

Simfection

Activities

Quiz Set-up

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Divide the quizees up into **two** roughly even groups.

Pick one team to play as the **Population** - the other team will play as the **Infection**.

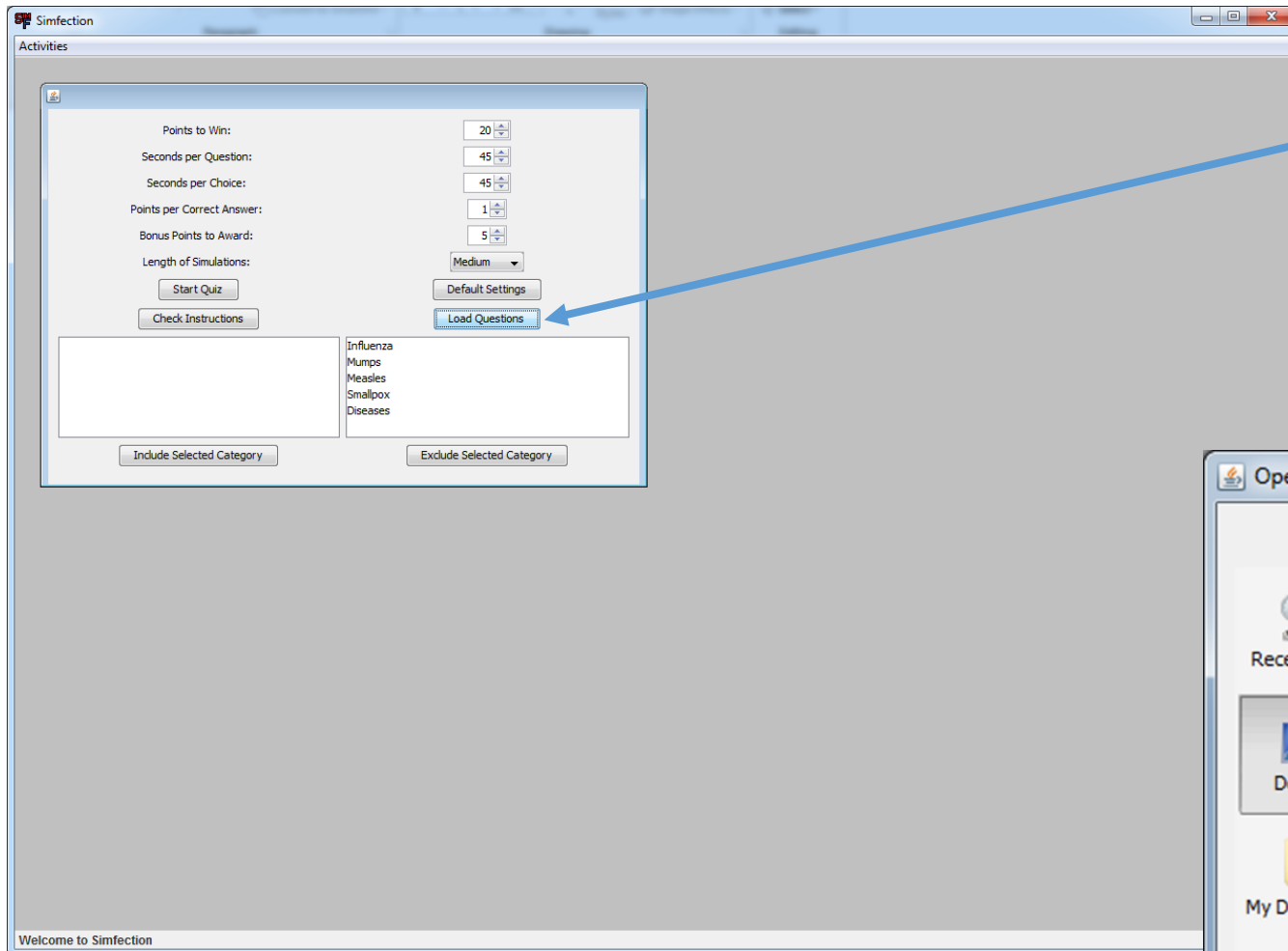
<p>Population Team</p> <p>Your goal is to keep as many people alive as possible. You will do this by answering questions and then changing parameters of the disease, and taking actions, that you think will benefit your team.</p>	<p>Infection Team</p> <p>Your goal is to infect and kill as many people as possible. You will do this by answering questions and then changing parameters of the disease, and taking actions, that you think will benefit your team.</p>
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You will have 45 seconds for your team to give an answer to each question!

