MindPoint®

QuizShow

Including Quiz Show SE and Lite versions

Version 2.0

User Guide

MindPoint®
Quiz Show / Quiz Show SE

Version 2.0

INTRODUCTION

MindPoint® Quiz Show is an exciting software program that motivates students to prepare for formal assessments by competing in a game show quiz format. Designed to word with **ExamView®** question banks and tests, the program allows students to

- answer questions against the clock;

- play against the computer;

- challenge other students;

- compete as teams to answer questions and earn points; and

- engage the entire class by using response pads. (Windows only)

Using the Instructor Utilities, the Quiz Show program can provide student performance data in a variety of report formats. This data can help you target your efforts in the classroom by revealing where your students are excelling and where they are struggling.

A free Lite version of Quiz Show allows students to use the program in single-player mode only. Results from games played with the Lite version are not available for reports.

Quiz Show and Quiz Show SE

Quiz Show and Quiz Show SE are functionally equivalent programs that only differ from each other graphically. Quiz Show is designed for elementary and middle school students whereas Quiz Show SE appeals to high school and older students. Throughout this guide, the use of "Quiz Show" will refer to both programs for simplicity. Screenshots from both versions of Quiz Show are included side-by-side.

System Requirements

Windows

- PC with Pentium II 120 MHz or higher processor

- Windows 98 (or later)

- 256 MB of physical RAM

- 40 MB* of available hard drive space (25 MB* for Lite version)

- 800 x 600 graphics with 16-bit color

- USB port (for CPS response pads)

Macintosh

- 200 MHz Power Macintosh (G3 recommended)

- OS X (10.2 or later)

- 256 MB of physical RAM

- 32 MB* of available hard drive space (20 MB* for Lite version)

- 800 x 600 graphics with 16-bit color

*Question sets may require additional hard drive space.

Installation Instructions

Before installing Quiz Show, you should exit all other applications. The Instructor Utilities is automatically installed along with the main Quiz Show program.

1. Insert the **Quiz Show** disc into the CD-ROM drive.

2. **Windows:** The autorun window will appear on your screen. Click the **Install** button and proceed to step 3. If the autorun window does not appear, click the **Start** button on the **Taskbar** and choose the **Run** option. In the **Open** box, type **D:\Launcher.exe**, replacing **D** with the drive letter that corresponds to the CD-ROM drive, then click the **OK** button.

   Macintosh: Double-click the Quiz Show CD icon when it appears on your desktop. From the installer window, double-click the Quiz Show installer icon.

3. Follow the prompts on the screen to complete the installation process.

> **NOTE:** Windows users must install FTDI drivers to use CPS response pads with Quiz Show. A folder with these drivers is automatically copied to the **Extras** sub-folder of the program directory as part of the complete installation. Navigate to this folder and run the drivers installer if they are needed. You may also visit **www.einstruction.com** to download the latest version of the drivers. You will be required to restart your computer after installing the drivers. These drivers are already installed if Classroom Performance System software is installed.

GETTING STARTED

Startup Instructions

After you complete the installation process, follow the instructions below to start the software. Start MindPoint Quiz Show if you want to play the game, start the Instructor Utilities to manage class files and generate reports. Simply double-click the desired application icon on your desktop or dock. If you do not have a shortcut, follow the instructions below.

Figure 1. Quiz Show program and Instructor Utilities icons

Quiz Show Startup

- **Windows:** Click the **Start** button and point to **All Programs**. Point to **MindPoint Quiz Show** on the program list. Click **MindPoint Quiz Show** on the submenu.

- **Macintosh:** Navigate to the **Applications** folder and open the **MindPoint** folder. Open the **Quiz Show** subfolder and double-click the **Quiz Show** application icon.

Instructor Utilities Startup

- **Windows:** Click the **Start** button and point to **All Programs**. Point to **MindPoint Quiz Show** on the program list. Click **Quiz Show Instructor Utilities** on the submenu.
- **Macintosh:** Navigate to the **Applications** folder and open the **MindPoint** folder. Within the **Quiz Show** subfolder, open the **Utilities** folder and double-click the **Instructor Utilities** icon.

Using the Program Help

The Help system is available from any window of the Quiz Show game and Instructor Utilities through the **Help** button. The Help system contains detailed, step-by-step instructions on every aspect of the game. If you cannot find an answer to your question in this user guide, refer to the program Help.

Selecting a Game Mode

Quiz Show offers three modes of game play: Single Player, Multiplayer, and Team Play. To set up the game, one of these modes should be selected from the Quiz Show main menu.

Figure 2. Quiz Show main menu

Select **Single Player** to race solo against the clock or to play against a computer opponent. Select **Multiplayer** to play a two- or three-player game against other students using a shared computer keyboard. Select **Team Play** to play against one or two other teams of students. Team Play uses a shared keyboard (similar to the Multiplayer) for Macintosh users and requires Classroom Performance System (CPS) response pads for Windows users.

Creating and Editing Players

Student records are stored in player files that are saved by student name. New players are created or existing players are edited from the following locations:

- **Select a Player** screen in Single Player mode;
- **Select Players** screen in Multiplayer game mode; and
- the **Update Player Information** option in the Instructor Utilities.

Player records include first name, last name, class name (if assigned), password, customizable character, and preferences.

Figure 3. Completed New Player dialog
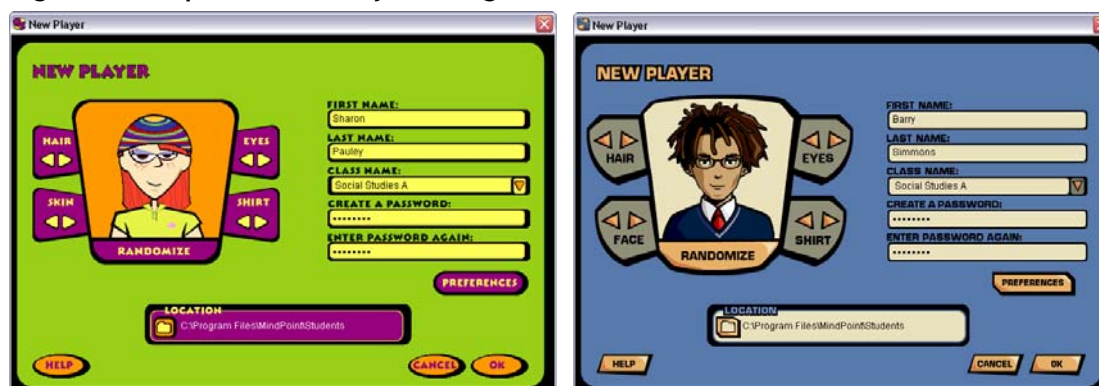
Character Graphics

Use the arrow buttons to change the hair, eyes, skin/face, or shirt graphics of the character or use the **Randomize** button below the player preview to quickly generate an entirely new avatar.

Password

Passwords may contain numbers, letters, or a combination thereof. Passwords are not case sensitive. Player passwords can be reset by the instructor using the Instructor Utilities. Although password fields can be left blank, it is recommended that passwords are used in order to prevent students from accidentally or intentionally altering the files of other students.

Preferences

Clicking the **Preferences** button opens the Player Preferences dialog. You may also open the Player Preferences dialog by selecting the **Preferences** option from the **Edit** menu.

Figure 4. Player Preferences dialog
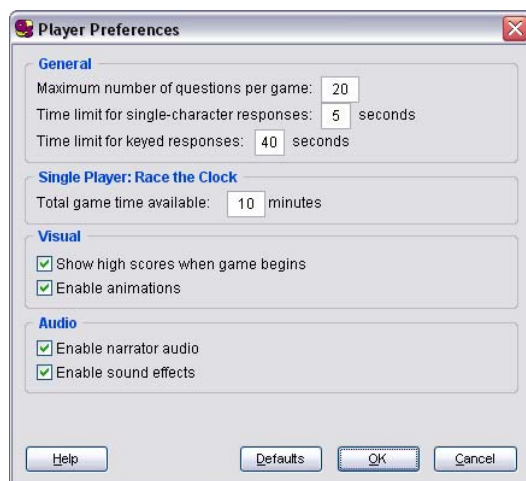
The instructor may disable the players' ability to edit preferences. Also, the selections made by the instructor within the Instructor Utilities may override individual player settings.

Table 1. Player Preference descriptions

General	Description
Maximum number of questions per game	This option sets the maximum number of questions that will appear on a quiz. If players with different settings are playing a Multiplayer game, the smallest number will be used. If this preference is changed while a game is in progress, the change will not take effect until a new game is started.
Time limit for single-character responses	This option sets the amount of time the player has to answer a true/false, yes/no, multiple choice, or matching question once that player has buzzed in. This option has no effect in a Single Player: Race the Clock game. If this preference is changed while a game is in progress, the change will take effect immediately.
Time limit for keyed responses	This option sets the amount of time the player has to answer a completion or numeric response question once that player has buzzed in. This option has no effect in a Single Player: Race the Clock game. If this preference is changed while a game is in progress, the change will take effect immediately.
Race the Clock	**Description**
Total game time available	This option sets the amount of time available in a Single Player: Race the Clock game. If this preference is changed while a game is in progress, the change will not take effect until a new game is started.
Visual	**Description**
Show high scores when game begins	This option determines whether the program will display the high scores for a question set when players begin a game using that set. If any of the players in a Multiplayer game have this setting turned on, high scores will display. If this preference is changed while a game is in progress, the change will not take effect until a new game is started.
Enable animations	This option sets whether the program will display the animations for correct and incorrect answers. This preference applies to each individual player in a Multiplayer game. If this preference is changed while a game is in progress, the change will take effect immediately.

Audio	Description
Enable narrator audio	This option sets whether the program will play the narrator audio. If any of the players in a Multiplayer game have this setting turned on, narrator audio will be enabled. If this preference is changed while a game is in progress, the change will take effect immediately.
Enable sound effects	This option sets whether the program will play the sound effects audio. If any of the players in a Multiplayer game have this setting turned on, sound effects audio will be enabled. If this preference is changed while a game is in progress, the change will take effect immediately.

EXAMVIEW QUESTION SETS

MindPoint Quiz Show supports question banks (*.bnk), tests (*.tst), and XML created with ExamView Test Generator. Advanced ExamView features such as dynamic questions, multimedia links, narratives, and state-standards reports are supported by Quiz Show.

Supported Question Types

ExamView question types and the number of answer choices supported by Quiz Show depends on the game mode, operating platform, and response pad hardware system being used. Unsupported questions in a question set are automatically skipped.

Table 2. ExamView question type support

Question Type	Single Player	Multiplayer	Team Play		
			Mac	Win (IR)	Win (RF)
True/False	YES	YES	YES	YES	YES
Yes/No	YES	YES	YES	YES	YES
Multiple Choice	YES	YES	YES	YES	YES
Bimodal	Only as MC	Only as MC	Only as MC	Only as MC	Only as MC
Numeric Response	YES	YES	YES	NO	Max 12 character
Matching	YES	YES	YES	A-H only	A-J only
Completion	YES	YES	NO	NO	NO
Multiple Response	NO	NO	NO	NO	NO
Modified T/F	NO	NO	NO	NO	NO
Short Answer	NO	NO	NO	NO	NO
Essay	NO	NO	NO	NO	NO
Problem, Case, Other	NO	NO	NO	NO	NO

Content Appropriate for Quiz Show

Although any ExamView question of a supported type may be viewed with Quiz Show, choosing appropriate questions will enhance the game play and effectiveness of the program. Consideration the following when preparing content for a Quiz Show game.

- Long questions and questions attached to long narratives should be avoided. Students read at different rates, and some students may be ready to scroll down before others.

- Multiple-choice questions that are long or contain large graphics should be avoided as these may make it impossible to simultaneously read both the question and answer choices.

SINGLE PLAYER GAME

Single Player games allow students to prepare for assessments on their own. Players can select to either race against the clock or to challenge a computer opponent. Single Player is the only game mode available in the Lite version of Quiz Show.

Game Set-Up

After selecting the **Single Player** option from the main menu screen, the next step is to choose the player from the list of names on the Select Player screen. Double-click the player's name in the list or highlight the name and click the **Next** button to advance to the Select a Game Type screen.

Figure 5. Select a Player screen
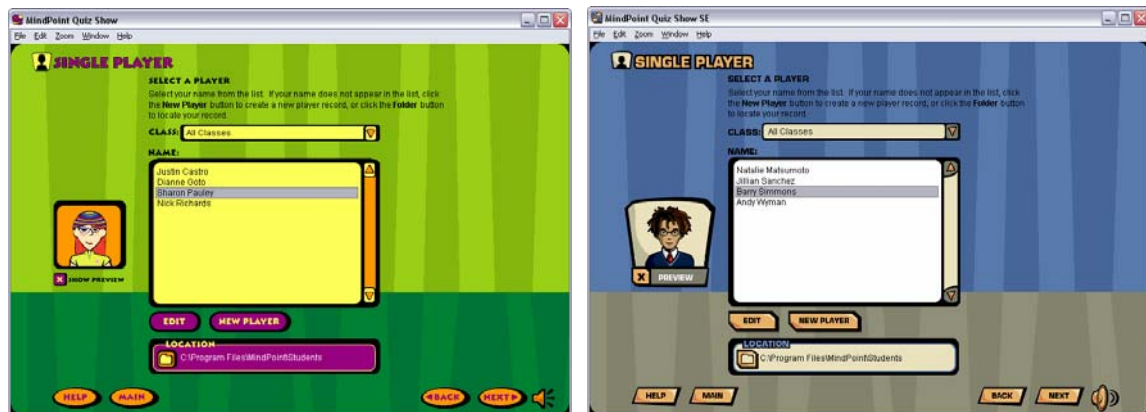
Click on either the Race the Clock or Challenge the Computer checkbox to select the type of single player game. Players also specify a skill level for their computer opponent when this game mode is selected. Increase the game difficulty level by challenging a computer that is smart, smarter, or smartest. Click the **Next** button to continue to the Select a Question Set screen.

