Credits

The game has been developed by Prof. Dr. rer. nat. Christiane Gresse von Wangenheim, PMP as part of her project management courses at the Federal University of Santa Catarina/Brazil.

It has been played so far by more than 300 students and its systematic evaluation in terms of motivation, user experience and learning has been very positive.

Acknowledgements

Thanks to the students of the courses INE5427 and INE5617 at the Informatics and Statistics Department of the Federal University of Santa Catarina. Your feedback helped a lot to make the game more fun. Thanks also for the design to my enthusiastic husband.
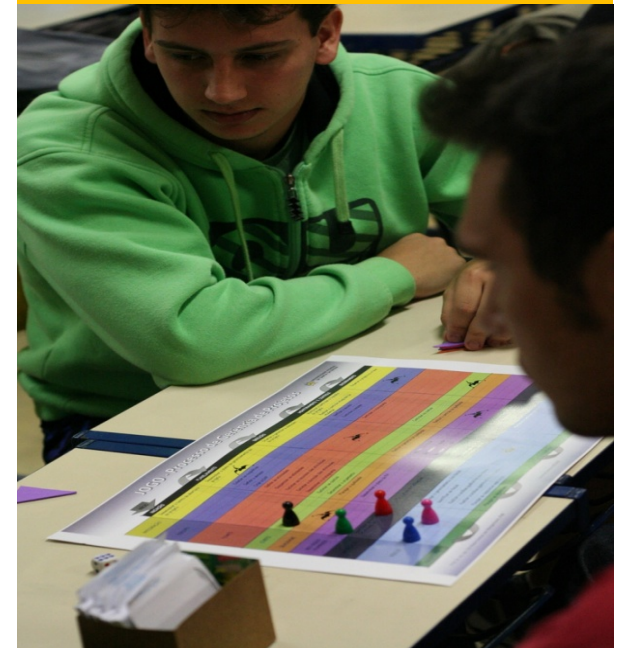
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http://www.gqs.ufsc.br/software-engineering-education

Project Management Master

A Trivia Game for Learning

Project Management

Revise and reinforce project management concepts having fun.

Setup

Before playing the game for the first time, you have to cut out the 36 scoring wedges from the 6 scoring wedge cards.

Each player selects one token. The scoring wedges are put aside.

Every player rolls the die; the player who rolled highest goes first, then play continues clockwise around the table.

All players start on the arrow start and first move down the game fields of the initiating column, then moving down the planning column, etc. When a player arrives at the end of the closing column s/he returns starting again on the start arrow.

Gameplay

The first player rolls the die and advances his/her token the corresponding number of spaces on the game board. Whichever knowledge area you land on, another player will ask you a question to this knowledge area.

The other player picks up the first card from this knowledge area and reads the question and the answer alternatives. The correct answer is indicated on the back of each card. When done with the question it is placed under the rest of the cards of this knowledge area.

If the player answered the question correctly, s/he receives a scoring wedge in the corresponding color of this knowledge area.

Then s/he passes the play to the next player.

NOTES:

If a player lands on a space marked as joker, s/he receives a wedge in the corresponding color without having to answer a question.

If a player lands on a space of a color of which s/he already owns a scoring wedge, s/he can challenge another player, who owns a scoring wedge of a knowledge area that s/he still needs. In order to take away this scoring wedge from the other player, the challenger has to answer correctly a question of the respective knowledge area. If s/he answers correctly the question, s/he can take the wedge away from the other player. If not, the challenged player can take one scoring wedge of any color of the challenger.

Any number of tokens may occupy the same space at the same time.

Winning the Game

The player who first collects a scoring wedge of every of the nine different colors wins the game.