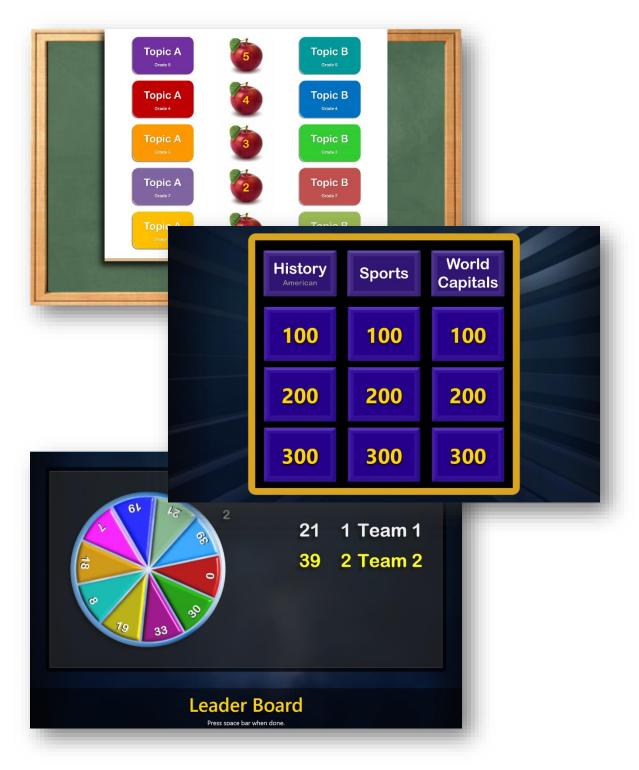




EZ-VOTE Connect Game Suite

Quick Start Guide







Introduction

EZ-VOTE Connect Suite includes three interactive, team games based on a PowerPoint template. "EZ-TRIVIA" is simple and doesn't require any special preparation or format, while the "EZ-CATEGORIES" and "EZ-SCHOLAR" games are themed after well-known TV game shows – Jeopardy and Are You Smarter Than a Fifth-Grader and require a PowerPoint template that creates the 'game board' where questions are chosen from and have different point values.

Each of the games use a Microsoft PPTX format to allow you, the editor, to get creative and make the game content quickly and easily, using the familiar design tools of PowerPoint. When you finalized the game content and saved the PPTX file, you'll import it to the respective game app, thus creating a read-only Template that can be reused any number of times...so that you can play your "Safety Jeopardy" or "Ethics Trivia" games all week, or going from room to room at your campus.

During the import process, you will be asked to tell the software how many available/valid answers are on each slide, and which one of them is the correct one.

At the present time, the conversion process doesn't support any slide transition effects, bullet builds (on-slide animations) and each slide will be converted to a static image. Update is in the works where we will support these advanced slide features and you will receive it automatically.

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EZ-TRIVIA

Preparation

To prepare a Trivia game template, you'll just need PowerPoint and your creativity.

Each slide of your PowerPoint will be considered a polling/interactive question, so don't build any 'filler' slides or 'intro' slides into it.

Import

You can practice the import workflow by downloading one of our generic game templates from the <u>Downloads page.</u> See the 'Trivia Game Templates' section:

	PRODUC	TS- TESTIMONIALS SUPPORT- NEWS CONTACT	Get a Quote
Legacy Software		Misc Apps	
Activation App	~	Drivers	•
Interactivity Suite	~	Merge Tool	~
Game Suite	~	QuickSupport App	
TownVOTE	~		
Unsupported Apps	~	Manuals & Instructions	
		EZ-VOTE Connect Quick Start Guide	~
Specifications		CloudVOTE Quick Start Guides	~
EZ-VOTE Connect Requirements	٣	TownVOTE User Guide	~
EZ-VOTE Connect EULA		Polling/Voting Instruction Slides, Tips & Best Practices	
Wireless Protocol Security		Trivia Game Templates	۲
Keypad Display Notifications	~	EZ-VOTE 2 User Guide	~
CloudVOTE Architecture Diagram	~	EZ-PRESENTER Operator Cheat Sheet	~
Audience Response System (ARS) Architecture Diagram	V		

