the Integrity Quest

Rule Book

NAME

No

Note from Creators...

Hello! Thank you for picking up a copy of The Integrity Quest. This game was born out of wanting to make ethics more exciting and accessible to academic students. Along the way, it turned into one of the most fun side projects alongside our normal work schedules. We hope you enjoy playing it as much as we enjoyed making it.

We have provided material online to print and adapt this game at home, so you can tailor it to suit any audience interested in ethical research practice. Whether you are working with high school undergraduate, or masters students or Doctor researchers, or established academics, or even corporate trainees, we hope you find this a fun and engaging way to explore ethical practices together.

In accordance with our creative commons licence, we ask that you maintain the creators' names and that the game is not commercialised. This includes selling the game or monetising an event where the game is played.

Embark on an adventure of ethics dilemmas and integrity quandaries as you work to leave a lasting (positive) impact on your academic group. How will you as a team fare?

Do you have any suggestion for a next game or improvements to this one? We would love to hear from you.

Just visit: www.bath.ac.uk/guides/integrity-quest

Happy gaming!

Created by Cosmin Mudure, Jacob Barker, Oli Schofield, Filipa Vance and Fran Baber

Design by Pascale Dilger

Integrity Quest © University of Bath 2026.

This work is licensed under CC BY-NC-SA 4.0. To view a copy of this license, visit https://creativecommons.org/licenses/by-nc-sa/4.0/

Contents

Game Components.....5
Character Cards.....5
Scenario Cards.....6
Progression Cards.....6
Event Cards.....7
Support Cards.....7
Rewards – Dice, Re-rolls, Flips.....8
Motivation & Burn Out.....10
Game End.....10
Setting Up the Game.....11
Playing the First Phase – Planning.....12
Playing Phases 2, 3 and 4.....14
Project Finales.....15
Project Finales - Continued.....16
FAQ.....17
Answers.....18

Find a quick video tutorial at
www.bath.ac.uk/guides/integrity-quest

Welcome Researcher...

Congratulations for making it onto the prestigious Research Team! You are part of a multidisciplinary research team brought together to work on a new project.

Before any work begins, you must first spend some time **Planning** the approach to your project. This means first and foremost considering the ethical implications of the work you are being asked to carry out.

As your project progresses through other phases **Data Collection**, **Analysis** and **Publication** phase, new challenges will arise and you will have to use each other's expertise to solve them. Wil new ethical or integrity challenges arise?

The closer you get to the end of your project, the harder it will be for your team to stay motivated and meet your deadline.

Can you deliver good quality ethical research? Or will you lose all motivation before you even collect data?

Game Objective

"Integrity Quest" is a cooperative board game designed as a training tool to help players explore research ethics dilemmas and integrity-related challenges. Through collaborative gameplay, participants discuss and reflect on complex scenarios, developing their understanding of responsible research practices.

Your job is to play together to score points across the four phases of a research project: **Planning, Data Collection**, **Analysis** and **Publication.**

To succeed, you will need to score 250 points or more. Failing to do so will result in an unfavourable finale at the end, reflecting poorly on the reputation of the University, the Lead Investigator and most importantly, you! Keep your motivation high, support your fellow researchers and engage thoughtfully with ethical scenarios. What could go wrong?

Game Components

In your box, you should find:

10 x Flip tokens

10 x Re-roll tokens

1 x 3 min sand timer

18 x Dice

1 x Game board

6 x Character cards

4 x Progression cards

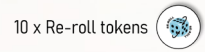
21 x Scenario cards

16 x Event & support cards

5 x Trackers



10 x Flip tokens



10 x Re-roll tokens





18 x Dice

1 x 3 min sand timer



1 x Game board



4 x Progression cards



6 x Character cards



16 x event and support cards



21 x Scenario cards



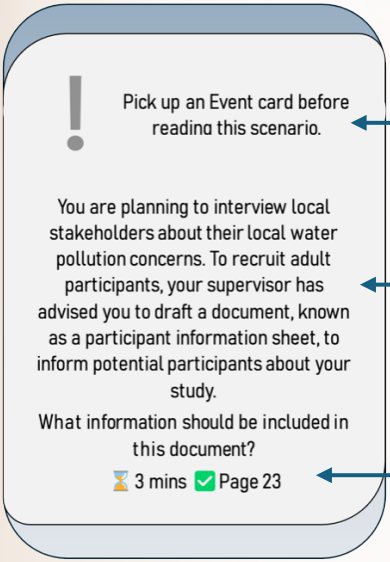
5 x Trackers

Character Cards

There are six different researcher roles to choose from, or you can deal them out at random. Each character card describes your researcher type and highlights any special attributes shaped by their training and experience. Work together and play to each character's strengths to earn extra points!

