



QI Jeopardy

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

Fun Scale ● ● ● ● ●

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ● ●

Type of Game: An interactive question-and-answer game to learn about key concepts

How Long: 15-25 minutes

Learning Objectives

- Engage participants in a creative way to test their knowledge on a specific subject (HIV, quality improvement, etc.)
- Learn how to utilize a different adult learning approach
- Introduce a competitive learning style
- Get to know fellow participants and team members

Suggested Audiences

Anyone, including 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 is based off the long-running show “Jeopardy,” hosted by Alex Trebek; the provided slides were adapted from a slide set by Jane Caruso and questions were put together by CQII.

Materials

For this game, you will need:

- Pre-developed slide show with jeopardy questions; use the slide set (targethiv.org/virtual-game-guide) or replace questions/answers with your own
- 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 the game’s structure
- Gain access to the provided slide template with pre-determined questions or replace them with your own; focus on quality improvement-related, HIV-related, etc.
- Make yourself familiar with the slide set and ensure that you are familiar how to best advance the slides; once a question is asked, the amount should disappear
- Prepare the game:
 - Read through the game instructions and key teaching points in its entirety
 - Practice the game itself
 - Practice presenting the key teaching points

Playing the Game

Welcome and Introductions

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.

Agenda

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

1. Setting the stage for the interactive exercise
2. Playing the QI Jeopardy 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: Provide a brief introduction of the game to participants, including the instructions and rules to play

Step 2: Set up the provided slide set to play this game by sharing the facilitator screen

- Ensure that the sound can be heard when advancing slides; in Zoom, click 'Share Sound' when sharing your screen

Step 3: Randomly choose one participant to start and ask the participant to choose one category and the corresponding amount; provide 15 seconds to submit the final answer. Ensure participants understand the correct answer. If necessary, explain the rationale for the correct answer.

Step 4: After answering the question (regardless of whether it was correct or not), ask the participant to choose the next person to play the next round; play as long as all questions are answered

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