Figure 6. Select a Game Type screen

No matter which Single Player game mode is selected, the next step requires choosing a question set. Quiz Show uses question banks (*.bnk), tests (*.tst), and XML files generated from ExamView. Quiz Show version 2 supports files created from ExamView 6 or older. Highlight the desired question set then click the **Next** button to continue to the Pre-Game Overview screen.

Figure 7. Single Player Select a Question Set screen
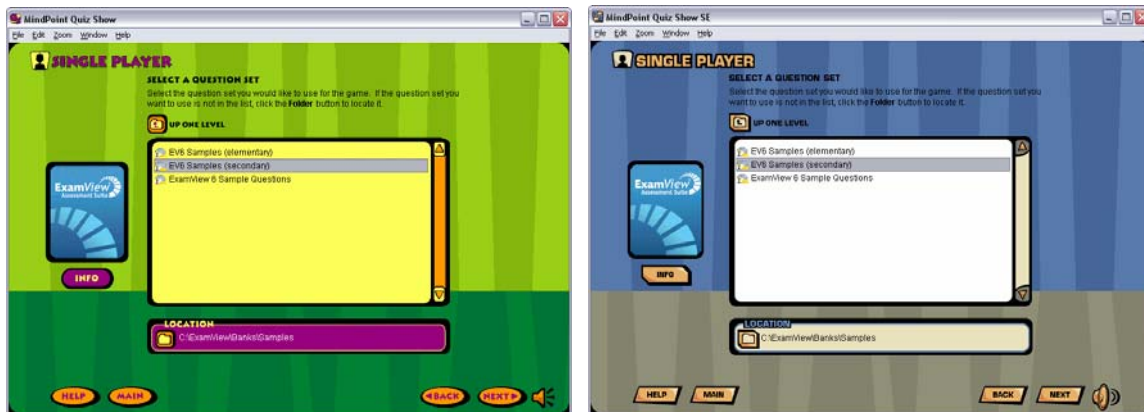
Playing a Race the Clock Game

Before starting the game, review the Pre-Game Overview screen information for accuracy.

- The correct question set should appear in the **Question Set** box.

- The game type icon (Race the Clock) should appear in the **Game Type** box.

- Your player identity and the time limit should appear in the **Game Time** box.

Click the **Back** button if you need to change the game information. Click the **Start** button to begin the game.

Figure 8. Race the Clock Pre-Game Overview screen
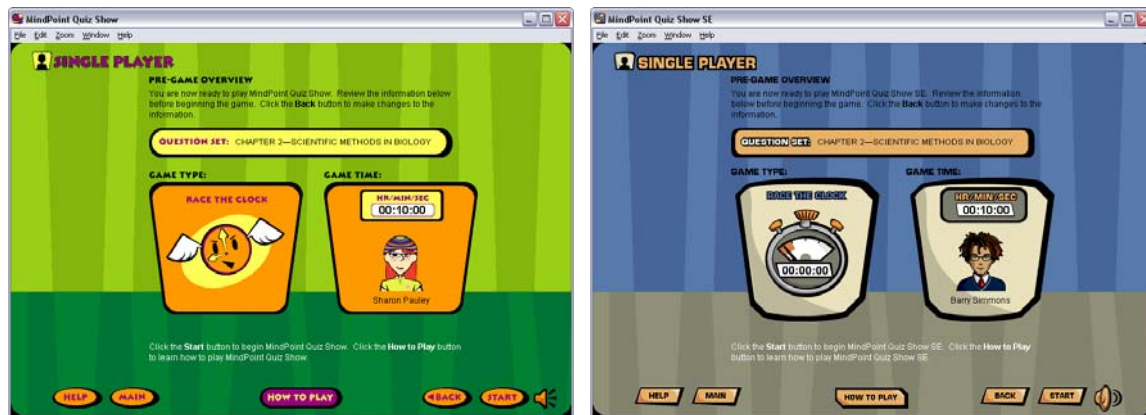
Once the game has begun, answer as many questions correctly as you can before time runs out. Keep your eye on the clock in the upper left corner of your screen, which indicates time remaining in the game. Bonus points are awarded if you finish the game before time runs out. The time automatically pauses whenever a question is not being presented, such as when the question introduction screen or the correct answer is being shown. In addition to the number countdown, the timer graphic will noticeably change to indicate the pause/run status.

Figure 9. Race the Clock game screen
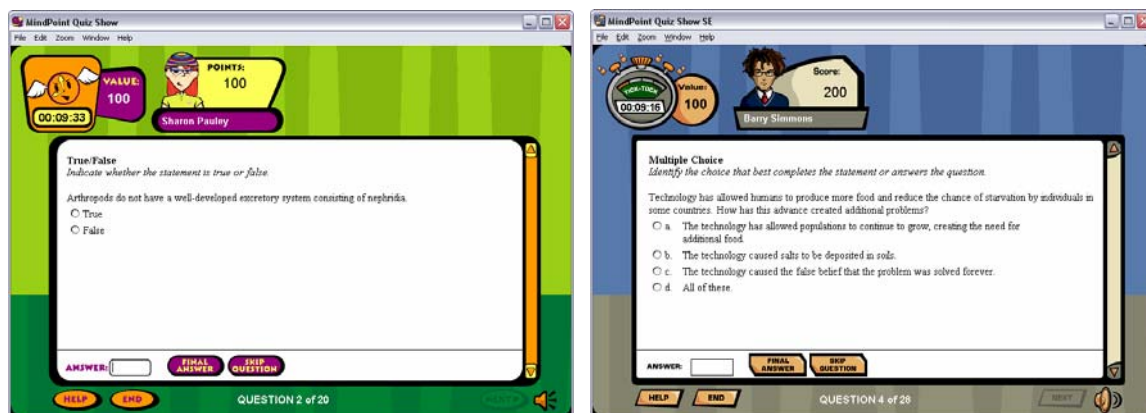
Answer single-letter response questions by striking the appropriate key on your keyboard or by clicking the radio button choice with the mouse. For fill-in-the-blank or completion answers, type your answer in the answer field. After you have selected or typed your answer, click the **Final Answer** button or strike **Enter** to submit your answer and advance to the next question and restart the clock.

If you don't know the answer to a question, click the **Skip Question** button to advance to the next question. You will have a chance to answer the skipped question again after you have completed the rest of the questions. If a question is skipped a second time, it will be marked as incorrect but you will not lose points.

A correct answer is indicated with a green checkmark. The point value is added to your score. An incorrect answer is indicated with a red X. There is a 25-point deduction for an incorrect answer. After you answer a question, the **Explain Answer** button may appear. Click this button to read additional information that may help you to better understand the answer.

A **Media Link** button may appear with certain questions. This link may be to media such as a movie (*.avi) or audio (*.wav) file. Click the **Media Link** button to view the media related to the question, and then answer the question.

The game ends when you have answered or skipped all of the questions. You may also click the **End** button to end the game before all questions are answered.

> 📝 **NOTES:**
>   - Most questions have a value of 100 points. However, the last 10 percent of questions in each game are worth 500 points each.
>   - The game clock will continue the countdown until you click the **Final Answer** button. Click **Final Answer** as soon as possible to avoid losing time on the clock. The timer will pause when the answer result displays.

When the game is finished, the Final Results screen will appear. The **Quiz Total** box indicates the score based on the strict question value. A **Time Bonus** value is awarded based on the clock time remaining at the end of the game and is worth 1 point for every 10 seconds remaining on the clock. The **Total Score** box contains the **Quiz Total** plus the **Time Bonus**.

Figure 10. Race the Clock Final Results screen
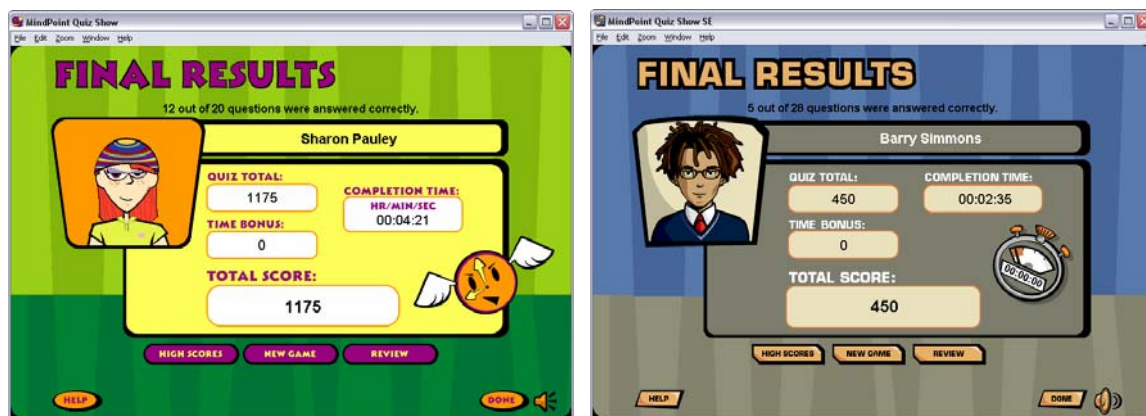
From the Final Results screen, you may click the **Review** button to view a report that shows your questions and answers to all the content shown in the game.

On the Final Results screen, click the **Done** button to save the game results and return to the main menu, or click the **New Game** button to start a new game.

Quiz Show keeps track of the top five scores for each question set. In addition, the program keeps track of the general high scores for all question sets. You may access this information through the **Scores** (Mac) or **Window** (Win) menu.

Playing a Challenge the Computer Game

Before starting the game, review the Pre-Game Overview screen information for accuracy.

- The correct question set should appear in the **Question Set** box.

- The game type icon (Challenge the Computer) should appear in the **Game Type** box along with your opponent's skill level.

- Your player identity should appear in the **Your Buzz-In Key** box along with a buzz-in key assignment (V).

Figure 11. Challenge the Computer Pre-Game Overview screen
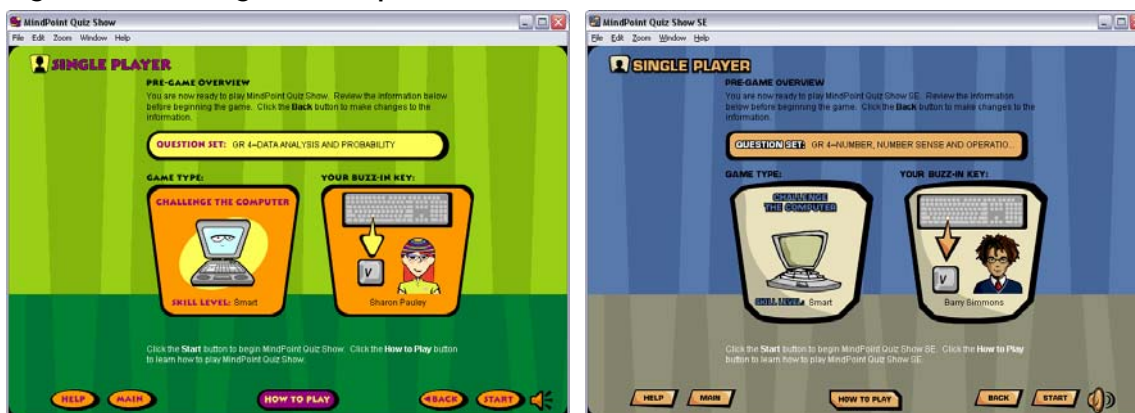
Click the **Back** button if you need to change the game information. Click the **Start** button to begin the game.

Start the game and earn points by correctly answering as many questions as you can before the computer beats you to the answer. Win the game by out-scoring your computer opponent. Watch for the 500-point questions near the end of the game, as they can improve your score quickly.

If you know the answer to the question, buzz in by striking the **V** key on the keyboard. Make sure you know the answer to the question before buzzing in as this action starts the question timer. You must answer the question before timer runs out or you lose 25 points.

Answer single-letter response questions by striking the appropriate key on your keyboard or by clicking the radio button choice with the mouse. For fill-in-the-blank or completion answers, type your answer in the answer field. After you have selected or typed your answer, click the **Final Answer** button or strike **Enter** to submit your

answer. If you answer the question incorrectly, you will lose 25 points and the computer player may buzz in and answer the question or may skip the question. If the computer buzzes in and answers the question incorrectly, you may then buzz in and try to answer the question.

Figure 12. Challenge the Computer game screen

If you don't know the answer to a question, click the **Skip Question** button to advance to the next question. You will have a chance to answer the skipped question again after you have completed the rest of the questions. If a question is skipped a second time, it will be marked as incorrect but you will not lose points.

A correct answer is indicated with a green checkmark. The point value is added to your score. An incorrect answer is indicated with a red **X**. There is a 25-point deduction for an incorrect answer. After you answer a question, the **Explain Answer** button may appear. Click this button to read additional information that may help you to better understand the answer.

A **Media Link** button may appear with certain questions. This link may be to media such as a movie (*.avi) or audio (*.wav) file. Click the **Media Link** button to view the media related to the question, and then answer the question.