Scenario Cards

As researchers, you will consider 8 scenarios in total. This is two scenarios for every phase: Planning, Data Collection, Analysis and Publication. Based on your answers, you will gain rewards (see page 8) or lose motivation (page 10). Here is an example scenario:



Follow the instructions on the scenario card. If you are asked to pick up an event card **do so and resolve the event, before returning to the scenario.**

Then, the scenario must be read out to everyone in the research team.

Set a timer for 3 minutes, and discuss your answers so that you can reach a consensus. When the time is up then turn to the page stated in the card to check your answers and gain rewards.

Progression Cards

After completing two random scenarios for any given phase, you will turn over the progression card for that phase and follow its instructions. At this point, the whole team must roll their dice and, where appropriate, use bonuses to increase the score. The total is recorded on the game board using the phase tracker.

Event Cards

When you draw an event card, read it aloud to the rest of the team. The team then selects a researcher to respond to the event. Once the event has been resolved, return the card to the bottom of the event card deck.

- Rewards are written in blue, consequences are written in red.
- When a player resolves an event successfully, the reward may be shared amongst the team or given to a single researcher.
- If you are required to roll “more than”, this does not mean “more than or equal to” unless explicitly stated.
- The Technical Lead Researcher can use their ability for any player during the event.

Support Cards

A researcher may be asked to draw a support card following an event card. The Final Year PhD Researcher can draw a support card once or more per phase. Whenever a Support Card is drawn, the researcher should read it aloud so the whole team can consider how best to use it.

- The researcher who owns the support card may hold onto it and choose when to activate the reward on the card.
- Unlike additional dice, re-rolls and dice flips, support cards remain after passing a progression point.
- Once used, place the support card back at the bottom of the support card pile.

Rewards – Dice, Re-rolls, Flips

You may gain certain rewards by 1) answering scenarios correctly, 2) passing events successfully or 3) activating support card rewards.

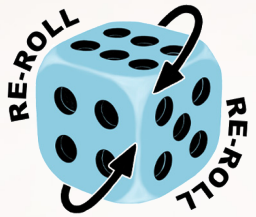
As a research team, you need to decide which player will receive any given reward. You may distribute evenly, or you may decided to give rewards to the researcher who will make the most use of them.

Once a researcher receives a reward, they may only use the reward to manipulate their own dice rolls. For example, a researcher may only use a dice flip on their own dice and cannot donate it to another researcher after receiving it.

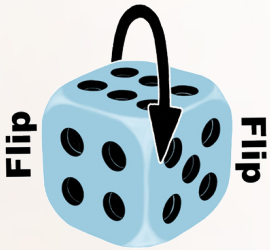
1. Additional dice – any additional dice will help the team score better during progression and will increase your chances of success. However, there is a limit to how many additional dice any one researcher may hold. The table below summarises the maximum number of dice can be held per researcher depending on the total number of researchers playing the game.

Number of researchers	**1**	**2**	**3**	**4**	**5**	**6**
Starting dice per researchers	6	3	2	1	1	1
Maximum dice held (including starting dice)	18	9	6	5	4	3

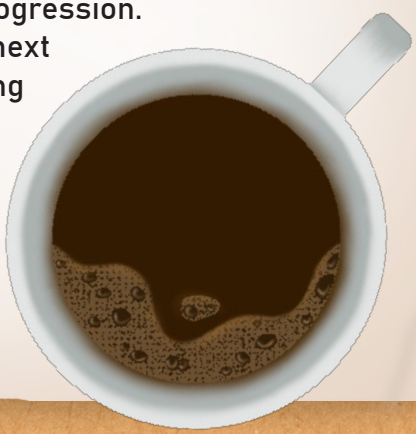
2. Dice re-rolls – one dice re-roll token is used as a second chance to re-roll any number of dice which rolled poorly. Once used, return the re-roll token to the coffee mug on the board.



