The hidden sides of bibliometric indicators
~ The rules ~

Objective of the game
To be aware of common pitfalls of bibliometric indicators like the Impact factor or h-index.

Number of players
3-5

Duration of the game
15 minutes

Contents
- 20 "Why" cards

- 27 "Because" cards

- 20 tokens

Setting up the game
- Deal 3 "Because" cards to each player.
- Put the remaining "Because" cards and the "Why" cards in 2 stacks in the center of the table, along with the tokens.

Playing the game
- The first player takes 1 "Why" card from the stack.
- He/she looks in his/her hand if he/she has a corresponding "Because" card:
  YES: if the other players agree with the match, the player takes a token and puts both cards in front of him/her on the table.
  NO: the players takes 1 supplementary "Because" card and looks again for a match. If the cards still don't match, the player keeps all the cards in his/her hand for the next turn.
- It goes up to the next player, until there are no more cards in one of the stacks.

Ending the game
- The game is over when there are no more cards in one of the stacks.
- The player with the most tokens wins the game. In case of egality, the player with less cards in his/her hand wins the game.