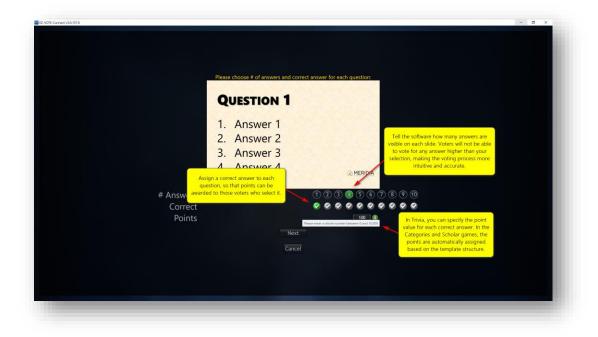


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Once you've created the presentation, import it to the Trivia game. You'll see a "*Please wait. Importing slides...*" screen:



After import, during the Slide Review, you will be able to see each slide thumbnail, select the number of answers and the identify the correct answer, as well as point value for each one:







Play

After the Slide Review, find your new game template on the Play Game tab:

Load Questions 🔡 Play Game	
Select a game to play now. You will be able to alter team info before the game starts.	
Games Sample Trivia Game Generic Trivia Game After Slide Review, you will see your new game template in the list on the Play Game tab	
Start Game	
Delete	

Select it and click Start Game button, but don't forget to connect the USB base receiver to your computer first, so that it can be detected:

Hailand Otherstonic Line Hail	rdware	
Detect and Initialize		
Detecti		
Games		





If you forget to plug it in, or if another program (e.g. PowerPoint) is running in the background and preventing the auto-detect function from 'seeing' the base receiver, make sure that no other programs are running, find another, working USB port and try again:

El Lord Chiestiche 💭 🖥 Base Not Detected	
We are having trouble detecting the USB base receiver. If you continue, we'll turn on Demo Mode and you'll only be able to use twenty (20) keypads, or use Simulated Data (50 computer-generated votes).	
To properly detect the base receiver, please try one of these solutions: - make sure that USB receiver is plugged in (check all cables and connections e.g. extension cord, USB hub, etc) - check if other polling programs are running and close them - close PowerPoint - unplug the base and reconnect it to a new USB port	
Warning: we detected PowerPoint running in the background. Please use Task Manager to find and close any PowerPoint instances (including Background Processes) and then try the auto-detection again.	

If the base is detected, you will see a screen that asks you to pick a number of teams and name them. Customize your team names if needed and click the Start button:

Same Settings Name Generic Trivia Game Teams 1 2 1 2 2 3 1 1 1 2 1 2 1 1 1 1 2 1	Come Cattings	
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• 4 Team 4 • 5 Team 5 • 6 Team 6 • 7 Team 7 • 8 Team 8 • 9 Team 9 • 10 Team 10	O 2 Team 2	
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6 Team 6 7 Team 7 8 Team 8 9 Team 9 10 Team 10		
○ 7 Team 7 ○ 8 Team 8 ○ 9 Team 9 ○ 10 Team 10		
○ 8 Team 8 ○ 9 Team 9 ○ 10 Team 10		
○ 9 Team 9 ○ 10 Team 10		
Start		
Start		
Start		
	Start	
Cancel		
Cancel	Cancel	





What you'll see next is your 'holding' or 'welcome' screen. As a presenter, you can get to this point and relax knowing that you're ready for your group of students, or trainees. When they arrive, distribute the keypads, let them settle in their seats and let the game begin:



Press Spacebar to move to the next screen, where the audience members vote for the team they want to be on. Spacebar also starts the clock, stops the vote, and advances to the next screen. Use numbers 1 - 0 to adjust your clock timer and it will remain set for the duration of the game.







The question is displayed on the screen and polling is open. Everyone can vote before the clock starts and only the last vote is counted. Press Spacebar to start the clock, stop the clock early, stop the poll and show the results:

	UESTION 1	A.	40
1.	Answer 1	B.	40 0°
2.	Answer 2	C.	209
3	Answer 3	C. D.	409
	Answer 4		
т.		() MERIDIA	

On the results screen, you can use keyboard shortcuts to toggle your display features. They will remain set that way until you turn off the game:

- Letter "L" toggle labels from Alphabetical to Numeric to better match the labels on your slide
- Letter "P" toggle Percentage and Absolute Votes
- **Press 1 9** (depending on the number of available answers) to highlight the correct answer

100 Team 1 100 Team 2 0 Team 3 0 Team 4

Move forward (Spacebar) and the current round Team Score Board will be shown:



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The scores are cumulative from one round to another and the points are awarded according to this formula: % of correct answers per team = % of available points awarded.

