



Driving Knowledge Mobilisation and Impact Board Game Instructions

Instructions

1. Game Board: A path with 62 spaces, marked with conversation prompts, discussion points, or special actions.
2. Conversation Cards: Each card contains a scenario and a discussion question.
3. Player Pieces (Counters): One counter per player to represent their position on the path.
4. Dice: A six-sided die.

Objective

Be the first player to reach the end of the path by advancing spaces, engaging in meaningful discussions, and learning about knowledge mobilisation and research impact.

Setup

1. Lay out the game board on a flat surface.
2. Each player selects a counter and places it at the start of the path.
3. Shuffle the conversation cards and place them face down in a stack.
4. The player to the left of the card shuffler takes the first turn

How to Play

1. Starting the Game: The youngest player goes first, and play continues clockwise.
2. Rolling the Die: On your turn, roll the die and move your counter forward the number of spaces rolled.
3. Landing on Spaces:
 - Some spaces include conversation prompts or special instructions. Follow these when you land on them.
4. **Drawing a Card:**
 - After moving, draw a conversation card and read it aloud.
 - Cards may include a discussion scenario, movement instructions, or bonus learning points.
5. **Discussion:**
 - The player who draws the card speaks first.
 - Other players respond in turn, going clockwise.
 - Discussions are a collaborative learning opportunity for everyone.
6. **Pit Stops:** If you land on a "Pit Stop," you must miss your next turn.
7. Next Turn: After discussion, the next player rolls the die and repeats the process.

