

# About card game mmmAcademia

## Why mmmAcademia?

mmmAcademia is a card game to stimulate reflection and conversation. It aims to create progress in how we Recognize and Reward academic work. This game is not about winning. It is about having meaningful conversations about how working in academia currently is, and how it could and should be. Be aware: mmmAcademia is a tough nut to crack!

Four aspects are covered by the cards:

- How to measure & stimulate quality?
- How to stimulate collaboration?
- How to allow for diverse careers?
- How to uphold the human dimension?

## With whom to play?

mmmAcademia can be played with anyone working in academia. Some cards expect specific experience (e.g. teaching); these can be removed beforehand or skipped when encountered. Playing with colleagues who are in the same team or department, ideally of different academic positions, gives the most insightful experience.

## How many players?

The game can be played with one or more players. By yourself, it becomes a reflection tool; with others, a conversation tool. Three or four players is optimal. The more players, the more important it is to put a time limit on answers, just to make sure it stays interesting.

## How to get the card deck?

If you would like to play the card game, you can apply for a card deck:

- Send an e-mail to Radboud Teaching and Learning Centre: [TLC@ru.nl](mailto:TLC@ru.nl)
- Contact the TLC Lecturer Ambassador in your faculty.

# How to play card game mmmAcademia

## Preparation

1. Select cards  
Optionally, select cards based on:
  - a. Task, e.g. only education.
  - b. Aspect of R&R, e.g. only collaboration.
  - c. A specific subset based on the group's interests, experience and safety.
2. Choose style of play
  - a. By aspect: Split set by color into stacks.
  - b. Random: Shuffle set, make four stacks.

## Setup

1. Place the stacks with the image up on the table.
2. Place the *How to play (a)* card and the *Topics (a)* card on the table for reference.
3. Choose who starts.
4. Flip the *How to play (a)* to *How to play (b)* side.
5. Start the game and use the steps on the *How to play (b)* card for reference.

## Conversation

A group or player can choose to play with one or more question types. Interpret questions in such a way that it sparks the most valuable conversation.

### Opening questions:

- What are the player's experiences; How do they feel about it?
- What is the player's alternative; How do they think it should change?

### Follow-up questions

- What is the priority of the change?
- What is needed to make the change reality?