



USER MANUAL

SPRING 2026

1	Introduction.....	8
2	Installing SmartQuiz	10
2.1	System requirements	10
2.2	Licensing	10
2.2.1	Activation	11
2.2.2	Deactivating and moving licenses	12
2.3	Updates and version numbering.....	12
3	Designing quiz content with SmartQuiz Studio.....	14
3.1	Creating your first quiz	14
3.2	User interface overview	14
3.2.1	Ribbon	14
3.2.2	Backstage Menu	15
3.2.3	Design area	16
3.2.4	Thumbnails panel	17
3.2.5	Advanced properties grid	18
3.2.6	Editing content	29
3.2.7	The Quiz Wizard	32
3.2.8	Quizmaster Notes.....	32
3.3	Using categories	33
3.4	Supported slide/game formats	34
3.4.1	Slide type 'Question'	34
3.4.2	Slide type 'Billboard'.....	43
3.4.3	Slide type 'End of round'	43
3.4.4	Slide type 'Demographic groups'	44
3.4.5	Slide type 'Last man standing'	44
3.4.6	Slide type 'Audience Response'	45
3.4.7	Slide type 'Wager'	45
3.4.8	Slide type 'Majority Rules'	45
3.4.9	Slide type 'Minigame'	46
3.4.10	Slide type 'Trivia Board round'	48
3.4.11	Slide type 'Trivia Ladder round'	50
3.4.12	Slide type 'Trivia Feud'	53
3.4.13	Slide type 'Speed Round'	61

3.4.14	Slide type 'Bingo round'	63
3.5	Mini games	76
3.5.1	Virtual horse race	77
3.5.2	Cups and Balls.....	78
3.5.3	Card game	80
3.5.4	Wheel of Fortune module	81
3.5.5	Penalty Shootout.....	83
3.5.6	Rock Paper Scissors	85
3.5.7	Simon Says.....	87
3.5.8	Chrono Challenge	89
3.5.9	Quiz Duel	91
3.5.10	Lucky Marbles.....	92
3.5.11	Auction	94
3.5.12	Performance ranking.....	96
3.5.13	Clock and slideshow module	98
3.5.14	The Randomizer module	99
3.6	The Message Broker module.....	100
3.7	Adding multimedia content.....	102
3.7.1	Pictures.....	102
3.7.2	Shapes	103
3.7.3	Speech	107
3.7.4	Sound.....	108
3.7.5	Video	111
3.7.6	Real-time chart.....	113
3.7.7	Word Game	115
3.8	SmartQuiz and AI.....	119
3.8.1	AI Quiz generator	119
3.8.2	AI-Completion for multiple choice questions	120
3.8.3	Trivia Feud survey generation.....	121
3.8.4	AI-image generator	122
3.8.5	Validate with Google	124
3.8.6	Credits	124
3.8.7	AI roast	124
3.8.8	General settings for AI.....	124

3.9	Dual language quizzes	125
3.10	Import and export of questions	126
3.10.1	Import of Excel format	127
3.10.2	Import from PowerPoint	129
3.10.3	Import from Spotify™	129
3.10.4	Import from SmartQuiz	131
3.10.5	Export to PDF.....	131
3.10.6	Export to HTML	132
3.11	Styles	132
3.12	Backgrounds	134
3.13	Advanced slide properties	135
3.14	Other functionality	135
3.14.1	Undo/redo.....	135
3.14.2	Slide routing	136
3.14.3	Text reveal animations	137
3.14.4	Jokers.....	138
3.14.5	Text casing.....	140
3.14.6	Find text in questions and answers.....	140
3.14.7	HOME -> Alignment & Size, Order	141
3.14.8	HOME -> Banners	141
3.14.9	HOME -> Shuffle	141
3.14.10	HOME -> Options.....	141
3.14.11	FILE -> Options dialog.....	143
3.14.12	Packing and unpacking a quiz.....	144
3.14.13	Fixing broken links.....	145
3.14.14	Creating playlists	146
3.15	Testing your quiz	146
4	Setting up the game show with SmartQuiz Setup.....	148
4.1	Configuring your hardware – the ‘Buzzers’ tab page	149
4.1.1	Multiple choice buzzer systems	149
4.1.2	Single button buzzer systems.....	153
4.1.3	SmartQuiz wireless Galaxy RGB devices	155
4.1.4	SmartQuiz wireless scoreboards	155
4.2	Setting up mobile keypad support	156

4.2.1	Server mode	156
4.2.2	Mobile keypad section	157
4.2.3	Other options – Waiting room	159
4.3	Setting up teams – the ‘Teams’ tab page	159
4.3.1	‘Teams’ tab page – Sony Buzzers	159
4.3.2	‘Teams’ tab page – SmartQuiz keypads	160
4.4	Configuring sounds – the ‘Sounds’ tab page	164
4.5	Customizing the look – the ‘Screens’ tab page	166
4.6	Other settings – the ‘Advanced’ tab page	168
4.7	End of Question actions	172
4.8	Testing your buzzer setup with SmartQuiz Buzzer Test	173
5	Running the show with SmartQuiz Live	174
5.1	Using physical devices	174
5.1.1	Using the SmartQuiz keypads, buzzers and buzzer poles	174
5.1.2	Using the Fleetwood Reply Systems keypads	176
5.1.3	Using the Sony Buzzers	176
5.2	Using mobile keypads	177
5.2.1	Overview	177
5.2.2	Setting up the system	179
5.2.3	Using the web based mobile keypad	180
5.2.4	Using the SmartQuiz mobile apps	183
5.2.5	Branding the buzzerpad website	190
5.2.6	Making money by selling tickets	192
5.3	Testing with Virtual Keypads	192
5.4	Starting a quiz	193
5.4.1	The launch checker	193
5.4.2	The ‘Welcome’ screen	194
5.4.3	The keypad/buzzer registration screen	195
5.4.4	The countdown screen	198
5.4.5	The quiz screen: voting (everybody answers)	198
5.4.6	The leaderboard	205
5.4.7	Round winners screen	207
5.4.8	Chart screen	207
5.4.9	The final score screen	208

5.5	Controlling the quiz	209
5.5.1	Using the keyboard	210
5.5.2	Using your mobile phone or tablet	211
5.5.3	Using the remote-control device	211
5.5.4	Quizmaster help menu	212
5.6	Command line options	213
5.7	SmartQuiz Director	214
5.7.1	The 'Questions' view	215
5.7.2	The 'Teams' view	216
5.7.3	The 'Analyzer' view	218
5.7.4	The 'Responses' view	219
5.7.5	The 'Round scores' view	219
5.7.6	The 'Extensions' view and SmartQuiz mini games / plugins	220
5.7.7	The 'Media Player' tab	221
5.7.8	The 'Mobile' tab	222
5.7.9	The 'Galaxy' tab	226
5.7.10	SmartQuiz Director dark mode	229
6	Running your quiz at a tradeshow booth with SmartQuiz Solo	230
6.1.1	Customizing the SmartQuiz Solo data entry screen	231
7	Analyzing quiz results with SmartQuiz Analyzer	233
7.1	Exporting results to Excel	234
8	Troubleshooting	235
8.1	Buzzer Connection issues	235
8.1.1	Using Fleetwood Reply Systems keypads	235
8.1.2	Using Sony wired buzzers on Windows Vista	235
8.1.3	Large setups with Sony buzzers	235
9	Advanced topics	236
9.1	SmartQuiz Live recovery mode	236
9.2	Custom behaviours with built-in JavaScript engine	236
9.3	Custom data fields	239
9.4	Skinning	240
10	Tips and tricks	241
	Appendix A: Installing the SmartQuiz keypads/buzzers system	243
	Appendix B: Installing Fleetwood Reply Buzzers	244

Appendix C: Installing Buzz™ buzzers on Windows 7 and later.....	245
Appendix D: Software License Agreement.....	250

1 Introduction

This is the user manual for SmartQuiz 8.5, a professional software suite to create professional, branded, great looking quizzes which are played live with (large) groups of people using wireless keypads, buzzers, or mobile devices. The software can be used for various purposes such as:

- Company parties and corporate events
- Pub quizzes
- Quiz Rooms
- Personal events like weddings, home parties, Christmas quiz bowls etc.
- Meetings
- Education and training
- Tradeshows
- Fund raising events
- Marketing
- Classroom quizzes
- Virtual meetings

As you will see in this manual, the software is easy to use, has an intuitive user interface and a rich set of features that allows you to run any kind of game show format. While there are many quiz- and game show software packages on the market, SmartQuiz is in many ways superior through unique features such as:

- A user friendly, full featured, graphical quiz design environment. No other software such as Microsoft PowerPoint is required.
- High quality graphics output: most quiz games are built as standard windows applications. Although they can provide some nice graphics, they cannot benefit from advanced graphical effects that are only available for GPU accelerated DirectX applications like SmartQuiz. SmartQuiz supports many different resolutions and screen ratios so you can present your quizzes professionally on every beamer, TV screen or monitor available.
- Highly customizable: when running a professional quiz show to advertise your product or service you want your graphics to look uniform with your company's house style. SmartQuiz allows you to customize almost every aspect of its presentation through a concept called 'skinning'.
- Advanced game play; SmartQuiz supports many different modes for your questions such as fastest finger, last-man-standing, open questions, audience response questions, wager questions, majority rules questions etc. SmartQuiz also supports the option to split your audience live in competing demographic groups making it even more interesting for your audience.
- Support for a wide range of hardware devices such as different types of keypads and buzzers, mobile devices, scoreboards and RGB LED devices (for example wearable wristbands that give feedback during the quiz) and they are all wireless.
- A unique set of mini games/modules that you can mix with your quiz content to build an entertaining game show night for your audience.
- Support for Trivia-, Number and Emoji Bingo (available as an optional module) using the SmartQuiz Smart Buzzer mobile- or browser app.

- Free mobile apps for iOS and Android devices allowing more advanced question types with numeric, first letter or full text answers and a web based mobile keypad when installing an app is not possible/not desired.
- The SmartQuiz web buzzer available on www.buzzerpad.com and www.buzzerpad.eu.

The software consists of the following parts:

- *SmartQuiz Studio*, the software that helps you design your quizzes in an intuitive user interface
- *SmartQuiz Live*, the software that runs the 'live' game show and connects to the buzzers/keypads
- *SmartQuiz Setup*, the software that is used to configure various options for the game show
- *SmartQuiz Director*, (part of SmartQuiz Live and a mobile app) which is used to control the running quiz show.
- *SmartQuiz Solo*, software to run a standalone quiz show to be used on a trade show booth.
- *SmartQuiz Analyzer*, software to analyze and visualize the useful data collected during a quiz show.
- *Smart Buzzer*, the mobile keypad as an app for Android/iOS or running from the buzzerpad website.

Before we dive into the details, we'd like to point you to our YouTube channel where you'll find a variety of instructional videos covering different topics. Subscribe now at

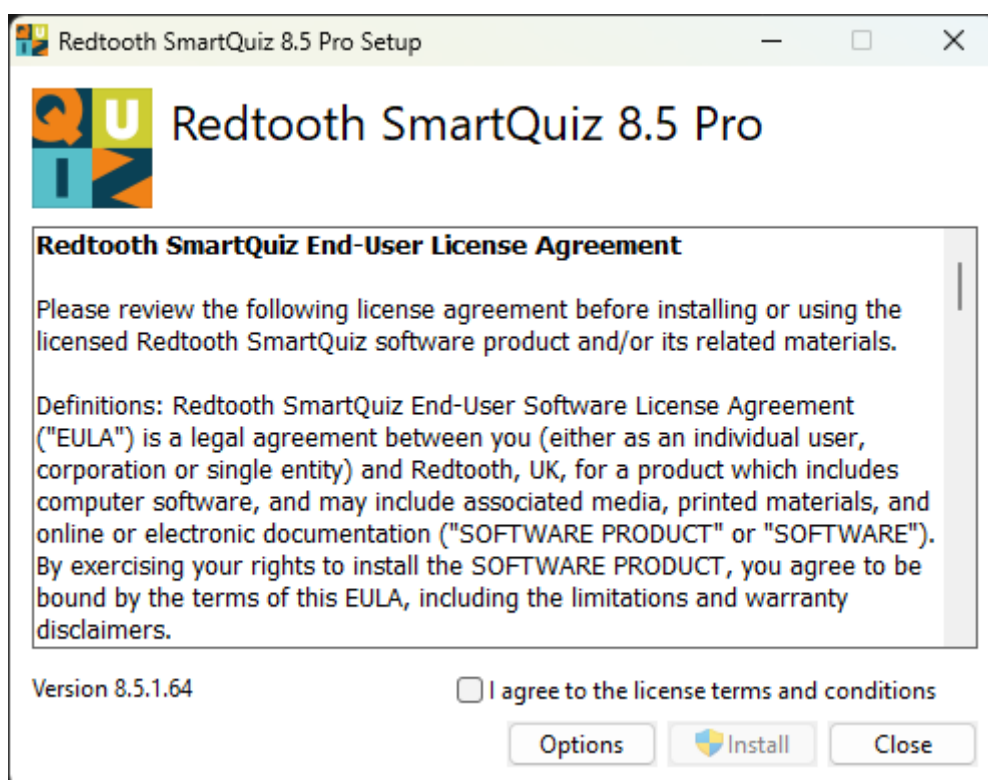
<https://www.youtube.com/@GameShowCrew>

2 Installing SmartQuiz

2.1 System requirements

Component	Requirement
Operating system	Windows 10 or Windows 11
Free disk space	~1 Gb, SSD disk is nice to have
Memory	Minimum of 8Gb, advised is 16Gb
Video card	DirectX 9C compatible video card
Sound card	Any standard sound card will do
CPU	For a good performance when using HD videos, we advise an i7, 2.4 GHz or higher.

To install the software, run the SmartQuiz8.exe installation package. A link to the download section on our website can be found in the e-mail you received with your license key.



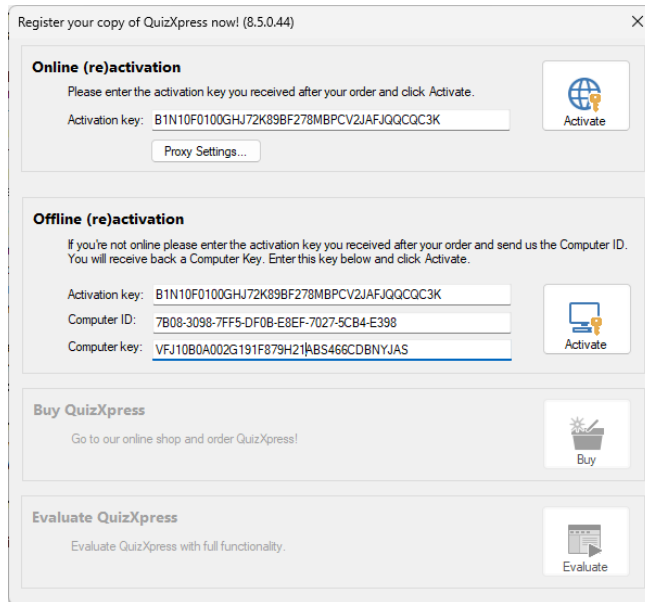
The installation process itself is straightforward. Please thoroughly read the license agreement when you are ready to accept, tick the 'I agree...' checkbox and click 'Install'

2.2 Licensing

The SmartQuiz software suite is protected by a license key. The demo version which can be downloaded from our website has a 2 week, fully functional trial mode. The license key contains information about the number of devices (buzzers/keypads/mobile devices) you can use and the license expiry date.

2.2.1 Activation

The activation dialog appears automatically when starting SmartQuiz Studio if the license has expired or isn't present. Alternatively, you can open the dialog manually from the HOME tab by pressing 'Info' and then 'Activate'.



Register your copy of QuizXpress now! (8.5.0.44)

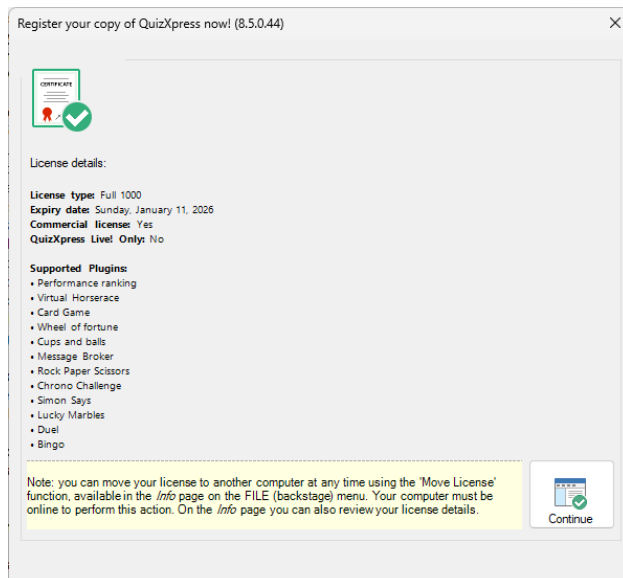
Online (re)activation
Please enter the activation key you received after your order and click Activate.
Activation key: B1N10F0100GHJ72K89BF278MBPCV2JAFJQQQC3K
Proxy Settings... 

Offline (re)activation
If you're not online please enter the activation key you received after your order and send us the Computer ID. You will receive back a Computer Key. Enter this key below and click Activate.
Activation key: B1N10F0100GHJ72K89BF278MBPCV2JAFJQQQC3K
Computer ID: 7B08-3098-7FF5-DF0B-E8EF-7027-5CB4-E398
Computer key: VFJ10B0A002G191F879H21HBS466CDBNYJAS 

Buy QuizXpress
Go to our online shop and order QuizXpress! 

Evaluate QuizXpress
Evaluate QuizXpress with full functionality. 

SmartQuiz can be activated both online and offline. Online activation is easy; simply enter the key you received after your purchase in the 'Activation key' textbox and click 'Activate'. If activation is successful, the dialog will show the following contents:



Register your copy of QuizXpress now! (8.5.0.44)

License details:

License type: Full 1000
Expiry date: Sunday, January 11, 2026
Commercial license: Yes
QuizXpress Level: Only No

Supported Plugins:

- Performance ranking
- Virtual Horserace
- Card Game
- Wheel of fortune
- Cups and balls
- Message Broker
- Rock Paper Scissors
- Chrono Challenge
- Simon Says
- Lucky Marbles
- Duel
- Bingo

Note: you can move your license to another computer at any time using the 'Move License' function, available in the Info page on the FILE (backstage) menu. Your computer must be online to perform this action. On the Info page you can also review your license details.

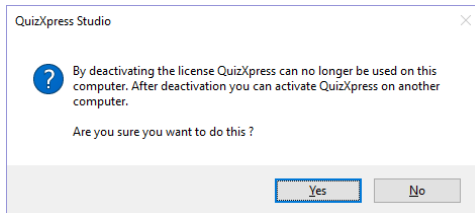


After activation, this dialog shows what is included in your license (the supported mini games and the additional hardware such as the scoreboards and Galaxy RGB devices)

For *offline* activation (in case your PC is not connected to the internet) it is required that you send your 'Computer ID' and 'Computer key' to Game Show Crew, after which you'll receive back an offline activation key by email to be entered in the offline activation textbox.

2.2.2 Deactivating and moving licenses

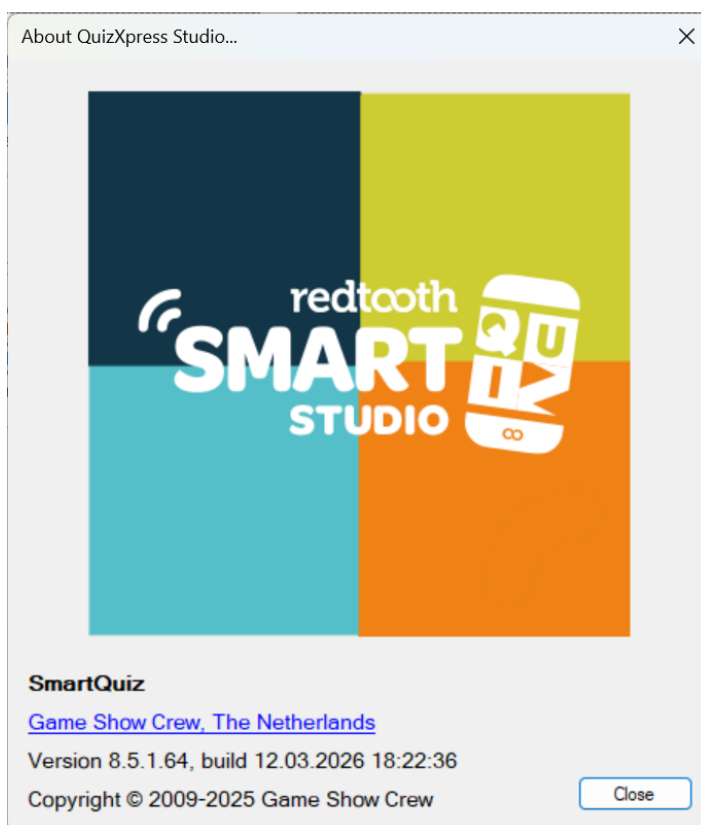
It is possible to move a license to another computer. To do so first make sure you have a copy of your key. In SmartQuiz Studio, press the F1 key and then click the 'Deactivate/Move' button and confirm the message:



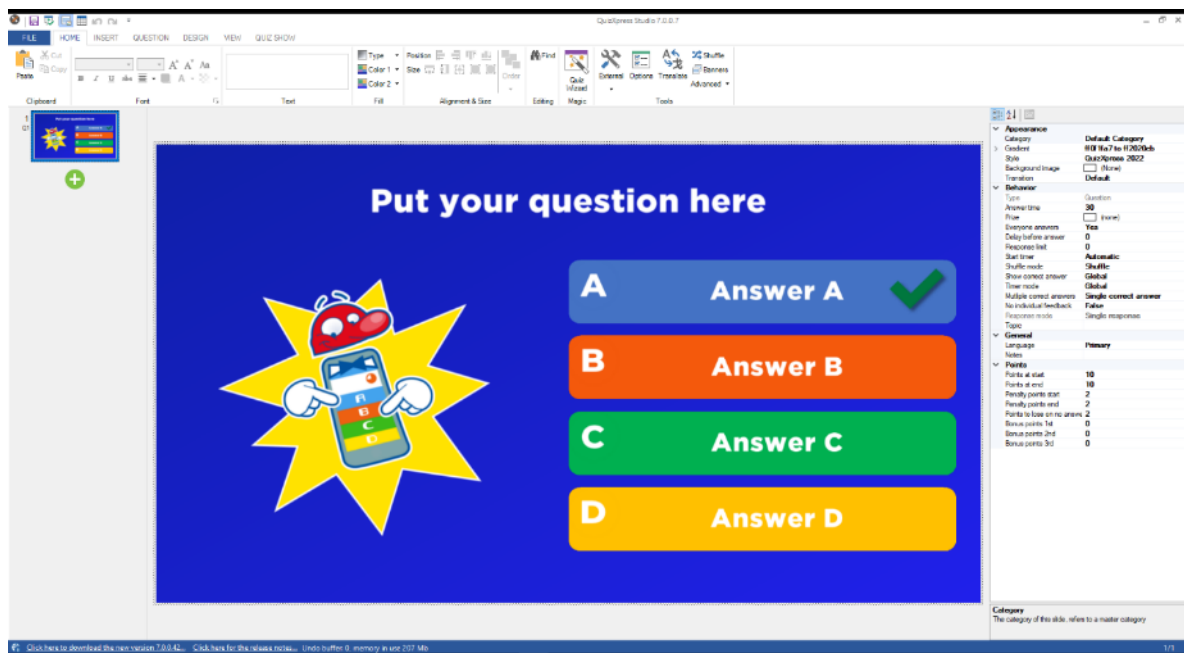
Now, you can go to your other machine and activate SmartQuiz using the same key. Depending on the type of license activation keys may be used on multiple machines.

2.3 Updates and version numbering

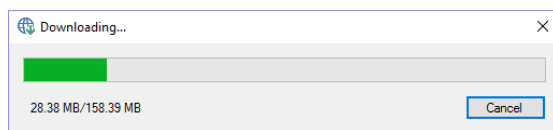
To check your version of SmartQuiz you can open the about box in SmartQuiz Studio. This shows information about your currently installed version:



A SmartQuiz version number consists of 4 digits, for example: 8.5.0.4 having a major-, minor-, build- and revision number. The major number changes only for big updates; the minor number indicates different releases within the major version. The build number and revision are used to differentiate different patches (bug fixes). SmartQuiz Studio checks online for updates when it starts. If a newer version is available from our website you will be notified:



To upgrade your system with a new version simply click the download link in the SmartQuiz Studio lower status bar to download the latest version:



After downloading, the installation program will start. It is not needed to uninstall the currently installed version.

When upgrading, your license key, special settings, quizzes and other customizations are retained as they are stored outside of the SmartQuiz installation folder. You will always be able to open your old quizzes. However, when sharing your quiz with others make sure they are on the same version.

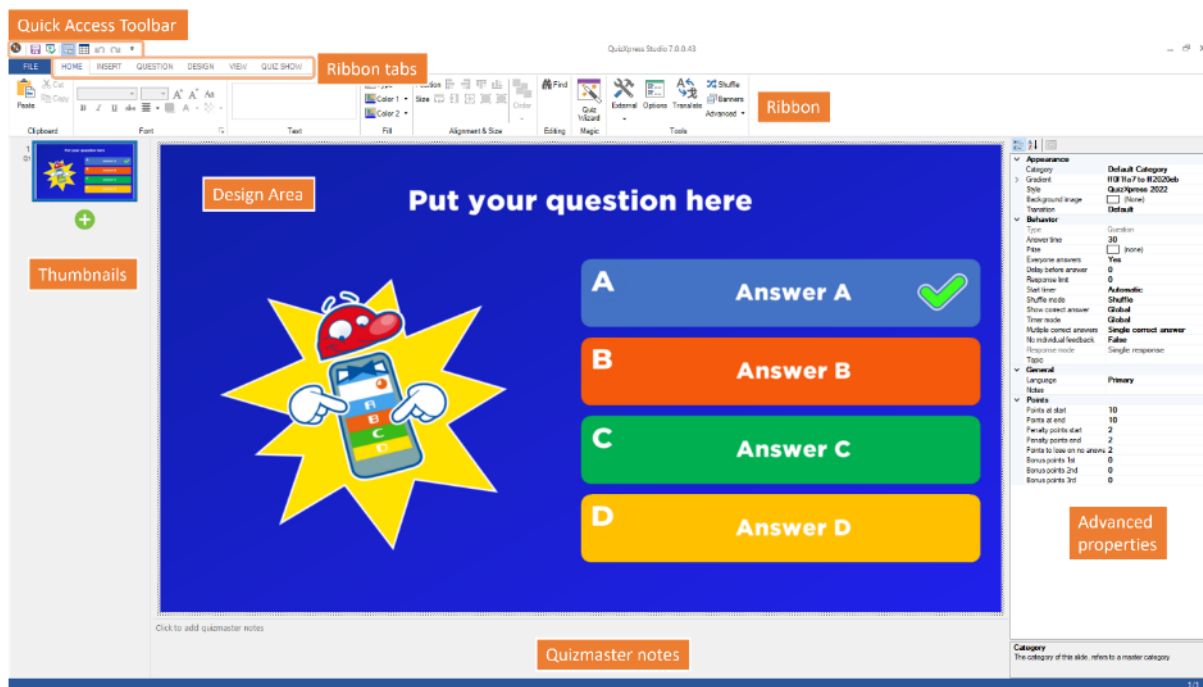
The release notes for SmartQuiz can be found in the file *ReleaseNotes.txt* in the installation folder. You can open this file from within Studio under *FILE->Info->Release Notes* or from the SmartQuiz entry in the Windows Start menu.

3 Designing quiz content with SmartQuiz Studio

3.1 Creating your first quiz

This chapter describes SmartQuiz Studio. With the help of SmartQuiz Studio you design great looking multimedia quizzes in a very intuitive and user-friendly way.

3.2 User interface overview



3.2.1 Ribbon

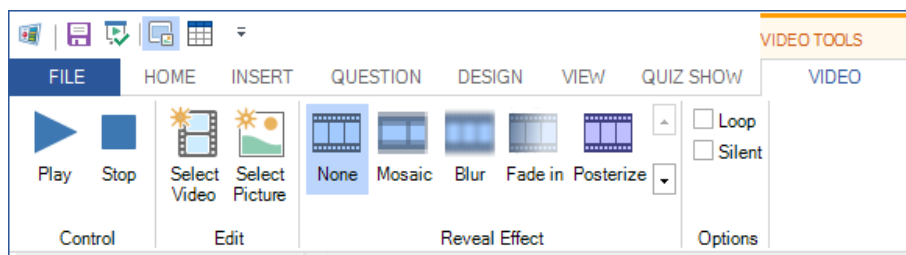
The SmartQuiz Studio user interface is built around the concept of a ribbon. The ribbon was introduced in Microsoft Office and greatly enhances user productivity and discoverability of features. Click [here](#) for more general info on the Microsoft ribbon user interface concept.

The SmartQuiz Studio ribbon is divided into several sections (Ribbon Tabs).

File	Also referenced as the 'backstage' menu. Access to global and file related functionality.
Home	General formatting and control elements
Insert	Add new elements such as sound and text to your quiz slide
Question	Configure the behavior of a question (points, type of question etc.)
Design	Format your slide in different styles and layouts
View	Select what to view in the user interface of SmartQuiz Studio
Quiz Show	Start the quiz show!
Picture	Configure pictures (shown when selecting a picture on a slide)
Shape	Configure picture- and text shapes (shown when selecting an inserted picture or text on a slide)

Speech	Configure speech (shown when selecting a speech element on a slide)
Chart	Configure charts (shown when selecting a chart on a slide)
Audio	Configure audio fragment (configured when selecting audio on a slide)
Video	Set the various video properties (shown when selecting a video on a slide)
Trivia Board	Configure a Trivia Board slide (contextual tab)
Trivia Ladder	Configure a Trivia Ladder slide (contextual tab)
Bingo	Configure the properties for a Bingo round
Word Game	Configure the properties for a Word Game (contextual tab)
Trivia Feud	Configure a Trivia Feud slide (contextual tab)

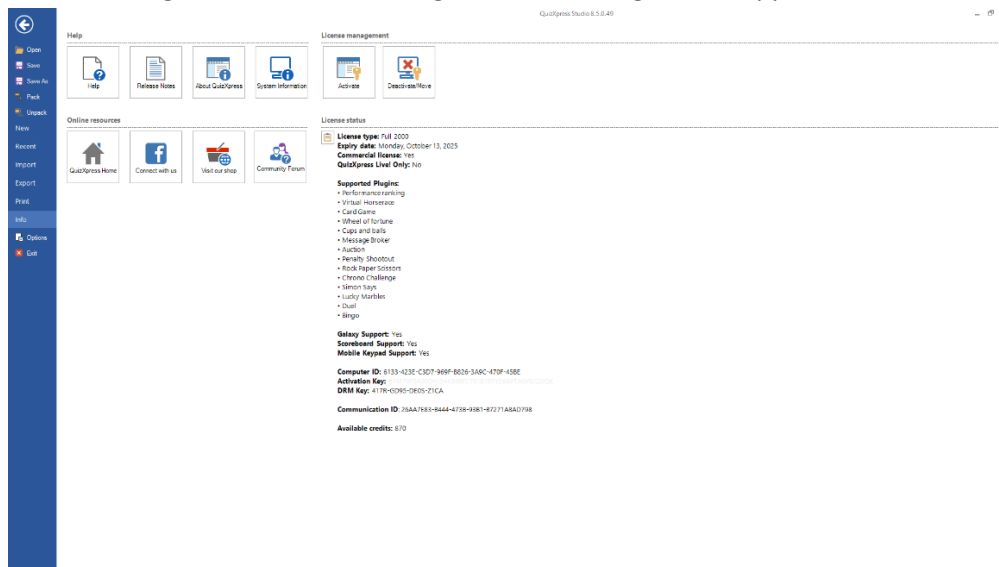
Next to the global ribbon tabs that are always visible there are so called ‘contextual tabs’. Their visibility depends on the selected item in the editor. For example, when selecting a video item on the slide, the contextual tab for VIDEO appears:



The tab will disappear as soon as something else is selected on the slide.

3.2.2 Backstage Menu

When clicking the FILE tab, or hitting F1, the backstage menu appears.



Here you access global application functionality for which the details are available on several other tabs:

New	Create a new quiz and select the aspect ratio of the slides
Recent	Open recent- and example files
Import	Import questions from Excel or from another quiz file
Export	Export question to Excel or PDF
Print	Print your quiz slides
Info	Access the Help file, various online resources and manage your license

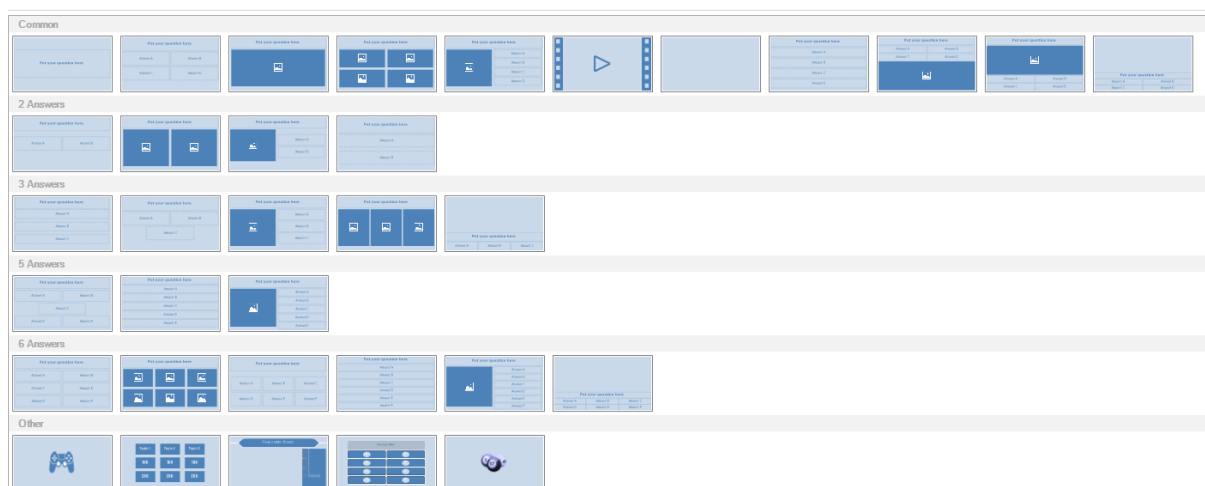
3.2.3 Design area

The design area contains a visual representation of what we call a ‘quiz slide’. It shows the ‘quiz slide’ exactly as it will be shown during the game show. A ‘quiz slide’ consists of several items: a question, multiple choice answers, pictures, shapes and text, a video or a sound item etc. Items can be selected individually or as a group after which they can be modified. Also, the quiz slide as a whole can be selected to edit its properties. To select a quiz slide, click on the slide background. See section 3.2.5.1 for an overview of all properties of a slide.

Slide items can be selected and resized by left clicking one of the resize handles and dragging it to the desirable size. When multiple items are selected by either using the Ctrl key or dragging the selection by the mouse, editing properties shown in the property pane (or by using ribbon controls) implies changing the properties for all selected items in one go. One example where this can be very handy is when you want to set the font for all answers in a question at once. To do this, first multiple select all answers and then change the ‘font’ property in the properties pane. While moving objects around, they will snap to an invisible grid, to turn off the snapping by holding down the *Ctrl* key while dragging an object.

3.2.3.1 Inserting a slide

To insert a new slide, go to the INSERT menu and choose one of the predefined layouts in the ‘Quiz Slides’ section. Dark blue boxes represent a placeholder for inserting a picture or video.



By choosing the layouts on the bottom row you can respectively insert a minigame, a Trivia Board, a Trivia Ladder, a Trivia Feud game or a Bingo round.

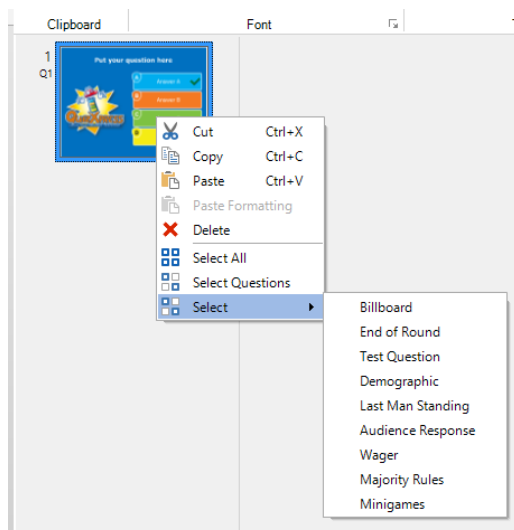
You can also change the layout of an existing slide by going to the DESIGN menu, where you can click on the dropdown arrow in the ‘Change Layout’ section. The same dropdown list as shown above will be displayed where a new layout can be chosen. Items from the current layout that fit into the new

layout will be copied. For example, when you go from a layout with a question, a picture and three answers to a layout with a question, a picture and four answers, the picture, question as well as three answers will be copied to the new layout.

3.2.4 Thumbnails panel

This panel gives you an instant overview of all your questions. You can navigate to a question by clicking on a thumbnail. You can move/change the position of a question by dragging the thumbnail to another position and dropping it there. The thumbnail panel allows you to select multiple questions by clicking the thumbnail with the *Ctrl* key down, or with the *Ctrl+A* shortcut to select all questions in the quiz. You can also select a range of questions by clicking the first thumbnail in the range followed by the last thumbnail in the range holding down the *Shift* key. When multiple questions are selected, you can change the properties of all questions in one go using the property grid (if you do not see the properties grid on the right-hand side of SmartQuiz Studio, click VIEW in the ribbon and then put a check before 'Properties'). In this way you can also delete multiple quiz slides at once.

The thumbnail panel has a context menu. Right click the thumbnail panel to invoke this menu:



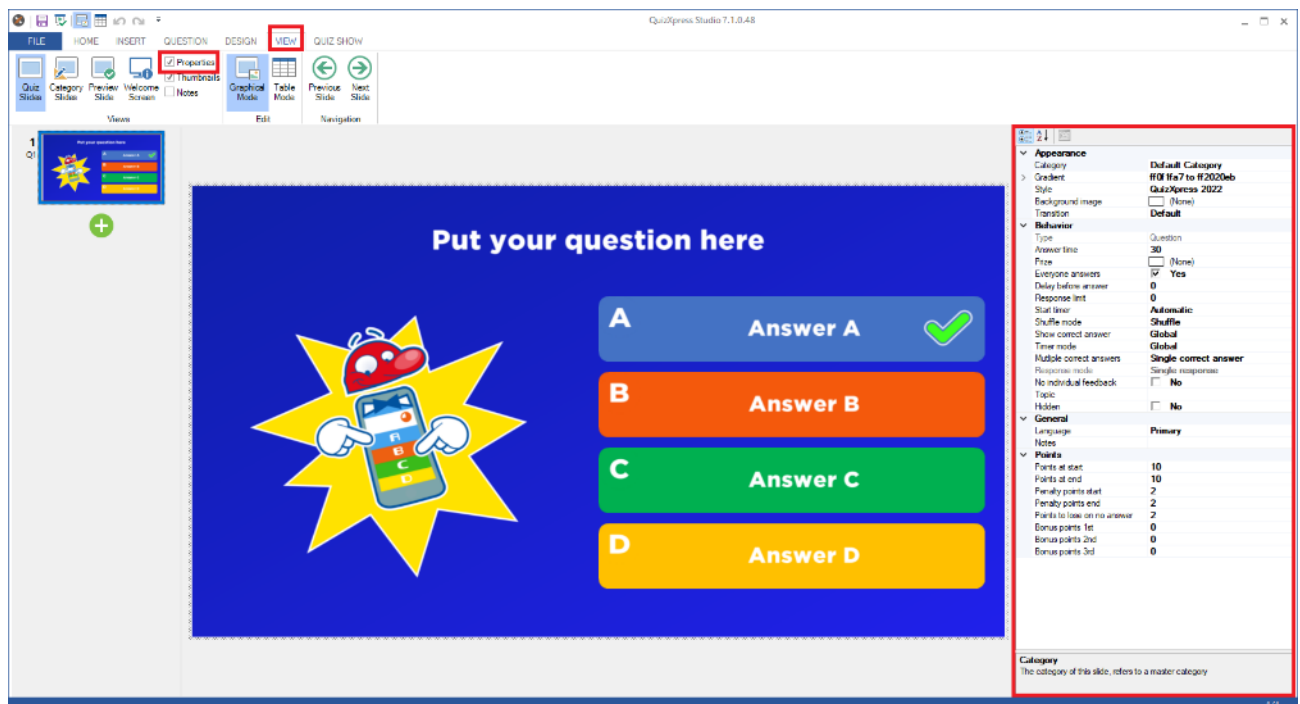
From here you can copy/paste/delete one or more selected questions, select all slides, select all questions (banners are excluded in the selection when using 'Select Questions') or select all slides of a specific type. Note that you can also copy & paste quiz slides between two instances of Studio allowing you to create 'libraries' of questions from which you build your specific quizzes.

In the Options dialog (which you can open from the HOME tab > Options button) you can enable the thumbnail panel to show some extra information for each slide such as the actual question number (as shown in SmartQuiz Live). You can find the option on the 'Other' tab of the options dialog:



3.2.5 Advanced properties grid

The property grid is the place where you can quickly set all the detailed properties of the selected element(s). Each element (such as question, answer, slide, video, and picture) has individual properties. It is not absolutely needed to use the property grid as the most important settings can be accessed through the ribbon but for advanced users this may be a quicker way to get things done. (some more advanced/obscure properties can only be accessed from the properties grid). In the following chapters you will find an explanation of the most important properties. You can show the property grid by going to the VIEW menu and putting a checkmark before 'Properties' (in the 'Views' section).



3.2.5.1 Quiz slide properties

These properties are shown by clicking on the background of a question. The properties are split in different groups:

- *Appearance*, defining how the question is rendered.
- *Behavior*, defining the behavior of the question during the game show.
- *General*, general properties.
- *Points*, points assignment section.

Property	Description
Answer time	The duration of the countdown in seconds. Specify a value of 0 for a question without time. You can then end the question by pressing the spacebar. Countdown can be paused by pressing 'P' in SmartQuiz Live.
Auto judge	This setting is valid for a question that is fastest finger (Voting = no) and that is multiple choice. In this case, the 'Auto judge' setting indicates whether a question will be automatically judged by SmartQuiz Live when a multiple-choice button is pressed on a buzzer/keypad (for non-multiple choice buzzers auto-judge is always automatically set to 'No').
Auto advance when media ends	Advance to the next slide automatically when a video or sound on a billboard ends. This helps creating self-running quizzes. This property is available when there is a media element on the slide and when the slide Type is billboard.
Background image	The background picture of the quiz slide.
Background stretch mode	Indicates how the background picture is stretched on the slide. This can either be 'Fill' to simply fill the entire slide with the picture (aspect ratio is not maintained) or 'Zoom' to keep the correct aspect ratio and possibly lose some parts of the picture
Bonus points	The bonus points for the 1, 2 nd and 3 rd fastest player to answer correctly.
Class	A user definable text to classify the type of slide. This data will be exported in the Analyzer score file and will be send to MessageBroker so it can be used to trigger a particular behavior
Category	The category for this quiz slide. By selecting a category, you define the graphical formatting. Note: you can define your own categories! For an explanation of categories please refer to section 3.3
Continue after correct answer	When a correct answer is given for a fastest finger question (of type 'default', the answer is given verbally and judged as correct) countdown continues and other players can press (often used for games during an event happening outside of a quiz).
Correct answer	The correct answer for this slide. Applicable only when the input mode (see below) is 'numeric', 'letter' or 'text'.
Delay before answer	Time in seconds that will lapse before the answers are shown. This gives a quizmaster the possibility to read the question aloud before answers are shown.
Delay between answers*	In case both 'Delay before answer' and 'hide and show one by one' have been set, this property appears. It defines a timeframe that will lapse between each answer that will appear.

Demographic group*	This property can be set when the Type of the slide is set to 'Demographic'. It defines a demographic group. When the quiz is run, people pressing their buzzer when a demographic quiz slide is shown will belong to the group indicated by this property. Please also refer to section 5.4.5.5 for more information about demographic groups.
End of round action*	This property can be set when the Type of the slide is set to 'End of round'. It's possible values are 'Disable one loser', in which case the participant with the least amount of points is dismissed, and 'Quizmaster selects losers', in which case the quizmaster can select the participants that will be dismissed, one by one.
Evaluation mode	Indicates whether the evaluation of a numeric answer is 'exact match' (answer given needs to match the correct answer of the question exactly) or 'nearest wins' (the player who is closest to the answer wins the indicated points).
Gradient	The gradient fill for the background of the slide. This property only applies if you have no image in the background. A gradient 'from' color and a gradient 'to' color can be selected as well as a gradient type.
Input type	For an open question you can choose between 'default' (fastest finger question) or for a 'number', 'letter' or 'text' answer. The latter three modes apply only when using mobile phones (as keypads and buzzers do not offer numeric or textual input).
Language	The current (editing) display language of the slide for bilingual quizzes.
Lock-out on wrong answer	Sets the lockout mode for a fastest finger question. Either the player is locked out on a wrong answer, or the player can retry.
Multiple correct answers	Indicates if this question has more than one correct answer and if multiple correct answers are in a specific order
Mute countdown sound	Mute the countdown sound for this question
Notes	A text (hints) for the quizmaster that will be included in the PDF export
Ordered answer mode	For ordered answers, you can indicate if you want responses to exactly match the order (Exact match) or if a partial correct response also results in points (a percentage of the points, depending on how many of the answers are at the right spot).
Penalty points end	Number of points that are subtracted when a participant answers incorrectly at the end of the countdown (interpolates between start – end)
Penalty points start	Number of points that are subtracted when a participant answers incorrectly at the start of the countdown
Points at end	Number of points that are added when a participant answers correctly at the end of countdown. Must be smaller than or equal to 'points at start time'. Points are interpolated between counter start and end. So when points at end time is smaller than points at start time, the number of points to gain decreases while countdown is running. When the two values are equal the points that can be gained will be the same during countdown.
Points at start	Number of points that are added when a participant answers correctly at the start of countdown.
Points to loose on no answer	The points that are subtracted when no answer is given (only applicable for voting questions)
Steal Points	When the steal points option is active for a fastest finger (buzzer) question, a player giving an incorrect answer does not lose points. Instead, the

	penalty points as configured for the slide are awarded to all the other players and the question immediately ends.
Response limit	The maximum number of teams for which the system will take responses. For example, if you play with 100 teams, you can set this value to 25 so only the first 25 teams get to answer the question
Response mode	Indicates if this question accepts only one answer per player or multiple (used in combination with 'Multiple correct answers'). When setting this option to 'multiple responses, exact match', the multiple answer response needs to exactly match with the correct answers in order to win points.
Revise answer	Here you can override the option to allow players to revise their answer (set in Quiz Setup for all slides)
Safety net*	Used for trivia ladder questions. When in a trivia ladder round and a player answer's incorrectly, he or she falls back to the nearest safety net on the trivia ladder.
Show answers action*	When 'Delay before answer' has been set, this property appears. By setting it to 'hide and show at once' the answers are shown in one go after the delay time has lapsed. By setting it to 'hide and show one by one' the answers are shown one by one after the delay time has lapsed.
Show correct answer	Mode for showing the correct answer on this slide. Either follow the global setting as indicated in Quiz Setup, never show the correct answer, or always show the correct answer
Shuffle mode	Determines what happens when the quiz is shuffled
Start timer	Indicates whether the countdown timer should start automatically when the question appears or by a manual action.
Steal points	Applicable for fastest finger questions. When enabled, all other players steal the points from the player buzzing in when the provided answer is wrong
Style	The render style for the question. You can find more about styles in the chapter "Styles"
Text evaluation	Indicates whether the evaluation of a text answer is 'exact match' (answer given needs to match the correct answer of the question exactly) or 'fuzzy match' (an algorithm is used that allows a certain percentage of difference between a given answer and the correct answer. This allows players to make spelling mistakes).
Tolerance	Allowed variation between the correct answer and given answers. Applies to questions with input type 'text' with 'text evaluation' set to 'fuzzy match'.
Topic*	The topic of the question. This is used to automatically generate a preceding Trivia Board.
Transition	The transition animation when moving to the next slide
Type	Display only field showing the type of the slide: • <i>Question</i>: slide is a normal quiz question. • <i>Billboard</i>: slide is display only. • <i>End of round</i>: slide indicates the end of a quiz round. Intermediate scores are shown, and the quizmaster has the option to dismiss teams. Also see the property: 'End of Round'. • <i>Test question</i>: slide used to demonstrate the system to the participants. No points are added/subtracted. • <i>Demographic</i>: this slide serves to partition all participants into competing groups. Also see property 'Demographic group'.

	• <i>Last Man Standing</i>: slide is a quiz question. Participants answering the question incorrectly are dismissed from the quiz. • <i>Audience Response</i>: slide to simply collect a response from the audience without changing any quiz scores. The response data can be displayed in a chart • <i>Wager</i>: allows the audience to bet a percentage of their scores on the following question. • <i>Majority Rules</i>: a slide where the correct answer depends on what is chosen most by the audience • <i>Minigame</i>: a slide that launches the selected minigame
Voting	Indicates whether all participants can answer or if only the participant which is first to buzz can answer.