3. Dice flips – one dice flip token can swap a single dice to the opposite face, turning poor rolls like 1 into a strong 6!



- Additional dice must be returned to the coffee mug after each progression point.
- Unused dice re-rolls and flips must also be returned after completing progression.
- Each researcher begins the next phase with their initial starting dice and any support cards that were not using during the previous phase.



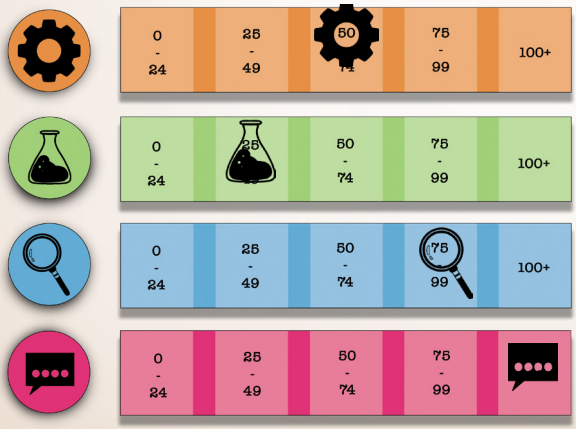
Motivation & Burn Out

If your motivation drops into the burn out zone, everyone immediately loses access to their starting dice. This could affect your scoring phase, making it harder to gain the 250 points needed to succeed. But all is not lost!

- As soon as you gain motivation again, you immediately regain access to your starting dice.
- The Motivational Researcher character may use their ability once per phase to boost motivation.
- The Final Year PhD's ability may draw support cards to boost motivation.

Game End

The game ends when you complete and score the final phase, Publication. After this, calculate the total score by using the lower bound number which determines your research team's final outcome. Then, turn to pages 15 and 16 to read your project's finale.



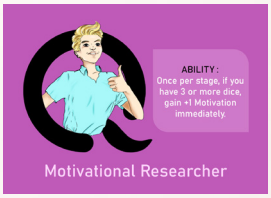
In this example, the Planning (50), Data Collection (25), Analysis (75) and Publication (100) phases combine to give a total of 250. This is the minimum needed to win the game!

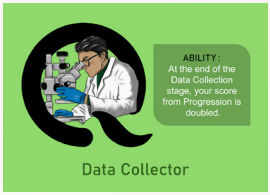
Setting Up the Game

1. Shuffle and place the event and support cards on their respective position on the board. Then place the Planning, Data Collection, Analysis, Publication and Motivation markers in their positions.









2. Pick, or randomly assign, a character! Pick up your starting dice now. Each researcher has a different **ability**, and you will remain this researcher for the duration of the game. Choose wisely!

3. Depending on the number of researchers, everyone picks up a number of starting dice.

Number of researchers	1	2	3	4	5	6
Starting dice per researchers	6	3	2	1	1	1

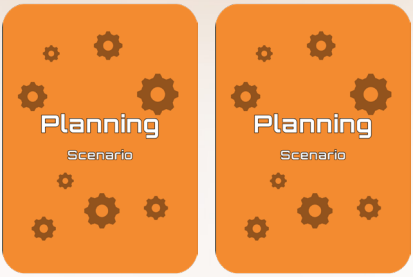
All remaining dice are placed on the coffee mug on the board.

4. Make sure you have your timer at the ready.

You are now ready to begin!

Playing the First Phase – Planning

1. Shuffle the Planning scenarios and pick two. Place them face-down in the Project Development corner.



2. Place the Planning progression card in the Progression corner.



3. Choose a researcher to read aloud the first scenario in the Planning phase.

When you are finished reading the scenario, the timer begins.

Watch out! More often than not, your scenario card will prompt you to do an event card. Do not continue reading the scenario. Choose a researcher to pick up and read an event card. Once finished, you may return back to the scenario.



4. Discussion round –
as a team, come up with as many considerations as possible within the time limit. Encourage everyone to speak, as they might be holding onto good ideas which could earn you more rewards, and win you the game.