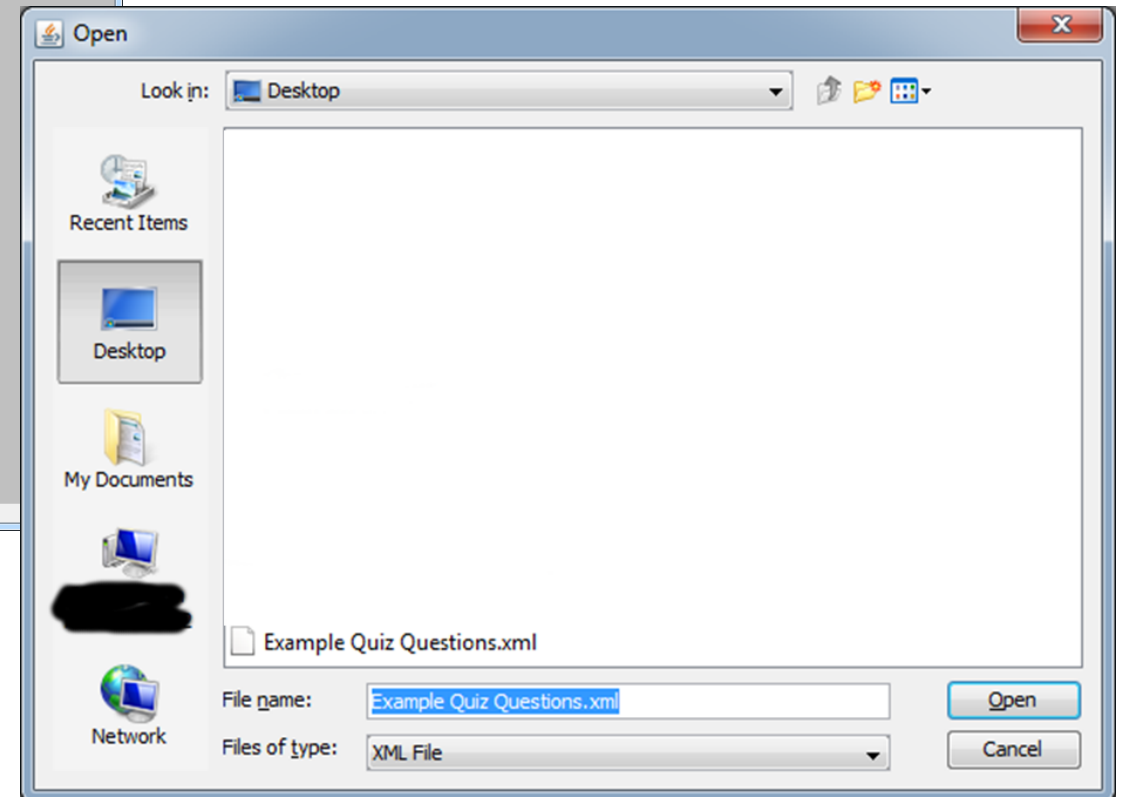
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Welcome to Simfection

Hit the configure button to open up the quiz options



The 'Load Questions' button will open up a dialogue box, where you can choose a quiz questions file to import



Activities

Points to Win: 20

Seconds per Question: 45

Seconds per Choice: 45

Points per Correct Answer: 1

Bonus Points to Award: 5

Length of Simulations: Medium

Start Quiz

Check Instructions

Default Settings

Load Questions

Influenza

Mumps

Measles

Diseases

Smallpox

Example

Include Selected Category

Exclude Selected Category

2 questions successfully loaded.

I've excluded all but the 'Example' category here so that I can specifically test these questions and no others.

Once loaded, there is confirmation.

```
<Quiz>
  <Question category="Example">
    <QuestionText>This is the first example question:</QuestionText>
    <Choice correct="true">Correct Answer 1</Choice>
    <Choice correct="false">Incorrect Answer 1a</Choice>
    <Choice correct="false">Incorrect Answer 1b</Choice>
    <Choice correct="false">Incorrect Answer 1c</Choice>
  </Question>
  <Question category="Example">
    <QuestionText>This is the second example question:</QuestionText>
    <Choice correct="true">Correct Answer 2</Choice>
    <Choice correct="false">Incorrect Answer 2a</Choice>
    <Choice correct="false">Incorrect Answer 2b</Choice>
    <Choice correct="false">Incorrect Answer 2c</Choice>
  </Question>
</Quiz>
```

length: 686 lines: 17 Ln: 17 Col: 1 Sel: 0 | 0 Dos\Windows UTF-8 w/o BOM INS

Quiz question files can be made in any text editor, and follow the template above. The number of choices does not matter, and there can be more than one 'true' choice if necessary.

The recommended extension is .xml as this will help SimFaction to find the files.

Only questions from the 'Example' category are included, based on what we have included/excluded at the settings screen.

Possible answers are automatically shuffled each time they appear by SimFection.

If more than four choices are given, the answers will be resized accordingly.

The screenshot shows the SimFection software interface. At the top, there is a 'Simulation Graphics' window displaying a population of white circles (Healthy) and a cluster of red circles (Infected). A 'Bonus Points' icon (a blue circle) is visible in the top left of the simulation. Below the simulation, there is a legend with six categories: Healthy (white circle), Deceased (grey circle), Carrying (yellow circle), Infected (red circle), Immunised (light blue circle), and Recovered (pink circle). The text 'Uninfected: 928' is displayed at the bottom left of the simulation window. To the right of the simulation is a 'Question Frame' containing a question: 'Population Team' followed by 'This is the first example question:'. Below the question are four multiple-choice options: A) Incorrect Answer 1a, B) Incorrect Answer 1c, C) Correct Answer 1, and D) Incorrect Answer 1b. At the bottom of the interface, there are two scoreboards. The left one is a circular progress indicator with a timer showing '41:04'. The right one shows two team scores: 'Population Team' with a score of 0 and 'Infection Team' with a score of 0. The status bar at the very bottom reads 'Initialisation complete, Simulation "Quiz" running...'