Correspondence

Want the games industry to share data? Share yours

If scientists wish for technology firms to provide access to data on the use of digital entertainment, such as gaming (D. L. King *et al. Nature* **589**, 198; 2021), they need to be more open with their own research as well. After decades of studies into gaming-related health, too few publications have shared their data and materials (A. van Rooij *et al. J. Behav. Addict.* **7**, 1–9; 2018).

When the games industry opens up data to researchers, those data should be available to everyone to ensure that results are reproducible (see M. Baker *Nature* **533**, 452–454; 2016). Collaborations based on closed contacts with industry and limited availability of data could merely lead to debates about reporting practices, rather than scientific progress. Of course, all parties must follow best practice in ethics, informed consent and privacy when they collect, analyse and distribute such data.

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Visitors look at a scale model of the Thirty Meter Telescope at India's Visvesvaraya Industrial and Technological Museum in Bangalore.

India: draft science policy calls for public engagement

We are heartened to see a chapter on public engagement in science and technology in India's draft Science, Technology, and Innovation Policy 2020 (see go.nature.com/3k7g6hf). We sincerely hope there is the political will and investment to make this vision a reality: the pandemic has proved that science literacy is of the utmost importance.

Among other things, the draft calls for: dedicated science-communication wings at each of the publicly funded institutions; national and local centres for increasing science coverage in the media; training in relevant communication skills at every level (from school to faculty); investment in research on how people engage with discovery and misinformation; creative and innovative platforms for science outreach that is locally and culturally relevant, from museums and festivals to social media. It also suggests that civil society, non-governmental organizations and private partners should contribute.

If implemented properly — with sufficient resources and incentives, and drawing on best practice globally — the policy could revolutionize India's science landscape, professionally and academically.

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Video grant proposals could be exclusionary

We welcome the suggestion to overhaul current research funding mechanisms (see M. Doran *et al. Nature* https://doi.org/fzs8; 2021), but do not agree that replacing written grant proposals with videos is the way forward.

Recording, editing and producing high-quality videos takes time, technical expertise and access to specialized software and equipment. Michael Doran and his colleagues argue that even a modest video would be more valuable than a written proposal, but we think those with a high production quality will be most likely to succeed. Just as existing procedures can cause particular problems for some researchers (see M. Niedernhuber *et al. Nature* **591**, 34; 2021), requiring video applications could exclude those with impaired vision or hearing, those for whom the grant language is problematic or those with reduced access to video resources.

The assumption that "our peers are not easily bamboozled, nor blinded by bias" is hopeful at best and naive at worst. It has been shown numerous times that science and research funding are not free from bias. Any changes to the funding system should take that into account and aim to ensure equitable access for all researchers.

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