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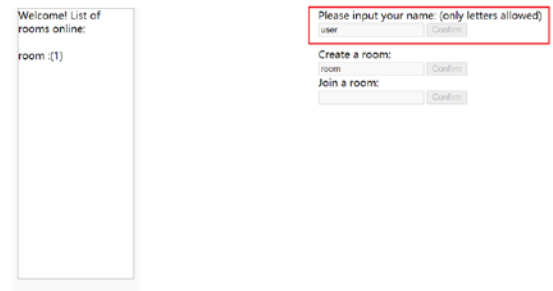
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A. Register

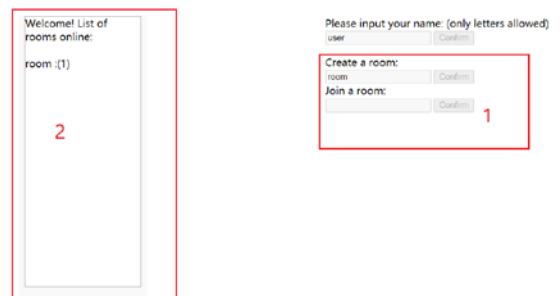
To register, input your desired name in the box and click the “**Confirm**” button.

Your name should be different than others’.



After registering your ID, either create or join a room in region 1.

You will see the existing room(s) and the number of participants in the room(s) in region 2.

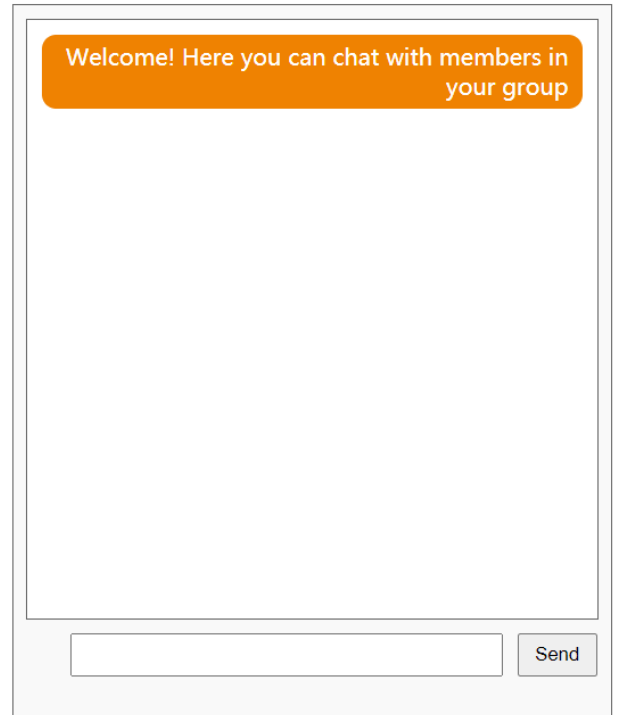


Once you are prepared, click the “**Take action**” button. The exercise will show up after all participants are prepared. Note that once the question is given, others can’t join the room.

You can click the “**Change group**” button to change your group before the exercise shows up.

B. Chatting, Voting and Scoring

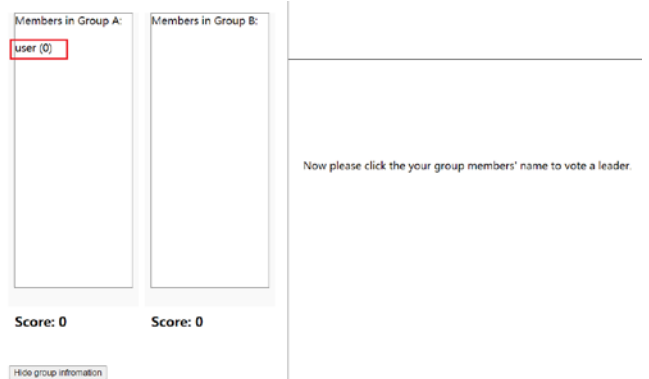
There are two chat rooms at the bottom. One is a **public chat room** where all participants in the room can see the messages. The other is a **group chat room** where only your group members can see the messages.



Welcome! Here you can chat with members in your group

Send

All group members are supposed to choose a leader in their group by clicking on a name. The number beside the name in brackets indicates how many votes the person has. The leader can choose the game strategy and submit answers while the followers can give advice to the leader.



Members in Group A: user (0)

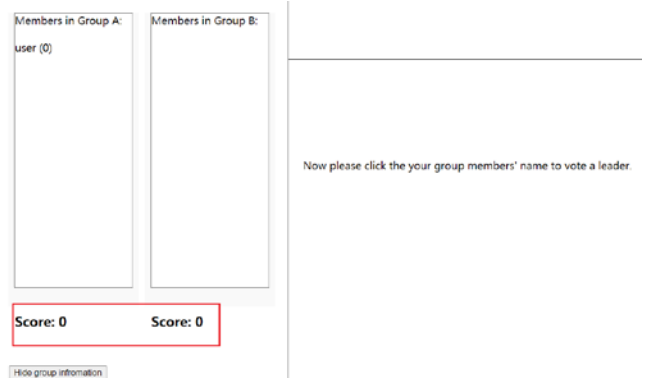
Members in Group B:

Score: 0 Score: 0

Hide group information

Now please click the your group members' name to vote a leader.

The score for each group is shown in the area highlighted.



Members in Group A: user (0)

Members in Group B:

Score: 0 Score: 0

Hide group information

Now please click the your group members' name to vote a leader.

C. Strategy

There are two strategies: **Cooperation** and **Competition**. There are also several rules based on **prisoner dilemma**. Different strategies can give students different score bonuses.

Please choose your strategy.

Prisoner dilemma:

Cooperation

Competition

Hide group information

After the strategy has been chosen, students can see the strategies chosen by both groups and the math exercise will show up.

It's time for math exercises!

Prisoner dilemma:

Cooperation

Competition

		Group B	
		Cooperation	Competition
Group A	Cooperation	2,2	0,4
	Competition	4,0	1,1

You may display the table to let the score show up. [Display](#)

Hide group information

D. Answer math question

Answers are submitted in region 3. In region 1, students can see the answer they input and the answer the other group inputs in real time.

A: B:

Input from A will display here 1 Input from B will display here

+	-	×	$\frac{a}{b}$	π	a^b
\sqrt{n}	$\log_a b$	\lim_b	\int_a^b	∞	ab

2

As the leader you can submit the answer for your group: 3

There are many cases when students are supposed to input a math function. The latex language is used for the functions, but students don't need to know the language since they can simply choose a math symbol to input from region 2.

A: B:

Input from A will display here 1 Input from B will display here

+	-	×	$\frac{a}{b}$	π	a^b
\sqrt{n}	$\log_a b$	\lim_b	\int_a^b	∞	ab

2

As the leader you can submit the answer for your group: 3

You are supposed to provide an answer on your turn. If you are the leader, click the “**Submit**” button in region 3 to submit an answer. If you are a follower, clicking the “**Submit**” button will send your answer to the group chat channel.

A: B:

Input from A will display here 1 Input from B will display here

+	-	×	$\frac{a}{b}$	π	a^b
\sqrt{n}	$\log_a b$	\lim_b	\int_a^b	∞	ab

2

As the leader you can submit the answer for your group: 3

E. Peer evaluation

If students chose to cooperate with each other when they solved a math problem, they will need to finish the peer evaluation before they can move on.

This is the peer evaluation:

Group A:	Group B:
Not defined	<input type="button" value="Participate"/> <input type="button" value="Not Participate"/>

As the leader, please give your peer evaluation to the other group