



# **GAMES OF SCIENCE**

SECOND EDITION, MARCH - MAY 2023

# WHAT IS



**A public-science engagement project for young Romanian scientists (master and doctoral students and researchers) made of 1 training session and 1 competition for each of the regional rounds and the national final**

## **The training:**

- the participants learn to speak in public about their research
- find out how to use their emotions to be more persuasive
- exercise making complex subjects easy to understand
- prepare to compete in the competition format

## **The competition:**

- an original format devised by scicomm expert Ada Roseti
- made of 4 - 5 elimination rounds of 15, 30, 60, 90 and 180 seconds
- jury selects who goes to the next round
- only two finalists get to speak about their subject for 3 minutes

# FIRST EDITION IN NUMBERS



- Beginning: 19-20 March (University of Bucharest)
- End: 18-19 June (National final at Polytechnic University of Bucharest)
- 400.000+ people reached
- 3,275 clicked on the registration link
- 161 registered (5% click-through rate)
- 90 finalized the training
- 76 participated in the competition
- 70% women/ 30% men
- 46% undergraduates,
- 10% were master
- 29% were doctoral students 15 universities from 8 university cities (Cluj-Napoca, Bucharest, Sibiu, Iași, Timișoara etc)

**Organizatori:** British Council România, BioMentorHub

**Parteneri de organizare:** Universitatea din București, Universitatea Politehnică din București, Universitatea Babeș-Bolyai din Cluj-Napoca, Universitatea Alexandru Ioan Cuza din Iași, Universitatea Lucian Blaga din Sibiu, Universitatea Politehnică din Timișoara

**Parteneri de comunicare:** UEFISCDI, SOMS (Scientific Organisation of Medical Students), Romanian Science Festival, edupedu.ro

**Sponsori:** CIVIS project no. 612648 – WP3, Ad-Astra, Humanitas, Asociația pentru educație și știință Herman Oberth, CNR-UNESCO

# SECOND EDITION IN NUMBERS

- 8 training sessions
- 8 regional competitions (6 face-to-face, 2 online)
- Regional sessions: March-April 2023
- National final: May 2023
- 250 participants expected
- 20+ universities involved
- 25+ NGOs and associations involved
- 1.000.000+ reached through mass media and social media







# KEY OBJECTIVES

1.

Increase the interest and competency of Romanian **scientists in the public communication** of their research.

2.

Increase the **public and mass media awareness** of the Romanian **research** environment and results.

3.

Attract more Romanian **youngs** to **careers and projects in science and technology**.





**"Design an experience so that the audience can reflect back to you what you planned to tell them."**

- 1. If you don't manage to get their attention in 15 seconds, they won't listen to you for 30 seconds**
- 2. We are used to getting negative feedback and tend to do the same, but we must change that**
- 3. We don't know how to speak to our colleagues from the lab next door. How could we speak to the person on the other side of the street?**





Three types of factors  
influencing intention to  
engage with the public.

**ATTITUDES**

**SELF EFFICACY**

**NORMS**







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# CONFERINȚA SUPER ERORILOR

CÂND S-A TERMINAT CU PREZENTĂRILE OFICIALE, VORBIM DESPRE

- un drum greșit în cercetare
- o gafă într-un studiu
- o prezentare nereușită
- un studiu respins dureros

**MIERCURI, 12 APRILIE, ORA 18.00**  
**LA LIBRARIA CĂRTUREȘTI OPEREI**

ÎNSCRIE-TE AICI



Un proiect Comuna de știință prin

**Știință & Comunicare**

și



♥🎵📖🔍  
**cărturești**



# CONFERINȚA SUPER ERORILOR

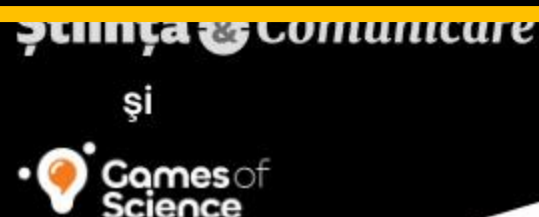
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