



Poll Everywhere Competition

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ● ● ●

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ● ●

Type of Game: A timed multiple-choice quiz where everyone participates individually

How Long: 5-10 minutes

Learning Objectives

- Engage participants in an interactive and collaborative learning approach
- Familiarize participants with key concepts or refresh their knowledge on an informational area (e.g., quality improvement, HIV)
- Understand the importance of creating a fun and competitive learning environment
- Interactively learn about concepts that are the focus of the quiz questions

Suggested Audiences

Anyone, whether clinical or administrative staff, QI team members, managers, people with HIV, etc. This game is geared towards people who are looking to learn or get to know each other.

History and More Information

This game was developed by Poll Everywhere and posted on their website at [PollEverywhere.com](https://www.poll-everywhere.com) as a new feature to bring a heightened level of interactivity to classes, meetings, and events of all sizes.

Materials

For this game, you will need:

- A Poll Everywhere account
- Quiz questions for composition; see ‘Sample Quiz Categories and Questions’ (targethiv.org/virtual-game-guide)
- CQII instructional slides and additional resources (targethiv.org/virtual-game-guide)
- Zoom account (or other video conferencing platform)
- Access to a computer and/or handheld mobile device, and internet connection

Preparation

- Familiarize yourself with Poll Everywhere competition's game structure
- Prepare the game:
 - **Step 1:** Open PollEverywhere.com and log in; set up a free account, if needed
 - **Step 2:** To create a competition, tap the create button at the top left of your 'Activities page'
 - **Step 3:** Select Competitions then enter your question and possible answers; you will only be able to use multiple choice questions in competitions
 - **Step 4:** Designate the correct answer by clicking the circular mark symbol to the left of the answer
 - **Step 5:** Add additional questions to your competition by selecting Multiple Choice in the next question type field
 - **Step 6:** Once you are done adding questions, click the Create button on the bottom right; you will be immediately taken to the competition slide show page; to edit your competition, delete a question, add a question, rearrange questions, or clear responses, click the edit button under the slide preview on the bottom right of the 'Activities page'

Playing the Game

Welcome and Introductions

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

State that any virtual meeting is more memorable when a little competition is used, since engaged audiences simply learn better. Using interactive games is as old as the art of education itself. The Poll Everywhere game allows you to transform the learning content you want to teach into a compelling, interactive exercise.

Agenda

Provide a brief description of the game's primary components:

1. Setting the stage for the interactive exercise
2. Playing the Poll Everywhere game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

The Game

Step 1: Step 1: Provide a brief introduction of the game to participants, including instructions and premise of the content being quizzed

Step 2: Send the link via the chatroom on Zoom to all participants, then instruct participants to open the link using a different mobile device while remaining on the Zoom

Step 3: Allow participants to individually play the game by answering the multiple-choice questions. The facilitator should not share her/his screen on Zoom

- Give approximately 30 seconds for each question
- Since participants cannot see timing, alert participants of how much time remains

Step 4: Watch the score board stack up; once every participant has finished the quiz in its entirety, announce the winner

Debrief and Discussion

- Ask the participants, what did they observe? Any trends? Thoughtful comments?
- Ask for their conclusions about this process/game
- How does this game apply to HIV care and/or your HIV program?

Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success