



Interactive Games

The following games have been designed to enhance your interactions with the [Research Mentoring](#) module and engage you in the [Expectations, Goals, Objectives](#) topic. No data will be collected on the website on the number of times you play a game or your game scores.

To play the games, your PC should have Macromedia Flash™ Player 7. Click here to download the Player for free from the Macromedia website www.macromedia.com.

Gimme a Match: The purpose of this game is to self-test your ability to recall and comprehend the terminology and definitions covered on this topic in the module. [Click here](#) to play the game.

Choose Wisely: The purpose of this game is to self-test your ability to decide if each activity or decision presented in the game clarifies expectations, goals, objectives. [Click here](#) to play the game.

Risky Roll: The purpose of this game is to increase your awareness of situations that you may encounter in a research project that can promote or compromise mentor and trainee responsibilities. [Click here](#) to play the game.

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Source: U.S. Dept. of Health & Human Services, The Office of Research Integrity,
https://ori.hhs.gov/education/products/niu_mentorship/mentoring/games/mggmain.html