



## Question Game

*In this game, we go through each question of the category and discuss each answer with the student. We want the student to think of each link between the question, the answer, and the biases mentioned in the answer. We don't need to rush, and there is no such thing as "the right answer". This exercise aims to make the students self-reflect, think of their experiences in the past, or imagine some hypothetical situation. The value comes from the very fact of modelling such a situation in mind.*

The project has 896 question-answer pairs. One hundred five cognitive biases are mentioned in the UXCG more than 1000 times, and continuously thinking and ruminating around each of these links is what makes us smarter and train our brains.

The winner in this game is the one who applied the knowledge from the flashcards to their software system (thought processes). This step is being achieved if all the biases, questions, and material of the UXCG are so native to the student that they can't squeeze more interest out of it.