



Game Show Maker Instructions

You can use the DCDC Game Show Maker to make interactive Jeopardy!®-like game shows that provide questions, answers, and keep score. You don't need any additional software or special skills—all you need are the files included in this .zip file and a text editor.

In this document, you will find the following sections:

- Example of how to use DCDC Game Show
- Included files
- Editing gameshow.xml
 - Team names
 - Categories
 - Points, questions, & answers
 - Colors

Example of how to use DCDC Game Show

To see the kind of game show you can make using these files, open embedgameshow.html in a web browser. It should look like Figure 1. One way that this file could be used is as part of a synchronous online class (or a face-to-face class) to motivate students to learn through a competitive game. Below is an example of how to use it in Elluminate Live!™.

Step 1.

Before class, the instructor prepares the game show using the instructions below.

During class, the instructor opens embedgameshow.html in a web browser on his or her own computer (Figure 1).

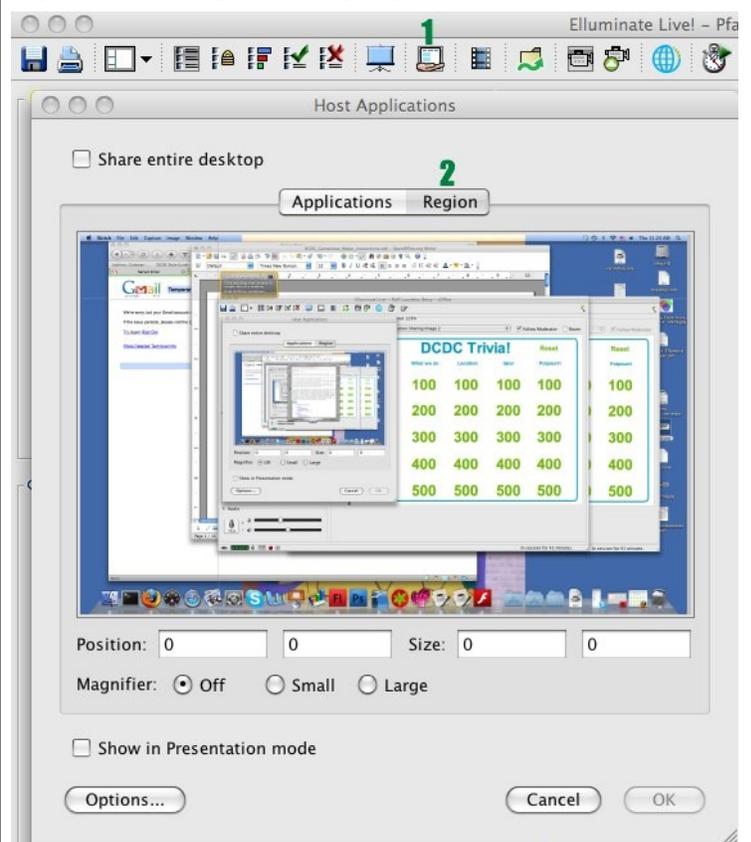
Figure 1. Game board.

Scores	DCDC Trivia!				Reset
Staff	What we do	Location	Gear	Potpourri	
100	100	100	100	100	
200	200	200	200	200	
300	300	300	300	300	
400	400	400	400	400	
500	500	500	500	500	

Step 2.

Using desktop sharing, the instructor shows embedgameshow.html to the class. Sharing a region of the desktop, rather than an application, seems to give the best result. Follow the steps shown in Figure 2 to do this (marked as 1 and 2).

