

QUIZZER: A Fun, Fast Paced Game

Christopher A. Roper, Qualex Consulting Services, Inc., Fairfax, Va.

Abstract

Quizzer is a fun, fast paced game in the format of the popular TV game show Jeopardy!®. Written entirely using SAS/AF with Frames and SCL, this application offers the opportunity to have a little fun while demonstrating the range of capabilities in the SAS system. The questions and answers are all related to the SAS system and are geared to be challenging enough for even the most experienced SAS expert, and yet simple enough for novice SAS users to be able to participate. There are two rounds of twenty-five questions, and a final quizzer round of one question where a team can bet it all. Contestants test their knowledge of SAS in a competitive, yet friendly environment of fair play, and unwittingly may learn a little more about the SAS system in the process.

Why A Game?

Quizzer® was developed to help organizers of SAS related events in generating interest for the event. An event might be a local users group meeting, a training session, or any place SAS professionals might gather. The purpose of the game is to inject some fun into these events. Hopefully, this would translate into livelier meetings, increased attendance, and more active memberships. Additionally, the game can be used as a review tool for a training session. Using the Administration Facility, an instructor could enter questions and answers from the training course, and play the game at the end of the training course. This could accomplish two goals. First, it would serve as a fun review of the course material. Second, the effectiveness of the course can be measured by the participants scores. High scores would indicated an effective course, low scores, well not so effective.

The Rules

The rules for Quizzer are very simple. There are three rounds, Round 1, Round 2, and Final Quizzer. In Round 1, there are five categories with five answers in each category. The value of the answers increment by 100 from 100 to 500 for each of the five answers in a category. When an answer is presented, any team may attempt to offer the correct question for that answer. The Master of Ceremonies (MC) selects the first team wishing to respond. If the correct response is given, the value of that answer is added to the team's score. If an incorrect response is given, the value is subtracted from the team's score. Negative scores can result. Each team may have only one attempt at giving the correct response, and once the correct response has been given, no other attempts may be made. If an incorrect response has been made, the question is made available to the teams that have not yet given a response. If all teams have given incorrect responses, or no teams wish to offer a response, the MC presents the correct response and closes that answer. The most important rule to remember (other than **JUST HAVE FUN!**) is that each correct response must be phrased in the form of a question. Even if the response is accurate, it will be counted as incorrect if it is not phrased as a question. For example:

Answer: **The Name of the President of SAS Institute**

Incorrect: **Dr. James Goodnight**

Correct: **Who is Dr. James Goodnight?**

The play progresses as the last team to reply correctly selects the next answer to be presented until all of the answers have been presented or time has run out.

Round 2 is played just like Round 1, except that the values of the answers are doubled, starting at 200 and increasing by 200 to 1000 for each category.

Final Quizzer is one category with only one answer. The amount for this answer is determined by the teams. Each team wagers any amount from zero to their score, but may not exceed their score. After the wagers have been placed, the Final Quizzer answer is presented, and the teams have fifteen seconds to write down their response. Again, the response must be in the form of a question. When the fifteen seconds have expired, each team must show their response, starting with the team with the lowest score. If the response is correct, it is added to their score. If it is incorrect, it is subtracted. After all the scores have been tabulated, the team with the highest score is declared the winner.

The Master Of Ceremonies

The Master of Ceremonies (MC) for Quizzer is responsible for reading aloud the answers as they are presented, and determining which team is the first to want to respond. The MC determines whether the response is correct, and then posts the scores accordingly. Lastly, the MC declares the winning team at the end of the game.

The Teams

The teams consist of one or more players, and have no other responsibilities beyond having fun. Getting any of the responses correct is strictly optional.

The Judges

Judges are optional. They are present to rule on any disputes over the correctness of a response, assist the MC in score keeping, and any other tasks the MC is responsible for. The decision of the judges is final, unless they change their minds. Or unless the MC chooses to ignore them. Nobody likes judges anyway. This is why they are optional.

Conclusion

Quizzer is intended to be used as a tool to make meetings of SAS professionals more interesting and fun. Often at the end of a full day of SAS, whether it is training or meetings or something else, the participants want to be able to balance the seriousness of the day with some fun. Quizzer is designed to be an option for the event organizers in fulfilling this role.

Author Contact Information

Christopher A. Roper
Qualex Consulting Services, Inc.
Rt. 2 Box 224C
Hillsville, Va. 24343
Chris.Roper@QLX.COM
<http://www.qlx.com>