In other words, if 50% of the TEAM answers correctly, they'll receive 50% of the available points.

After each round Team Score Board, you can press the **letter "T"** and see the *Cumulative Leader Board*:



After all game rounds are completed, the Cumulative Leader Board is shown automatically (no need to press "T") and finally, a winning team is announced to the sound and animation of fireworks:





To generate a report from any of the game sessions, go to the main Connect Dashboard, navigate to the Reports tab, select the desired session (look at the timestamp, since the thumbnail will always be the same), and click the Reports button at the bottom:

	Offline Repor	ts	
Active Archived		Last Sync: 1/1/0001 12:00:00 AM	
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	Reports Sync	Archwe	





EZ-CATEGORIES

EZ-CATEGORIES uses the same import mechanism and selection of correct answers as the EZ-TRIVIA game, but user has to maintain a specific structure of the PowerPoint slideshow, so that the game application can create the appropriate game board from it.

User has a choice of 3x3, 4x4 or 5x5 grid (game board) where there are 3, 4, or 5 categories across...and 3, 4, or 5 questions in each category.



For example, if you choose a 3x3 grid like the one shown above, your PowerPoint presentation needs to have this structure:

- Slide 1 Category 1 Name
- Slide 2 4 Questions for Category 1
- Slide 5 Category 2 Name
- Slides 6 8 Questions for Category 2
- Slide 9 Category 3 Name
- Slides 10 12 Questions for Category 3

The game will assume that you'll choose progressively harder questions within each category, because they are automatically worth progressively more points (100, 200, and 300).

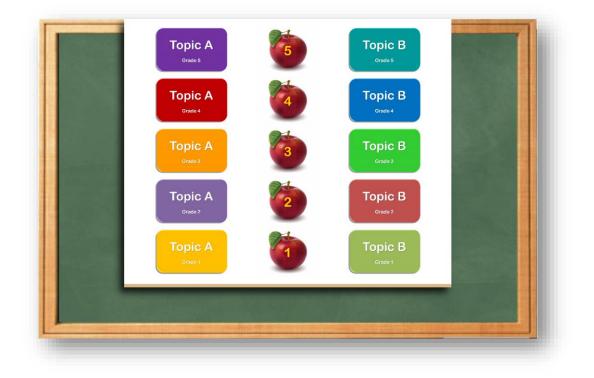
Check out a sample template on our Downloads page.





EZ-SCHOLAR

EZ-SCHOLAR, like the EZ-CATEGORIES game app uses a pre-defined PowerPoint template to create the game board shown below.



To create the template, keep in mind that there will be two questions per "Grade", totaling 10 questions, or 20 slides (including the Topic slides).

In a sample Template you can download on <u>our Downloads page</u>, the structure is as follows:

- Slide 1 Grade 1, Topic A
- Slide 2 Grade 1, Question for Topic A
- Slide 3 Grade 1, Topic B
- Slide 4 Grade 1, Question for Topic B
- Slide 5 Grade 2, Topic A
- Slide 6 Grade 2, Question for Topic A
- Slide 7 Grade 2, Topic B
- Slide 8 Grade 2, Question for Topic B
- ...and so on until slide 20





KEYBOARD SHORTCUTS

These shortcuts are toggles that remain in the last position you set them to for the duration of the game session. They'll reset back to their default next time you run a new game.

- Letter "L" toggle labels from Alphabetical to Numeric to better match the labels on your slide
- **Letter "P"** toggle Percentage and Absolute Votes -
- Letter "T" see cumulative Leader Board (works on the current standing Leader Board) -
- **Letter "R"** toggle to show/hide results -
- Press 1 9 (depending on the number of available answers) to highlight the correct answer -
- Spacebar navigate through slides/questions, close polling, show results -

QUESTIONS?

Feel free to contact Meridia Support at support@meridiaars.com, submit a ticket at www.meridiaars.com/ticket or call us at (610) 260-6800.