CM4125 Week 4 Lab

Setting

- 10 players
  - 6 crewmates
  - 4 impostors
- Admin
  - Assign roles
  - Keep time
  - Provide visualisations
  - "Kill" players
  - Keep track of crew's suggestions

Rules

1. The admin will provide a bad visualisation example to all players

2. Players have 2 minutes to discuss how to improve the visualisation

   1. Crewmates want to make it better!
   2. Impostors want to (secretly) make it worse!

3. After ~2 minutes, the admin calls for an emergency meeting

4. Players have ~1 minute to debate who the impostor is/are

5. After that, all players (plus audience) vote for someone to be sent off

   1. The person with the most votes gets "killed" (muted and out of the game)

6. Then, the remaining players continue discussing the visualisation…

Consider that…

- You cannot mute your mic, and you should be actively participating (otherwise you will kicked out)

- Play your strategy right and try to see who is in your team

- If you feel we have reached dead end with an example, the admin can provide a new one

- Once dead, you can still provide comments through the chat to your teammates

- You may encounter a "Mexican Standoff" near the end…

Let's play!

- https://www.matillion.com/wp-content/uploads/2015/01/bad-dashboard-examples-1.png

- https://www.matillion.com/wp-content/uploads/2015/01/bad-dashboard-examples-3.png (transportation improvement board)

- https://luiscarli.com/2012/09/01/wood-changes/

- https://carmel.es/wp-content/uploads/2018/10/ctf_1a_cio-dashboards.png

- https://public.tableau.com/profile/phs.covid.19#!/vizhome/COVID-19DailyDashboard_15960160643010/Overview