5. Answer round –
when the time is up, nominate a person to find the answers in this booklet. Read the answers aloud to the team.
With each answer, there are rewards for mentioning them and penalties for missing them from the discussion. Agree as a team which points you covered.
As a team, choose which player will receive each reward.
For more, see pages 8 and 9.

6. After resolving and scoring the first scenario, progress to the second scenario card and repeat steps 3, 4 and 5.

7. Progression round – when both scenarios are finished, you may turn over the Planning progression card and follow its instructions.



8. Scoring round – following the progression round, you will obtain a score for the Planning phase. Move the Planning marker onto the score you obtained.

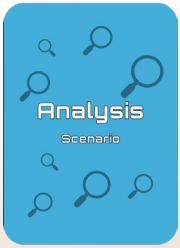


9. Reset – Reset all players to their starting dice, return additional dice and other rewards to its place on the board. Keep any unused support cards.

Playing Phases 2, 3 and 4

Repeat the same steps for the Data Collection, Analysis and Publication phases, following the same process used during the Planning phase.







Project Finales

0-74: Game loss - **Oh dear. This could be a career-ending project...**

Despite your efforts, things have gone badly wrong. Ethical missteps and poor decisions have undermined your work, and your publications are rejected. Your research group disbands, and the Lead Investigator's reputation is seriously damaged.
A harsh reminder that integrity matters at every stage. Before your next project, take time to rebuild: revisit core research ethics guidance, complete relevant training, and reflect on what went wrong. Strengthening your understanding now will help you avoid similar pitfalls in the future.

75+: Game loss - **Passable work.**

Your project reaches completion, but the impact is limited. While there were no major failures, the research lacks the strength and rigour needed to stand out.
Use this as a valuable learning opportunity. Reflect on what could be improved, seek feedback, and continue developing your skills. A commitment to ongoing learning will help strengthen your future work. Research is a journey, and every study helps you grow.

150+: Game loss - **Solid Outcome.**

There is merit here, you did okay! Your project shows clear strengths, with several ideas being well received at events and by your peers. While there is still room for improvement, your work shows promise and contributes meaningfully to your field. Build on this momentum by refining your approach and strengthening your methods. Thoughtful reflection now will help take your next project further.

Project Finales - Continued

250+: **Game win - Excellent work—your team has made a real impact.**

Your project has gained recognition, attracting interest from others in your field and opening up opportunities for collaboration. Your success reflects strong teamwork, sound decision-making, and a clear commitment to research integrity. Well done!
As always, there is more to learn. Continue to reflect on what could be improved, seek new perspectives, and build your expertise to strengthen future projects.

375+: **Game win - Outstanding achievement—you've set a new benchmark.**

Your work has gained international attention, with strong interest across the research community. Your findings are widely recognised, and others are building on your success.
This reflects exceptional teamwork, sound judgement, and a deep commitment to integrity. Continue to stay curious, open to new ideas, and committed to lifelong learning to sustain and grow your impact.

400+: **Game win – hardest finale - Remarkable—you've reached the pinnacle of research success.**

Your work has achieved global recognition, earning the highest honours in your field. Your research has made a lasting impact, and you are now seen as a leader in your discipline.
With this success comes responsibility. Share your knowledge, mentor others, and support the next generation of researchers. Even at this level, continue to reflect, learn, and ask what could be done even better.

FAQ

Q: An event card says to roll up to three dice – is that my personal dice, or from the dice pool?

A: The event card tells you to choose a researcher to attempt this roll. You must have gained the dice already from answering scenarios correctly. It would be best to pick someone who has the most dice in order to succeed in the event!

Q: An event card says I can trade in one die for a support card. Does this mean I lose my starting dice forever?

A: You can only lose starting dice by going into burn out (page 10). Therefore, if you do not have any additional dice from answering scenarios, you cannot make the trade. Place the event card back at the bottom of the event card pile.

Q: When do I use my dice?

A: Dice are only rolled during event card challenges and during progression. Starting dice, additional dice, re-roll and dice flip tokens are stored in front of you. When you use up a re-roll or dice flip token, you immediately return it to the coffee mug.

Q: Who makes decisions, team or individual?