☑ NOTES:
- Most questions have a value of 100 points. However, the last 10 percent of questions in each game are worth 500 points each.
- Press your buzz-in key as soon as you think you can answer the question to beat your computer opponent.

The game ends when you have answered or skipped all of the questions. You may also click the **End** button to end the game before all questions are answered.
When the game is finished, the **Final Results** screen will appear with the scores.

From the Final Results screen, you may click the **Review** button to view a report that shows your questions and answers to all the content shown in the game.

Figure 13. Challenge the Computer Final Results screen
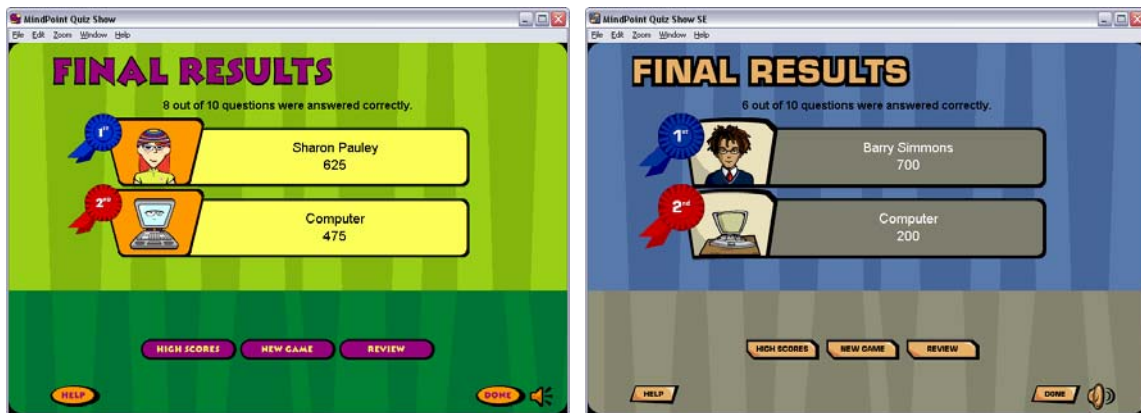
On the Final Results screen, click the **Done** button to save the game results and return to the main menu, or click the **New Game** button to start a new game.

Quiz Show keeps track of the top five scores for each question set. In addition, the program keeps track of the general high scores for all question sets. You may access this information through the **Scores** (Mac) or **Window** (Win) menu.

MULTIPLAYER GAME

Multiplayer games add the fun of friendly competition to answering the questions. Two or three players share a keyboard to buzz in and enter their responses. Only the player that buzzes in answers the question. But if they answer incorrectly or fail to answer within the time limit, they receive a penalty score and the other player(s) have another opportunity to buzz-in and answer. This game mode is not available in the Lite version of the program.

Game Set-Up

After selecting the **Multiplayer** option from the main menu screen, select two or three players from the list of names from the Select Players screen. Players can be added to the game by either double-clicking the name or by highlighting the name and clicking the **Add** button. Use the **Remove** button under an added player's name to remove them from the game.

Figure 14. Multiplayer Select Players screen
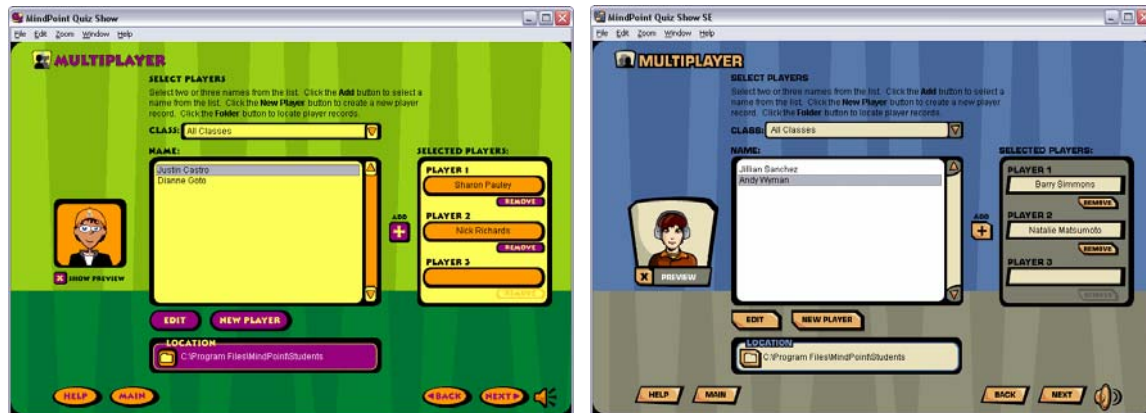
Next, choose a question set from the file list. Quiz Show uses question banks (*.bnk), tests (*.tst), and XML files generated from ExamView. Quiz Show version 2 supports files created from ExamView 6 or older. Highlight the desired file then click the **Next** button to continue to the Pre-Game Overview screen.

Figure 15. Multiplayer Select a Question Set screen
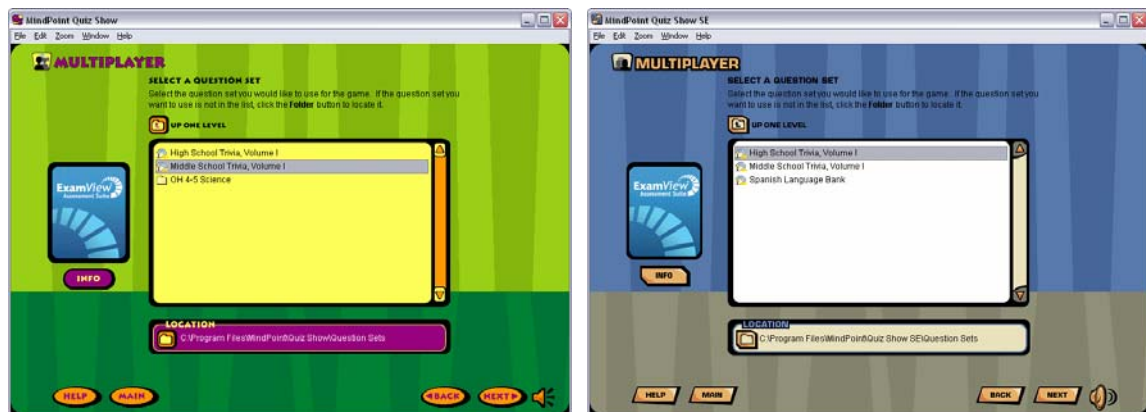
Playing a Multiplayer Game

Before starting the game, review the Pre-Game Overview screen information for accuracy.

- The correct question set should appear in the **Question Set** box.
- The correct identity for each player should appear along with a buzz-in key assignment.

Click the **Back** button if you need to change the game information. Click the **Start** button to begin the game.

Figure 16. Multiplayer Pre-Game Overview screen
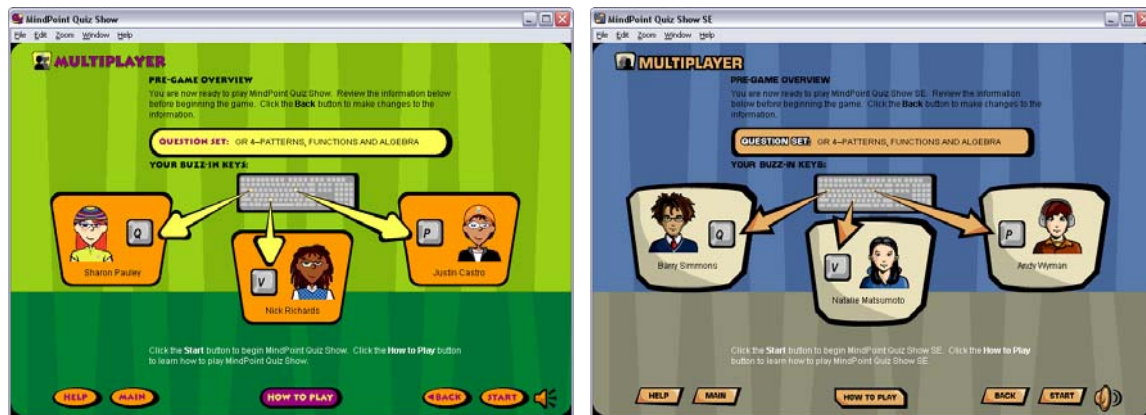
Start the game and earn points by correctly answering as many questions as you can before your opponents beat you to the answer. The player with the most points at the end of the game wins. Watch for the 500-point questions at the end of the game, as they can improve your score quickly.

Figure 17. Multiplayer game screen
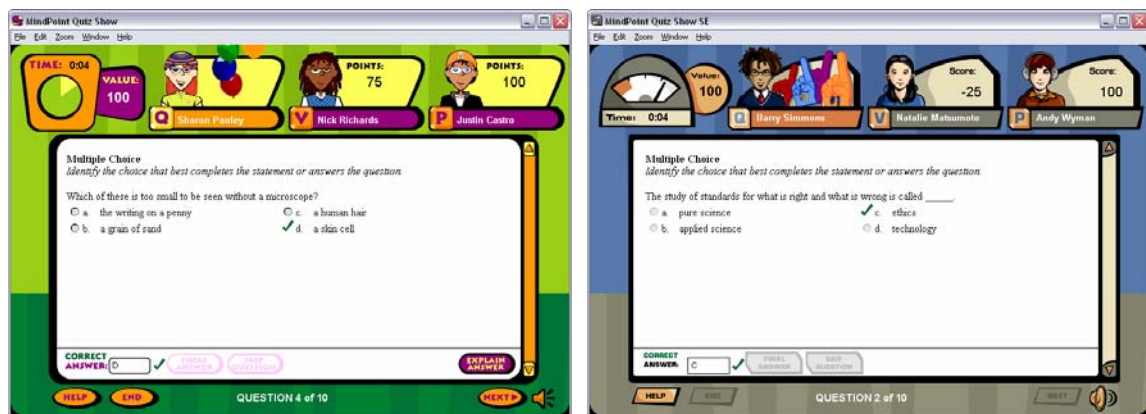
If you know the answer to a question, buzz in by striking your assigned key on the keyboard. Make sure you know the answer to the question before buzzing in. After you buzz in you must answer the question correctly before time runs out or you will lose points.

Answer questions using the keyboard or clicking your answer with the mouse. For fill-in-the blank or completion questions, type your answer in the answer field. After you have selected or typed your answer, click the **Final Answer** button or strike **Enter** to submit your answer. If you answer incorrectly, you lose 25 points and the other player(s) have the opportunity to buzz in and answer the question.

If none of the players knows the answer to a question, click the **Skip Question** button to advance to the next question. Everyone will have one more chance to answer the skipped question after the rest of the questions have been completed. If a question is skipped a second time, it will be marked as incorrect, but no players will lose points.

A correct answer is indicated with a green checkmark. The point value is added to your score. An incorrect answer is indicated with a red **X**. There is a 25-point deduction for an incorrect answer. After you answer a question, the **Explain Answer** button may appear. Click this button to read additional information that may help you to better understand the answer.

A **Media Link** button may appear with certain questions. This link may be to media such as a movie (*.avi) or audio (*.wav) file. Click the **Media Link** button to view the media related to the question, and then answer the question.

📝 **NOTES:**

- Most questions have a value of 100 points. However, the last 10 percent of questions in each game are worth 500 points each.

- Press your buzz-in key as soon as you think you can answer the question to beat the other player(s).

The game ends when you have answered or skipped all of the questions. You may also click the **End** button to end the game before all questions are answered.

When the game is finished, the **Final Results** screen will appear with the scores.

From the Final Results screen, you may click the **Review** button to view a report that shows the questions and all the players' answers to the content shown in the game.

On the Final Results screen, click the **Done** button to save the game results and return to the main menu, or click the **New Game** button to start a new game.

Quiz Show keeps track of the top five scores for each question set. In addition, the program keeps track of the general high scores for all question sets. You may access this information through the **Scores** (Mac) or **Window** (Win) menu.

Figure 18. Multiplayer Final Results screen
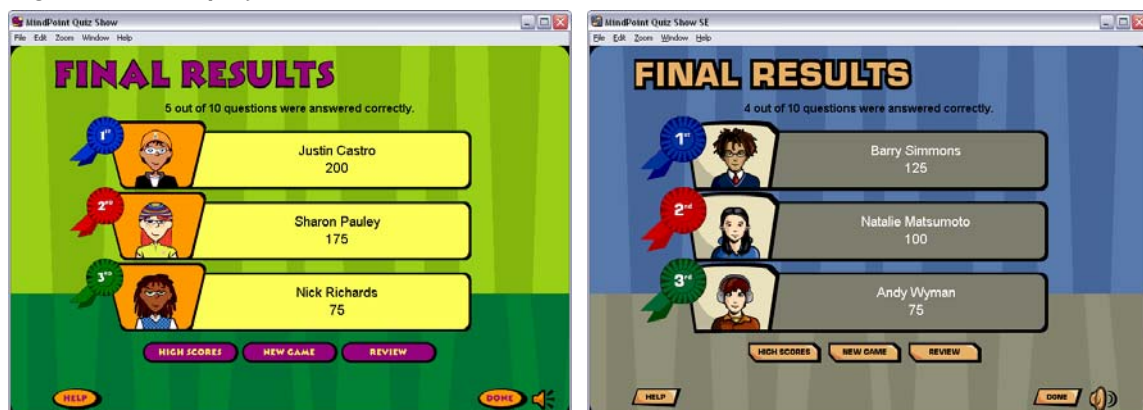
TEAM PLAY GAME ON MACINTOSH

Team Play allows groups of students to compete against other groups of students. On Macintosh, teams compete through a common keyboard, buzzing in, and answering questions exactly as in Multiplayer mode. Although the game mechanics are the same, the typical use of this mode is different in that a teacher leads the game, buzzing in and entering answers. In addition, in Team Play students create a team name and select a mascot rather than using individual player records. This game mode is not available in the Lite version of the program.

