Maria Baker

Academic Squabble

This is my talk.

I like to start with a joke.

Why are goose terrible drivers?

Because they honk all the time.

Today I'm going to talk about Academic Squabble

Academic Squabble is a card game

Academic Squabble teaches about science

About Nobel Prizes and citations and paradigm shifts

Kids need to learn about science so they can be better grown-ups when they grow up

We need to learn about scientists because scientists made many things we now use

And the scientists were really great because they helped the world

If a kid wants to become a scientist they need to know what it's like to be a scientist

Scientists like to argue

And that's true. Scientists do like to argue!

Scientists read other scientists' papers and sometimes they talk about them, that's called a citation

Sometimes they get really jealous

A paradigm is how scientists think about their fields

In a paradigm shift, Nobel Prizes don't count anymore

Here's the game

First you shuffle the cards up

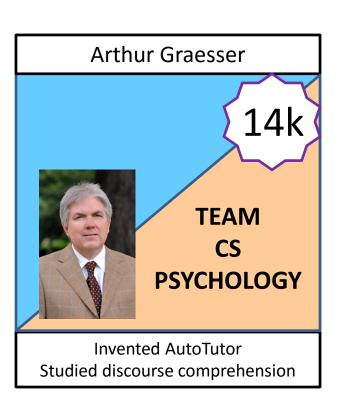
Which I cannot do because I don't know how to shuffle

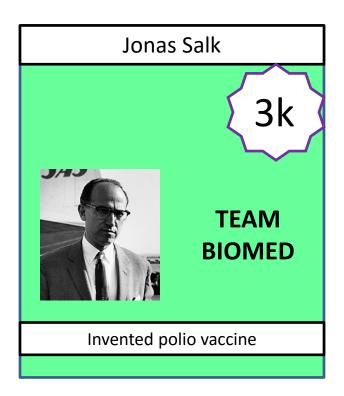
Then you deal the cards in piles of 8

Because that's fair. Each player gets 8.

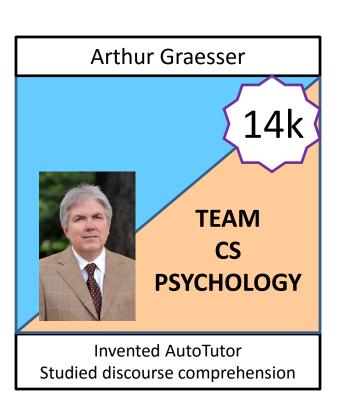
You look at the cards and pick a card to play

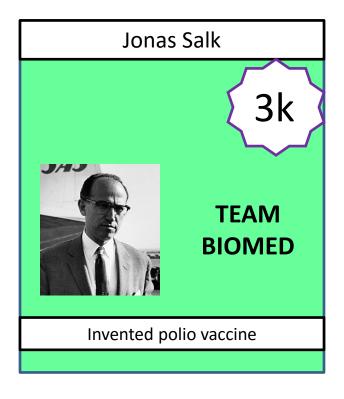
Let's say I pick Art Graesser and Chico picks Jonas Salk



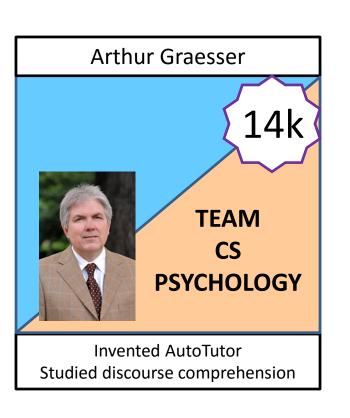


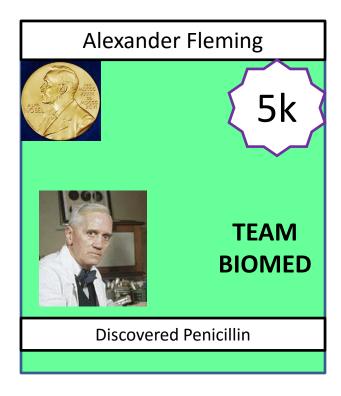
There's no nobel prizes so the one with more citations is the winner. And the one with more citations is Art Graesser. So I win!



