



16-17 | **2nd Annual *IN* Retreat**
May 2022 | INSTITUTO DE NEUROCIENCIAS



CSIC
CONSEJO SUPERIOR DE INVESTIGACIONES CIENTÍFICAS

UNIVERSITAS
Miguel Hernández



INSTITUTO DE NEUROCIENCIAS



**EXCELENCIA
SEVERO
OCHOA**



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Pueblo Acantilado Suites

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Monday 16/05

08:30	<i>Bus departure from the IN</i>
09:00-10:00	<i>Check in</i>
10:00-10:15	Welcome and activity presentation: Who does that? (I)
10:15-13:45	PI's private meeting
10:15-11:45	Secret IN-CODE
11:45-12:15	<i>Coffee Break</i>
12:15-13:45	Awkward Journal Club
14:00-16:00	<i>Lunch Time</i>
16:00-17:00	PI's presentation of the new scientific organization of the IN
17:00-17:30	<i>Coffee Break</i>
17:30-20:00	IN Technical resources round table
20:00-21:00	Who does that? (II)
21:00-22:30	<i>Dinner</i>
22:30-00:30	Hobbies IPs + party

Tuesday 17/05

09:00-10:00	<i>Breakfast</i>
10:00-12:00	Let's think: What is a good scientist made of?
12:00-12:30	<i>Coffee Break</i>
12:30-13:30	Concluding remarks
13:30	Group photo
14:00	<i>Departure</i>

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Who does that?

The aim of this activity is to guess who carries out a particular research. Before the retreat, the participants will prepare a graphical abstract summarising their investigation line or project. Graphical abstracts will be introduced into a google app that will be easily accessible through mobil phone. All the participants will have a code to access the App. The description of a given project/research line will be presented randomly in slides and you will need to assign the code of the person you think the slide belongs to. After filling it, another slide will appear, repeating the process until you complete the list. This activity may be interrupted when you want, so, it will be a secondary actor during the entire retreat.

The answers will be uploaded into a database and at the end of the retreat we will show how many right guess every person got. The most successful "guesser" will receive a prize.

Secret IN-CODE

With this activity we pretend to better know people from other labs, making a collaborative yet competitive environment towards an objective, building teamwork. In addition, we can learn about IN-equipment and train imaginative thinking. The activity will be performed in teams of 4-5 people involved in different research lines to play a board game similar to the comercial game "Secret Code". The board is designed to present images that correspond to different objects, reagents, materials or equipment used in our daily tasks at the laboratory. For example: thermo cycler, electrodes, microtome, inyector, acrylamide or agarose gels, etc. These images represent a map of hidden PI's whose location is only known by the head of each team (two teams per game). The location of the PI's has to be guessed by giving hints from the head of the team to their partners (using concepts linking the larger number of images as possible). The team who first guesses the hidden PI's location wins.

Awkward Journal Club

The aim of this activity is to gamify the process of structuring a paper and its posterior peer review. It also aims to create a relaxed environment in which the participants will present, defend and question mock results, as a way of gaining expertise about the public defense and discussion of scientific work. During the activity, participants will be separated in small groups and will be provided with two independent halves of titles previously selected from "awkward" papers, together with a randomly selected technique. Each group will receive indications to organize a paper, using the provided title and technique, with aid of a scheme provided by the organizers.

Once the "papers" are constructed, each group will present it to the rest of the attendees and submit it to their questions, which will be encouraged to be of a festive spirit. Attendees will be able to vote for their favorite "paper", which will be awarded an awkward pin.

IN Technical resources round table

The aim of this activity is to bring knowledge about the core common technical services available at the IN and highlight their value for our scientific research. The activity will include technical short presentations from the technical heads of some IN services and examples of the application of some of these techniques given by the users. It will be followed by an open round table chaired by the scientific heads of each service where we will be able to openly discuss the use of the facilities, possible improvements or new acquisitions.

Hobbies IPs + party

The objective of this activity is to learn a little more about our PI's, outside of the scientific and labor spheres, exposing their hobbies, musical tastes or cinematographic references, to spend a pleasant, fun and relaxed time. It will be of voluntary participation for the PI's. The first part is a teaser presentation about their

hobbies (any dedication of free time and leisure to carrying out an activity of sports, culture, humanitarian, personal well-being, etc).

The PI's will be encouraged to talk for a few minutes about it with the help of a couple of slides they prepare previously. At the start of the activity, the order of participation will be chosen by the audience via an online questionnaire, and presented on a projector by the top 5 most fan that they might like to know, without knowing which researcher it belongs to and that they will discover at the time to go on stage. The second part will be about their tastes (music, films, etc.).

Prior to the retreat, a small questionnaire related to the topic will be given to the PI's. At the moment of the activity, the audience will vote online what hobby they would like to reveal to whom belong to. The most popular will be projected through an audio-visual media prepared previously by the organizers.

Let's think: What is a good scientist made of?

This activity aims to open a debate about the participant's perception of science. We will discuss the required skills that scientists need to obtain during their training, beyond the technical ones. The discussion will be extended towards the proposal of ideas that can improve the acquisition of such skills, from the institutional to the personal level.

In order to do this, the organizers of this activity will send a survey before the retreat, and an interactive system will be used during the debate, to gather the opinions of the attendees about different topics along the discussion



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