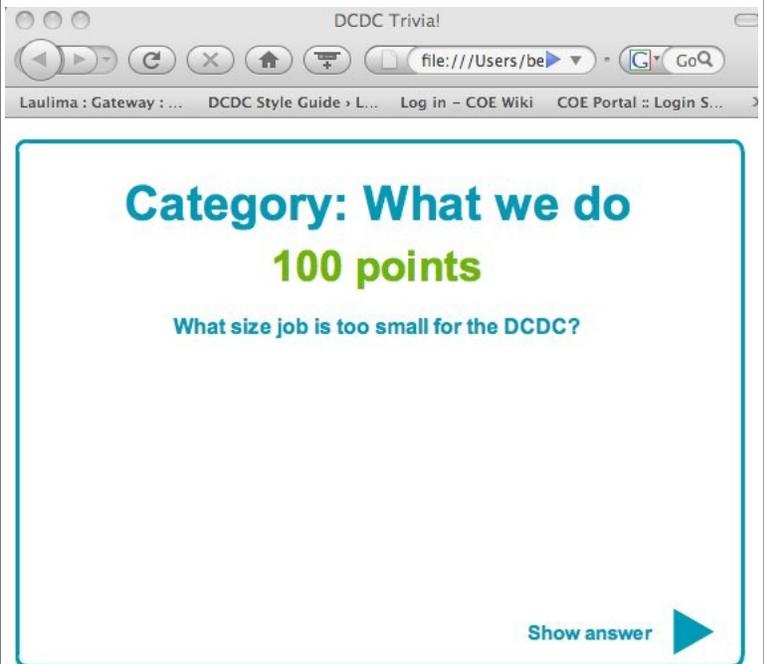
Figure 2. Sharing a desktop region in Elluminate Live!™.



Step 3.

The instructor divides the class into two or three teams. The first team chooses a category and point value, and the instructor clicks the point value. The question will now be displayed (Figure 3). After the controlling team has had time to answer, the instructor clicks “Show answer.”

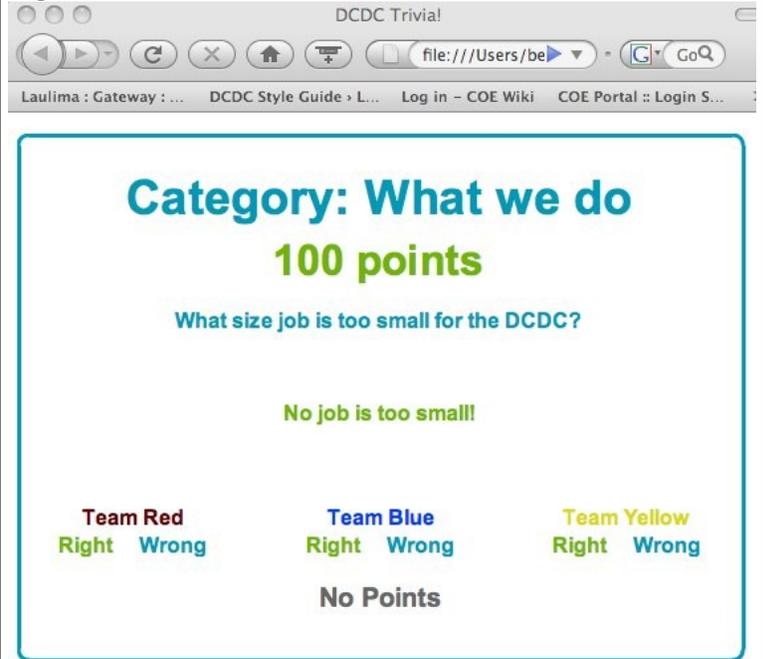
Figure 3. Question.



Step 4.

The answer will now be displayed (Figure 4). The instructor determines whether the answer given by the team was right or wrong and clicks the word “Right” or “Wrong” under the corresponding team name. Clicking “Right” will add the point value to that team's score; clicking “wrong” will subtract that amount. If the instructor prefers to neither add nor subtract points, he or she can click “No Points.”