* visibility of the property depends on other properties

3.2.5.2 Question properties

These properties are shown when clicking on the question box on a slide

Property	Description
Alignment	The text alignment of the question text
Drop shadow	Indicates whether a shadow is imposed under the question text
Gradient	The gradient fill for the background of the question.
Shadow color	Indicates the color of the shadow
Text	The text of the question
Text Color	The color of the question text
Text font	The font used for the question text
Text reveal animation	How is the text revealed. Show (default: shows directly), Show letter by letter or Show word by word
Text reveal delay (sec)	The delay after which the text is shown
Text reveal speed	Speed of the text reveal
Transparency	Transparency of the background of the question

3.2.5.3 Answer properties

These properties are shown when clicking on an answer box on a slide

Property	Description
Alignment	The text alignment of the answer text
Correct answer	Indicates whether the selected answer is the correct answer. Set to 'true' if the selected answer is the correct answer.
Correctness	Applicable for questions with multiple correct answers this value sets the correctness (as a percentage of the total question points) of the answer
Drop shadow	Indicates whether a shadow is imposed under the question text
Gradient	The gradient fill for the background of the question. It depends on the used style if this property is applicable
Shadow color	The color of the drop shadow
Text	The text of the answer
Text reveal animation	How is the text revealed. Show (default: shows directly), Show letter by letter or Show word by word

Text reveal delay (sec)	The delay after which the text is shown
Text reveal speed	Speed of the text reveal
Text color	The color of the answer text
Text font	The font of the answer text
Transparency	Transparency of the background of the answer panel

3.2.5.4 *Picture properties*

These properties are shown when clicking on a picture box on a slide

Property	Description
Border	Indicates whether a border is drawn around the picture
Border color	The color of the border, when enabled
Border thickness	Thickness in pixels of the border (when enabled)
Corner radius	Corner radius for the border line to create a rounded border
Correct answer	Indicates whether the picture contains the correct answer. Can only be set for pictures if the slide only contains pictures and if the slide is multiple choice.
Drop shadow	Indicates whether a shadow is imposed under the picture
Effect	Sets an effect on the picture. See section 3.7.1.2 for a more detailed explanation about effects.
Hidden	Hide the picture during the quiz
Hidden on mobile	Indicates if a picture shown on a quiz slide should be hidden on the mobile phone. A scenario for using this is when you want to show another picture on the mobile phone than is shown on the big screen for the audience. For example, you want the picture on the mobile to have another aspect ratio. In this case, you do not want to show the picture that is shown on the big screen on the mobile phone as well.
Image	A thumbnail of the image. Click the browse (...) button of this property to browse for a picture.
Inflate	Determines if the picture should fill the entire area by zooming in
Label	A textual description for the picture to (be used when the picture cannot be shown)
Mobile device image	An alternative version of the image to be used on mobile devices
Stretch	Stretch the image in both directions to fill the area (may distort the image)

3.2.5.5 *Sound properties*

These properties are shown when clicking on a sound item on a slide

Property	Description
Duration	The duration of the sound. Initially the full duration is shown.
Intro pause	The time to wait before the sound starts. This gives the quizmaster the possibility to first read the question.
Keep playing	By default, the music you put on a slide will stop when the countdown timer ends. With this flag you can let the music play until you move to the next slide
Pitch	The pitch at start of the countdown
Remove vocals	Effect to remove vocals (may yield mixed results)

Repeat	Indicates whether the sound should repeat itself.
Replay	Replays the sound after the correct answer has been revealed in the question.
Replay delay	Shown when replay is enabled. Shows the number of seconds after which the repeat begins
Replay start	Sets the time where the sound fragment will start playing
Replay end	Sets the time where the sound fragment will stop playing
Sound Storage Type	Indicates if the sound data is stored embedded in the quiz file or on the local disk (linked)
Speed percentage	The speed of the sound when it starts playing.
Start at	The position in the sound file from which the sound will be started.
Stop at	The time to stop the sound
Target Pitch	The pitch at the end of the countdown (pitch will interpolate from start to end)
Target speed percentage	The speed of the sound when it ends playing. Note: by playing with the 'speed percentage' and 'target speed percentage' it is possible to play sounds 'from slow to normal' or 'from fast to normal'. Setting both percentages to 100% just plays the sound fragment from start to end at normal speed.
Volume	The volume at which to play the music
Volume fade	Fade in/out when starting/stopping the music

3.2.5.6 Mini game properties

Property	Description
Minigame title	By default the mobile buzzer shows the name of the minigame on screen. You can override this and provide your own text. So instead of seeing "Horse race", you can now show something more exciting.

3.2.5.7 Video properties

These properties are shown when clicking on a video on a slide

Property	Description
Aspect Ratio	(read only) aspect ratio
Codec	(read only) video decoder being used
Duration	(read only) length of the video
Effect	Optional effect on the video
End	Time to end the video
Intro Pause	Delay between showing the slide and starting the video
Linked File	Filename of the external video file if linked
Loop	Repeat the video after it stopped
Replay	Replays the video after the correct answer has been revealed in the question.
Replay delay	The number of seconds after which the repeat begins
Replay start	Sets the playback time where the video will start
Replay end	Sets the playback time where the video will end

Silent	Suppress the sound in the video
Start	Time to start the video
Video Height	(read only) height of the video
Video storage type	Indicates whether the video fragment is embedded or linked. Embedding a video fragment into a quiz means the video fragment is incorporated into the quiz file. Linking a video fragment means a reference is made from the quiz file to a video on the file system. In general, linking videos is recommended. <i>Note: when linking videos, be sure to not remove the video files from your file system. When moving the quiz to a different computer, the videos must be copied into the same folder as the quiz file.</i>
Video Width	(read only) width of the video

3.2.5.8 Shape properties

These properties are shown when clicking on a picture shape or text shape on a slide.

Property	Description
Alignment	The text alignment of the text shape
Background transparency	Applicable for text shapes. Sets the transparency of the color used for the background (the Gradient property).
Border color	The border color of a text shape
Border width	The width of the border of a text shape
Corner radius	The radius of the border of a text shape. Allows you to make rounded corners.
Drop shadow	Indicates whether to use a drop shadow for a text shape
Gradient	The gradient fill for the background of text shape. A gradient 'from' color and a gradient 'to' color can be selected as well as a gradient type.
Picture	Applicable for picture shapes. A thumbnail of the image. Click the browse (...) button to browse for a picture.
Rotation Angle	The rotation angle of the picture or text
Shadow color	Shadow color of the drop shadow for a text shape
Stretch	Applicable for picture shapes. Stretches the picture to cover the full area of the surrounding selection box
Text	The text of the text shape
Text color	The color of the text of a text shape
Text font	The font used for the text shape
Transparency	Set the transparency of the picture or text
Visibility	Indicates whether a shape (being either a picture or text) is always visible, becomes visible when an answer is revealed, is hidden when an answer is revealed or is timed (appears at a certain point in time during countdown)

3.2.5.9 Speech properties

These properties are shown when clicking on a speech item on a slide.

Property	Description
PreRoll	Indicates the number of seconds to wait before the speech starts
Rate	The speed at which the text of the speech item is read
Text	The text to be read

Voice	The voice to use (choose one from the installed voices in Windows)
Volume	The volume of the spoken text

3.2.5.10 Chart properties

These properties are shown when clicking on a chart on a slide

Property	Description
Alignment	Alignment of the title of the chart
Area background	Set the background color of the chart data area
Axis color	The color used for the axis
Axis label autosize	Automatically set the size of the labels on the axis. If not set, you can explicitly choose a font and size for the labels
Axis label color	The color used for the labels on the axis
Chart background	Set the background color of the area outside of the chart data
Chart type	The type of chart, choose between Bar, Column, Doughnut or Pie
Corner radius	Radius of the corners of the chart element
Dropshadow offset	Show a drop shadow for the chart data area
Grid color	The color used for the grid in the chart data area
Label color	Color of the labels shown for each element in the chart
Label display mode	For the labels, show absolute values, percentages or both
Label font	Font of the labels
Label style	Indicates where to position the labels
Mode	Indicates the type of data that is shown in the chart: response (percentage of each answer given) or right/wrong (percentage of players that were right/wrong)
Show 3D	Show a 3D representation of the chart
Show legend	Show a legend for the chart data (percentage of responses for each answer)
Title	Title of the chart
Title color	Color of the title of the chart
Title font	Font of the title of the chart
Visibility	Indicates whether the chart is always visible (with live updates during countdown) or only after the question closes

3.2.5.11 Word game properties

These properties are shown when clicking on a word game on a slide

Property	Description
Alignment	Alignment of the text
Background fill	The gradient fill for the background of the word game. A gradient 'from' color and a gradient 'to' color can be selected as well as a gradient type.
Center index	For a word wheel game, indicates the letter which appears in the center
Drop shadow	Indicates whether to use a drop shadow for the letters in the wordgame
End reveal at	Percentage of the countdown time when the reveal ends
Font	The font used for the text

Interval	For unscramble and reveal word games, control the time between the steps in the game: linear, slowing down or slowing down a lot
Layout	For reveal or unscramble word games: dynamic letter grid or fixed letter grid with 52 cells.
Letter background fill	The gradient fill for the background of the letter boxes in the word game. A gradient 'from' color and a gradient 'to' color can be selected as well as a gradient type.
Letter corner radius	Radius for the corners of the word game
Letter spacing	Space between the letters in the word game
Manual control	Indicates if letters are revealed automatically or if they are manually revealed by the quiz master from SmartQuiz Director
Padding	Padding around the letters of the grid
Reverse	For a word wheel game, reverse the direction of the letters
Shadow color	Color of the drop shadow for the letters
Spin	Spin the letters in the word wheel around for an extra challenge
Start angle	For a word wheel game, the start angle where the first letter of the word appears
Start reveal at	Percentage of the countdown time when the reveal starts
Text	The text of the word game
Text color	The text color of the text
Text transparency	The text transparency of the text

3.2.5.12 Trivia Board properties

These properties are shown when a trivia board is selected.

Property	Description
Auto select	Automatically select a random tile when the board is selected with an animation
Animation duration (sec)	Duration in seconds of the random selection animation
Animation interval (sec)	Interval between changing the selection during the random selection animation
Background color (Topic Tiles)	Set the background color of the topic tiles
Background color (Question Tiles)	Set the background color of the question tiles
Button margin	Set the margin between the buttons
Circular tiles (Topic tiles)	Make the tiles circular (default is rectangular)
Font (Topic Tiles)	Set the font of the topic tiles
Font (Question Tiles)	Set the font of the question tiles
Hide buttons	Hide button if no questions are left for the topic or points
Max. questions to play	The maximum number of questions to play or 0 for all questions
Randomize questions	If multiple questions are linked to a tile, one will be selected at random. However, if the "Randomize Questions" option is not enabled, the questions behind the tile will be presented in the order they appear in the quiz.
Text color (Question Tiles)	Set the text color of the question tiles
Text color (Topic Tiles)	Set the text color of the topic tiles
Topics only	Only show topics on the board

3.2.5.13 Trivia Ladder properties

These properties are shown when a Trivia Ladder slide is selected.

Property	Description
Background color	Set the background color of the trivia ladder
Background image	Set the background image of the ladder
Background stretch mode	Stretch mode of the background image
Border color	Set the color of the trivia ladder border
Display mode	Where to show the ladder on the screen: slide into the right of the screen, slide into the center of the screen, show full screen, show always (on the right-hand side of the screen).
Keypads color	Set the color of the keypads
Safety net color	Set the color of the safety net steps
Separator color	Set the color of the separators
Show border	Show the border of the trivia ladder
Step color	Set the color of the steps
Wrong answer action	Indicates what to do when a player answers incorrectly: go one step down, stay on the same step, restart on the ladder or fall back to the nearest safety net

3.2.5.14 Bingo properties

When configuring your Bingo game, the following properties are available:

Property	Description
Auto advance after claim	When a claim is handled on screen and that option is enabled to game will continue automatically after the claim. If not the game waits for the host to press next.
Blanks per row	The number of blank cells per row on the bingo card. This can be used to speed up the game
Center Image	The center (bonus) image to appear on the mobile Bingo card
Claims mode	Indicates if only the first player to claim bingo is handled or all players
Countdown time (sec)	The countdown time when handling a bingo claim onscreen.
Enable Virtual Caller	Enable the Windows voice synthesizer to call out the balls/colors for a regular Bingo game
False Bingo handling	How are false bingo's handled (in front of audience or silent)
False Bingo limit	How many times can a player claim a bingo before they are excluded
False Bingo mode	What happens when a player claims a false Bingo
First Pattern...Fifth Pattern	The patterns to play for (up to 5 patterns can be played in one round)
Game Type	Trivia Bingo, Number (traditional) Bingo or Emoji Bingo game
Pattern penalty points	The points to loose for a false bingo (per pattern)
Pattern Points	The points to win for a valid bingo (per pattern)
Randomize questions	When playing Trivia Bingo, this flag indicates that the questions are played in random order
Say Colors	Say the column colors with the numbers (for example 'Blue 4')

3.2.5.15 Trivia Feud properties

When configuring a Trivia Feud slide, the following properties are available:

Property	Description
Auto scale text	Scale the text of the answers so they fit in the boxes (results in different font sizes for the answers)
Drop shadow	Add a drop shadow to the answer texts
Leading zeros	Show leading zeros for the survey scores
Question font	Font of the survey question
Question text color	Color of the survey question
Show light grid	Show the light grid on the background
Survey	Edit the survey answers
Survey question	Edit the survey questions
Survey text alignment	Alignment of the survey text
Survey text color	Color of the survey answers
Game mode	Manual, Fastest Finger, Multiplayer
Hide survey question	Hide the survey question (quizmaster prefers to read it out)
Max correct answers	The maximum number of correct answers a player can give (fastest finger only).
Max incorrect answers	The maximum number of incorrect answers that a player may give before countdown resumes (fastest finger mode) The maximum number of incorrect answers before the turn goes to the other team (manual mode)
Penalty points	The number of penalty points when a given answer is incorrect (fastest finger mode)
Points multiplier	Apply a multiplier of 2 or 3 to the survey answers so a player can win 2 or 3 times as many points
Reveal order	The order in which the remaining panels are revealed ('first to last' or 'last to first')
Reveal delay (ms)	The delay in milliseconds between revealing each survey answer. Enables the host to read out the answers one by one while they are shown.
Wrong answer mode	When a player answered a number of incorrect answers as defined in 'max incorrect answers', indicate with this mode whether a player is excluded for this question or may buzz in (continue) again (fastest finger mode)

3.2.6 Editing content

In order to edit content, click the elements on the slide and change the properties of the selected element in the ribbon or the properties pane.

To edit the question and all the answers, use the 'Edit...' entry in the slide's context menu (right click slide and select 'Edit...'). This brings up the 'Edit question' form. Alternatively you can double click on the slide.

Edit question

Question

Which country would I be in if I landed at Charles de Gaulle airport?

Answers

	Correct answer	Answer text
A	☐	Belgium
B	☒	France
C	☐	Germany
D	☐	Netherlands
E	☐	Portugal
F	☐	

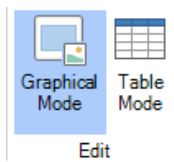
Notes

Paris Charles de Gaulle Airport is one of the world's principal aviation centres, as well as France's largest international airport.

OK Cancel

In this form you easily change the question and answers in one go.

Furthermore, Studio offers two views to edit content, Graphical Mode and Table mode. You can select one of the modes on the VIEW ribbon

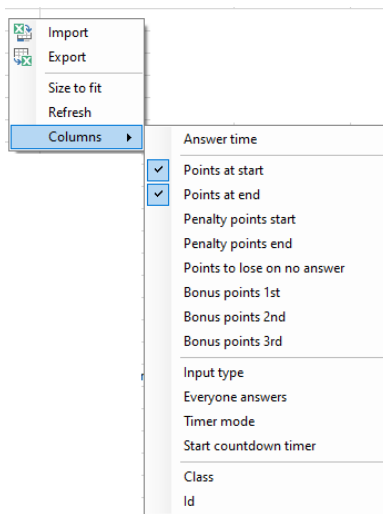
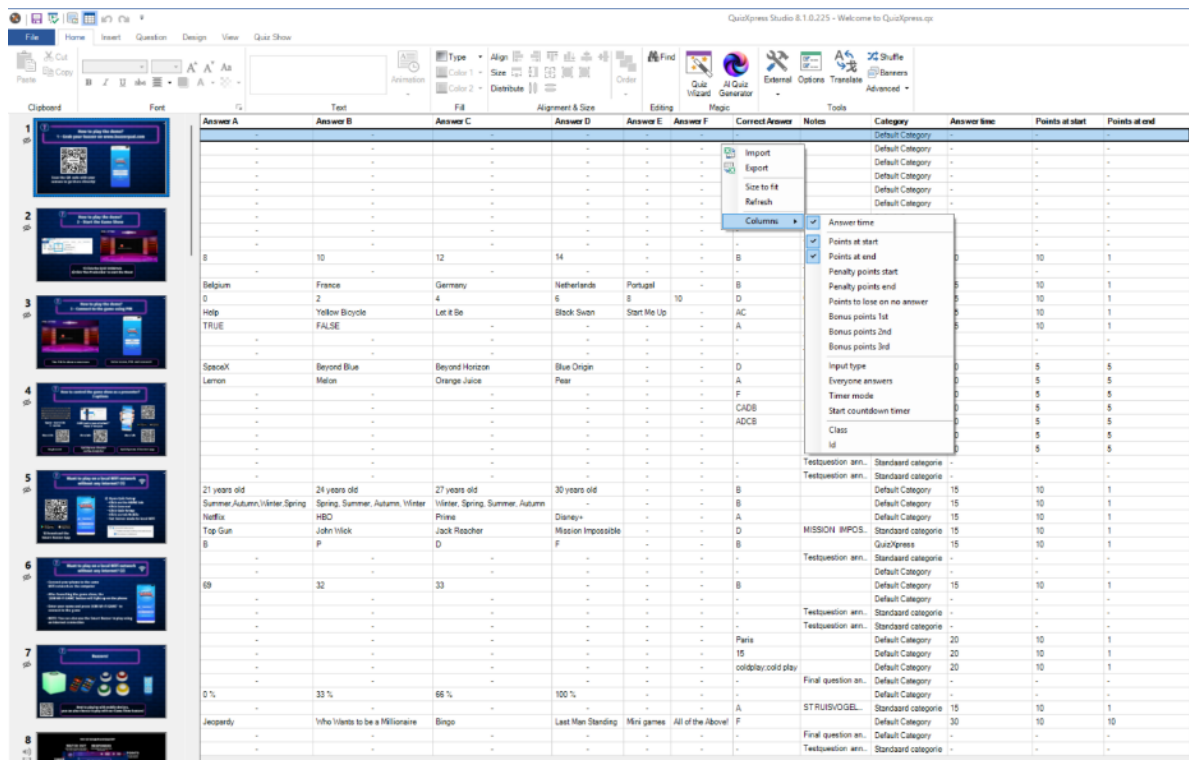


3.2.6.1 Graphical Mode

Graphical mode shows a graphical representation of the slide in the design area. It is the 'what you see is what you get' where you see the slide as it will appear in the quiz player. Note: press F5 or the Preview Slide button on the ribbon for a full screen preview of the slide.

3.2.6.2 Table Mode

In table mode you see an overview of all slides in a table. You see the slide type, the question, answers, correct answer and notes (if applicable, depending on the slide type) which can be conveniently edited in one view.



You can show and edit additional frequently used properties in columns by right clicking in the table.

Click on the Columns submenu and choose the properties you would like to appear in the table.

In addition to being able to edit the values in a table, it's also helpful to view all values at a glance for all questions, making it easier to double-check that everything is set as expected.

The option size to fit resizes the columns to a width where all content of the columns is readable.

3.2.6.2.1 Import Export in table mode

You can import and export the content of the table to Excel.

An export will result in an Excel file with columns for the question, all answers, the correct answer and the slide notes.

Q A1 A2 A3 A4 A5 A6 CORRECT NOTES

Other columns are currently not exported.

If you import a file with the above columns, content of the table will be replaced one on one in the table.

Import Export from table view enables you to easily replace existing content using data from Excel. All other design markup and the structure of the quiz will remain intact. Only the question, the answers, the correct answer and the notes are replaced.

SmartQuiz also provides a more advanced Excel import and export functionality, allowing you to import an entire quiz from Excel, including various properties and the quiz design itself. For more details, see section 3.10.1

3.2.7 The Quiz Wizard

To help you create new content fast, Studio also has a Quiz Wizard. To start it, on the HOME tab of the ribbon, click the 'Quiz Wizard' button in the 'Magic' section. The Quiz Wizard can help you create single slides or entire rounds. It guides you through a series of steps after which it will create the requested content. All you have to do afterwards is fill in the actual questions/answers on the created quiz slides. For example, to create a new Trivia Board, the Wizard shows the following configuration screen:

The screenshot shows the 'Quiz Wizard' dialog box with the 'Create Trivia Board' tab selected. The dialog is titled 'Quiz Wizard' and has a close button (X) in the top right corner. Below the title bar, it says 'Create Trivia Board' and 'Configure your Trivia Board, a grid of topics and points. Each topic/point combination relates to one or more questions.' There is a small grid icon with a plus sign to the right of the text.

The main configuration area is divided into two sections: 'Topics and points' and 'Options'.

Topics and points section:

- Board configuration:** Two radio buttons are present: 'Topics and points' (selected) and 'Only topics'.
- Topics list:** A table with a header 'Topic' and three rows: 'Science' (selected), 'Sports', and 'History'. There is a scroll bar on the right.
- Points list:** A table with a header 'Points' and four rows: '100' (selected), '200', '300', and '0'. There is a scroll bar on the right.

Options section:

- Amount of questions per topic/points:** A spinner box set to '1'.
- Total number of questions to create:** A text box set to '9'.
- Question type:** Two radio buttons: 'Multiple choice questions' (selected) and 'Open questions'.

At the bottom of the dialog, there are three buttons: '< Back', 'Next >' (highlighted with a blue border), and 'Cancel'.

Here you specify how the Trivia Board grid will look and how many questions per points/category there will be.

Another example of using the wizard is the ability to generate an entire Disco Bingo round from a folder of mp3 files. It will read the artist/song mp3 tags (when present in the mp3 files) to automatically generate the correct answers to appear on the bingo cards.

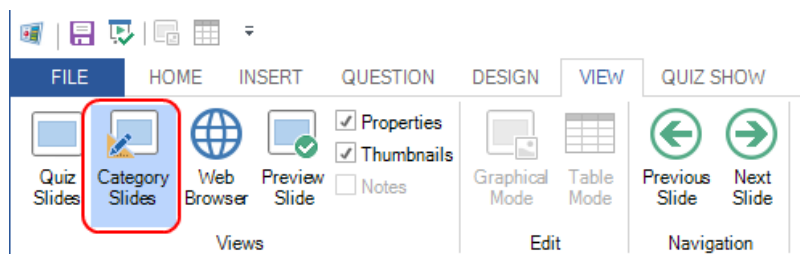
3.2.8 Quizmaster Notes

Notes can be entered in the Notes textbox. If the Notes section is not shown, you can show it by going to the VIEW menu. In the VIEW menu, put a checkmark before 'Notes'.

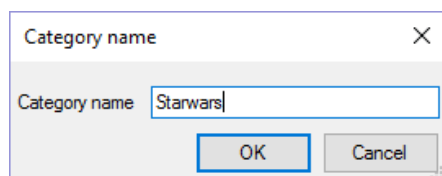
Notes can be used by the quizmaster to provide the audience with some information regarding the question or answers. They can be part of the PDF export of a quiz. They are also shown in SmartQuiz Director and on the Director app.

3.3 Using categories

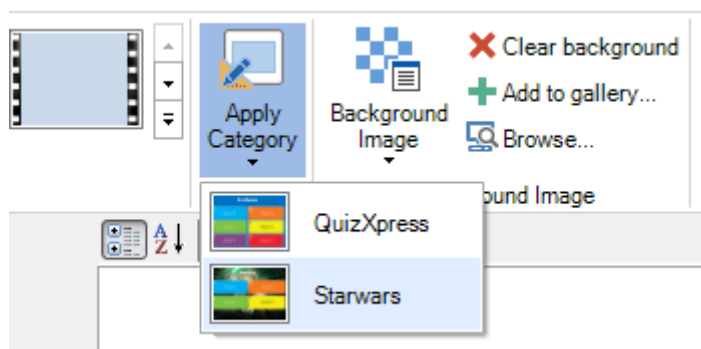
Categories allow you to make groups of questions look the same way. For example, within one quiz, you could have questions about science, music, movies etc. To make all questions about science look the same, you can make a category called 'Science'. For this category you can then set all sorts of properties like the background image, the font, the colors etc. When creating a new question about science you can then apply the 'Science' category after which the whole question will be formatted according to the "Science" template. All categories are stored within your current quiz file. If you frequently use the same categories it is advised to create an empty quiz file to be used as your starting point for all your quizzes. Categories also play an important role when importing questions directly from Excel. Because advanced formatting information cannot be stored in Excel, instead, each question in Excel can refer to an existing category from which the formatting info will be applied to the newly created slide. To create a new category, first switch to 'Category' view:



Then activate the INSERT ribbon tab and click any of the templates and enter a name for your category:



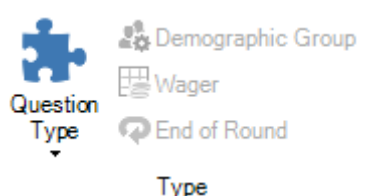
Now you can set the properties of the category like the background to use. To apply a category, switch back to normal quiz slides view, select one or more slides in the thumbnail panel on the left, activate the DESIGN tab and pick the category from the Categories gallery:



Now the selected slide(s) will be formatted like the category slide.

3.4 Supported slide/game formats

The system supports different game formats. The formats are dictated by the 'Question Type' (which can be found on the QUESTION tab) that is chosen.



For each option, please also refer to [section 5.4.5](#) and further which explains more about how each setting manifests itself in SmartQuiz Live!, the quiz player.

3.4.1 Slide type 'Question'

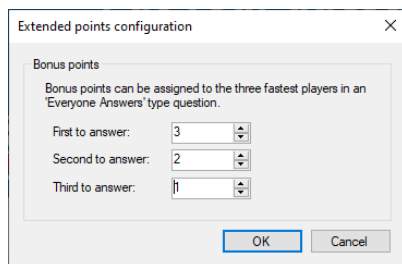
This type indicates a regular quiz question. The following variations are possible:

- *Everyone Answers (also referred to as voting)*: allows every player to answer a question.
- *Lock-out (also referred to as fastest finger)*: the player that hits a buzzer first gets to answer a question.
- *Multiple-choice question*: question with multiple answers that the players can choose. Answers given are automatically judged by the system (that is, if 'Judge question' is set to 'Automatically'). You can create a multiple-choice question by going to the DESIGN tab and changing the layout to a layout with multiple answers.
- *Open question (no multiple-choice options)*: question that will be answered verbally by a player\team after which it is judged by the quizmaster (using his or her presenter remote, the keyboard or SmartQuiz Director). You can create an open question by going to the DESIGN menu and changing the layout to a layout with no answers. In the 'input mode' section, select 'default' as the input mode.
- Extended input types which involve questions with numeric, full text or first letter responses. These questions can be answered with the SmartQuiz Smart Buzzer app or by using the buzzerpad website. You can create an open question with a number/letter or text answer by selecting 'number', 'letter' or 'text' as the input mode.

In the points section you can indicate the number of points to be won for a correct answer, the amount of points lost for an incorrect answer and the amount of points lost when no answer is given. You can also choose for decreasing points as the clock counts down during a question. In order to do this, enter the number of points 'At start' and 'At end'. You can do the same for penalty points (*Wrong answer* and *No answer*).

With these options you can reward players giving an answer quickly with more points. At the same time, wrong answers can be penalized more at the beginning of a question to prevent people guessing/gambling immediately after countdown started.

For a multiple-choice question you can set speed bonus points for the top three fastest players to answer the question correctly. This results in an ‘everyone can answer’ question, with a ‘fastest finger’ element. To access the bonus points setting, click the ‘Speed Bonus’ button in the Points section, after which the following form opens:



The image shows a dialog box titled "Extended points configuration" with a close button (X) in the top right corner. Inside the dialog, there is a section labeled "Bonus points" with a descriptive text: "Bonus points can be assigned to the three fastest players in an 'Everyone Answers' type question." Below this text are three input fields with up/down arrows:

- First to answer: 3
- Second to answer: 2
- Third to answer: 1

At the bottom of the dialog are two buttons: "OK" and "Cancel".

Assign a value greater than zero for each entry (if you only want to award the fastest, only fill in points for the first to answer). During the quiz, an animated bonus-points indicator will appear on screen after the question is over to highlight the player(s) that won the bonus-points.

The jingle of the number one bonus point winner will also be played (for more information about jingles please refer to section 4.4)

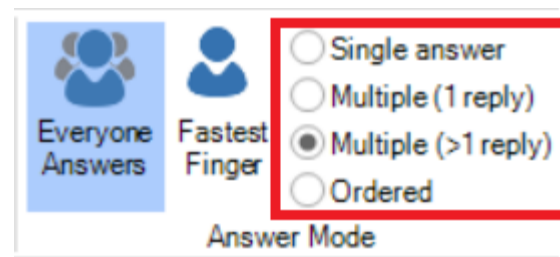


3.4.1.1 *Multiple choice questions*

When creating a multiple-choice question, you can indicate in SmartQuiz Studio which one of the answers is the correct one. If you do this, SmartQuiz can judge given answers by teams for correctness when playing a quiz. You can indicate which answer is the correct one by first selecting one of the answers with the mouse and subsequently putting a checkmark before 'Correct Answer' in the Properties Pane. You can also use the context menu by first selecting the answer, then right click followed by 'Set correct answer'. Next to this you can set correct answers for multiple choice questions in 'Table Mode' representation of the questions (click the VIEW tab and then 'Table Mode'). In the last column of the grid, you can indicate the correct answer for (single answer) multiple-choice questions.

3.4.1.2 *Multiple correct answers*

SmartQuiz supports having multiple correct answers. The following options are available:



Single

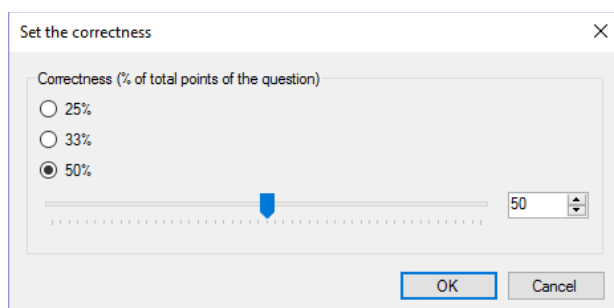
This is the default mode, where there is one single correct answer for a multiple-choice question.

Multiple (1 reply)

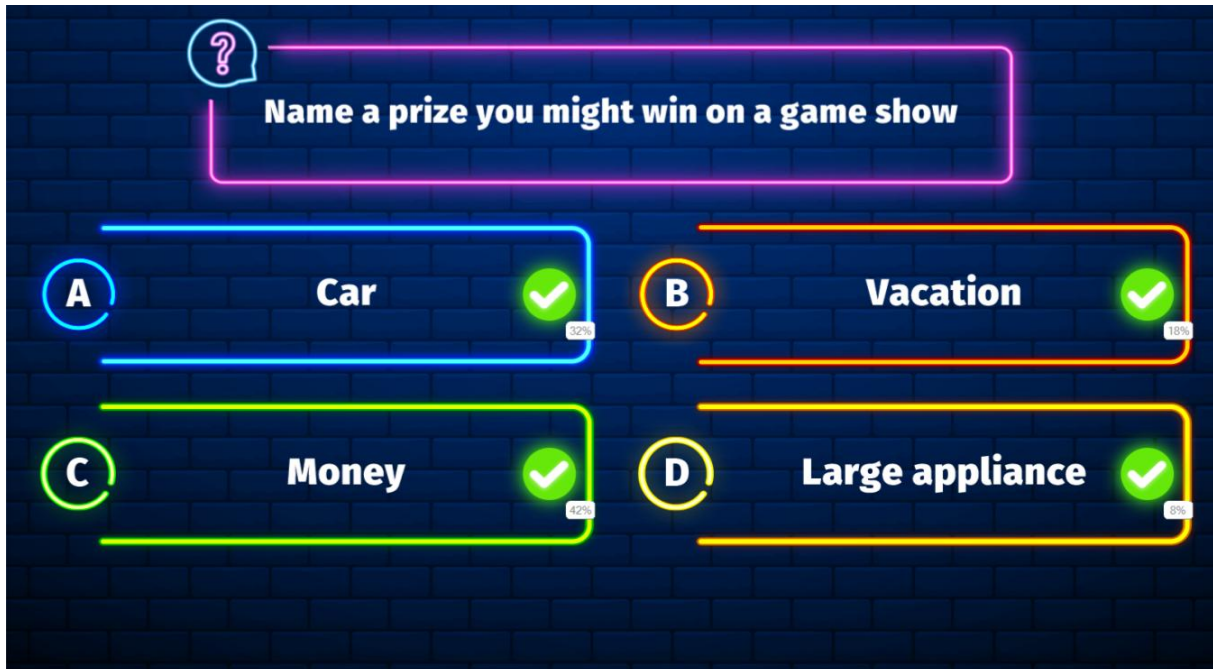
In this mode the question can have multiple correct answers, but the players can only choose one of these answers. For each answer you can set a different correctness if applicable. You can use this to create questions where players can gain more points if they are 'closer' to the correct answer as illustrated in the below question (2000 is the exact answer):



Setting the 'correctness' of an answer can be done by right clicking the answer and selecting 'Set Correctness' from the context menu. The following dialog helps you setting the correctness value:



You can also use this to create 'Family Feud' style questions like the below. By giving the answers the correctness of the family feud answer percentages, choosing a more popular answer will award a player with more points. If you set the points for the question to 100, the number of points that can be won by a player for giving a certain answer is the corresponding percentage.



Multiple (>1 reply)

In this mode the question can also have multiple correct answers each with a different 'correctness' but now the players can select more than one answer. So, for example when answer A and C are both set to correct (each with 50% correctness), players can earn 100% of the points by responding to the question with *both* A and C. If they would respond with A and B, they would only gain 50% of the points.

If players should respond with all correct answers in order to win points, select the question and in the properties-pane set the 'response mode' to 'multiple responses, exact match'.

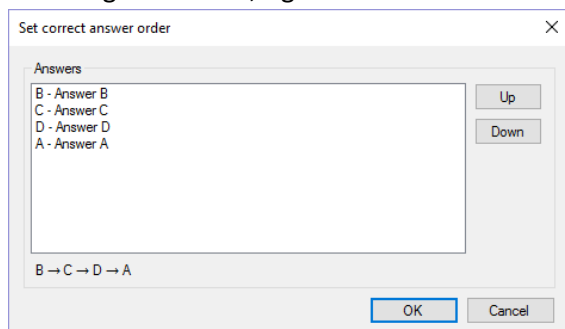
Ordered

In this mode, a player must put the answers in the correct order. You can make questions such as the one shown below (correct response would be C->A->D->B).

If you want the players to give the exact order to win points, select the question and in the properties-pane set the 'ordered answer mode' to 'exact match' (which is the default). If giving a partial correct order should also lead to winning points, set the 'ordered answer mode' to 'partial match'. In this case, the percentage of answers given at the right spot will result in the same percentage of the points that can be won for the question. For example, if the correct order is ABCD and a player answers ACBD, this will result in 50% of the points that can be won for the question.

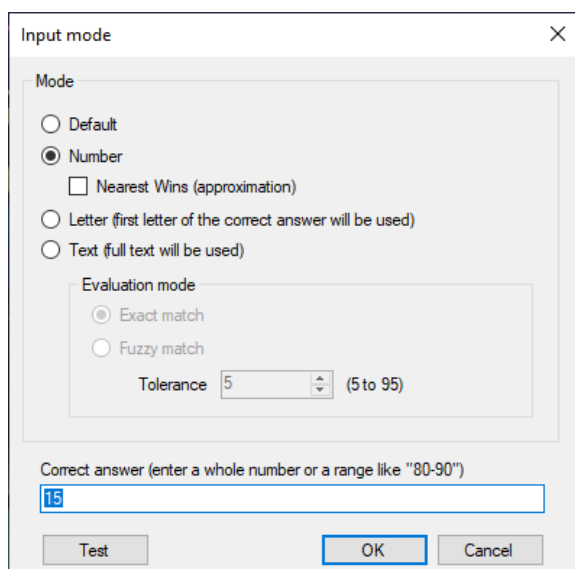


To change the order, right click one of the ordered answers and click 'Set Order':



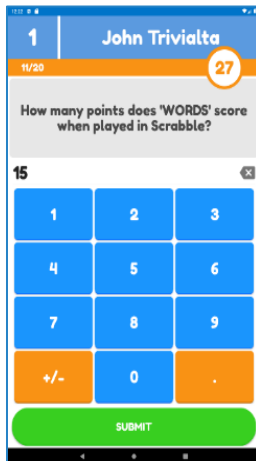
3.4.1.3 Numeric, full-text and first letter questions

SmartQuiz supports three input types that can be used with the Smart Buzzer app or buzzerpad website being: numeric, full-text and first-letter. You can use these input types in combination with an open question. The options are as follows:



Choosing *Default* for an open question, results in a regular fastest finger question which can be played with buzzers or keypads. When using the smart buzzer app or buzzerpad website, a buzzer will be shown on screen. The person who presses first, locks out the buzzers of all other players and responds verbally to the quizmaster with the answer.

3.4.13.1 Number input



For the *Number* input type, the Smart Buzzer app or buzzerpad website presents a screen to the players where they can enter a numeric value.

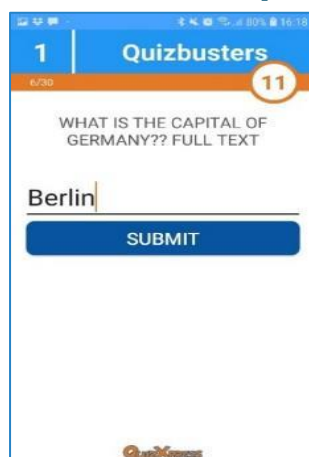
For numeric questions you can also specify a range like “80-90”. This means all answers between (inclusive) 80 and 90 are judged as correct. Or you can turn the question into an approximation question (e.g. “how many marbles are there in the jar”) where only the player with the answer closest to the correct answer gets points. In this case, put a tick before ‘Nearest wins’. When there are multiple correct answers, the player that gave the answer quickest wins the points.

On numeric nearest-wins type questions, an arbitrary number of players can win points. You configure the number of winners in the properties grid by changing the ‘Nearest Wins’ field.

Timer mode	Global
Evaluation mode	Nearest wins
Input type	Number
Nearest Wins winners	3
Correct answer	100
No individual feedback	☐ No
Topic	
Hidden slide	☐ No
Hide countdown clock	☐ No

In this case the top 3 of players nearest to the correct answer win points.

3.4.13.2 Full text input



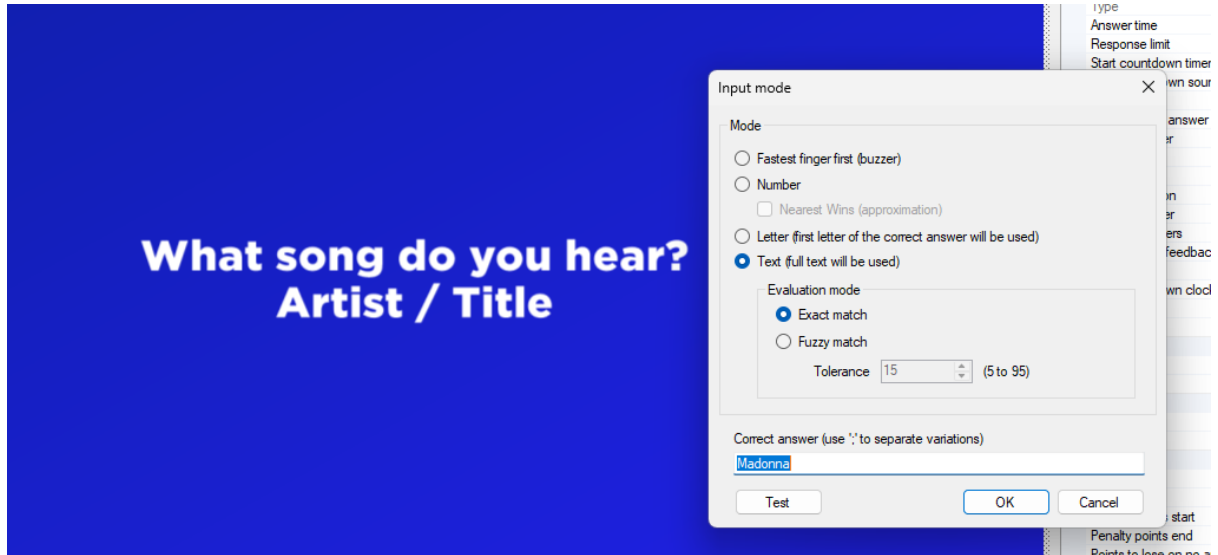
The *Full-Text* type allows players to enter a full text (not case sensitive; capitals do not matter).

For full text questions you can indicate if you want an exact match with the answers given or you can use fuzzy matching and set a tolerance to allow for small spelling errors. If you want to allow multiple answers, you can enter multiple texts in the ‘correct answer’ field separated by a semicolon (for example ‘Belgium;Belgique;Belgie’). Use the Test option to validate if the tolerance for ‘fuzzy match’ text answers is working correctly.

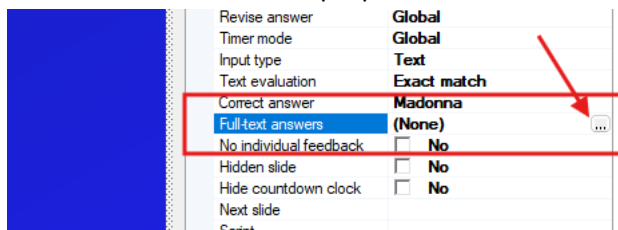
3.4.1.3.2.1 Multi-response full text questions

Text questions can also have multiple responses. For example, you can play a song and ask for the artist and the title. Each correct answer will yield 50% of the points. Let's say you're playing a Madonna song named Holiday and you want the players to answer both the artist and the title:

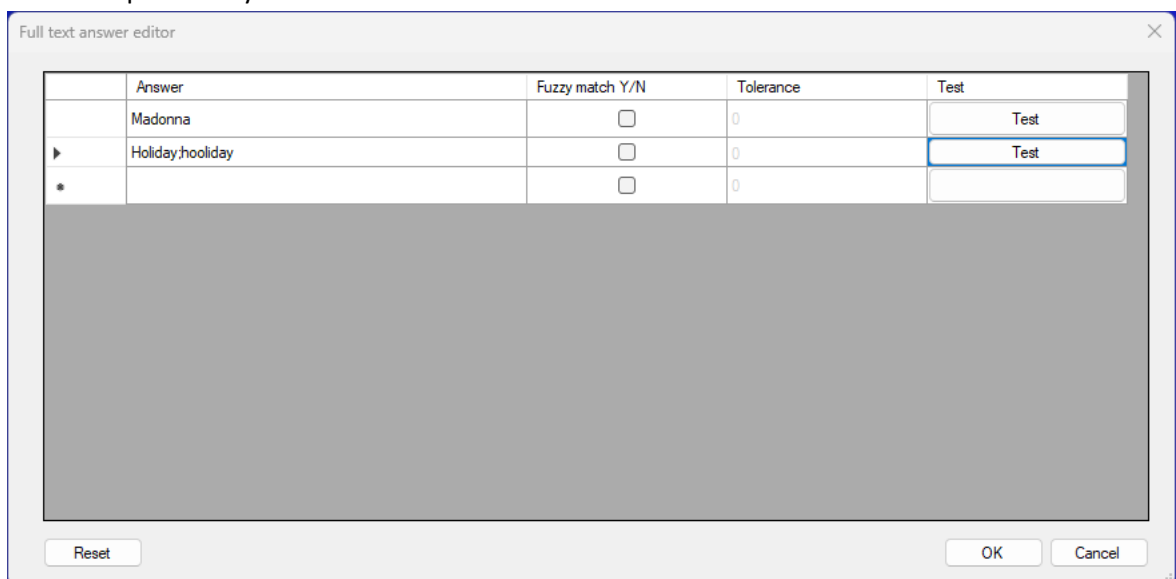
- 1) Create a standard text question with the correct answer: Madonna



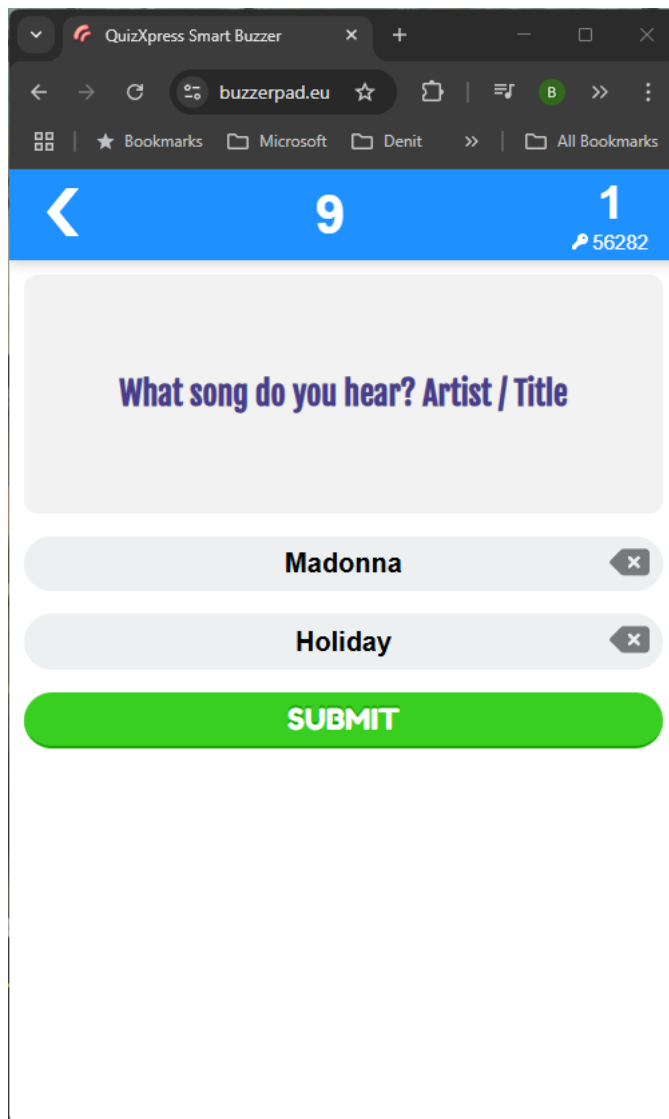
- 2) Go to the slides advanced properties and look for "Full-text answers"



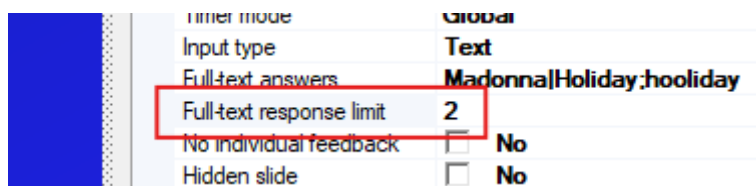
- 3) Click the three dots [...] to open the Full-text answer editor and add the song title "Holiday". If needed you can also set fuzzy matching per answer or enter answer variations per correct answer separated by a semicolon:



When the question is presented the player sees the following screen:

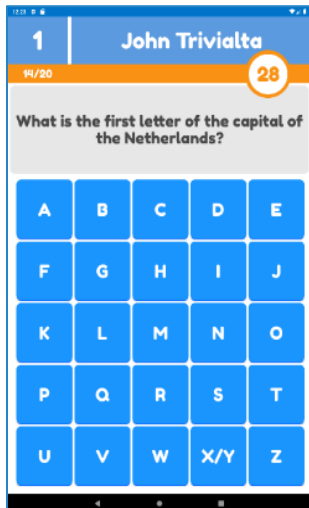


By default the player sees as much input fields as there are correct answers defined but you can also limit the amount of inputs with the “Full-text response limit” setting:



So for example you could ask “Name 4 countries that border Germany”, set the Full-text response limit to 4 and enter all of the 9 bordering countries as the correct answers.

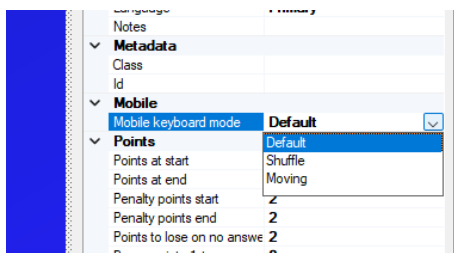
3.4.13.3 Letter input



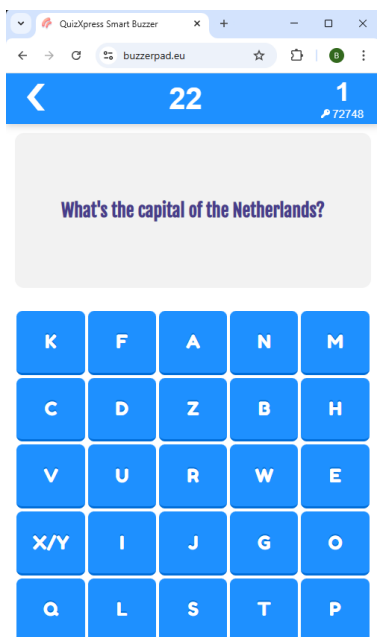
For the *Letter* type an A-Z grid is presented for them to pick one letter from.

Questions with response type letter show a grid on the phone with all letters of the alphabet. Players choose the first letter of what they think is the answer. At the end of the question the buzzer shows whether the answer was correct or incorrect, along with the full correct answer.

For first-letter questions you can also show the letter grid on the mobile buzzer shuffled (once or every 2 seconds) as an extra challenge for the players. The setting is available in the slide's advanced properties panel:



When this option is set to *Shuffle* or *Moving* the grid on the buzzer has a random layout:



3.4.2 Slide type 'Billboard'

A 'Billboard' quiz slide is a quiz slide with no interaction from the players. It is just a static display typically used for announcements or explanations. You can design a billboard quiz slide just like you design a normal question, making use of texts, colors, pictures, sounds and videos.

Useful applications of a billboard are:

- Announcements (rounds/finishing of rounds/intermediate score announcements)
- Further explanation of the correct answer to an earlier question
- Marketing information or sales messages
- Show a preview of a multiple-choice question to come so the audience can prepare.
- Show a video or image before a question that the audience needs to watch carefully.

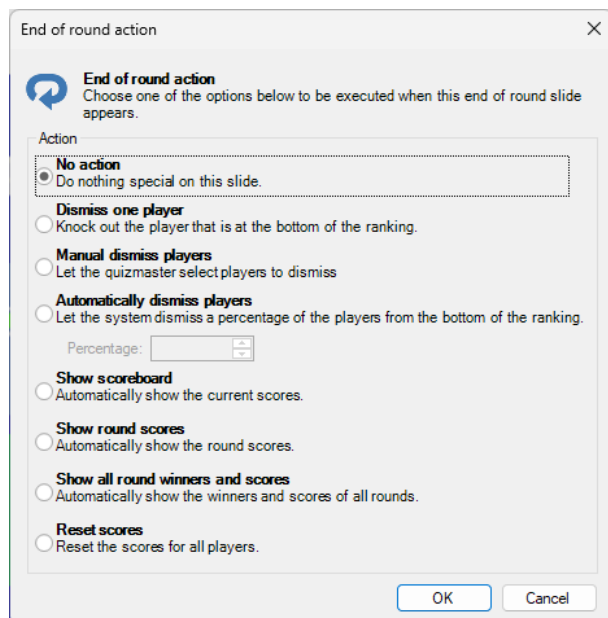
3.4.3 Slide type 'End of round'

Within SmartQuiz you can indicate that a quiz slide marks the 'end of a round'. You do this by setting a quiz slides 'Type' to 'End of Round' in SmartQuiz Studio.

When an end of round slide is shown during a quiz show, no interaction with the participants takes place. For example, you can use it to show a text 'End of Round 3'. Again, you can design the quiz slide anyway you want, containing video, sound and pictures.

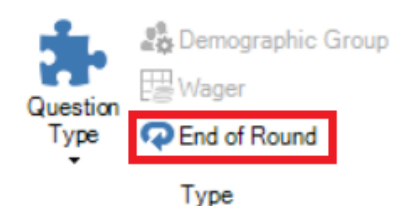
Also, you can choose to show the intermediate or round score automatically. In this case, a slide with type 'End of Round' is in fact a 'Billboard' slide that also automatically shows the intermediate or round scores.

