

Synchronous Instructor Guide

Exercise Name: USER INTERFACE EXERCISE

Exercise Description:

(3-10 lines)

- Learners will be divided and sent to Breakout Rooms
- Learners will discuss User Interface design characteristics they recognize in the game Angry Birds
- Learners will document UI design characteristics on a Breakout Room Whiteboard
- After 15 minutes, each Breakout Group will report to the whole group their findings

Audience Description:

(1-2 lines)

- You will now be grouped into smaller teams and be sent into separate Breakout Rooms
- In the Breakout Rooms, you will discuss and document the User Interface design characteristics you recognize from the game Angry Birds


Exercise Objectives:


- Recall User Interface design characteristics
- Recognize User Interface design characteristics in an actual game
- Discuss User Interface design characteristics as they pertain to a particular game

Detailed Exercise Description:

Use the Facilitator Guide Template below to outline activity steps:

- Visual/slide
- Facilitator script and steps
- Producer steps

 25 minutes	<p>OVERVIEW</p> <p>You will now be grouped into smaller teams and be sent into separate Breakout Rooms. In the Breakout Rooms, you will discuss and document the User Interface design characteristics you recognize from the game Angry Birds. You will then come back to the main room and report out your findings.</p>
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	FACILITATOR	PRODUCER
<p>User Interface Design Exercise</p>	<p>Says: We will now do an exercise to analyze a game User Interface. You will now be grouped into smaller teams and be sent into separate Breakout Rooms. In the Breakout Rooms, you will discuss and document the User Interface design characteristics you recognize from the game Angry Birds. You will then come back to the main room and report out your findings.</p>	<p>Does: Monitors for raised hands and question in Chat.</p>
	FACILITATOR	PRODUCER
<p style="text-align: center;">What to do</p> <ul style="list-style-type: none"> • Group Leader will be appointed and will be the person with “the ball” • Select a Scribe • Select a Presenter • Discuss the UI characteristics your recognize 	<p>Says:</p> <ul style="list-style-type: none"> • The Producer will group you into teams. • The Group Leader will be assigned by the Producer and will have “the Ball” in the room. • The group Leader does not need to share their desktop. There will be a Whiteboard already set up in each Breakout Room. • Next, you will need to select a “Scribe” whole will document on the Whiteboard your discussion findings. • You will also need to select a “Presenter” who will describe your finds to the larger group during the debrief. • You will have 10 minutes to discuss the User Interface characteristics you recognize 	<p>Does:</p> <ul style="list-style-type: none"> • Breaks the class into four groups. • Lists each group by name with the Team Leader at the top of each list.

	<p>from your time playing Angry Birds.</p> <ul style="list-style-type: none"> • Give me a Green Check if you understand what you will be doing or raise your hand if you have a question. <p>Does: Takes questions, if any.</p>	
FACILITATOR		PRODUCER
<div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Team Leaders</p> <ul style="list-style-type: none"> • Team 1: Johnnie • Team 3: Joey • Team 2: Sally • Team 4: Betty </div>	<p>Does: Monitors for raised hands and question in Chat.</p>	<p>Says: The Team Leaders are “Johnnie” for Team 1. “Sally” for Team 2. “Joey” for Team 3. And “Betty” for Team 4.</p> <p>Does: List each team roster in Chat.</p>
FACILITATOR		PRODUCER
<div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Team Leaders</p> <ul style="list-style-type: none"> • Team 1: Johnnie • Team 3: Joey • Team 2: Sally • Team 4: Betty </div>	<p>Says:</p> <ul style="list-style-type: none"> • As you are sent to the Breakout Rooms, you will see two pop-ups. The first one will ask you if you want to leave the main room and go to your Breakout Room. Please say “Yes.” • The second pop-up will ask you if you want to transfer your phone connection to the Breakout Room. Please say “Yes.” • You can get hold of one of us if you need us by pressing the “Need Help” button. • Please give me a Green Check if you are ready, a Raised hand if you have any questions. <p>Does: Takes questions, if any.</p>	<p>Does:</p> <ul style="list-style-type: none"> • Assigns learners to appropriate Breakout Rooms. • Initiates transfers.
FACILITATOR		PRODUCER
	<p>Does:</p> <ul style="list-style-type: none"> • Pops into two rooms and monitors progress and/or answers questions while there. • Responds to “Need Help” calls, if any. 	<p>Does:</p> <ul style="list-style-type: none"> • Pops into two rooms and monitors progress and/or answers questions while there. • Responds to “Need Help”

		<p>calls, if any.</p> <ul style="list-style-type: none"> • Publishes 5 minutes remaining. • Publishes 1 minute remaining. • Publishes 30 seconds remaining. • Publishes “Would you like to return to Main Room” • Transfers and stragglers back into main room as necessary.
	FACILITATOR	PRODUCER
Team 1	<p>Says: Let’s hear from Team 1. Team one, what User Interface characteristics did you find in Angry Birds and how were those characteristics used well or not so well?</p> <p>Does: Highlights pertinent text and discusses findings with Team.</p>	<p>Does: Brings Team 1’s Whiteboard to front.</p> <p>Does: Monitors for raised hands and question in Chat.</p>
	FACILITATOR	PRODUCER
Team 2	<p>Says: Let’s hear from Team 2. Team 2, what User Interface characteristics did you find in Angry Birds and how were those characteristics used well or not so well?</p> <p>Does: Highlights pertinent text and discusses findings with Team.</p>	<p>Does: Brings Team 2’s Whiteboard to front.</p> <p>Does: Monitors for raised hands and question in Chat.</p>
	FACILITATOR	PRODUCER
Team 3	<p>Says: Let’s hear from Team 3. Team 3, what User Interface characteristics did you find in Angry Birds and how were those characteristics used well or not so well?</p> <p>Does: Highlights pertinent text and discusses findings with Team.</p>	<p>Does: Brings Team 3’s Whiteboard to front.</p> <p>Does: Monitors for raised hands and question in Chat.</p>
	FACILITATOR	PRODUCER

<p style="text-align: center;">Team 4</p>	<p>Says: Let's hear from Team 4. Team 4, what User Interface characteristics did you find in Angry Birds and how were those characteristics used well or not so well?</p> <p>Does: Highlights pertinent text and discusses findings with Team.</p>	<p>Does: Brings Team 3's Whiteboard to front.</p> <p>Does: Monitors for raised hands and question in Chat.</p>
TRANSITION		
	<p>Says: Great job everyone. Now we'll move onto Game Level Design.</p>	