**Exam Simulation**

Welcome to *That’s Just Cruel*’s first simulation. In this simulation, you will be given a long-form exam. You were unable to study for this exam – this is a facet of the simulation and for nearly all intents and purposes, also an objective fact, since as you’re reading this, you have no idea of what the subject of the exam could possibly be.

In this simulation, your instructor will be playing the role of a much more restrictive and inflammatory proctor (hereafter “proctor”): the word “strict” is not used here, as it doesn’t quite cover the nature of this role, and it may come off as something of a loaded term. When all students have placed this paper face down in front of themselves, the simulation will begin, and the proctor will walk around and hand out the exam.

The following are integral to this simulation:

* You will be provided with a sheet of light-blue paper to take notes on. Please use this sheet of paper only to take notes on the simulation: for the purposes of the simulation, it does not exist, and the proctor will not acknowledge its presence. If you run out of space on this paper, ***raise your hand, extending your middle and pointer finger (a peace sign)***. The instructor (not the proctor, as this is not part of the simulation) will get you another sheet.
* You will have the full class session to complete this exam.
* Standard testing protocols are in effect. If you have any exam accommodations, keep in mind that you may not have access to them during this simulation: this is part of the simulation and the result of a facet of the proctor’s character.
  + However, if you have note-taking accommodations, any note-taking peripherals you use will be treated in the same manner as the light-blue note-taking paper.
* Outside of standard testing protocols, the proctor may hold you to a collection of auxiliary protocols that will likely be unknown to you until brought up.
* The proctor’s behavior may differ from the expected behavior of an exam proctor.
* Expect the proctor to raise their voice at points, especially when dismissing a student.
* The layout of the classroom may or may not have been changed from its normal state.
* If the proctor dismisses you, you are free to leave class. Once you exit the classroom, the simulation is over for you, and you can go about the remainder of the day as you please. Please do not re-enter the classroom after this point if you can avoid doing so.
  + Alternatively, there will be a designated area of the classroom where you may stand if you wish to continue to observe your classmates who are still in the simulation. If you do so, please do not interrupt the simulation.

**Project Simulation**

Welcome to *That’s Just Cruel’s* second simulation. In this simulation, you will work on a project with your classmates. You won’t know the nature of this project at the start of the simulation, but you will learn more information quite quickly.

In this simulation, your instructor won’t actually be present in the classroom. Rather, your instructor will be controlling a computer in the classroom remotely, with the computer’s screen being visible via projector. Instructions will be given to you via a live-updating text document, and possibly text-to-speech. Prior to the start of this simulation, one of you has been designated as the “starter” by the instructor. The starter will contact the instructor when all other students in class have placed this paper face-down in front of them. The simulaltion will then start.

The following are integral to this simulation:

* Light-blue note-taking paper akin to that present in the last simulation will be freely available on a table inside the classroom.
  + Taking notes using other methods may be more viable in this simulation than in the previous one
* Unfamiliar individuals may enter the classroom and interact with you and your classmates at points during the simulation.
  + Outside the simulation, these individuals are colleagues of the instructor.
* Assume, for the purposes of the simulation, that your projects will be collected and evaluated in the form and condition they are in by the end of the simulation.
* Any resources in the classroom outside of note-taking paper are fair game for use in the simulation.
  + On that note, resources that may be useful for this simulation may or may not have been added to the classroom prior to the start of the simulation.
* If you leave the classroom for any reason, other than going to the bathroom or some manner of emergency (in these cases, you leave the simulation for the duration: do not bring anything with you back to the classroom that you didn’t leave with), the simulation ends for you. You can go about the remainder of the day as you please. Please do not re-enter the classroom after this point if you can avoid doing so.
  + Alternatively, there will be a designated area of the classroom where you may stand if you wish to continue to observe your classmates who are still in the simulation. If you do so, please do not interrupt the simulation.

**Meeting Simulation**

Welcome to *That’s Just Cruel’s* third simulation. In this simulation, you will have a one-on-one meeting with the instructor. You were informed of this simulated meeting’s topic during when you scheduled it with the instructor, but the instructor will remind you if asked prior to the start of the simulation.

In this simulation, your instructor will play the role of an advisor of questionable qualification who works for the university (hereafter “advisor”). When you place this paper face down in front of you or on the floor (the instructor will know if you dropped it by mistake), the simulation will begin.

The following are integral to this simulation:

* The light-blue note-taking paper will be within arm’s reach and available at your leisure.
* Unfamiliar individuals may enter the meeting room and interact with the advisor and possibly you as well.
  + Outside the simulation, these individuals are colleagues of the instructor.
* You are free to turn down any question the advisor asks you, although whether or not the advisor comprehends that you are turning down the question may be unclear.
* The advisor may request paperwork from you. If you do not have this paperwork, you are free to turn down the request, but again, the advisor may not comprehend this.
* The advisor may request you to leave the meeting room for one reason or another. Once more, you are free to turn down this request, but again, the advisor may not comprehend this. If you leave the meeting room for any other reason, other than going to the bathroom or some manner of emergency (in these cases, the simulation is paused for the duration), the simulation ends for you. You can go about the remainder of the day as you please. You may re-enter the meeting room so long as another simulation isn’t in progress.
  + There will be a designated area of the meeting room where you may stand if you wish to continue to observe the next student who will enter the simulation. If you do so, please do not interrupt the simulation. Additionally, please stay for no more than one simulation, as space will likely be limited.