A: All decisions are made collectively unless a card specifies a single researcher must act.

Q: When marking scenarios, what counts as 'mentioned'?

A: Answers do not need to match wording exactly, give credit to ideas that clearly align in meaning.

Answers

Your scenario will point you to the corresponding answer page.

Read each answer to the research team and decide together if it was mentioned in your discussion.

When collecting the rewards, you may wish to pool them together before distributing them out between researchers.

Remember, there is a maximum amount of dice that any player may hold (see page 8).

Planning Scenario – Deception

1. Participants should receive a debrief after taking part, explaining the true purpose of the study and why deception was necessary: +2 Dice, + 1 Flip token & + 1 Re-roll token / -1 Motivation

2. Re-consent participants at the end of the study, or give them a clear opportunity to withdraw their previous consent and their data: +2 Dice, + 1 Flip token & + 1 Re-roll token / -1 Motivation

3. Ensure that the deception is clearly explained and justified in your ethics application: +2 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Analysis Scenario – Use of GenAI

1. GenAI outputs will need to be thoroughly checked for ac curacy. Researchers are responsible for their research outputs being free from biases and inaccurate or misleading information: +2 Dice / -1 Motivation

2. Ensure that participant's privacy and confidentiality is maintained. Information used to prompt GenAI is often incorporated into training models: +1 Dice & + 1 Flip token / -1 Motivation

3. Have the participants consented for their data to be processed using GenAI tools? +1 Dice & + 1 Flip token

4. The use of GenAI tools should be made transparent, but the tool cannot be credited as an author: +1 Dice & + 1 Re-roll token

5. The use of GenAI is associated with high power and water consumption, electronic waste, and resource depletion. The environmental impact of using GenAI should be considered: +1 Dice & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Planning Scenario – Funding from Industry

1. Does working with a subsidiary of a tobacco company in directly support a parent company whose core business causes significant, preventable harm, even if the subsidiary itself operates in areas unrelated to tobacco or health? +2 Dice / -1 Motivation

2. Can organisations and individuals working with tobacco owned subsidiaries genuinely act independently, and can the knowledge produced be considered trustworthy, given the company's scale, resources, and potential to exert subtle or structural influence? +1 Dice & + 1 Flip token / -1 Motivation

3. Does association with a tobacco owned entity undermine public trust in institutions, science, healthcare, or education, regardless of the nature or quality of the specific work being undertaken? +1 Dice & + 1 Flip token

4. Does operating through subsidiaries allow tobacco companies to bypass ethical, regulatory, or funding protections designed to limit tobacco industry involvement in health, research, or policy relevant activity? +1 Dice & + 1 Re-roll token

5. Is it ethically consistent to pursue public health, social good, or educational goals while partnering with tobacco owned entities, particularly where such associations may limit access to other funding, collaborations, or sectoral support for individuals, teams, or departments? +1 Dice & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Analysis Scenario – Data Inclusion

1. Report the non significant result to ensure transparency and avoid bias, as omitting it could misrepresent the evidence and undermine the integrity of the research: +2 Dice, + 1 Flip token & + 1 Re-roll token / -1 Motivation

2. Include a discussion of the non-significant findings in the Discussion section: +2 Dice &+ 1 Flip token / -1 Motivation

3. Consider pre-registering your future studies to enhance transparency and reduce bias: +2 Dice & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Planning Scenario – Information Sheet

1. The purpose of the project: +1 Dice
2. What participants will do: +2 Dice / -1 Motivation
3. Risks of taking part: +2 Dice / -1 Motivation
4. Emphasise that participation is voluntary: +1 Flip token
5. How and when can participants withdraw from the project: +1 Flip token
6. Benefits of taking part: +1 Re-roll token
7. What will happen to the participants' data: +1 Dice
8. Who has reviewed the project? (Details of ethical consideration): +1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Publication Scenario – Funder Suppressing Findings

1. Review your funding contract to understand the rights to data ownership, and publication and dissemination of findings: +2 Dice / -1 Motivation

2. Seek advice from the University of Bath Legal or Contracts teams: +1 Dice & + 1 Flip token / -1 Motivation

3. Negotiate with the funder by explaining that suppressing valid findings undermines research integrity: +1 Dice & + 1 Re-roll token / -1 Motivation

