Steps and planning

ghislaine + Irina (+ Juliana) assister si possible au test alpha.

min 3 personnes si possible 6…

Ben , Laure et Stéphanie (roleplay) avec un petit apport en amont (donner un produit)

→ trouver une date. 1er juin 8h30-10h30

Round 1: during the 19-20th June. 2hr session. Set the exact date. Maybe transform I.P. (Intello Property) into flipped class to catch up on lost 2hrs.

Round 2: 5 dec 9h-12h (1hr de prep suivi 2hr de jeu) jfk en réunion perform.

Jury CASEMATE: 9h-12h 12 Dec jfk sera present.

Pregame

add all elements to moodle

add post-its to dedicated page. create 3 boards - 1per team.

create a scoreboard to see funds raised.

START

The game Host explains the zones on the table to the players and HOW to play and use tokens.

Phase 1 : use the same board.

QUIZ section - 20 questions - players win points for their initial outlay.

Use pawns to answer the questions.

Phase 2: capital gauges are verified.

in this phase all 3 teams will be asked the 2 same questions ( see yellow highlighted questions on drive)

Then 2 different questions each. (green round 1 and red round 2)

Host places the first question on the table for team 1.

The team has 60 sec to think - they can use a breakout room to discuss.

After this they return to the room and 1 player places his pawn forward - to speaker zone. S/he cannot answer another question until all other players on their team have taken their turn. They can and should help in the breakout though.

90-120 secs to answer.

Teams award points - each player (10 other players from the 2 teams) place their pawns on the 4 tier gauge. (30 secs)

The host has his own shark token to indicate his vote.

Now the next question is asked - whilst the team go to breakout room the other players are encouraged to use the online post-it board to add comments for the teams whilst the host adds up points and updates the capital gauge of each team. There is one post-it board per team. to write +ve and -ve comments + advice or extra questions.

Question 1 is then asked to the next group and so on.

Now question 2 and so until all 3 groups have answered Q1&2.

Now individual questions 2 per group. one after the other.

Players who have not spoken must now speak.

Once the game has finished (phase 2)

20 mins Debreifing with the Host who opens up the online post-it page and comments/adds his own post-its and advice.

We add up the investment. - Host keeps a trace for round 2.

Students take 10 mins to make a to do list to improve for round 2.

Host sets date for round 2.

Time estimation.

**12 questions in total (2 base questions x 3 groups= = 6 questions + 2 individual questions /group x 3 = 6 questions as well.**

10 seconds (ask the question)

60 sec break-out prep

120 pitch

30 sec vote

10 sec ask the question

* whilst 60 sec breakout pre they add comments.

4 mins/question x 12 = 48 mins.

Phase 1: 10 mins quiz questions

Phase 2: 48 mins ?

Phase 3: 20 mins debreifing and call to action

design jauge central use thumbs or stars ?

4 zones: Very convincing - convincing - unconvincing- very doubtful

100k€ à gagner.

1. investir plus argent
2. maintenir l’investissemnt
3. recupèrer investissement

Pion Damien SHARK -. sur les jauges.

60° sec - taper reponse +ve -ve dans les zones dédiés. (post-it page)

next question

Q1 & Q2 ( common a tout le monde)

ensuite feedback Damien.

Q3-Q8 (questions differentes)

Round 1:

Phase 3 - feedback general

intervention Damien - court avec indicateurs d’attendus ? conseils dans les réponses ?

OUI-NON avec justification.