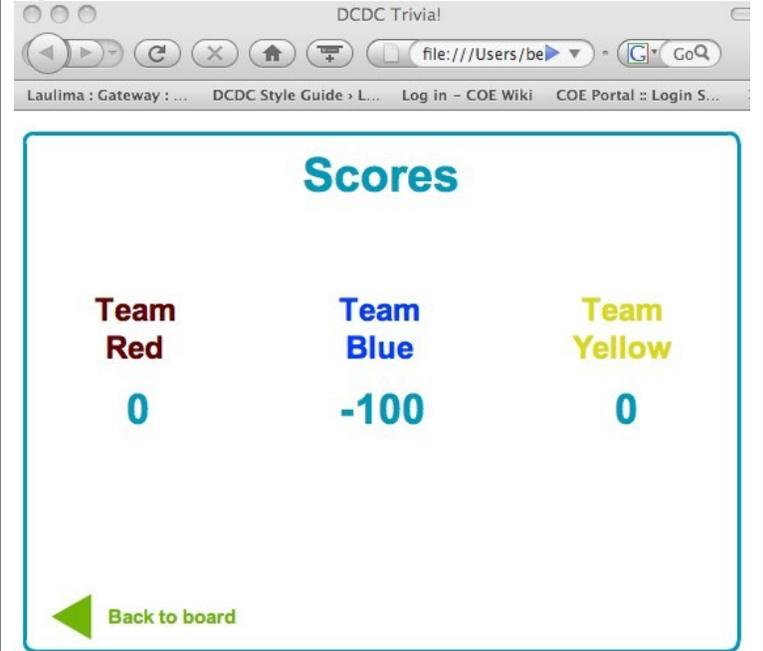
Figure 4. Answer.



Step 5.

After the instructor clicks, the score screen will display (Figure 5).

Figure 5. Scores.



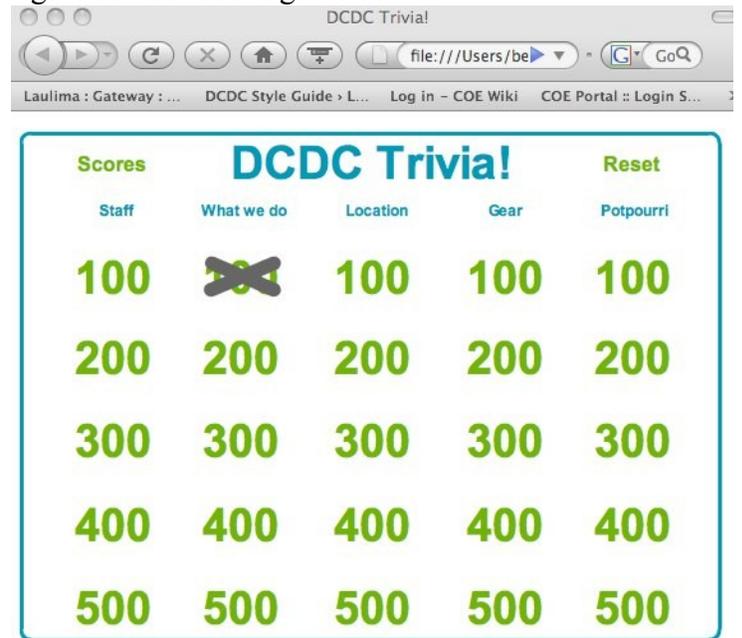
Step 6.

The instructor clicks “Back to board” to return to the game board (Figure 6).

The instructor can display the scores at any time by clicking “Scores” in the upper left corner of the game board.

The game can be reset to its initial state (Figure 1) at any time by clicking “Reset” in the upper right corner of the game board.

Figure 6. Back to the game board.



Included files

When you unzip gameshow.zip, you will find the following files. Do not change their names! They will no longer work properly. Instead of changing the file names, you should copy the files to a new folder with a different folder name.