When selecting 'End of Round' for the question type, the 'End of round action' dialog box is shown with different options to execute when that slide appears:



Here you can set various automatic actions to occur when the end of round slide appears such as dismissing a subset of the players, showing the overall leaderboard or the winners for this round. You

can always change these options later by clicking the 'End of Round' button next to the 'Question Type' button:

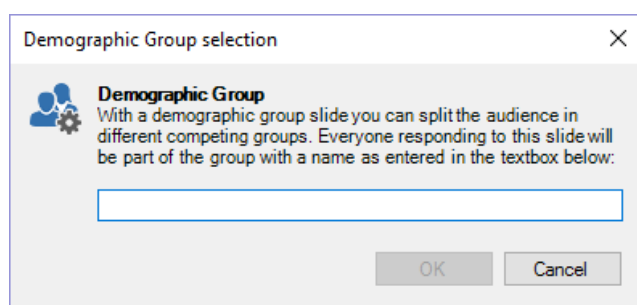


Please also refer to section 5.4.5.3 for more information about End of Round slides

3.4.4 Slide type 'Demographic groups'

SmartQuiz offers various ways to group players so they can compete with each other in teams (for example: boys versus girls) . The 'demographic groups' slide type enables you to group players 'on the fly' when running a quiz.

When you choose this question type, a window pops up where you can enter the name of the group\team. When the slide is shown during a quiz, keypads that are pressed while the demographic slide is shown, are registered to that specific group.



On the slide, we recommend showing a text asking the members of the specific group to press their buzzer or keypad ('all boys, please press your keypad').

You can also divide players in groups before a quiz in SmartQuiz Setup. For this, please refer to the section [SmartQuiz Setup: Grouping keypads](#).

When playing with mobile phones (using the Smart Buzzer app or buzzerpad website), you can also play in groups. For this, please refer to sections [Playing in groups](#).

3.4.5 Slide type 'Last man standing'

With 'Last man standing' questions, everyone gets to answer, but players with a wrong answer are immediately excluded from subsequent questions until there is one winner left. When only one player is left, the quiz advances to the first end of round slide it encounters or to the end of the quiz. Slides of type 'End of Round' mark the end of a Last Man Standing round. All players join in again on the slide following the 'End of Round' slide. If there is no 'End of Round' slide, the quiz jumps to the final score screen when there is only one player left.

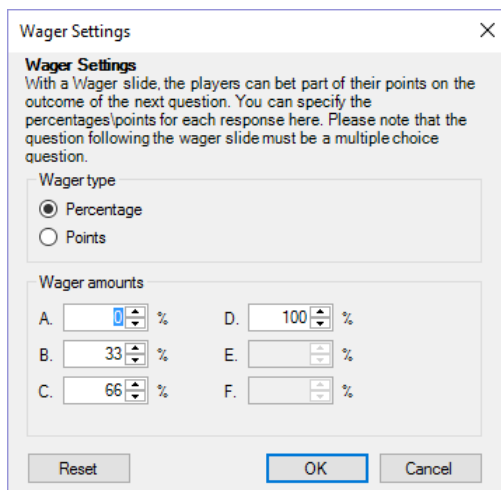
Note: when all players are wrong with a Last man standing question, all players remain in the game.

3.4.6 Slide type 'Audience Response'

This is a type of question that can be used to poll the opinions in the audience. The answers given to an audience response type question are registered but have no impact on the scores. After an audience response question, you can show a chart with the 'C' key to display the distribution of the answers given. Alternatively, you can also insert a Chart on the slide which shows the number of responses for each answer 'real time' during countdown or alternatively, at the end of countdown.

3.4.7 Slide type 'Wager'

With Wager questions players can bet (a percentage of their) points on the question that will follow the wager slide. When the type of a question is set to 'Wager', the window below is shown. During a quiz, players wager with (a percentage of) points based on how much they think to know about a subject. On the slide itself, you can change the text or design to refer to the subject of the question that will follow (for example: 'The next question is about sports, how many points would you like to wager?').



The 'Wager Settings' dialog box is shown. It has a title bar 'Wager Settings' with a close button. The main text reads: 'Wager Settings. With a Wager slide, the players can bet part of their points on the outcome of the next question. You can specify the percentages/points for each response here. Please note that the question following the wager slide must be a multiple choice question.' Below this, there are two radio buttons for 'Wager type': 'Percentage' (selected) and 'Points'. Underneath, there is a section for 'Wager amounts' with six input fields labeled A through F. Field A contains '0', B contains '33', C contains '66', D contains '100', E is empty, and F is empty. Each field has a percentage sign to its right. At the bottom, there are three buttons: 'Reset', 'OK', and 'Cancel'.

You can always change these options by pressing the 'Wager' button next to the 'Question Type' button (or by using the SmartQuiz property grid).

3.4.8 Slide type 'Majority Rules'

For this type of question, the correct answer depends on what the majority of the audience has chosen. So, only if a player has chosen the same answer as the majority of the audience, points are won. If multiple answers have the same number of votes, all the answers are considered correct. When the question is over, SmartQuiz shows the correct (most chosen) answer(s) on the slide.

An example of a 'majority rules' question is:



If you choose what most of the audience chose, you will win the questions points. Majority rules questions can be seen as a variant of ‘family feud’, where an instant audience poll takes place and you have to guess what the audience’s most popular answer is.

3.4.9 Slide type ‘Minigame’

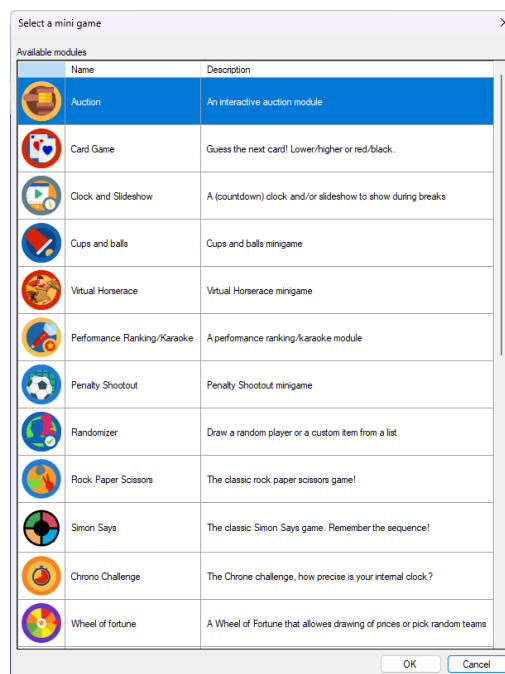
SmartQuiz offers a variety of mini games. Minigames will spice up your game show or trivia night with offering something different than trivia. Points can be won or lost with the games.

Minigames can either be started manually (on demand) from within SmartQuiz Director (the quizmaster control panel, more about that later), they can be used by inserting a slide of type ‘Minigame’ in the quiz file, or they can be ran standalone from the minigame launcher.

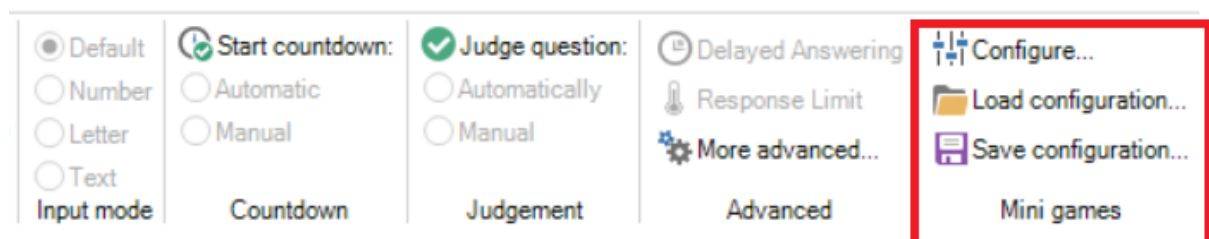
To insert a minigame in your quiz, select the ‘minigame’ slide layout from the layout gallery on the INSERT ribbon tab:



The next step is to pick the game from the list of available games:



A new slide is inserted that will launch the minigame in SmartQuiz Live! when the quiz gets to that slide. Each minigame slide can have its own unique configuration and branding. To configure a minigame, right click the slide and click ‘Configure...’ or click ‘Configure’ on the QUESTION ribbon:

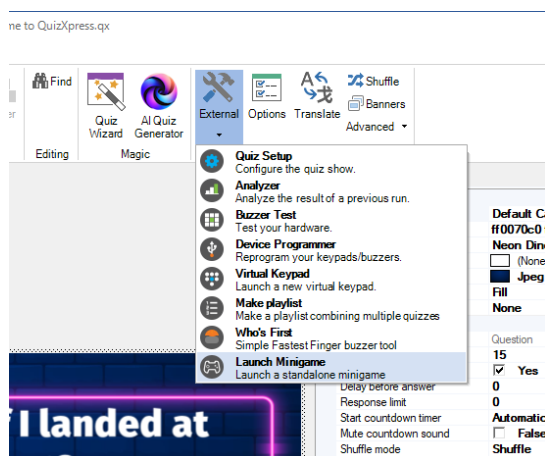


This will bring up the configuration dialog for that minigame. You can also load and save minigame configurations to reuse them across quizzes. Section 3.5 gives an overview of all mini games that are currently available and their game options.

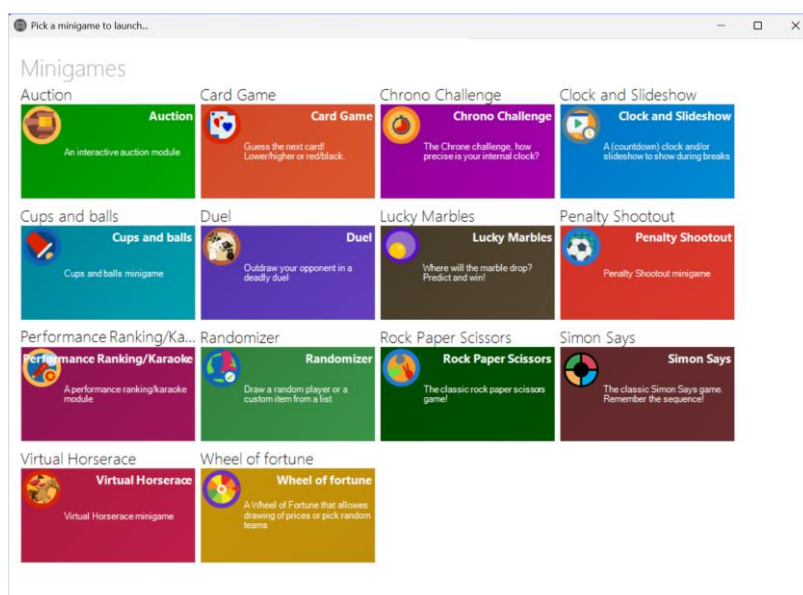
To test your minigame you can either run your full quiz, or you can use the preview function in Studio by pressing F5 (or right click on the mini game and choose 'Preview'). This will launch the minigame in a separate window. Use the spacebar to navigate through the different screens.

Alternatively, you can launch mini games on the fly during a quiz from SmartQuiz Director. Please refer to section 5.7.6 for more information.

Finally, you can launch a mini game standalone (so without running a quiz in the quiz player) from the mini game launcher. The mini game launcher can be started from the windows start menu (section SmartQuiz) or from Studio.



When started you are presented with an overview of all available minigames that can be started:

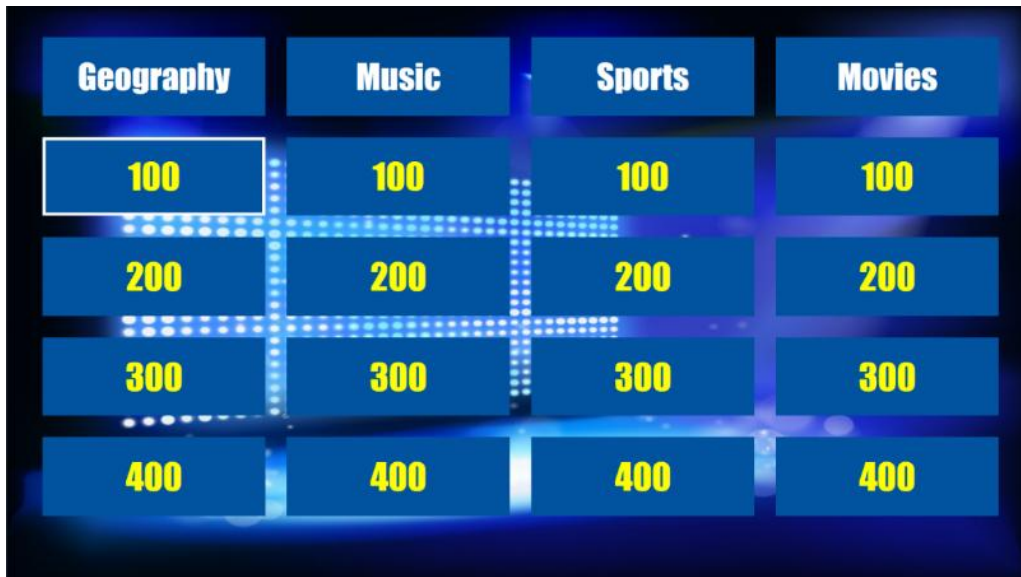


By right-clicking a tile you can configure the minigame and even make and store different configurations (which will appear as separate new tiles). When launching a game that requires player interaction on mobile keypads, a connect screen with a PIN code and QR code is presented for the

mobile buzzers to connect. You can for example use the minigame launcher to run a quick game to give away a free drink.

3.4.10 Slide type 'Trivia Board round'

A Trivia Board round enables you to create a Jeopardy® style question board with topics and questions of varying difficulty/points.



Just like regular quiz slides, a trivia board can be fully styled (please refer to section [Trivia Board properties](#) for more details on the options).

During the quiz show, the questions on the board can be chosen (by keyboard, using the mouse or quizmaster remote) or randomly picked in which case a random selector jumps over the screen and chooses one of the tiles.

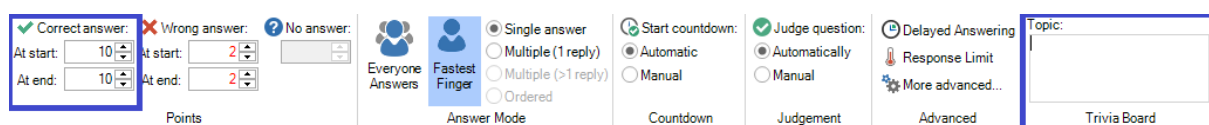
3.4.10.1 How to create a Trivia Board?

To create a trivia board, start by inserting a trivia board slide into the quiz (go to the INSERT menu, click on the dropdown list in the Quiz Slides section and choose the Trivia Board layout). The trivia board will be generated automatically by the questions that follow it.

To categorize the questions into topics and points (or topics only), make sure to set the following properties of the questions following the trivia board:

- The topic
- The points

You can enter both on the QUESTION tab while the question is selected:



Alternatively, you can also enter the properties on the properties pane (if this is not visible, please show it first by selecting the VIEW tab and setting a checkmark before 'Properties').

A Trivia Board can be mixed with other SmartQuiz game formats. To create a Trivia Board (round), SmartQuiz needs to know where a Trivia Board round ends. A Trivia Board round ends at one of the following slide types:

- an 'End of round' slide (please also check 3.4.3)
- another Trivia Board slide
- a Trivia Ladder slide
- the end of the quiz (last round or a Trivia Board only game)

During the quiz show, all slides from a Trivia Board round are processed and grouped per topic. Within a topic, questions are grouped by the number of points. In this way, behind every points tile on the board there can be multiple questions. Once the questions behind a certain tile on the board are exhausted, the tile is greyed out and can no longer be chosen.

Questions that have no points (For example Audience response, Demographic, Wager) are ignored when creating the Trivia Board.

Alternatively, the Quiz Wizard can help you create a complete Trivia Board round with a few clicks! Start the wizard (HOME tab followed by 'Quiz Wizard') and select 'create a new round' followed by 'a Trivia Board round'. Now, fill in the topics, points and other preferences.

Quiz Wizard

Create Trivia Board
Configure your Trivia Board, a grid of topics and points. Each topic/point combination relates to one or more questions.

Topics and points

Board configuration

☒ Topics and points
☐ Only topics

Topics	Points
Topic	Points
Science	100
Sports	200
History	300
*	0

Options

Amount of questions per topic/points: 1

Total number of questions to create: 9

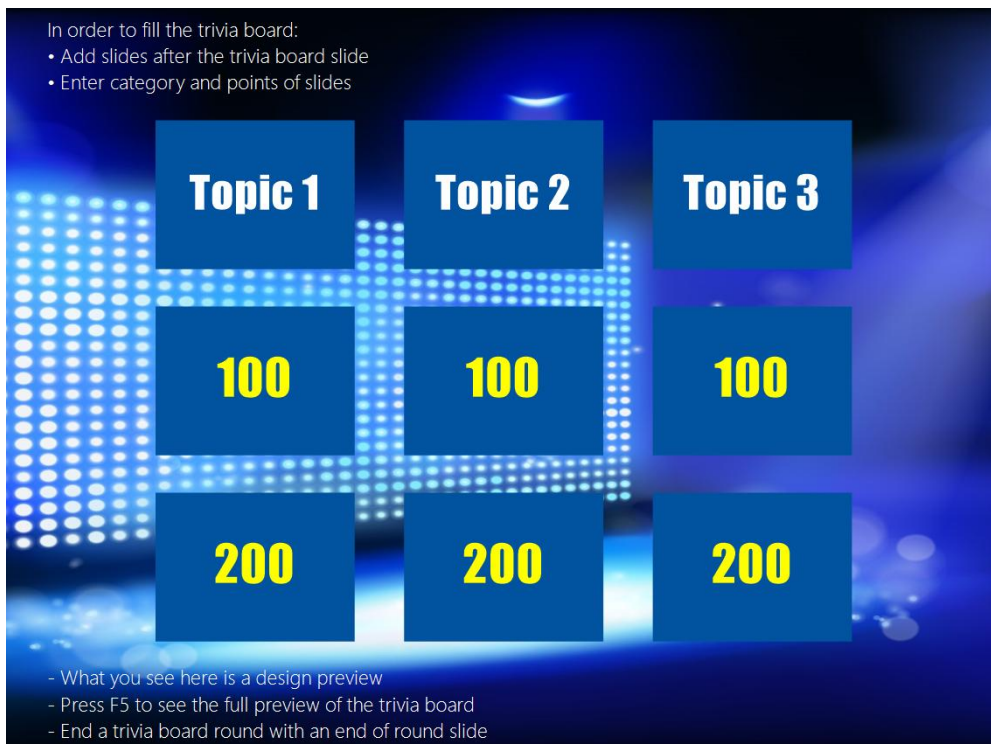
☒ Multiple choice questions
☐ Open questions

< Back **Next >** Cancel

Choose question time, points and style used on the next pages and press 'Finish' to create the board, questions and closing end of round slide for you. Of course, you will still need to fill in the actual questions but the correct topic/points will already be set for you.

3.4.10.2 Preview a Trivia Board

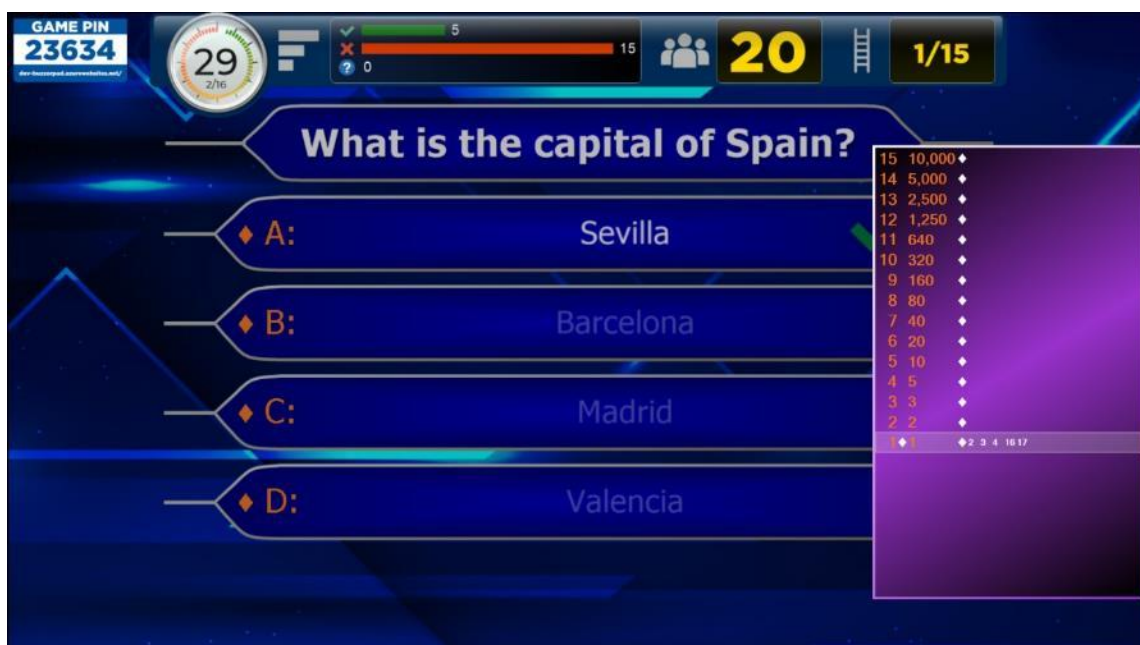
The Trivia Board in SmartQuiz Studio as shown on the Trivia Board slide is only used for design purposes. By setting the styling options of the Trivia Board as well as the background you can determine the looks of the board.



When you want to have a preview of the board like it will be shown during the game show, press F5 and the board will be automatically generated from the questions present in the Trivia Board round.

3.4.11 Slide type 'Trivia Ladder round'

A Trivia Ladder round enables you to create a 'Who wants to be a millionaire®' style round where (a) player(s) try to move up a ladder by answering questions correctly.



Just like regular quiz slides, a Trivia Ladder can be fully styled (please refer to section 3.2.5.13 for more details on all the options).

3.4.11.1 How to create a Trivia Ladder?

In order to create a trivia ladder, start by inserting a Trivia Ladder slide into the quiz (go to the INSERT menu, click on the dropdown list in the Quiz Slides section and choose the Trivia Ladder layout). The Trivia Ladder will be generated automatically by the questions that follow it.

Note: contrary to all other slide types, the Trivia Ladder slide is not shown by itself during the quiz show. Its purpose is only to create the ladder which will be shown on each slide of the Trivia Ladder round during the quiz

In order to fill the Ladder, create as many questions as you would like to be steps on the ladder *after* the Trivia_Ladder slide. Below you can see one step of the ladder.



Ladder Step

The question numbers are shown on the left-hand side of the ladder. The points displayed on the right of the question number, are defined by the points that the respective questions in the Trivia Ladder round have. It is also possible to add prizes to the ladder instead of points. On the right-hand side of each step the keypads that are on the step are displayed.

The leftmost separator (diamond) indicates if the question on the step has been played.

Only at the end, when the last ladder question has been finished, each player (keypad) receives the points of the step that he or she is on.

The safety net steps on the ladder are typically colored differently (white in the picture below for example) to indicate which steps players fall back to when they answer incorrectly (in case the *wrong answer action* of the ladder is set to 'Fall to safety net').

Just like the Trivia Board, a Trivia Ladder can be mixed with other SmartQuiz game formats. To create a Trivia Ladder (round), SmartQuiz needs to know where a Trivia Ladder round ends. A Trivia Ladder round ends at one of the following slide types:

- an 'End of round' slide (please also check 3.4.3)
- another Trivia Ladder slide
- a Trivia Board slide
- the end of the quiz (last round or a Trivia Ladder only game)

Questions that have no points (For example Audience response, Demographic, Wager) are ignored when creating the Trivia Ladder.

Alternatively, the Quiz Wizard can help you create a complete Trivia Ladder round with a few clicks! Start the wizard (HOME tab followed by 'Quiz Wizard') and select 'create a new round' followed by 'a Trivia Ladder round'). Now, fill in the points and indicate where the safety nets are.

Quiz Wizard

Create Trivia Ladder round
Please specify how to create the Trivia Ladder round



Ladder configuration

	Points	Safety net
▶ 1		☐
2		☐
3		☐
5		☐
10		☐
20		☐
40		☐
80		☐

Options

< Back Next > Cancel

Choose question time, points and style used on the next pages and press 'Finish' to create the ladder, questions and closing end of round slide for you. Of course, you will still need to fill in the actual questions but the points, safety nets and ladder framework will already be set for you.

3.4.11.2 Position on the Trivia Ladder

When a player answers a question correctly in a Trivia Ladder round, he or she advances one step on the ladder. When a question is answered incorrectly, the following can happen based on the 'Wrong answer action':

- Same step – player stays on the same step of the ladder
- One step down – player goes down one step on the ladder.
- Fall to safety net – player falls back to the first safety net encountered.
- Back to bottom – player falls off the ladder and must restart.

3.4.11.3 Preview a Trivia Ladder

The Trivia Ladder in SmartQuiz Studio as shown on the Trivia Ladder slide is only used for design purposes. By setting the styling options of the Trivia Ladder you can determine the looks of the ladder (please refer to section 3.2.5.13 for more details on the options).



When you want to preview the ladder like it will be shown during the game show, press F5 (or right click on the ladder and press 'Preview') and the ladder will be automatically generated from the questions present in the Trivia Ladder round.

3.4.12 Slide type 'Trivia Feud'

Set the slide type to 'Trivia Feud' to create a survey based game. After setting the slide type to Trivia Feud the Survey editor pops up where you can enter the survey question and the survey answers with the corresponding percentages:

×

Survey Editor

Survey question

Name things you bring on a camping trip

Survey

1	Tent	25	5	Bug spray	10
2	Sleeping bag	20	6	Folding chair	10
3	Flashlight	15	7	First aid kit	5
4	Marshmallows	10	8	Hiking boots	5

Complete with AI

Sum: 100

Game Mode

☒ Manual (control from Director)
 ☐ Interactive (Fastest Finger)
 ☐ Multiplayer (text input)

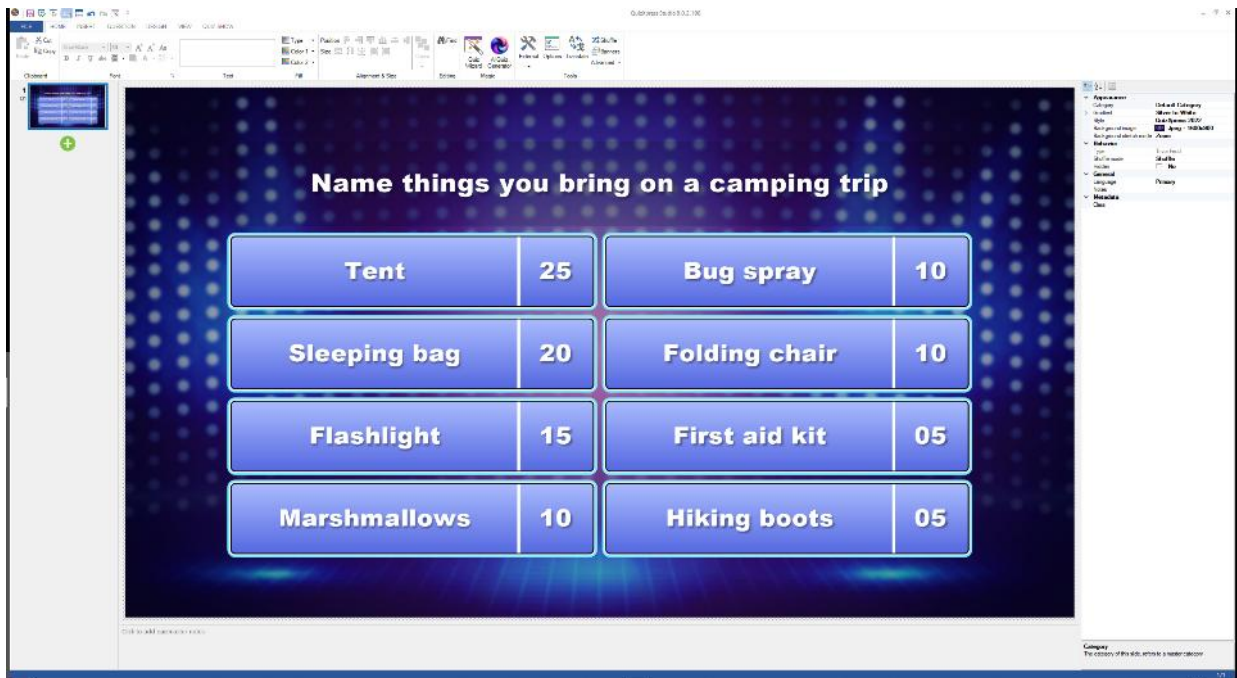
OK

Cancel

Next to entering the survey details and responses, you can set the game to three different modes: Manual, Interactive or Multiplayer. You can read more about this below.

You can use the SmartQuiz artificial intelligence functionality to help you generate surveys. After entering a survey question, press the 'Complete with AI' button to automatically fill in the survey answers and the corresponding percentages. Please refer to section 3.5 for more information.

After entering the details and pressing OK, the preview in SmartQuiz Studio looks as follows. The background of the screen can be changed (to include for example your company name or branding).



When clicking the survey, the TRIVIA FEUD tab is shown in the ribbon. The game mode can be changed here, and the Survey Editor can be opened by clicking 'Edit Survey'.



There are various options available in the toolbar and in the advanced properties window, which will be explained later in the context of the different modes available.

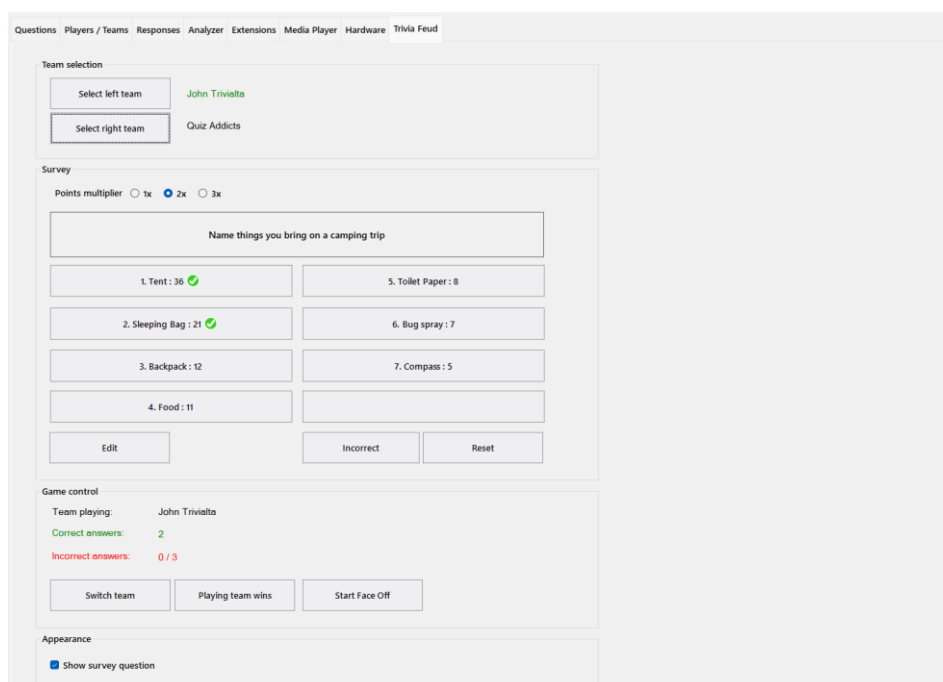
After starting the quiz show, SmartQuiz Live shows the Trivia Feud board with the survey question and the hidden survey answers. The below board is an example of a Feud game in Manual mode.



Trivia Feud has three game modes: **Manual**, **Interactive** (fastest finger) and **Multiplayer**.

3.4.12.1 Manual mode

In manual mode the game is fully controlled from a screen in SmartQuiz Director, the quiz master control panel which runs on the laptop screen while the game show runs on a big screen.



Survey answers given by the players can be manually revealed by pressing the corresponding buttons in Director. Accumulated points are shown on top, and the scores are shown for both teams.

You can also use it to play the exact game show format as known from TV by taking the following steps:

- Start with a Faceoff between the two teams by pressing the 'Start Faceoff' button:
- Players use their buzzer (which can be a keypad, buzzer or mobile phone) to buzz in. The fastest player to buzz in is shown onscreen.
- The player that was first to buzz gives an answer on the survey.
- The quizmaster reveals the answer (if it's on the board) by pressing the corresponding button in SmartQuiz Director. The points of the answer are added to the points of the top scoreboard, which shows the points that can be won by the winning player.
- Press the 'Switch team' button.
- The other player now also gives an answer to the survey which the quizmaster reveals on the board if present.
- Depending on which team gave the highest rank answer, make this team the 'playing team' (so keep the currently selected team or press 'switch team' again)
- The members of the playing team (or individual in case it's a head-to-head game between two persons) try to mention as many answers possible.
 - If an answer is present, click the corresponding answer to reveal it on the board and accumulate the points to the total points to be won, which is shown on top of the board



- If an answer isn't present, click the 'Incorrect' button to show a cross on screen indicating the answer was incorrect. The 'max wrong answers' setting of the board, which was indicated in SmartQuiz Studio for the slide, determines after how many crosses the turn goes to the opposing team:



- As in the official TV show, the opposing team now gets a chance to guess one of the remaining answers. The answer given is either:
 - visible on the board - click the corresponding answer in Director to reveal it. Then click the 'Playing team wins' button to assign the points to the team:



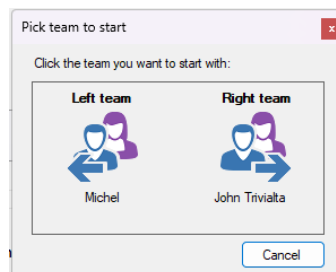
- not present on the board - click the 'incorrect' button to show the red cross. Now click 'switch team' to switch back to the team that originally played and then click the 'Playing team wins' button to assign the points to the team.
- Finally, you can manually reveal the remaining answers for the players and the viewing audience.

The above outline shows you how to play the game in the same way as the original TV Show format. As the manual setting gives you full control you can also think of alternative ways to play the game.

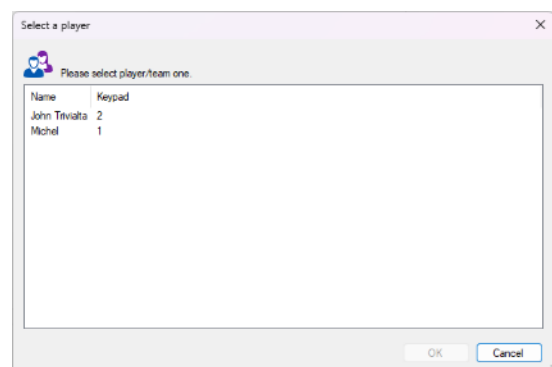
If you have another means of determining which team will start the game, you can also manually select a team by pressing the 'team playing' message:

Team playing: [Click here to manually select a start team. Or, run a Face Off to get started...](#)

This will show a selection window where you can select the starting team.



If you have more than 2 players\teams playing, you can select which teams will play each other by clicking the 'select left team' and 'select right team' buttons.



The control panel in SmartQuiz Director also contains a 'points multiplier'. Choosing a value of 2 or 3 rewards players with respectively 2 or 3 times as much points. You could apply this for a final round for example, where a team has to pass a certain number of points in order to win.

3.4.12.2 Interactive (Fastest Finger) mode

In this mode, all players play along and can buzz-in to give their answer.

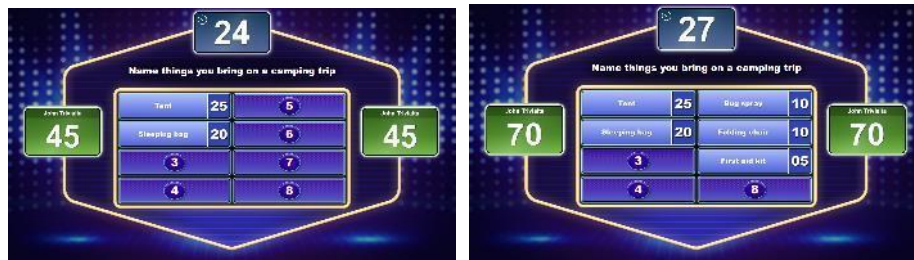
The fastest player buzzing in is shown on the big screen with the current number of points and gets a chance to answer the survey.



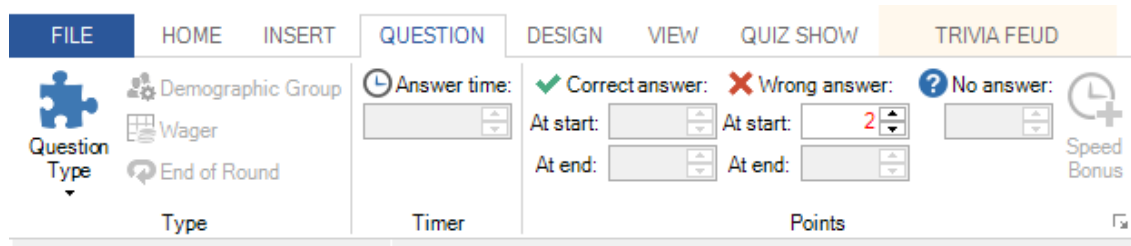
The players has a limited time to provide an answer. This is indicated by a countdown timer at the top. The time can be configured in the Answer Time property (available in the property grid). If the player fails to answer withing the timeframe, three crosses appear and the player gets penalty points deducted.



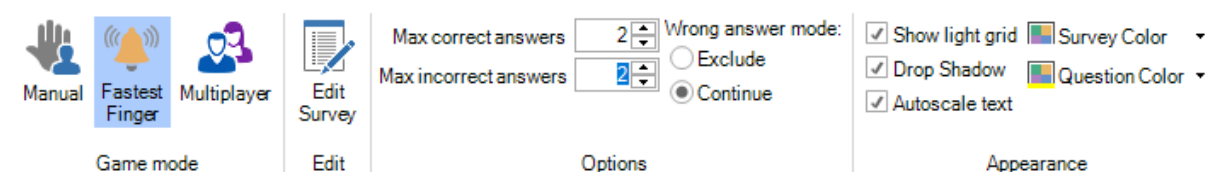
If the answer given is on the board, the quizmaster reveals the answer by clicking the corresponding button in SmartQuiz Director. Points are shown on top and then added to the player's total.



If the answer is given isn't present click the cross in Director, which is then shown on the big screen. Points that are indicated for 'wrong answer' on the QUESTION tab will be subtracted in this case.



When creating the Trivia Feud slide in Fastest Finger mode, you can indicate how many answers a player can give after buzzing in (max correct answers), how many incorrect answers can be given before the turn of the player is over (max incorrect answers) and if a player is excluded from the current board or if the player can buzz in again (Exclude or Continue).



You can change the above settings too in the Advanced properties pane, which you can show by clicking the VIEW tab and putting a checkmark before 'properties'. In this pane, you will see some all settings that apply to the Trivia Feud once you click it.

The auto reveal option indicates if the remaining answers which were not mentioned will be automatically shown once all players are out of the game or if the host will manually reveal them one by one by clicking the answers in SmartQuiz Director.

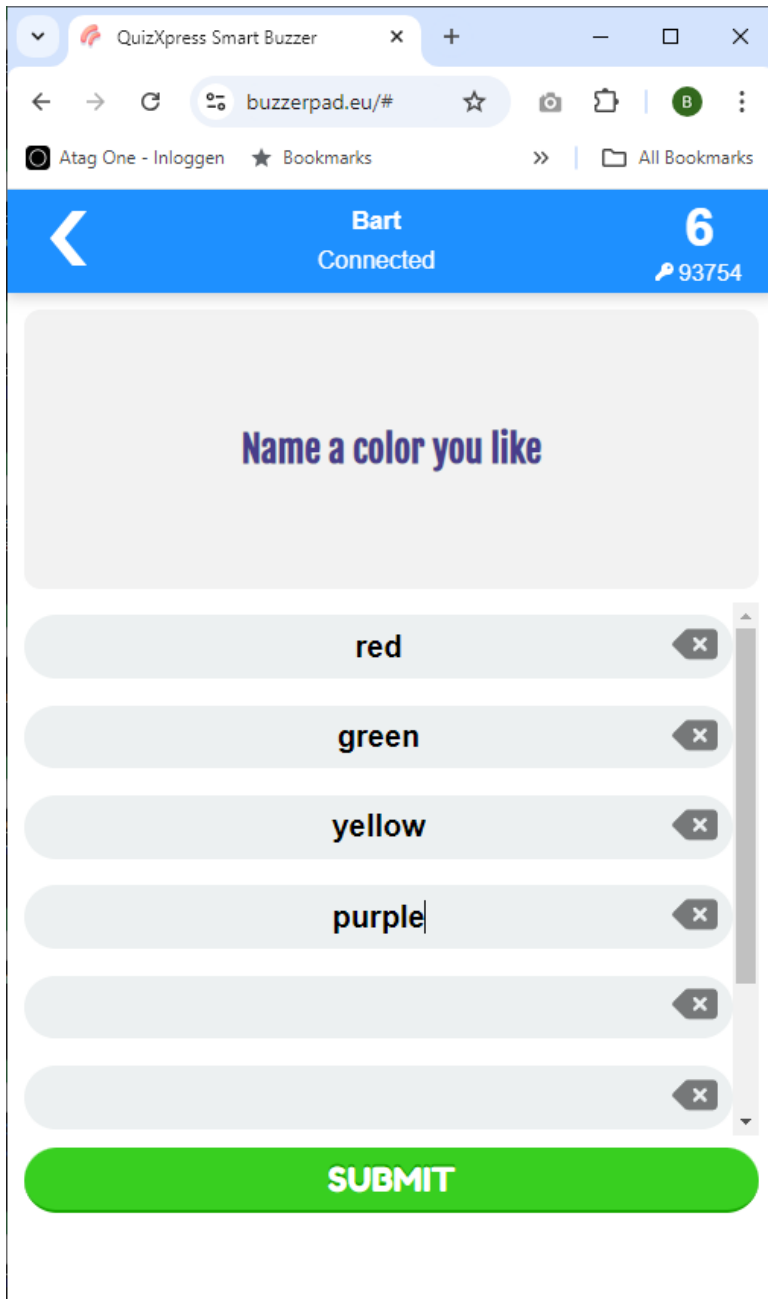
3.4.12.3 Multiplayer Mode:

When the board is in multiplayer mode, everyone in the audience can play along.



A countdown timer is displayed at the top of the Trivia Feud board. In SmartQuiz Studio, on the QUESTION tab, the 'Answer time' can be configured in the same way as for a regular question.

Players submit their answers via their mobile while countdown is running by entering and submitting multiple texts.



The screenshot shows a mobile web browser interface for 'QuizXpress Smart Buzzer'. The browser's address bar shows 'buzzerpad.eu/#'. The app's header is blue with a back arrow, the name 'Bart' and status 'Connected', and a score of '6' with a timer icon and '93754'. The main content area has a light gray background with the question 'Name a color you like' in bold blue text. Below the question are six rounded rectangular input fields. The first four fields contain the text 'red', 'green', 'yellow', and 'purple' respectively, each with a small 'x' icon to its right. The fifth and sixth fields are empty. At the bottom of the input area is a large green button with the word 'SUBMIT' in white capital letters.

In the properties window in Studio (if not visible, show it by clicking the VIEW tab and then putting a check before Properties) you will see the following options applying to the multiplayer mode:

Response limit – specifies the maximum number of answers a player can submit.

Tolerance – specifies the tolerance used by SmartQuiz for judging the answers given. Setting the tolerance higher allows more spelling mistakes.

Auto reveal - indicates if at the end of countdown the answers will be automatically shown or if the host will manually reveal them one by one by clicking the answers in SmartQuiz Director.

In this mode, you can specify multiple correct answers, separated by a semicolon:

The Survey Editor window shows a question: "Name something you take to a campsite". Below it, there are eight answer options, each with a point value in a spinner box:

Answer	Points
1 Tent; Shelter	25
2 Sleeping bag; Bag	20
3 Flashlight; Torch	15
4 Camping stove; Oven	12
5 Cooler; Coolbox; Coolbag	10
6 Backpack;	8
7 Bug spray; Deet; Musquito Spray	6
8 First aid kit;	4

At the bottom, there are options for Game Mode (Manual, Interactive, Multiplayer) and a Tolerance setting (15). The total sum of points is 100.

The input of the players is matched against each entry with the set tolerance.

3.4.13 Slide type 'Speed Round'

In a Speed Round one player needs to answer as many questions as possible within a configurable amount of time. This player must be manually selected in the quiz director by the host.

To do this, go to the quiz director. Select the team that needs to play the speed round and press 'Disable Others'. (Remember to enable other players or changing the only active player, depending on what you want to do, after the Speed Round has ended)

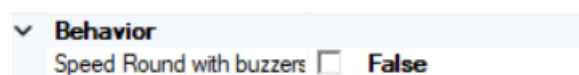
The Quiz Director interface shows a table with the following columns: #, Name, Group, Keypad, Score, Last Response, Total Time (Ms), and Enabled. The table lists 20 teams, with Team 6 highlighted in blue, indicating it is the active team for the Speed Round.

#	Name	Group	Keypad	Score	Last Response	Total Time (Ms)	Enabled
1	Team 1		1	0		0	Yes
2	Team 2		2	0		0	Yes
3	Team 3		3	0		0	Yes
4	Team 4		4	0		0	Yes
5	Team 5		5	0		0	Yes
6	Team 6		6	0		0	Yes
7	Team 7		7	0		0	Yes
8	Team 8		8	0		0	Yes
9	Team 9		9	0		0	Yes
10	Team 10		10	0		0	Yes
11	Team 11		11	0		0	Yes
12	Team 12		12	0		0	Yes
13	Team 13		13	0		0	Yes
14	Team 14		14	0		0	Yes
15	Team 15		15	0		0	Yes
16	Team 16		16	0		0	Yes
17	Team 17		17	0		0	Yes
18	Team 18		18	0		0	Yes
19	Team 19		19	0		0	Yes
20	Team 20		20	0		0	Yes

After finishing a question, a new one is presented, but the same clock keeps ticking. To add a speed round to your quiz, set the first slide of your Speed Round to the slide type 'Speed Round'. The round

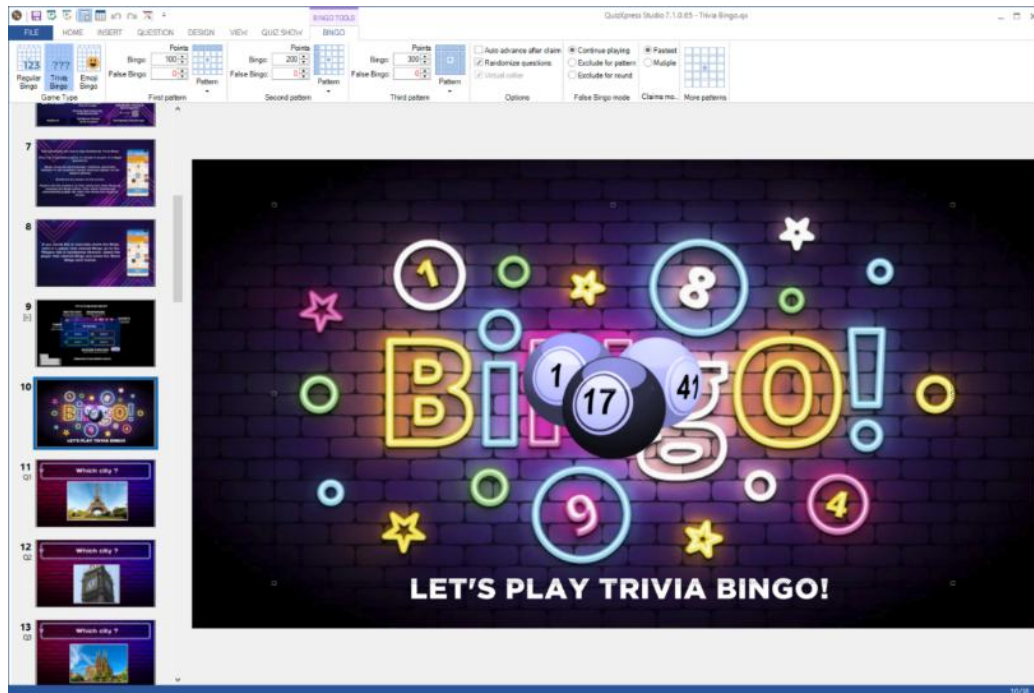
must end with an 'End of Round' slide. Note that the slides between the beginning and end of the round must NOT be set to the type Speed Round. There are two ways to play a speed round: manually, or with buzzers. When the Speed Round is set to play manually, the host judges the answers manually (the host presses Y for correct, or N for incorrect). When the Speed Round is set to play with buzzers, players can use their buzzers/keypads/phones to answer the questions.

The setting for manual/buzzers in the properties panel. False means playing manually, True means playing with buzzers.



3.4.14 Slide type 'Bingo round'

This slide type starts a regular Number Bing, Emoji Bingo, Music Bingo or Trivia Bingo game. This type of game can currently only be played when the audience is using the Smart Buzzer app for mobile devices.



By selecting the Bingo balls element on the slide, the Bingo contextual tab appears in the ribbon, and you can configure the various aspects of your new bingo game as described in section [Bingo properties](#).

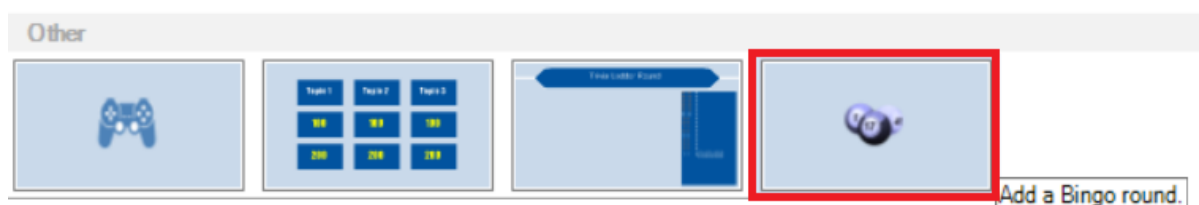
SmartQuiz supports the following Bingo games:





3.4.14.1 Creating a Bingo game

You can create a new bingo round either by using the Quiz Wizard, or by manually inserting a bingo slide from the Quiz Slides picker on the INSERT tab of the ribbon.



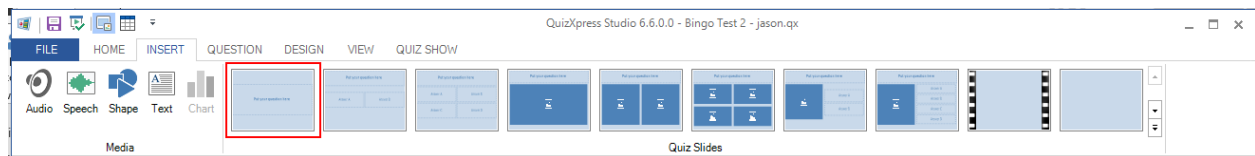
For a traditional numeric bingo- or an emoji bingo game you only need to create that single slide. Just click on the Bingo balls and then select 'Regular Bingo' or 'Emoji Bingo'.