Game Set-Up

After selecting the **Team Play** option from the main menu screen, teams are created on the Create Team Names screen. Use the arrow buttons to toggle through the team mascots. When you are satisfied with the mascot, provide a team name in the appropriate box. Although different teams can use the same mascot, each team must have a unique name to play.

Figure 19. Create Team Names screen (Mac)
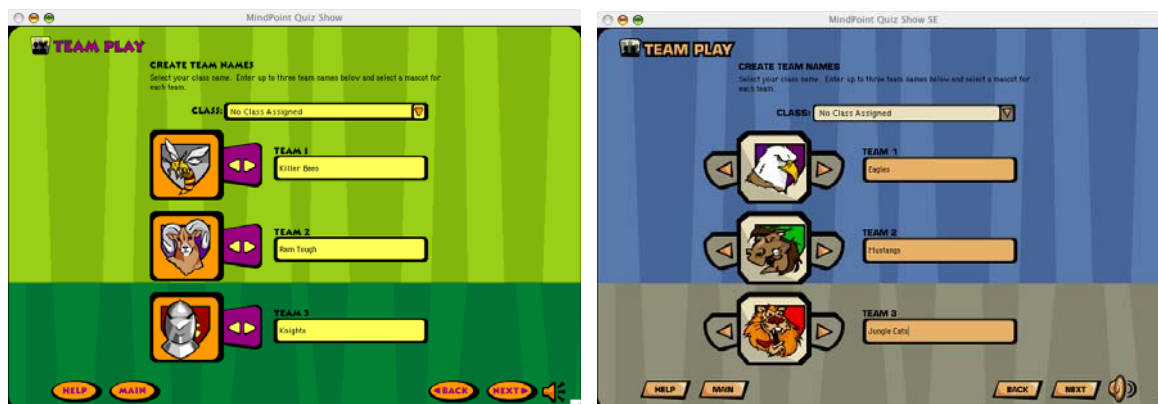
Next, choose a question set from the file list. Quiz Show uses question banks (*.bnk), tests (*.tst), and XML files generated from ExamView. Quiz Show version 2 supports files created from ExamView 6 or older. Highlight the desired file then click the **Next** button to continue to the Pre-Game Overview screen.

Earn points by correctly answering each question before the opposing teams. The team with the most points at the end of the game wins. Watch for the 500-point questions, as they can improve your score quickly.

Figure 20. Team Play (Mac) Select a Question Set screen
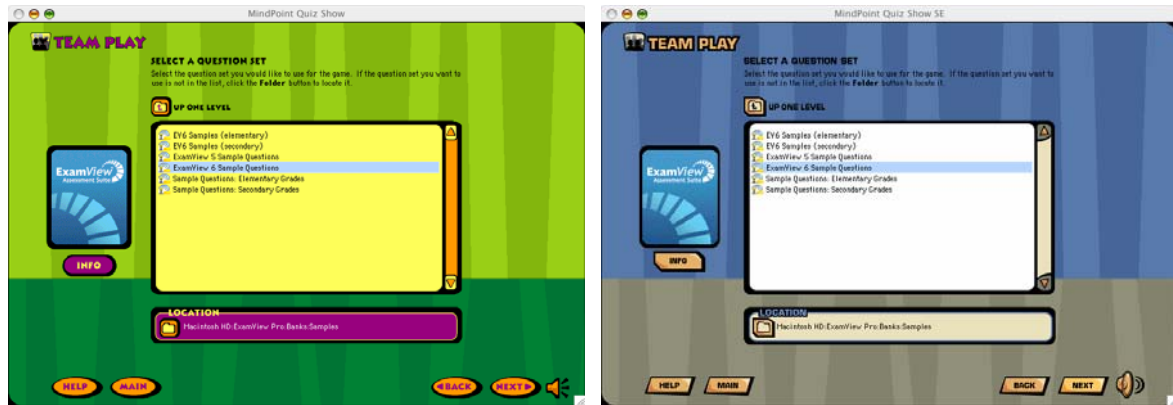
Playing a Macintosh Team Play Game

Before starting the game, review the Pre-Game Overview screen information for accuracy.

- The correct question set should appear in the **Question Set** box.
- The correct team mascot and name should appear along with a buzz-in key assignment.

Click the **Back** button if you need to change the game information. Click the **Start** button to begin the game.

Figure 21. Team Play (Mac) Pre-Game Overview screen
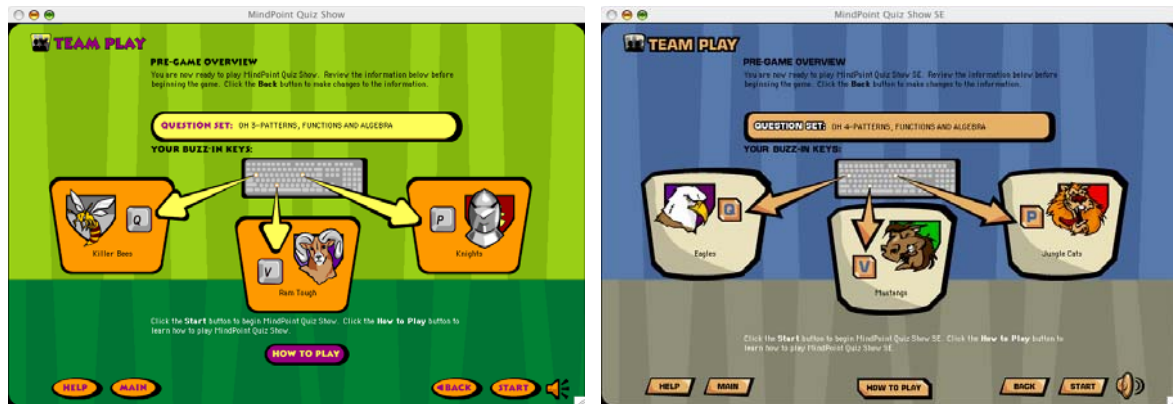
Start the game and teams earn points by correctly answering as many questions as they can before the opposing team(s) beat them to the answer. The team with the most points at the end of the game wins. Watch for the 500-point questions at the end of the game, as they can improve your team's score quickly.

Because the game is controlled from a single keyboard, each team should appoint one person to buzz in and enter an answer for the team. The player on the hot seat can be rotated with each new question. Alternatively, Team Play can be controlled by the

Teacher at the front of the class. Students raise their hand to "buzz in" and the teacher enters the appropriate team's buzz-in key on the keyboard.

Students should make sure they know the answer to the question before buzzing in. Responses that are incorrect or not entered before time expires will result in a 25-point penalty.

Figure 22. Team Play (Mac) game screen
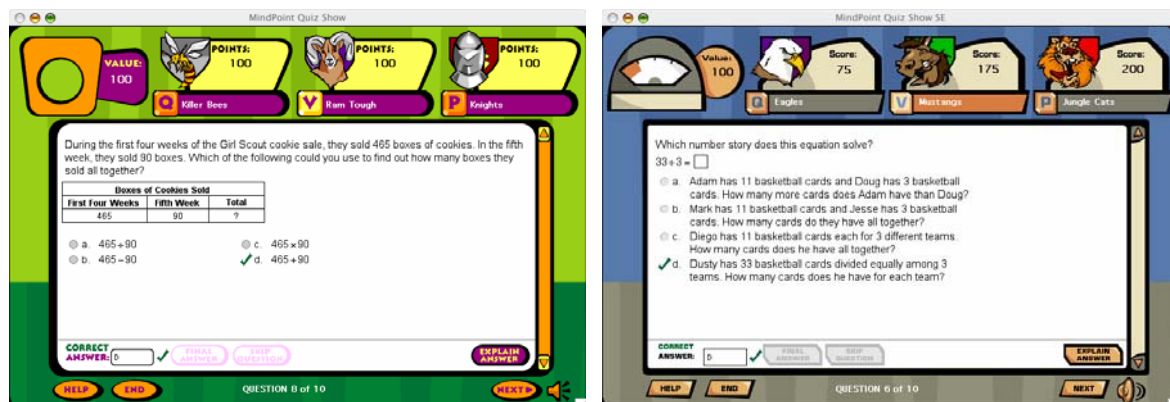
Answer questions using the keyboard or clicking the answer with the mouse. For fill-in-the blank or completion questions, type the answer in the answer field. After you have selected or typed your answer, click the **Final Answer** button or strike **Enter** to submit your answer. If you answer incorrectly, you lose 25 points and the other team(s) have the opportunity to buzz in and answer the question.

If none of the teams knows the answer to a question, click the **Skip Question** button to advance to the next question. Everyone will have one more chance to answer the skipped question after the rest of the questions have been completed. If a question is skipped a second time, it will be marked as incorrect, but no players will lose points.

A correct answer is indicated with a green checkmark. The point value is added to your score. An incorrect answer is indicated with a red **X**. There is a 25-point deduction for an incorrect answer. After you answer a question, the **Explain Answer** button may appear. Click this button to read additional information that may help you to better understand the answer.

A **Media Link** button may appear with certain questions. This link may be to media such as a movie (*.avi) or audio (*.wav) file. Click the **Media Link** button to view the media related to the question, and then answer the question.

The game ends when you have answered or skipped all of the questions. You may also click the **End** button to end the game before all questions have been answered. When the game is finished, the **Final Results** screen will appear with the scores and final ranking order.

Figure 23. Team Play (Mac) Final Results screen
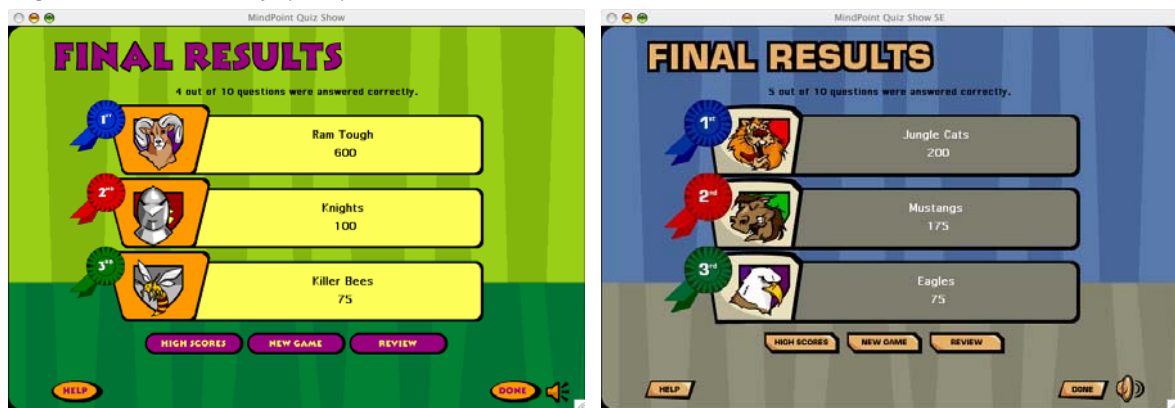
From the Final Results screen, you may click the **Review** button to view a report that shows the questions and all the players' answers to the content shown in the game.

On the Final Results screen, click the **Done** button to save the game results and return to the main menu, or click the **New Game** button to start a new game.

Quiz Show keeps track of the top five scores for each question set. In addition, the program keeps track of the general high scores for all question sets. You may access this information through the **Scores** menu.

TEAM PLAY GAME ON WINDOWS

Team Play allows groups of students to compete against other groups of students. On Windows, teams compete using their wireless Classroom Response System (CPS) response pads. The entire class is engaged in the game as teams strive to out-score each other by having the most correct responses. This game mode is not available in the Lite version of the program.

Team Preferences

Access the Team Preferences dialog by selecting the **Preferences > Team** option from the **Edit** menu.

Figure 24. Team Preferences dialog
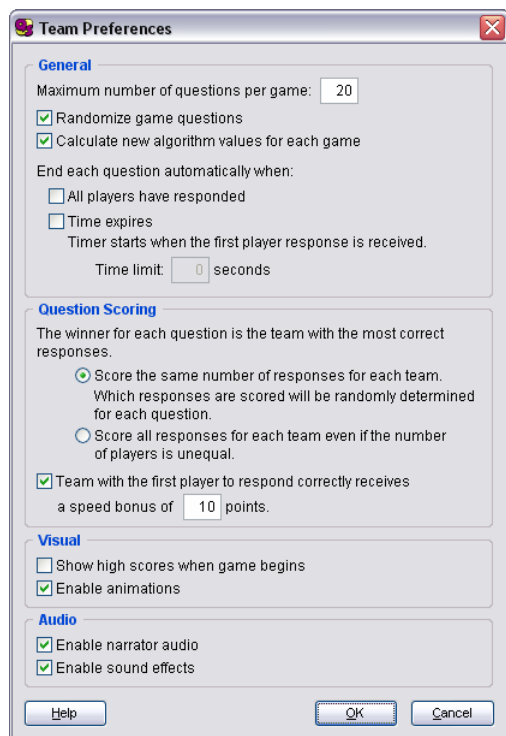
The Team Preferences dialog is not always available during Team Play mode and not all of the options can be changed once a game is active.