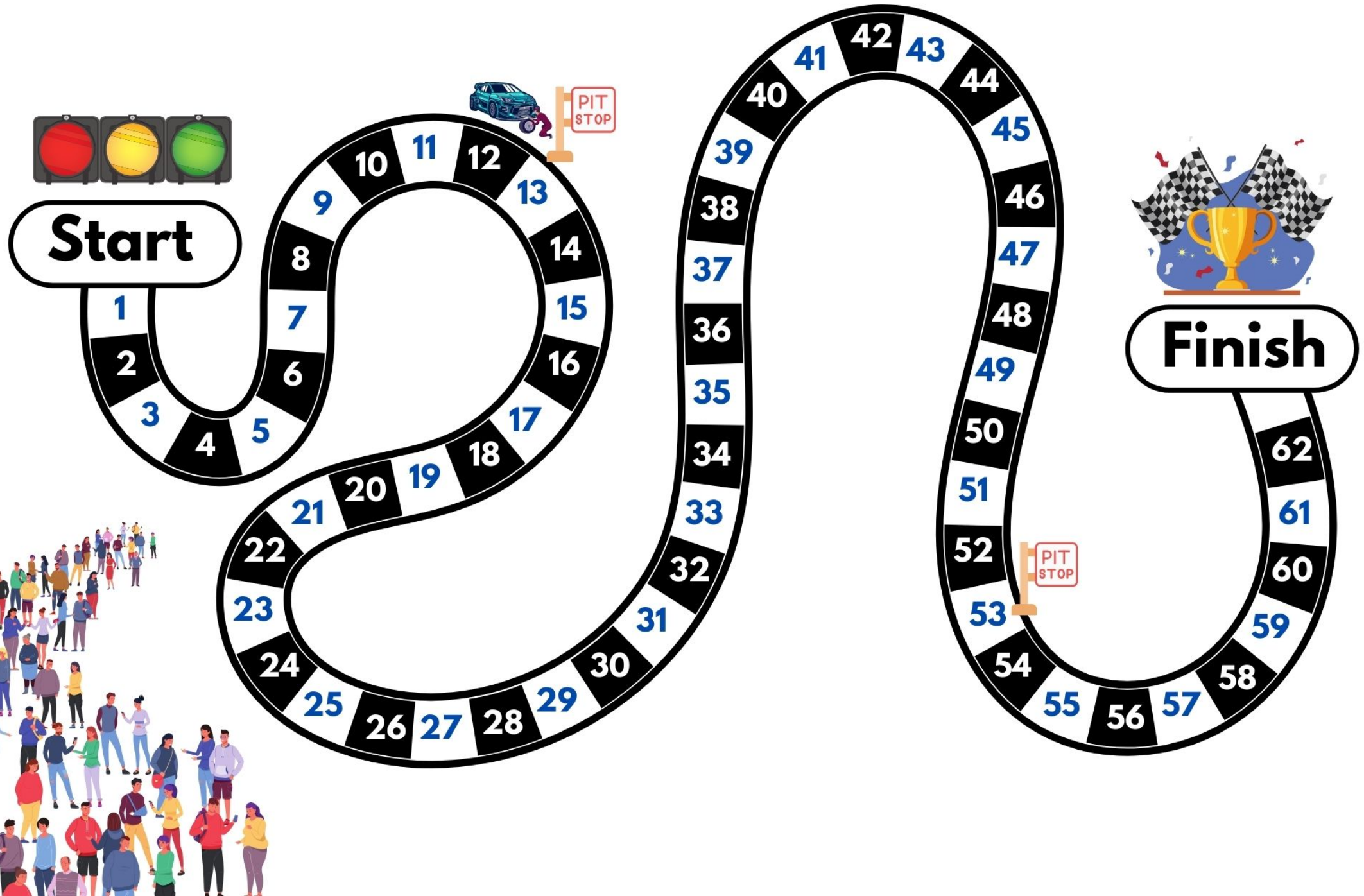
Special Rules

1. Move Back/Forward Spaces:
 - If instructed by a card, move your counter back or forward the specified number of spaces.
2. Bonus Discussions: Some cards feature bonus prompts for additional learning and engagement.

Winning the Game

The first player to reach the end of the conversation path wins. If multiple players reach the end on the same turn, they share the victory.

Driving Knowledge Mobilisation and Impact Board Game!





- **Scenario:** You improve access to research findings by creating an online portal. Move forward 3 spaces.
- **Discussion:** How can improving access to research enhance impact, and what features should an online portal include?
- **Bonus:** What are some effective ways to apply research findings in real-world settings?



Scenario: You identify and overcome barriers to participant recruitment. Move forward 4 spaces.

Discussion: What common barriers exist in participant recruitment, and how can they be addressed?

Bonus: How can changing behaviours lead to more successful research outcomes?



Scenario: You co-design a research project with community members. Move forward 5 spaces.

Discussion: What are the benefits of co-design in research, and how can it be effectively implemented?

Bonus: How can collaboration with diverse groups enhance research impact?



A participant expresses reluctance to participate due to fear of being treated as a "guinea pig." Move back 2 spaces.

Discussion: How can researchers effectively address concerns about being treated as "guinea pigs" in research studies?



You provide childcare assistance for participants during study visits. Move forward 5 spaces.

Discussion: What other types of support can be offered to participants to overcome barriers related to family responsibilities?



A participant experiences adverse effects from the study intervention. Move back 4 spaces.

Discussion: How can researchers minimise the risk of adverse effects while maximizing the benefits of study interventions?