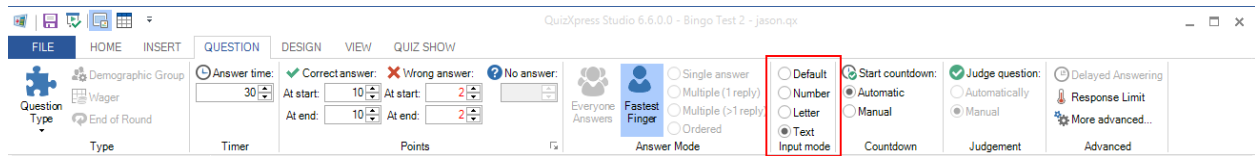
For a Trivia Bingo round however, you will also have to create the questions for which the answer (which can be a text or a picture) will appear on the bingo card cells. The questions need to be inserted after the Bingo slide and you have to terminate the round with an *end-of-round* slide. As each card has 24 cells to fill, you need at least 24 questions. Creating more questions will result in more randomness of the cards. For example, when you only have 24 questions each card will have 'Coverall' at the last question, and everyone will have bingo. If you create more questions, like regular bingo, not all answers are on the cards.

The type of questions supported in a Trivia Bingo round are number, text, letter and open questions with a single picture (this will result in a picture bingo cell).

To create text cells on your bingo card, use the 'open question' slide template:

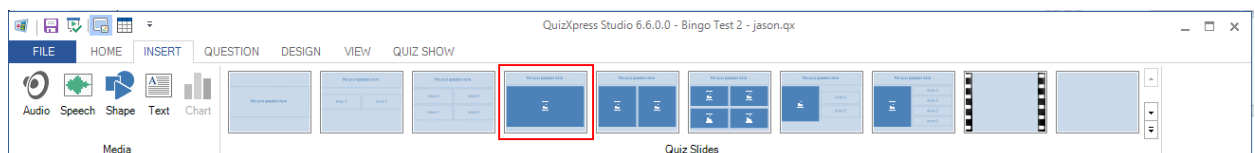


And set the Input mode to Number, Letter or Text:

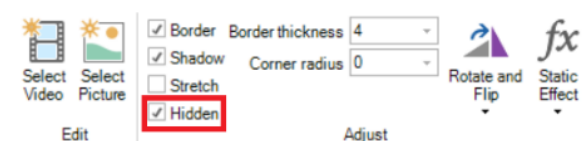


This will result in a bingo cell with the correct answer as set for the question. Using 'Number' or 'Text' does not make much difference but when using the type 'Letter', only the first letter will appear on the bingo card.

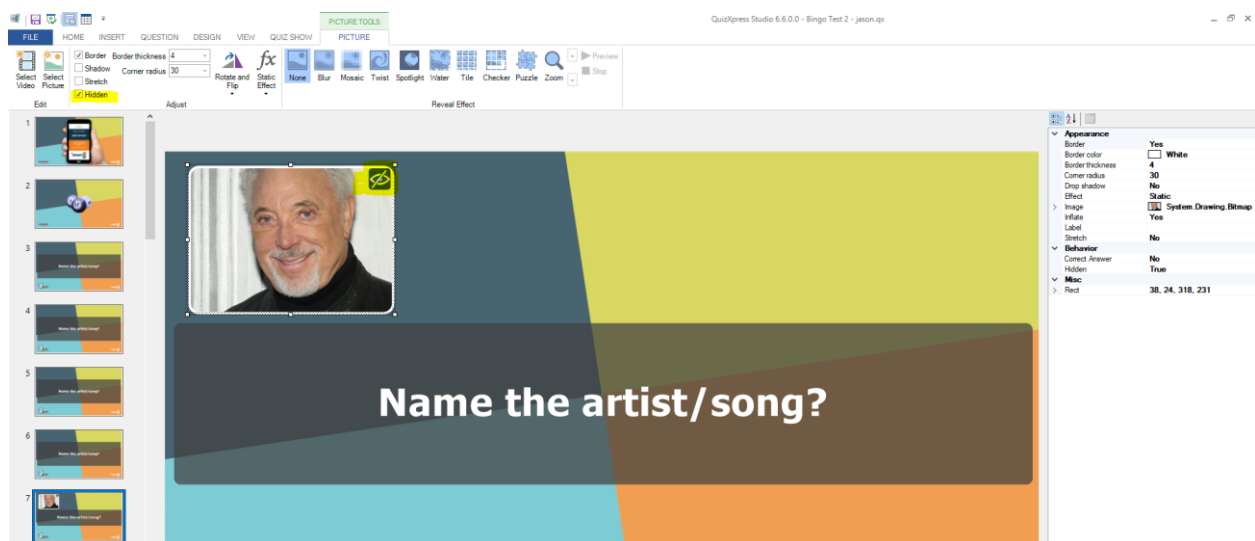
To create a *picture* bingo card cell, choose the following layout:



Select the picture element and check the 'Hidden' flag in the 'Adjust' section of the ribbon



This will make the picture hidden when presenting the quiz to the audience and it will appear on the Bingo card as a picture cell (you can choose to also show the picture on the big screen during a quiz but this will make the answer very easy to find on the Bingo card!).



The Quiz Wizard also helps in quickly creating a trivia- or music Bingo round. Just start the Quiz Wizard (HOME tab, Quiz Wizard button) and press 'create a new round' followed by 'A Bingo round'. You can now choose from the four types of Bingo and indicate your preferences.

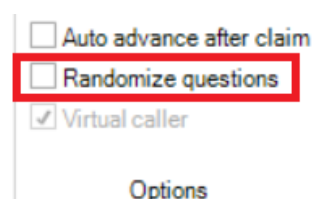
When you are done creating your questions you can preview a (random) card by right clicking the bingo slide and selecting Preview (or press F5).

Below you find an example of a Trivia Bingo card preview:

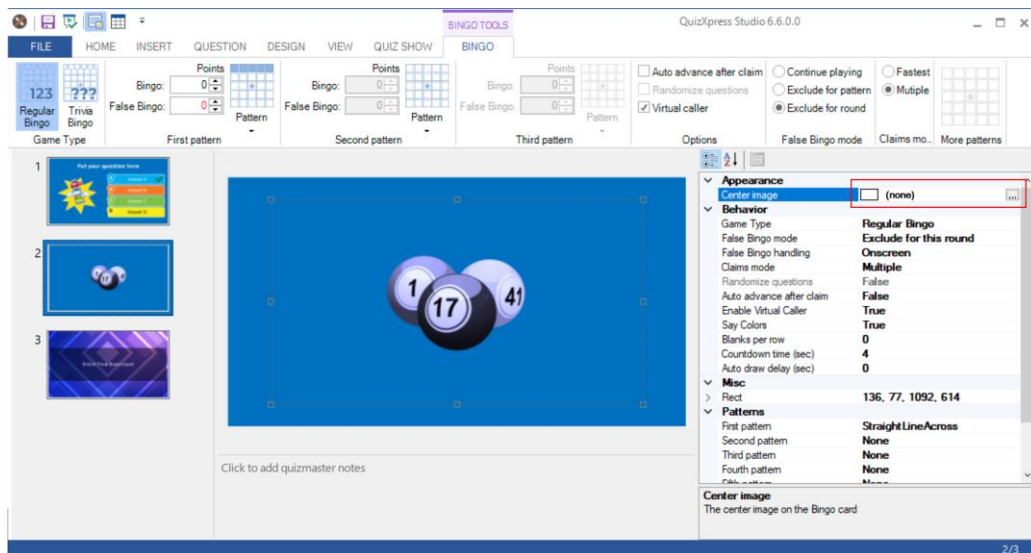


When running your quiz, as soon as your Bingo slide is presented, the system creates a set of random cards and distributes them among your players automatically.

For Trivia Bingo there is an option (on the BNGO tab of the ribbon) to randomize the slides in the Bingo round so they appear in a different order every time you play the quiz:

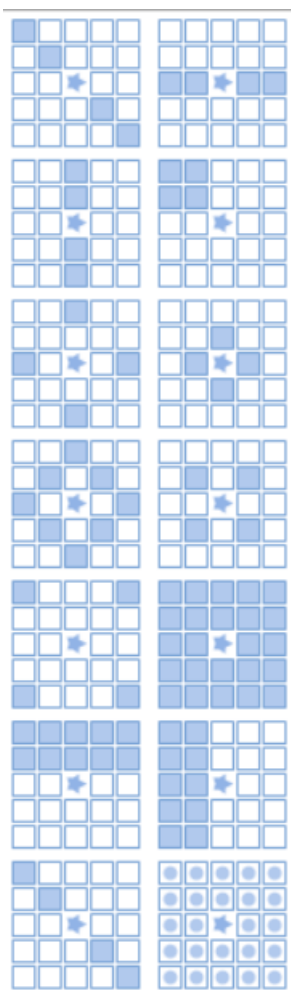


It is possible to customize the picture that is shown in the center of the Bingo cards on the mobile app and use your own image. For this, select the Bingo element on the Bingo slide, open the advanced properties pane (VIEW tab, put a check before 'Properties'), click the 'Center image' property and click the three dots property to select an image file:



Use your own center image to promote your brand with players!

3.4.14.1 Supported Bingo patterns



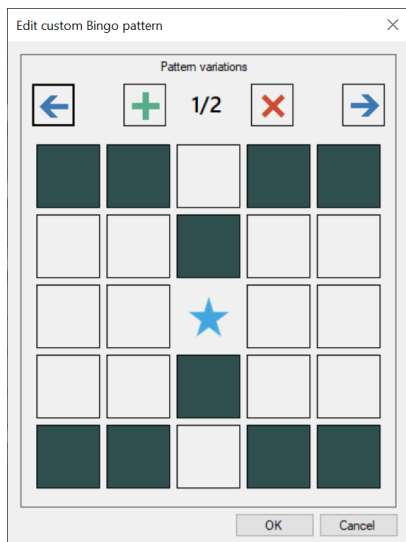
You can define up to five subsequent patterns that will lead to Bingo. You can select three patterns by clicking the “Pattern” buttons in the First pattern, Second pattern and Third pattern section on the BINGO tab in the ribbon. If you want to define a fourth and fifth pattern, this can be done in the Properties pane.

A selection can be made from 13 predefined patterns. There is also the possibility to define custom patterns.

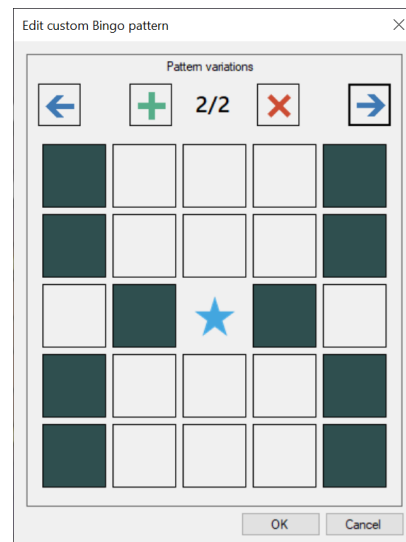
When opening the patterns, an animation is shown for patterns if applicable (for example, the horizontal line pattern is valid for each horizontal line).

When playing a Bingo game, in both the quiz player as well as the mobile phone an animation will be displayed showing the current pattern giving Bingo.

With version 7.1 comes the possibility to create your own bingo patterns. To do so pick the custom pattern from the ribbon (last entry in the pattern picker), after which you will see the pattern editor:



Pattern variation 1

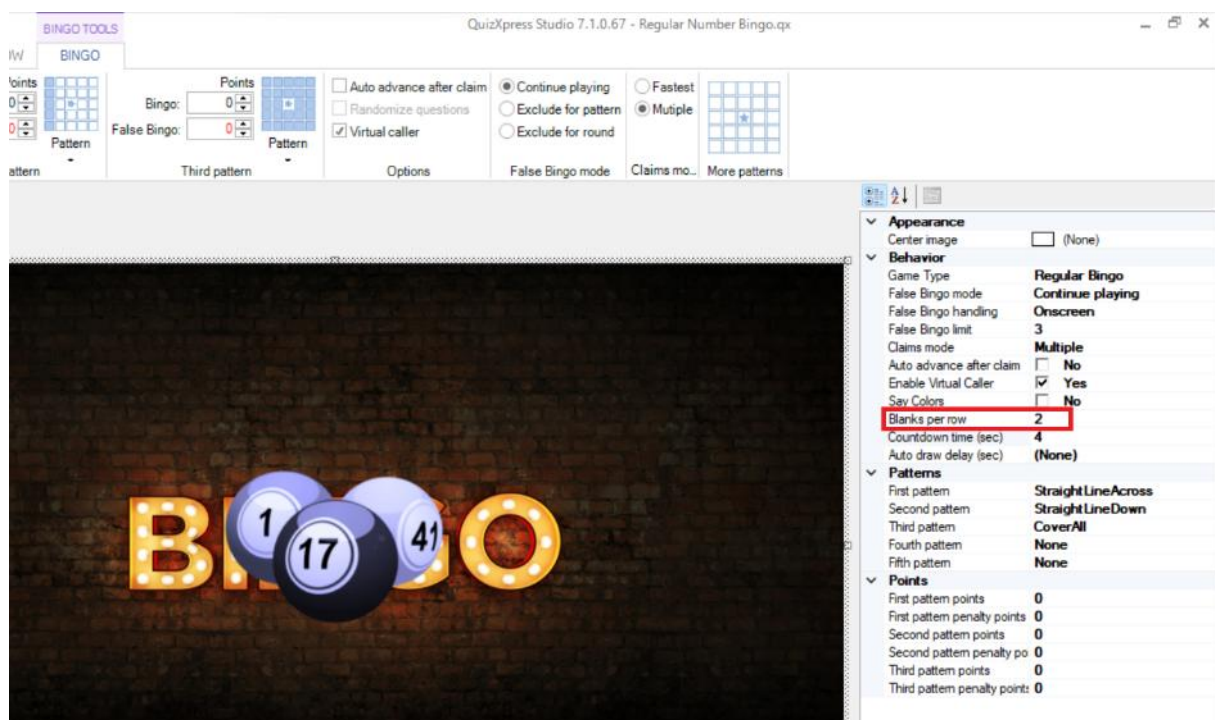


Pattern variation 2

By clicking on the cells, you create the pattern. A pattern can have multiple variations that all make for a valid bingo (analogous to a horizontal line Bingo for example, where each horizontal line results in a Bingo). In the quiz player as well as on the mobile app the variations will be shown to the players in an animation.

3.4.14.12 Blanks per row:

To speed up a Bingo round you can opt to introduce blank cells on the cards. To enable blanks, open the properties view in Studio (VIEW->Properties on the ribbon), select the Bingo slide and lookup the property named Blanks per row:



This value indicates the number of blanks cells per row on your card. It can be a value between 0 and 4. When specifying a value of 2, the Bingo card on the mobile device will look like:



The empty cells act as wildcards when evaluating a Bingo claim. So in the example card on the left, by just marking 30, 50 and 67, the player could claim a Bingo for a horizontal line. When playing with blanks one should consider what patterns to play for. E.g. playing for a vertical line might not be such a good idea as there could be columns with only 1 cell to mark. Also more complex patterns like diamond shape might never be achievable with certain cards.

3.4.14.13 Advanced Options

Auto advance after claim – when this option is enabled, the game will move on automatically after a Bingo claim. When not enabled, the game waits for the host to advance.

Virtual caller – when enabled the played numbers will be spoken by the computer (by the default Windows voice synthesizer)

Using a custom Bingo caller voice

When enabling the Virtual Caller option, by default the Windows voice synthesizer is used to speak the numbers. You can, however, create your own voice files for example with the help of a local celebrity. To do so, create a subfolder in the SmartQuiz application data folder (in Windows explorer, enter %appdata%\SmartQuiz in the navigation bar) named 'bingo'. In this folder, create the mp3 files for each number to speak (e.g. 1.mp3, 2.mp3, 3.mp3 etc.) and optionally a file named 'welcome.mp3' that will be played when the Bingo game starts. The system will play these files when a new ball is drawn.

3.4.14.14 False Bingo mode



You can indicate what needs to happen when a false Bingo claim is made. The options are:

- Continue playing – the player that made a false claim can claim another bingo for the same pattern.
- Exclude for patterns - the player that made a false claim can no longer claim bingo for the same pattern. The player must wait until someone else has a valid bingo and the system switches to the next pattern.

- Exclude for round - the player that made a false claim can no longer claim bingo for the remainder of the round (which can be a full game if there is only one Bingo round)

In the properties pane two additional settings for false Bingo claims are available:

False Bingo limit – set a limit to the number of false Bingo claims for a player. After the limit has been reached, the player is locked out of the game.

False Bingo handling – determines how false Bingo claims are handled, On-Screen or Silent. In silent mode, only Bingo claims that will result in a valid Bingo are shown in the quiz player.

3.4.14.15 Claim handling:

There are two options for handling a Bingo claim:

The screenshot shows the 'Properties' pane for a quiz. On the left, there are tabs for 'Regular Bingo' and 'Trivia Bingo'. The main area is divided into sections for 'First pattern', 'Second pattern', and 'Third pattern', each with 'Bingo' and 'False Bingo' point settings and a 'Pattern' dropdown. To the right, there are checkboxes for 'Auto advance after claim', 'Randomize questions', and 'Virtual caller'. Further right, under 'False Bingo mode', there are radio buttons for 'Continue playing', 'Exclude for pattern', and 'Exclude for round'. The 'Claims mo...' dropdown is highlighted with a red box, showing 'Fastest' (selected) and 'Multiple' options. A 'More patterns' button is at the bottom right.

Fastest: only the first player to claim a Bingo will be handled, other people pressing Bingo too will be blocked. When it is a valid Bingo, the next pattern will be played. All players are now playing for the new pattern.

Multiple: all the claims made in a few seconds after the first player claimed Bingo are handled. If there was one valid Bingo claim the pattern switches to the next pattern after all claims are handled.

3.4.14.16 Constraints when saving a quiz

There are some constraints when creating a Bingo round. For example, it is important that there are no duplicate cells on the card. The system has a built-in rules checker that checks the quiz before saving:

The screenshot shows a 'Rules Checker results' dialog box. It has a title bar with a close button. Inside, there's a yellow banner with an information icon and the text 'Check errors/warnings. Some issues were detected in your quiz. Please review and fix the reported issues.' Below this is a table with two columns: 'Severity' and 'Slide'. The first row has a yellow warning icon, severity '4', and a message about duplicate answers. The second row has a red error icon, severity '8', and a message about a missing correct answer. At the bottom, there are 'Ignore and continue' and 'Cancel' buttons.

Severity	Slide	Message
Warning	4	The correct answer ("That's Amore - Dean Martin") for this question is the same as for question 3. This will cause ambiguity when generating your Bingo cards. Please correct this by changing the answer for one of the questions and retry.
Error	8	No correct answer is provided. This is required for input type: Letter.

It does this automatically for text questions. For picture cells you will have to do this yourself; make sure not to include two questions with the same picture.

3.4.14.2 *Playing a Bingo game*

The quiz player takes care for registering the Bingo cards for all players and listens to Bingo claims coming for the players. Below you can find examples of the different bingo games.

3.4.14.2.1 *Types of Bingo games*

Number Bingo

The screen will show the last 9 balls that have been played along with their color (indicating the section on the Bingo card) as well as the latest ball that has been drawn. It shows how many balls are left to be drawn as well as the current pattern leading to a Bingo.



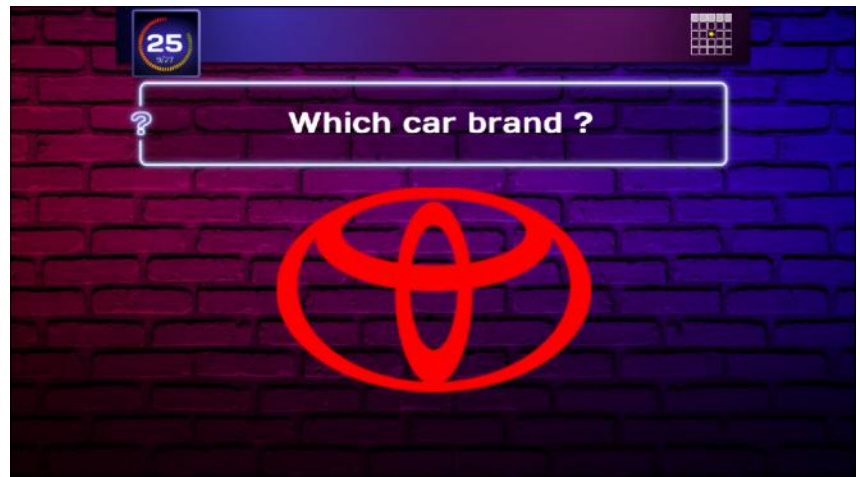
Emoji Bingo

Emoji Bingo is basically the same as Number bingo, only instead of 75 numbers, the 75 most commonly used Emojis are used.



Trivia Bingo

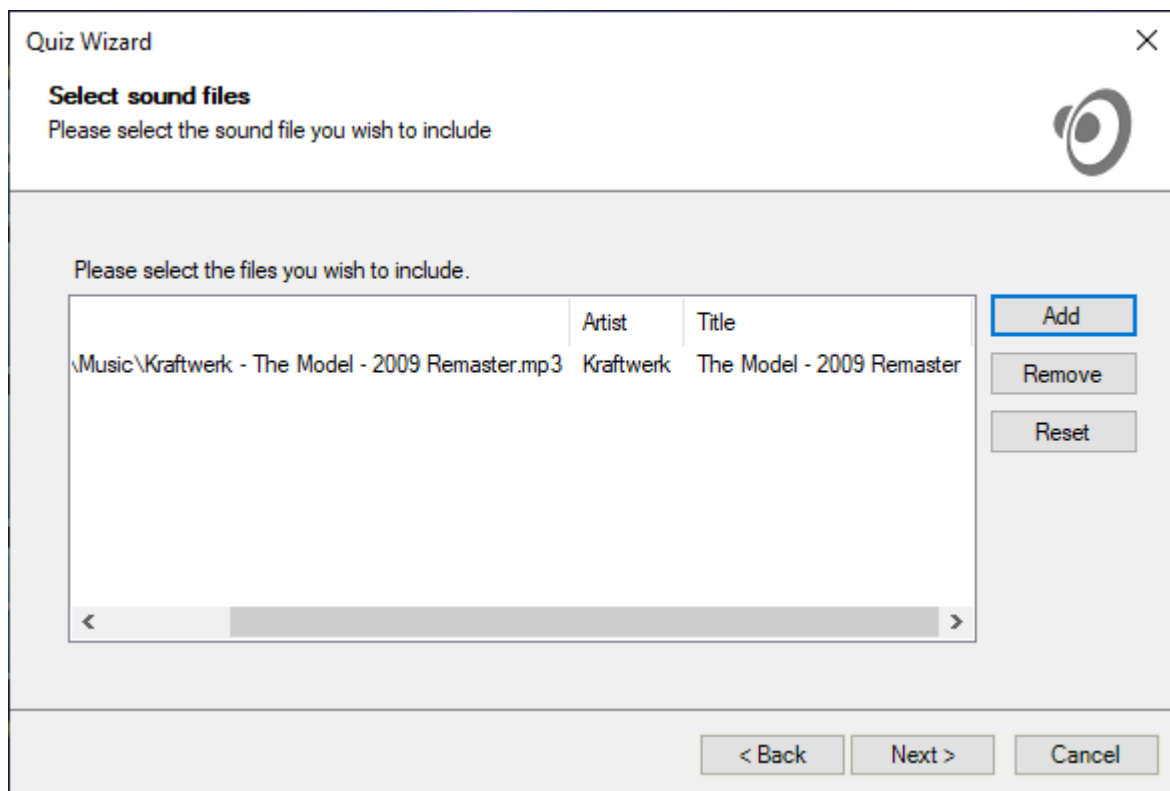
When playing Trivia Bingo, the questions are shown on the big screen along with the current pattern and the countdown clock. The answer, being a text or a picture, has to be found on the card (if there are more questions than numbers on the card, it can be that the answer is *not* on a card).



Music Bingo

Music (or even video) Bingo is basically the same as Trivia Bingo. Questions with music fragments are shown on screen, with the answers (being text or pictures) are on the Bingo card.

The quiz wizard contains specific support for Music Bingo. It allows you to select a folder with mp3 files, from which the Bingo round is automatically constructed.



3.4.14.2.2 Claiming Bingo

When a player has marked enough cells to complete a pattern, he or she makes a claim by hitting the Bingo button on the mobile app. This results in the player's name showing on screen and a 3 second countdown while the system validates the claim. There is no need for manual checking.



After validation a thumbs-up or thumbs-down is shown on the big screen as well as on the mobile.



On a valid Bingo, the player wins points (if configured) and the system switches to the next pattern.

When there is no next pattern to be played, the round ends and the quiz continues at the end-of-round slide (when there is only one round and no end of round slide, the quiz shows the final score screen).

Handling multiple claims looks like:



When a player disconnects from your quiz or loses connection to the session, the Bingo card and marked cells are not lost. When joining the game again, the card will be presented like it was when disconnecting. Also, should the quiz player crash, you can restart the quiz, recover from the stored snapshot and continue the Bingo round.

3.4.14.2.3 Live card view

In SmartQuiz Director, on the 'Teams' tab, there is an option to view the current Bingo card of the selected player. The card also shows which cells have been played already, marked in green.

To show the card of a player, select the player and press the 'Show bingo card' button. So, in case of a dispute, you can always double check.

QuizXpress Director

Questions Teams Responses Round scores Extensions Media Player Mobile

Refresh Disable Enable Disable Others Edit Add Team Delete Team Show Bingo card Undo last question Reset Scores

#	Name	Group	Keypad	Score	Last Response	Total Time (Ms)	Enabled
1	Team 1		1	0			Yes
2	Team 2		2				
3	Team 3		3				
4	Team 4		4				
5	Team 5		5				
6	Team 6		6				
7	Team 7		7				
8	Team 8		8				
9	Team 9		9				
10	Team 10		10				
11	Team 11		11				
12	Team 12		12				
13	Team 13		13				
14	Team 14		14				
15	Team 15		15				
16	Team 16		16				
17	Team 17		17				
18	Team 18		18				
19	Team 19		19				
20	Team 20		20				

Bingo card

Team 15

B	I	N	G	O
Summer Nights		Paul Simon		
Robin S				
The Troggs				
Blink 182				
Chubby Checker				

Close

3.4.14.2.4 Change Bingo patterns during a Bingo session

In SmartQuiz Director, it is now possible to change the patterns of a Bingo round along with some of the other Bingo settings during a quiz (before the round is started). To do so, double click the Bingo slide on the questions tab to open the settings for a Bingo round.

Edit Bingo question

Bingo patterns

Pattern 1 Pattern 2 Pattern 3 Pattern 4 Pattern 5

The Bingo patterns cannot be changed while the Bing round is in progress.

False Bingo mode

What happens to a player claiming a false Bingo:

☐ Continue playing

☐ Exclude for pattern

☒ Exclude for round

False Bingo handling

How are False Bingo claims handled:

☒ On screen

☐ Silent

Bingo claims mode

How are multiple Bingo claims handled

☐ Fastest player only

☒ Multiple players

OK Cancel

3.5 Mini games

SmartQuiz offers a variety of mini games. Minigames, which are games of luck or skill, will spice up your game show or trivia night with offering something different than trivia! Points can be won or lost with the games.

Mini games can be included in a quiz, they can be started on the fly from SmartQuiz Director, or they can be ran standalone using the mini game launcher. Please refer to section 3.4.9 for more information.

You can buy the mini games in our online shop, after which you will receive an upgrade of your license. Mini games are a single time purchase, they remain part of the license upon renewal of the license at no additional cost. *Please note that mini games are not available in the SmartQuiz home license.*

Currently 14 mini games are available, of which 3 are freely available in the SmartQuiz installation.

- A full 3D virtual horserace mini game where the audience can bet on a horse using their wireless keypads after which a race will run with a random outcome. Points will be added based on the outcome of the race.
- A card game where the audience needs to survive several cards by correctly predicting the next card (red/black or higher/lower) to gain points.
- A cups-and-ball game (also known as the shell game) where the audience needs to guess under which cup a ball is located after shuffling the cups. Points or prizes can be won with this game.
- A Wheel of Fortune. Spin the wheel and win a prize or points!
- Penalty shootout, a soccer game in a full stadium where the audience needs to guess if and where a penalty is scored.
- An Auction module. Use this for your fundraiser trivia events to auction items.
- A Rock Paper Scissors minigame, where the audience plays Rock, Paper, Scissors against the computer. Points will be added based on the outcome of the game.
- Simon Says, in which the audience plays a game that challenges players to mimic an increasingly longer sequence of lights.
- Chrono Challenge, in which the audience tests their internal clock by counting and pressing their buzzers as close as possible to a certain number of seconds.
- Quiz duel, a fun and easy to use western inspired minigame.
- Lucky Marbles, where players can score points in an exciting twist on the classic Plinko marble game.
- A performance ranking module where players can rank the performance of one of the other players. Supports choosing videos to enable karaoke contests. This is a free plugin.
- A clock/slideshow module that shows the current time or a countdown timer optionally mixed with a picture slideshow (e.g. for advertising purposes). To be used during breaks of the quiz. This is a free plugin.
- Randomizer. Randomly draw one or more players from the audience, one or more numbers or one or more items from a list.

This section will explain more about the configuration options of the mini games. It will show the configuration window for each mini game along with a description of the options.

3.5.1 Virtual horse race

In the horse racing game, each player bets on a horse using their handhelds after which a race will run with a random outcome. Points will be added based on the outcome of the race.

The Virtual Horserace module has the following configuration options:

- Background image: select the background image shown on the screen where the players pick the winning horse
- Header: text that is shown on the screen where the players pick the winning horse
- Number of horses: pick the number of horses that participate in the race
- Track: choose different track lengths which last approximately 30, 50 or 90 seconds
- Points to win: points that can be won for the different rankings
- Distant finish – close finish: choose here if horses should finish closely or distant
- Show mini map during the race with horse positions: shows a little overview in the top right corner during a horse race outlining the positions of the horses

Horserace configuration -

Game Billboards

Background image  

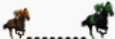
Header

Please choose your winning horse!

Number of horses (4-6) 6 Track: ☐ 30 sec ☒ 50 sec ☐ 90 sec

Points to win

1st	20	4th	0
2nd	10	5th	0
3rd	5	6th	0

 Distant finish  Close finish

☐ Show minimap during race with horse positions

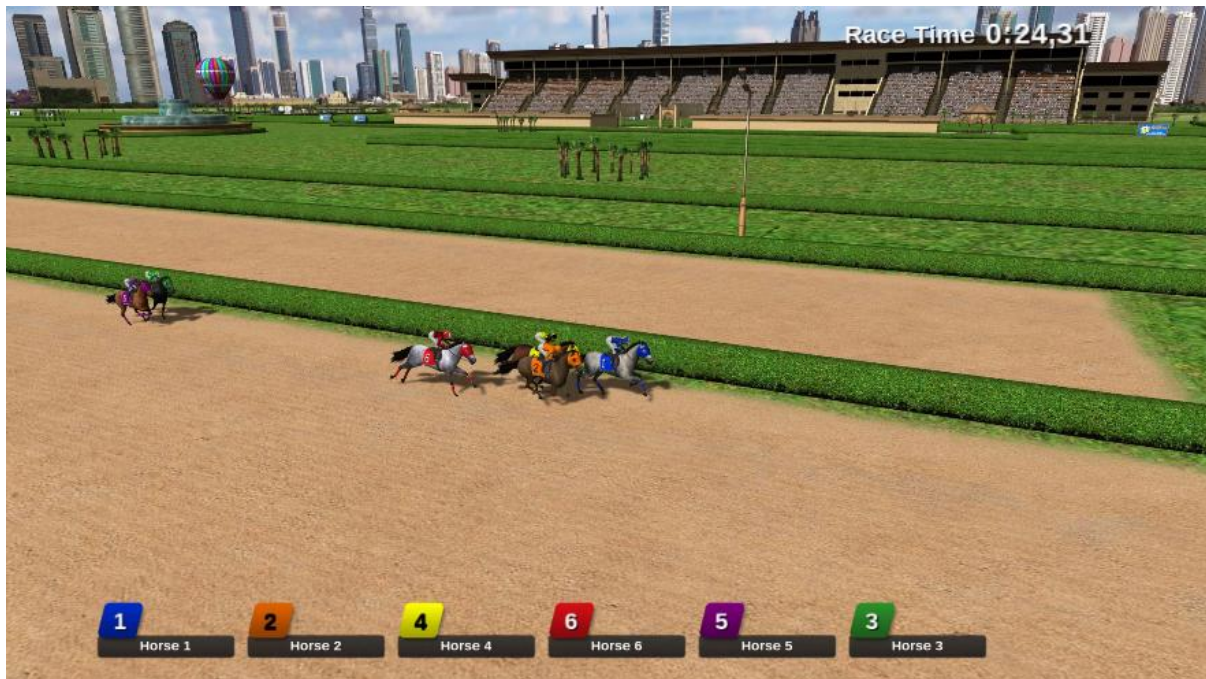
Lane	Horse name	Forced winner
1	Horse 1	☐
2	Horse 2	☐
3	Horse 3	☐
4	Horse 4	☐
5	Horse 5	☐
6	Horse 6	☐

OK Cancel

- Horse names: you can enter the names of the horses here
- Billboards tab: there are four billboard signs next to the racetrack. You can choose your own images to be displayed in these billboards

- Forced winner: you can indicate which horse will win

Please find below a picture of the horse race game in action.

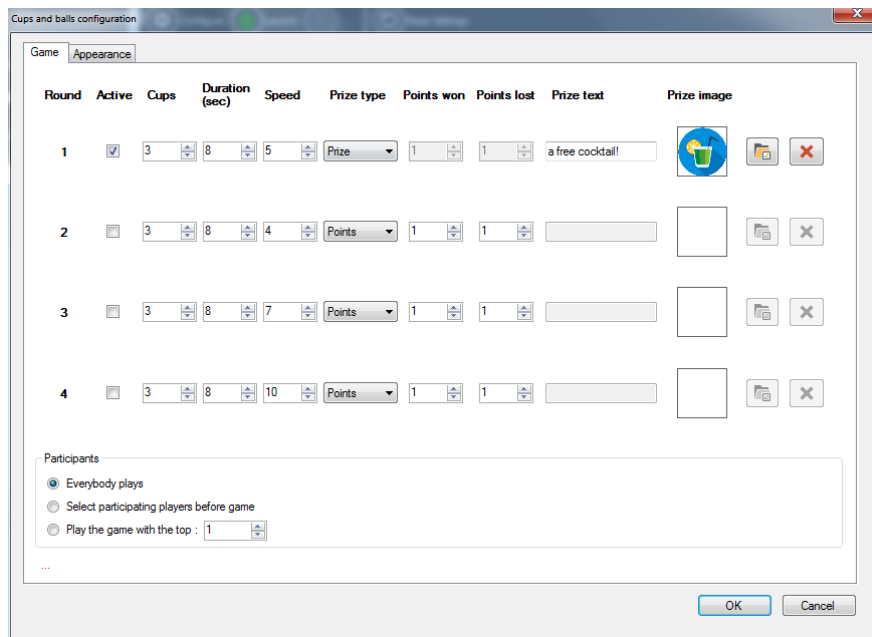


In order to go through the various steps of the horse race (players chose horse, go to the start, start the race) just press the 'Next' button in the left-hand side panel. 

3.5.2 Cups and Balls

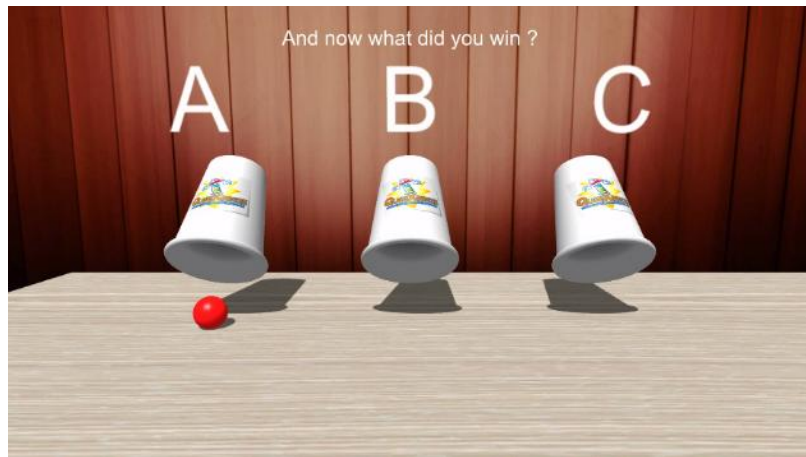
In the cups and balls game the audience needs to guess under which cup a ball is located after shuffling the cups. Initially, the ball is shown. Then, the cups are shuffled, and each player needs to closely watch. Finally, each player needs to tell under which cup the ball is. Points or prizes can be won with this game.

Available configuration options:

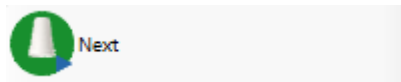


- Round: you can define up to four games that will run one after another (for example with increasing speed/number of cups).
- Active: indicates whether a round is active (if not active, it will be skipped)
- Cups: the number of cups that will be played with
- Duration: the duration of the shuffling of the cups
- Speed: the speed of the shuffling
- Prize type: indicate of a prize can be won or if points can be won
- Points won: the amount of points a player wins if he or she is correct (if the 'Prize type' is 'Points')
- Points lost: the amount of points a player loses if he or she is incorrect (if the 'Prize type' is 'Points')
- Prize text: text shown when a prize is won
- Prize image: image of the prize won. Images can be selected or deleted using the two buttons next to the image.
- Participants: all players can play along, only top ranked players can play along, or selected players can play along (selection is done before the game starts, on the director screen).
- Appearance tab: here you can select images to be shown on the cups (for example a company logo), a background image as well as the texture of the table that the cups are on. Also, you can select an alternative background music which plays once the cups are shuffling

Please find below a picture of the cups and balls game in action.



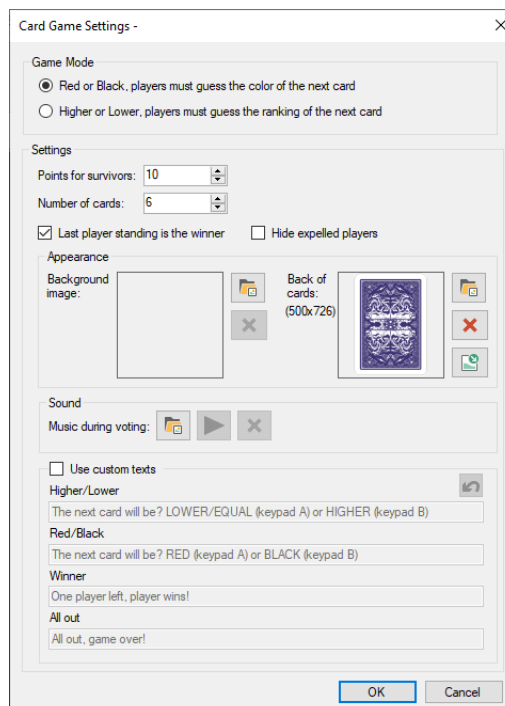
In order to go through the various steps of the game (cups are loaded, ball is shown, cups are shuffled, players choose a cup, ball is revealed) just press the 'Next' button in the left hand side panel.



3.5.3 Card game

In the card game the audience needs to survive several cards by correctly predicting the next card (red/black or higher/lower) to gain points.

Available configuration options:



- Game Mode: choose between red\black or higher\lower guessing

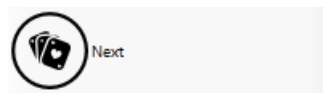
- Points for survivors: how many points do the players win when they survived up to the end
- Number of cards: how many cards are on the table
- Last player standing is the winner: with this option, the player who survived last wins, even when not all cards have been turned
- Hide expelled players: hide the players from the player grid that are no longer in the game.
- Background image: choose a background image shown during the game
- Music during voting: choose the music that is played while all players make their bets
- Back of cards: the image to be used at the back of the card (use 357 x 500 pixels). Use this to brand the game for your own purpose.
- Use custom texts: override the default texts presented to the players with your own texts.

Please find below a picture of the card game in action.



Each player is represented by a square. When a choice is made, the square turns either red or black.

In order to go through the various steps of the cards game (show message to the players to make a choice, reveal the next card) just press the 'Next' button in the left-hand side panel.



The square of players that are out of the game are greyed out indicating they no longer participate in this session of the cards game.

3.5.4 Wheel of Fortune module

The wheel of fortune allows you to spin a wheel to draw a prize or points for a team, or just draw a specific team.

Please find below the configuration screens with their default settings:

The image displays two side-by-side screenshots of the 'Wheel of Fortune Settings' dialog box. The left screenshot shows the 'Game' tab, and the right screenshot shows the 'Appearance' tab.

Game Tab (Left Screenshot):

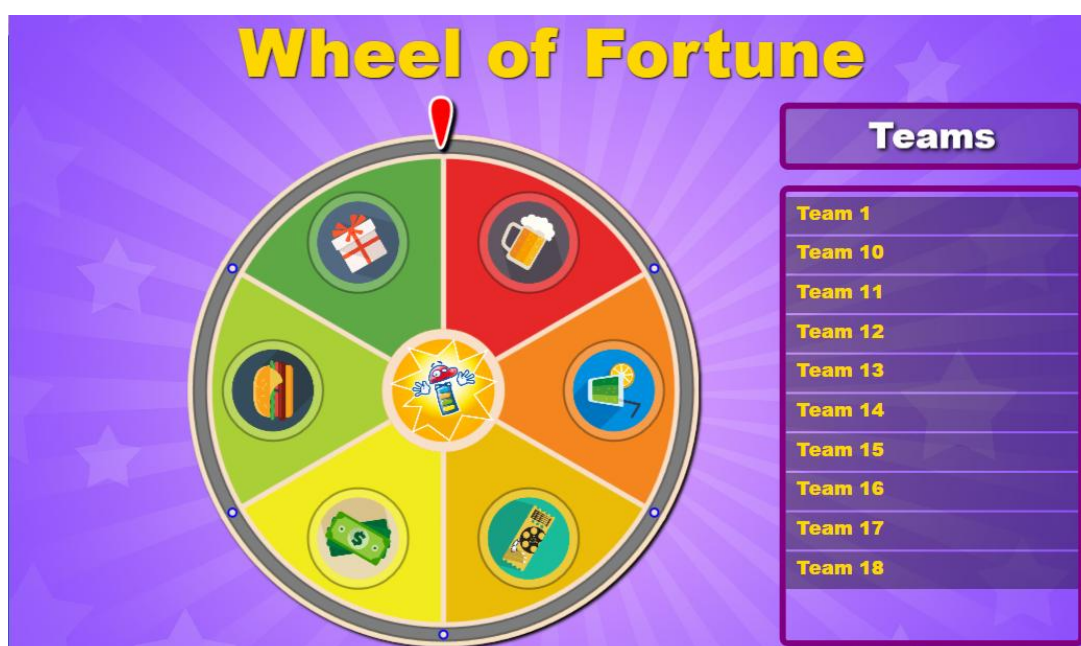
- Participants:**
 - ☒ Select participating players before game
 - ☐ Play the game with the top : 5
 - ☐ The player with this ranking can stop the wheel for a prize: 1
- Mode:**
 - ☒ Draw a prize **Setup prizes**
 - ☐ Draw a team/player
- Show in wheel:**
 - ☒ Team names
 - ☐ Keypad numbers
- Show prize:** ☒ You can configure multiple prizes to show next to the wheel. If you define more than one prize a random selection will be made. **Setup prizes**
- Draw bonus points:**
 - Positive points:** Points: 1, Number of segments: 10
 - Negative points:** Points: -1, Number of segments: 0
 - Kapow!:** Points: -10, Number of segments: 0

Appearance Tab (Right Screenshot):

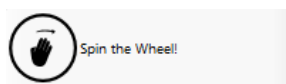
- Title:**
 - Title text: Wheel of Fortune
 - Font: **Arial Black**
- Wheel:**
 - Font: **Arial Black**
 - Center image: [Image placeholder]
- Background:**
 - Image: [Image placeholder]

- **Participants:** selected players play the wheel (selection is done before the wheel starts, on the director screen), the top ranked players play the wheel or a single player of a certain rank can stop the wheel with his or her keypad.
- **Draw a prize:** prizes (which can also be positive or negative points) are shown in the wheel. By pressing the 'Setup prizes' button the prizes can be configured.
- **Draw a team/player:** the participant selected are distributed across the wheel. The number of segments on the wheel can be chosen by selecting a value for 'Number of segments'. If the checkmark is checked before 'Show prize', prizes which can be won (or lost) are shown next to the wheel. While the wheel spins, the prizes highlight one after another. When the wheel stops on a player/team, the highlighted prize is won (\lost in the case of negative points). Prizes (or points) can be defined by pressing the 'Setup prizes' button. This mode does not work in combination with the 'stop the wheel' option in the 'participants' section, as for the stop the wheel game prizes are required in the wheel.
- **Draw bonus points:** the positive, negative and Kapow! points are distributed across the wheel in the number of segments indicated. For positive and negative points, each segment increases resp. decreases in value (for example: positive points 1 and number of segments 5 results in the values 1,2,3,4 and 5 ; negative points -2 and number of segments 4 results in the values -2,-4,-6,-8). Kapow! points are negative points which are fixed in the number of sections specified. The Kapow! segments are the ones players do not want to land on! The total number of segments for the 'Draw bonus points' section cannot exceed 30.
- **Appearance tab:** set the title text of the game and the fonts used. Choose a background image as well as the image shown at the center of the wheel.
- **Other tab:** Set the wheel spinning speed as well as the spin time.

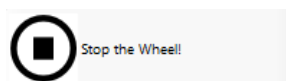
Please find below a picture of the wheel of fortune game in action.



In order to spin the wheel, press the 'Spin' button in the left-hand side panel.



When the 'Stop the wheel' setting is on, the player that can stop the wheel with his or her keypad is indicated in the 'Teams' panel in the game. The wheel can also be stopped by pressing the 'Stop the Wheel!' button (but typically this is not necessary as the player should stop the wheel).



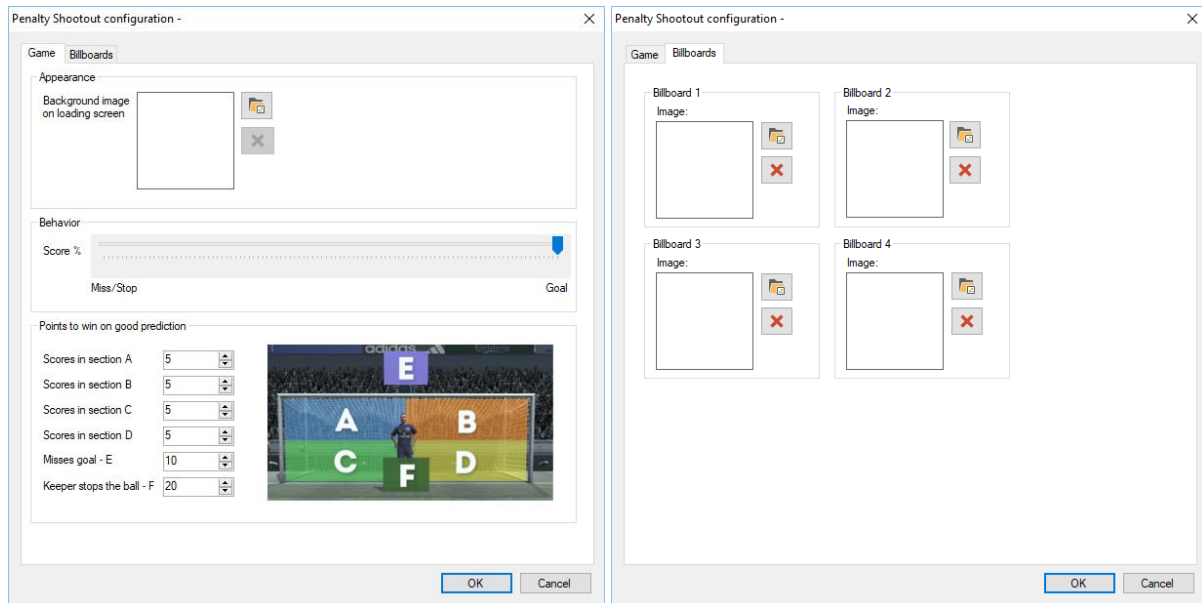
3.5.5 Penalty Shootout

The purpose of the Penalty Shootout mini game is to predict if the football player is going to score (and in which section of the goal), if the penalty will be missed or if the goalie will stop the penalty.

The available configuration options are:

- Background image on loading screen: sets the image that is shown while the game is loading
- Score%: set the chance of scoring or missing.
- Points to win on good predication: assign points to the possible outcomes of the game:
 - Player scores in section A
 - Player scores in section B
 - Player scores in section C
 - Player scores in section D
 - Player misses (E)
 - Keeper stops the ball (F)

- Billboards tab: there are four billboard signs next to the racetrack. You can choose your own images to be displayed in these billboards



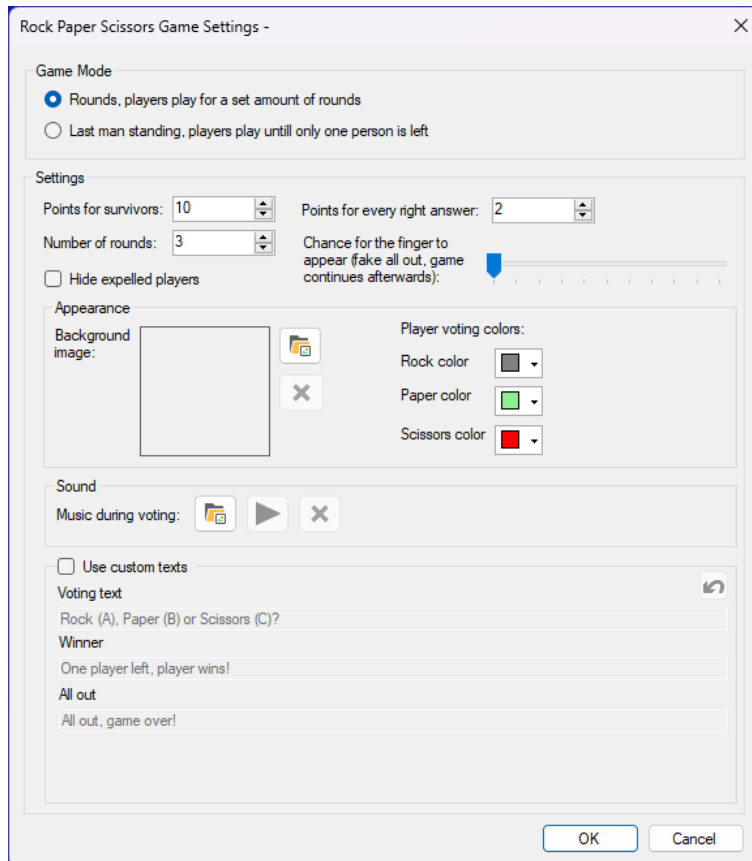
Below you can see two pictures of the penalty shootout game in action.