4. Reflect on your obligations to members of the public who may be experiencing negative impacts of the programmes. Revisit participants' consent information around use and reporting of results: +1 Dice, + 1 Flip token & + 1 Re-roll token / -1 Motivation

5. Consider whistleblowing and/or reporting the findings to any relevant local authorities overseeing the programmes: +1 Dice & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Data Collection Scenario – Complaint

1. Acknowledge the email, acknowledge the distress and inform that you will take the necessary steps to understand what happened and you will get back to them: +1 Dice & + 1 Re-roll token / -1 Motivation

2. Contact Research-ethics@bath.ac.uk regarding the complaint: +2 Dice / -1 Motivation

3. Complete a 'corrective and preventative action' (CAPA) plan to reflect on what could have been done differently, and what you will change going forward: +1 Dice & + 1 Flip token

4. Respond to the participant explaining the reasons why either no action is being taken or explaining what is changing: +1 Dice

5. Aim to rebuild trust with the complaining party, potentially inviting them to support the design of future studies: + 1 Flip token & + 1 Re-roll token

6. If changes are being made, submit an amendment to your application via Ethics@Bath: +1 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Publication Scenario – Open Research

1. Ensure that your paper is published 'open access' and is deposited in Pure (the University of Bath's research repository): +2 Dice & + 1 Re-roll token / -1 Motivation

2. Publish your article in a pre-print archive ahead of sub mitting to an academic journal: +1 Dice

3. Where possible, publish your research data according to the FAIR principles (Findable, Accessible, Interoperable, Reusable) to increase the transparency and reproducibility of your work: +1 Dice & + 1 Flip token / -1 Motivation

4. Publish your research materials (e.g., data collection tools, study documentation, SOPs, statistical code etc.) so they are available to other researchers: +1 Dice & + 1 Flip token

5. For future studies, ensured you have pre-register your r esearch methods and analysis: +1 Dice & 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not consid-ered, apply that penalty.

Planning Scenario – Social Media Data

1. Should the posts be considered 'public' or 'private'? For example, were they posted in a private group, or publicly using trending hashtags? +1 Dice & + 1 Flip token

2. Whether data can be made fully anonymous by removing usernames. Quotes could be used to reverse-search and find original posts: +2 Dice & + 1 Flip token / -1 Motivation

3. Whether posters agreed for their content to be used for research purposes when they registered for the social media platform: +2 Dice & + 1 Re-roll token / -1 Motivation

4. Awareness of the platform's 'terms of service' and any restrictions they may impose (such as data collection vs sharing): +1 Dice & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Data Collection Scenario – Fatigued Participants & Drop-Out Rates

1. Consider contacting participants who dropped out to see if they can explain their reasons for leaving the study: +1 Dice

2. Hold a PPIE-style meeting to review the protocol and approach, consider revising the language used in your materials to improve recruitment, and explore options for where to advertise: +1 Dice + 1 Re-roll token

3. Discuss with the supervisor different ways to advertise the study to improve interest: +1 Dice & + 1 Re-roll token / -1 Motivation

4. Discuss with the supervisor different ways to obtain data: +1 Dice & + 1 Flip token

5. Submit an ethics amendment to reflect any changes being made to the study: +1 Dice & + 1 Flip token / -1 Motivation

6. If significantly behind schedule, hold discussions with your supervisor and Doctoral College support to identify the potential impact on your studies: +1 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Publication Scenario – Authorship

1. Including someone who didn't contribute to the research is unfair, dishonest, and counts as gift authorship: +2 Dice & + 1 Re-roll token / -1 Motivation

2. Including a non contributing student gives credit which was not genuinely earned and can distort accountability for the work: +1 Dice & + 1 Re-roll token

3. Adding a non contributing author creates a misleading publication record and compromises the credibility of the paper: +1 Dice & + 1 Flip token

4. Including their name as an author goes against the University's Authorship Guidelines, and would be a breach of research integrity: +1 Dice & + 1 Flip token / -1 Motivation

5. Speak to the Independent Student Advisor ahead of speaking to your supervisor about the content of the pa per and the University's authorship guidelines: +1 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Data Collection Scenario – Fraudulent Participation?

