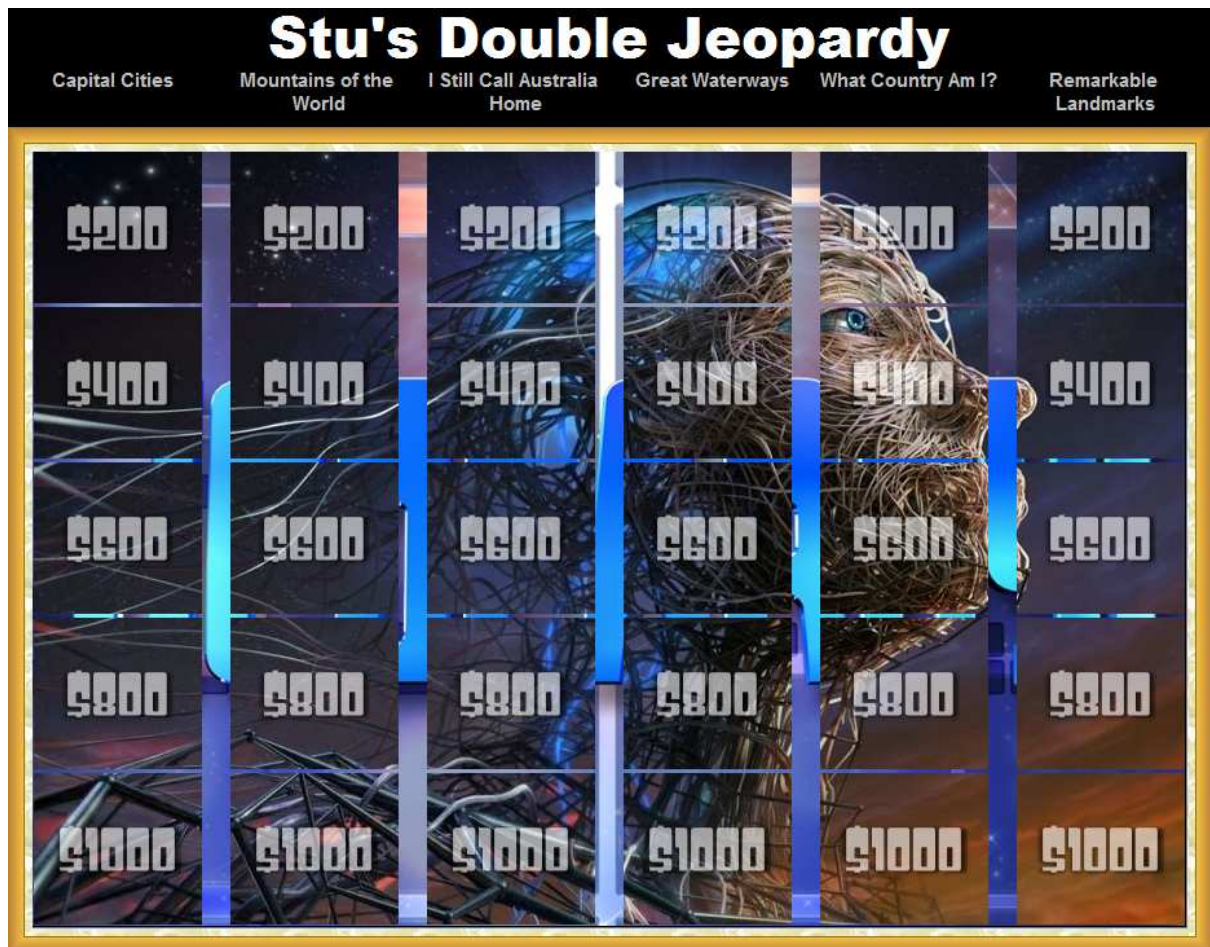


Jeopardy Tournament via Video Conference



This guide will prepare your school and your Connected Classroom for participation in a Jeopardy Tournament via Video Conference. It is divided into sections covering setting up the video conference, your Interactive Whiteboard (IWB) and Lenovo PC and organising your students (contestants). Some general game-play instructions are also included (how the Jeopardy game works).

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Turning on your Connected Classroom Equipment

Complete these steps in the order shown. Please verify everything is working the day BEFORE your school's Jeopardy Heat, Finals or any briefing session. This is very important. If something is not working, report it and get it rectified!