3.5.6 Rock Paper Scissors

In the Rock Papers Scissors minigame, the audience plays rock paper scissors against a virtual player (computer).

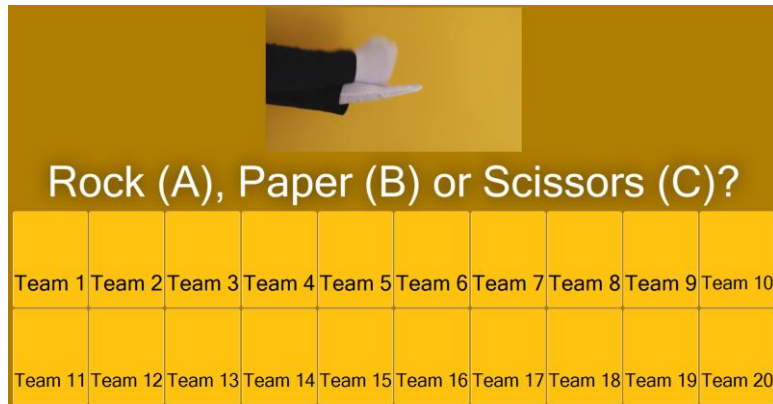
Available configuration options:



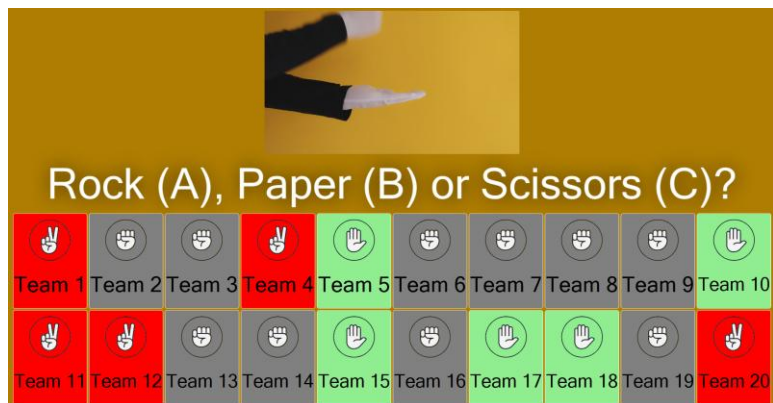
- **Game Mode.** There are 2 game modes: Rounds and Last man standing. In the Rounds mode, the game ends after a set amounts of rounds. In the Last man standing mode, the game ends when there is either no one or exactly one person left.
- **Points.** There are 2 ways to win points as a player. Points for survivors are won by players who have survived all rounds as defined in 'number of rounds' or are the last player standing. The points as defined in 'Points for every right answer' are given to players who survive a round.
- **Chance for 'the finger' to appear.** This is the percentual chance to get the (middle) finger as a move made by the computer. The finger is a fake 'all out'. The fake out makes the audience think everyone has lost, but the game continues anyway.
- **Background Image.** sets the background image of the game.
- **Hide expelled players.** This automatically hides the players who have lost.
- **Player voting colors.** These are the colors the player boxes get when they vote. The default colors are gray, green and red for rock, paper and scissors respectively.
- **Sound.** Set the music that plays during voting.
- **Use custom texts.** Change the default messages shown during the game.
 - Voting text: the text that is shown during voting.

- Winner: the text that is shown when (a) player(s) has/have won.

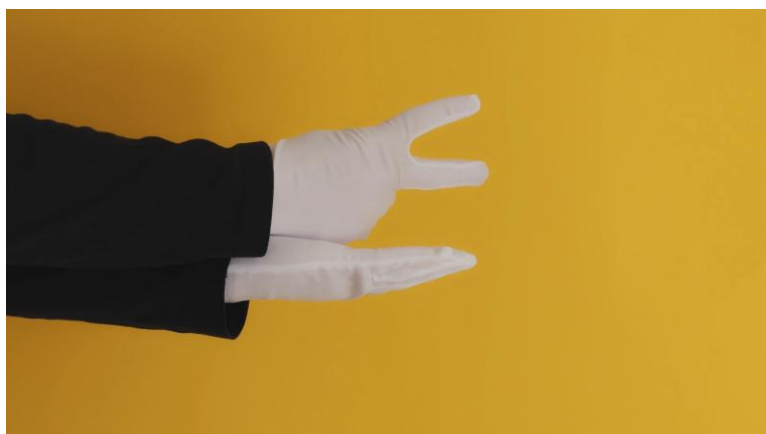
All out: the text that is shown when everyone has lost. When the game starts, a screen is shown with a video on top showing the moving hands of a virtual player who all the other players play against.



Each player makes a choice for rock, paper or scissors on their keypad / buzzer / phone



After this the opponent's choice is revealed.



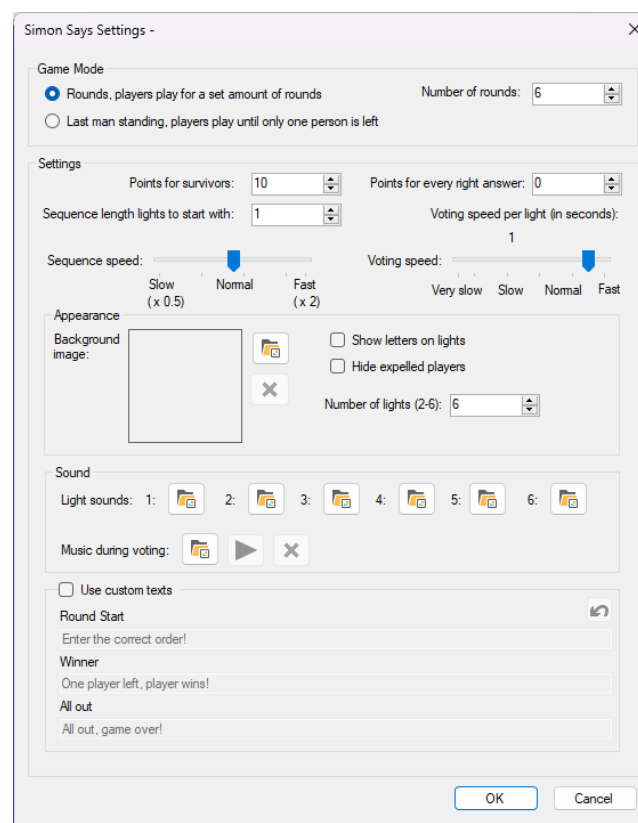


When the choice of the opponent has been revealed, the game indicates who won, lost, or tied.

In the example above the virtual players chose Rock. The players who chose Scissors lose, the players who chose rock tie and the players who chose paper win the round. Players who tie are still in the game (but do not win the points for the round).

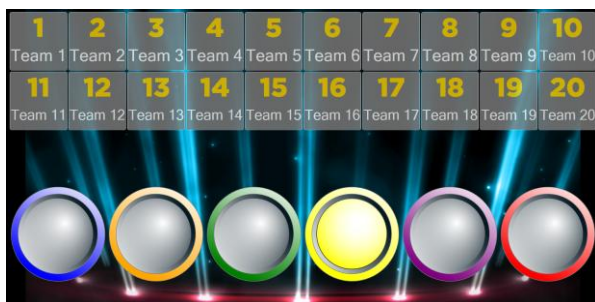
3.5.7 Simon Says

In the Simons Says minigame, the audience plays a game that challenges players to mimic an increasingly longer sequence of lights. Available configuration options:

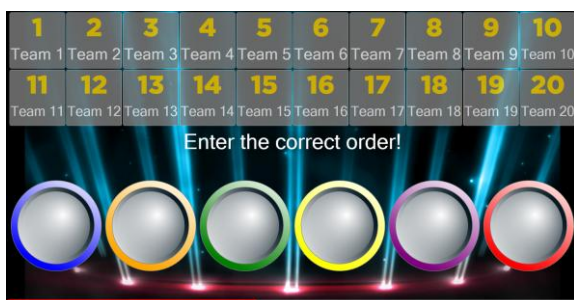


- **Game Mode.** There are 2 game modes: Rounds and Last man standing. In the Rounds mode, the game ends after a set amounts of rounds. In the Last man standing mode, the game ends when there is either no one or exactly one person left.
- **Points.** There are 2 ways to win points as a player. Points for survivors are won by players who have survived all rounds as defined in 'number of rounds' or are the last player standing. The points as defined in 'Points for every right answer' are given to players who survive a round.
- **Sequence length lights to start with.** Indicate how many lights light up at the start of the game.
- **Sequence Speed.** This indicates how fast the lights light up.
- **Voting Speed.** This indicates how much time players must enter their votes after a light sequence has been shown.
- **Background Image.** Set the background image of the game.
- **Show letters on lights.** Indicates whether to show letters (A-F) on the lights.
- **Hide expelled players.** This automatically hides the players who have lost.
- **Number of lights.** This sets the number of lights in the game. This number can range from 2 to 6.
- **Light Sounds.** The sounds that each light makes when it lights up can be configured. Each light sound (1-6) can be set individually.
- **Voting music.** Sets the music that plays during voting.
- **Use custom texts.** Change the default messages shown during the game.
 - Round start: the text that is shown when a round starts.
 - Winner: the text that is shown when (a) player(s) has/have won.
 - All out: the text that is shown when everyone has lost.

The purpose of the games is that when a light sequence is playing, players must memorize it.



When the sequence is done playing, players input the sequence into their keypad / buzzer / phone



After this, the system judges the answers and shows the winning and losing players. After this a random light is added to the sequence and the sequence plays again. This makes the game increasingly more difficult as time goes on.

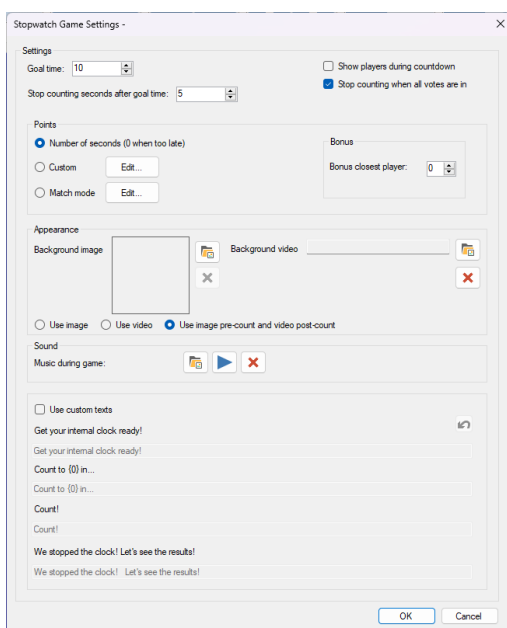
In this game (last man standing mode), only player 1's answer was correct. Player 1 wins the game.



3.5.8 Chrono Challenge

The chrono challenge is a game of precision. The idea is to count the time and press the buzzer as close as possible to a certain number of seconds.

Available configuration options:



- Goal time is the amount of time in seconds which the players count towards.
- Stop counting seconds after goal time. The voting time will go on this amount of seconds after the goal time has been reached. For example, if the goal time is 10 seconds and the “stop counting seconds after goal time” is five, the total voting time is 15 seconds.
- There are three ways to judge points:
 - Number of seconds. Points are won based on the number of seconds after which a player pressed. The closer the player is, the more points are won.
 - Custom. The host can configure which points are won for which amounts of time.

- Match Mode. Players are ranked on how close they are to the goal time. The higher a player's rank, the more points the player gets.
- Bonus closest player: the player who is closest to the target time wins additional points
- Background image sets the background image of the game.
- Background video sets the background video of the game.
- The host can choose to either use only the image, only the video or both the image (pre-count) and the video (post-count)
- Voting music sets the music that plays during voting.
- Use custom texts. Change the default messages shown during the game.
 - Get your internal clock ready! : the text that is shown when the game starts.
 - Count to (0) in: the text that is shown when the players are about to start counting.
 - Count! : the text that is shown when the players start counting.
 - We stopped the clock! Let's see the results! : the text that is shown when the clock has been stopped and the answer times of the players are about to be judged.

At the start of the game, players are notified to get ready to count!



After a small countdown shown onscreen (3-2-1), players have to keep counting and press the buzzer when the indicated time expires. After the amount of seconds determined by the settings has passed, the clock is stopped.



Players are judged based on how far their answers are off the goal time (depending on the game mode chosen).

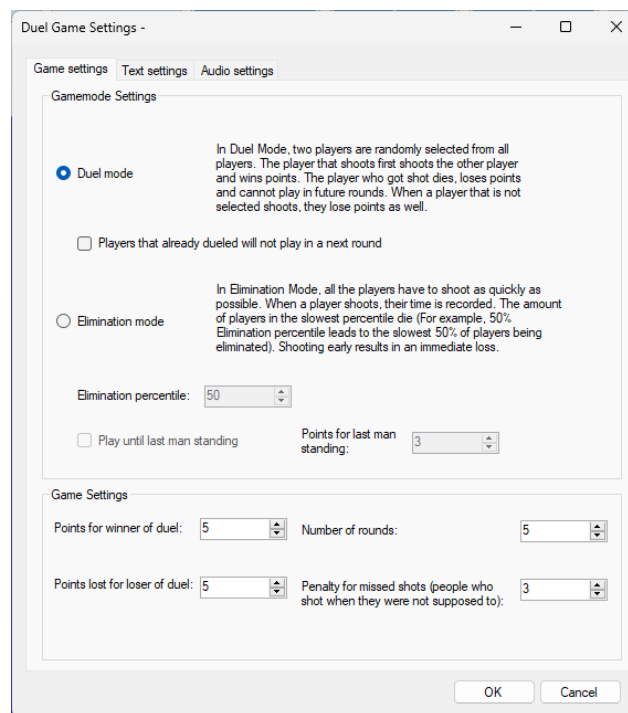
1	2	3	4	5	6	7	8	9	10
+5	+9	+5	+7	+2	+6	+5	+6	+2	+8
5.070	9.604	5.954	7.280	2.448	6.929	5.275	6.857	2.994	8.090
11	12	13	14	15	16	17	18	19	20
+8	+4	+5	+3	+7	+6	+3	+7	+5	+9
8.914	4.656	5.313	3.190	7.850	6.472	3.335	7.854	5.203	9.256

3.5.9 Quiz Duel

Quiz duel is a fun and easy to use western inspired 'reflex' minigame. With fun graphics and western style sound effects this game will definitely elevate your event!



The game has the following configuration options:



- There are two game modes:
 - **Random duel mode**, In Duel Mode, two players are randomly selected from all players and shown onscreen on two sign posts. The player that shoots first shoots the other player and wins points. The player who got shot dies, loses points and cannot play in future rounds. If players from the audience that are not selected shoot, they lose points as well.
 - The setting *Players that already dueled will not play in a next round* indicates if players that have been shown on the sign posts will be excluded from the next round. This makes sure everyone gets their turn. When there is an uneven amount of players, the last player plays against a 'bot cowboy'.

- **Elimination duel mode**, In Elimination Mode, all the players have to shoot as quickly as possible when the **Shoot!** message appears onscreen. For each player who shoots, the time is recorded. The amount of players in the slowest percentile die (For example, 50% Elimination percentile leads to the slowest 50% of players being eliminated). Shooting early results in an immediate loss.
 - The setting *Play until last man standing* runs the game until there is one player left.
 - The setting *Extra points for last man standing* indicates how many points the person who is last standing wins
- Other game settings:
 - Points for winner of duel : points won when you win in a duel
 - Penalty for loser of duel: points lost when you lose a duel
 - Number of rounds: how many rounds of the game do you want to play
 - Penalty missed shots: penalty points for players shooting while they are not being selected on the sign posts in Random duel mode or for shooting early in both duel modes.

The Text settings tabs and Audio settings tabs enable you to change the texts as well as the audio used in the mini game.

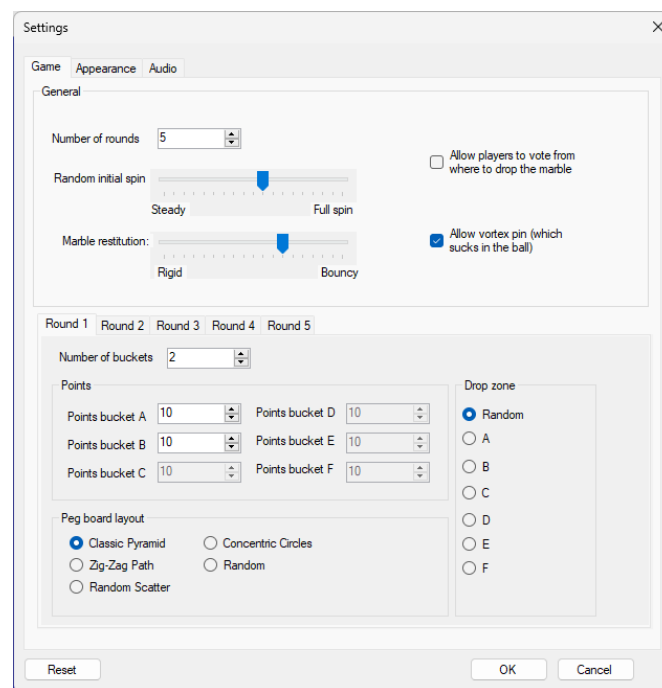
3.5.10 Lucky Marbles

Players can score points in this exciting twist on the classic Plinko marble game. After choosing the bucket they think the marble will land in—and optionally voting or competing to select the release point—the marble drops and bounces its way down the board, guided by a realistic physics simulation. With multiple board layouts and an optional rotating *vortex* that can send the marble back to a random starting position, every round is full of suspense and surprises.





The game has the following configuration options:



- Number of rounds: the number of rounds the game will be played
- Allow players to vote from where to drop the marble: if activated, the game starts by the audience choosing from which place the marble is dropped. The audience can continuously make their choice until the host decides the marble will be dropped
- Random initial spin: to which extent the marble spins when drops
- Marble restitution: how bouncy is the marble
- Allow vortex pin: shows a vortex in the center, a vortex sucks the ball and transports it back to the top
- On the round tabs you can indicate the settings per round:
 - Number of buckets: number of target buckets at the bottom of the screen
 - Points : points to win for each bucket

- Peg board layout: the game has multiple layouts that you can choose from
- Drop zone: Indicates from where the marble is dropped (only active when the setting *Allow players to vote from where to drop the marble* is not active).

The Text settings tab enable you to change the texts show on screen as well on the mobile phone. On the audio tab you can indicate which music is played during the game.

3.5.11 Auction

With this plugin you can auction items during a quiz where the audience bids with their handhelds. Ideal to use for fundraisers!

During the auction, while the amount increases, players opt out when they are no longer interested.

The available configuration options are:

- Item under sale: picture of the item that is auctioned
- Description: description of the item that is auctioned. The description is displayed at the top of the auction screen.
- Background: background image of the auction screen.
- Background fill color: alternatively, a solid background color can be set for the auction screen.
- Currency: currency displayed before the current auction money amount
- Show cents: incorporate cents in the auction money amount
- Start bid at: set the start price of the item auctioned
- Bid step: set the step at which the auction price will be incremented
- Step timer: set the timeframe after which the auction amount will be raised
- Start the auction manually: start the auction manually by pressing Next (otherwise it will start immediately)
- Bidders must register for the auction: bidders opt out when they are no longer interested in the item auctioned. By default, everybody participates. If you want each bidder to first explicitly indicate whether he or she wants to participate in the auction, put a check before this setting.
- Bidding music: music played during the auction (no music, select one music file or select a folder containing music files)
- Winner music: Set the music played when the auctioned item is sold
- Auction title text: the auction title will be displayed over the picture of the auctioned item picture (or only the text if there is no picture set).
- Auction title text color: the color of the auction title text.
- Remove left bidders from the grid: With this setting checked, players that opted out of an auction are removed from the bidder's panel.
- Bidder grid panel color: set the color of the bidder grid panels.

Item under sale

Picture

Description

Item title

Background

Picture

Background fill color

Bidding

Currency:

€

Show cents:

Start bid at:

50

€

Bid step:

5

€

Step timer:

10

seconds

☐ Start the auction manually.

☐ Bidders must register for the auction

Auction title

Text:

Auction title

Text color:

Bidder grid

☒ Remove left bidders from the grid

Panel color:

Bidding music

☒ None

☐ Play single file:

☐ Playlist folder:

Winner music

☒ None

☐ Play single file:

OK

Cancel

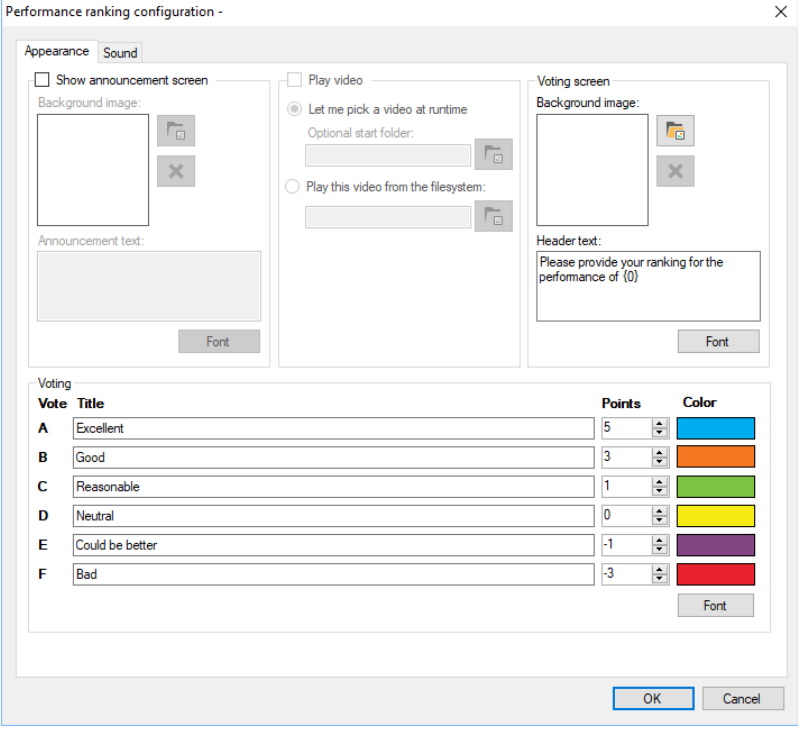
Below you can see a picture of an auction in action:



3.5.12 Performance ranking

With the performance ranking module, you can hold talent and karaoke competitions. The audience\players can rank a performance of one of the other players.

The available configuration options are:



The dialog box is titled "Performance ranking configuration -". It has two tabs: "Appearance" and "Sound". The "Appearance" tab is active.

Appearance Tab:

- ☐ Show announcement screen
- Background image: [Image selection icon] [X]
- Announcement text: [Text area] [Font]
- ☐ Play video
- ☒ Let me pick a video at runtime
- Optional start folder: [Folder selection icon]
- ☐ Play this video from the filesystem: [Folder selection icon]
- Voting screen
- Background image: [Image selection icon] [X]
- Header text: [Text area] [Font]

Voting Section:

Vote	Title	Points	Color
A	Excellent	5	Blue
B	Good	3	Orange
C	Reasonable	1	Green
D	Neutral	0	Yellow
E	Could be better	-1	Purple
F	Bad	-3	Red

[Font] [OK] [Cancel]

- Show announcement screen: enable this option to show an announcement screen before the performance.
- Background image (announcement screen section): select a background for the announcement screen.
- Announcement text: Announcement text to show. When you want to incorporate the name of the player that is going to perform add {0} which will be replaced with the name of the selected player.
- Play video section: enable this option to show a video during the performance or select a video from the file system which will then be played during the performance. Typically used to show a karaoke video.
- Background image (voting screen section): choose the background picture shown on the voting screen
- Header text: choose the text shown on the voting screen. When you want to incorporate the name of the player that has performed add {0} which will be replaced with the name of the selected player.
- Title\Points\Color fields: enter labels shown on the voting screen indicating performance quality. Each label has a number of points attached as well as a color.
- Sound tab: on the sound tab you can configure the music played before the voting starts, the music played during the voting and the music played after the voting.

Please find below a picture of the different screens of the performance ranking module in action.



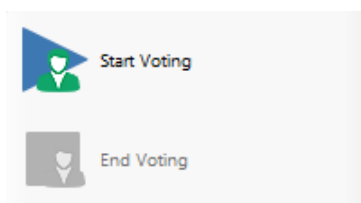
When the performance ranking plugin is started, a window is shown in which one of the players must be selected to be the player who is going to be judged by the other players.

When the 'Start Voting' button is pressed in the left-hand panel of SmartQuiz Director, performance starts, and players can start giving their opinion on the performance. On the voting screen, at the bottom left the time is shown that passed since the beginning of the performance as well as the number of players that voted so far.

When the 'End Voting' button is pressed in the left-hand panel, players can no longer vote, and the final score is shown on the screen.

Alternatively, when the 'Play video' setting is enabled, the button initially reads 'Start Video'. Pressing it shows a video or lets you select one depending on the settings. After this the button changes to 'Start Voting'.

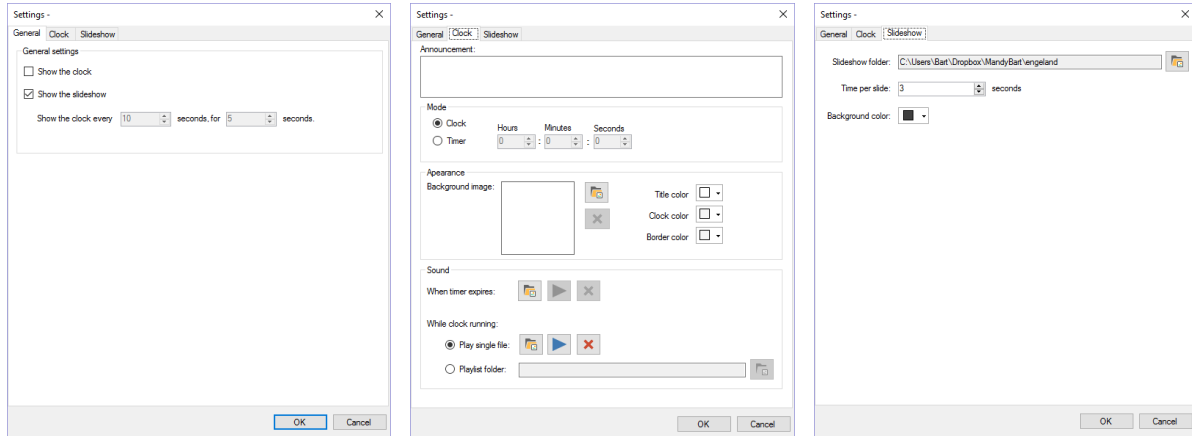
After the voting process has ended, pressing the 'Start Voting' button repeats the whole process. Another player can now go on stage and give his or her best performance!



3.5.13 Clock and slideshow module

This module can either show a digital (countdown) clock, a picture slideshow with cool transition effects or a mix of both.

Configuration options:



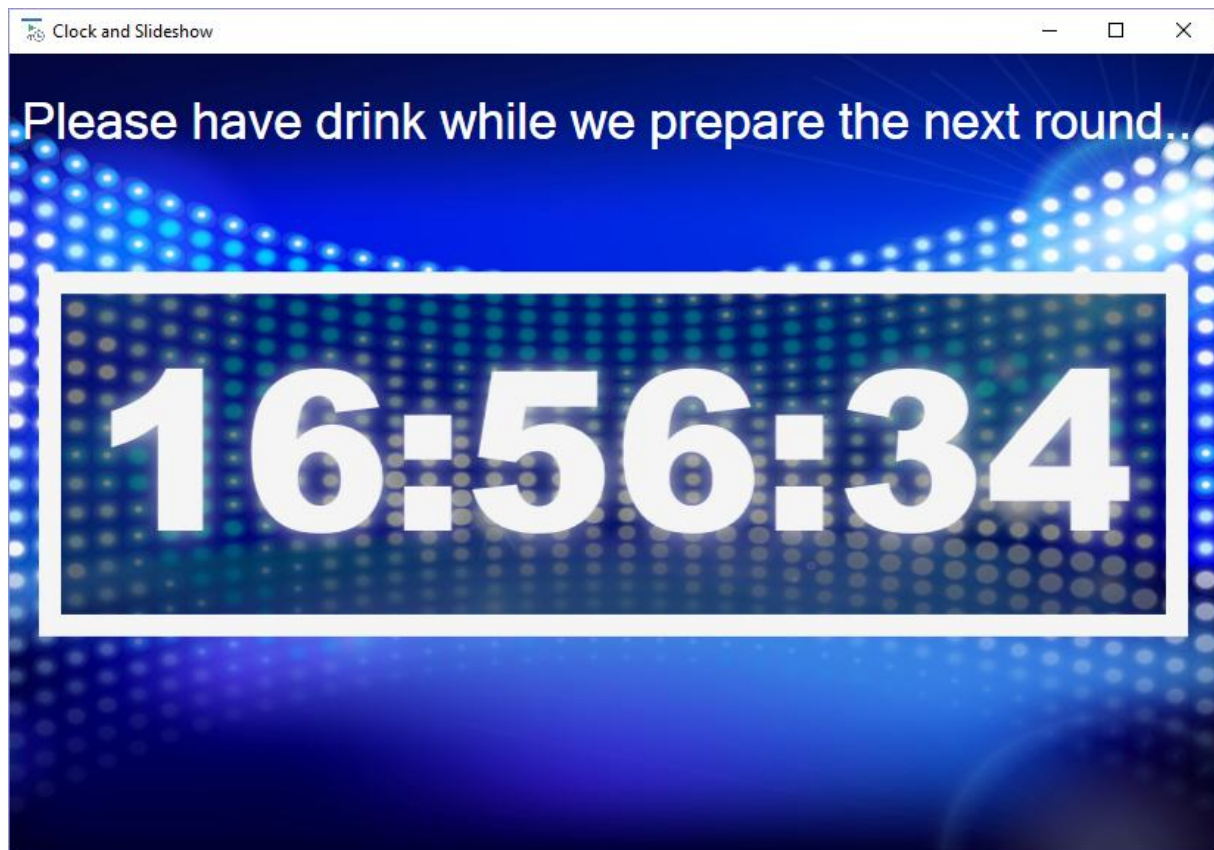
On the first page you can configure if you want to show the clock, the slide show or both (in which case the clock will show at a configurable interval for a certain amount of time)

For the clock you can configure the following options:

- Announcement: text which is displayed on screen above the clock
- Mode – Clock: the time is shown on screen
- Mode – Timer: a time counts down from the specified time to 00:00:00
- Background Image: image which is shown in the background
- Timer expires sound: played when the timer expires
- Clock ticking sound: played while the clock is ticking or,
- A playlist folder: the folder from which the module will randomly play MP3 files while the clock is ticking. (note that when you use the clock *embedded in* the quiz that this folder also exists on PC where you run your quiz)

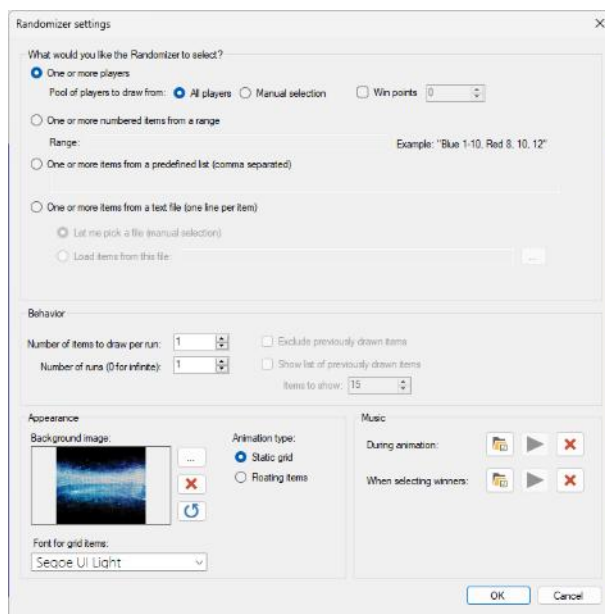
On the last page you can configure the slideshow by selecting a folder from which the slideshow selects pictures and some timing information.

Please find below a picture of the clock in action (default settings).



3.5.14 The Randomizer module

The SmartQuiz randomizer can be used to randomly draw one or more players/teams from the audience, for example to raffle a price, have a karaoke competition, play a game or do anything else to complete your game show night.



Instead of selecting players, you can also have the randomize select one or more numbers from a range, from a comma separated list or from a text file. So basically, you can draw anything!

When drawing players, you can also have the players win a specified amount of points.

You can indicate how many items to draw per run, as well as the number of runs that the randomizer will do. When doing more than 1 run, you can choose to exclude the previously drawn items. You can also show a list of previously drawn items on screen.

When running the randomizer, it first shows an animation (two configurable different flavors) of all the team names and at the command of the quizmaster (space bar or by using the quizmaster remote control) draws and presents the results. The following configuration options are available:

For the animation you can choose between a static colorful grid or a floating team names animation:



You can draw from a subset of the entire audience (by means of a selection dialog) or include the whole audience (no manual selection needed)

In the 'Appearance' section you can configure the background picture to show. The 'Music' section allows you to specify different sounds during the animation and when the selection has been made.

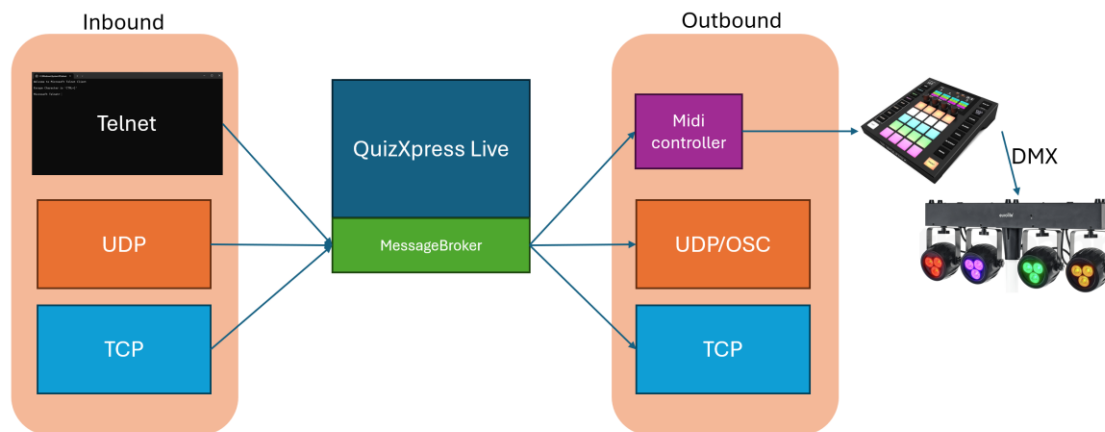
3.6 The Message Broker module

Message Broker is an advanced SmartQuiz plugin that enables seamless data exchange with external applications, such as MIDI and DMX light controllers, enhancing the interactivity and professionalism of your game shows. By leveraging Message Broker, you can create dynamic and engaging experiences, integrating sophisticated effects that respond to quiz events. This document was updated for SmartQuiz version 8.1 or higher

Available Data Channels in Message Broker:

- **TCP/UDP Protocols:** Supports inbound- and outbound communication using plain text messages (ASCII or UTF8 encoded).
- **Telnet:** Allows sending commands and receiving data directly from a Telnet console.
- **MIDI:** Allows SmartQuiz events to trigger mappable MIDI messages, often used to control DMX light tables.

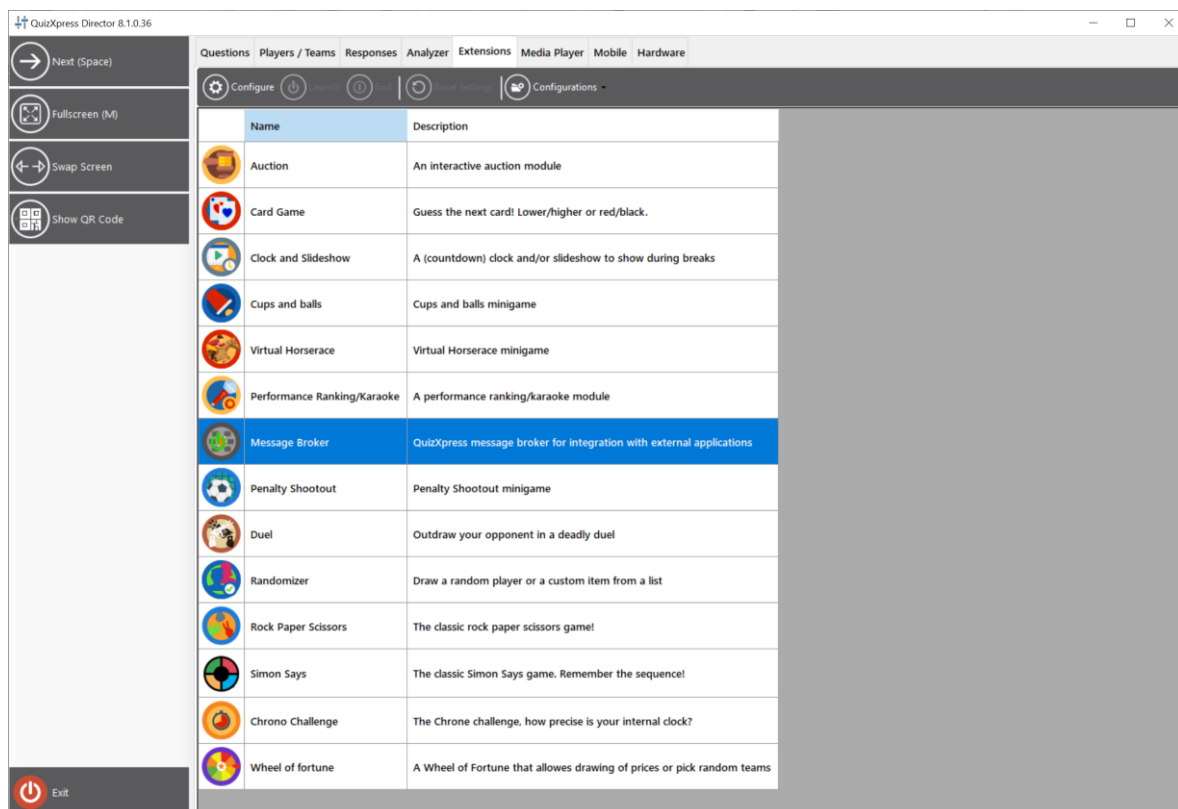
The following picture shows an overview of how things are connected:



Message Broker can be utilized to set up quiz rooms, control lighting, create custom game formats, and build external modules using various development environments, such as [Cycling '74 Max](#). This guide provides detailed instructions on configuring and using Message Broker to maximize its potential.

Note that Message Broker is a licensed add-on for SmartQuiz and requires a one-time purchase.

Message Broker is accessible for configuration from the SmartQuiz Director screen in a running quiz player:



(to get to SmartQuiz Director, start a quiz and hit keyboard key D, then look for the Extensions tab)

For more information [click here to open the detailed Message Broker documentation.](#)

3.7 Adding multimedia content

Multimedia and interactive content makes your game show more entertaining. SmartQuiz supports the use of pictures, sound, video, shapes, and charts. This chapter discusses how to work with this multimedia and interactive content.

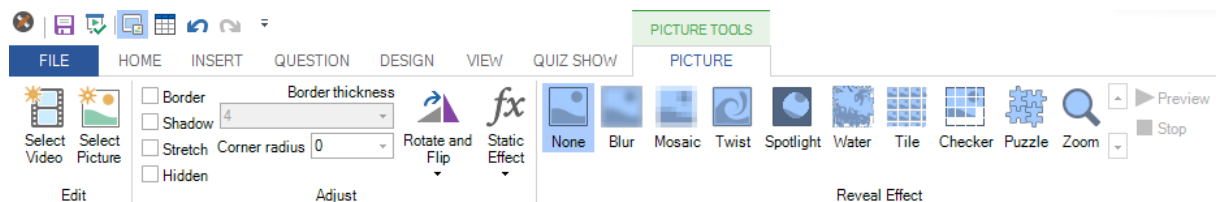
3.7.1 Pictures

3.7.1.1 Inserting a picture

There are several slide formats that contain placeholders for a picture:



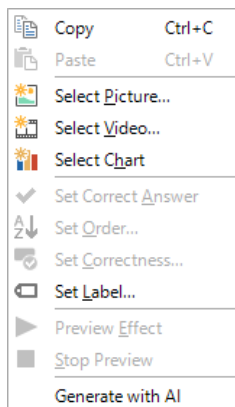
To fill the place holder with a ‘real’ picture click on the placeholder to select it after which the ‘PICTURE’ contextual ribbon tab will appear:



Here you can click ‘Select Picture’ to open a file browser for you to select any of the supported image file formats from disk. After that you can set the picture’s properties and apply effects/static transformations. You can also drag/drop pictures (and videos) directly from the Windows Explorer onto a picture placeholder (or on the slide background to set background image).

Pictures can also have a textual representation in the form of a label. You can set the label by right clicking the picture and selecting “Set Label” from the menu. One example of where this label is being used is when a picture question is presented on the Smart Buzzer app. If you choose not to have pictures shown on the phone (for Wi-Fi mode, see 4.2.1 and for server mode see 5.7.8.3), the label will be shown on the phone instead.

Alternatively, you can also right click on the placeholder to show the options:



Here you can choose to insert a picture, a video, or a chat. When you have a layout with multiple pictures, the pictures can also act as answers to the question. In that case, you can set a picture as a correct answer, indicate the order of the picture answers in case of an ordered answer question, or set the correctness percentage in case of a question with multiple picture answers.

You can also generate pictures with AI. For more information, please refer to 3.8.4.

For more information about other pictures settings please refer to section 3.2.5.4.

3.7.1.2 Applying effects

One of the properties of a picture within a question is 'Effect'. When a value is chosen for this property in the property grid, the chosen effect will be applied to the picture during the time of the question. When starting the question, the effect will be applied fully. So, in this case it is very difficult to see what is shown in the picture. As the time of the question reaches towards 0, the picture will slowly return to its original state. Effects can be previewed by selecting the picture and subsequently clicking 'Preview'.

See the following picture sequence for an example:



Different stages of a 'Twist' effect.

Please find below the effects that are available.



Reveal Effect

3.7.2 Shapes

You can add arbitrary shapes/images to your slide. Shapes can be used for various purposes. For example:

- You could insert a large arrow to point out something in a picture you are questioning your audience about. By setting the Visibility option to 'Visible after answers' the shape will only become visible once the countdown of the question has ended.
- You could hide a part of a picture on a slide by overlapping it with a shape. By setting the Visibility option to 'Hide after answers' the shape will be hidden once countdown completed, revealing what's behind it.

To insert a shape, use the command *Insert->Shape* on the task pane (this command becomes visible after having selected the slide background). You are then prompted to select a shape file. By default, the file browser filters for *.emf or *.wmf files. These file types contain a 'vector' format (as opposed to bitmap formats) that look good even after scaling the shape. Shapes can also take all supported image formats (png, jpg, bmp etc.) as source. You can select these other formats in the file browser. Please note that image files do not scale well, and the result may look pixilated when enlarged.

The shape element has the following properties:

Property	Description
Picture	The source picture for the shape. You can use the ... button to select another source
Rotation Angle	The angle by which the shapes is optionally rotated
Transparency	Transparency of the shape
Visibility	Visibility condition. Can be set to 'Always visible', 'Visible after answers' (hide shape until question is over) or 'Hide after answers' (show shape until the question is over).

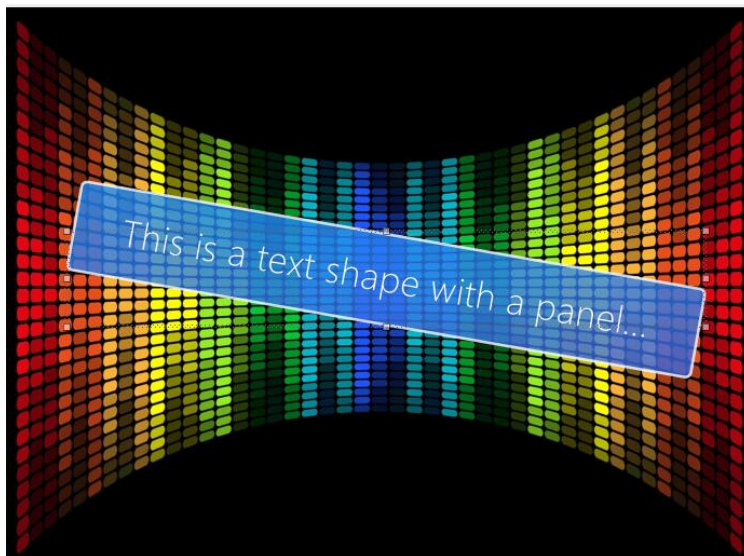
To delete a shape, select it and press the delete key. SmartQuiz ships with some default example shapes. Shapes can be created by yourself for example with Microsoft PowerPoint by saving a PowerPoint shape as a picture (right click the shape, select 'Save as picture', select *wmf* or *emf* as file format).

3.7.2.1 Text shapes

You can add text items to your quiz slides and their visibility can be controlled just like picture shapes. An example application of a text item is to show the correct answer on an open question (after the question was answered and judged) or to give hints during the question. By using the properties grid you can set some of the more advanced properties like the color of the text background panel, the corner radius etc. to create nice looking visuals (note that these properties are not available in the ribbon). Text shapes have the following additional properties:

Property	Description
Background transparency	Transparency of the background panel. By default the background is fully transparent.
Border color	Color of the border around the panel
Border width	Width of the line around the panel
Corner radius	Radius of the background panel corners
Gradient	Gradient fill of the background
Alignment	Text alignment (left, center, right)
Drop shadow	Drop shadow for the text
Shadow color	Drop shadow color
Text	The text itself
Text color	Color of the text
Font	Font used to draw the text

With these properties you're able to create text panels such as:

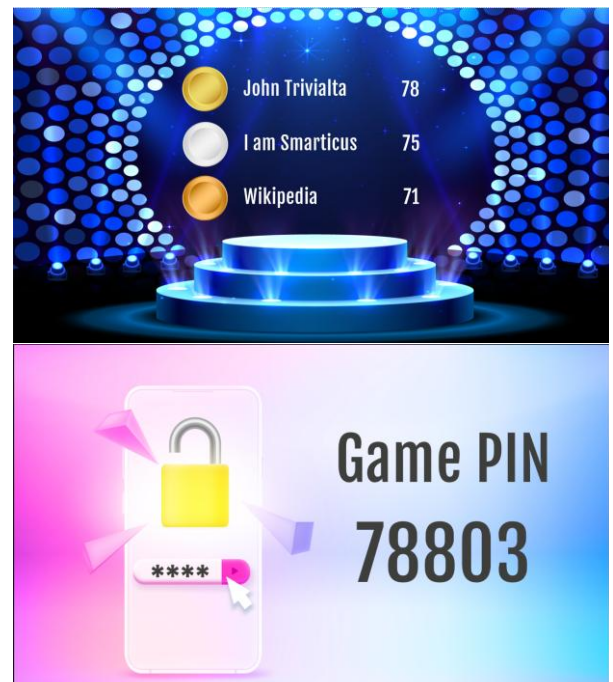
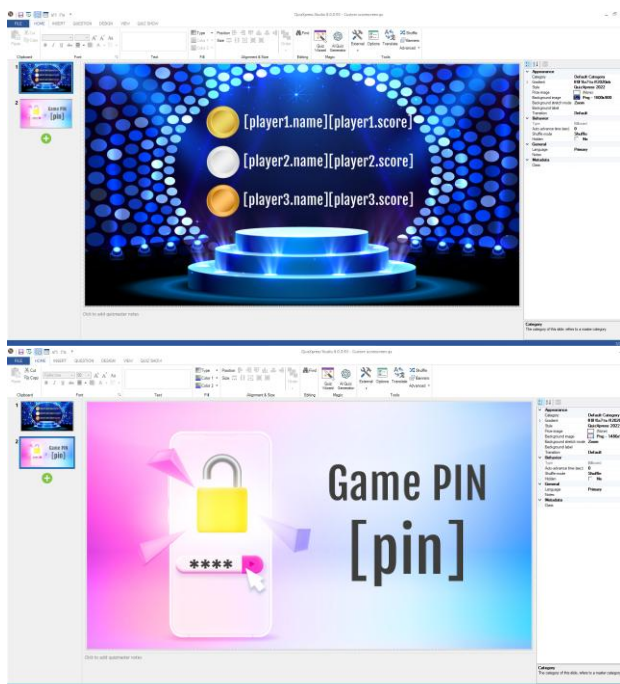


3.7.2.11 Text Symbols

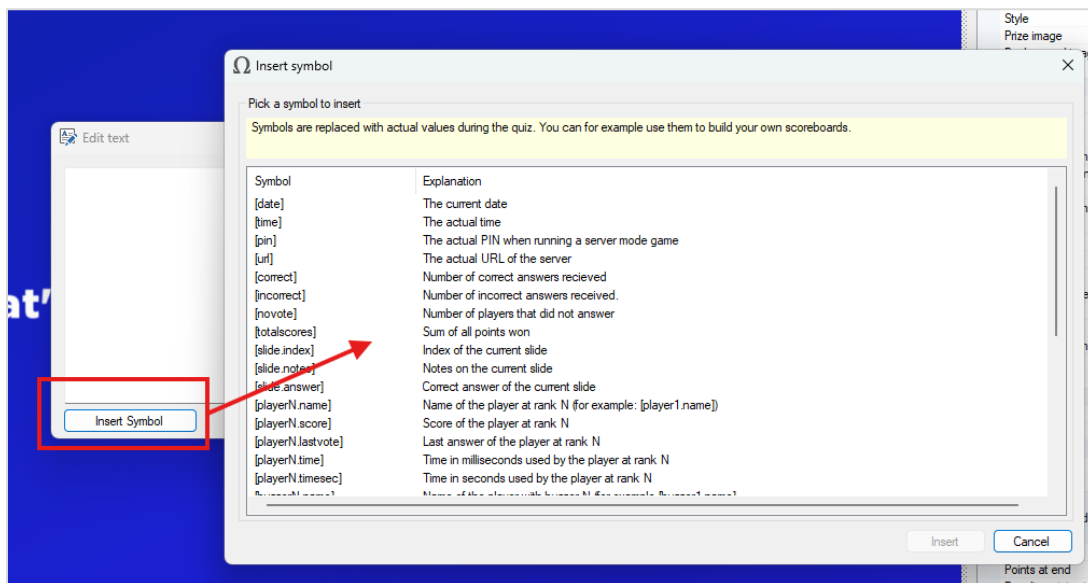
Using Text Shapes you can make custom screens that will contain data that is only known while playing a show. In order to use this, text fields (shapes) in SmartQuiz can now contain pre-defined 'symbols'. When running the game show with an audience, these symbols will be replaced with their corresponding values.