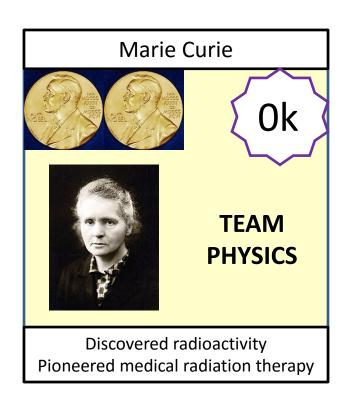


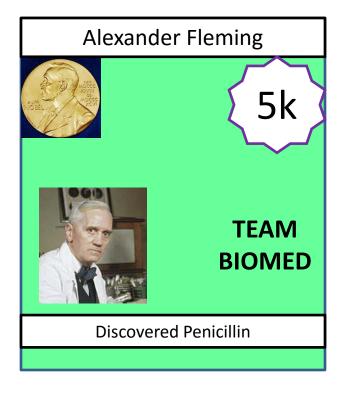
Let's say Chico picks Alexander Fleming. Alexander Fleming only has 5 thousand citations but he has a Nobel Prize so he wins



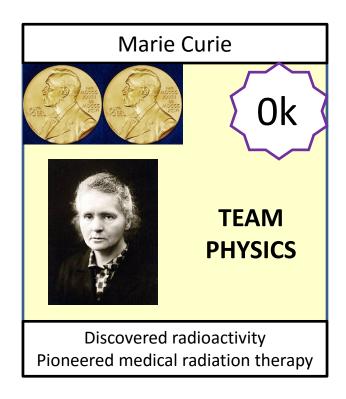


But if I pick Marie Curie, she has two nobel prizes so she wins.

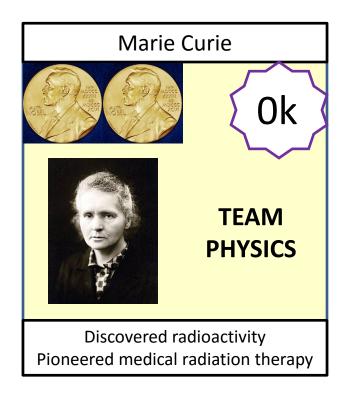




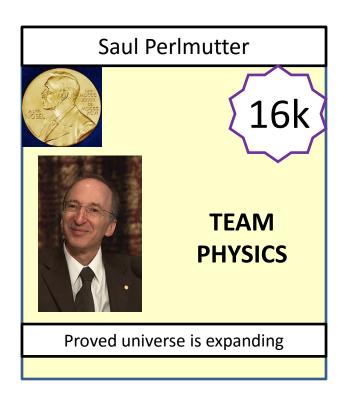
Yay! Marie Curie is my favorite scientist of all time.

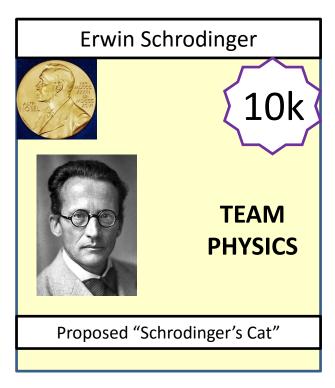


She invented radiation therapy.

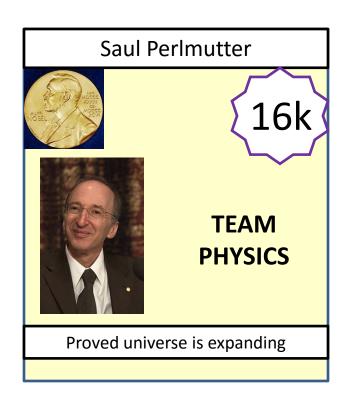


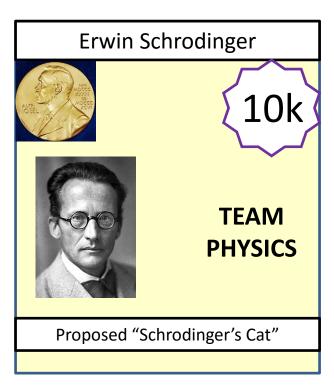
Let's say Chico picked Erwin Schroedinger and I picked Saul Perlmutter