Included are the following:

- **gameshow fla**
You only need this file if you plan to edit the game show in Adobe© Flash©. To make a game show, you do NOT need a copy of Adobe© Flash© or the gameshow fla file.
- **gameshow swf**
This is the Flash movie file that will display your game show. You won't need to make any changes to it.
- **gameshow xml**
You will edit this file to put your content into the game show and change the colors. You will need a text editor (NOT a word processor). I recommend the following free, open-source text editors: for Windows, [Notepad++](#); for Mac OS, [Smultron](#). Below, the document you are reading explains how to edit gameshow.xml to get the results you want.
- **embedgameshow.html**
You can use this file to display your Flash game show as a web page. To preview a game show, open this file in a web browser (such as Firefox or Internet Explorer).
- **DCDC_Gameshow_Maker_Instructions.pdf** and **DCDC_Gameshow_Maker_Instructions.odt**
You are currently reading one of these two files. They contain the same information. The PDF is included for easy reading, and the .odt is included for easy editing. (See the end of this document for its license.) You can open the .odt file using a word processor that you can download for free from [OpenOffice.org](#).

NOTE: Your game show will display correctly only if gameshow.swf, gameshow.xml, and embedgameshow.html are in the same folder and have their original filenames!

Editing gameshow.xml

By editing gameshow.xml, you can change most of the text (including the question point values) and all of the colors in the game show. You can include up to three teams and up to five question categories with up to five questions in each. Follow these steps to get started:

1. Open gameshow.xml in your text editor.
2. Scroll past the copyright information to the section that begins with `<list>` on line 14 (as shown in Figure 7). The content you can edit begins there.
3. Don't edit the text between the `<` `>` characters. In the screenshots shown in this document, only the black text should be changed. You shouldn't change the gray, blue, or red text.
4. How to change gameshow.xml is shown in the tables below: team names; categories; points, questions, & answers; and colors.

Figure 7. Top of gameshow.xml.

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <?For use with the Flash file "gameshow fla"?>
3 <?Copyright (c) 2009, Distance Course Design & Consulting Group and Elizabeth
· Lavolette
4 All rights reserved.
5
6 Redistribution and use in source and binary forms, with or without
· modification, are permitted provided that the following conditions are met:
7
8 * Redistributions of source code must retain the above copyright notice,
· this list of conditions and the following disclaimer.
9 * Redistributions in binary form must reproduce the above copyright notice,
· this list of conditions and the following disclaimer in the documentation and/
· or other materials provided with the distribution.
10 * Neither the name of Technology and Distance Programs, Department of
· Educational Technology, University of Hawaii at Manoa nor the names of its
· contributors may be used to endorse or promote products derived from this
· software without specific prior written permission.
11
12 THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND
· ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED
· WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE
· DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR
· ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES
· (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES;
· LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON
· ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
· (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS
· SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.??>
13
14 <list>
15
16 <title>DCDC Trivia!</title>
17
18 <teamNames>
19 <one>Team Red</one>
20 <two>Team Blue</two>
21 <three>Team Yellow</three>
22 </teamNames>
23
24 <category>
25 <one>Staff</one>
26 <two>What we do</two>
27 <three>Location</three>
```

Team names

XML & notes

```
<list>
  <title>DCDC Trivia!</title>
  <teamNames>
    <one>Team Red</one>
    <two>Team Blue</two>
    <three>Team Yellow</three>
  </teamNames>
</list>
```

Replace the text underlined in green above to choose team names. To include fewer than three teams, delete the team names (text underlined in green only).

Visual

The visual shows a board titled 'Scores' for 'DCDC Trivia!'. It features three columns representing teams: 'Team Red', 'Team Blue', and 'Team Yellow'. Each team has a score of 0. A green arrow points to a 'Back to board' button at the bottom left.

Categories

XML & notes

```
<list>
  <title>DCDC Trivia!</title>
  <teamNames>
    <one>Team Red</one>
    <two>Team Blue</two>
    <three>Team Yellow</three>
  </teamNames>
  <category>
    <one>Staff</one>
    <two>What we do</two>
    <three>Location</three>
    <four>Gear</four>
    <five>Potpourri</five>
  </category>
</list>
```

Replace the text underlined in green above to choose category names. To include fewer than five categories, delete the category names (text underlined in green only).

Visual

The visual shows a board titled 'DCDC Trivia!' with a table of scores for five categories. The categories are 'Staff', 'What we do', 'Location', 'Gear', and 'Potpourri'. The scores are 100, 200, 300, 400, and 500 respectively. A 'Reset' button is visible at the top right.

Scores	Staff	What we do	Location	Gear	Potpourri	Reset
100	100	100	100	100	100	
200	200	200	200	200	200	
300	300	300	300	300	300	
400	400	400	400	400	400	
500	500	500	500	500	500	

Points, questions, & answers

XML & notes