1. Turn on the TV set (flat panel) using the supplied remote control.
2. Verify the Source is set to the correct AV input so you see the Tandberg video conference screen. As soon as you can see the DET Logo or a camera view of your room, go onto step 3. If your video conference system has not been used for a while, you may not see the image. First try waving the Tandberg remote control at the front camera. If the image still does not appear, this may be because the VC controller may have gone to sleep. Press the power button on the VC remote control (red button on Tandberg) and wait a minute or so. If the image still does not appear, you may need to turn the Tandberg controller (inside the cabinet) off and on. Identify the Tandberg device, and then reach below it to the back. The power switch is on the rear of the unit in the right corner. It's a rocker switch. Turn it off, then back on after a few seconds. It may take up to three minutes to start up. Note that the Tandberg controller is usually quite warm.
3. Turn on the Sanyo Data Projector using its remote control. The Source should be set to Computer 1 or PC 1.
4. Turn on the Lenovo PC inside the cabinet and verify that the computer's screen appears on the IWB via the data projector. Wait for the normal Windows logon screen to appear.
5. Setup the wireless keyboard and mouse on a table in front of the IWB. Verify the mouse works – to activate it if it has been asleep, click the **right-mouse button once**, then try moving it around to see if the mouse pointer moves on the screen. If yes, go onto step 6. If no, check to see if the red light comes on at the bottom of the mouse. It may be possible that the batteries are flat and need replacing. In addition, you may need to "pair" the wireless mouse with the wireless USB connector in the cabinet by using a pen to press the small button on the USB connector, then immediately pressing the small button on the base of the mouse.
6. Logon to Windows preferably as the StaffUser account, or as an individual staff member if your PC is part of a school server setup. If you have problems logging on, sort it out well before your Jeopardy Heat, Finals or any briefing session. It is recommended that you logon as the **same user each time** you participate in a Jeopardy video conference, otherwise you will need to complete the steps on the next page for each separate logon account you use.
7. Test your Internet connection by starting Internet Explorer and verify that you can visit an external site like Google.com. If you can, the network is in working order.
8. This step is not necessary when participating in a Jeopardy video conference, but you can turn on the speakers on your IWB (*if they are off*) by turning the dial knob to the right. If you have a Panaboard whiteboard, turn it on using the rocker switch on its front panel.
9. Have spare batteries on hand for the wireless keyboard. This device is critical to the functioning of the Jeopardy Buzzer software and it would be unfortunate if a school's buzzer was not working due to flat batteries.

Hopefully, at this point you will have all of the necessary parts in working order ready to go. If you are having a problem leading up to your school's Jeopardy Heat, Finals or any briefing session, please call Stuart Hasic on 0400 329 522 for further advice.

Steps that need to be run ONCE – (do these before your first VC)

Disabling the Screen Saver on the Lenovo PC:

The default setting for the Lenovo PC in the Connected Classrooms is to turn on the Screen Saver after 10 minutes of inactivity. We would not want the screen to go black in the middle of a Jeopardy game because that would disadvantage your team. For this reason, you will need to turn off the screen saver. This is done by completing the following steps:

1. Using your mouse, right-click on the wallpaper (*background*) and choose **Properties**
2. Click the **Screen Saver** tab at the top of the window that appears
3. The screen saver will probably say *Windows XP*. Click the down arrow button beside the screen saver name, and from the list that appears, choose **(None)** at the top, then click OK to close that window.

Downloading Bridgit to the Lenovo PC:

Bridgit is a DET-licenced software package used to allow a remote computer's screen to be visible on your IWB. The Jeopardy program will be running from the host's PC in Sydney Region and that image will be re-displayed on each competing school's IWB via Bridgit.

Before Bridgit can be used, the Bridgit program must be downloaded to your Lenovo PC by following these steps:

1. Open Internet Explorer and sign onto the DET Portal if requested to do so
2. Go to this URL – <http://bridgit.det.nsw.edu.au/Bridgit.exe> (*it's case-sensitive*)
3. When asked whether to Save or Open the file, click **Save** and choose to save it onto the **Desktop** of the Lenovo PC.

When complete, there should be a blue **Bridgit** icon on your Desktop.

Downloading the Jeopardy Buzzer Client to the Lenovo PC:

In order to allow contestants to buzz in before answering a Jeopardy question, the Jeopardy Buzzer Client program must be downloaded to your Lenovo PC by following these steps:

1. Open Internet Explorer and sign onto the DET Portal if requested to do so
2. Go to this URL – <http://stuhasic.com/jeopardy/jBuzzerClient.exe> (*it's case-sensitive*)
3. When asked whether to Save or Open the file, click **Save** and choose to save it onto the **Desktop** of the Lenovo PC.

When complete, there should be a **jBuzzerClient** icon on your Desktop (*it looks like a computer*).

