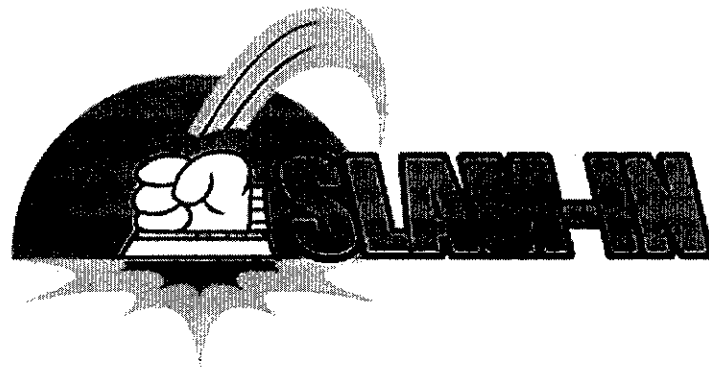


Outside the Box Applications of



The Swiss Army knife of academic competition systems

Topics We'll Cover Today

One Click Wonders

Knowledge is Power

Flexing our Muscles

One Click Wonders

- Play fast-paced toss-up only practices by deactivating bonus questions.
- Practice teamwork through bonus only practices by deactivating toss-up questions.
- Introduce wrong answer penalties to teach players to be careful.
- Introduce early right answer bonuses to reward quick (but correct) answers.
- Increase point values (and question difficulty?) to allow for lots of ground to be made up (so that students don't give up).
- Time the round to keep players on their toes.

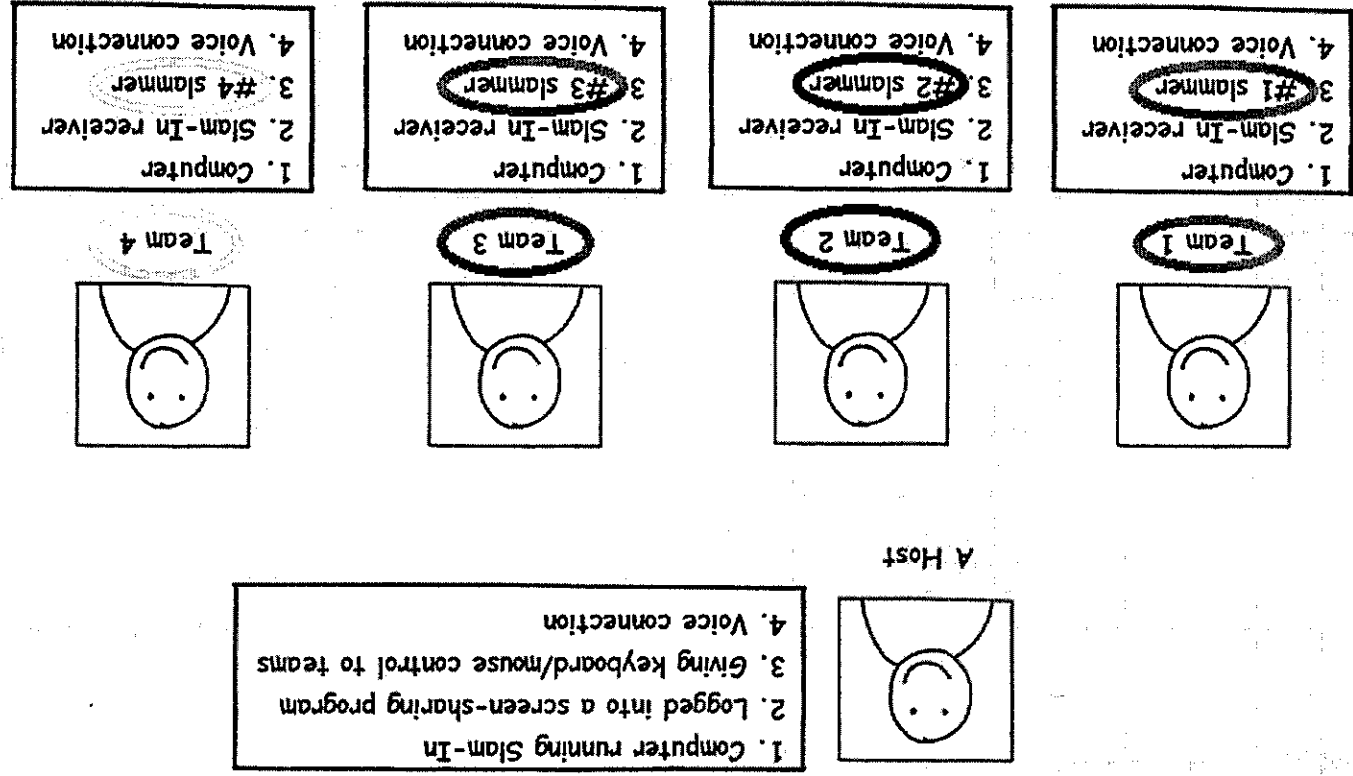
Knowledge is Power

- Test knowledge through team questions.
- Introduce category/sub-category selection to track performance by topic.
- Make teams uneven to even out skills & put friendly pressure on subject matter experts.
- Separate players into individual teams so there's no hiding behind the captain. (10 is the max for wireless slammers.)

Flexing our Muscles

- Play lightning rounds to add excitement at the end of a practice session.
- Activate/customize sounds to jazz up a schoolwide function.
- Customize your Slam-In banner for branding purposes or to do fundraising.
- Scrimmage against distant foes via Internet matches.
- “Broadcast” your practices to increase awareness.

What This Looks Like



Questions or Other Ideas?