They're both the same color so they're in the same field – Fizziks

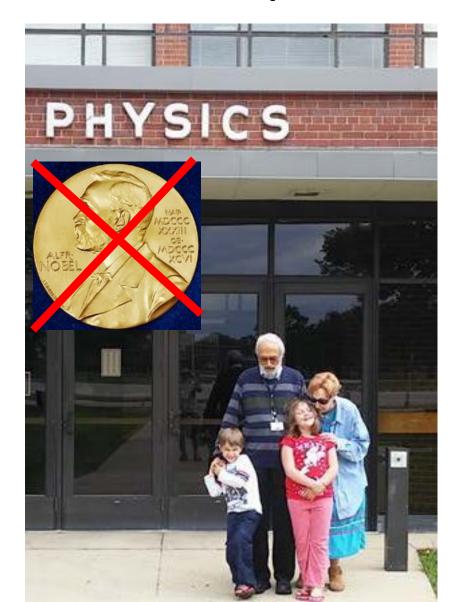




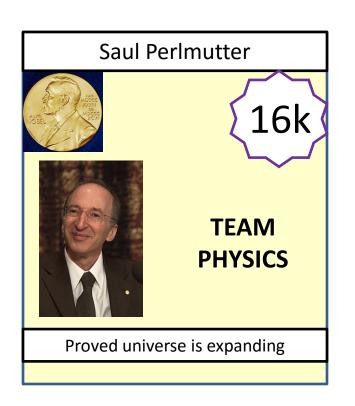
My grandpa is a fizzisist

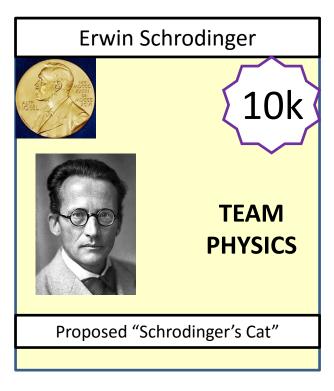


But he doesn't have a nobel prize



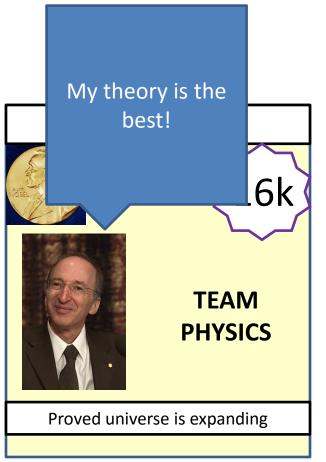
The one with the most citations would win. But they're the same color

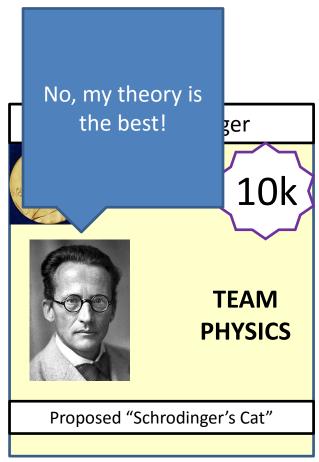




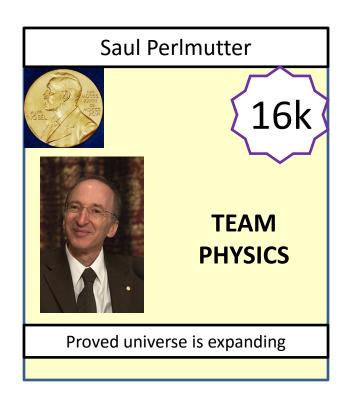
So we yell "Academic Squabble"!

