Updated task feedback

1. “Trials” is not a word that’s very intuitive for 10-13 yo. What do you think might be a good word to replace it, like turn, tries, or “each time”? use turns

Andrea: I like turns - fits in with each one being a game.

Saideeka: I think calling them levels, tries, or turns might work better. Since this is language typically used in gaming, kids will understand them better.

1. On slide 10, 12, and 14 I put exact numbers on the card instead of stars, and Seth was wondering if this inconsistency with the rest of the task would lead to confusion or misunderstanding. Actually, I would think that numbers are better in those cases, as it’s an extra layer of work for children to count how many stars are there, and the stars will be very small so not easy to count (Seth suggested to not put empty stars there, but I don’t see a difference). use stars instead of numbers

Andrea: For kids who are good at math, I could see numbers being easier. But for kids who aren’t so good at math, I could see the stars being easier because you can eyeball the quantity, rather than having to deal with more abstract representations of number. If it were me, I’d probably use stars, to be consistent with the game itself - I wouldn’t be that worried about confusion with the switch, but might as well be consistent. And I don’t think the issue of whether they’re able to exactly count the stars during the instructions is that big a deal, because you’re giving them the numbers in your voiceover anyway.

Saideeka: In this case, I agree with Seth. I say keep it consistent and use the stars for all the cards and just get rid of the empty stars. The empty stars might be distracting to the kids, and they might spend more time than necessary trying to compare the filled-in stars versus the blank stars.

1. Seth pointed out that “random” might not be a word that children can easily understand, and suggested to use other words or phrases for replacement, such as “unpredictable”. How do you think? That is, words like unpredictable would be easier for kids than random?

Andrea: “So the winning card can switch at any time” (instead of at random)

Saideeka: I don't think random should be a difficult word for kids, but I will say that I think that between decks 2 and 3 there might be some confusion because the directions seem very similar. The winning card switching every once and a while and switching at random means the same thing, at least to me. Perhaps consider using*The winning card will switch every few turns* for deck 2 and keep the wording for game 3. I think this will make the directions a bit more clear for kids.

1. At last, do you think it’s necessary to use a totally new set of card colors in the real game to differentiate from the demonstrations in the instructions? Use a new set of colors for the real task (Rob)

Andrea: Yes, that was basically one of my suggestions above as well! Might as well entirely avoid the risk that they’ll somehow be biased by the colors in the instructions.

Saideeka: I agree with using different card colors. I think it's easier for the children to understand and keep in mind that there are differences between the decks this way.

Slide 2: show stars on the cards from the beginning of the explanation

Slide 4: get rid of phrase “you will have to make a guess for each choice”

Slide 8: Introduce that there are multiple games before you explain they need to figure out which game they are playing

Slide 9: Could you name the games, rather than game 1/2/3? Like no switches, some switches, lots of switches?

Slide 9: Somewhere around here, I think you need to really foreground the idea that when you start a new game, you won’t know which game you’re playing. You’ll have to use the stars on the cards each turn to figure out which game it is. /(In other words, really lay out the fact that the way to figure out what game it is is by seeing what the cards say.)Then go into explaining the 3 games.

Slide 12: Explain the change in even more detail - e.g., “but then, it switches - now the yellow card has 5 stars and the grey card has 12 stars, so the grey card gives more stars.”

Slide 14: “So the winning card can switch at any time” (instead of at random)

Slide 14: Explain them trial-by trial, rather than doing purple cards first and orange cards second

Slide 14: Don’t say it changes in every trial - since sometimes it’s the same trial-to-trial, rather than strictly alternating - but again say it can change at any time

Slide 16: I think there’s potential for confusion that the yellow background is game 1, the blue background is game 2, and the pink background is game 3 (since that’s what it was in the instructions). Maybe don’t color-code the backgrounds in the instructions?

Slide 16: Any chance you could use the same 2 color cards for all three games in the instructions - specifically, 2 colors you don’t use in the game itself - for similar reasons to above?

Slide 18: To really emphasize it, I also say something like: “The games can be in any order.” You could even have an animation showing the 3 screens moving around.