1. Suspend the survey until you can be sure you will not incur more expenses on responses from non-genuine participants: +2 Dice & + 1 Re-roll token / -1 Motivation

2. Analyse the responses taking particular attention to the format of email addresses: +1 Dice & + 1 Re-roll token

3. Discuss with your supervisor to understand what actions can be taken: +1 Dice & + 1 Flip token

4. Re-advertise the survey noting in the recruitment materials that people need to use a professional email address and provide details of their current employment: +2 Dice / -1 Motivation

5. Consider advertising the survey asking for expressions of interest, and then send those with professional affiliations a unique link: + 1 Flip token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Planning Scenario – Sensitive Topics

1. Mitigate potential risks of discussing sensitive topics with participants (e.g., anticipating distress, ending the discussion early, signposting to support services etc.): +2 Dice / -1 Motivation

2. Consider that participants may become vulnerable and distressed during the focus group: +2 Dice / -1 Motivation

3. Identify that participants may distress other participants during the focus group my sharing their experiences, or even challenging other's experiences: +1 Dice & + 1 Flip token

4. Inform participants that confidentiality is not possible in a focus group as attendees will be aware of each other's participation and contributions: +1 Dice & + 1 Re-roll token

5. Inform participants that it will not be possible for their data to be withdrawn after the focus group as the data will be integrated with contributions of others: + 1 Flip token & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Analysis Scenario – Questionable Research Practices

1. Lack of informed consent, which breaches ethical standards: +1 Dice & + 1 Flip token

2. Deception of platform users which undermines trust in the research community: +1 Dice & + 1 Re-roll token

3. No research ethics committee review which violates academic and platform standards: +2 Dice & + 1 Flip token / -1 Motivation

4. Public backlash which can cause individual and institutional reputational damage: +1 Dice & + 1 Re-roll token / -1 Motivation

5. Covert alteration of the website environment which creates a long-lasting loss of trust in the platform: +1 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Publication Scenario – No Significant Findings

1. Continue to write up the results accurately and reflect on the non-significant findings in the discussion section: +2 Dice, + 1 Flip token & + 1 Re-roll token / -1 Motivation

2. Provide a complete and honest report to the funder, ensuring that your collaborators are aligned on messaging and dissemination plans: +1 Dice / -1 Motivation

3. Aim to publish the work in a special issue on non-significant results, aimed to reduce publication bias: +1 Dice & + 1 Flip token

4. Consider sharing the work in preprint servers, data repositories and registered report outlets: +1 Dice, & + 1 Re-roll token

5. Aim to share the work at conferences as a methodological or learning-focused contribution: +1 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Analysis Scenario – Irreproducibility

1. Go through the data and any existing records with a peer and determine whether any aspects of the study can still be used: +1 Dice & + 1 Flip token

2. Amend your presentation ahead of the conference to take the issue into account: +1 Dice / -1 Motivation

3. Ensure that there are standard operating procedures for data collection which all researchers must follow: +1 Dice & + 1 Re-roll token

4. Ensure that each study has a data managing plan that is followed by all of the researchers: +1 Dice

5. Remind everyone of the training available and run a best practice session for all researchers in the lab: +1 Dice & + 1 Flip token / -1 Motivation

6. Regularly review record keeping practices for each study: +2 Dice & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Publication Scenario – Ensuring the Integrity of Your Data

1. Checked for missing, duplicate or inconsistent entries and resolved them using transparent pre-defined criteria; documented every transformation made to the dataset, including decisions about exclusions or variable creation: +2 Dice & 1 Re-roll token / -1 Motivation

2. Used standardised scripts rather than manual manipulation to avoid human error: +1 Dice & + 1 Re-roll token / -1 Motivation

3. Stored data in an encrypted, access-controlled environment: +1 Dice & + 1 Flip token

4. Ensured regular discussion with supervisors to review and resolve any discrepancies collaboratively: +1 Dice & + 1 Flip token

5. Followed my data management plan and can provide access to metadata, codebooks and scripts allowing others to replicate or audit my findings: +1 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Data Collection Scenario – New Measurement Machine

1. Clearly assess and document differences between the old and new machine (e.g. sensitivity, calibration, data outputs): +2 Dice & +1 Re-roll token / -1 Motivation

