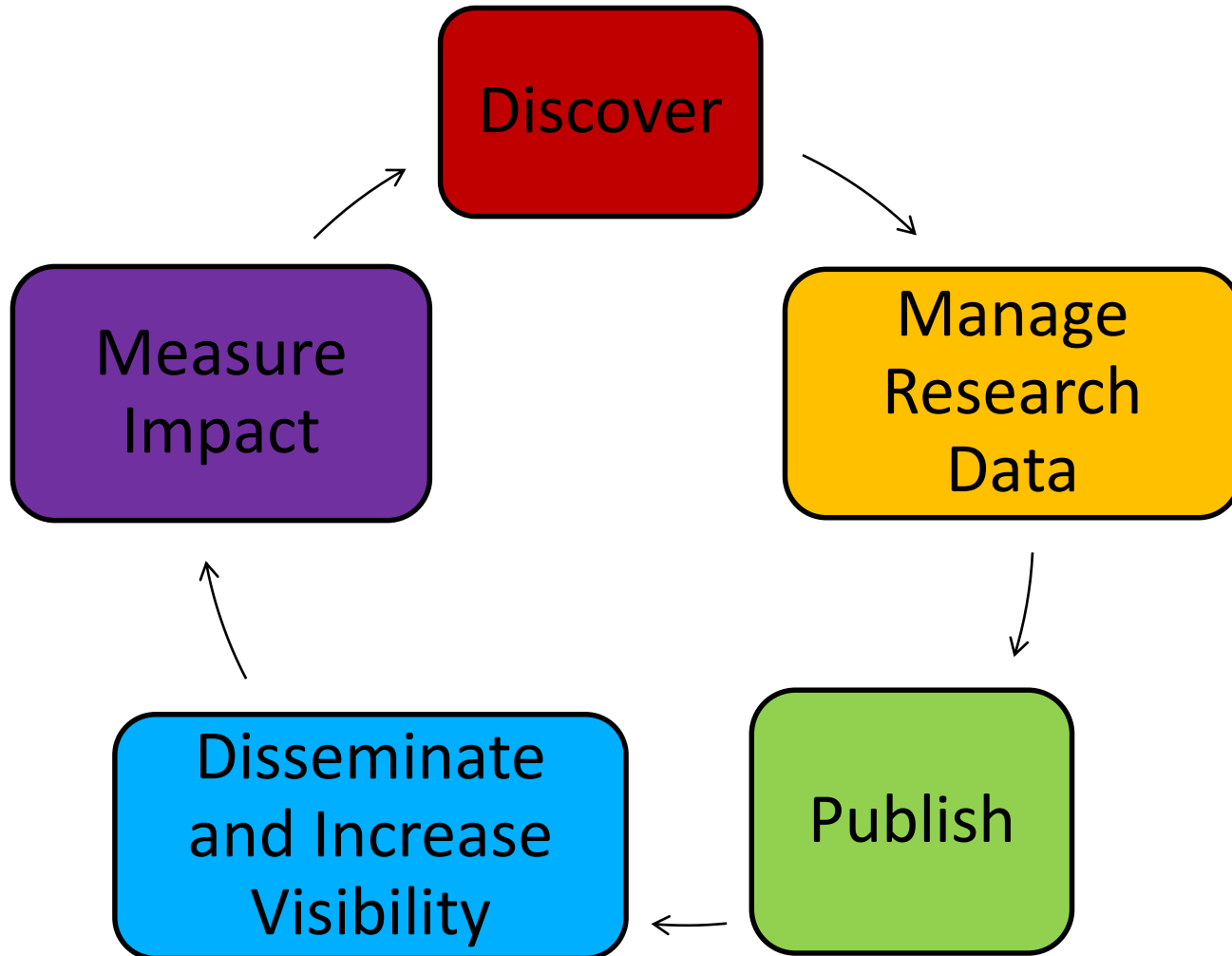
KNOWLEDGE WITHOUT BOUNDARIES

**EIFL Digital Research Literacy Training
Programme Outline for Librarians**

October 2020

<https://eifl.net/resources/eifl-digital-research-literacy-training-programme-outline-librarians>

EIFL Digital Research Literacy Training Programme Outline



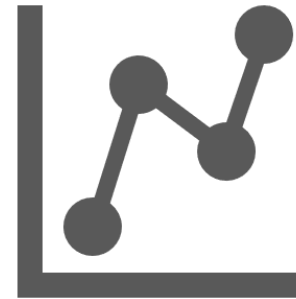
1 - Discover

- Find your topic and review literature
- Search Google and Google Scholar
- Other free tools and resources
- Manage your references
- Keep up to date on your research topic



2 - Manage Research Data

- Managing and Sharing Research Data
- Writing a Data Management Plan (DMP)



3- Publish

- Academic integrity
- Choosing an effective publishing strategy
- Using open access routes to increase research impact



4 - Disseminate and increase visibility

- Institutional repository
- Preprints
- Researcher identity & ORCID
- Social media for research



5 - Measure impact

- Introduction to Bibliometrics
- Make your work count



What you will find in each topic?

