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

35 minutes

OVERVIEW

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.

User Interface Design Exercise

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.

FACILITATOR

Does: Monitors for raised hands and question in Chat.

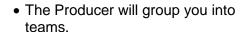
PRODUCER

FACILITATOR

Says:

What to do

- 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



- 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

Does:

Breaks the class into four groups.

PRODUCER

 Lists each group by name with the Team Leader at the top of each list.

Team Leaders • Team 1: Johnnie • Team 3: Joey • Team 2: Sally • Team 4: Betty	from your time playing Angry Birds. • Give me a Green Check if you understand what you will be doing or raise your hand if you have a question. Does: Takes questions, if any. FACILITATOR Does: Monitors for raised hands and question in Chat.	PRODUCER Says: The Team Leaders are "Johnnie" foe Team 1. "Sally" for Team 2. "Joey" for Team 3. And "Betty" for Team 4. Does: List each team roster in Chat.
	FACILITATOR	PRODUCER
Team Leaders • Team 1: Johnnie • Team 3: Joey • Team 2: Sally • Team 4: Betty	 As you are sent to the Breakout Rooms, you will see two popups. The first one will ask you if you want to leave the main room and go to your Breakout Room. Please ay "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. Does: Takes questions, if any. 	Assigns learners to appropriate Breakout Rooms. Initiates transfers.
	FACILITATOR	PRODUCER
	 Pops into two rooms and monitors progress and/or answers questions while there. Responds to "Need Help" calls, if any. 	Pops into two rooms and monitors progress and/or answers questions while there. Responds to "Need Help"

	FACILITATOR	 calls, if any. 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.
Team 1	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?	Does: Brings Team 1's Whiteboard to front. Does: Monitors for raised hands and question in Chat.
	Does: Highlights pertinent text and discusses findings with Team.	
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	FACILITATOR	PRODUCER
Team 2	FACILITATOR 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?	PRODUCER Does: Brings Team 2's Whiteboard to front. Does: Monitors for raised hands and question in Chat.
Team 2	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? Does: Highlights pertinent text and	Does: Brings Team 2's Whiteboard to front. Does: Monitors for raised hands
Team 2	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? Does: Highlights pertinent text and discusses findings with Team.	Does: Brings Team 2's Whiteboard to front. Does: Monitors for raised hands and question in Chat.
Team 2	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? Does: Highlights pertinent text and	Does: Brings Team 2's Whiteboard to front. Does: Monitors for raised hands
Team 2	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? Does: Highlights pertinent text and discusses findings with Team. FACILITATOR 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?	Does: Brings Team 2's Whiteboard to front. Does: Monitors for raised hands and question in Chat.
	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? Does: Highlights pertinent text and discusses findings with Team. FACILITATOR 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	Does: Brings Team 2's Whiteboard to front. Does: Monitors for raised hands and question in Chat. PRODUCER Does: Brings Team 3's Whiteboard to front. Does: Monitors for raised hands

Team 4

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? **Does:** Brings Team 3's Whiteboard to front.

Does: Monitors for raised hands and question in Chat.

Does: Highlights pertinent text and discusses findings with Team.

TRANSITION



Says: Great job everyone. Now we'll move onto Game Level Design.