

PowerPoint 6-Pack Training Games Volume 3 Help

OVERVIEW

The PowerPoint 6-Pack Volume 3 contains six PowerPoint training games and a free set of 10 training certificate templates. These games are tested to work on all PowerPoint versions 2002 and above. Games included are:

1. Are You Smarter Than – a Quiz Show for up to 4 teams or players with the features of the TV show.
2. Deal Quiz Show – Do you accept the banker’s offer or want the lockbox?
3. Feudal Game – a Family Feud type game featuring the Top 5. Can be an excellent ice breaker.
4. InJeopardy Quiz Show – a Jeopardy type game.
5. Quizopoly – a quiz show version that plays like a fast Monopoly board game.
6. Survival Quiz Show – Can your team avatars survive this game and win?
7. Certificate Templates – Customizable certificate templates to provide your trainees with an achievement certificate to commemorate their completion of your program.

HYPERLINKS AND CUSTOM ANIMATION

These games take advantage of hyperlinks to move between slides or perform other special functions. Do not delete any buttons as this may negatively affect the functionality of the games. Games are played in their entirety in PowerPoint presentation or slide show mode, exiting slideshow mode will reset all the Custom Animation and links. This will reset the current scores, questions used and any other Custom Animations found in the game.

GENERAL EDITING

These files are not protected and are designed to be edited as needed. ***Always work from a copy of the original game so any changes or edits can be easily fixed by starting again from the original game file.***

COMMON FEATURES (Not found in every game but in most games)

Most games share some common features in them. They include:

1. Introduction. This is an animated introduction with background music. It is designed to allow your program to begin with a bang, and tells all participating to get ready to have some FUN!
2. Icebreaker. This is an optional icebreaker which can be used to introduce the players.

3. Finale. Let's celebrate with some music and animation at the end of your program. Images can be edited, personalized and customized.
4. Prize Selector. The optional PS button lets your winners choose a prize from 3 hidden choices. You, of course, can edit our suggested prizes.
5. Questions. Most questions are multiple choice but may also be quickly modified to become True/False questions. Enter your own training program questions on these slides. There are 20 questions per game.
6. Additional Information or Exercises. These optional slides allow you to enter additional information about your question topic or run a short exercise to support the question. Using these slides allows you to expound on the question, and to present new information to your group as you play the game. Here are some screen shots and notes about each of the individual games.

Below are sample game screens from various games to demonstrate how the different game features operate. **Game rules for each individual game are found within each individual game.**

HOME SLIDE

All games will have a Home slide to get things started. Typically you'll return to the Home slide after posting scores for each question.



Edit topic boxes to customize the game name or question categories.

Buttons at the bottom of the screen will take you to the game's instructions, and Finale.

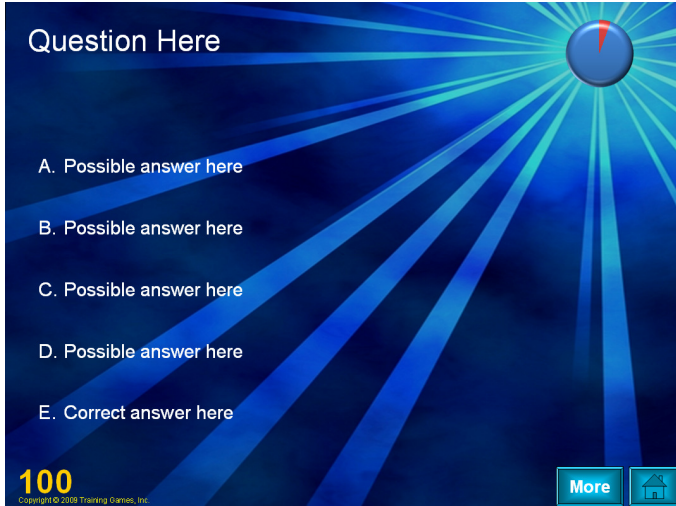
Remember to keep the game in slide show mode while playing. Moving into edit mode will reset the question buttons and scoring. If you need to revisit a question simply use the "Return to Question" button. The scoreboard is found at the top of the screen. Post scores after each question.

Most scoreboards will use custom animation to keep score. Click on the transparent buttons to add points. Click through the 0 to 9 sequence to correct an error. Caution: Exiting slideshow mode will reset all of the scores.

Before playing, don't forget to enter your team or players' names on this slide as well. It's quick and easy to do, so you can even allow teams to come up with their own team names.

QUESTION SLIDES

An optional 30 second timer (top right corner of slide) is available to help move the game along. Click on the correct answer to advance.



The trainer can easily click and type to enter questions, correct and incorrect answers on each slide. Note: correct answer positions vary from slide to slide and may be edited, or repositioned if you prefer.

It is also possible to change the question format to a True/False or open-ended question by deleting (3) possible answer boxes & leaving a True/False or Correct/Incorrect alternative.



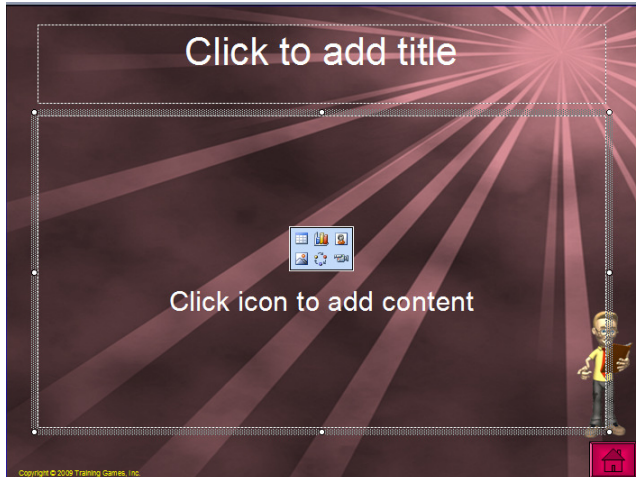
Here is an example of a format changed to a True/False question. This same format can be used for an open-ended question by changing the True/False to Correct/Incorrect and placing the correct answer on the More slide.

INFORMATION AND EXERCISE SLIDES



Most of the games provide “MORE” slides for additional information. The “MORE” button moves to a slide designed to provide the trainer with an area in which they can expound on the current question or introduce a participative exercise. In this way your TGI games become a highly effective tool for not only grabbing attention, but for introducing new information, and allowing trainees to more meaningfully engage with your program content. Consequently TGI games are not only great for reviewing

program materials, but are useful to deliver program information while increasing learner retention.



From these slides, you can return to the Home slide and continue playing the game. On the left you'll see pictured a "MORE" information slide.

ICE BREAKER SLIDE



Several of the games have a built in ice breaker which can be used at the beginning of a game or meeting. See the instructions on each ice breaker for how they work.

PRIZE SLIDES



Most games provide a way to award prizes at the end of a game. Trainers can enter their own prizes and let the winners choose a prize randomly. Prizes can be a real prize or perhaps a whimsical prize such as a longer coffee break or applause from the opposing team/s.

Clicking on the Prize Selector button from the Home slide will show a short congratulations slide with music and animation before letting

you select your prize. This is a great way to end a game.

GAME INTROS

Most of the games have a flashy intro that helps to “hype” the game for your group and get everyone excited. Don’t forget to enter the team or players’ names on these intro slides. Intros consist of animation and lively music.

OTHER

Be creative establishing your own rules and ways to play these games. Contact us for questions or concerns at Support@training-games.com or phone 602-750-7223. Thank you for purchasing TGI products.