- Learning outcomes
- Training outline
- Resources for workshop facilitators and learners
 - Online courses
 - Webinars, online tutorials
 - Lib guides
 - Examples of presentations or training slides
 - Other resources: free tools, exercise templates, tip sheets, articles, books, etc.

Training

Needs assessment,
embedding, format, feedback
gathering...

Training needs assessment: what to ask and when

Could you please rate your skill level across digital research literacy areas (include the areas you want to cover)?

Not applicable / Unaware / Aware / Basic skills / Competent / Expert

Would you like to attend the training in the following digital research literacy areas (include the areas you want to cover)?

Yes / No / Unsure

What is your preferred duration for each training session?

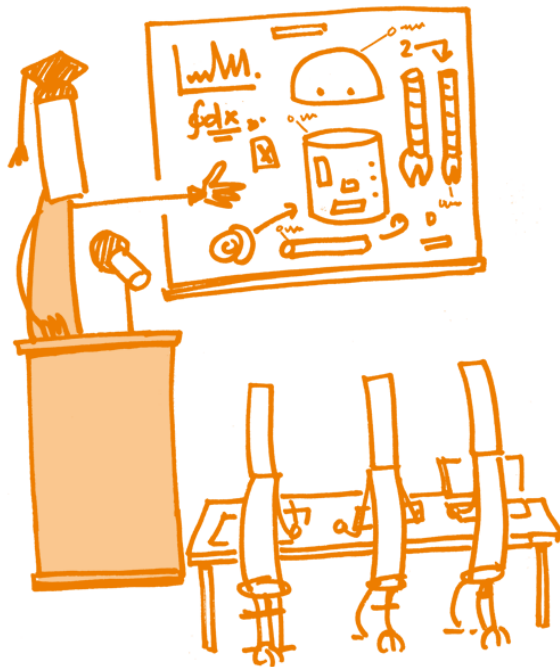
What is your preferred way of receiving training?

Integrating into existing training efforts

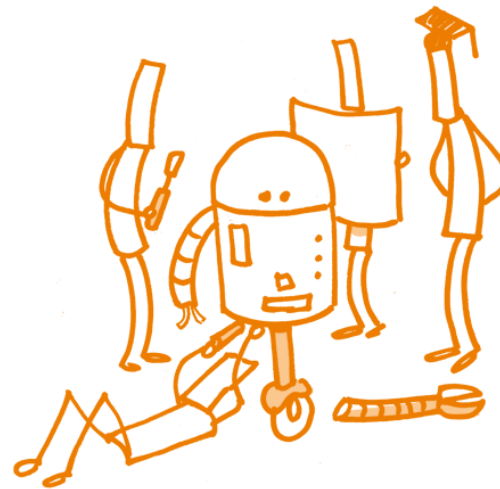
- Mapping new topics with existing training to identify gaps
- Choosing a format, e.g.:
 - meet-up events
 - facilitated peer-to-peer discussions
 - a single full-day workshop
 - 1-2 day workshops
 - Thematic weeks or summer/winter schools
- Balancing lecturing and hands-on

Hands on and interactive










TEACHING



TRAINING



Participants

 <p>Sceptical</p>	 <p>Quiet</p>	 <p>Uninterested</p>
 <p>Eager to learn</p>	 <p>Chaotic</p>	 <p>Do not understand you</p>
 <p>Ask many questions</p>	 <p>Hostile</p>	 <p>Agreeable</p>

Adapting for online training

- **What's the right duration of online training?** Short (15 min) breaks after every hour/75 minutes/90 minutes. No more than three hours per day?
- **Interactivity:** Ice breakers; avoid information overload and don't confuse participants with too many interactive assignments; focus on how to – e.g. [open science] tools and services. Consider more space for practice.
- **Finding the right platform:** “Meeting” type platform that allows participants to interact. Breakout rooms for discussions, exercises, socializing. Some trainers use <https://www.wonder.me> – more informal than Zoom
- **Engagement:** How to engage every participant?
- **Training assessment** - what does it look like for online training delivery? Certificates after completing quizzes?