**Peer Review Simulation**

Welcome to *That’s Just Cruel’s* fourth simulation. In this simulation, you will have your work reviewed by and review the work of other students. You will likely not know the identity of the student whose work you are reviewing, nor will the student reviewing your work likely know your identity. The work you will be reviewing will be handed out by the instructor prior to the simulation’s start, face down. Please do not look at it until the simulation starts.

In this simulation, your instructor will play an unremarkable roll: they will simply hand the appropriate papers out to their recipients. When all students have placed this paper face down in front of themselves, the simulation will begin.

The following are integral to this simulation:

* The light-blue note-taking paper will be freely available on a table inside the classroom.
* With the student work you receive, you will also receive a slip of paper that will have a prompt on it. Please follow this prompt to the best of your ability as you review the work you receive, and do not show it or communicate its content to any other student.
  + Some resources have been added to the classroom. Some prompts may necessitate their use.
* If you know whose work you are reviewing, do not make it known unless you are specifically requested to do so.
* Once you finish your peer review and receive your peer reviewed work back (if applicable), the simulation ends for you. You are free to leave class. Once you exit the classroom in this way, the simulation is over for you, and you can go about the remainder of the day as you please. Please do not re-enter the classroom after this point if you can avoid doing so.
  + Alternatively, there will be a designated area of the classroom where you may stand if you wish to continue to observe your classmates who are still in the simulation. If you do so, please do not interrupt the simulation.
* You are free to leave the classroom at any time. When you do so, you leave the simulation for the duration, and are free to come back.

**Museum Visit Simulation**

Welcome to *That’s Just Cruel’s* fifth simulation. In this simulation, you will travel through a museum. Assuming you are reading this, you received the museum’s address, either through class or through the email sent to each student, and have arrived at the museum in question.

In this simulation, your instructor will play the role of an instructor, albeit not themself (hereafter “doppelganger”). When all students have arrived at the museum and have either put away this paper or have put one hand over their heart, the simulation will begin. If all students are not present (or otherwise accounted for) 15 minutes after the scheduled start of class, the simulation will also begin, assuming all students present have fulfilled the requirements for it to begin.

The following are integral to this simulation:

* You will be handed a sheet of light-blue note-taking paper on arrival. There will be a limited quantity of clipboards, but you were informed previously of this in class and in the email.
  + You can obtain more of the paper if needed by saying the phrase **“may I have another sheet of note taking paper?”** to the doppelganger. Due to the nature of this simulation, doing so may be difficult, so it’s heavily recommended you bring an alternative.
* An unfamiliar individual will give a speech at the start of the simulation for roughly 5 minutes. This individual may be museum staff, or a colleague of the doppelganger.
  + Outside the simulation, this individual is a colleague of the instructor.
* The doppelganger will wander the museum regardless of who stays with the group: losing the group is a real possibility. If this occurs, do not worry: you can either leave the museum and exit the simulation, or attempt to relocate the group.
  + You are also welcome to stay and enjoy the museum at your leisure, although should you choose this option, unless you make it clear to the instructor, you will be treated as though you are still in the simulation.
* You will be dismissed from the museum at the end of the simulation: do not worry about returning to class.

**Socratic Seminar Simulation**

Welcome to *That’s Just Cruel’s* sixth and final simulation. In this simulation, you will partake in a Socratic seminar with your classmates and the instructor. The topics covered in this seminar will be relevant to the course and its material – indeed; this seminar may resemble a non-simulated roundtable discussion. The seminar will focus on the unit’s topics, but will certainly discuss material from other units.

In this simulation, your instructor will play a role comparable to that of a mediator (hereafter “arbitrator”). This simulation will be somewhat more theatrical than the others, and maybe even more lighthearted, but possibly more morbid, although not so morbid as to make eating difficult. When all students have placed this paper face down in front of themselves, and once the food is laid out, the simulation will begin.

The following are integral to this simulation:

* The light-blue note-taking paper will be freely available for anyone who needs it.
* As per the email you received prior to this simulation, please do bring any food you signed up to bring, plus any additional food, should you wish to bring it.
* You are welcome to invite your friends to this simulation. Should you do so, please do not bring more than two, and please alert them to the nature of this course. Your friends will be granted this paper as well.
* At the start of the simulation, we will quickly go around the room and everyone will introduce themselves. If you wish, you can introduce yourself with a false name and/or identity. Students who do this are to be regarded as the portrayed personage unless reintroduced (see below).
* The seminar will be largely student driven, although the arbitrator will occasionally pose questions and refocus discussion if necessary.
* Unfamiliar individuals may enter the classroom and interact with you and your classmates at points during the simulation, and may join in on and contribute to (or detract from) the seminar.
  + Outside the simulation, these individuals are colleagues of the instructor.
* You are free to leave the classroom at any time. When you do so, you leave the simulation for the duration, and are free to come back.
* If you leave the classroom, upon your return, you may introduce yourself as someone else. If a student does this, they are to be regarded as this newly-introduced personage until they leave again and reintroduce themselves as yet another person.
  + The accessories, change of clothes, and costume recommended by the email are intended for this purpose.