Things like player names, scores, responses, response times, the pin code, slide index, slide notes, number of correct and incorrect responses and many more can be used.

Below you can find some examples of screens with a custom design. The left side shown how the slide looks like in SmartQuiz Studio. The right side shows how the slide could look like during a game.



When editing text elements in the text editor form (just double click on a text or text shape to open it), there is a button ‘Insert Symbol’ to insert a text symbol. You can also manually type in the symbols. The insert symbol dialogue contains all symbols along with an explanation for each symbol.



Some examples of symbols you can use:

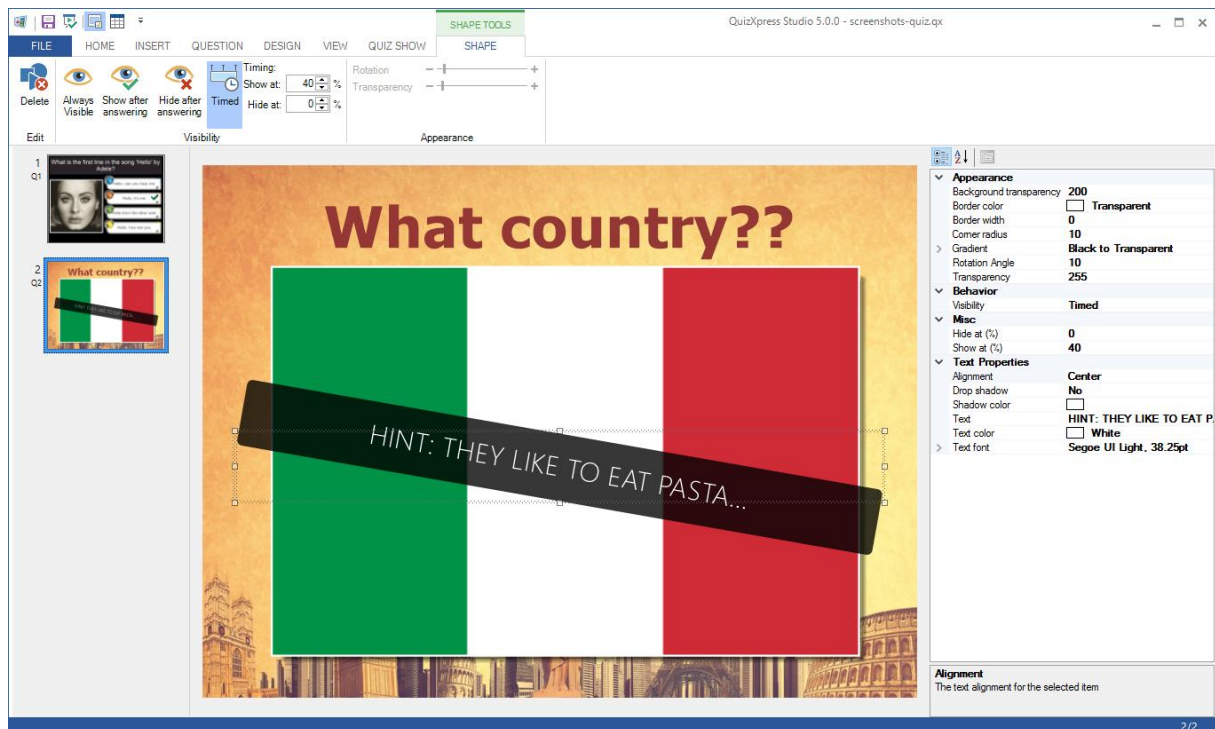
[date]	Current date	[slide.answer]	Correct answer of current question
[time]	Current time	[playerX.name]	Name of player with rank X
[pin]	Current mobile PIN	[playerX.score]	Score of player with rank X
[url]	URL of game server	[playerX.lastvote]	Last vote
[correct]	No. of players that answered correct after question	[playerX.time]	Time for answering in milliseconds
[incorrect]	No. of players that answered wrong after question	[playerX.timesec]	Time for answering in seconds
[novote]	No. of players that did not answer after question	[buzzerX.name]	Name of player with buzzer X
[slide.index]	Slide number of current question	[buzzerX.score]	Score of player with buzzer X
[slide.notes]	Notes of the current question		

You can use the symbols in any text item. For example, you can insert a Text Shape and type something like: “Please open your Smart Buzzer app and connect with game code: [pin]”

Text symbols are a great way to make you quiz slides more dynamic and for example to design your own custom scoreboards.

3.7.2.2 Timed shapes

You can also show and hide shape- and text items over time by setting the timed shape properties on the SHAPE TOOLS contextual ribbon tab. This allows you for example to create a ‘hint’ that appears after a certain time while countdown proceeds, like the following example demonstrates:



In this example, the text item with panel appears after 40% of the countdown time is over.

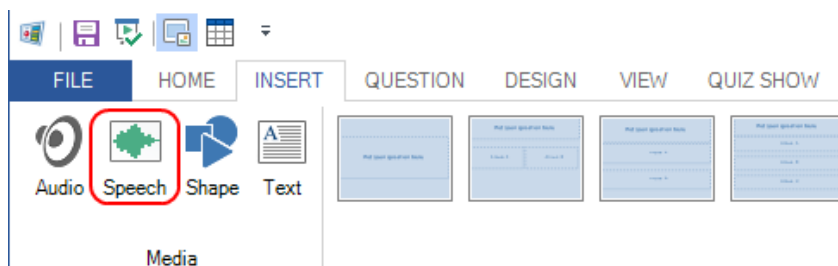
When you leave the 'Hide at:' percentage at 0%, this means the hint will be shown until the end of countdown.

Alternatively, you can for example remove elements over time that occlude parts of a photo.

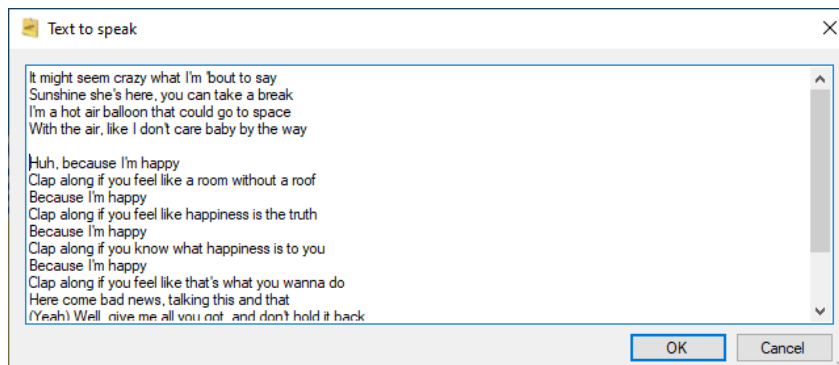
3.7.3 Speech

You can add computer speech to your quiz slides. SmartQuiz uses the Windows speech synthesizer to read aloud pieces of text that you can specify. For example, you can create a question where a song-text is read aloud, and the audience must guess the artist or the song.

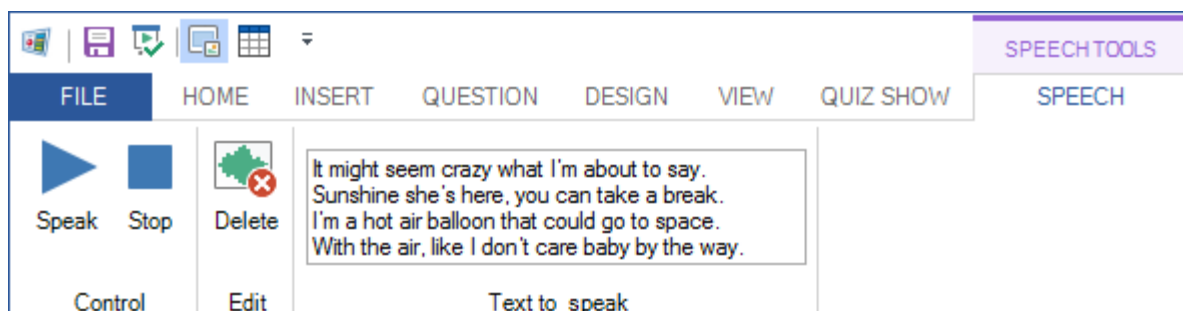
To insert a speech item, select the INSERT ribbon tab and click the 'Speech' button:



Next, you will be able to enter the text to speak:



After the speech item has been created you can change it using the controls in the contextual ribbon tab.

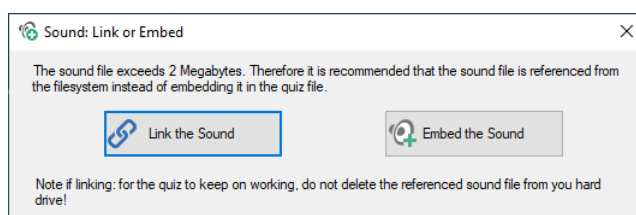


3.7.4 Sound

Sound fragments can be used for questions such as “Who wrote this song?”, “What bird is singing here?”, “What is this noise?” etc. To make things interesting, it is possible to alternate the speed of the sound played over time by setting the ‘Speed from’ (speed percentage when the sound starts playing) property and the ‘Speed to’ (speed of playback at the end of the sound fragment) property. Likewise, you can alternate the pitch of the sound.

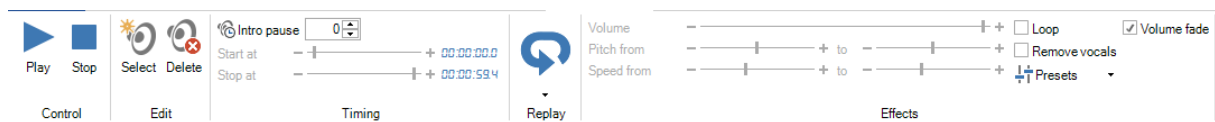
3.7.4.1 Inserting a sound file

To add a sound fragment to a quiz slide, select the INSERT ribbon tab and click the ‘Audio’ button, then select an mp3 or wav file and select whether to link or embed the file:



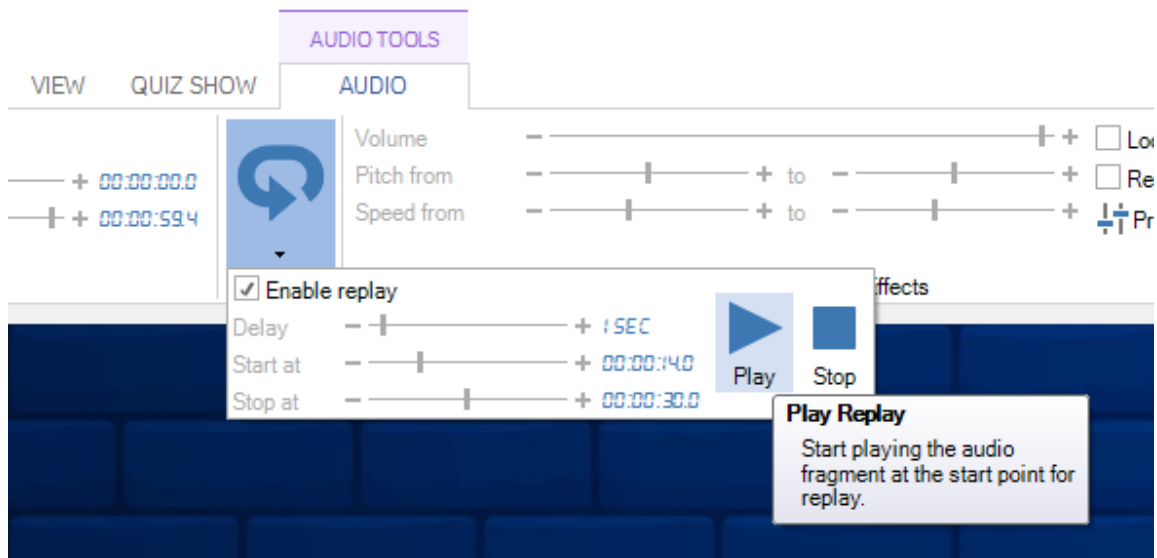
Linking results in smaller, better manageable quiz files but you’ll have to make sure all external files remain accessible, either on the original path, or in the folder where the quiz file is stored (or as an alternative you can keep the files external and pack your quiz before distributing it)

Once the file is inserted, the AUDIO contextual ribbon tab becomes visible to configure the various options.



3.7.4.2 *Replay*

Often there is the need to replay (part of) the music after the question has finished (synchronized with revealing the correct answer on the slide). This can be done by enabling the audio replay functionality:



You can set an initial delay, the song's start time, and the end time.

3.7.4.3 *Spotify™ playlist import*

You can import your Spotify playlists (optionally with album art and a 30 second preview of the songs) and effortlessly create a Trivia Music quiz or a Disco Bingo game. SmartQuiz does not interact with Spotify directly but supports a CSV file format produced by the [Exportify](#) website. To use this function, export your playlist to CSV using the site and import the file in SmartQuiz. A form will appear for you to make some choices:

Import Spotify playlist

General Options

Question

Artist / Title?

Answer to generate

☐ Artist

☐ Song title

☒ Artist / Song title

Number of tracks to import: 100

Import as?

☒ Music Bingo Round

☐ Include 30 seconds music track preview (when available)

☒ Include album art as Bingo cells (when available)

Percentage of slides 50 %

☐ Music Trivia Round

Type of questions to create

☒ Fastest Finger

☐ Text

☐ Include album art as picture

☒ Skip tracks that have no 30 second preview

Import Cancel

If we create a Bingo game with these options, we get a mix of cells with album art and Artist /Title text like:



The created slides and game can be tweaked after the import.

3.7.4.4 Applying sound effects

There are various effects possible when playing sounds:

- Increase sound speed. This is accomplished by giving the sounds properties 'speed percentage' and 'target speed percentage' the same value in the Property Editor. This value must be bigger than 100 to speed up the sound. To show the properties of a sound, left click the sound icon in the design area.

- Slowdown sound speed. This is accomplished by giving both the properties mentioned above a value smaller than 100. Again, give both properties the same value. You will read why below.
- Slow speed to normal speed. To accomplish this, enter a value smaller than 100 for the 'speed percentage' property of the sound. This makes sure the sound starts playing slowed down. Leave the property 'target speed percentage' unchanged. Its default value is 100, meaning normal speed. The result of this is that Quiz Show will play the sound slowly initially but as time progresses it will reach the target speed of 100 (which is the normal speed).
- Fast speed to normal speed. To accomplish this, select a value bigger than 100 for the 'speed percentage' property. Leave the 'target speed percentage' property unchanged.

It is possible to listen to these sound effects during creation of the question that contains the sound. To listen to the sound and its effects, click the 'Play' button in the ribbon or select 'Play' from the sound's context menu.

If you do not want the sound to start immediately when the question starts, use the 'Intro Pause' property of the sound to delay the playing of the sound (this gives participants the opportunity to first read the question, or gives the quizmaster the opportunity to first read the question aloud).

Note: other sounds, such as the buzzer sounds, the background music, the countdown music etc. can be configured in Quiz Setup

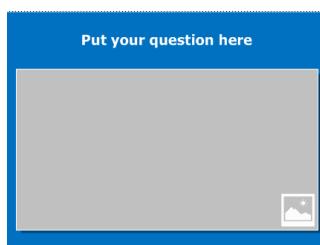
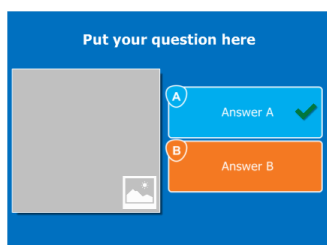
3.7.5 Video

SmartQuiz also supports the use of video fragments. Video fragments can be used in questions but for example also to communicate a marketing message to your audience. There is a special "full screen video" slide format that will play the selected video in full screen during the game show.

SmartQuiz supports various file formats but to successfully playback video files the correct video CODEC (a Windows component used to stream a particular video format) needs to be installed on your system. The SmartQuiz installer adds the LAV Codec pack to your system. The latest version of that CODEC pack can be found here: <https://github.com/Nevcairiel/LAVFilters/releases>

3.7.5.1 Inserting a video

To add a video to a question, first create a new question with a template that has one picture/video placeholder.



This last template shows the video in full screen mode. You can also use this to show promotional material about your company in between questions!

Then right click on the picture box placeholder and click 'Select Video' from the context menu. This will open a file dialog to select a video fragment (*.avi, *.wmv, *.mov, *.mp4, *.mpg, *.mpeg, *.flv, *.3gp, *.webm).

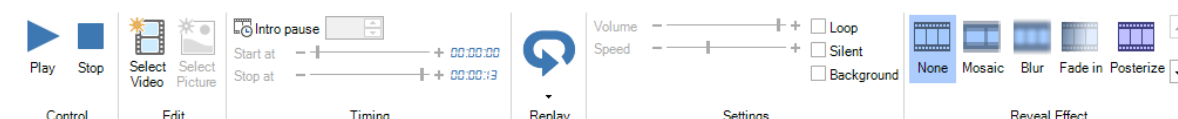
Just like audio, a video can be linked or embedded. Embedding a video fragment into a quiz means the video fragment is incorporated into the quiz file. Linking a video fragment means a reference is made from the quiz file to a video on the file system. In general, *linking* videos is recommended while still editing the quiz. When you are done editing you can use the 'Pack' function to combine all externally linked files into one big quiz file (max 2gb). With this combined file it is easy to move your quiz to another computer without having to worry about the external assets.

Note: when linking videos, be sure to not remove the videos from your file system. When copying the quiz to a different computer, the videos must be copied into the same folder as the quiz file for SmartQuiz to be able to locate them.

Embedded video content cannot be larger than 30 Mb. In general, try to keep your videos as small as possible. So when your question is only thirty seconds long it is not much use to insert a four minute video. In that case use a video editing tool to trim the video.

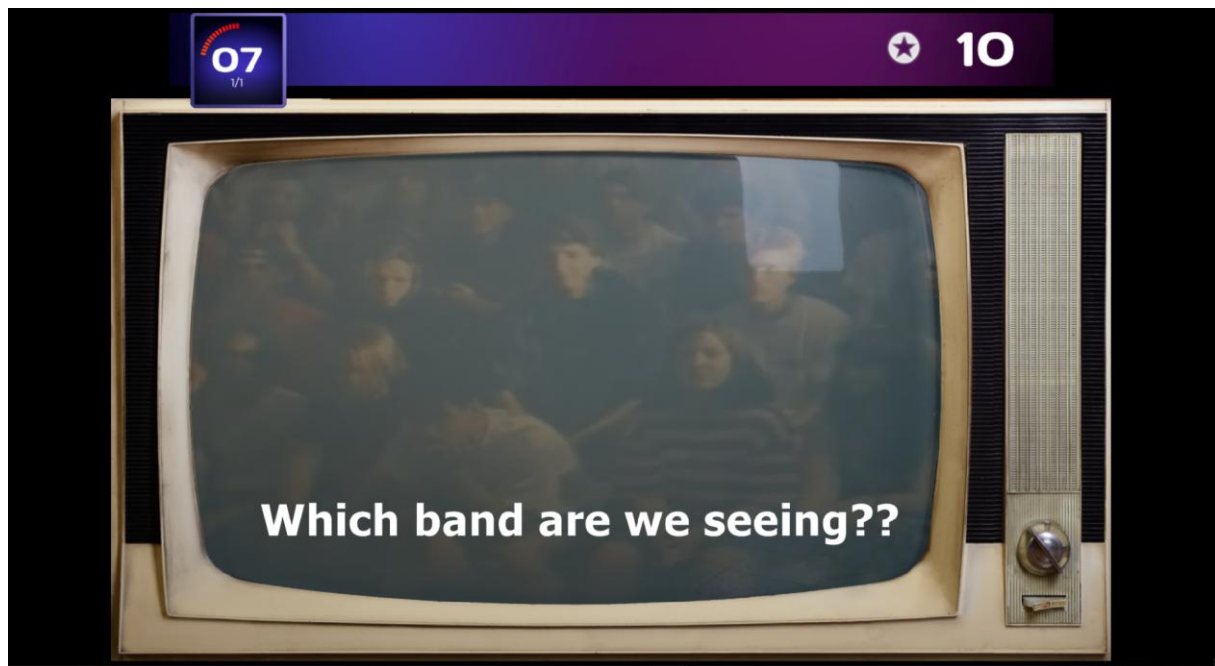
3.7.5.2 Editing video properties

When selecting a video, the contextual ribbon tab for video becomes visible:



From here you can preview the video, set the start- and end markers, set the volume and change the playbacks speed. (Note that changing the playback speed may not work for all video types and depends on the CODECs being used). You can also configure an effect that will change over time. For example, you can use the Mosaic effect to show the video fully pixelated at the beginning of the video and gradually reveal the details while asking your audience a question about the video with decreasing points. You can also play the video in silent mode and loop the fragment until the question ends. With 'Select Picture' you can change the slide element back to a static picture.

Tick the 'Background' box when you want your video to appear in the background of the slide. In the screenshot below we are using a background video with an overlay shape to create an old school TV effect (the video is set to background and a shape is inserted with a transparent screen).



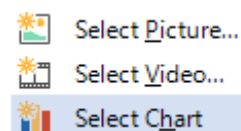
With *Replay* you can enable replaying part of the video after the question has finished (when the correct answer is revealed)

3.7.6 Real-time chart

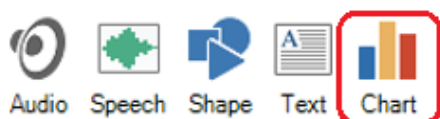
You can insert a real-time response chart into a slide. While the clock is counting down the chart will show a live representation of all the answers given by the audience.

There are two ways to add a chart to a slide:

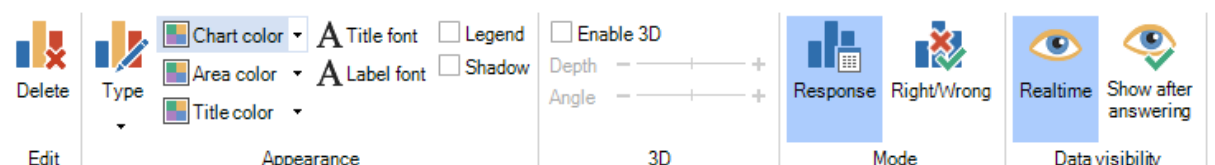
- 1) Choose a site with a picture\video placeholder. Right click on the placeholder and choose Select Chart



- 2) Select the INSERT ribbon tab and click the 'Chart' button



After the chart has been inserted, the CHART contextual ribbon tab becomes visible to configure the various options.

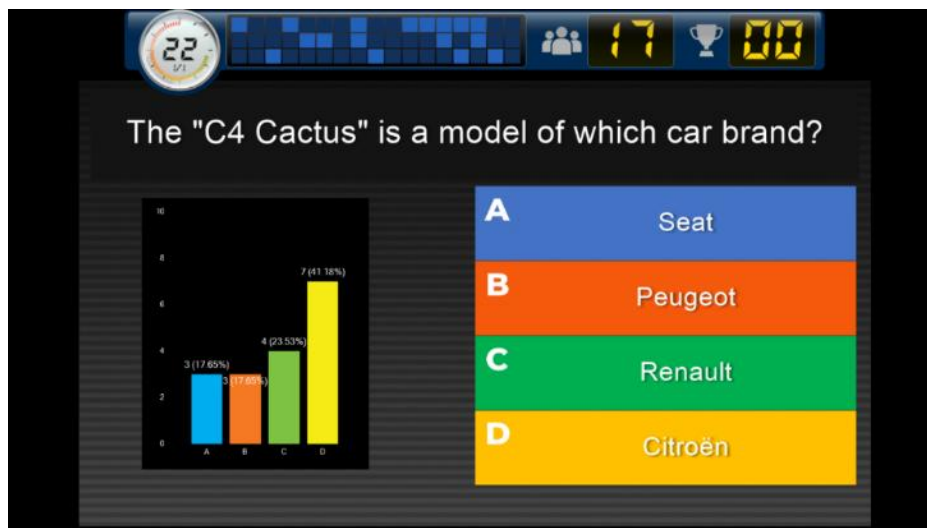


The tab has the following options:

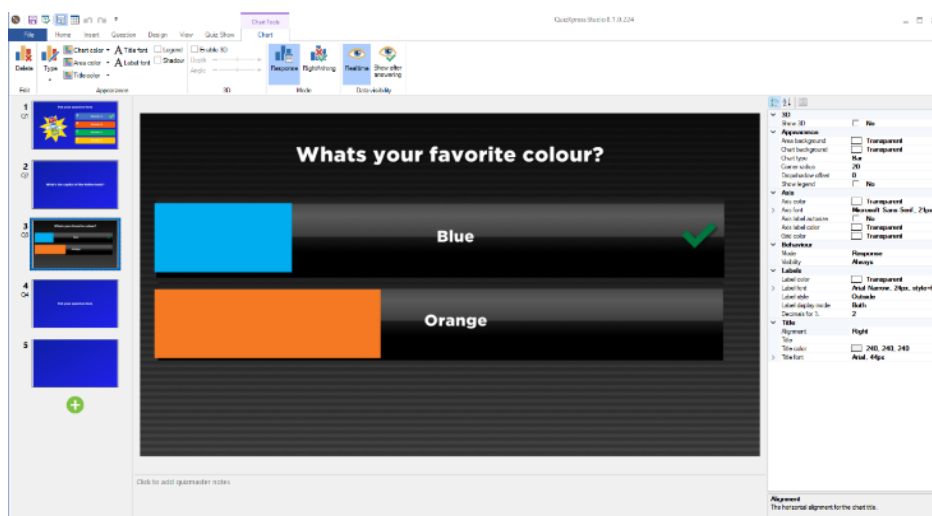
- Delete: delete the chart from the Slide
- Type: choose one of the following chart types: Bart, Column, Pie, Donut

- Set colors: Chart color (outside section of the chart), Area color (inside section of the chart), Title color (color of the title text above the chart)
- Font buttons: set the title and label font.
- Legend: show a legend next to the chart
- Shadow: add a drop shadow to the chart
- Enable 3D: make the chart 3D. Optionally you can set the depth and the angle of the 3d chart
- Mode: choose whether you want to see the response distribution in the chart or whether you want to see the correct\incorrect\not answered distribution
- Data visibility: indicate whether you want to see the results real-time or if the results should be shown after all players have answered.

In the properties pane you can configure a couple of other aspects of the chart like (amongst others) the title text and alignment, setting the label color (a label holds the number of responses for a segment) and setting the axis color.



You can set the background colour of the chart element to transparent to make more interesting layouts with charts. This allows you for example to build audience response slides where the chart overlays the answers



3.7.7 Word Game

A Word Game element is a graphical element for creating questions around words and sentences. When inserting a Word Game, the following window appears:

Here you enter the text to be displayed and you select the type of game and any related options.

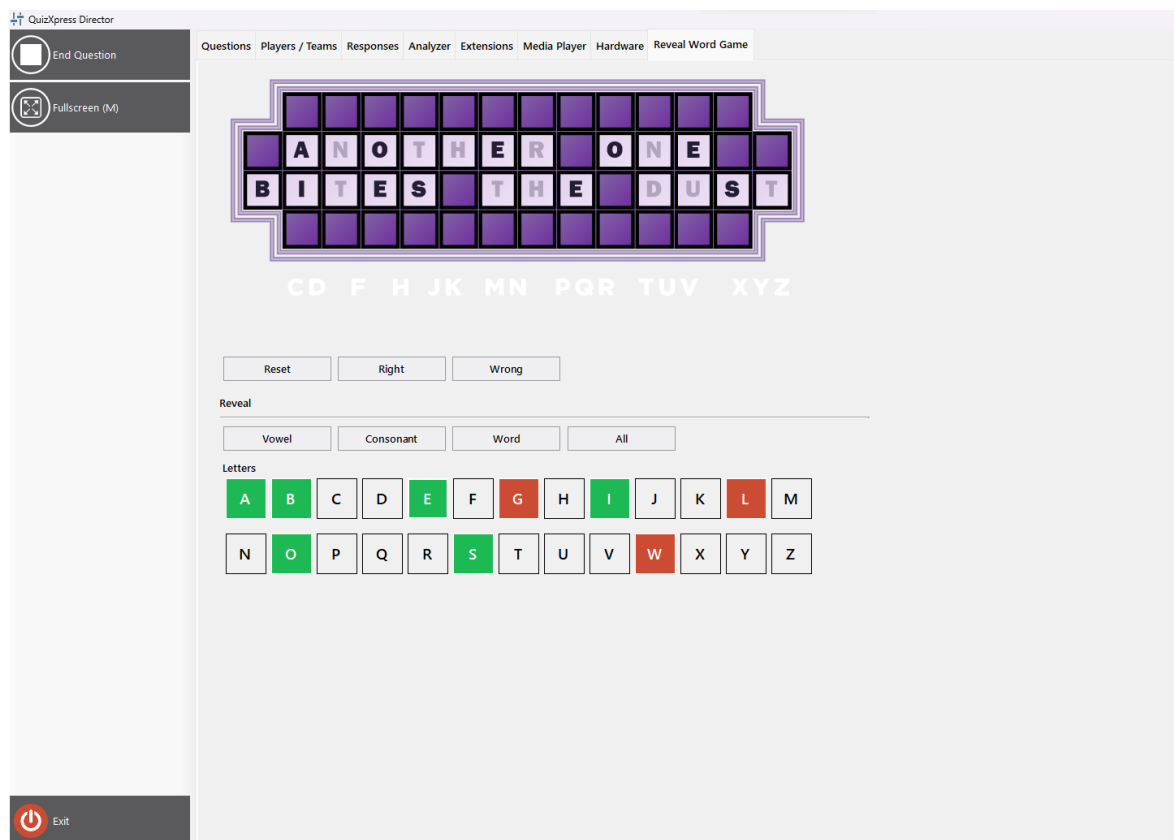
There are four different games:

<i>Word Reveal</i> (showing here in fixed 52 letter grid format). The letters will appear over time starting with an empty grid	
<i>Word Scramble</i> (anagram). The word/sentence will unscramble over time	
<i>Letter Grid</i> . The words are hidden in a random letter grid. When the question is over the words will highlight.	
<i>Word Wheel</i> . The word will be presented as a (optionally spinning) wheel. One letter will be randomly removed and placed in the center.	

Both Word Reveal and Word Scramble can be visually presented as a regular multiline grid (dynamic letter grid) or on a fixed 52 cell letter board (known from the wheel of fortune© TV gameshow). Note that for these two elements it's up to you to split the sentence in multiple lines by pressing ENTER to move to the next line.

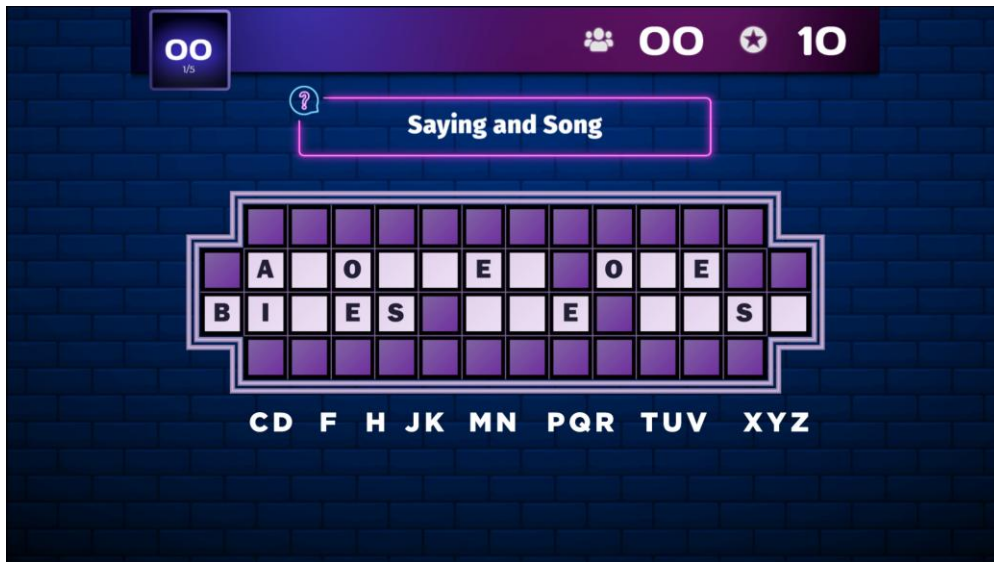
When using Word Reveal you can choose to Manually control the reveal from SmartQuiz Director. When running a quiz show, this will show the 'Reveal Word Game' tab in SmartQuiz Director once the slide is shown. Here, you can manually reveal a letter that a player mentions by pressing the corresponding button. Or alternatively reveal a vowel, consonant, word, or the whole phrase (all).

If the letter is part of the phrase, it will be revealed in the quiz player. Director will also show after pressing a letter, whether it is in the phrase (green letter) or not (red letter).



If a player tries to guess the word you can judge it by pressing the right or wrong button, after which a big green tick or a red cross appears on the quiz player screen for the audience.

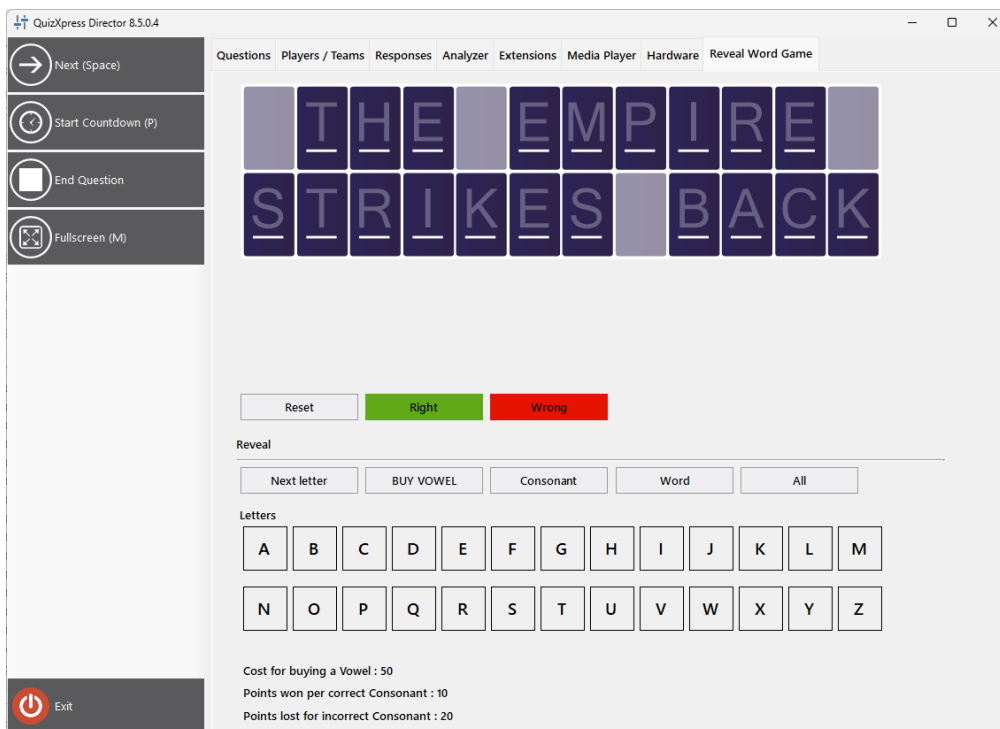
The quiz player shows the letter grid with the revealed letters. It can also show an overview of letters that have not been chosen yet (by enabling the option 'Show alphabet strip' in the advanced properties in SmartQuiz Studio).



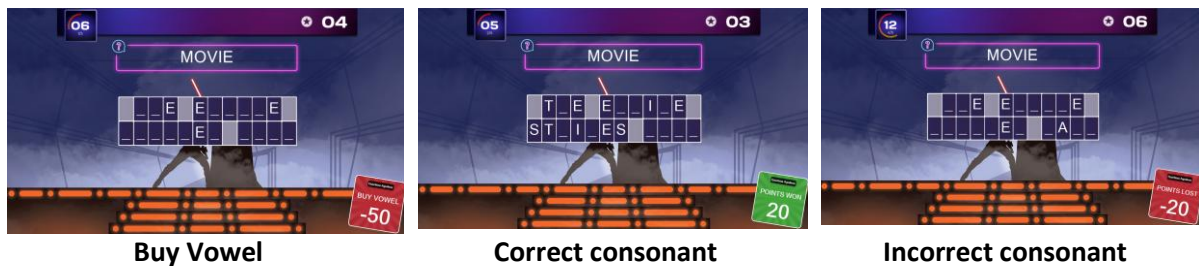
Manual mode also supports buying vowels and winning or losing points for guessing consonants. The scoring settings for vowels and consonants can be configured in SmartQuiz Studio after selecting the Word game element on the slide.

▼ Behavior	
Manual control	☒ True
Points consonant present	10
Penalty points consonant	20
Buy vowel points	50

The player who will be playing the game can be selected during the quiz in SmartQuiz Director on the Reveal Word game tab.

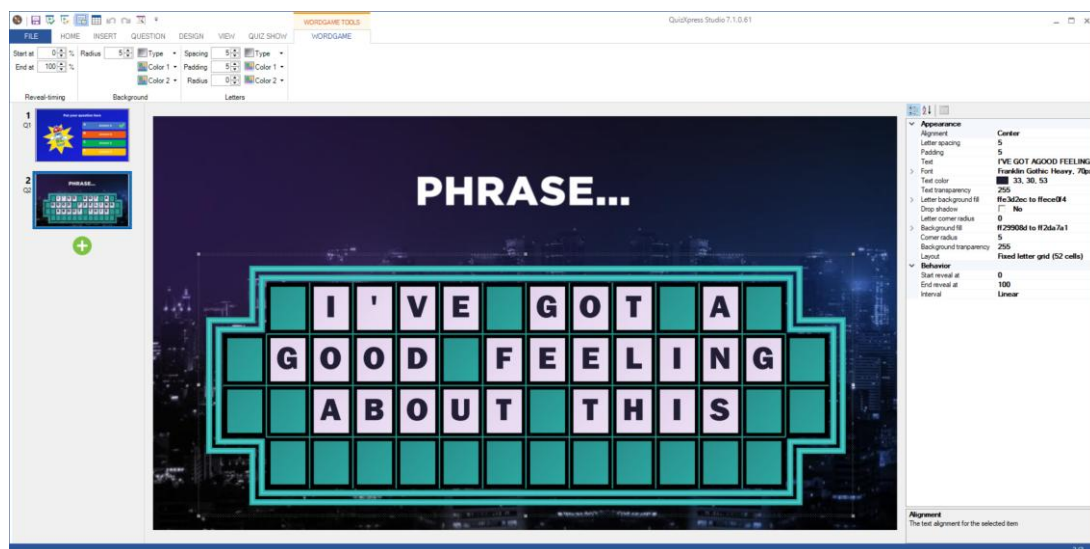


Points won or lost will be shown in the quiz player.



For the automatic Word Reveal and Word Scramble you can configure the reveal/unscramble timing. By default, each step takes the same amount of time. This means that for the reveal game, the letters appear at a fixed interval. This might be okay for a single word but when using a longer sentence you may want to use another scheme. For example, you may choose to show more letters in the beginning and then slow down. You can indicate the option you prefer in the 'Reveal timing' section.

Once a word game element is inserted onto your slide, you can configure it further by first clicking on the word game and then change settings in the Word Game ribbon at the top in Studio or in the advanced properties grid shown on the right of SmartQuiz Studio.



You can use this element for different type of questions. For example, a fastest finger question where the player who buzzes in guesses the correct phrase based on the given letters so far or mentions a letter to reveal and then tries to guess the phrase. Or you could use a full text answer question with SmartQuiz mobile where all players can type in the correct answer. Combining this with diminishing points gives faster players more points. Or give each player turns and let them win points by using the manual reveal mode in combination with points. The color, font, letter size, padding etc. can all be edited in the ribbon or the advanced properties grid.

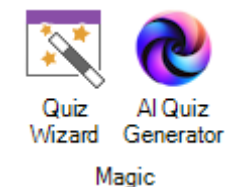
The Word Game element follows the slide's 'Show correct answer' property. When set to 'Do not show' the word game will not reveal the correct answer when the question ends. When set to 'Global' (the default) the word game will follow the 'Show correct answer on quiz slides' setting from Quiz Setup.

3.8 SmartQuiz and AI

SmartQuiz offers access to your very own AI-powered virtual quiz writer. You can generate questions, autocomplete multiple-choice questions with viable options, create Trivia Feud surveys or generate images!

3.8.1 AI Quiz generator

The AI Quiz generator helps you to generate various types of questions. You can start the AI Quiz Generator by clicking the button on the HOME tab.



After clicking the button, the Trivia generator window is shown.

A screenshot of the 'AI Powered Trivia Generator' application window. The window has a title bar and standard window controls. Inside, there's a yellow warning banner at the top. Below it is a 'Topic' field with a placeholder text. Underneath the topic field are three sliders: 'Creativity' (ranging from Conservative to Inspired), 'Difficulty' (ranging from Easy to Hard), and 'Fun factor' (ranging from Serious to Hilarious). There's also a 'Language' dropdown menu set to 'English'. Below the sliders are radio buttons for 'Question type' (Multiple choice, Open, Yes / No, True / False) and a dropdown for 'Options' (set to 4). A 'Generate' button is located below these settings. On the right side of the window, there's a green box showing 'Credits left: 865' and a link to 'Get more credits'. At the bottom, there's a 'Results' section with a table of generated questions and answers. The table has columns for 'Include', 'Question', 'Answer A', 'Correct', 'Answer B', 'Correct', 'Answer C', 'Correct', 'Answer D', 'Correct', and 'Notes'. The first row shows a question about a song by M... with answer A 'Billie Jean' and answer B 'Man in the Mirror'. The second row shows a question about a British band with answer A 'The Human League' and answer B 'Tears for Fears'. The third row shows a question about a female artist with answer A 'Madonna' and answer B 'Janet Jackson'. The fourth row shows a question about a 1981 hit with answer A 'Don't Talk to Strangers' and answer B 'Jessie's Girl'. The fifth row shows a question about a 1981 hit with answer A 'You Give Love a Fine Name' and answer B 'Wanted Dead or Alive'. The 'Correct' column has checkboxes, some of which are checked. The 'Notes' column contains additional information for each question.

In the Topic field input your desired subject. Be as specific as possible. To give an example:

“Music questions” will come up with very general music questions. If you then ask the same question again, there is a chance the same questions will be generated. Instead, try asking “Music questions about top 10 hits from the nineties”.

You can indicate what kinds of questions you would like to generate:

- a multiple-choice question – you can indicate the number of responses
- an open question
- a Yes/No question
- a True/False question

You can also play with the Creativity/Difficulty and Fun Factor sliders which, depending on the subject, have less or more influence.

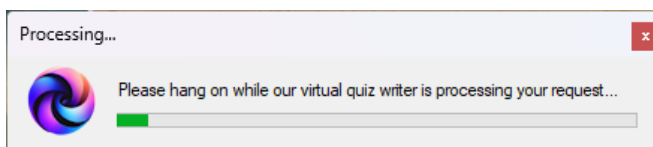
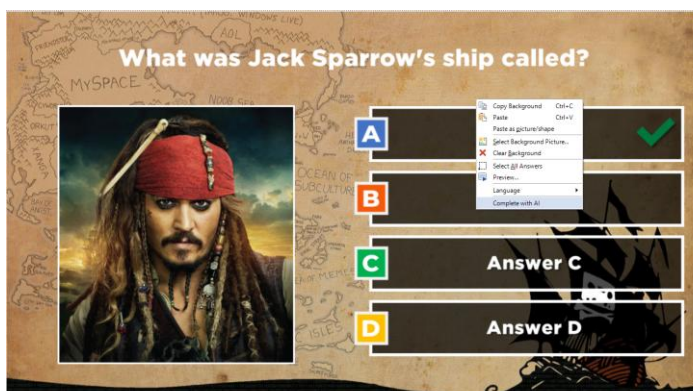
Now press the 'Generate' button and watch as the questions are generated for you, complete with detailed notes that can be used by the quizmaster while hosting the quiz.

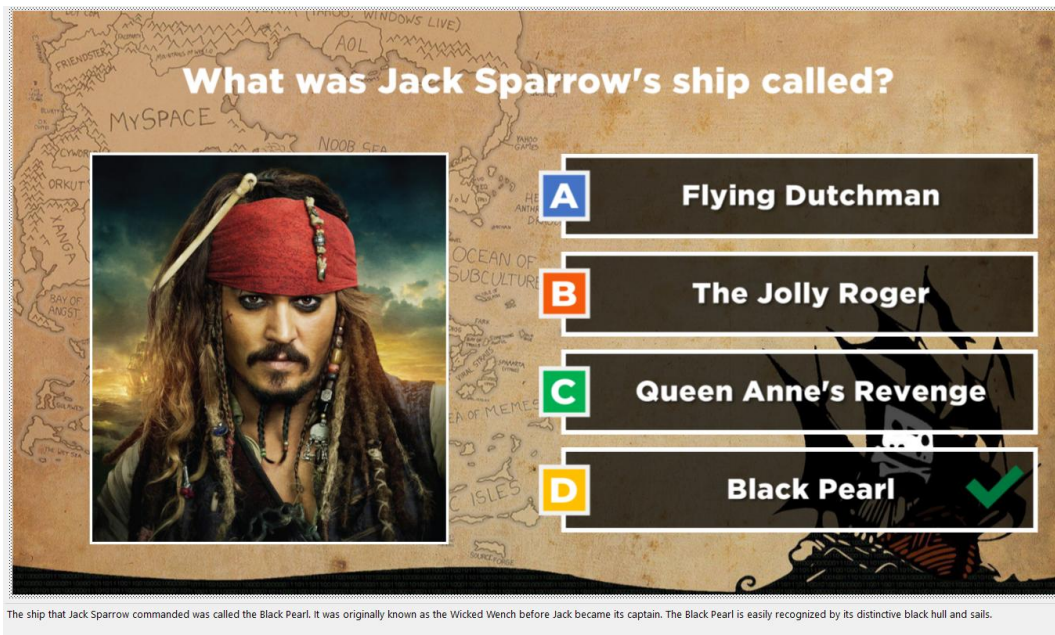
The generated questions are presented in a list format alongside the corresponding answers. In the case of multiple-choice questions, the AI system will also generate viable alternatives to the correct answer. This feature streamlines the process of quiz creation and ensures that your content is engaging and comprehensive.

3.8.2 AI-Completion for multiple choice questions

This feature helps you to create multiple choice options while you keep control over the question. To use this feature, type the question like you would normally do, right click the slide, and select 'Complete with AI' from the context menu. The multiple-choice options will be filled and the correct answer will be set. Notes explaining the correct answer will also be included.

Find an example of this below:





3.8.3 Trivia Feud survey generation

You can also use AI to generate Trivia Feud surveys. Just enter the survey question and press the 'Complete with AI' button.

Survey Editor

Survey question

What is the best way to spend your holidays?

Survey

1		1		5		1	
2		1		6		1	
3		1		7		1	
4		1		8		1	

Complete with AI

Sum: 0

Game Mode

☒ Manual (control from Director) ☐ Interactive (Fastest Finger) ☐ Multiplayer (text input)

OK Cancel

Survey Editor

Survey question

What is the best way to spend your holidays?

Survey

1		1		5		1	
2		1		6		1	
3		1		7		1	
4		1		8		1	

Complete with AI

Sum: 0

Game Mode

☒ Manual (control from Director) ☐ Interactive (Fastest Finger) ☐ Multiplayer (text input)

OK Cancel

Processing...

Please hang on while our virtual quiz writer is processing your request...

The survey answers will now be generated for you including viable percentages.

Survey Editor

Survey question

What is the best way to spend your holidays?

Survey

1	Traveling to a new destination	25	5	New adventurous activities	10
2	Relaxing on a beach	20	6	Staying home	10
3	Exploring nature and hiking	15	7	Volunteering	5
4	Quality time with family	10	8	Enjoying food	5

Complete with AI

Sum: 100

Game Mode

☒ Manual (control from Director)
 ☐ Interactive (Fastest Finger)
 ☐ Multiplayer (text input)

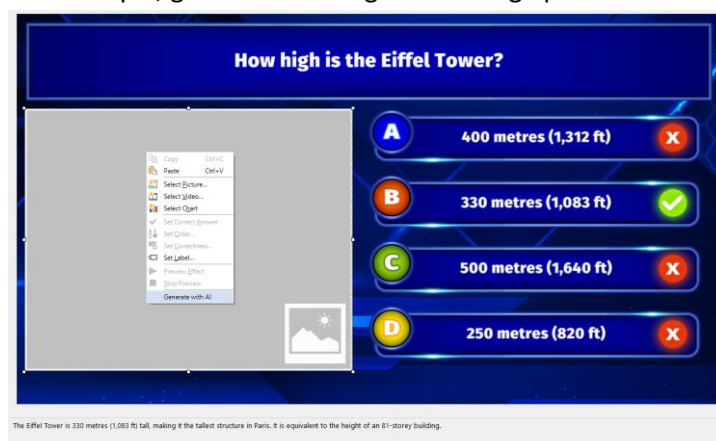
OK Cancel



3.8.4 AI-Image generator

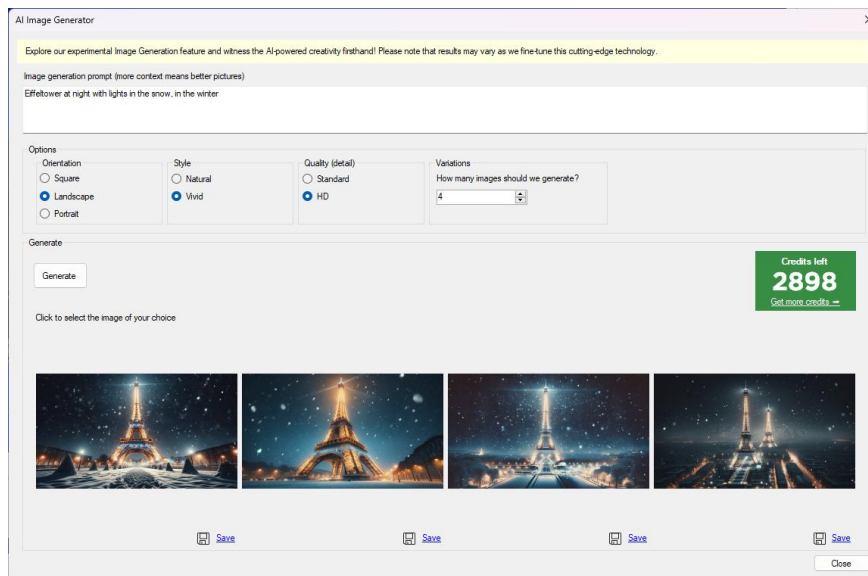
You can also use the 'SmartQuiz AI co-pilot' to generate slide images or slide background.

For example, generate an image in an image placeholder:



Providing a detailed description and rich context yields better pictures. You can also provide the desired style like '3D rendering', 'abstract art', 'comic' etc.