Skills development through game-based learning





Search

Upload

Communities

iryina.kuchma@eifl.net

Open Science Quest - gamification activities

<https://zenodo.org/communities/opensciencequest>

Recent uploads

Search Open Science Quest - gamification activities

May 19, 2020 (v1) Presentation Open Access

View

Open Science Quest - webinar presentation

England, Jonathan;

Presentation given on 19 May 2020 as part of the webinar organised by LIBER on "Open Science Skilling & Training Programmes Across Europe". Learning through the structure of a seminar is essential, but sometimes our brains also need distraction and entertainment. The Open Science

Uploaded on May 7, 2020

September 18, 2019 (v1) Poster Open Access

View

Open Science Quest - Open Science Fair 2019 (Porto) - poster

England, Jonathan;

Poster presented during the Open Science Fair 2019 (Porto). Learning through the structure of a seminar is essential, but sometimes our brains also need distraction and entertainment. The Open Science Quest is an activity that was first organised as part of a national Open Science event in Luxembou

Uploaded on September 18, 2019

May 21, 2019 (1.0.0) Dataset Open Access

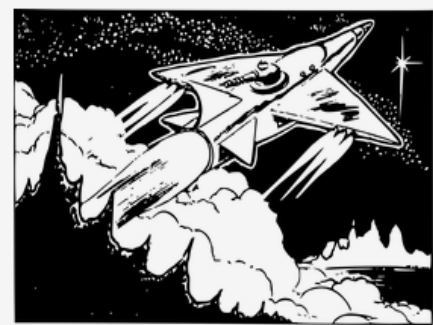
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Open Science Quest

England, Jonathan;

New upload

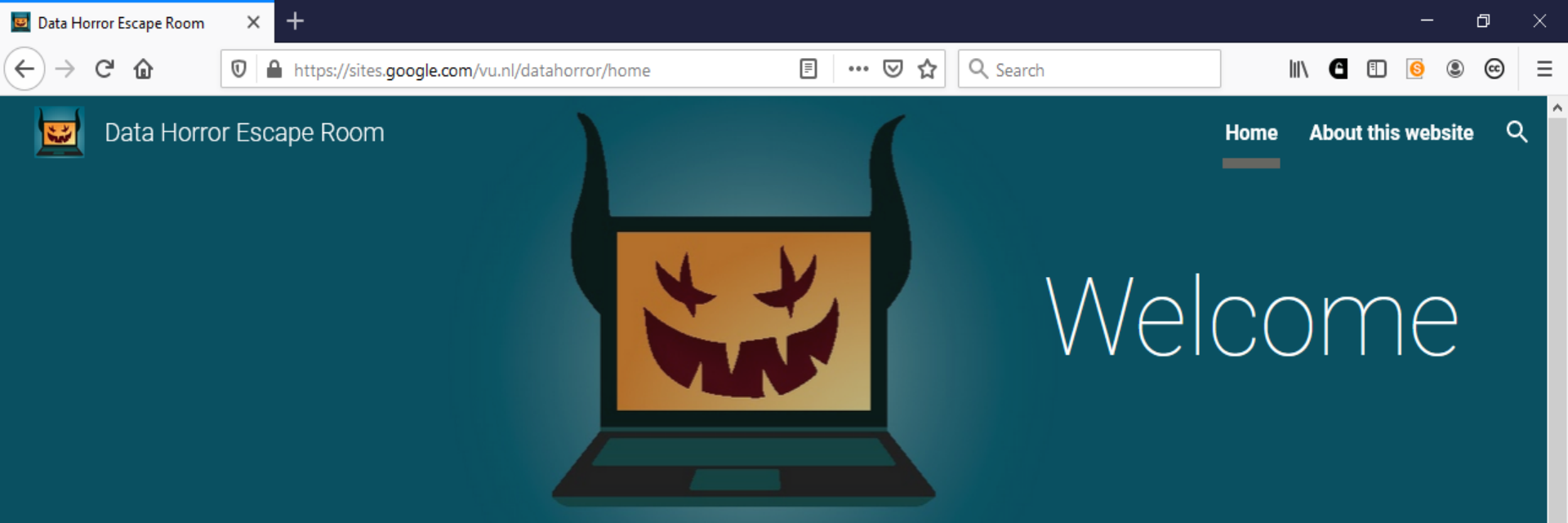
Community



Open Science Quest - gamification activities

The Open Science Quest was a gamification activity organised at the Luxembourg Learning Centre in Novembre 2018 for library users, researchers and research-support staff to learn about Open Science practices at their own pace.

If you organise your own Open Science Quest, feel free to upload your resources and materials under this community so others can get inspired and continue building gamification activities around research and Open Science.



Dear Guest,

Welcome to our Escape Room. We are so happy to see you here!

Below you will find the link ENTER to start the game.

Rules

- Just like in a physical escape room, you do not need any search engines. If you do need something outside of this escape room, we will provide a link to it.
- This escape room is meant to be a playful exercise; please don't break anything or use brute force to solve a puzzle.
- This escape room can be completed in roughly 1 hour.
- If you dare, feel free to invite others to enter the Data Horror Escape Room.

