Module 4 Quiz

1. Scientists are either born as “team players” or not.
    a. True
    b. False
2. Collaboration planning should be conducted…
    a. Before the team is formed
    b. After the team is formed, but before the science starts
    c. At any point during the scientific initiative when it becomes clear that there are challenges to the conduct of the science that could be addressed with collaboration planning
    d. When there is a major change in the science, the team, or the organizational context
    e. Any of the above points in time are appropriate for collaboration planning
3. The Division of Preclinical Innovation (DPI) has branches and cores led by directors who provide administrative structure but don’t promote their own science.
    a. True
    b. False
4. We cannot define creativity.
    a. True
    b. False

Answer Key

1. False
   Individuals can learn skills for team-based collaboration in science. Moreover, this can occur at any stage of education, training, or career, including undergraduate, graduate, postdoc, early-career, mid-career, and senior career.
2. Any of the above points in time are appropriate for collaboration planning
3. True
4. True
   Creativity is defined as the production of novel/original AND appropriate/useful products, ideas or solutions. Studies that are highly original but low quality are nonsense. Studies that are low in originality and high quality are routine. The latter group of studies may not be unimportant, however. For example, reproducibility studies are essential. But they are not creative.