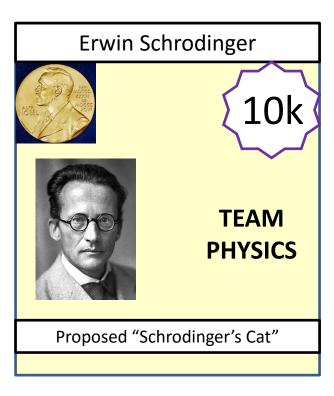
Because they argue.



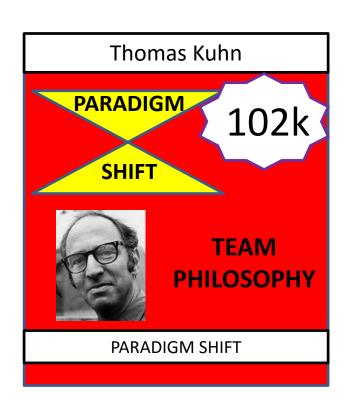


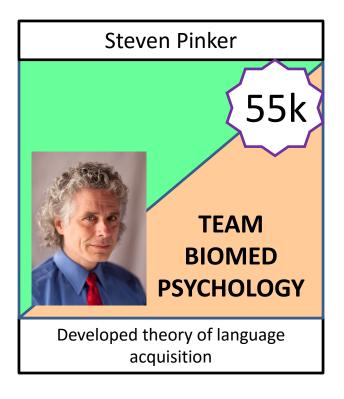
And we play another card



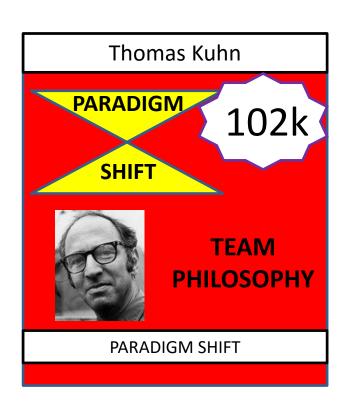


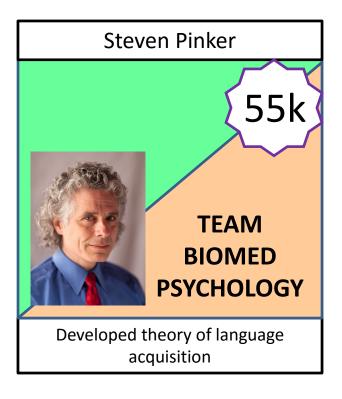
Let's say Chico picks Thomas Kuhn and I pick Steven Pinker



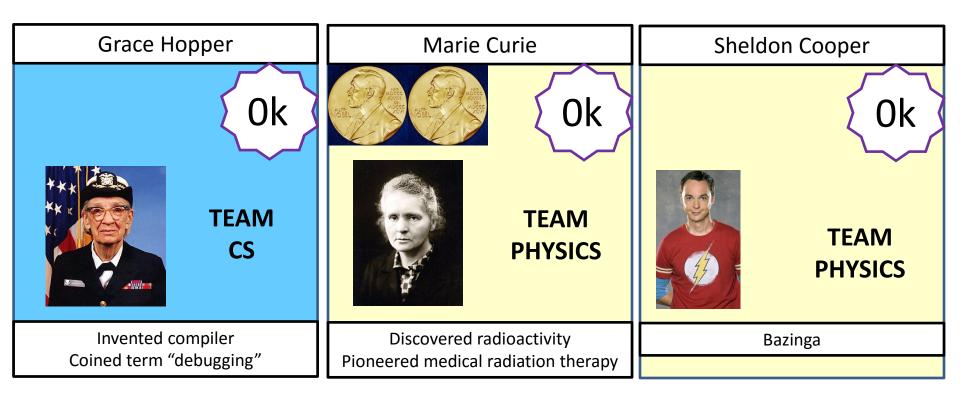


The person who put down Thomas Kuhn says "Paradigm Shift!"