```

<category>
  <one>Staff</one>
  <two>What we do</two>
  <three>Location</three>
  <four>Gear</four>
  <five>Potpourri</five>
</category>

<questions>
  <categoryone>
    <one>
      <points>100</points>
      <q>True or false: Two fulltime
multimedia specialists work for the DCDC.</q>
      <a>True!</a>
    </one>
  </categoryone>
  <two>

```

Replace the text underlined in green above to choose point values, questions, and answers. Notice that in this case, the category is “Staff,” that is, the first category (indicated by “categoryone”). To avoid including a question (i.e., to leave a blank space in the game board), delete its point value (text underlined in green only).

Visual

DCDC Trivia!				
Scores	Staff	What we do	Location	Reset
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Category: Staff

100 points

True or false: Two fulltime multimedia specialists work for the DCDC.

True!

Team Red

Right Wrong

Team Blue

Right Wrong

Team Yellow

Right Wrong

No Points

Colors

You can change the colors of the game show. The part of gameshow.xml that follows the questions controls the colors, starting with <graphicColors>.

To change the colors using gameshow.xml, you need to use 0x

(that's a zero, not the letter “O”), followed by the hex code for the color you want. For example, the hex code for white is FFFFFFFF

To use this color in gameshow.xml, you need to input

```
0xFFFFFFFF
```

A good place to find the hex codes for colors is [Color Schemer Online v2](#).

The following illustrates how to change the colors. The numbers in green on the left side of the table (XML & notes) correspond to the numbers in green on the right side (Visual).

```

</categoryfive>
</questions>

<graphicColors>
  1 <frame>0x009AB9</frame>
  <background>0xFFFFF</background> 2
  3 <answer>0x009AB9</answer>
  <back>0x70B506</back> 4
  5 <exes>0x666666</exes>
</graphicColors>

<textColors>
  <board>
    6 <scores>0x70B506</scores>
    <title>0x009AB9</title> 7
    8 <reset>0x70B506</reset>
    <categories>0x009AB9</categories> 9
    10 <points>0x70B506</points>
  </board>
  <question>
    11 <points>0x70B506</points>
    <q>0x009AB9</q> 12
    13 <a>0x70B506</a>
    <right>0x70B506</right> 14
    15 <wrong>0x009AB9</wrong>
    <skip>0x666666</skip> 16
  </question>
  <scores>
    17 <title>0x009AB9</title>
    <teamOneName>0x660000</teamOneName> 18
    19 <teamTwoName>0x003EFF</teamTwoName>
    <teamThreeName>0xD9D919</ 20
  teamThreeName>
    21 <teamOneScore>0x009AB9</teamOneScore>
    <teamTwoScore>0x009AB9</teamTwoScore> 22
    23 <teamThreeScore>0x009AB9</
  teamThreeScore>
  </scores>
</textColors>
</list>

```

Replace the text in black above to choose colors.
2. Color of background (white, in this case).

9 Category: Gear

11300 points

12 Can the DCDC create Flash movies and learning objects?



Category: Gear

300 points

Can the DCDC create Flash movies and learning objects?

13 Yes! You are currently looking at a Flash learning object. You can see more examples at dcdcgroup.com

18
Team Red
Right Wrong
14 15

19
Team Blue
Right Wrong

20
Team Yellow
Right Wrong

No Points
16

17 Scores

18
Team
Red

0
21

19
Team
Blue

300
22

20
Team
Yellow

-200
23





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