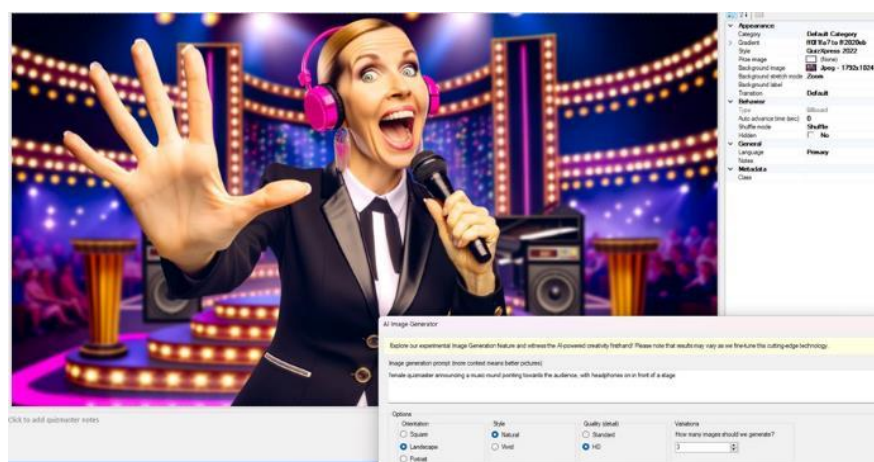
In the below example 4 pictures of the Eiffeltower in the snow are generated.



Choose one of the four generated pictures which will then be inserted in the picture placeholder.



You can do the same for slide backgrounds. Right click on the background and choose 'Generate with AI'. The below example generates a background for a music round with the description 'female quizmaster announcing a music round pointing towards the audience with headphones in front of a stage'.



3.8.5 Validate with Google

You can right-click any question or answer and instantly perform an online Google search. A browser will pop-up with the search results helping you to double-check the AI generated content.



3.8.6 Credits

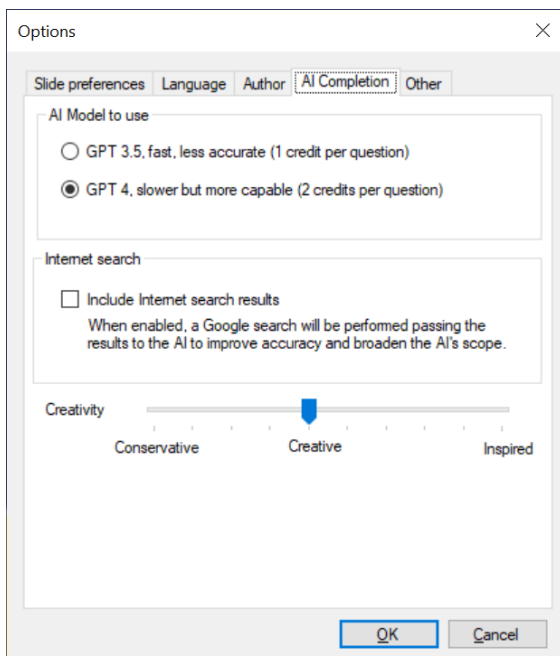
The AI functionality is accessible through a pay-per-use credits system. You can acquire credits for this feature through our online shop.

3.8.7 AI roast

If you're up for some fun you can now let AI roast a player publicly after having given a wrong answer during a quiz. This option is available from Director (desktop) on the 'Players / Teams' tab. Please refer to section 5.7.2 for more information.

3.8.8 General settings for AI

The AI completion functionality has some settings that you can find in HOME->Options:

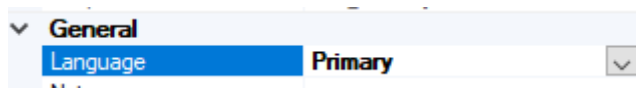


As the current AI has a certain knowledge cutoff date, it has no knowledge of anything that happened recently. SmartQuiz can however perform an Internet search on the passed question and send that to the AI to include in its reasoning. You can enable that functionality in the Options form.

3.9 Dual language quizzes

You can create quizzes for a dual bilingual audience. To support this, SmartQuiz Studio supports entering questions and answers in a Primary as well as a Secondary language.

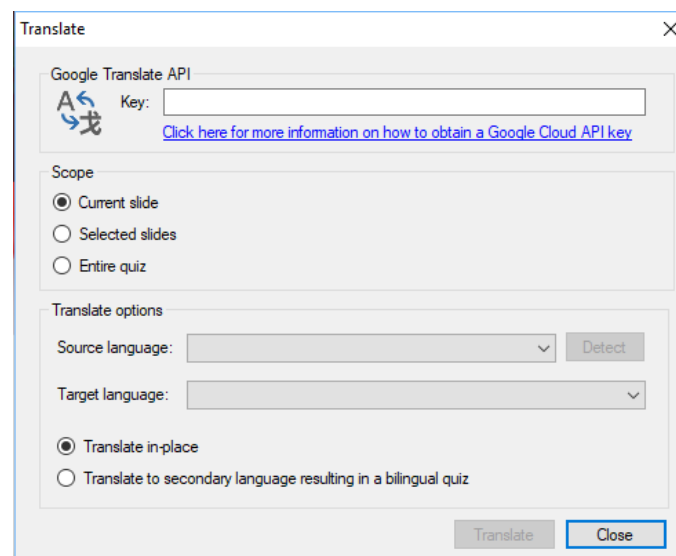
To enter the content for two languages, select a slide and make sure the Properties window is shown. Now set the *Language* property to Primary or Secondary.



After setting the language to Secondary, a tab will be shown next to the slide allowing you to also switch between Primary and Secondary language by clicking the respective tabs.

Once you enter text in the secondary language, this will be stored in the quiz. Switching back and forth between Primary and Secondary will show you both languages.

Translations can be done manually or automatically by using the Google Translate API. You can also use this functionality to automatically translate a quiz in place into another language (in which case the quiz will not be bilingual but will just be the same quiz in another language). In order to do so, click the Translate button on the HOME ribbon tab.

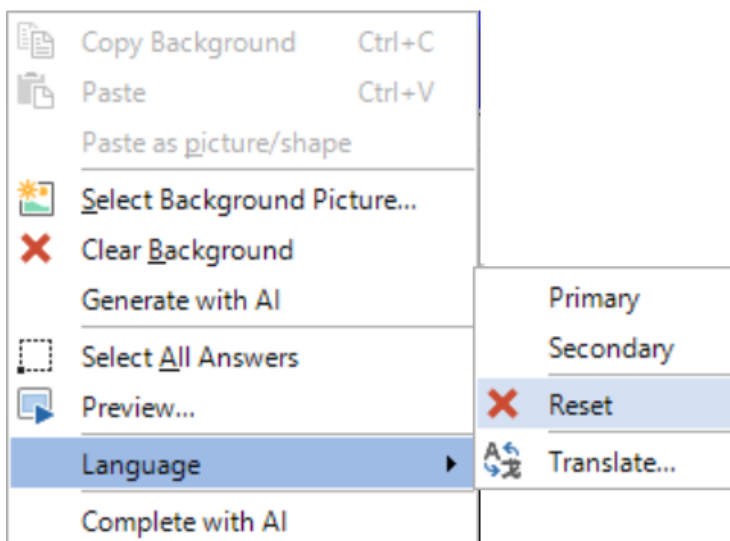


In SmartQuiz Live! the slides of both languages will be presented on screen at the same time, the Primary language on the left and the Secondary language on the right.



*Note: if you have created a bilingual quiz you can still run the quiz as a single language quiz. For that, you need to pass the `-language=0 | 1 | 2` command line argument to Quiz Show.exe (the quiz player). 0 means run bilingual, 1 means run in primary language, 2 means run in secondary language. The easiest way to do this is by creating a Windows shortcut and setting the correct **-language** argument there.*

If you want to remove the secondary language from a slide, right click on the slide and choose Language > Reset.



3.10 Import and export of questions

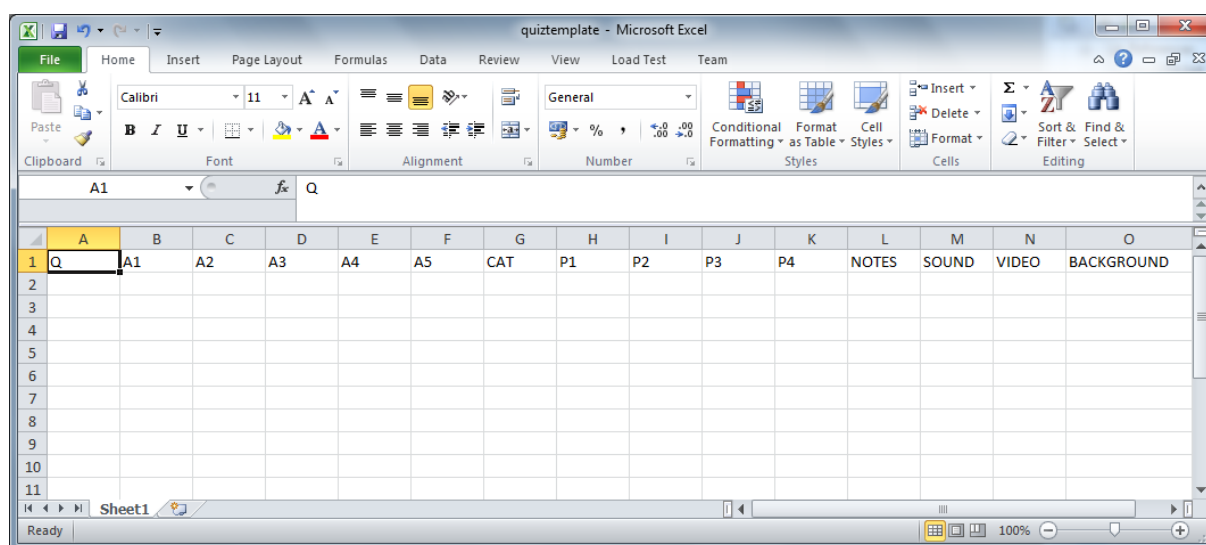
In SmartQuiz Studio, you can import from and export to different sources. In order to do this, click on the FILE ribbon tab and then click on Import or Export to see the options.

3.10.1 Import of Excel format

SmartQuiz Studio allows questions to be imported from Microsoft Excel. You may find it more convenient to enter your questions in Excel (although SmartQuiz Studio also has a tabular view to enter questions quickly) or you may have a database of questions that can be exported to Excel.

SmartQuiz Studio supports the Office 2007 native .xlsx file format and CSV (comma separated text file) format. The .xlsx format is the preferred format as it has less issues with localization, special characters etc.

To define your questions in Excel, open the preinstalled template *quiztemplate.xlsx* (you can find this file in the SmartQuiz installation folder). You can also open the template from the backstage menu, on the 'Import' section. You will see the layout as shown below:



The first row is mandatory and must follow the heading names as below:

Column	Description
Q	Column to contain the question text. If you want to import a primary and secondary language separate the text in both languages between .
A1-A6	Columns to contain the answers for multiple-choice. The correct answer must be in the A1 column, the system will shuffle the answers for you. You can leave all A* columns empty for an open question, fill in only A1 and A2 for a two-answer multiple choice question etc. You can also explicitly mark the correct answer for multiple choice answers by placing the answer between brackets ('[' and ']'). The system will not shuffle the answers in this case. If you want to import a primary and secondary language separate the text in both languages between .
CAT	An optional category name. Imported questions will automatically be formatted according to this category. If you want to use your own category you must create that category in the quiz before importing.
P1-P6	Optional filename of a picture file. This can be an absolute (full) path to the file or a single filename if the picture file is in this same directory as the imported XLSX file. Supported file formats are <i>jpg</i> , <i>png</i> , <i>bmp</i> , <i>wmf</i> , <i>emf</i> and <i>gif</i> . You can also explicitly mark the correct answer picture for multiple choice answers by placing the picture filename between brackets ('[' and ']').

NOTES	The optional quizmaster notes to add to the question
SOUND	An optional path to a sound file to add to the question
VIDEO	An optional path to a video file (WMV, AVI etc.) to add to the question (cannot be used in combination with P1-P4). Leave all other fields empty to get a full screen video slide
BACKGROUND	An optional path to a background image for the slide (png, jpg, bmp etc.)

Next to this fixed set of columns there are a number of user definable columns that can be picked from the dropdown list in the Excel template:

Column	Description
A7	Define answer 7. To be used for Trivia Feud import
A8	Define answer 8. To be used for Trivia Feud import
POINTS-START	Points to win at start of countdown
POINTS-END	Points to win at end of countdown
PENALTY-POINTS-START	Penalty points at start of countdown
PENALTY-POINTS-END	Penalty points at end of countdown
NO-ANSWER-POINTS	Penalty points when no answer provided
BONUS-POINTS-1	Bonus points for fastest player with correct answer
BONUS-POINTS-2	Bonus points for second fastest player with correct answer
BONUS-POINTS-3	Bonus points for third fastest player with correct answer
ANSWER-TIME	Answer time in seconds
STYLE	Name of the slide style (see tooltips in Studio style picker for correct names. Example: Millionaire, Neon Tubes etc.)
TRANSITION	The slide transition name. Valid values: Default, None, MoveRight, MoveLeft, MoveToFront, PageTurnLeft, ScaleToZero, LiftAndMoveRight

Save the file in Excel and select “FILE->Import->Import from Excel” in SmartQuiz Studio. This will bring up a file browser for you to select the Excel file to import.

Based on what columns you enter, SmartQuiz will automatically select a matching slide layout. So, for example to get a multiple-choice question with 3 answers and a video, fill in the columns Q, A1, A2, A3 and VIDEO. To get an open question with a sound fragment, a picture, and a background image, fill in the columns Q, P1, SOUND and BACKGROUND.

By default, all slides are created as quiz questions. You can however specify the type of the slide you want to create by prefixing the text in the Q column with one of the following identifiers:

Prefix	Description
{Q}	Create a normal question. You can use the following extra qualifiers to specify how the question is created: EA – Everyone Answers, FF – Fastest Finger, NUM create a number question, LET create a letter question, TXT create a full text question, CA – Countdown Automatically, CM – Countdown Manual. For example {Q, EA, CM} creates a question where everyone can answer (voting) with a manual start of the countdown timer.
{T}	Create a test question

{W}	Create a wager slide (you must also specify two or more percentages in the answers such as '20%')
{B}	Create a (static) billboard slide
{A}	Create an audience response slide
{D}	Create a demographic slide
{L}	Create a last-man-standing slide
{E}	Create an End-of-Round slide
{M}	Create a Majority Rules slide
{J}	Create a Trivia Board slide
{TL}	Create a Trivia Ladder slide
{TF}	Create a Trivia Feud slide (use A1..A8 for survey entries)
{SR}	Create a Speed Round slide (must end with and End-of-Round slide)

So for example the text "{A}Do you like this quiz night?" imports an Audience Response slide with the text: "Do you like this quiz night?"

Sound and video, inserted in your slide by using the SOUND and VIDEO columns, are normally embedded, meaning that the entire contents of the sound/video file are stored inside the quiz file. This may result in large quiz files. To prevent this, you can prefix the values in these columns with '{L}' to indicate you want to link the media files. For example, you can use: "{L}C:\Users\Public\Videos\Sample Videos\Wildlife.wmv". Note that linked files must remain present on your system when running the quiz.

You can create rounds in your quiz by adding multiple worksheets to the Excel workbook. In this case, for each worksheet, a quiz slide of type 'billboard' will be inserted into the quiz, containing the name of the worksheet announcing the next round. So, assume you have two worksheets, 'Round 1' and 'Round 2' with each worksheet containing ten questions. When importing the Excel file into SmartQuiz Studio, you will get a quiz containing: a billboard with the text 'Round 1', followed by ten questions, followed by a billboard with the text 'Round 2', again followed by 10 questions.

3.10.2 Import from PowerPoint

SmartQuiz Studio also allows questions to be imported from PowerPoint. In this case, the PowerPoint slides will be imported as pictures and are put on Billboard slides. If you want to turn slides into questions some post processing needs to be done. First set the slide type to 'Question' and then, if there are multiple choice answers involved, change the slide layout to include the same number of answers, set the slide style to 'Just Text' and remove the question-and-answer texts in SmartQuiz Studio.

3.10.3 Import from Spotify™

With this function you can turn your favorite playlists into a SmartQuiz music quiz or a music bingo with almost no effort. Spotify exposes ~30 seconds of the music track (predefined) and a picture of the album art. There are two easy steps involved: first you export your playlist to a comma separated file (csv) with Exportify, a public website to be found at: <https://watsonbox.github.io/exportify/> . Then you import this csv file in SmartQuiz Studio using the Excel import function. The system will recognize the format and present you the following options form:

Import Spotify playlist

General Options

Question

Artist / Title?

Answer to generate

☐ Artist

☐ Song title

☒ Artist / Song title

Number of tracks to import: 75

Import as?

☒ Music Bingo Round

☒ Include 30 seconds music track preview (when available)

☒ Include album art as Bingo cells (when available)

Percentage of slides 50 %

☐ Music Trivia Round

Type of questions to create

☒ Fastest Finger

☐ Text

☐ Include album art as picture

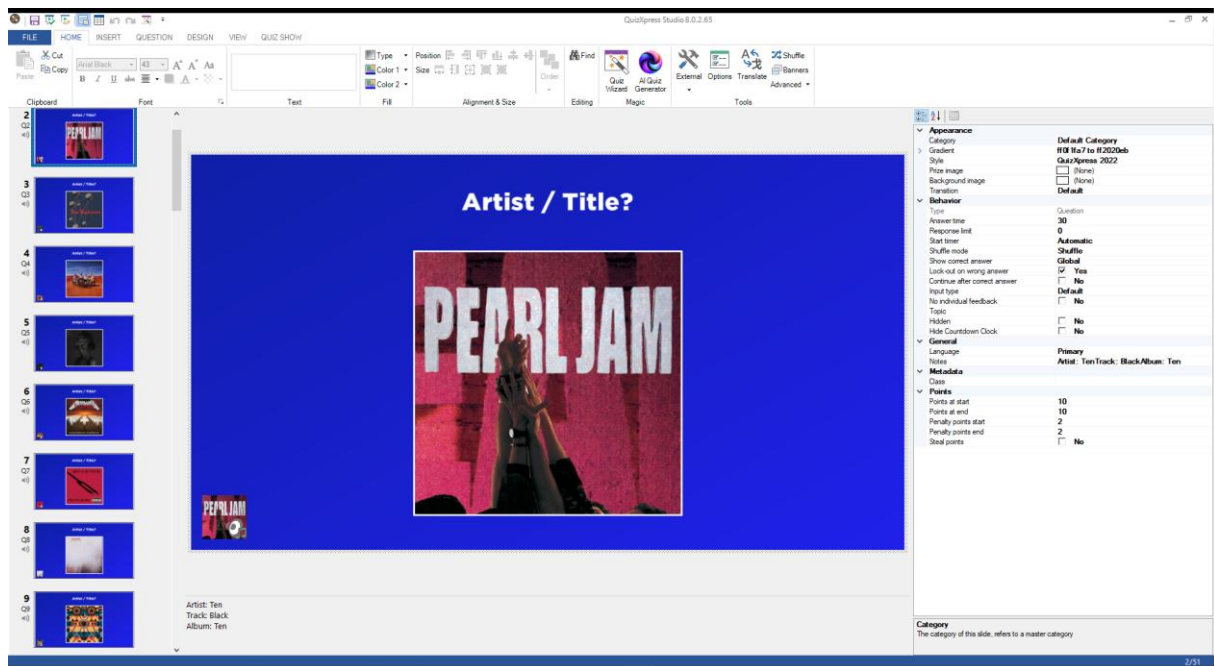
☒ Skip tracks that have no 30 second preview

Import Cancel

Here, you specify what to create and several options. In this example we are creating a music bingo with 75 slides, half of the bingo cells will be made of the album art, and the rest will be made of text with Artis/Song. After importing, the 30 second music will be on the slides and an example bingo card will look as:



Likewise you can create a music trivia quiz with for questions.



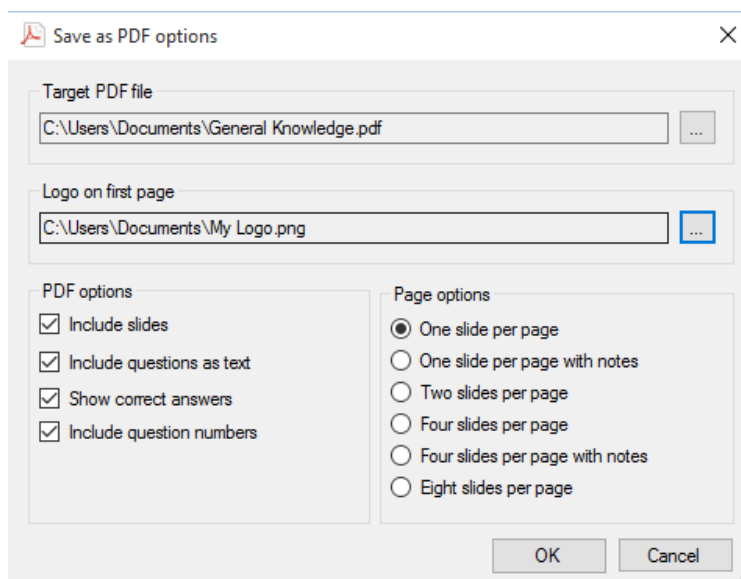
Note: make sure no copyright is violated when using this function.

3.10.4 Import from SmartQuiz

If you want to append questions from an existing SmartQuiz quiz to a quiz you are creating, click the *Import from SmartQuiz* button and select a SmartQuiz file. Alternatively, you could also open two SmartQuiz Studios and copy paste slides between them.

3.10.5 Export to PDF

SmartQuiz Studio allows you to export your questions in PDF format. This PDF file can be printed or can be sent to your customers to give them a preview of the quiz. Also, your quizmaster may be interested in receiving a printout prior to the game show. The PDF export is available from "FILE->Export->Export to PDF". (*Note: this option is not available in the Home edition*). The PDF export offers the following options:



Field	Description
Target PDF File	The PDF output file. Use the [...] button to browse to a folder/file
Logo on first page	The logo that will be displayed on the first page of the PDF
Include slides	Toggle to include images of the slides
Include questions as text	Include a textual overview of the questions and answers
Show correct answers	Include the correct answers in the output.
Include question numbers	Include the question numbers in the PDF export
Page options	Allows you to combine multiple slides on one page

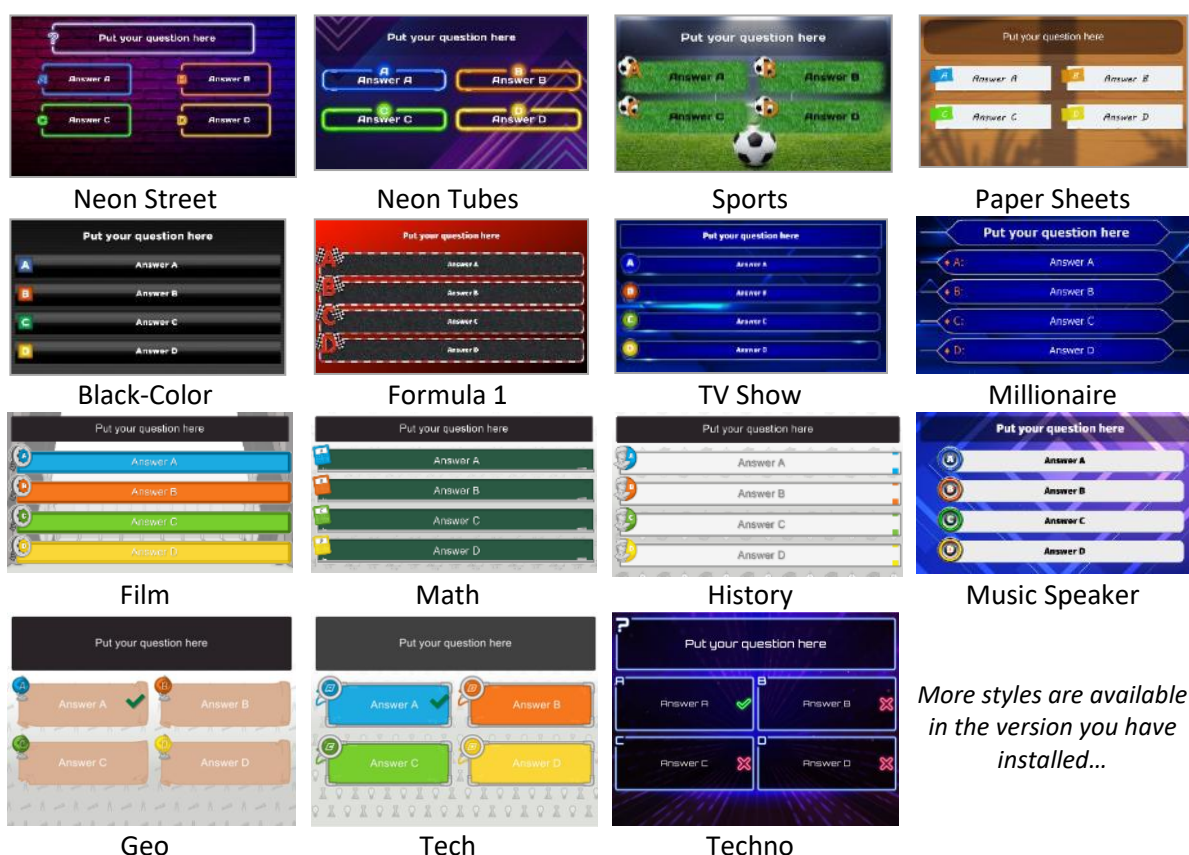
Note: to be able to read PDF documents on your computer you need the Adobe PDF reader available for download at <http://get.adobe.com/nl/reader/>

3.10.6 Export to HTML

You can export a quiz to HTML to run it on a website. Please note that this functionality is very basic. Amongst others, audio, video, and picture effects are not supported and although a score is shown there is no final score announcement.

3.11 Styles

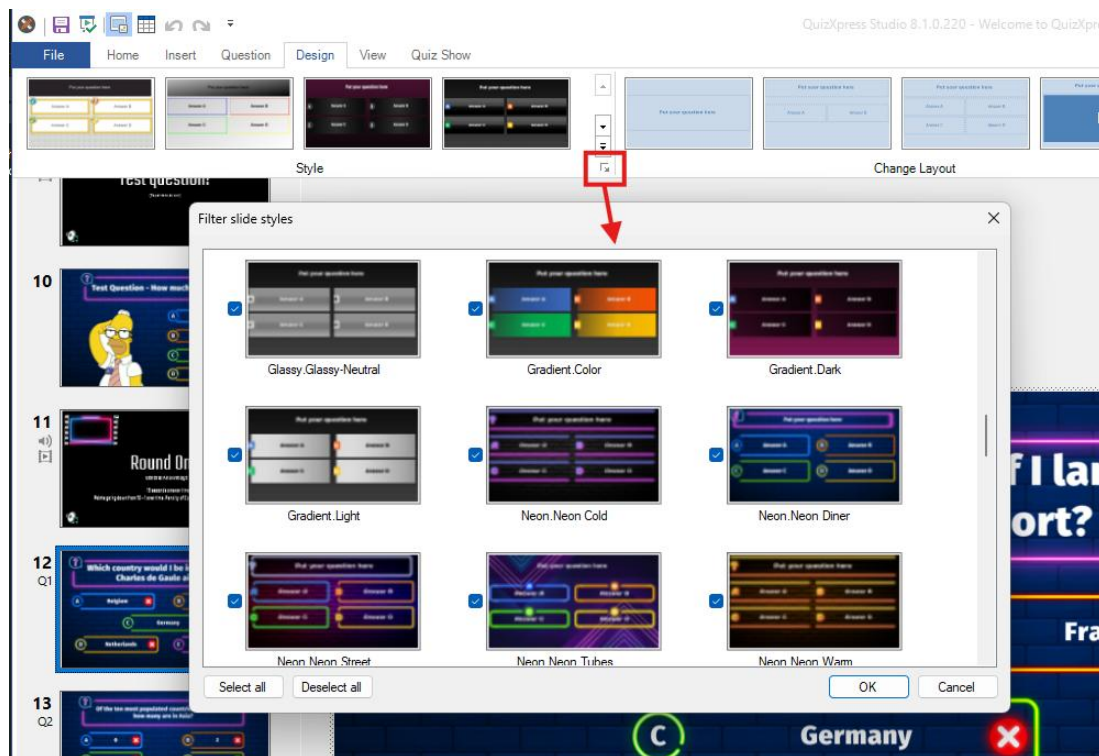
A quiz slide can be assigned various styles. A selection of the styles that are available:



Note: the 'Just Text' style can be used to 'overlay' the text on a custom background picture for you to provide for example when you want to use a layout designed in PowerPoint.

You can change the slide style by clicking a style in the style gallery on the DESIGN ribbon tab or by selecting the style of your choice in the property grid (property name: Style). The changes will immediately be visible.

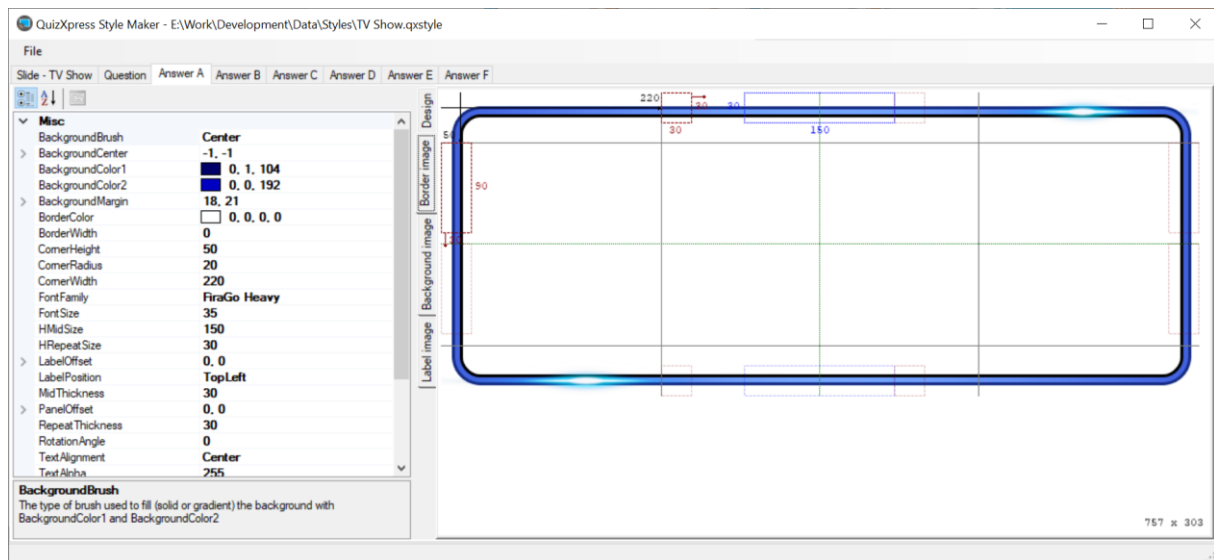
You can organize your workspace by filtering items you don't use for the styles (and also for backgrounds). You access the filter from the 'dialog launcher' button in the Style section of the Design ribbon in SmartQuiz Studio.



There are also three slide layouts with a so called 'lower third' layout. These type of layouts can for example be used when using SmartQuiz as an overlay on a TV camera stream (using a chromakey colour)



New, custom styles can be designed in an advanced tool named Style Maker. You will find this tool in the Windows Start menu under SmartQuiz. The style system is based on what's known as 9-patch images. In this system, a base image is split into 9 sections (corners and middle parts) and 8 repeatable blocks that 'glue' these sections together when the panel is stretched. See below for an example:

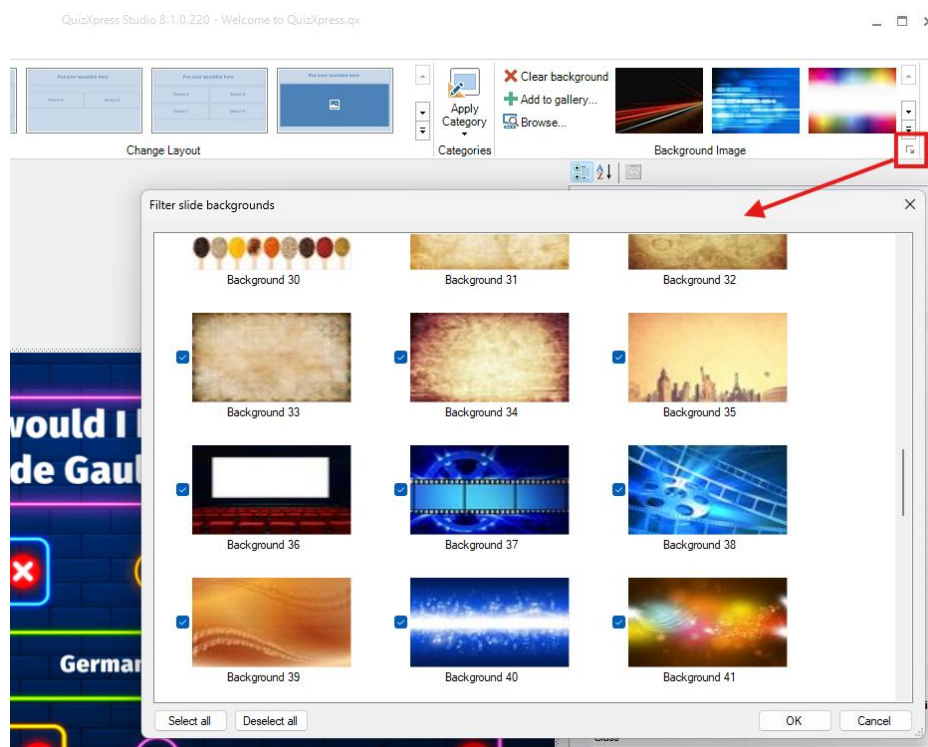


3.12 Backgrounds

Each style in SmartQuiz has a background. You can change the background of a slide (also after selecting a style) by right clicking on a Slide and choosing 'Select background picture...'.

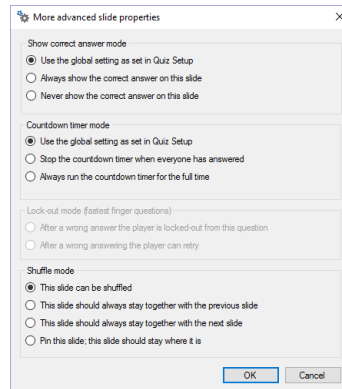
Alternatively, you can choose a background image from the background gallery on in the background image section of the Design ribbon. You can also add your own backgrounds to the gallery.

Just like with Styles, you can better organize your workspace by filtering backgrounds you don't use. You can access the filter from the 'dialog launcher' button in the Background Image section of the Design ribbon.



3.13 Advanced slide properties

On this dialog you can configure a few more advanced properties for the current question:



Show correct answer mode

Setting that indicates if the correct answer should be shown after the question is over. By default, the setting as defined in SmartQuiz Setup is used.

Countdown timer mode

Setting to indicate how the countdown timer should behave for this question. By default, the setting as defined in SmartQuiz Setup is used.

Lock-out mode for fastest finger question

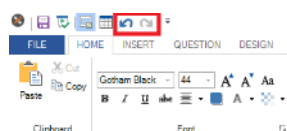
Normally a player that gives a wrong answer is excluded from the question. With this setting you can change this behavior so that players can retry with a different answer. Only available if the slide is a fastest finger slide.

Shuffle mode

SmartQuiz allows shuffling of the questions in a quiz when a quiz is played in SmartQuiz Live! As you might want to keep slides in place (for example Billboards announcing rounds) or keep them coupled with a previous or next slide (for example when information on a slide applies to a next or previous slide, or for wagers), this setting offers support for just that. The setting indicates what should happen with the slide when SmartQuiz Live selects a shuffled subset from a collection of questions in the quiz file (to be configured in Quiz Setup; here you can choose to randomize (a percentage of) questions). This setting is useful when you want to run the same quiz multiple times (for example when you are on a trade show). *Note: these options can be accessed from the property grid (for slide level) as well.*

3.14 Other functionality

3.14.1 Undo/redo



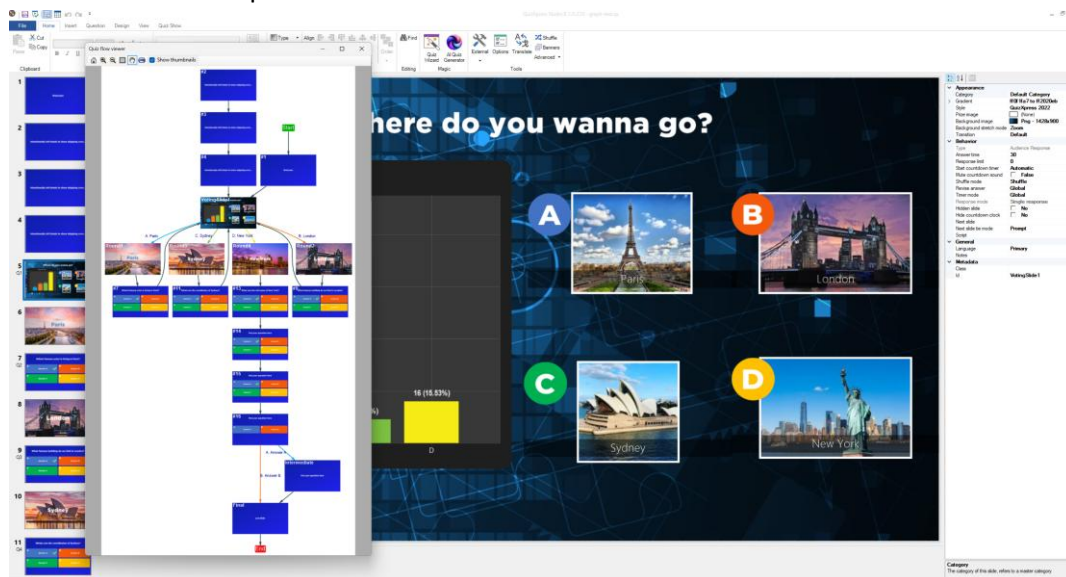
You can undo the last action with Ctrl+Z and redo the last undone action with Ctrl-Y or by clicking the undo/redo commands in the quick access toolbar that you find in the top-left are of the Studio window. Note that

undo/redo is not available for every command. Things like ticking a check box in the ribbon can easily be undone manually by unticking the same box.

3.14.2 Slide routing

Normally a quiz runs linearly from slide 1 to the end. With slide routing you can define different ‘routes’ in your quizzes. Routes can be static (for example slide 10 will always be followed by slide 20) or dynamic, based on the outcome of a voting slide. With this last option, you can have you players decide where to go next based on their votes (for example have them select a video clip or music to play, or which question round to go to).

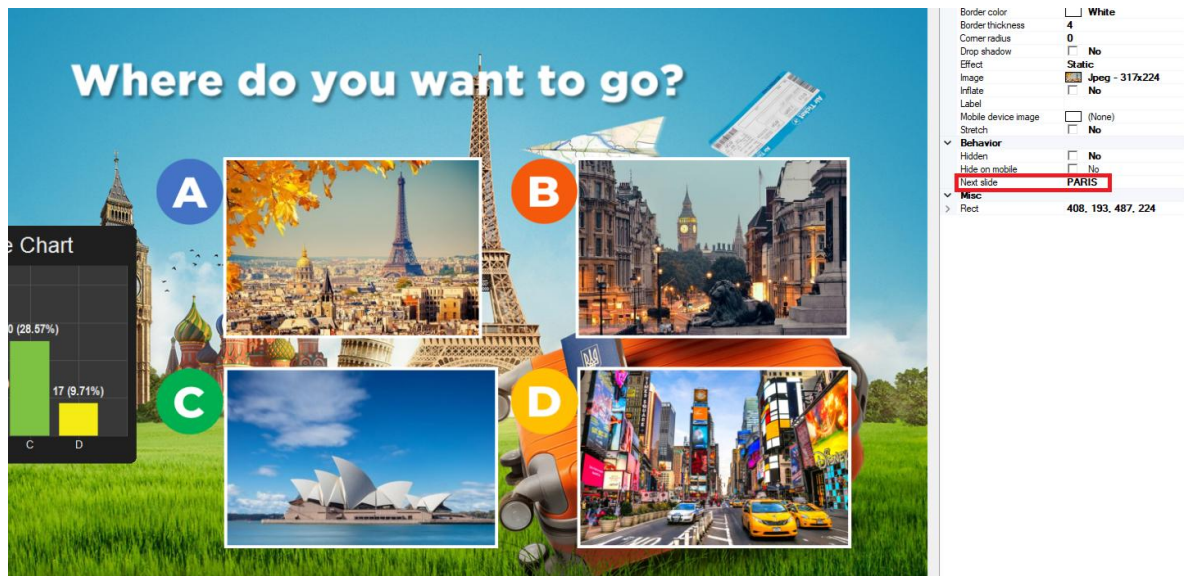
A built-in viewer helps to visualize the slide flow.



You define a route by giving the slides you want to jump to an Id in the slide’s properties. This can be an arbitrary but unique name that makes sense to you as the quiz author:



Then, refer to this Id in the “Next slide” property of the answer/picture on an Audience Response/ Majority Rules slide:



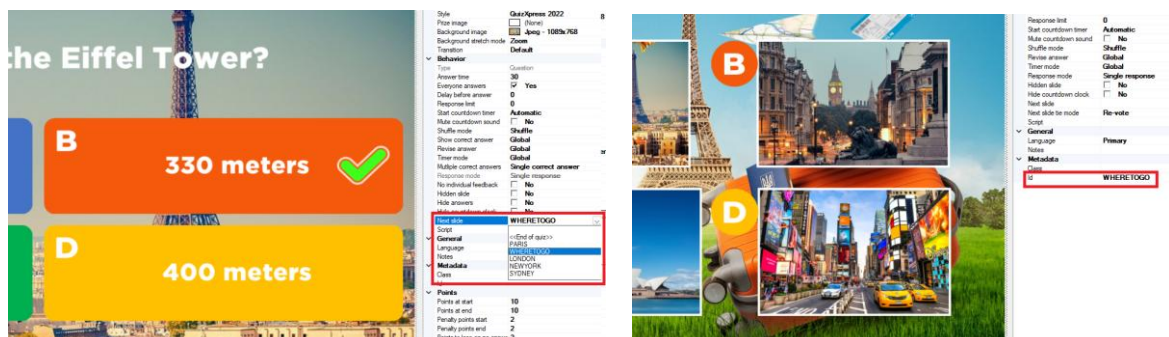
The example above shows an Audience Response slide with 4 pictures. When option A (Paris) has the most votes, the system jumps to the slide with Id “Paris”.

Of course it can happen that there is a tie in the voting when two or more answer have the same amount of votes. The behavior for that situation can be defined in the slide’s properties (when routing is active on that slide) with the “Next slide tie mode” property. There are three options:

- Re-vote, the slide is reloaded and the voting is redone until one answer has a majority
- Randomize, the system randomly picks the route of any of the top voted answers
- Prompt, a prompt is presented to the host (on main screen) to make a selection

Every slide itself also has a “Next slide” property that defines the next slide the system will present. When left empty, the default flow is executed (going to the slide next in line).

To jump to another slide than the default ‘next in line’ slide, fill in the “Next slide” property of the slide itself. An example of this would be if you are at the end of a round, and you want to jump back to a round selection slide. If we apply this on the previous example, the last slide of the Paris round, can refer back to the voting slide.



3.14.3 Text reveal animations

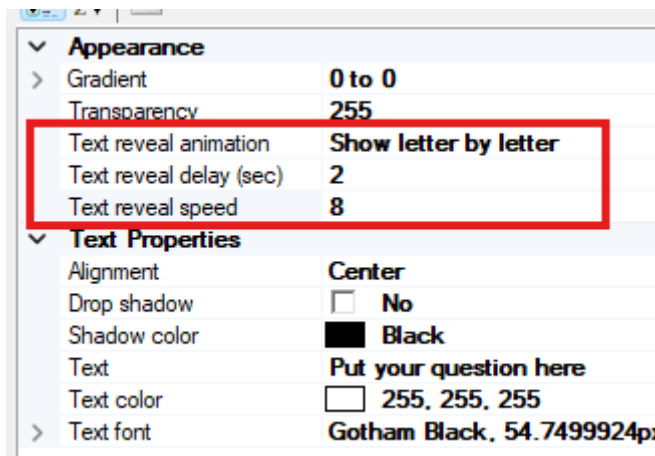
For all question and answer items you can define how they appear on the screen:

- Show direct/None (default)

- Word by Word
- Letter by Letter



In the advanced properties of the Question or answer texts you can tweak the animation with a start delay- and speed property:



You can use this feature if you want to read the question aloud without revealing it immediately. Or put players on the wrong track by already showing the answers directly while the question is shown over time (players might choose the wrong answer making assumptions over the question).

If you want to preview the text reveal, press F5 to show a preview of the slide in fullscreen.

3.14.4 Jokers

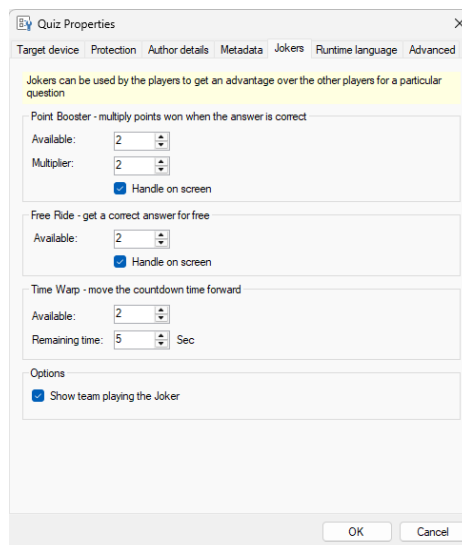
Players can use Jokers, which are tokens that can be used to influence the outcome of a quiz! Players can choose to play a Joker whenever they think it will give them an advantage. Jokers are available when playing with mobile phones only.



Currently, three types of Jokers are available:

- **Time Warp**, move the time forward so other players have less time answering
- **Free Ride**, automatically get the question right without answering
- **Point Boost**, players get the points won for a question multiplied when correct

Jokers are defined in Studio for the whole quiz by clicking File > Options:



Per type you can configure the following:

Point booster

- **Available** : how many times can the joker be used by a player
- **Multiplier** : how many times are the point won multiplied
- **Handle on screen**: the quiz player shows that a joker has been played

Free Ride

- **Available** : how many times can the joker be used by a player

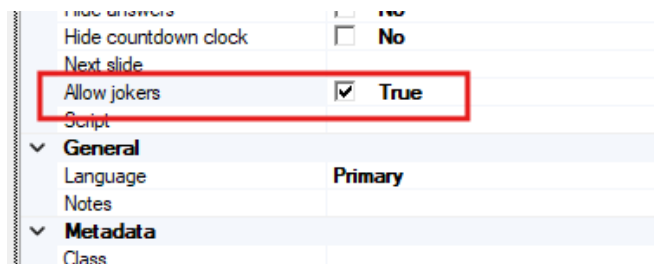
- Handle on screen: the quiz player shows that a joker has been played

Time Warp

- Available : how many times can the joker be used by a player
 - What is the remaining time when the joker has been used
- Note: Time warp is always shown on screen as it has effect on all players

Show team playing the joker: show the team name in the joker indicator shown onscreen in the quiz player when a player plays a joker.

Jokers are automatically enabled on all slides of type Question. If there are questions where you don't want Jokers to be used, you can explicitly disable them in the slide properties:



When jokers are available, players see a menu on their smart buzzer (app or web) by which they can play the joker of their choice:

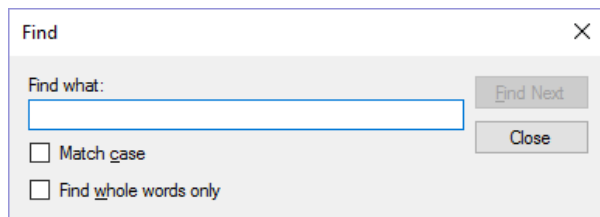
Note: only one player can play a Time Warp per question and Free Ride and Point Booster are mutually exclusive (you can use either one or the other). More types of joker will become available in future versions.

3.14.5 Text casing

By pressing Shift – F3 the casing of the selected text (question or answer) can be toggled between ALL UPPERCASE, all lowercase and Sentence case).

3.14.6 Find text in questions and answers

You can find text in questions or answers by pressing Ctrl-F (or the Find button on the HOME tab).



By entering a text and pressing 'Find Next' you will go through the found items.

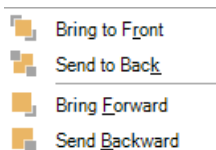
3.14.7 HOME -> Alignment & Size, Order



The alignment and size section has several tools enabling you to align, position and size multiple elements on a slide. In order to do so, select multiple slide elements (for example answers, pictures a combination of these) by clicking them one by one while pressing the Ctrl key. The first item selected will have white resize handles around it, while the other selected items will have black resize handles.

You can now choose one of the following options:

- Position: align left, right, top, bottom, middle vertical, middle horizontal
- Size: make same width, make same height, make same width and height, decrease size, increase size



The order button allows you to order multiple overlapping items in z-order (depth). You can bring an item to the front, send it to the back, bring it one level forward or send it one level backward.

3.14.8 HOME -> Banners

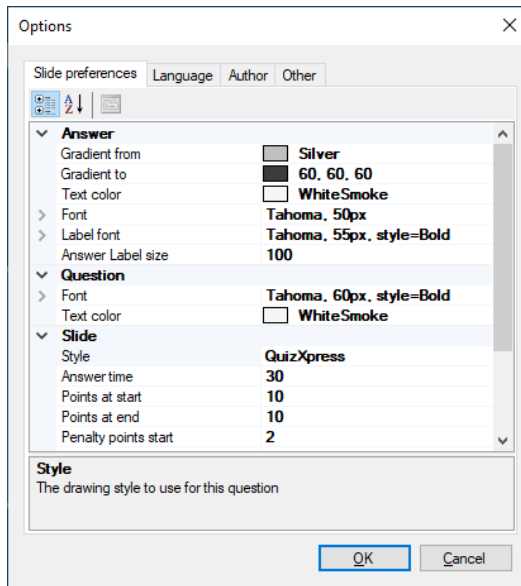
Sometimes you would like each question to have a preceding slide showing the question number and the question text of the question that will follow. This can be accomplished in SmartQuiz Studio by using the 'Generate Question Banners' command which can be found under the 'Edit' menu. The 'Generate Question Banners' command automatically generates a quiz slide of type 'Billboard' before each quiz slide of type 'Question'. Each generated billboard slide contains the following text: Question <question number of the following question> : <question text of the following question>.

