

Who Wants To Be A Millionaire?

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

Fun Scale ● ● ● ● ○

Ease of Play Online ● ● ● ○ ○

Connection to QI ● ● ● ● ○

Type of Game: A multiple-choice knowledge-testing game that requires collaboration

How Long: 15-25 minutes

Learning Objectives

- Engage participants to work as a team
- Familiarize participants with a specific subject (HIV, quality improvement, etc.)
- Find consensus across team members
- Get to know fellow participants

Suggested Audiences

Anyone, including clinical or administrative staff, QI team members, managers, people with HIV, etc.

History and More Information

This game was inspired by the television show “Who Wants to be a Millionaire?” and the corresponding slide set for the game was adopted by CQII.

Materials

For this game, you will need:

- Pre-developed slide show with multiple-choice questions; use the templated 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) with breakout room access
- 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.
- 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

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 Who Wants To Be A Millionaire? 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: Use the provided slide show to ask participants questions and share the screen to facilitate the game; participants send their answers through chat

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

Step 3: Decide whether to play as one large group or play in separate teams using Zoom breakout room functionality

- If played in teams,
 - a) divide participants into up to 4 teams; each team must select one recorder in the group to submit the final group answer

- b) Inform each group that they receive 1 helpline (with guaranteed advances) to be submitted at any time by entering the word 'helpline' in the chat room
- c) Ask participant to rename their tile to indicate which team they are part of (team 1, team 2, etc.)

Step 4: Advance to the first question; each question has four possible answers (A,B,C,D). Give participants 15 seconds to submit the final answer via the chat room. Ensure participants understand the correct answer. If necessary, explain the rationale for the correct answer.

- If played in teams, use the Zoom breakout functionality and give each team 30 seconds to submit the final answer via the chat room

Step 5: The participant or group with the highest monetary score wins!

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