

Lab A: The "Principles" Game

Where the guesser tries to determine the underlying principles governing responses

The purpose of this lab is to practice the debugging skills of 'Isolate' and 'Generalize' as described in Lecture 18A, while getting to know your classmates.

Setup

TAs will create a group of at least 4 but ideally no more than 6 people. One person is the guesser. That rest of the group tries to decide upon a principle (rule) that will govern their responses.

Example:

- Each answer will contain a colour

The Game

The guesser asks a question of one person in the group and receives an answer. The guesser repeats the process until they believe they have identified the principle governing the answers. At this point the guesser can state the rule that they believe is in effect, and the rest of the group can tell them if they succeeded.

Example:

- Guesser: Ajay, how are you feeling today?
- Ajay: I'm a little blue.
- Guesser: And how are you, Brenda?
- Brenda: I'm fine, but it is rather grey and cold outside.
- Guesser: Brenda, what is two plus two?
- Brenda: Let me Google that for you - ooh, have you seen the pretty yellow logo Google is sporting today? Four.
- Guesser: This is for Cecilia. How long have you lived in Calgary?
- Cecilia: I've lived here my whole life. Before I forget, can you tell me where you got your green sweater?
- ...
- Guesser: Is the rule that you always mention a colour?

The guesser does not need to ask each person the same question, or ask each person in sequence, but may ask any question to any person in the group.

The person who answers the question does not necessarily need to answer honestly, only in compliance with whatever rule has been decided upon. It is okay to give hints, for instance stressing a certain word in your sentence, if the guesser is getting frustrated. This is meant to be fun!

Lab Instructions

After you are assigned to a group, register yourself for the lab group on D2L (*Communication > Groups*). Be sure that you are registering for the correct group category (Lab A). If you do not register yourself in a group, or your group does not submit the lab sheet by the end of the lab period, you will not receive credit for the lab. Only one person in the group needs to upload the lab sheet. The lab is graded as pass/fail; if you complete the lab you will pass.

One person should be chosen as the guesser. The guesser should go a little bit away from the rest of the group while the group determines the principle. After the principle is determined, the guesser should be invited back.

Once the guesser identifies the principle, start another round with a new guesser. You should have time for two rounds. After you complete the exercise and submit the lab sheet, the lab is completed.

In-Person

After finding your teammates and introducing yourselves, determine if the group understands the lab exercise. If you do, you may go to another location to complete the exercise.

Online

You will be assigned to breakout rooms. That person should turn their volume all the way down to off while the others in the group determine the principle. The guesser is notified via chat and rejoins the group by turning on their volume.

Still not sure how to begin?

Here are a few additional examples of possible rules. It isn't recommended that you use any of these (since the guesser has also read them), but instead use them for inspiration.

- Always start your answer with a word beginning with the first letter of your name.
Example:
 - "How are you, Ajay?" "All is well!"
 - "How are you, Brenda?" "Barely awake."
 - "How are you, Cecilia?" "Can't complain."
- Always make a hand gesture of some type when giving an answer. Example:
 - "How are you?" "🙄 So-so."
 - "What time is it?" "Noon. 🙌"
- If the question is personal (about you, or about your opinions), give an optimistic or positive answer. If the question is not personal, give a pessimistic or negative answer. Example:
 - "How are you?" "I'm doing great!"
 - "What time is it?" "Ugh. It's noon and I wish I was asleep."

- If the question involves a "W" word (e.g., where, when, why), give an extremely short (one or two word) answer. If the question relies on a different verb (e.g., how, do, can), give a very lengthy and meandering answer. Example:
 - "How are you?" "I'm fine, well as fine as is possible, it is somewhat cold today, and did I mention that my uncle knitted me a scarf? It's green and has white specks in it, like snowflakes. Speaking of which, did you ever cut out those paper snowflakes as a kid?"
 - "What time is it?" "Noon."