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OPEN ACCESS ALCHEMY

Initial Guidance for Facilitators

Welcome, Facilitator. Thank you for choosing *Open Access Alchemy* as your tool to educate academics about Open Access publishing!

Below is all the information you need to ensure a smooth and enjoyable session.

Preparation before the session

1. Download and Print Materials

- ☐ **Card Decks (Wizard cards, Journal cards and Wild cards)** – print in colour for the best visual effect. Laminate them if you expect frequent use.
- ☐ **Game Rules** – printing in colour is recommended. This is a tri-fold brochure, so print pages 1 and 2 on both sides of the paper (select 'flip pages on the long edge' or, if your printer options differ, untick 'flip pages up'). Fold the paper into three equal sections, bringing the right panel inward first, followed by the left panel over it. Page 3 can be printed on a separate single sheet.
- ☐ **Coin Tokens** – printing in colour is recommended.
- ☐ **Slide Deck** – you can either put this on a screen as part of your session or print out the slides to have on hand to prompt participants.
- ☐ **Score Card** – print in black and white. Only one scorecard is needed per game.
- ☐ **Definition Cards** – can be printed in black and white. Laminating is unnecessary, as we recommend giving these cards to players at the end of the session for reference and further learning.
- ☐ **Simplified Game Rules** – to be distributed to players as a quick reminder of the rules and with visuals (it is an alternative to the more comprehensive 'Game Rules' document).

2. Gather Required Items

- **Pen**
- 6-sided dice (**D6**)*
- 20-sided dice (**D20**)*

**You can either bring physical dice or use Google by searching "D6" or "D20" to roll virtual dice.*

3. Prepare the Play Area

- **Arrange** the cards and materials on a table where all players can **easily reach** them.
- Leave the "**Phases Summary**" (from the 'Slide Deck' document) slide on screen during the session or print it out for players to keep track during the game.
- Ensure each player receives a '**Definition Card**' and let them know they can **keep** it after the session.



Game duration

- The game typically takes **60-90 minutes** to play, depending on the number of players and their familiarity with the rules.
- Allow 10-15 minutes at the beginning to **explain the rules** and set-up.
- Allocating 10-15 minutes for **discussion** at the end is optional, but recommended.

Facilitator responsibilities

1. Explain the Rules Before the Game Starts

- Before the game begins, introduce players to the core **mechanics and flow of play**. You can use the slide deck included in the game pack for this.
- Use the **game's terminology** (e.g., The Wizard's Awakening, The Enchanted Marketplace) to describe each phase.
- Familiarise yourself with the **rules** ahead of time so you can confidently answer any questions.
- Either you or a designated player will be responsible for filling in the **Score Card** for all players during the game.

2. Guide the Game

- Keep **track** of turns and ensure all players follow the rules.
- Help players **calculate** their Influence Scores at the end of each round.
- Encourage players to **read Wild Cards aloud** when drawn, as they have a strong educational aspect and often prompt valuable discussions. This helps players engage with real-world Open Access scenarios in a fun and interactive way.
- If Open Access-related **discussions** come up naturally during play, feel free to encourage them.
- Prompt players to share their **decisions** and **strategies** during the game.

3. Wrap Up the Session & Discuss Open Access

Once the game is finished, this is the best time to introduce **Open Access concepts**. Avoid giving too much information beforehand to prevent information overload. We have provided slides in the game pack to assist with that.

- Announce the **winner** (the wizard with the highest Total Influence Score).
- Allow some time for players to **reflect** on their in-game strategies.
- Shift the conversation toward **real-world publishing**:
 - Explain the basic principles of Open Access, including:
 - All journals have a particular Open Access or Subscription model. Authors choose what type of publication works for them, based on the selections available by the journal they are



submitting their work to. Authors are permitted to choose between options such as Gold or Green Open Access.

- The three main journal types: **fully open access**, **hybrid**, and **subscription-based**, and the different Open Access options available for each one.
 - There are various factors that may influence an author's choice of journal and any resultant Open Access options; Rights Retention policies, Transitional agreements, and funding criteria can all play a part in the process.
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- Discuss how the game reflects the **complexities of the research environment**, where no single Open Access option is perfect for everyone.
 - Educate players about your **institutional policies**, such as publishing agreements or rights retention policies.
 - Highlight **resources and support** available at your institution for Open Access publishing.
 - Encourage **questions and knowledge-sharing** among players about their own publishing experiences.

By keeping the rules explanation at the start and saving the Open Access discussion for the end, players can enjoy the game without being overwhelmed while still gaining **valuable insights into academic publishing**.

Tips for a successful session

- **Encourage Roleplay:** Have players embrace their wizard personas to make the game more engaging.
- **Adapt for Time:** If time is limited, reduce the number of rounds to two instead of three.
- **Be Flexible:** Feel free to adjust minor aspects of the rules to fit the needs of your group.

Contact and feedback

We'd love to hear how your session went. Please share **feedback** or **suggestions** with the Open Access Alchemy team via L.Rowe@leedsbeckett.ac.uk or Andre.Buller@springernature.com

Enjoy the magic of *Open Access Alchemy*!

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