Table 3. Team Preferences descriptions

General	Description
Maximum number of questions per game	This option sets the maximum number of questions that will appear on a quiz. This preference cannot be changed while a game is in progress.
Randomize game questions	This option sets whether or not the program will randomly select questions from the bank/test/xml file or select questions (of valid question types only) in order from the ExamView bank/test/xml file. This preference cannot be changed while a game is in progress.

Calculate new algorithm values for each game	This option sets whether or not the program will calculate new algorithm values for dynamic questions each time a dynamic question set is used. This preference cannot be changed while a game is in progress.
End each question automatically…	Questions can be ended manually at any time by clicking the Show Answer button or by using the instructor pad. Alternatively, this preference can set conditions that will trigger a question to automatically end. Check the checkbox to automatically end the question when all students have responded and/or time expires. If a timer is used, the number of seconds can be specified and the time countdown starts once the first response is received, not when the question is shown. If this preference is changed while a game is in progress, the change will take effect on the next question.
Scoring	**Description**
The winner for each question…	This option sets how teams with unequal numbers of players are scored. You can choose to have every student's response count toward the team total even if the teams are unevenly distributed. Because the total number of correct responses determines the winner of each question, this will give the team with more players an advantage over teams with fewer players. Alternatively, you can choose to equalize the teams by randomly scoring the same number of players for each team. Players will not know which pad numbers are being scored and pad scoring is independent of whether a particular pad has responded or not. If this preference is changed while a game is in progress, the change will take effect on the next question.
Team with the first player to respond correctly receives a speed bonus…	Adding a speed bonus score awards additional points to the team that is first to answer correctly. Students who answer quickly but incorrectly will not receive the bonus. Speed bonus points are shown on the Question Results screen along with the pad ID number of the fastest player. If this preference is changed while a game is in progress, the change will take effect on the next question.
Visual	**Description**
Show high scores when game begins	This option determines whether the program will display the high scores for a question set when players begin a game using that set. If this preference is changed while a game is in progress, the change will not take effect until a new game is started.
Enable animations	This option sets whether the program will display the animations for correct answers. If this preference is changed while a game is in progress, the change will take effect immediately.
Audio	**Description**
Enable narrator audio	This option sets whether the program will play the narrator audio. If this preference is changed while a game is in progress, the change will take effect immediately.
Enable sound effects	This option sets whether the program will play the sound effects audio. If this preference is changed while a game is in progress, the change will take effect immediately.

CPS Response Pad Preferences

Access the CPS Response Pad Preferences dialog by selecting the **Preferences > CPS Response Pads** option from the **Edit** menu.

Figure 25. CPS Response Pad Preferences dialog
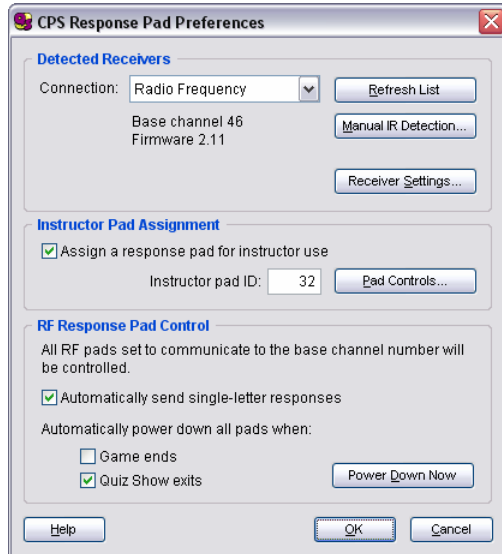
The CPS Response Pad Preferences dialog is only available from the main menu, Create Team Names, and Select Teams screens.

Table 4. CPS Response Pad Preference descriptions

Detected Receivers	Description
Connection	This combo box lists all detected CPS receivers, both IR and RF. Verify that the control shows the expected receiver type.
Refresh List	If the desired receiver is not shown in the **Connection** combo box, click this button to force the program to rescan the COM ports for connected receivers
Manual IR Detection	This button is necessary for older IR receiver models that fail to be detected automatically. Clicking this button opens a window with directions for performing a manual detection.
Receiver Settings	This button allows you to change the channel number for Gen2 RF receivers.
Instructor Pad	**Description**
Assign a response pad for instructor use	Select this option to indicate that an instructor pad will be used. Fill in the pad ID number to designate a particular pad number for the instructor.
Pad Controls	Click this button to open the Instructor Pad Controls summary screen. This same screen can be accessed through the Window menu.
RF Pad Control	**Description**
Automatically send single-letter responses	This option puts the RF pads into a mode where all single-letter response questions types will automatically be transmitted without the need to hit the Send button. These question types include True/False, Yes/No, Multiple Choice, and Matching.

Automatically power down all pads when…	This setting offers two conditions that can be selected that trigger a Power Down message to be transmitted to all RF pads set to communicate to the base channel. Choose to automatically power down at the end of every game and/or when the program exits.
Power Down Now	This button sends a Power Down message to all RF pads set to communicate to the base channel.

Using an Instructor Response Pad

An instructor pad gives the teacher the flexibility to control the game progress from anywhere in the room. The instructor pad is assigned through the CPS Response Pad Preferences dialog and cannot be changed during an active game. A summary screen of the instructor pad controls and pad ID can be accessed from the preferences dialog or by selecting the **Instructor Pad Controls** option from the **Windows** menu.

Figure 26. IR and RF teacher response pad controls
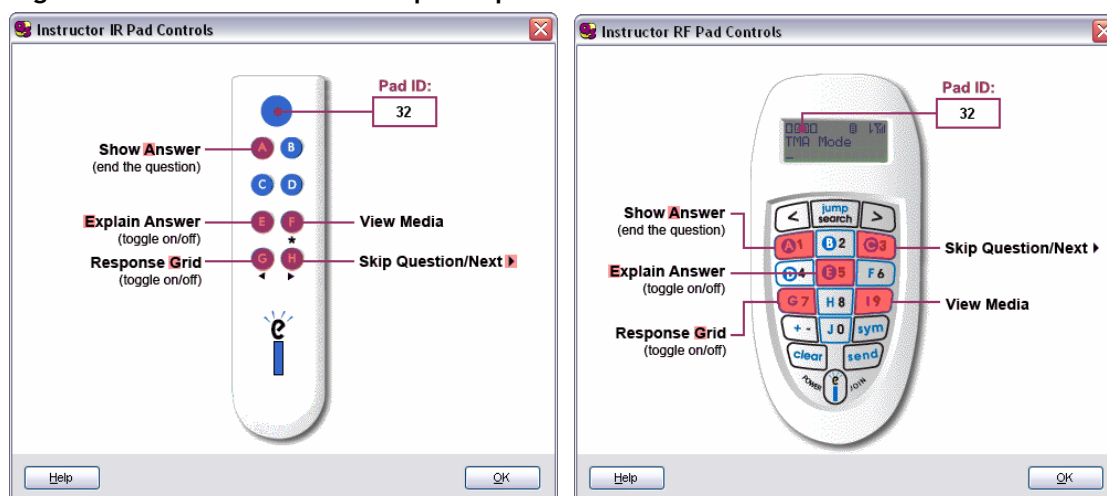
Game Set-Up

The first time that **Team Play** is selected from the main menu, Quiz Show automatically checks for a connected CPS receiver and opens the CPS Response Pad Preferences window. A connected receiver must be detected to continue the set-up process.

The first set-up screen for **Team Play** is where the teams are created. If desired, select a class from the pull-down list to associate the results with a specific class for reporting. Use the arrow buttons to toggle through the team mascots. When you are satisfied with the mascot, provide a team name in the appropriate box. Although different teams can use the same mascot, each team must have a unique name to play.

Figure 27. Team Play Create Team Names screen (Win)
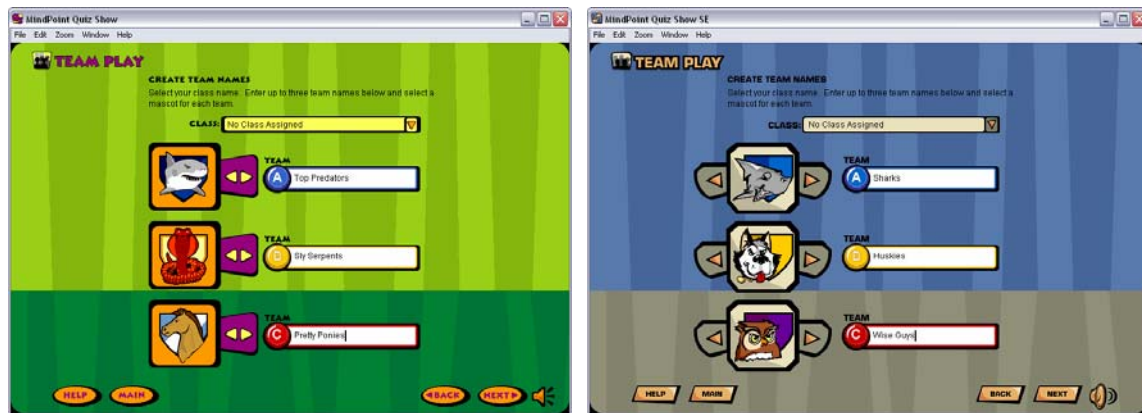
Players join the game by using their CPS response pad from the Select Teams screen. Instruct students to press either **A**, **B**, or (if there are three teams) **C** button on their pad to join that particular team. As players transmit their team selection, the pad ID grid will change to the color of the selected team (Team A = blue, Team B = yellow, Team C = red) and the total numbers of players on each team is updated on the right of the screen.

Figure 28. Team Play (Win) Select Teams screen
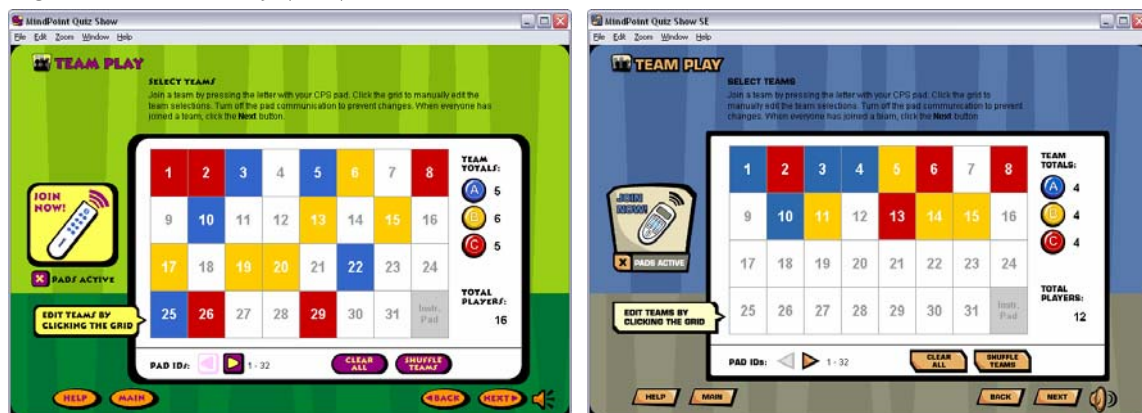
Players can change their team selection as many times as they like as long as the pads are active. Temporarily disabling the pad communication by unchecking the **Pads Active** checkbox prevents changes once everyone has joined a team. Manual edits to the team assignments, including disabling a pad ID or enabling a pad that has not yet joined the game, may be done by clicking the pad number on the grid. Each click progressively toggles through the different team assignments (A>B>C>disabled).

NOTES:

- The **Pads Active** graphic will display an IR or RF pad graphic depending on the type of receiver connection that has been detected.

- Rather than having students select their team, you may wish to assign them randomly to teams that are as equally distributed as possible. To do this, instruct

all students to press A (or any of the acceptable team letters), turn off pad communication to prevent further changes, and then override their choice by using the Shuffle Teams button. Be sure to allow enough time for everyone to memorize his or her team assignment.

- If an instructor pad has been designated in the CPS Response Pad Preferences, its pad number will appear disabled with the label "Instr. Pad" indicating that this number is unavailable for players.

Next, choose a question set from the file list. Quiz Show uses question banks (*.bnk), tests (*.tst), and XML files generated from ExamView. Quiz Show version 2 supports files created from ExamView version 6 or older. Highlight the desired file then click the **Next** button to continue to the Pre-Game Overview screen.

Figure 29. Team Play (Win) Select a Question Set screen
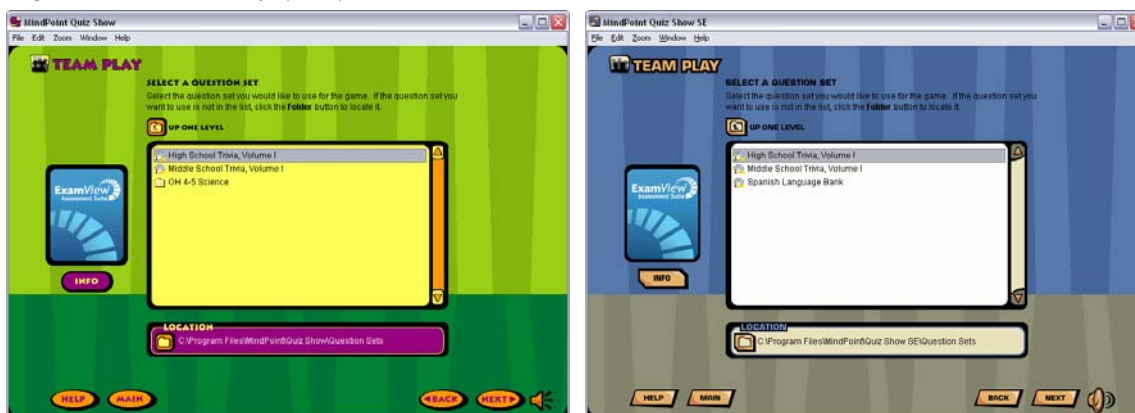
Playing a Windows Team Play Game

Before starting the game, review the Pre-Game Overview screen information for accuracy.

