

The EASE Peer Review Card Exchange Game

Playing Guide

ease



**European Association
of Science Editors**

About the game

This card game is designed as an engaging, inclusive, interactive training exercise to stimulate debate around the ethics of peer review.

The game was first published in EASE journal, European Science Editing in 2018. This new 2024 edition features revised texts and brand-new cards to address contemporary issues.

Cards are collected into seven themes:

- / Responsiveness
- / Competence
- / Impartiality
- / Confidentiality
- / Constructive Criticism
- / Responsibility to Science
- / Artificial Intelligence

The main objective of the exercise is for participants to be conscious of their opinions on this subject, and to compare these with their peers.

A moderator should ensure that everyone participates in some way, and nobody monopolises the session.

The game can be played in different ways, depending on size of group and amount of time available. Very large groups may require more than one pack of cards.

Large group/short format:

Total duration: around 45 minutes.

30 minutes for groups to discuss, select, and exchange cards.

15 minutes for open discussion.

Form groups of 4-5 participants, preferably of different backgrounds and not familiar with each other.

Shuffle the cards and deal each group 6-8 cards.

Each group must select at least 3 cards that all members agree with, and at least 1 card they all disagree with.

Groups must prepare to justify why they are keeping these cards.

In this manner, the participants must discuss each card individually.

After 20 minutes, before making the final decision on the cards, participants may exchange cards they do not like with other groups. In this phase, participants can walk around the room to make the exchanges.

Finally, participants share which cards they agreed on with the rest of the groups and discuss why they find them acceptable or not.

Interactivity and discussion is encouraged!

Small group/long format:

Total duration: at least 60 minutes.

15 minutes for individuals to select and exchange cards.

15 minutes for discussion in pairs.

15 minutes for groups of two pairs.

15 minutes open discussion.

Phase one: Shuffle the cards and deal each participant 6-8 cards.

Participants must select the cards they agree with most, then exchange the cards they do not like with other participants.

Phase two: Participants are paired up and must select 4 cards that both participants agree on. Each participant should contribute at least one card.

Phase three: Repeat the second phase, this time grouping together two pairs into groups of four.

Finally, participants share which cards they agreed on with the rest of the group and discuss why they find them acceptable or not.

Credits

2024 update by Duncan Nicholas

First version: 2018, developed for EASE by Ružica Tokalić and Ana Marušić, in collaboration between EASE, PEERE, and University of Split, School of Medicine TRIBE program.

Tokalić R, Marušić A (2018) A peer review card exchange game. *European Science Editing* 44(3):52-55.

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