2. Run validation or bridging tests to understand how results from the two machines compare: +1 Dice & +1 Flip token / -1 Motivation
3. Assess whether the change affects comparability of results and analysis plans (e.g. need for adjustment or separate analysis): +1 Dice & +1 Re-roll token

4. Submit an amendment to the ethics form, updating the study documentation and protocols to reflect the change in equipment and any implications: +1 Dice

5. Ensure metadata and records clearly indicate which machine generated which data: +1 Dice & + 1 Flip token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Planning Scenario – Animal Research

1. Submit the project for ethics review: +2 Dice & + 1 Re-roll token / -1 Motivation

2. Ensure it is clearly justified that the study falls outside

3. The Animals (Scientific Procedures) Act 1986 (ASPA) (e.g.no handling, disturbance, or harm to animals) and that this is documented in the form: +1 Dice & +1 Flip token / -1 Motivation

4. Carry out and document a simple risk and welfare assessment (e.g. avoiding disturbance to birds, sensitive habitats, or nesting periods): +1 Dice

5. Check and comply with relevant permissions (e.g. access to land, local wildlife regulations, protected species guidance): +1 Dice & + 1 Flip token

6. Demonstrate application of the 3Rs principles where relevant (Replacement, Reduction, Refinement), even in a non-ASPA context: +1 Dice & + 1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Data Collection Scenario – Time Course

1. Acknowledge and document the feasibility issue as soon as it is identified (rather than continuing without change): +2 Dice & + 1 Re-roll token / -1 Motivation

2. Ensure any missing or uneven time points are clearly recorded and not hidden or retrospectively altered: +1 Dice

3. Assess the impact on data quality and analysis (e.g. whether results remain comparable or require different methods): +1 Dice & + 1 Flip token / -1 Motivation

4. Seek advice from your supervisor to review and revise the study design (e.g. reduce number of time points, increase intervals, or adjust workflow to ensure consistency): +1 Dice & +1 Flip token

5. Update protocols, documentation, and any pre-specified plans to reflect the changes: +1 Dice & +1 Re-roll token

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Planning Scenario – High Energy Use

1. Clearly justify the need for clean room use (e.g. why lower-impact methods or facilities are not suitable): +2 Dice & +1 Re-roll token / -1 Motivation

2. Consider and document ways to reduce environmental impact (e.g. batching experiments, minimising idle time, sharing facilities): +1 Dice & +1 Flip token / -1 Motivation

3. Check whether there are institutional sustainability policies or carbon reporting requirements and comply with them: +1 Dice & + 1 Flip token

4. Engage with facility managers to optimise energy use (e.g. scheduling, equipment settings, shutdown procedures where possible): +1 Dice & +1 Re-roll token

5. Consider alternatives for future studies (e.g. simulation, lower-impact methods, or different materials/processes): +1 Dice

For each action that was considered, obtain the associated reward for this stage. If an option with a penalty was not considered, apply that penalty.

Author Contributions

Conceptualization:
Cosmin Mudure, Jacob Barker, Oli Schofield, Fran Baber, Filipa Vance
Funding acquisition:
Oli Schofield
Project Management:
Cosmin Mudure
Project Administration:
Oli Schofield
Scenario Curation:
Jacob Barker, Fran Baber, Filipa Vance
Writing – original draft:
Cosmin Mudure, Jacob Barker, Fran Baber, Filipa Vance
Writing – review and editing:
Cosmin Mudure, Jacob Barker, Fran Baber, Filipa Vance
Video Tutorial:
Sarah Atkinson, Zach Kissell
Design:
Pascale Dilger

We gratefully acknowledge support from Research England through the Enhancing Research Culture Fund (ERCP).

A special thank you to all our playtesters, who gave their time, honest feedback, and thoughtful suggestions throughout the development of Integrity Quest. Your contributions have been essential in shaping the game into what it is today.

Integrity Quest © University of Bath 2026. This work is licensed under CC BY-NC-SA 4.0. To view a copy of this license, visit https://creativecommons.org/licenses/by-nc-sa/4.0/

For more information and contact details please visit https://www.bath.ac.uk/guides/integrity-quest/