- The correct question set should appear in the **Question Set** box.

- The correct team mascot and name should appear along with the total number of players on each team.

- Depending on the **Team Preferences** settings, if the number of players is not equal for all of the teams, a callout box may appear to indicate that not all player responses will count toward the scoring of each question.

Click the **Back** button if you need to change the game information. Click the **Start** button to begin the game.

Figure 30. Team Play (Win) Pre-Game Overview screen
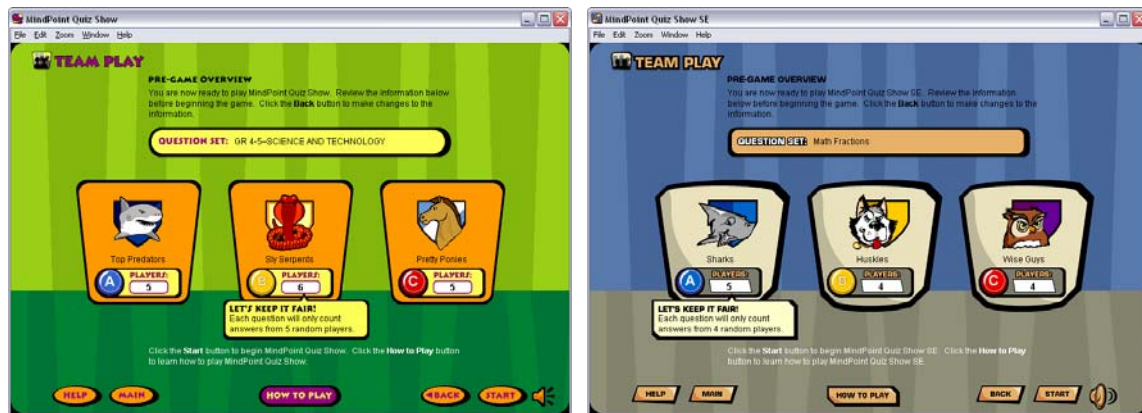
Start the game and teams earn points by having the most correct responses to each question. Depending on the Team Preferences settings, the quickest correct response will award an additional speed bonus for each question. The team with the most points at the end of the game wins. Watch for the 500-point questions at the end of the game, as they can improve your team's score quickly.

Figure 31. Team Play (Win) game screen
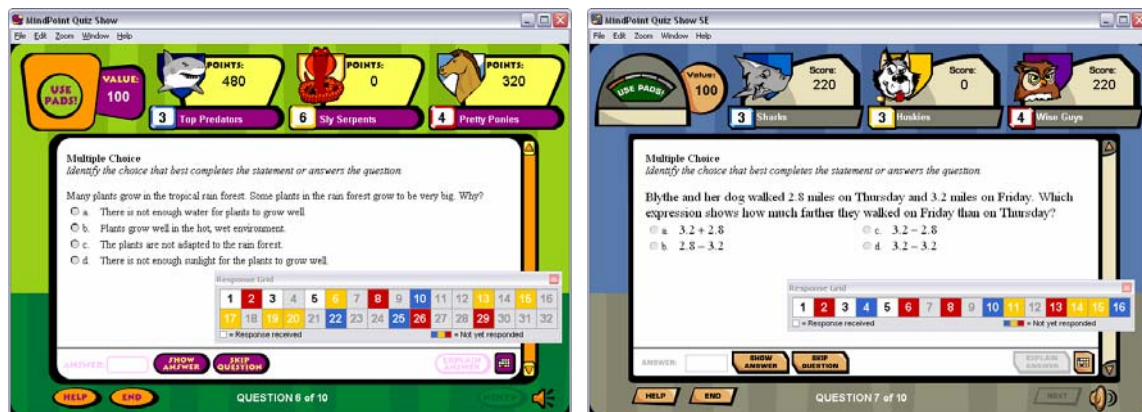
Players use their CPS response pads to transmit their answers. A number next to each team name shows the number of players on the team that have not yet responded. The Response Grid window provides useful visual feedback to players that their response has been received. It is also a useful tool for the instructor to monitor which pads have not yet responded. The color-coding of the grid provides a visual summary of the team assignments and gives an overview of which teams need to respond to the question.

Figure 32. Response Grid window

Whenever a question is being shown, the **Response Grid** button appears in the lower right area of the display area. Use this button to toggle the response grid window on and off. The response grid window can also be toggled on and off using an instructor pad or through the **Response Grid** option from the **Window** menu.

Figure 33. Response Grid buttons

Depending on the Team Preferences, the question may end automatically once all players have responded or when time expires. Manually end the question by clicking the **Show Answer** button or by using the instructor pad. At this point, no additional player responses are allowed.

If none of the teams knows the answer to a question, click the **Skip Question** button or use the instructor pad to advance to the next question. Everyone will have one more chance to answer the skipped question after the rest of the questions have been completed.

The correct answer is indicated with a green checkmark for single-letter responses and populates the **Correct Answer** field at the bottom of the question screen. Once the question has ended and the answer is shown, the **Explain Answer** button may appear. Click this button to read additional information that may help you to better understand the answer.

A **Media Link** button may appear with certain questions. This link may be to media such as a movie (*.avi) or audio (*.wav) file. Click the **Media Link** button to view the media related to the question, and then answer the question.

Click the **Next** button or use the instructor pad to advance to the Question Results screen.

Figure 34. Team Play (Win) Question Results screen
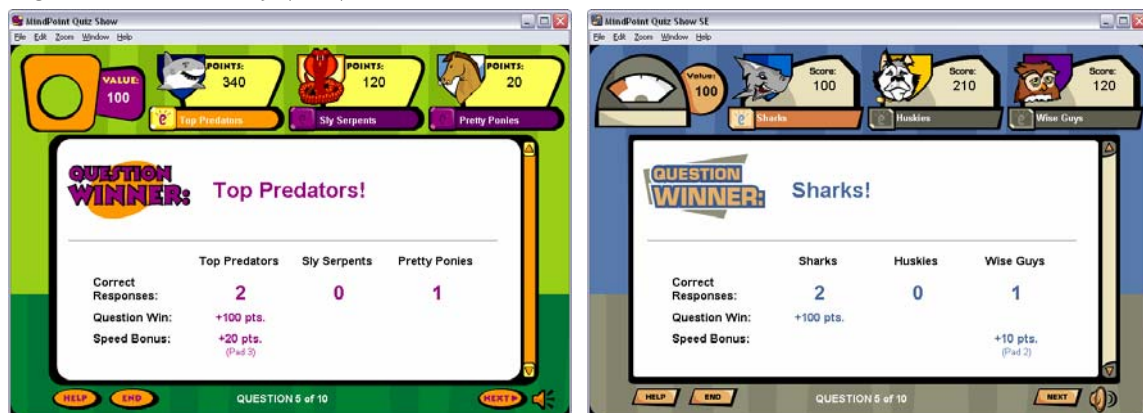
The Question Results screen identifies the winning team(s), summarizes the number of correct responses from each team, and shows the points being awarded. Ties result in both or all teams receiving the full question point value. No score penalties are given in Team Play on Windows.

> **NOTE:** Most questions have a value of 100 points. However, the last 10 percent of questions in each game are worth 500 points each.

The game ends when you have answered or skipped all of the questions. You may also click the **End** button to end the game before all questions are answered. When the game is finished, the **Final Results** screen will appear with the scores.

Figure 35. Team Play (Win) Final Results screen
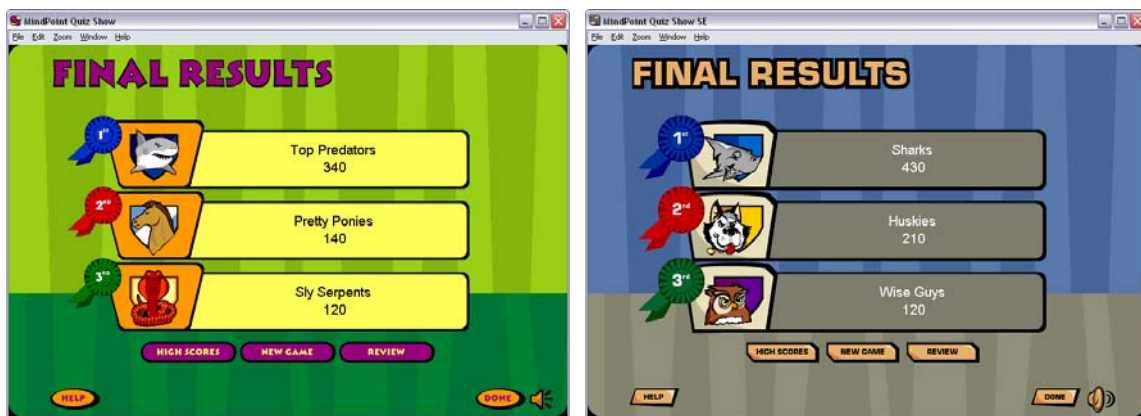
From the Final Results screen, you may click the **Review** button to view a report that shows the questions and all the players' answers to the content shown in the game.

On the Final Results screen, click the **Done** button to save the game results and return to the main menu, or click the **New Game** button to start a new game.

Quiz Show keeps track of the top five scores for each question set. In addition, the program keeps track of the general high scores for all question sets. You may access this information through the **Scores** menu.

ABOUT THE CPS HARDWARE

The Classroom Performance System (CPS) hardware consists of a set of wireless response pads and a receiver that connect to your computer. The response pads allow students to answer questions and the teacher to control the program from anywhere in the classroom—not just when they are standing in front of the computer keyboard.

No other software program needs to be installed in order to use CPS response pads with Quiz Show. However, if CPS software is not installed, you may need to install FTDI drivers for the hardware to work properly with your computer. The installer for these drivers is copied to the **Extras** sub-folder of the program folder as part of the Quiz Show installation. Navigate to this folder and run the drivers installer if needed.

Response pads are integrated into the Team Play mode of **Quiz Show** (Windows only) for numbered sets ("K-12 mode") of IR and Gen2 RF pads. Individual serialized pads ("H.E. mode" hardware) are not compatible with Quiz Show. Use up to 256 response pads to make sure that everyone participates in a team game.

THE INSTRUCTOR UTILITIES

As your students are competing in **Quiz Show**, behind the scenes the program is gathering student data that is presented to you through the Instructor Utilities in a variety of report formats. These reports are intended to help you understand where your students are excelling and where they are struggling. The Instructor Utilities program also helps you manage your student records. The program allows you to update player information, edit class and general preferences, and view student and class reports.

Figure 36. Instructor Utilities main menu
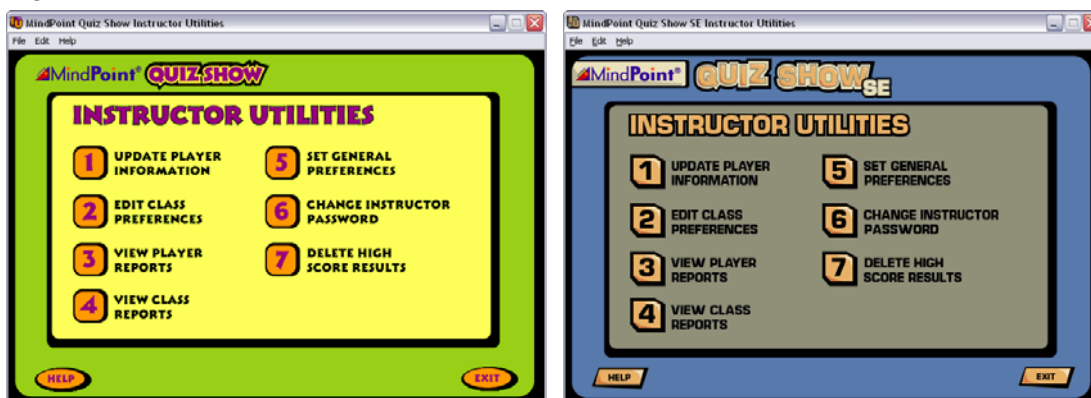
1. Update Player Information

The **Update Player Information** option on the Instructor Utilities main menu allows you to add a new player, edit player information, or delete a player record. If you arrange for your students to store their performance data on a network server, you can access all of the player records from any computer on the network. If the computers are not networked, you must change student records using the computer on which the individual player records are stored.

> **NOTE:** Each player's information is stored in a separate file that ends with the extension **.mpt** while team files carry a **.qzt** extension. If the program is installed on a network, you must have full access to the **MindPoint** folder and its subfolders to add, edit, or delete the player information.

2. Edit Class Preferences

Use the **Edit Class Preferences** option to can create up to 30 classes, edit existing class preferences, delete a class, or copy information between classes. It is recommended that you set up your class records before students begin using the Quiz Show software.

The **Class Preferences** settings allow the instructor to apply preferences to an entire class (Single Player and Multiplayer games only) rather than to individual student records. When you change information for a class using the **Edit Class Preferences** option, the software automatically applies the new settings to all of the students in the class. Students may override class settings to customize their preferences. However, you may disable the students' ability to override class settings.

