WHO WANTS TO BE A WINNER?
Instructional Documentation

OBJECTIVE

- The objective of WHO WANTS TO BE A WINNER? is to gain 65 thousand points by correctly answering a series of questions.
- There is a series of thirteen questions, with each question worth a different amount of points.
- Throughout the game there are three “wagering slides” (see WINNING) where participants have the option to bet a percentage of their points towards the next question.

SETTING UP PRESENTATION

INPUTTING QUESTIONS
The default PowerPoint template has 13 question slides with placeholders for question text.
For each slide:
1. Click on the “Question ___” textbox
2. Delete the existing text (“Question ___”)
3. Type in question text

Note that questions are worth progressively more points, especially those following wager slides. Therefore these questions should be more challenging, but still approachable within the given time limit (default of 60 seconds)

INPUTTING ANSWERS
The default PowerPoint template has 13 question slides with four different placeholders for answer text.
For each slide:
1. Click on any one of the “Answer” textboxes
2. Delete the existing test (“Answer”)
3. Type in answer text
4. Repeat process for all four answer options
   a. Note that the yellow-highlighted answer is denoted the correct answer; this textbox should have the correct answer option

CHANGING TIMING
By default, the countdown timers for each slide are set to 60 seconds. Although it is not recommended to change the timing of these timers, they can be changed in the following manner:
1. Click on the countdown timer in the center of a slide (shown as a number, e.g. 60)
2. The blue Slide Preferences menu on the right side of the screen will change to the preferences for the countdown timer
3. Adjust the value of the countdown time
4. Repeat for each slide

RUNNING PRESENTATION
By default this presentation is set up to open and close polling automatically. Below is a sequence of how the presentation runs:

1. New slide appears
   --Polling opens--
2. Countdown timer automatically starts
3. Countdown timer finishes
   --Polling closes--
   ADVANCE SLIDESHOW (Click, RETURN, arrow key, etc)
4. Correct answer indicate appears
   ADVANCE SLIDESHOW (Click, RETURN, arrow key, etc)
   ADVANCE SLIDESHOW (Click, RETURN, arrow key, etc)
5. New slide appears
   Note that on wagering slides there is no countdown timer; polling must be manually closed by advancing the presentation.
6. The final slide at the end of the presentation shows the top 20 participants and their cumulative point value.

WINNING
Winning is arbitrary in this game; it is meant to foster a sense of accomplishment and confidence among participants with use of wager slides.

Wager slides work as follows:

- Participants chose a percentage of their points they wish to wager
- A question is polled
- If a student answer correctly, they receive correct points for that question and additional points based on the percentage of their wager
- If a student answers incorrectly, they receive no points for that question and lose any points they had wagered

Thus, participants will naturally wager based on their confidence level of the material tested.

NOTE:
The only way to obtain 65 grand is to wager 100% on each wager slide.

KNOWN ISSUES

- Multiple slide advancements are required to go from one slide to the next after the countdown timer has finished
- Manually advancing the slide before the countdown timer has finished will show the correct answer choice before polling is closed.