

JEOPARTY II v.2.8.0 ReadMe

BACKGROUND

This program is intended to provide a means for fun review lesson and was inspired by the television show Jeopardy. Students should be divided into groups, which will collaborate to provide the correct question in response to each prompt. The more difficult the prompt / response, the more points a team can gain (or lose).

An example prompt would be “This is the chemical symbol for Hydrogen”, where the correct response would be “What is H”.

If at any time you have any questions, you may contact mthagaman@eiu.edu.

USING THE PROGRAM

Requirements: To use the program, you must be running Microsoft Windows and should have the Microsoft .NET Framework version 2.0 installed. In theory, the DLL files included in the program installation should be all you need, but if anything seems amiss please make sure VERSION 2.0 of the Framework is installed.

This package can be found at <http://www.microsoft.com/downloads/details.aspx?FamilyID=0856EACB-4362-4B0D-8EDD-AAB15C5E04F5>.

Installing and Running the Program: The program may be installed one of two ways.

Zip File: If you downloaded the zip file, you will need to extract all of the files from within the zip file you downloaded. This option may be on the left of the folder window or in the menu of your unzipping application. In the folder that you have extracted, find and double-click on the *.exe file (NOT the *.application or *.manifest) for either the player or the editor. The files you should be using *have a blue icon with a prominent 'E' for Editor or 'P' for player*.

Installer: If you downloaded the installer, you just need to double-click the installer you downloaded. This installer is very basic and will install the program to your 'Program Files' directory (in a folder entitled 'Jeopardy 2.8.0') and create Start Menu shortcuts. Simply use the Start Menu Shortcuts to begin.

Scoring: There are two ways to navigate the player program, which is used to display Jeopardy presentations.

Question / Point Interface: One is to use the built-in Interface. As you select each question, select first a team (number 1-6) in the bottom left, then indicate if the answer is Correct (C), Incorrect (I), or not answered (NA). The NA option ends the question before the built-in timer.

Using the Keyboard: Alternately, you can use the keyboard to reflect answers and points. If you want to use only the keyboard, you may want to disable the Question / Point Interface (See Jeopardy II Options below) before beginning your presentation. As teams answer, press the number key that matches the team who answers (1-6) followed by "y" if they answered correctly or "n" if they answered incorrectly. To end the question before the 30 second limit (when no team wishes to answer) enter 0.

Daily Double: To input the score for the daily double, simply type the amount wagered using the number keys before clicking anywhere on the screen to display the question.

Jeopardy II Options: To alter any program settings, click the space between the lines (beneath the titles). Changes are applied only to the current presentation and will be reset every time the program is closed.

Set Team Points: Shown are the current scores of each team. Changes made in each box will be carried over the moment the OK button is pressed.

Subtraction: By default, subtraction is enabled. To disable subtraction (allow all teams to only gain / never lose points), choose 'Disable Subtraction' and click OK.

Activate / Deactivate Prompt: As prompts are shown, the button that activates each prompt is disabled. To re-enable (or disable) any button, click the button in the options window that corresponds with the prompt in the main screen. Dark grey indicates a question will be disabled, while light grey indicates a question will be enabled after you click OK.

Set Automatic Timer: The default time for any team to answer is 30 seconds. Type the number of seconds you would like to wait before the question window closes, then click OK.

Set Category Font Size: Sometimes category names are too long for the space provided ("Miscellaneous", for example). Moving this slider will change the font size - choose the size that allows every word and every category to display in full.

Question / Point Interface: Some users prefer using the keyboard to control game progress while others prefer using the on-screen controls. These options change how the Question / Point Interface works. 'Show Always' will make sure the on-screen controls are always visible. 'Show on Mouse Over' will only display the on-screen controls when the mouse is in the bottom-left corner of the screen. 'Disable' will make sure the on-screen controls are always hidden.