

Biobanking education: the project “SCience outreach: The example of BIObanks in Europe” and its progression so far

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1) ABSTRACT

SCIBIOEU is an ERASMUS+ KA2 Project aiming to bridge the communicative divide between scientists and the public about biobanking. It equips scientists with effective strategies for scientific outreach and boosts public knowledge of biobanking, through an online course and a serious game, respectively.

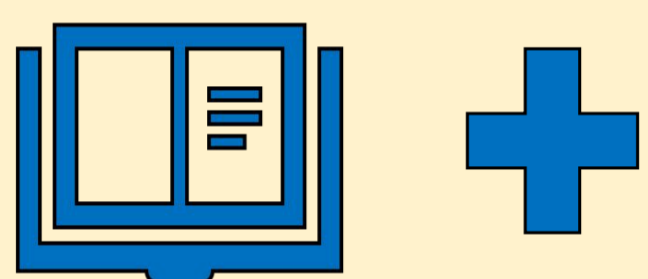
2) INTRODUCTION

Public involvement is essential in research biobanking. Biobanks heavily depend on public trust and citizens participation. However, limited awareness, due to poor scientific communication, highlights the need to invest in engagement programs among the biobanking key actors: the researchers at all levels. The “SCience outreach: The example of BIObanks in Europe” (SCIBIOEU) project, brings together seven partners in five European BBMRI-ERIC node countries (Austria, Cyprus, Finland, Greece, Italy), and aims to deliver useful tools to increase the biobanking awareness within the scientific community.

3) METHODS

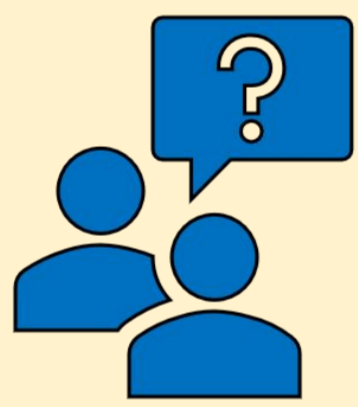
A) Desk Research & Focus Group Sessions

Biobanking courses & adaptation of existing Medical University of Graz courses



Existing Serious Games on Biobanking

Evaluation & Measuring of Satisfaction



Participants:

- Biobank professionals
- BSc/MSc/PhD Students
- Early Career Scientists



Participants:

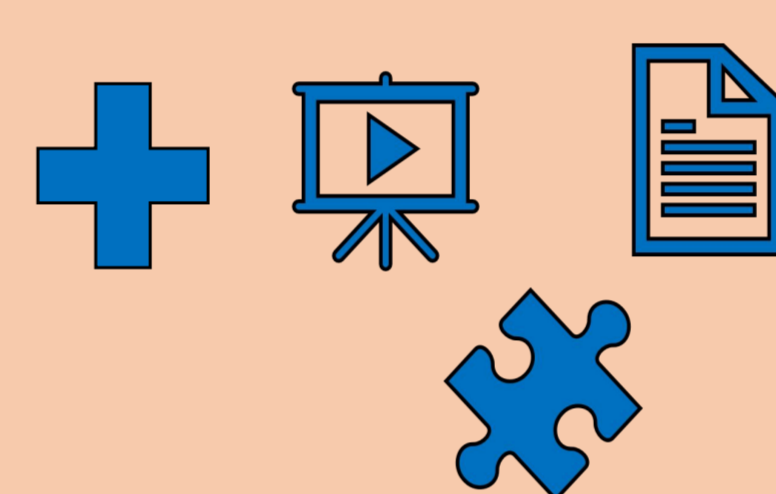
- Biobank professionals
- Game Developers
- General Public
- University Students
- Early Career Scientists