> **NOTES:**
> - If the program is installed on a network, you must have full access to the **MindPoint** folder and its subfolders to add, edit, delete, or copy the class information.
> - If you want to maintain two or more groups of settings for the students in your class, simply create multiple classes or class sections. For example, create two classes (i.e., 101A and 101B) with different settings. Then, assign your students to the appropriate class.
> - Deleting a class with the Instructor Utilities will only delete the class preferences settings, this action will not delete the records of students in the class. If any students are in the class you delete, the software will alert those students that their class is no longer valid the next time they log in. Simply assign the student to a new class using the **Update Player Information** option on the Instructor Utilities main menu. As an alternative, instruct students to select a class in the **Assign Class** dialog.

Class preferences are organized into three tabs: **General**, **Game**, and **Effects**. Changes to a class preference will take effect the next time students access their player in Quiz Show.

Table 5. General tab Class Preference descriptions

Preference	Default	Description
Show high scores when game begins	[on]	This option sets whether or not the program will display the high scores for a question set when students begin a game using that set.
Select the type of question sets that players can use for game play	ExamView Banks and Tests	This option sets whether or not students can use ExamView banks, tests, or both as question sets when playing Quiz Show
Preferences locking	Allow students to change their preferences	This option determines whether students can override the class preferences that are set by the instructor. For example, if students are allowed to override the preferences, individual students could change their time limit after buzzing in to answer a question.

Table 6. Game tab Class Preference descriptions

General Settings	Default	Description
Allow access to media links associated with question sets	[on]	This option sets whether or not the program will display a "Media Link" button for questions that have a multimedia link (such as a sound or movie file) associated with them in ExamView.
Randomize game questions	[on]	This option sets whether the program will randomly select questions from the bank/test/xml file or select questions (of valid question types) in order from the ExamView bank/test/xml file.
Calculate new algorithm values for each game	[on]	This option sets whether or not the program will calculate new algorithm values for dynamic questions each time a dynamic question set is used.
Maximum number of questions per game	20	This option sets how many questions will be included in a game of Quiz Show. If a bank/test/xml file includes less than this maximum number setting, all of the questions in the bank/test/xml file will be used but no additional questions will be added.

Time limit for single-character responses	5 seconds	This option sets the amount of time the player has to answer a true/false, yes/no, multiple choice, or matching question once that player has buzzed in. This option has no effect in a Single Player: Race the Clock game
Time limit for keyed responses	40 seconds	This option sets the amount of time the player has to answer a completion or numeric response question once that player has buzzed in. This option has no effect in a Single Player: Race the Clock game
Race the Clock	**Default**	**Description**
Total game time available	10 minutes	This option sets the amount of time available in a Single Player: Race the Clock game.
Award bonus points for finishing the game with time left	[on]	This option determines whether students earn bonus points for finishing a Single Player: Race the Clock game before time expires. If this option is turned on, students earn one point for each ten seconds of game time remaining. Bonus points are only earned if the student earns a positive score. If the student scores zero or a negative number, no bonus points are awarded.
Challenge Computer	**Default**	**Description**
Allow player to select difficulty level	[on]	This option sets whether or not students can set the difficulty level for their computer opponent in a Single Player: Challenge the Computer game.
Lock player to difficulty level below	[on]	This option locks the difficulty level for the computer opponent in a Single Player: Challenge the Computer game. The difficulty level options are Smart, Smarter, and Smartest. See the next section for detailed descriptions of these difficulty levels.

Table 7. Effects tab Class Preference descriptions

Preference	Default	Description
Enable narrator audio	[on]	This option determines whether the program will play the narrator audio. Students may turn off all sounds, including narrator audio, at any time by clicking the speaker button in the lower-right corner of the screen.

Enable sound effects	[on]	This option determines whether the program will play the sound effects audio, such as the clicking timer and the correct answer bell. Students may turn off all sounds, including sound effects, at any time by clicking the speaker button in the lower-right corner of the screen.
Enable animations	[on]	This option sets whether the program will display the animations for correct and incorrect answers. Turning this option off will speed up game play.

Challenge the Computer Difficulty Levels

The difficulty level determines the following variables of the computer player's behavior.

- **Skips Question***: If the student answers incorrectly, this is the percent probability that the computer will skip the question. This is not true for questions that have only two possible answers (i.e., true/false or yes/no questions). In the latter case, the computer will always answer the question if the student answers incorrectly.

- **Buzz-In Time***: This is the amount of time the computer will wait before buzzing in.

- **Answers Correctly***: After buzzing in, this is the percent probability that the computer will answer the question correctly and score points for the question.

Table 8. Challenge the Computer difficulty level descriptions

Difficulty Level	Skips Question	Buzz-In Time	Answers Correctly
Smart	50% chance	10-90 seconds (average 45 sec)	50% chance
Smarter	30% chance	4-60 seconds (average 27 sec)	70% chance
Smartest	10% chance	2-45 seconds (average 18 sec)	90% chance

To access the computer difficulty settings, click **Edit Class Preferences** on the Instructor Utilities main menu, click the **Edit** button, and then the **Game** tab.

3. View a Player Report

The **View Player Reports** option on the Instructor Utilities main menu allows you to view and print individual performance reports for your students. Quiz Show saves only the most recent score for each player for a question set in each game mode.

Interpreting a Player Report

There are up to five sections to each player report: Question Set, State Standard, Learning Objective, Topic, National Standard, and Local Standard.

IMPORTANT: The data for only the student's *most recent* attempt at each question set in each game mode is displayed in the report. This is not necessarily the student's best attempt or high score.

For illustrative purposes, the report displayed in the following example shows the game results for the same question set (**Chapter 6**) played in three different game modes. The game mode is identified by the superscript at the end of the question set title:
- R = Game played in Single Player: Race the Clock mode

- C = Game played in Single Player: Challenge the Computer mode

- M = Game played in Multiplayer mode

The **Correct Answers** column of the report indicates the number of questions answered correctly out of the total number of questions the player attempted to answer. When interpreting the question set data, keep in mind that in a Multiplayer game a student can always be expected to answer fewer questions out of the total questions available. The **Questions Available** column indicates the total number of questions on the test in the entire question set or related to a specific standard, learning objective or topic. The last column presents the **Correct Answers** column information in a bar graph format. You may use the **State Standard**, **National Standard**, **Local Standard**, **Learning Objective** and **Topic** sections of the report to determine specific areas where a student may need additional remediation.

The standards, learning objectives and topics are pulled from the information fields within the ExamView program. You may access these fields by clicking the **Info** button at the bottom of the editing window when editing a question in ExamView. Within ExamView, you may create tests that support specific standards, objectives, topics, or other criteria. For more information, search on the keywords **Question information** and **Criteria** within ExamView's Help.

Figure 37. Player report sorted by question set/objectives (page 1 of 2)

Player Performance Report
Name: Benjamin Anthony
Class: Fifth Period Science

Sorted By: Question Set / Standards
Date: Tuesday, October 11, 2005

Question Set	Correct Answers*	Questions Available**	0%	50%	100%
Energy^M	5 / 10 (50%)	15			
Force and Motion^R	11 / 15 (73%)	15			
Force and Motion^M	5 / 11 (45%)	15			
Summary	21 / 36 (58%)	45			

State Standard	Correct Answers*	Questions Available**	0%	50%	100%
SC.B.1.2.1	1 / 1 (100%)	2			
SC.B.1.2.2	2 / 4 (50%)	7			
SC.B.1.2.3	2 / 5 (40%)	6			
SC.C.1.2.1	6 / 10 (60%)	11			
SC.C.1.2.2	3 / 6 (50%)	7			
SC.C.2.2.1	4 / 6 (67%)	6			
SC.C.2.2.4	3 / 4 (75%)	6			
Summary	21 / 36 (58%)	45			

Learning Objective	Correct Answers*	Questions Available**	0%	50%	100%
Knows how to trace the flow of energy in a system (e.g., as in an ecosystem).	1 / 1 (100%)	2			
Knows that most things that emit light also emit heat.	2 / 5 (40%)	6			
Knows that the motion of an object is determined by the overall effect of all the forces acting on the object.	3 / 4 (75%)	6			
Knows that waves travel at different speeds through different materials.	3 / 6 (50%)	7			

*   Indicates only the most recent attempt for answered questions.

**   Indicates the number of questions available during game play. Players are not required to answer all available questions.

R = Game played in Single Player: Race the Clock mode.

C = Game played in Single Player: Challenge the Computer mode.

M = Game played in Multiplayer mode.

1

Figure 38. Player report sorted by question set/objectives (page 2 of 2)

Player Performance Report
Name: Benjamin Anthony
Class: Fifth Period Science

Sorted By: Question Set / Standards
Date: Tuesday, October 11, 2005

Learning Objective	Correct Answers*	Questions Available**	0%	50%	100%
Recognizes that forces of gravity, magnetism, and electricity operate simple machines.	4 / 6 (67%)	6			
Recognizes various forms of energy (e.g., heat, light, and electricity).	2 / 4 (50%)	7			
Understands that the motion of an object can be described and measured.	6 / 10 (60%)	11			
Summary	21 / 36 (58%)	45			

Topic	Correct Answers*	Questions Available**	0%	50%	100%
Strand B: Energy	5 / 10 (50%)	15			
Strand C: Force and Motion	16 / 26 (62%)	30			
Summary	21 / 36 (58%)	45			

*   Indicates only the most recent attempt for answered questions.
**   Indicates the number of questions available during game play. Players are not required to answer all available questions.
R = Game played in Single Player: Race the Clock mode.
C = Game played in Single Player: Challenge the Computer mode.
M = Game played in Multiplayer mode.

2

4. View a Class Summary Report

The **View Class Reports** option on the Instructor Utilities main menu allows you to view and print reports showing student performance. Reports show student performance in a specific class or all classes.

Interpreting a Class Summary Report

There are up to six sections to each class report: **Player Name**, **State Standard**, **Learning Objective**, **Topic**, **National Standard**, and **Local Standard**. The following example report illustrates a Class Summary Report sorted by **Player Name/Standards**.

IMPORTANT: The data for only the *most recent* attempt at each question set in each game mode is displayed in the report. This is not necessarily the best attempt or high score.

For illustrative purposes, the sample report displayed shows the game results for the same question set (**Chapter 4**) played in Multiplayer, Race the Clock, and Team modes. The game mode is identified by the superscript at the end of the question set title:

- R = Game played in Single Player: Race the Clock mode

- C = Game played in Single Player: Challenge the Computer mode

- M = Game played in Multiplayer mode

- T = Game played in Team mode

The **Correct Answers** column of the report indicates the number of questions answered correctly out of the total number of attempts. The **Questions Available** column indicates the total number of questions on the test in the entire question set or related to a specific standard, learning objective or topic. The last column presents the **Correct Answers** column information in a bar graph format. You may use the **Standard**, **Learning Objective** and **Topic** sections of the report to determine specific areas where students may need additional work.

> ☑ **NOTE:** Question data for **State Standard**, **National Standard**, **Local Standard**, **Learning Objective** and **Topic** are optional fields in the ExamView program. This data will only appear within a report if the ExamView question set contains data in these optional fields. The number of objectives and topics may not match the total number of questions in the question set since some questions may contain no standard, objective or topic data. Also, multiple questions may share the same standard, objective and topic data.

The standards, learning objective and topic are pulled from the information fields within the ExamView program. You may access these fields by clicking the **Info** button at the bottom of the editing window when editing a question in ExamView. Within ExamView, you may create tests that support specific standards, objectives, topics, or

other criteria. For more information, search on the keywords **Question information** and **Criteria** within ExamView's Help.