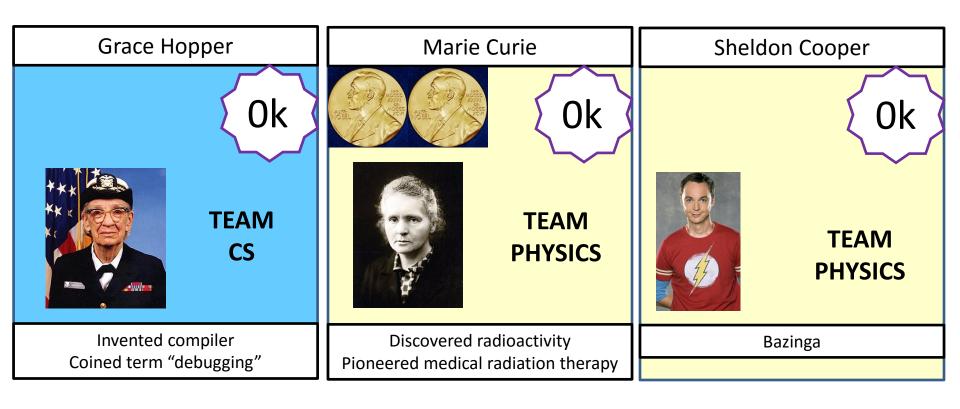




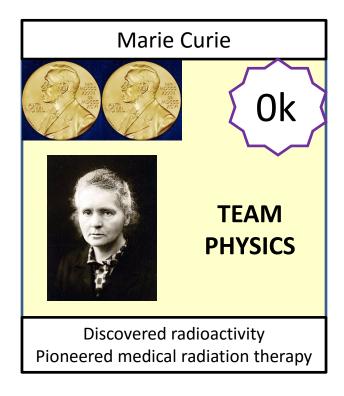
And then you play again and the person with the smallest citations wins



Imagine they thought Grace Hopper wouldn't win. But she would!



Marie Curie wins normally and in Paradigm Shifts. She's the Stongest Card! Yeah!



You win when someone finally loses all their cards

548 people have downloaded Academic Squabble

We are planning to do research. We are just getting started.

The IRB said we can do research on Academic Squabble

Teachers College, Columbia University 525 West 120th Street New York NY 10027 212 678 3000 www.tc.edu

INFORMED CONSENT TEMPLATE

DESCRIPTION OF THE RESEARCH: Your child is invited to participate in a research study on a game that teaches about scientists and the customs of science. Your child will be asked to play a game about scientists called Academic Squabble. Your child will be given a short verbal pre-test about the material learned in the game. Then they will be taught how to play. Then they will part be game six times. After each game, they will be read a brief paragraph about scientists. Finally, they will be given a short verbal post-test about the material learned in the game. No data will be collected except for the verbal pre-test and post-test. The research will be conducted by the Principal Investigator. The research will be conducted at a location of your choice.

RISKS AND BENEFITS: The risks and possible benefits associated with this study are minimal. There are minimal risks to participating in this activity, comparable to those seen in recreational activities such as playing card games with friends, learning at school, or taking tests. Subjects may become bored, fatigued, or annoyed by the game. There are no direct benefits to playing this game. Participants may quit at any time, with no penalty.

PAYMENTS: None

<u>DATA STORAGE TO PROTECT CONFIDENTIALITY</u>: All data will be collected in a fully anonymous fashion. There will be no way to link your child's pre-test or post-test scores to this consent form or any other identifying information. Paper files will be stored in the Principal Investigator's office. Data records will be stored in a Microsoft Excel file and backed up in Google Drive.

TIME INVOLVEMENT: Your child's participation will take approximately one and a half hours.

<u>HOW WILL RESULTS BE USED</u>: The results of the study will be published in journals and scientific conferences.

Teachers College, Columbia University Institutional Review Board

Protocol Number: 16-104

The research study is to do research on other kids

We're going to play the game with other kids so we can find out data

We'll play the game and then ask them what they learned.



We're going to give them a test.

I like tests. I'm good at math tests.

Tests are fun. I get 100. Sometimes.

I want to figure out if the game worked. I need data.

Then I will publish.

The End