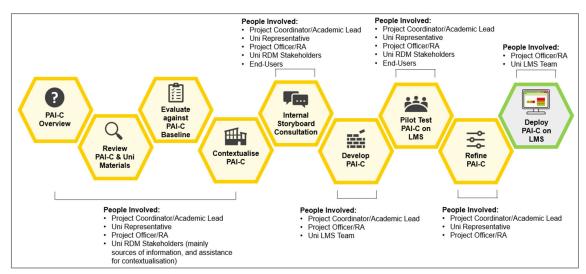
Appendix 1.1

The PAI-C Design and Development Approach

The design and development of the PAI-C RDM Training/Educational experience draws from a user-centric participatory design approach (see Chew et al., 2022). There are two key features of this approach. One, this is a "process of mutual learning for both designers and users" (Simonsen & Robertson, 2013, p. 3), which allows all participants to influence the design of the PAI-C experience to be useful and relevant to them. Two, this approach brings together all the RDM stakeholders (e.g. Governance, IT, and Ethics) within a university into a single RDM conversation, and allows consensus building around the enablers that must exist for researchers to enact RDM best practices within a university. "This suggests that the product developed through a participatory design approach will be useful to everyone involved", that is, useful to both end-users and institutional RDM stakeholders (Chew et al., 2022, p. 512). This PAI-C design and development approach also aligns with key features of successful RDM training (see Oo et al., 2022).

The following diagram summarises the key phases of the PAI-C design and development approach to assist a university in contextualising PAI-C for an initial deployment on their Learning Management System (LMS).



Outline of PAI-C Design and Development Approach

No.	Phase	Description
1.	PAI-C Overview	 Provide University stakeholders of PAI-C and its aims and target outcomes.
2.	Review PAI-C and University RDM-related Materials and Information	 Familiarise PAI-C Design and Development Team with PAI-C Storyboard. (Note: Request full access via this <u>link</u>). Collate and review University's RDM-related materials and information.

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No.	Phase	Description
3.	Evaluate against PAI-C Baseline Content	 Compare and contrast PAI-C Baseline Content against University's RDM-related materials and information. That is, does your university have all the required RDM-related materials and information to be inserted/adapted into the PAI-C Storyboard? If there are missing materials and information, does it need to created?
4.	Contextualise PAI-C	 Start contextualising the <u>PAI-C Storyboard</u> based on University's RDM-related materials and information (i.e. policies, systems and processes).
5.	Internal Storyboard Consultation	 University stakeholders to review the contextualised PAI-C Storyboard to ensure that contextualised content is accurate and up-to-date. (Note: Stakeholders can be directed to relevant parts/sections)
6.	Develop PAI-C on Identified Authoring Tool	 Engage University Learning Management System (LMS) Team to determine suitable Authoring Tool to develop the PAI-C Content into an interactive software package that can be deployed on LMS. For example, develop using iSpring (an authoring tool) to deploy Canvas (an LMS).
7.	Pilot Testing on LMS	 Engage end-users (e.g. HDR candidates, or Academic Staff) to pilot test contextualised interactive PAI-C training on LMS. This phase allows for gathering end-user feedback and identification of bugs/typos.
8.	Refine PAI-C based on Pilot Testing Feedback	 Incorporate feedback from Pilot Testing phase to refine PAI-C (e.g. fix bugs, typos or add details/hyperlinks).
9.	Deploy PAI-C on LMS	Engage LMS team to deploy contextualised interactive PAI-C on LMS so that it is available for end-users to access.

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