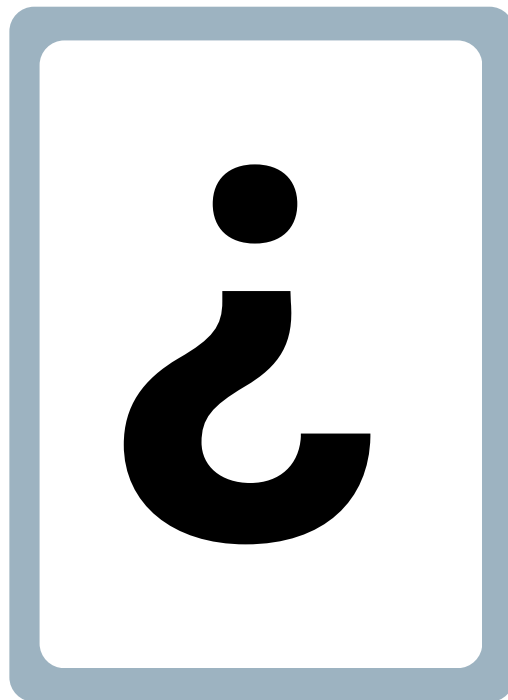
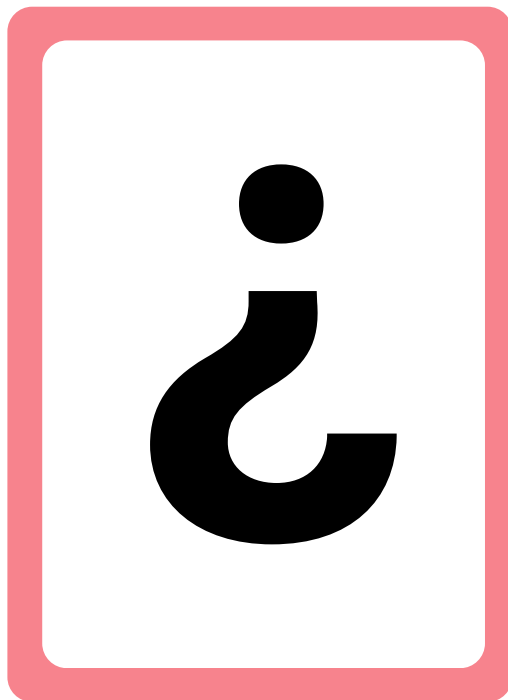
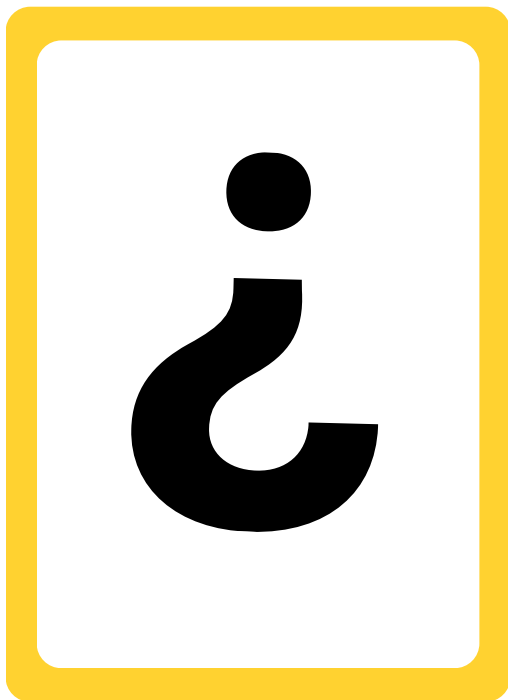
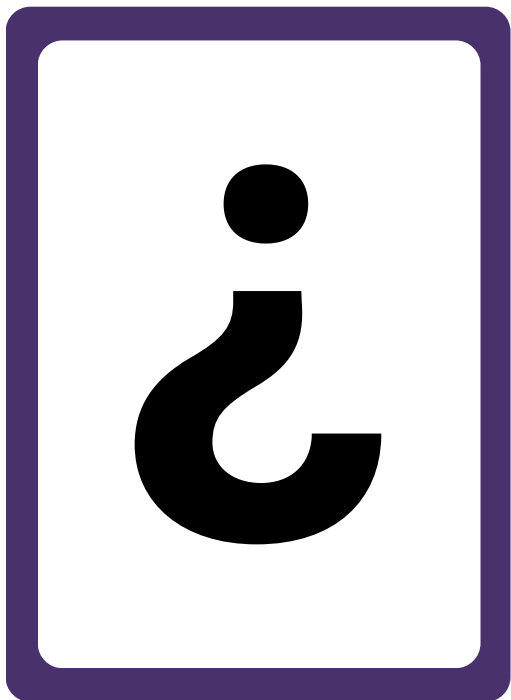
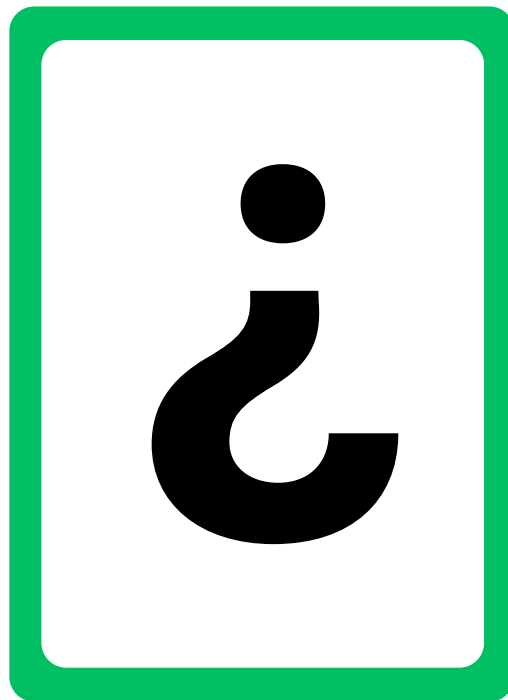
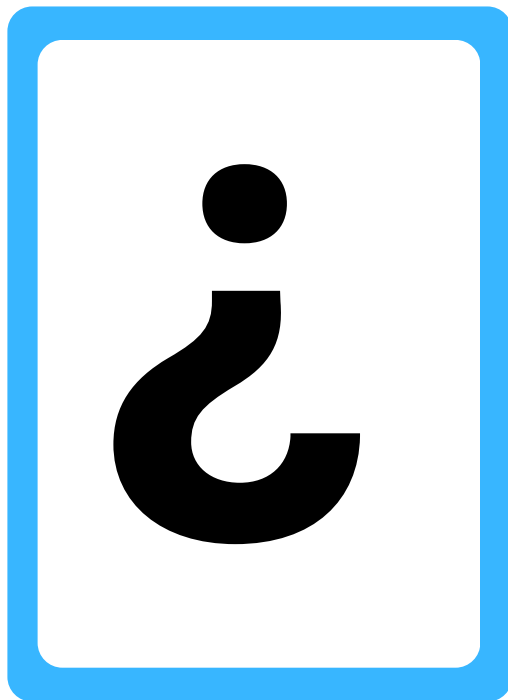
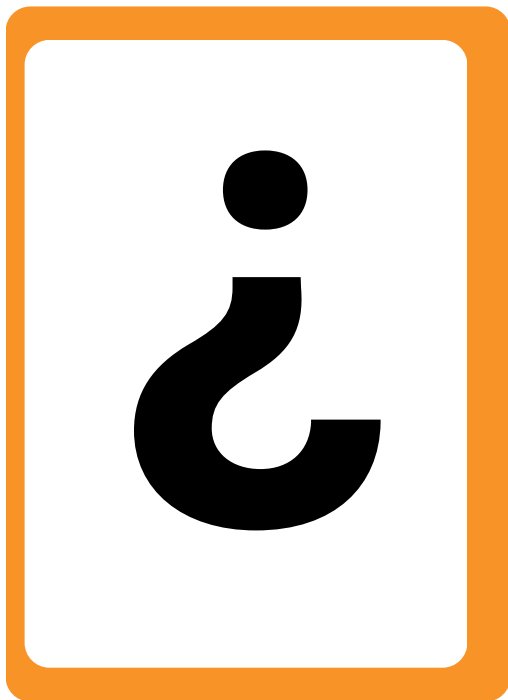
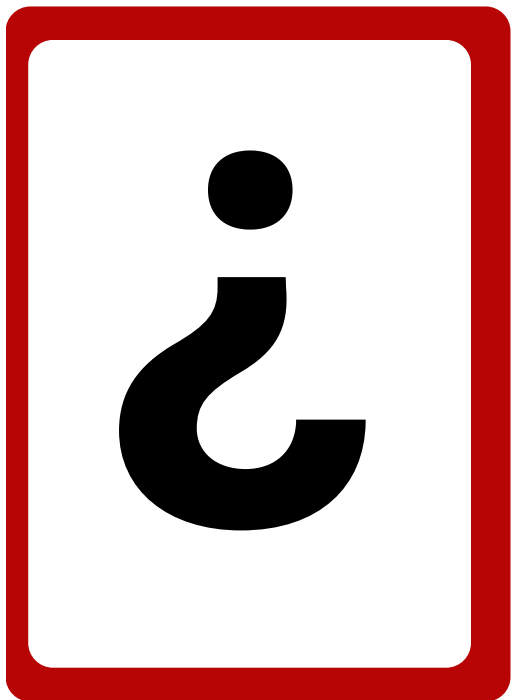
You conduct community outreach events to raise awareness about the study. Move forward 6 spaces.

Discussion: What are some effective strategies for engaging with communities and raising awareness about research studies?



A participant expresses concerns about data privacy and confidentiality. Move back 3 spaces.

Discussion: How can researchers address concerns about data privacy and confidentiality while maintaining transparency and trust?





You offer incentives for participants to encourage study participation and retention. Move forward 9 spaces.

Discussion: What types of incentives are most effective in motivating participants to enroll in and remain engaged with research studies?



You maintain open communication channels with participants, addressing their concerns promptly. Move forward 6 spaces.

Discussion: How important is effective communication in maintaining participant engagement and retention?



A participant drops out of the study due to work schedule conflicts. Move back 2 spaces.

Discussion: How can researchers accommodate participants' work schedules to minimise dropout rates?



You address misconceptions about research by hosting informational sessions for the community. Move forward 8 spaces.

Discussion: What are some effective ways to communicate complex research concepts to community members with varying levels of health literacy?

Notes

Notes

Bonus Discussion Point

Bonus Question

