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**Case-based approach for new and emerging issues in research ethics and integrity training**

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Popular case-based approaches to research ethics and integrity (REI) are promising also in addressing new and emerging topics, such as topics related to AI use, ethical issues related to citizen science and the rehabilitation of researchers.

Starting from the 1980 in business ethics, case-based approaches, which have been found to be effective [1], are now applied also in REI trainings (e.g. Rotterdam dilemma game, Virtue training materials).

Current material focuses on values discussion via games [2] and is adapted to REI training. The material is designed to develop competences needed for dialogic communication, including: 1) skills for listening and responding, 2) openness, 3) empathy, and 4) mutuality orientation [3] [4]. What differentiates this material from other similar material is the fact that the provided solutions to the cases are informed by four ethical theories: deontology, utilitarianism, care ethics and virtue ethics. The aim of the material is not to teach a single “right” answer to the dilemma, but to highlight the potential conflicts between two or more valuable ethical principles to carry out moral reasoning.

The material includes a group-based activity designed to foster ethical competencies. It combines individual tasks – such as taking first personal responsibility by choosing one’s own solution – with collaborative work, including discussing the case, proposed solutions, their underlying motivations and values, and potentially reaching a consensus. The material also presents dilemmas in their broader environmental and situational context.

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**References**

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