Preparing your Contestants/Room for a Jeopardy VC

- Your five selected contestants should be seated behind a table or class desks, placed centrally in front of the IWB at an appropriate distance (2 - 3m) – preferably under the front microphone.
- One of the five contestants should be nominated as the Team Captain, and he or she should be seated in the centre of the team.
- To cover things, you should obtain parental permission for each contestant representing your school. Please note that the video conference may be recorded, but will not be provided to any persons external to the NSW Department of Education & Training.
- Using the Tandberg Remote Control, press the Selfview button, then press the 1st of the five small grey buttons around the top to view the image from the front camera. Use the left/right/up/down arrow buttons and the Zoom +/- buttons to move the camera so that it frames the contestants nicely so they are all in the image. Press Selfview again to revert to the normal VC screen.
- If you have a school banner that clearly shows the school name, position it either over the front of the table or on the wall behind the contestants so that it is also visible in shot.
- As many audience members as you like (or as can fit) can be behind the contestants and in shot. Please keep your audience quiet at all times, but encourage brief cheering and applause when your school's team answers a question correctly. **Do not allow anyone to call out answers at any time!**
- Supply the team with some paper/pens/pencils for working out. A whiteboard marker and two sheets of A4 paper will also be needed when specifying the Final Jeopardy risk amount and the Final Jeopardy answer.
- Place the (tested and working) cordless Lenovo Keyboard in front of the Team Captain. The buzzer is the SPACE BAR on the keyboard, and it should be placed so that it can be pressed by any team member. You can decide your own protocol for buzzing in; whether it's just the Team Captain that will do it, or anyone.
- No less than 10 minutes before the scheduled start time of your school's Heat/Final, you **MUST** (instructions for these are separately provided on the next pages):
 - **Join the Jeopardy Video Conference – step 1**
 - **Join the Bridgit session to view the host's PC on your IWB – step 2**
 - **Configure your Jeopardy Buzzer Client program and test it – step 3**
- At the start of each Heat and Finals game, the host should conduct an introduction session with each school. It is requested that each school put together a couple of paragraphs to describe their school, eg. Where it is, *How many students there are*, *What's unique or interesting about their school and so on*. It should take no more than about 30 seconds for ONE team member to read or recite. Each team member should then introduce themselves by FIRST name only. Please tell your students to speak up and speak clearly.
- In the full statewide tournament, if your school comes first or second in their Heat, they will go on to the Finals series. You will need to complete all of these tasks again before each subsequent Jeopardy video conference.
- Remember, this is a friendly competition for the five selected students representing your school. **Don't spoil it by providing hints or whispering answers to them.**



Step 1: Joining your Jeopardy Video Conference

The Jeopardy Video Conference should be available to connect to at least 15 minutes before the advised start time. You should join the video conference at least 10 minutes before the scheduled start time.

1. Turn on your TV and set to AV1 - you should see your local camera's image on the screen (further instructions on page 2 if required)
2. Press the **Green Telephone** (answer) button on the VC remote
3. In the number to dial box, punch in the number for the Jeopardy VC which was sent to the school's Jeopardy Tournament organiser via email
4. Press the **Green Telephone** button again and you should be joined in
5. Press the yellow **Mic Off** button to turn your connected classroom's microphones off or on. Make sure they are on and say hello, and who/where you are

NOTE: There are two Volume settings to adjust if the host or other schools on your TV are not loud enough. One is on the TV remote control and the other is on the Tandberg remote control. Adjust each accordingly. If you have problem connecting, or if nobody seems to be in the video conference you have joined, disconnect using the red button, then dial back in. If there is still a problem, you have probably entered an incorrect VC number or you have connected too early. Check the last email you received about the VC and try again. If there is still a problem, please call Stuart Hasic on 0400 329 522. If your session disconnects any time, try reconnecting. Hopefully this won't happen during a game.

Step 2: Joining the Bridgit Session

1. Double-click the **Bridgit** icon on your Desktop and you should see a window similar to the following. Note that there could be multiple Conferences available, but only one should relate to Jeopardy. Click on the Jeopardy conference and then click the **Join** button at the bottom of the screen. Then go on to Step 2 below. If you cannot see any Jeopardy conference in the list, it is either too early to connect, or you have a problem with your network connection – try checking if Internet access is working. Also, verify that the server name box at the top contains the server called **bridgit.det.nsw.edu.au**



2. You'll find that the Jeopardy conference is password protected. The aim is to maintain good response times by only allowing those schools that are participating in each individual heat and final session to join in. The password screen is shown to the right. In the first box, type your school's name as per the example. The Bridgit conference password will have been emailed to you as



part of the instructions for your Jeopardy Video Conference session. Enter it as supplied. The password is case-sensitive. Click **OK** when ready.

3. Your PC should then be connected to the Jeopardy conference and the host's PC screen should be visible on your IWB. For the Audio Setup Wizard, just click **No, use the default setting**. Then click the **Maximize** button to let the Bridgit window fill the whole screen. While connected, you will not be able to control the Jeopardy game yourself; you will just be *viewing* it. All control will be by the Jeopardy host.