B) Platform & Content Development

Course Format



moodle



Game Design



Unity

Game Script

WebGL™

Feedback & Evaluation

Open-Access literature on Biobanking

C) Feedback, Revision and Final Implementation

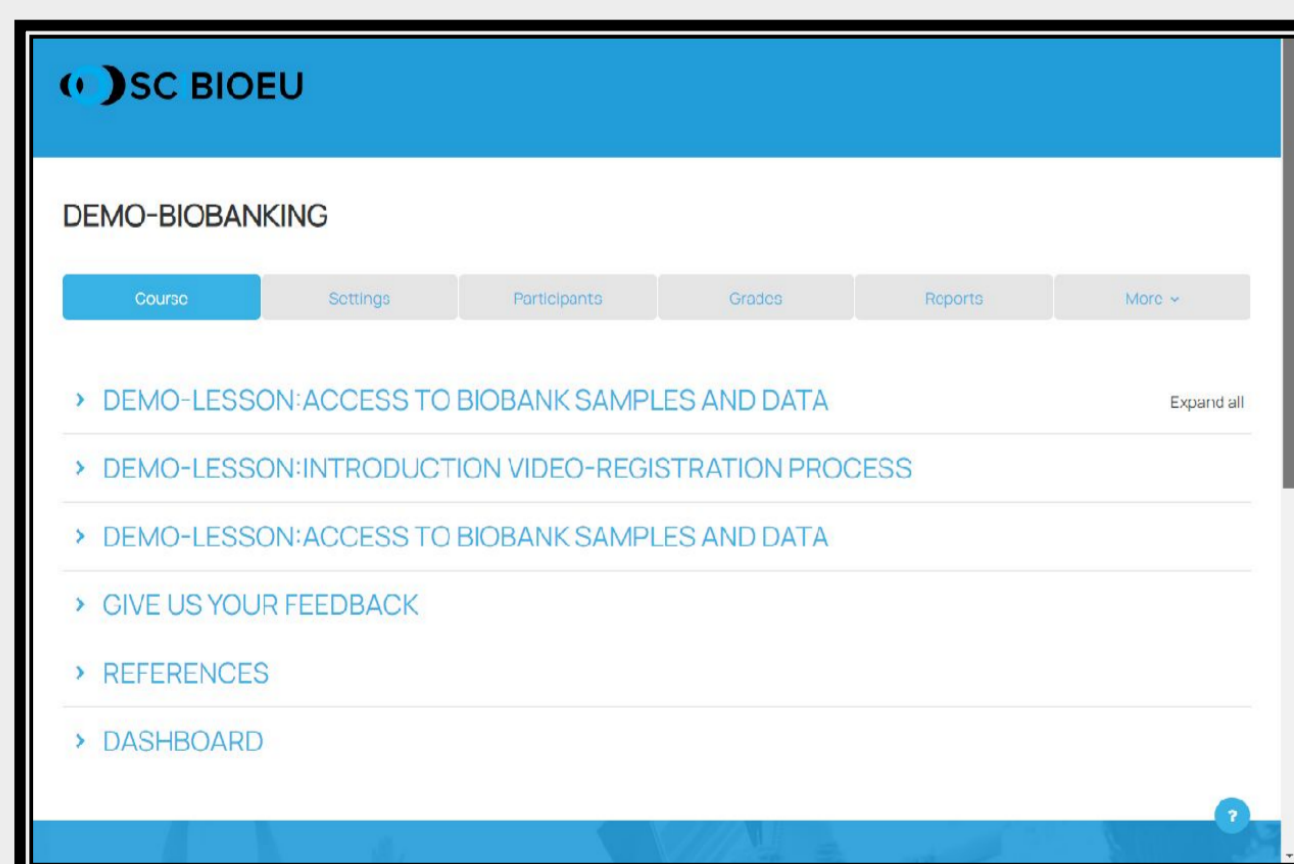
Internal Evaluation



Virtual AI Biobanking Assistant

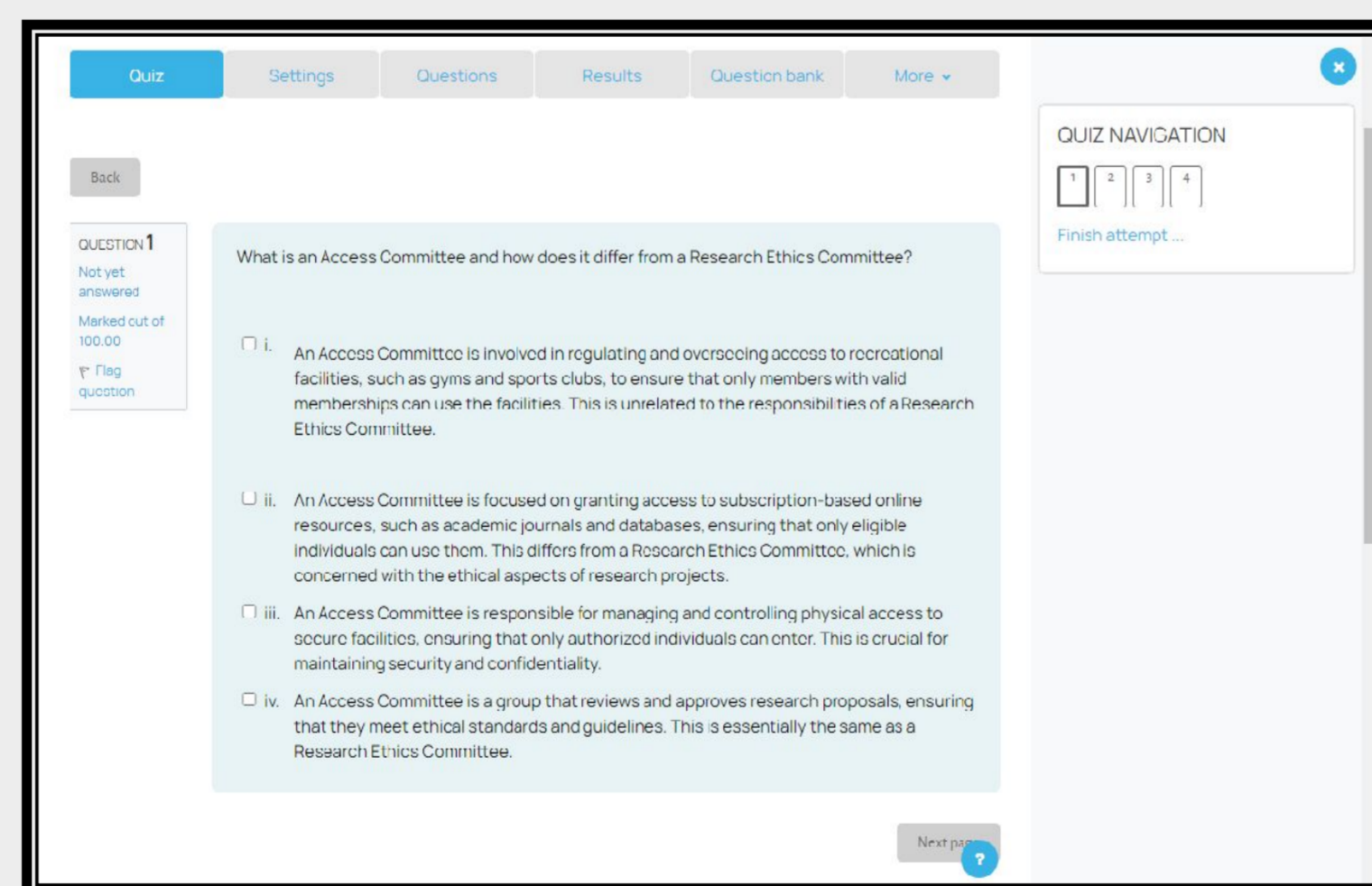
4) RESULTS

A course consisting of 7 lessons and an evaluation module, and a 3-D serious game consisting of 4 main stages and an evaluation stage, are in development.



Demonstration of the contents of a lesson on the online platform

Preview of a lesson's self-evaluation quiz



1st scene of the Serious Game - Entering a hospital-based biobank

Work-In-Progress – Showcasing freezers in a sample storage room



5) CONCLUSIONS

1. Different needs for the different target groups
2. The course focus group highlighted the need to have a strong foundation on biobanking before proceeding to outreach
3. Feedback on the Serious Game through testing and the focus groups showed a need for a simple and intuitive game design
4. Concern of the general public for:
 - Clearing scientific misconceptions
 - Focus on ethical and data protection issues

