

- **Topic 1: LETTERS**
  - This topic covers any idea suggesting which letters or kind of letters to look for in the puzzle. For example, if an idea says that participants should look for a particular letter or set of letters, it would get this topic. This would also cover advice about how to change or tweak the letters in words to find different words (ex: add a suffix to a word).
- **Topic 2: MECHANICS**
  - This topic covers advice about how to physically play the game. As you saw when you tried it out, the game involves using the mouse to click and drag letters to spell words. Any advice about how to select words or letters, how to use the mouse, or other issues about the game's interface itself would fall under this category.
- **Topic 3: SPATIAL**
  - This topic covers advice about where or how on the board to look for words. This might include advice about which parts of the board to start with, how to allocate attention to certain areas of the board, or which direction words can go in.
- **Topic 4: SPEED/PACING/MINDSET**
  - This is a combined category about any advice about a) how to manage time in the game (ex: advice about the time limit), b) the pace of the game (whether to play slow or fast), or c) any advice about mindsets, handling pressure, and so on.
- **Topic 5: WORD LENGTH**
  - This is advice about the length of words one should look for. That might include advice about whether it's better to look for short or long words, or how many points they are worth.
- **Topic 6: KINDS OF WORDS**
  - While Topic 1 was about what kinds of letters to look for, this is instead about what kinds of words to look for (not counting advice that already falls under LETTERS or WORD LENGTH). Some examples might include advice about common or rare words, or whether words can repeat. Because this category is sort of a catch-all to describe advice about words that doesn't fall under LETTERS or WORD LENGTH, if you're ever unsure if an idea should belong in this category or not, you should lean towards "not."