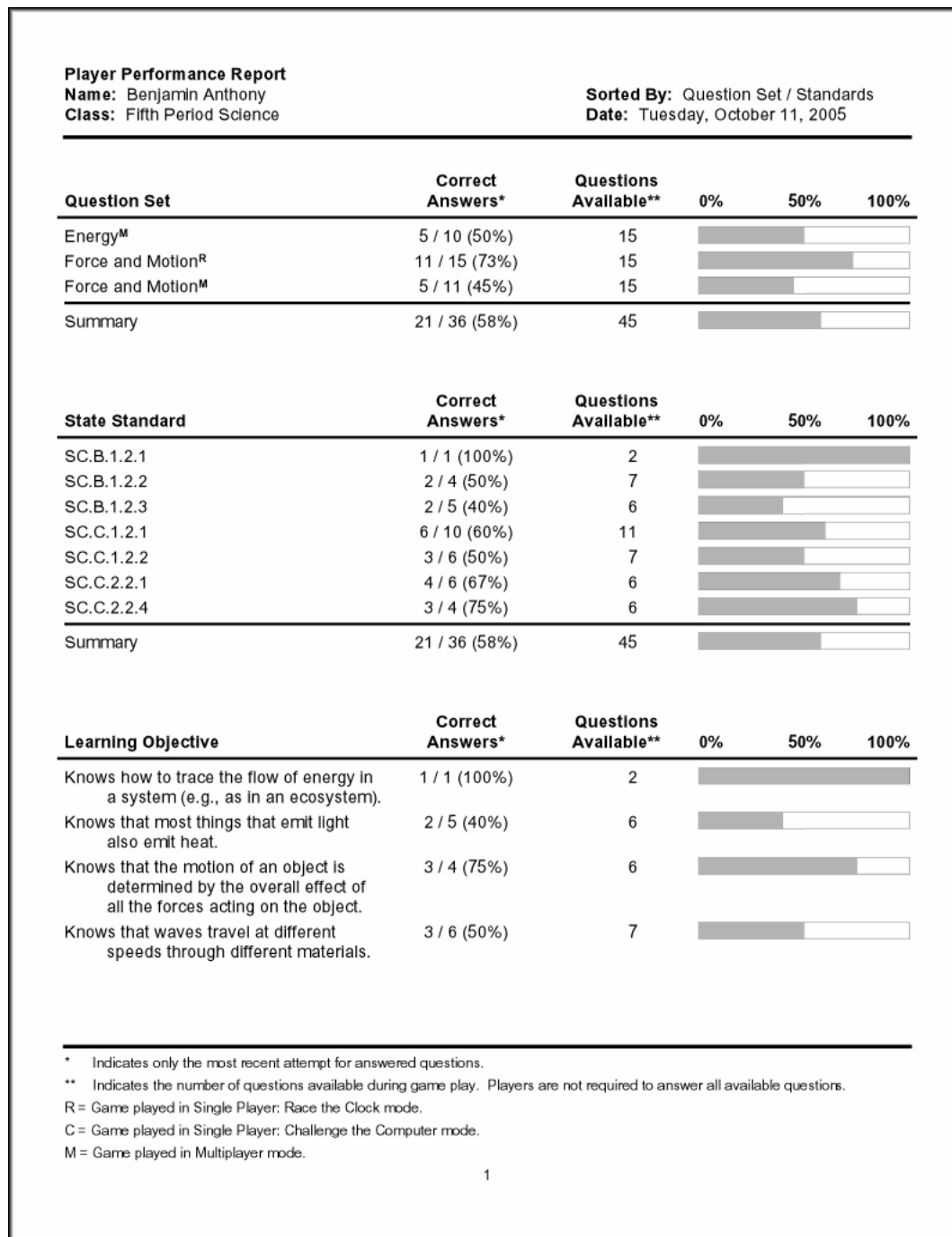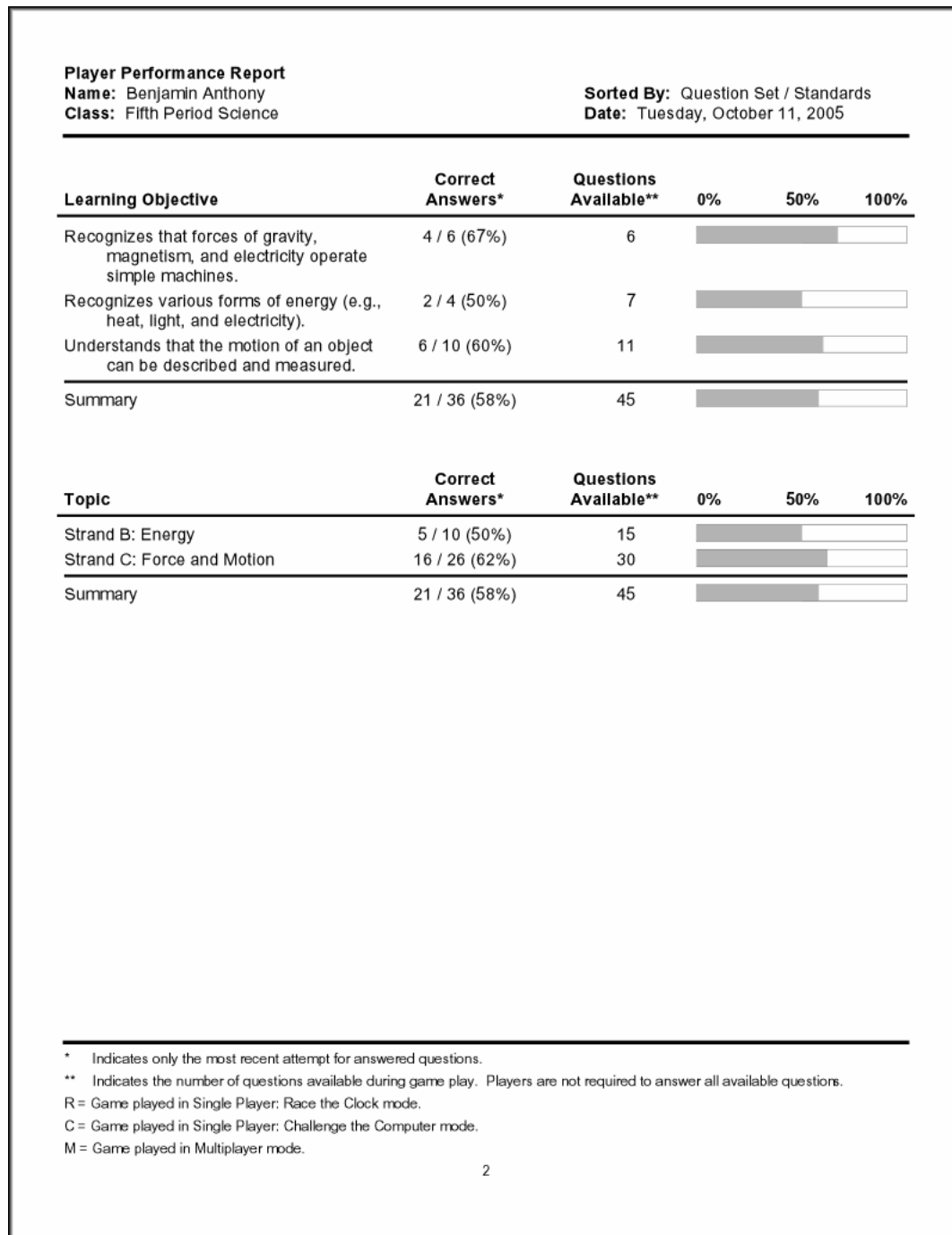**Figure 39. A class report, sorted by Player Name/Objectives (page 1 of 2)**

Class Summary Report
Class: Fifth Period Science
Question Set: Energy

Sorted By: Player Name / Standards
Date: Tuesday, October 11, 2005

Player Name	Correct Answers*	Questions Available**	0%	50%	100%
Benjamin Anthony^M	5 / 9 (56%)	15			
Maria Rose^M	5 / 7 (71%)	15			
Christopher Thomas^M	5 / 7 (71%)	15			
Summary	15 / 23 (65%)	45			

State Standard	Correct Answers*	Questions Available**	0%	50%	100%
SC.B.1.2.1	3 / 5 (60%)	9			
SC.B.1.2.2	5 / 8 (63%)	15			
SC.B.1.2.3	3 / 4 (75%)	9			
SC.B.1.2.5	2 / 4 (50%)	6			
SC.B.2.2.1	2 / 2 (100%)	6			
Summary	15 / 23 (65%)	45			

Learning Objective	Correct Answers*	Questions Available**	0%	50%	100%
Knows how to trace the flow of energy in a system (e.g., as in an ecosystem).	3 / 5 (60%)	9			
Knows that most things that emit light also emit heat.	3 / 4 (75%)	9			
Knows that some source of energy is needed for organisms to stay alive and grow.	2 / 2 (100%)	6			

*   Indicates only the most recent attempt for the question set.

**   Indicates the number of questions available during game play. Players are not required to answer all available questions.

R = Game played in Single Player: Race the Clock mode.

C = Game played in Single Player: Challenge the Computer mode.

M = Game played in Multiplayer mode.

T = Game played in Team mode.

1

Figure 40. Class report, sorted by Player Name/Objectives (page 2 of 2)

Class Summary Report
Class: Fifth Period Science
Question Set: Energy

Sorted By: Player Name / Standards
Date: Tuesday, October 11, 2005

Learning Objective	Correct Answers*	Questions Available**	0%	50%	100%
Knows that various forms of energy (e.g., mechanical, chemical, electrical, magnetic, nuclear, and radiant) can be measured in ways that make it possible to determine the amount of energy that is transformed.	2 / 4 (50%)	6			
Recognizes various forms of energy (e.g., heat, light, and electricity).	5 / 8 (63%)	15			
Summary	15 / 23 (65%)	45			

Topic	Correct Answers*	Questions Available**	0%	50%	100%
Strand B: Energy	15 / 23 (65%)	45			
Summary	15 / 23 (65%)	45			

*   Indicates only the most recent attempt for the question set.

**   Indicates the number of questions available during game play. Players are not required to answer all available questions.

R = Game played in Single Player: Race the Clock mode.

C = Game played in Single Player: Challenge the Computer mode.

M = Game played in Multiplayer mode.

T = Game played in Team mode.

2

5. Setting General Preferences

Quiz Show lets you to customize how the software functions by allowing you to set some global program preferences.

Table 9. General Preference descriptions

General	Default	Description
Allow students to create new player records	[on]	This option sets whether the program allows students to create new player records. If you turn this option off, be sure to create player records ahead of time for your students to use.
Allow players to browse for question sets	[on]	This option sets whether the program allows students to browse to different folders to find question sets. If you turn this option off, be sure all question sets are stored in the default folder.
Show player answers in game reviews	[on]	This option sets whether the program displays each player's answer in the review. If you turn this option off, the review will display the correct answer but not how each individual player answered each question.
Show instructions for each question	[off]	This option sets whether or not the program displays the ExamView instructions for each question.
Enable narrator audio when no class preferences apply	[on]	This option sets whether narrator audio is played for students that are not assigned to a class.
Enable sound effects when no class preferences apply	[on]	This option sets whether sound effects are played for students that are not assigned to a class.
Display mode (Windows only)	Window	This options sets whether Quiz Show will display using the entire screen or in a program window. While in the game, you may press the **F11** key to toggle between the two display modes. While in full-screen mode, right click anywhere on the screen to access the menus.
Player data folder	Use default folder	This option sets the location of the folder where MindPoint Quiz Show will look for student records. By default, student data is stored in the *Students* subfolder within the **MindPoint** folder. Override this location by selecting **Override default folder** and browsing to and selecting a new location.

| Default question sets folder | Use default folder | This option sets the location of the folder where Quiz Show will look for question sets. By default, Quiz Show will look for question sets in the **Question Sets** subfolder within the **Quiz Show** folder (**Quiz Show** is a subfolder within the **MindPoint** folder). Override this location by selecting **Override default folder** option and browsing to and selecting a new location. |

6. Change the Instructor Password

Use the **Change the Instructor Password** option to edit the password that is required to access the Instructor Utilities. Type your new password in the **New password** entry field and in the **Confirm new password** entry field. You may blank these fields if you do not want the Instructor Utilities to be password protected. For classroom security reasons, this is not recommended.

> ☑ **NOTES:**
> - A password may consist of numbers, letters, or a combination thereof. Passwords are not case sensitive. Write down your password and keep it in a safe place.
> - Since the program saves the password in the program folder, you must have the appropriate write-access privileges if the software is stored on a network server.
> - Unless the program is located on a network server, a new password is valid only on the computer you used to change the password.

7. Delete High Score Results

Quiz Show keeps track of the top five scores for each question set. A question set high score window appears automatically at the beginning of each game or high score options can be accessed through the Scores menu while any game is in progress.

The high score results are stored in the **quizshow.top** file in the **Options** subfolder of the **Quiz Show** folder. If you do not have access to a network, you can copy this file to each computer if you want each computer to be set up with the same high score results. (Be careful that you do not accidentally overwrite a file of the same name.)

Network Considerations

MindPoint Quiz Show can be installed and run from a network server. Even if you install and run the program on individual computers, however, you can still use the network's resources to print reports and store student data.

If your computers are connected to a network, printing is handled automatically. The program directs all reports to the specified printer, and the software prints the students' names on all reports.

The software is designed to allow student data to be saved on a network server. By storing the data in one central location, you can easily access student data to generate comprehensive class reports and update preferences. Use the **Set General Preferences** option from the Instructor Utilities main menu to specify a location on the network for students to store their data. Preferably, you should set the data location before any students use the software.

Another benefit of using a network is that you can use it to store class information. This option is especially useful when you create new classes or update existing class information. If you install and run the program from a network server, all of your students can access their files at one central location. On standalone computers, you must copy the class information to each computer.

TECHNICAL SUPPORT

FSCreations provides technical assistance to instructors experiencing difficulty using MindPoint Quiz Show. Before contacting us for assistance, please consider the following:

- Is your computer working properly? If you are having problems with the other software on your computer, this may indicate that you have a hardware problem.

- If possible, try the software on another computer to check its functionality. Do the same problems occur on the second computer?

- Is the problem reproducible? Does the problem occur at the same point each time?

- In order for the Support Center to help you as quickly as possible, before contacting us for assistance please have the following information at hand:

- The version of the Quiz Show software you are using. You can see the version number by accessing the **About** screen from the **Help** menu (Windows) or the **Quiz Show** menu (Macintosh)

- Information about the computer hardware you are using (for example, see the **System Requirements** section of this guide)

- The version of the operating system installed on your computer (for example, Windows XP, Mac OS 10.2, etc.)

- The exact wording of error messages and a description of your actions when the problem occurs

You can contact us for technical support by email or through our online forum. Send your questions to **support@fscreations.com** or post them on the support forum at **forum.fscreations.com.**

At FSCreations, we strive to provide you with the best software available. If you have any suggestions as to how we can better serve you, send us an email at **feedback@fscreations.com**.

Stop by our websites at **www.fscreations.com** and **www.einstruction.com** for the latest product news, updates, and downloads.