Step 3: **Configuring your Jeopardy Buzzer Client program**

1. Minimize your Bridgit screen so that you can see your own Desktop
2. Double-click the **jBuzzerClient** icon on your Desktop (*that you downloaded earlier*).



3. Carefully type in the *Server IP address* provided by the host via the Jeopardy Video Conference. There are no spaces in the IP address, it consists only of numbers and dots.
4. Leave the *Port* setting as **3128**
5. Type in your school's name in the *Your name* box as shown above
6. Click the **Connect** button

Providing you correctly entered the IP address, the program should minimize to the Task Bar automatically and stay there. If it disappears from the Task Bar within 30 seconds, it means you either did not enter the correct address, or the host PC has closed the Jeopardy Buzzer Server program, or there is a network problem of some type. Retry from the first step. If there is still a problem, report it over the video conference.

Your system is now completely ready to participate in your Jeopardy session! Good luck to your school's team. Please listen carefully to the host for further directions.

A test of buzzers at all schools will be conducted prior to the start of the Jeopardy game.

How the Jeopardy Game will be Played

Please take some time to understand this process and explain it to all participants at your school.

- A Jeopardy game consists of 30 questions across six categories. Each category contains five questions, ranging in value from \$200 to \$1000. The difficulty of each question increases as its dollar amount increases. The categories to be played will be explained.
- To start the game, one school will be asked to select a Category title and a dollar value, by calling it out. For example, they might say “*Australian Animals for \$200*”. That question will be opened by the host and it will display on every school’s IWB at the same time. **NOTE:** *It is recommended that schools select questions either by going through each category from top to bottom, or by going across the board from easiest to hardest – but it is possible to select any question at any time if desired.*
- When the question is displayed, each team member must read /interpret the question themselves – it will NOT be read aloud by anyone (if you have vision-impaired team members, it can be read to them quietly by someone else in the team, but not by a teacher).
- Some questions will be text only, others might include text with an image, or an image only and some may have an audio clue.
- The first team member that interprets the question **and is confident of their answer** should buzz in on behalf of the school by pressing the SPACE BAR on the keyboard in front of them. They SHOULD NOT call out their answer at this point!!
- The FIRST person to buzz in will trigger a chimes sound on the host PC and display the school’s name on the Jeopardy screen on the IWB. All subsequent buzz-ins will be locked out. The displayed school still SHOULD NOT call out their answer!!
- The host will acknowledge the successful buzzer and request the answer from that school. ONLY that school should answer and they have FIVE SECONDS from that point to provide their answer verbally. *And that’s where the JEOPARDY comes in:*
 - Answer **correctly** and you **gain** the question’s dollar value to your schools score
 - Answer **incorrectly** and you **lose** the question’s dollar value from your schools score!**NOTE:** No school’s score will go below zero in this competition
- If a question is answered correctly the school’s score increases and they get the right to select the next category/dollar amount and the buzz-in process continues.
- If a question is answered incorrectly by the first school to buzz in, the question is still in play and the buzzers are reset, allowing another school to buzz in with another press of the space bar. The incorrectly answering school will not be allowed to buzz in more than once for the same question. A question will remain in play and available to be answered until:
 - (a) Someone answers it correctly OR
 - (b) All teams answer it incorrectly (*then the correct answer will be displayed*) OR
 - (c) No other team wishes to buzz in to answer it (*the correct answer will be shown*)
- This question selection/answering process will continue until all 30 questions are done. At that point, each school will have accumulated a score. The game moves into Final Jeopardy (FJ) to determine the all-important winner and runner-up school. The difficulty of the FJ question will not be specified.
- For Final Jeopardy, the category of the question will be announced by the host and each school team will be asked to risk a portion (or all) of their score in answering the coming Final Jeopardy question. Each school team will write the amount they wish to risk on paper, before all teams are asked to reveal that risk amount which will be entered into the game. Consideration of the scores of the other teams before determining your own risk amount may be important to the outcome of the game.
- The FJ question will then be shown, and the whole team can work together in determining their answer. All teams are provided 30 seconds to WRITE DOWN their answer. When called upon by the host, each school will show their written answer and it will be adjudicated. If correct, the school’s risk amount will be added to their score. If incorrect, it will be deducted.
- The school with the highest score will be announced as the winners and the school with the second highest score as the runners-up. These two schools will move onto the next stage of the competition.
- In the event of a 2-way tie for second place, a buzz-in tie breaker question will be verbally asked. Answer correctly and your school progresses. Answer incorrectly and your school will place third.