

- HOW TO PLAY -

The aim of the game is to digitise your collection of printed PhD theses and make them available on your institutional repository before the other players.

But be careful - you have a limited budget, and time is of the essence! Use your Open Access skills (and a little bit of luck) to find ready-made copies of the theses you need. The more you find, the faster you win!

- A SAMPLE GAME -

Your institution is moving to a new campus, and there's no space for the PhD thesis collection. This is a great opportunity to digitise the theses and make them available electronically via Eprints - but you need to work fast.

You start off with **283** printed theses. The initial quote for digitisation is just over **£13,000**.

The institutional repository already holds **55** theses, which you can add to your collection straight away.

Your friends at the British Library's EThoS service have digitised an additional **59** copies over the years.

Using your detective skills, you discover that the university's Graduate School have a total of **24** electronic theses pending deposit.

The total is already down to **145**. But wait! You remember that until 2006, your research degrees were awarded by the University of Leicester. Checking Leicester's Open Access archive, you uncover a further **78** pre-digitised theses.

Here's where luck comes in! **10** of the theses aren't even from your institution, and **2** of them aren't theses at all.

But don't forget that other players are out to get you - for example, academics and other departments might discover an additional **27** theses during office cleanouts, just when you think you've won.

Don't give up! If you can cope with the occasional bad roll of the dice, you might find that by playing strategically and making use of the Open Access repositories at your disposal, you can reduce the number of physical theses to be scanned to as few as **56**, and cut your digitisation bill by **80%**, making you **the winner!**

