

Supplementary Resource

This is the link to my adaptation of the gameshow Jeopardy, created for the CMNS 1140 students to be used as supplementary resource to the case in Appendix A:

<https://www.playfactile.com/cmns1140>

Brief instructions for the instructor:

- The link above will take you to the home page.
- Click “Play Now” under Interpersonal Communications
- Select how many teams you have divided the classroom into. I suggest two teams, so you would select “2.”
- If the screen displays “Do you want to play in Buzzer Mode?” select “No.”
- Choose the display characters representing the two teams: For example, “Pineapple” for Team 1 and “Celery” for Team 2. (Or you can Auto Select).
- Click “Start Game.”
- Have the first team select a category (Workplace Conflict Management, Intercultural Communications, Teamwork or Oral Presentation) **and** score values that represent points (\$100, \$200, \$300, \$400).
- Select the chosen tile.
- The team has 30 seconds to answer the question that appears.
- Select “Skip/See Answer” on top right-hand side of the screen once time is up or the answer is given (whichever is earlier).
- If the answer is correct, select the green check mark on the bottom of the screen showing under both “Pineapple” and “Celery,” for whichever team that got that answer (and the red cross if answered incorrectly).
- Click “Continue” and repeat until the game is complete.