Tips

- All clues to the puzzles can be found in the room or are linked in the room. Look everywhere!
- We advise you to have a pen and paper or an empty document ready to take notes.
- This website works best in Chrome or Firefox

<https://sites.google.com/vu.nl/datahorror/home>

- Archives
- March
- February
- January
- December
- OLDER POSTS

2021

Research Data Management Adventure game launched

by Malherbe, Natasja [nmalherbe@sun.ac.za] at 10:56

The Library and Information Service is pleased to announce the launch of the Research Data Management (RDM) Adventure Game. The RDM Adventure Game is a text-based role-playing interactive fiction serious game, based on the data management challenges of a research project.

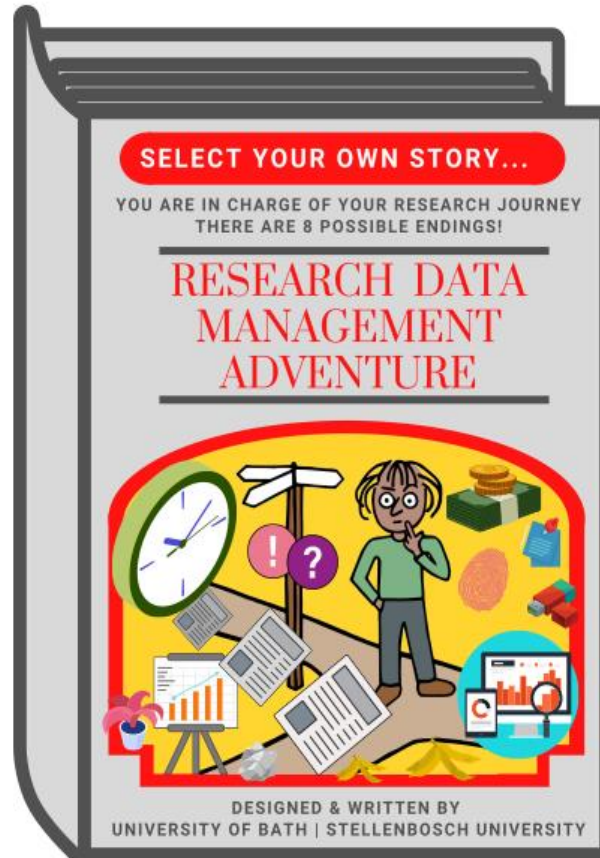
The game takes the form of an online choose-your-own-adventure format in which game players take a simulated research project through the following processes: data management planning, data collection/generation, data organisation, data description and research publication, while encountering data management challenges along the way. The game was developed as part of a collaboration between the University of Bath Library and Stellenbosch University Library and Information Service between 2017 and 2020 by Alex Ball (University of Bath), Samuel Simango (Stellenbosch University) and Nushrat Khan (University of Bath). In January 2021, the Wellcome Trust's Early Career Researchers Advisory Board endorsed the game by including it in the [Wellcome Open Research early career researchers pack](#), recognising it as a useful tool for researchers.



Aim of the Game

The objective of the RDM Adventure Game is to demonstrate and teach good

Tell us your library experience >



Begin your **Research Data Management Adventure...**

<https://rdm-games.gitlab.io/rdm-adventure/>

Gathering feedback

- Evaluating satisfaction, e.g.:
 - Did you feel that the training was worth your time?
 - Did you like the venue and presentation style?
 - Did the training accommodate your personal learning styles?
 - Were the training activities engaging?
- Evaluating improvement of knowledge and skills, e.g.:
 - Do you feel that your knowledge or skills have improved by attending this training?
 - What are the three most important things that you learned from this training?
 - From what you learned, what do you plan to apply in your research?

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How will EIFL further support you? On Wednesdays at 9:00 GMT/UTC!

- April 7 – Academic Integrity – Milica Ševkušić
- April 14 – Choosing effective publishing strategy – Niamh Brennan
- April 21 – Institutional repository – Milica Ševkušić
- April 28 – Using OA route to increase research impact – David Ball and Obrad Vučkovic
- May 5 – Researcher identity & ORCID – Gabriela Mejias, Nabil Ksibi, Milica Ševkušić
- May 19 – Managing and sharing research data – David Ball and Obrad Vučkovic
- May 26 – Writing a Data Management Plan – David Ball, Ieva Cesevičiūtė
- June 9 – Preprints – Ana Đorđević
- June 16 – Social media for research – Ana Đorđević
- June 23 – Introduction to Bibliometrics – Niamh Brennan
- June 30 – Make your work count – Niamh Brennan

<https://eifl.net/eifl-in-action/digital-research-literacy-training-programme-outline>

1 - Discover

- Find your topic and review literature
- Search Google and Google Scholar
- Free discovery tools and resources to locate theses, freely available articles, books, images, newspapers, statistics and datasets, etc. (e.g. <https://eifl.net/resources/eifl-guide-how-can-i-get-access-article-i-need>)
- Manage your references
- Keep up to date on your research topic

