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Test 5. Gaming practices

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Test

1.0 point possible (graded, results hidden)

What do games and entertainment have in common

- ☐ Nothing

- ☑ Entertainment is part of the game

- ☐ Game and entertainment are one and the same

Which of the following game principles are true?

- ☑ the game has rules

- ☑ there is a conflict in the game

- ☑ games include decision making

- ☑ games are limited in time and space, their development

Facilitator Tasks

☑ Creates a favorable atmosphere

☑ Indicates the purpose and regulations

☑ Indicates tasks and rules (tells what to do)

☐ Removes one of the participants from the game (to give dynamism)

☑ Watching the discussion

☑ Coordinates the discussion (intervenes from time to time)

☑ Gives feedback and sums up

The immediate goal of gamification is:

☑ increase participant involvement in the core business process

☐ characterize people who will participate in gamified activity

Why is it important in the business game that the participants work out a general solution

☑ To work out a common solution, it is necessary to interact qualitatively

☐ The general decision clearly illustrates the final cycle of progress

How many groups of participants are usually created for Brainstorming

☑ 1

☑ 2

☐ 3

Which of the following stages of the "Brainstorming" extra

☑ Collecting information about participants

☐ Formulation of the problem

☐ Generation of ideas

☐ Selection, systematization and evaluation of idea

What should the facilitator not do in order for the group to work out a common solution

☐ Identify points of agreement

☐ Reformulate statements to emphasize the commonality of ideas

☐ Push people to come from the ideas of others

☐ Check the truth of consensus, whether it is conformism (whether everyone really agrees)

☑ Create an atmosphere of relaxation

☐ Check if consensus is appropriate for the task

☐ Manage group dynamics.

For what reasons is gamification widespread in business, education and other fields?

Choose 1 wrong answer.

- ☐ Traditional methods presuppose the dominance of the intellectual sphere, an ALL personality is revealed in the game

- ☑ Game methods are economical and simple compared to others

- ☐ During the game, the player experiences real emotions and receives real experience and practical knowledge in a situation where there are no real threats and risks

- ☐ Through the game, boring tasks become interesting, avoided - desired, and difficult - simple

Stages of the game "who will reach the finish line first." Goal, segments, players, rules. What game component is missing to complete the game?

- ☑ Conflict

- ☐ Automation

- ☐ Profitability

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