3.14.9 HOME -> Shuffle

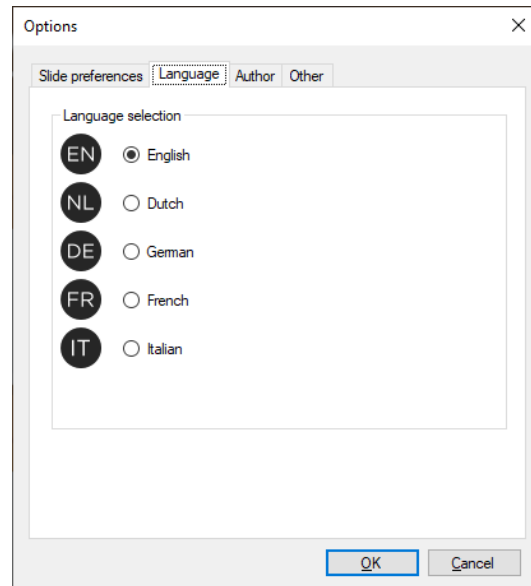
The 'Shuffle' command, available on the HOME tab, randomly shuffles all the quiz slides. This process considers what the individual shuffle mode settings for each slide is. So, if a slide was configured to stay with the next slide, this will be considered during the shuffle process.

3.14.10 HOME -> Options

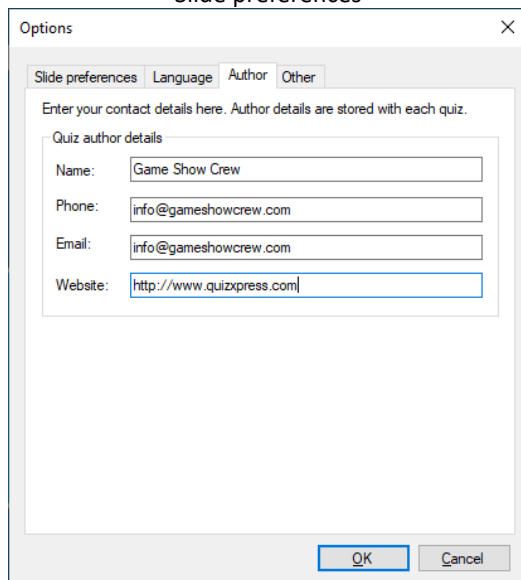
The SmartQuiz Studio options dialog can be found under Tools->Options. The dialog has three pages:



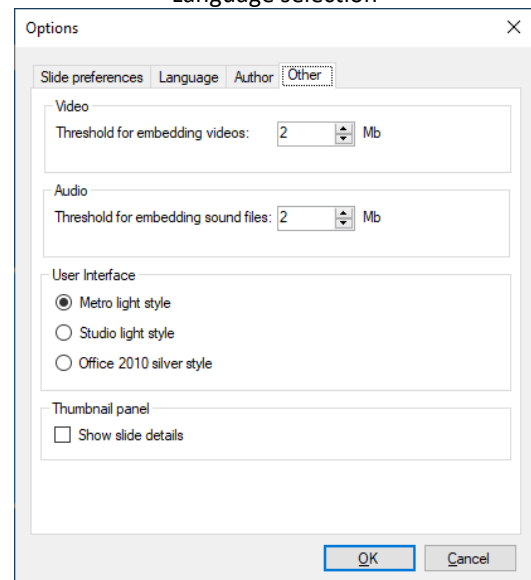
Slide preferences



Language selection



Quiz author details



Other settings

Slide preferences tab:

This page allows you to set various properties that are used as default for every new slide you create. For example, setting 'Answer time' to 40 seconds here will make sure that the answer time on every new slide will be set to 40 seconds. Note: the changes made here only apply to new slides, not to existing slides!

Language tab:

This tab allows you to set the user interface language for SmartQuiz Studio and all other SmartQuiz tools (stored in the SmartQuiz settings file).

Author tab:

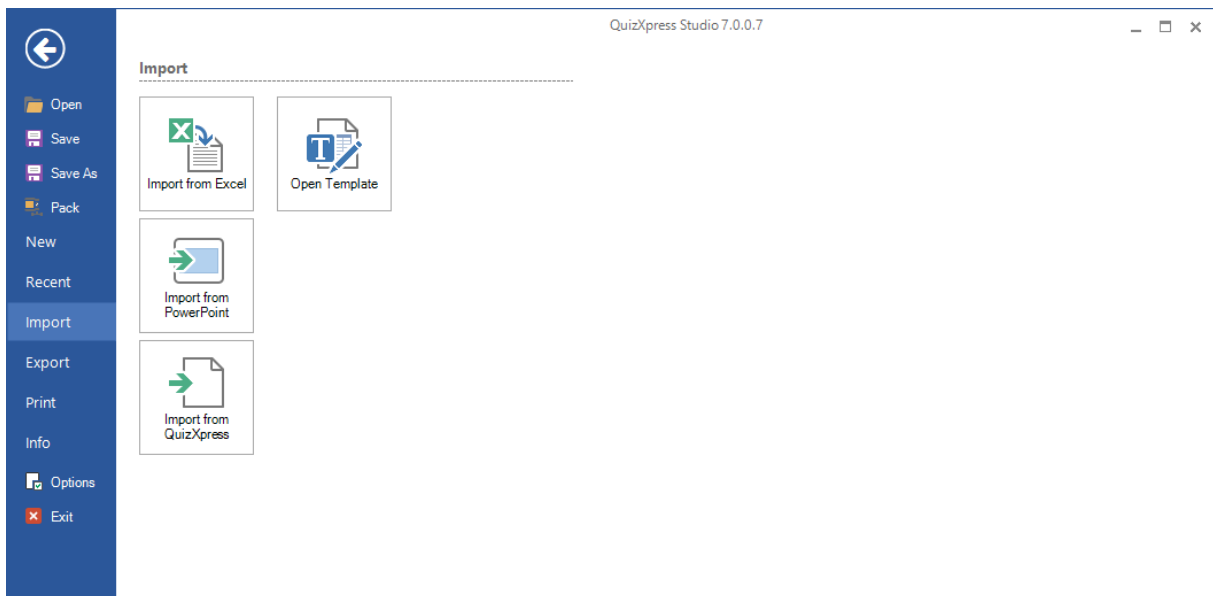
Here you can set the details about yourself that will be embedded in the quiz as the original quiz author.

Other tab:

Here you can set the thresholds for embedding/linking audio and video content, and you can switch between three different user interface styles and set an option for the thumbnail panel to show some additional info like the question number as shown in SmartQuiz Live.

3.14.11 FILE -> Options dialog

The entry to this dialog can be found in the backstage FILE menu:



On the 'Target device' tab of this dialog allows you to set the target screen ratio and image quality of your quiz. The *ratio* option is used to configure the width/height ratio of your slides to match the device you are going to present your quiz on:



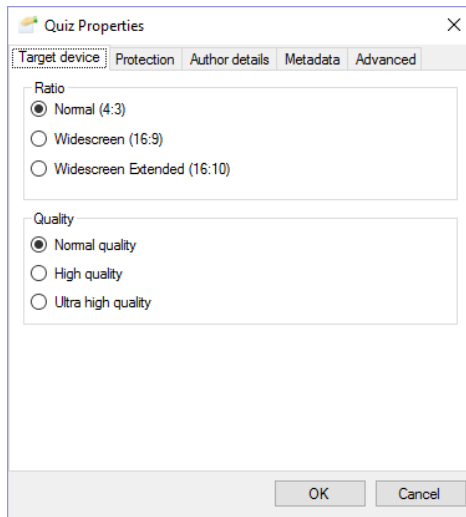
4:3



16:9

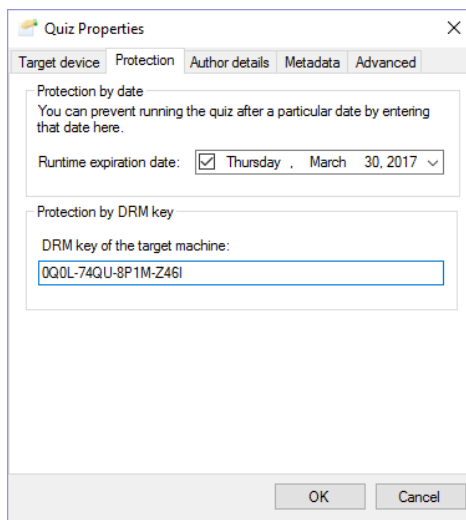


16:10



So, for example if you intend to run your quiz on a Widescreen TV set use the default 16:9 ratio. For an older beamer you can use the 4:3 ratio. You can change the ratio after having created your quiz and the system will resize all your slides automatically.

The *Quality* option controls the image resolution used by SmartQuiz internally when rendering a slide in Quiz Show (the physical number of pixels used for the slide image). You can set this to 'High quality' or 'Ultra high quality' if you are presenting your quiz of a high-resolution device (like a full HD LCD screen) and you have a powerful video card/PC with enough memory.



On the 'Protection' tab, an expiration date for the quiz can be set. After this date, the quiz can no longer be played by SmartQuiz Live

You can also protect your quiz with the DRM (Digital Rights Management) key of your target customer. When doing so, the quiz content cannot be copied/run on another machine. The DRM key of your customer can be obtained from the 'Info' tab in the backstage menu on the PC of your customer (in the License Info section).

The 'Quiz Author' details section shows the history of the quiz file. It shows who originally created the quiz and who modified it last. These details are used for example when a quiz file expired, and your end user is presented with contact details to obtain a recent update. Your own quiz author details can be entered in the 'Options' dialog (available on the HOME ribbon).

And finally, the 'Advanced' tab allows you to set advanced properties for the quiz. 'QX3 compatible video rendering' indicates that the system will use the video system that was present in QX3. The reason you may want to use this is that it possibly performs better on low end systems like Netbooks. The drawback is that it will only support the AVI format and you cannot use video effects. This setting applies to the whole quiz so be careful not to use any other video formats in your quiz (if so, a warning will be generated when starting SmartQuiz Live). *You will rarely need to enable this function.*

3.14.12 Packing and unpacking a quiz

When you create large quizzes with lots of multimedia content such as video and audio fragments, the quiz file can easily become quite large and tedious to work with during the edit phase and can lead to exhausting the PC's internal memory. To deal with this, SmartQuiz historically supports keeping the media files externally. This is okay during the development phase, however, when the

quiz file needs to be moved to another pc or distributed to someone else, you must make sure to include all externally linked files which if not done correctly can lead to problems. The 'Pack' function makes life a bit easier by packing all linked media files together with the quiz slides in one big file. This file can then be loaded into SmartQuiz Live like a normal quiz file (which it is) and can conveniently be distributed as a single unit. Meanwhile you can efficiently develop your quiz with all media files externally linked keeping your save- and load times as low as possible.

To pack a quiz hit F1 to go to the backstage menu and click 'Pack'. SmartQuiz Studio will now ask you to specify a filename and will create the packed quiz file. Note that although the 'packed' file is a regular SmartQuiz file, it is not intended to be edited in Studio as this can lead to the aforementioned problems.

You can also unpack a previously packed quiz file. This will extract all media (audio/video) to a local folder and link the media elements in the quiz to the local files. This speeds up quiz loading times and reduces memory usage in the quiz player. Its primary use is preventing issues when dealing with huge quiz files (~1.5Gb or higher). To unpack a quiz hit F1 to go to the backstage menu and click 'Unpack'.

3.14.13 Fixing broken links

When you link audio- and video content the quiz will only contain a path to the external file. When you move the external file SmartQuiz will not be able to locate it again and this will result in broken links. After loading a quiz, Studio runs a background task to check if all referenced media files are still present. When it detects at least one broken link, it will present a form with all the missing links:

Locate missing media files

Some externally linked media files could not be located. Please see the list below. If you have moved the files to another location, set the new rootfolder and click 'Locate' to let the system find the files or fix each line manually.

Fix automatically

Root path
D:\Quizzes

Locate

Missing files

Slide #	Media type	Original filename	New path
1	Video	Instructievideo deelnemers Top 2000 Quiz.mp4	-
2	Video	30SecAlarm.mp4	-
3	Video	Top2000 Quiz Opener_1.mov	-
4	Video	Quinten Quarantino.mp4	-
5	Video	Studio BG 02 (Default).mp4	-
6	Video	Teams & Prijzen.mp4	-
9	Video	n0_testronde.mp4	-
13	Video	n0_testronde_end.mp4	-
14	Video	Lets Begin.mp4	-
15	Video	n1.mp4	-
16	Video	n_top2000.mp4	-
18	Video	CrisWeetje.mp4	-
21	Video	CrisWeetje.mp4	-
22	Video	Van Halen (Dutch Interview).mp4	-

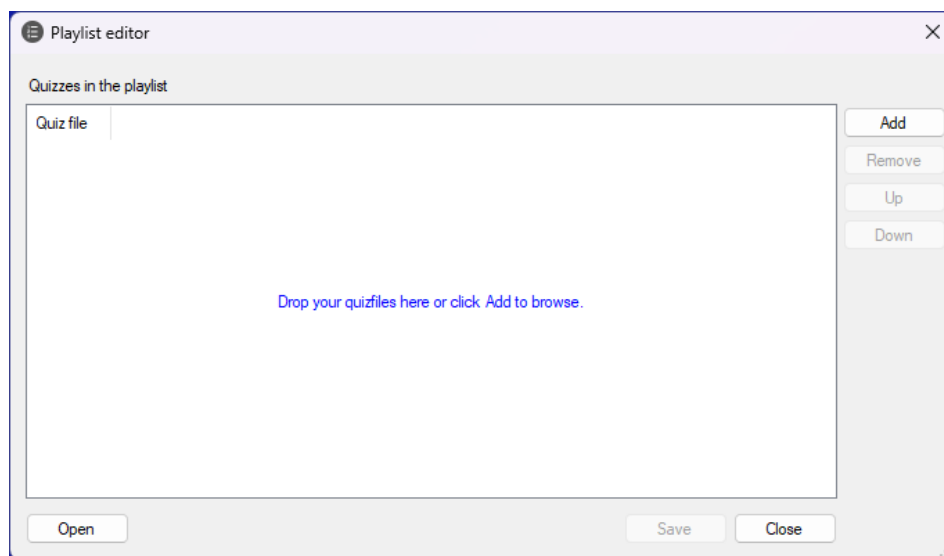
Apply Cancel

In this form you will be able to quickly solve the problem (of course the linked files must still be available somewhere on the computer). When all files are still available under a root folder you can let the system search the files for you with the Locate button. If the files are scattered around the disc you will have to locate them manually per entry in the list. When all paths have been corrected, you can click Apply to make the actual changes on the slides.

3.14.14 Creating playlists

You can create and save playlists which contain multiple quizzes. Using playlists, you can create multiple smaller quizzes and combine them into one bigger quiz.

To create a playlist, click the External button on the HOME ribbon and then choose 'Make playlist'.



By clicking the 'Add' button you can add multiple quizzes to the list. After adding the quizzes, you can change the order by selecting a quiz in the list and pressing the 'Up' and 'Down' buttons.

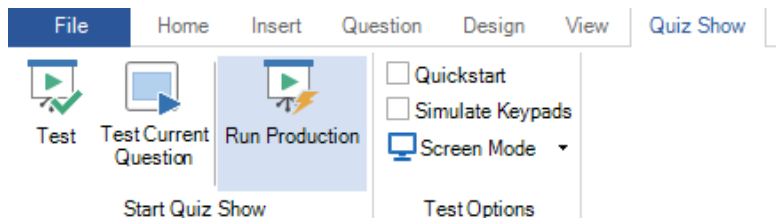
Pressing the 'save' button saves the playlist to disk. Playlists have the file extension *.qxp*.

When starting SmartQuiz Live, the quiz player, you can either select a quiz file (extension *.qx*) or a playlist (extension *.qxp*). When selecting a playlist, all quizzes present in the playlist will be played one after another as if it was one big quiz. Scores are retained between quizzes.

Alternatively, you can also select a playlist in windows explorer, right click on it and choose 'Edit playlist' to edit it with the playlist editor or choose 'Open with > SmartQuiz Live' to start the quiz player with the playlist.

3.15 Testing your quiz

When you are done designing the quiz content, you can start testing it. To launch the quiz player from within Studio, activate the QUIZ SHOW ribbon tab:



As you can see there are three options here to start the quiz player:

Test: run the entire quiz in test mode using the options as set in the section *Test Options*

Test Current Question: start the quiz in test mode beginning at the current question.

Run Production: start the quiz in production mode. In this mode the *Test Options* will be ignored and the screen settings etc. will be used as configured globally in Quiz Setup. Always use this mode when running your quiz for a live audience.

When running in test mode you can win time by skipping the welcome screen and countdown video by ticking the *Quickstart* checkbox. And if you do not want to operate the quiz yourself you can use *Simulate Keypads* to run the entire quiz automatically as if there was an audience and a quiz master. All you must do is lean back and check that every quiz slide behaves and looks the way you intended.

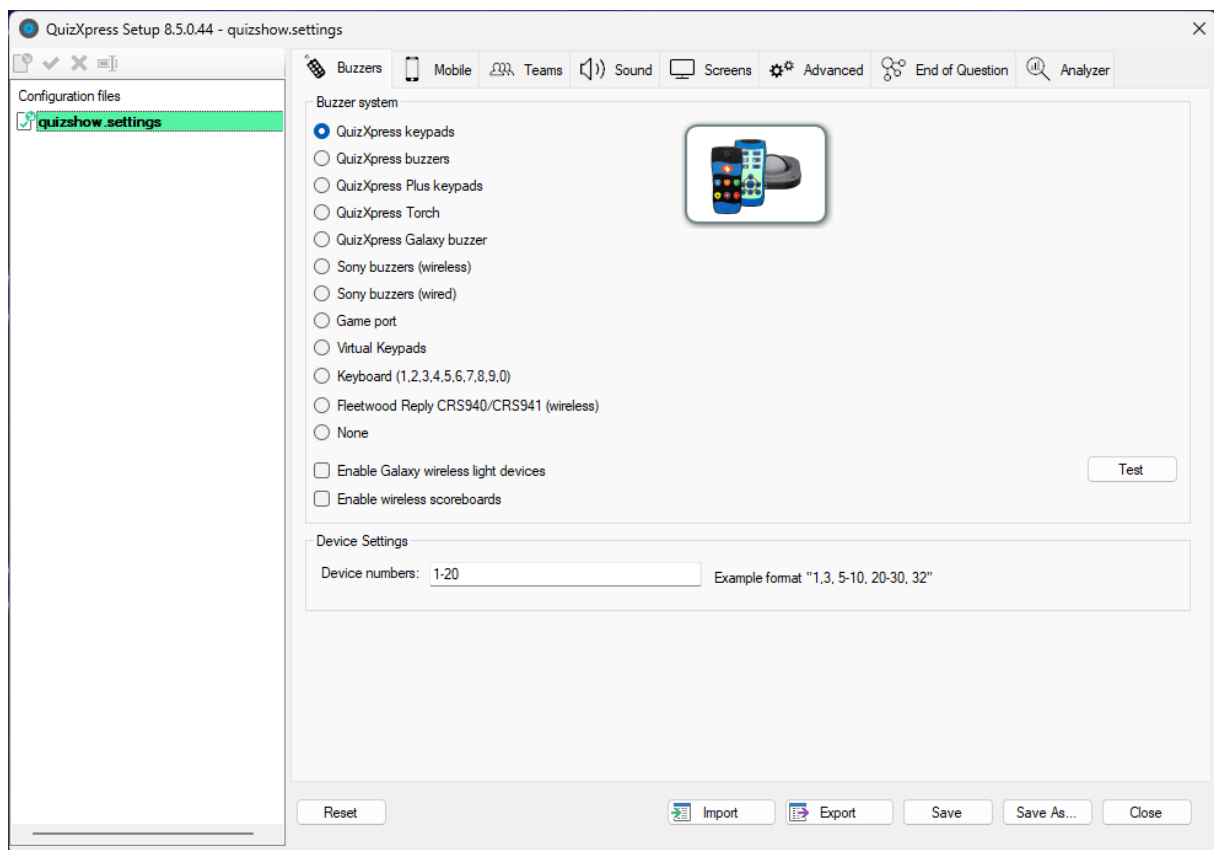
Note: never run your production quiz show using any of the test modes. Only in production mode will the quiz player use a special recovery function to restore your quiz to the point where it last was when something bad happened like a computer- or program crash.

4 Setting up the game show with SmartQuiz Setup

The previous chapter described how to design a quiz in SmartQuiz Studio. The next step is to 'run' the quiz in SmartQuiz Live. Before you can do this however, there are some aspects of the game show that you may want to change. Some examples of this are: the type of hardware you are using, the team names, the buzzer sounds, the welcome screen captions, the slideshow pictures etc.

The Quiz Setup program can be found in the Windows 'Start' menu or in the 'External Tools' menu of Studio (HOME ribbon).

Quiz Setup allows you to manage multiple settings files. In the list view on the left of the user interface you can see the available configuration files. The one in **bold** is the active file meaning that these settings will be used when running a production quiz. You can change the active file by right clicking it and select 'Activate' from the context menu. To load a file for editing, double-click it or select 'Load' from the context menu.



By clicking 'Reset', the system reverts to the default configuration. Note that you'll always have to select a buzzer system before you can use any functionality.

By clicking the 'Save' button the current settings file is saved to disk.

By clicking the 'Save As...' button, the current settings file can be saved using a different name.

The Import and Export buttons enable you to export (save) the currently loaded settings to a file. This file can then be imported into SmartQuiz Setup on another computer enabling easy and fail-safe transfer of settings. Please note that any folders referenced in the settings file need to be present on

the computer which imports the settings (otherwise warnings will be shown when starting a quiz show with the imported settings).

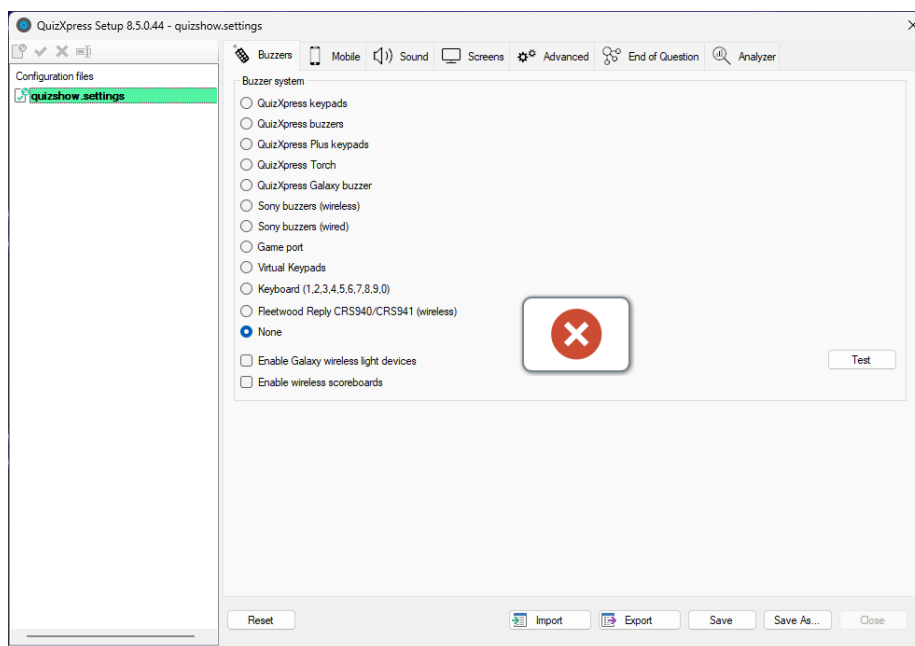
There are several tab pages on which the various settings can be changed. In the following chapters you can find a description of each page and its settings.

4.1 Configuring your hardware – the ‘Buzzers’ tab page

SmartQuiz is designed to operate with different types of input devices. Please find below a description of the devices that can be configured on the ‘Buzzers’ tab page in Quiz Setup.

It is also possible to use mobile devices with SmartQuiz. Mobile devices can be used as an extension of your existing buzzer or keypad system. You can read more about Mobile keypad support in section 4.2.

When starting Quiz Setup the first time after installation of SmartQuiz, “None” is chosen as the buzzer system. Before running a quiz in SmartQuiz Live, a buzzer system must be chosen in Quiz Setup. This is also indicated by the help quote that is shown when first starting up Quiz Setup as indicated below.



The help quote also states that by default ‘Quizmaster hints’ are shown when running a Quiz show in SmartQuiz Live. This is a learning function and should be turned off when running a production show.

Note: After selecting your hardware configuration, you can click the ‘Test’ button to test the connectivity of the connected devices. If the connection succeeds, a green checkmark is shown for each device that connected successfully.

4.1.1 Multiple choice buzzer systems

SmartQuiz supports a couple of multiple-choice buzzers systems, which are listed in this section. Please note that the availability of multiple-choice buttons enables two features in SmartQuiz:

- The option to let people answer a multiple-choice question (voting or audience response)

- The option to let SmartQuiz automatically judge multiple choice answers given in case of a 'fastest finger' question (first to buzz in answers). Please note that this choice is optional. It is also possible to let the Quizmaster judge multiple choice answers given. This can be indicated in Quiz Studio by setting the 'auto judge' flag of a Quiz slide.

4.1.1.1 SmartQuiz basic keypads



The keypads of this system have six multiple choice buttons and one fastest finger button. The base station is connected to the PC by a USB cable and has a range of 100 meters\350 feet and can read up to 100 keypads per second. SmartQuiz can be played with up to 400 keypads at once.

The SmartQuiz keypad system comes with a Quizmaster remote which can be used by the quizmaster to operate the quiz.

Each SmartQuiz keypad has a preprogrammed unique id. When using SmartQuiz keypads, please input the ids of the devices used for the quiz into the 'Keypads:' entry field in Quiz Setup. For example, if you are using keypad 1 to 10, enter the range "1-10". If you are using keypad 1, 2, 3, 4, 6 enter the text "1,2,3,4,6".

Please refer to Appendix A for more information about the installation of the SmartQuiz keypad system.

Note: When playing the Quiz, not all keypads indicated in Quiz Setup have to be used. Before starting the quiz, a keypad sign on screen is shown. Participating players make themselves known by pressing a key on their keypad during this sign on screen.

4.1.1.2 SmartQuiz Plus keypads



The SmartQuiz Plus keypad system is similar to the basic SmartQuiz keypads but has an extended range, is four times faster and can handle up to 2000 keypads on one receiver. With the Plus system you have a range of about 350 meters due to the 4 antennas on the receiver and a polling speed of 400 keypads per second (the basic system does 100 keypads per second)

4.1.1.3 SmartQuiz buzzers



With the SmartQuiz Buzzers you get a combination of a big button slammer and 4 multiple choice buttons. The button has a light that flashes when the buzzer is the first being hit. The buzzers are wireless and have a range of 60 meters. They are powered by 2 Duracell D batteries.

4.1.14 SmartQuiz Galaxy RGB Buzzers



The SmartQuiz Galaxy RGB buzzers are Interactive, rechargeable wireless Buzzers with a fastest-finger button and 4 multiple choice buttons with 64 colors.

They provide feedback for various things happening in the quiz like:

- Indicate who was right (green) or wrong (red) at the end of a question
- Show players' choices by lighting up the selected answer's colour
- The fastest to press flashes and blocks the others (colours are customizable)
- Randomly select one or more buzzers (light moves through the audience – for example, to pick a winner or participant)
- Assign a colour to each buzzer during breaks or make them flash

You can configure various options for the Galaxy Buzzers on the Galaxy tab in SmartQuiz Director (see 5.7.9).

4.1.15 SmartQuiz Torches



Light up your audience with the SmartQuiz torch buzzer! The rechargeable torch buzzer has a fastest finger button, 4 multiple choice buttons and internal LED lights supporting 128 possible colors. You can use up to 3000 torches.

The Torch Buzzers can:

- give feedback - who was right, who was wrong, who did not answer.
- show the choices made by the audience.
- show who buzzed in first for a fastest finger question
- can change color once a choice was made.
- can be used to display random lights (fixed or to the beat of music) – nice during breaks!
- can be used to draw someone from the crowd or pick out (a) lucky winner(s).

Basically, the torches are a galaxy device (see 4.1.3) and a buzzer in one. You can configure various options for the Torches on the Galaxy tab in SmartQuiz Director (see 5.7.9).

4.1.1.6 Fleetwood Reply systems buzzers



Fleetwood Reply systems delivers a variety of portable interactive audience response and electronic voting tools commonly used in meeting, training, decision making, and research applications.

SmartQuiz operates with Reply® Mini Model CRS5000- and Reply Worldwide wireless keypads, together with a CRS940/CRS941 base station. The base station is connected to the PC by a USB cable. SmartQuiz can be played with up to 250 keypads at once.

Each Reply Systems' buzzer has a preprogrammed unique id (as opposed to Sony Buzzers). When using Reply System buzzers, please add the ids of the buzzers used for the quiz to the 'Keypads:' entry field. For example, if you are using keypad 1 to 10, enter the range "1-10". If you are using keypad 1,2,4,6 enter the text "1,2,4,6". Also set the channel of the base station by selecting the correct channel from the 'Channel' dropdown list.

Please refer to Appendix B for more information about the installation of the Reply system.

Note: When playing the Quiz, not all buzzers indicated in Quiz Setup must be used. Before starting the quiz, a buzzer sign on screen is shown. Participating players make themselves known by pressing a key on their buzzer during this sign on screen.

4.1.1.7 Virtual Keypads

SmartQuiz comes with a virtual, software-based keypad that you can run on the same machine or on other machines in the network. It connects to SmartQuiz Live through a TCP/IP connection. Each virtual keypad has a keypad id that you can change instantly.



Note: when you start Live with Virtual Keypads configured, Windows may ask you for confirmation to open a port on the local firewall.

With the Virtual Keypad it is very easy to test your quiz, even if you do not have any real hardware.

4.1.1.8 Sony Buzz™ buzzers



SmartQuiz also works with Sony Buzz™ buzzers. The system works with both the wired and wireless versions of these buzzers.

Please note that the wireless version of these buzzers is designed to operate within approximately 10 meters (26 feet) maximum. SmartQuiz Home edition works with a maximum of 12 wireless Sony Buzz units. The SmartQuiz Pro edition has no limit although in practice no more than 16

have been used due to practical limitations (one receiver per 4 buzzers, distance limitation).

One USB receiver is used for 4 wireless Sony buzzers so please keep in mind to have enough USB ports available. Also, because the reach of the buzzers is limited, please be sure to distribute the receivers strategically inside the quiz arena if possible. *This type of device is no longer manufactured and only available on the secondhand market.*

4.1.1.9 SmartQuiz Luminous and Sparkle



SmartQuiz Luminous lighted stage tables



SmartQuiz Sparkle buzzer poles

The Luminous and Sparkle work just like the SmartQuiz Buzzers so that is the kind of device to select in Quiz Setup. Note that the Sparkle buzzer pole does not have multiple choice buttons so you can use them with *open questions* or with multiple choice questions set to 'manual judgment' (here the player tells the quizmaster verbally which of the multiple-choice answers is right; the quizmaster judges the multiple choice answer given). The stage table synchronizes its lights automatically with the paired buzzer.

4.1.2 Single button buzzer systems

Next to supporting buzzers with multiple choice buttons, SmartQuiz also supports buzzers containing a single button (sometimes also referred to as 'slammers'). With these buttons the focus really lies on the fastest finger aspect of the game: the one who slams first answers. In this case the quizmaster always judges the answer (automatic judgment is not possible as no multiple-choice buttons are present).

4.12.1 *SmartQuiz Cube buzzers*



The buzzer cubes are rechargeable devices with a strong RGB LED and a single button. With this type of buzzer, you can only run fastest finger type questions as there are no multiple-choice buttons. Very well suited for final games. To use this type of buzzers simply select 'SmartQuiz Buzzers' as device type.

The cubes have three different colors. The following table lists the colors of the buzzers and the meaning of the colors:

Color	Meaning
Green	Ready, buzzer can be pressed
Red	Out of the game\question
Blue (flashing)	First person that buzzed in
Green (flashing)	Correct answer was given
Red (flashing)	Incorrect answer was given

4.12.2 *Game Port*

SmartQuiz also supports standard game port devices (joysticks or other controllers). Each button on a standard game port controller can act as a buzzer. This interface is particularly useful when building custom interactive setups to be used, for example in a museum. Contact us for more details or support.

4.12.3 *Keyboard*



Next to using the buzzer systems described above, it is also possible to use the keyboard for buzzing in. The keys 1,2,3,4,5,6,7,8,9,0 correspond to 10 buzzers that can play along. When no buzzers are available, using the keyboard is a good alternative. You can also use this option for other buzzer devices that send keystrokes to the application.

4.13 SmartQuiz wireless Galaxy RGB devices



The Galaxy RGB devices (rechargeable wristbands or table bulbs named Spheres) are fully integrated with SmartQuiz and enhance the overall experience of the game show. When enabled, SmartQuiz provides feedback to the players such as whether their response was received by the system, whether their last answer was correct or incorrect, if they are still in the game with last-man-standing etc. To enable Galaxy support, connect the additional Galaxy receiver to a USB port on your PC and check the 'Enable Galaxy devices' checkbox in Quiz Setup.

The galaxy devices contain RGB LED lights meaning they can have any color. Please find below an overview of the colors used during a quiz show.

Event during quiz show	Color
SmartQuiz start screen	Random colors are shown
Sign on screen – not signed in yet	Blue
Sign on screen – signed in	Green
Question – clock starts countdown	Blue
Question – vote received	Purple
Question – answer incorrect	Red
Question – answer correct	Green
Last man standing – out of the game	Red, remains red until last man standing round is over
Final score screen	Winner: gold: 2 nd place: silver: 3 rd place: bronze

4.14 SmartQuiz wireless scoreboards



With the wireless scoreboards, players get immediate feedback on their current score. The scoreboard can display values ranging from -99 to 999. To enable the scoreboards, connect the scoreboard receiver to a USB port of your PC and tick the 'Enable wireless scoreboard' checkbox on Quiz Setup.

4.2 Setting up mobile keypad support

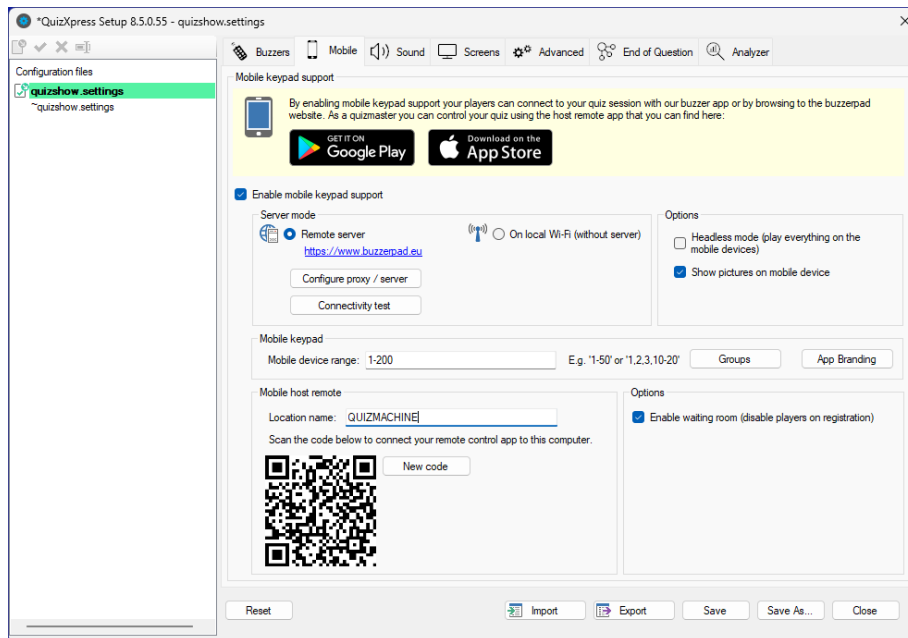
SmartQuiz supports using mobile phones and tablets as input devices. Players can connect using a standard web browser or they can use our Smart Buzzer app for Android and iOS. You must own a license that supports mobile keypads before you can activate this feature.

To enable mobile keypad support, first set a tick in the *Enable mobile keypad support* checkbox. You see three sections to be configured:

4.2.1 Server mode

There are two ways you can run the system with mobile keypads:

- 1) Using one of our cloud servers (internet required for you and your players who can participate from all over the world)
- 2) Using a local Wi-Fi router connected to your laptop (no internet required but all players must be in one physical location to connect to your router)



There are two additional options for mobile usage:

- Play in 'Headless' mode – Use this when no external\projector screen is available and you want players to play on their mobile only. Please note that in this case using mini games as well as video questions is not supported. When playing in headless mode only the Director screen will be shown on the computer with an integrated quiz player (please refer to section 5.7 for more information about Director).
- Show pictures on mobile device – Indicates whether pictures are also sent to the Smart Buzzer app / buzzerpad browser app.

When using *Remote server* mode, you can select the server that is used to host your quiz session by clicking the *Configure proxy / server* button. The default server is www.buzzerpad.com. This server is situated in the South-Central US. If you are based in Europe you may want to switch to www.buzzerpad.eu for lower latency.

4.2.2 Mobile keypad section

Here you configure the range of the keypads that can connect to your quiz. By default, when you enable mobile keypad support, the 'Mobile device range' field is filled with id 1 to the maximum number of players that is allowed by your license.

If you have an existing kit of buzzers or keypads, you can extend this with players playing on mobile keypads. In this case, when enabling mobile keypad support, a 'Mobile device range' starting with the highest keypad or buzzer id as defined on the Buzzers tab appears. The maximum number in this case is the number as allowed by your license.

Example: on the buzzers tab, you indicate that you are playing with SmartQuiz keypads number 1-20. On the mobile tab, you enable Mobile keypad support. When you have an Ultimate 50 license (which allows you to play with 50 players maximum) the 'Mobile device range' field will be filled with 21-50.

4.2.2.1 Playing in groups

When you want your audience to compete in groups while using mobile devices, you have to predefine a list of groups. When a player connects to your quiz, the player is prompted on his device to select the group to play for.

By clicking the 'Groups' button a form appears where you can configure the groups and group behavior:

Mobile Groups

Managers
Sales
Maintenance
Service
Board

+ Add Group
- Remove Group
Import Groups

Keypad group behavior

Fastest finger first questions

☒ Lockout the group after wrong answer
☐ Do not lockout the group, other groupmembers can try

☐ Show real time group response

Voting questions

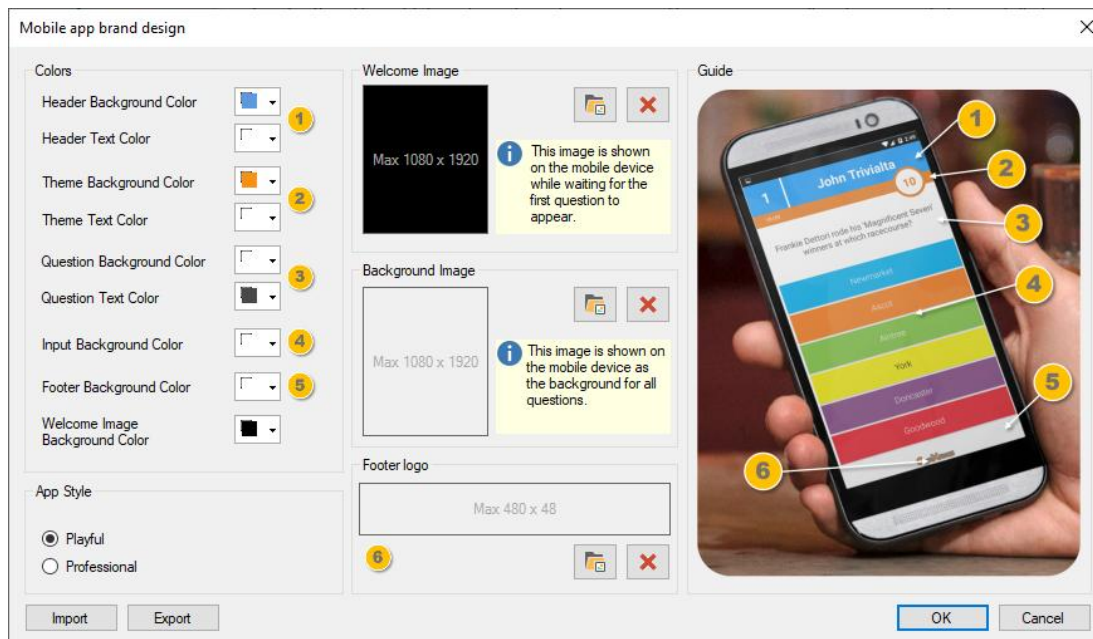
☐ Accept only the first response from a group
☐ Accept all responses from a group (points are summed)
☒ Accept all responses from a group (points are averaged)

OK Cancel

In the lower section you define the behavior for fastest finger and voting questions.

4.2.2.2 Branding the mobile app

When playing with the SmartQuiz Smart Buzzer app you can setup your own branding with the Branding Designer and change the colors, logo and welcome image for the app:



Playing with predefined groups

Mobile host remote section

In this section the QR code used to connect the remote-control app with your computer is presented.

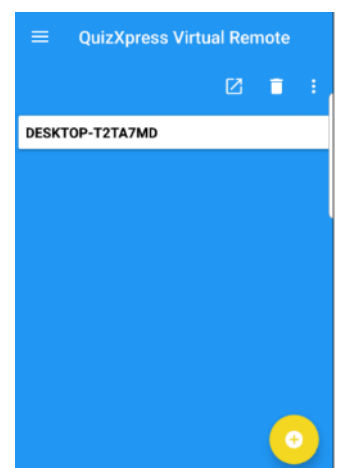
The app to control the running quiz is available for Android and iOS. You can find them here:

Mobile Director for Android	https://play.google.com/store/apps/details?id=com.gameshowcrew.SmartQuizdirector
Mobile Director for iOS	https://apps.apple.com/us/app/SmartQuiz-director/id1493187163

In the Mobile remote app, you can have multiple computers registered which you can control. These computers are displayed by their 'Location name'. The 'Location name' can be filled in in the Mobile remote section. The default name is the name of the computer.

To connect the Mobile presenter remote with the computer, open the Virtual remote app and click on the 'plus button'. A QR code scanner will be opened on your mobile. Now scan the QR code shown in the Mobile remote section and the name entered in the 'Location name' field will be added to the list of computers in the Mobile remote app.

Important: Please note that the app has a server setting that must correspond to the server you have selected in Quiz Setup. Also, if you use Wi-Fi, you must switch the app's setting to 'Wi-Fi'



4.2.3 Other options – Waiting room

If you're running a quiz with SmartQuiz Mobile and you want to have more control over who enters the game, you can make use of the 'Waiting Room' setting. When this setting is active, players who enter the game are inactive by default.

In order to let players into the game, enable them explicitly on the Teams tab in SmartQuiz Director. An example of this is a pub quiz where players must pay a small fee to participate. Upon receiving payment from a player, the host can enable the player.

4.3 Setting up teams – the 'Teams' tab page

There are two different 'flavors' of the Teams tab page, one when Sony buzzers are selected on the 'Buzzers' tab and one when Fleetwood Reply or SmartQuiz buzzers (numbered devices) are selected.

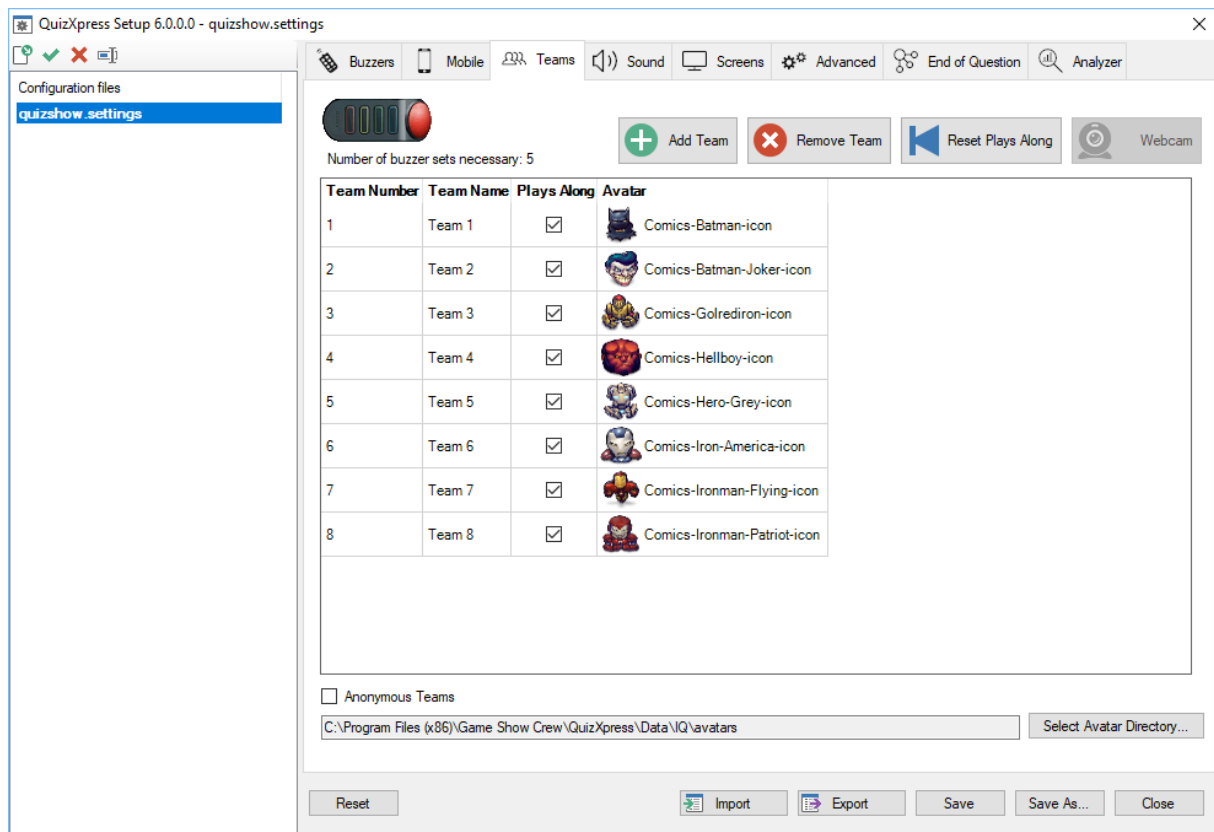
4.3.1 Teams' tab page – Sony Buzzers

The teams tab page that is used when Sony Buzzers are selected can be found below. Functionality includes:

- Adding and removing teams
- Indication whether a team plays along in the quiz.
- Assign avatars to teams. At the bottom of the team settings page, you can indicate in which folder the avatars used are present.

At the top of the page, you can see how many buzzer sets are necessary given the number of teams in the list playing along.

Another feature is the ability to use anonymous teams. In this case, the list of teams\avatars will be ignored. The sign-in process will resemble that of Fleetwood Reply buzzers. This is typically used when large amounts of Sony Buzzers are used. In this case the normal sign-in procedure for Sony Buzzers, which associates each buzzer with a team one at a time, would take too long.



4.3.2 Teams' tab page – SmartQuiz keypads

On the Teams tab you can define the team\player names and define groups. This tab isn't available when Mobile only is used. When mobile is used in combination with keypads or buzzers, the page is shown though.

The (number of) teams when choosing all buzzer types except the Sony buzzers, is derived from the 'Keypads' string as entered on the 'Buzzers' tab. For example, when the string 1-50 is used, the 'Teams' tab will show a list of keypad 1 to 50 and the default team names *Team 1 ... Team 50*. The names of the teams can be changed in the second column of the list.

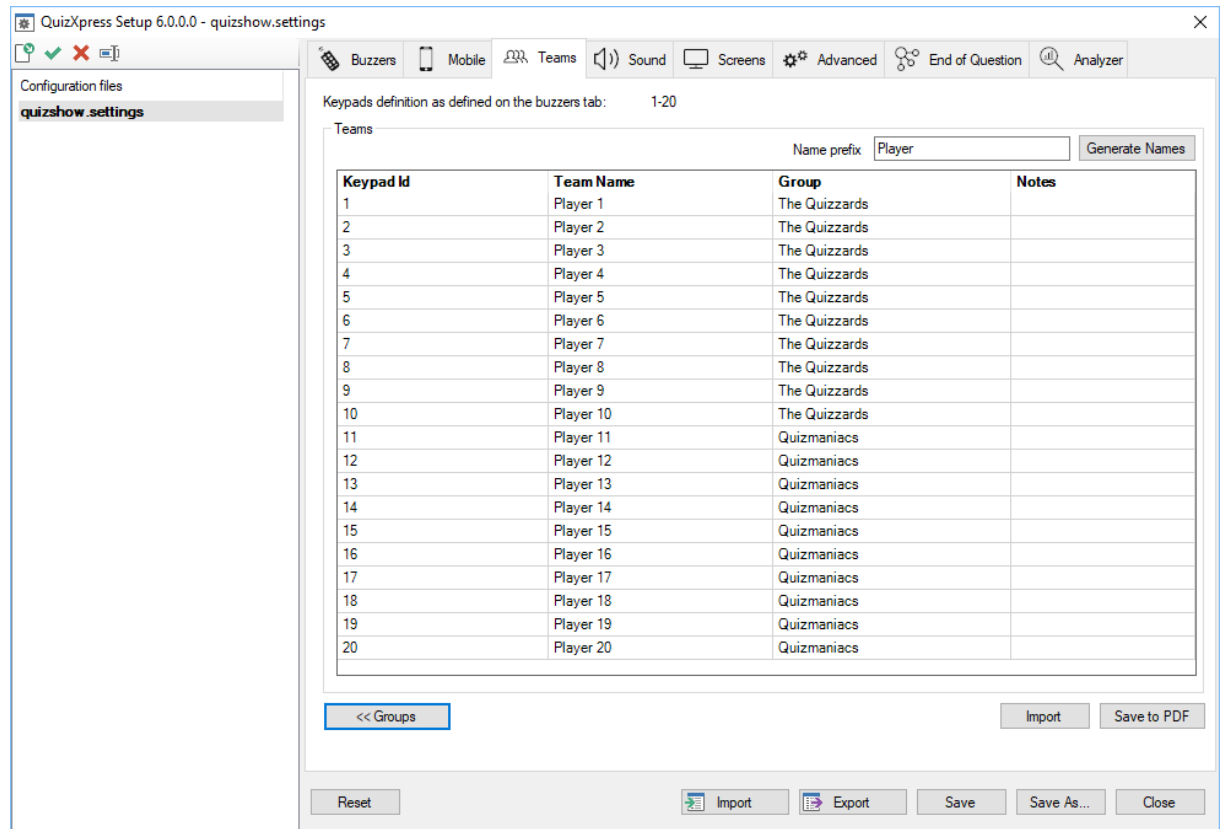
As explained before, if you would like to change the number of teams, please modify the 'Keypads' string on the 'Buzzers' tab.

Note: it's possible to use avatars in combination with Reply/SmartQuiz buzzers. To do so, create images (.jpg or .gif) in the default avatar folder (c:\program files\game show crew\SmartQuiz\Data\IQ\Avatars) with the names of the teams. For example: for Team A, create an image "Team A.jpg"

As can be seen in the picture below, various other commands are available:

- **Generate Names:** this enables you to quickly generate team names using a certain pattern, followed by an index. For example, you could quickly generate names like team 1...team 50, player 1...player 50, participant 1...participant 50
- **Import:** import the list of team names from Excel or a text file. For Excel just put the names in the first column of the first sheet, for a text file put all names on a new line.

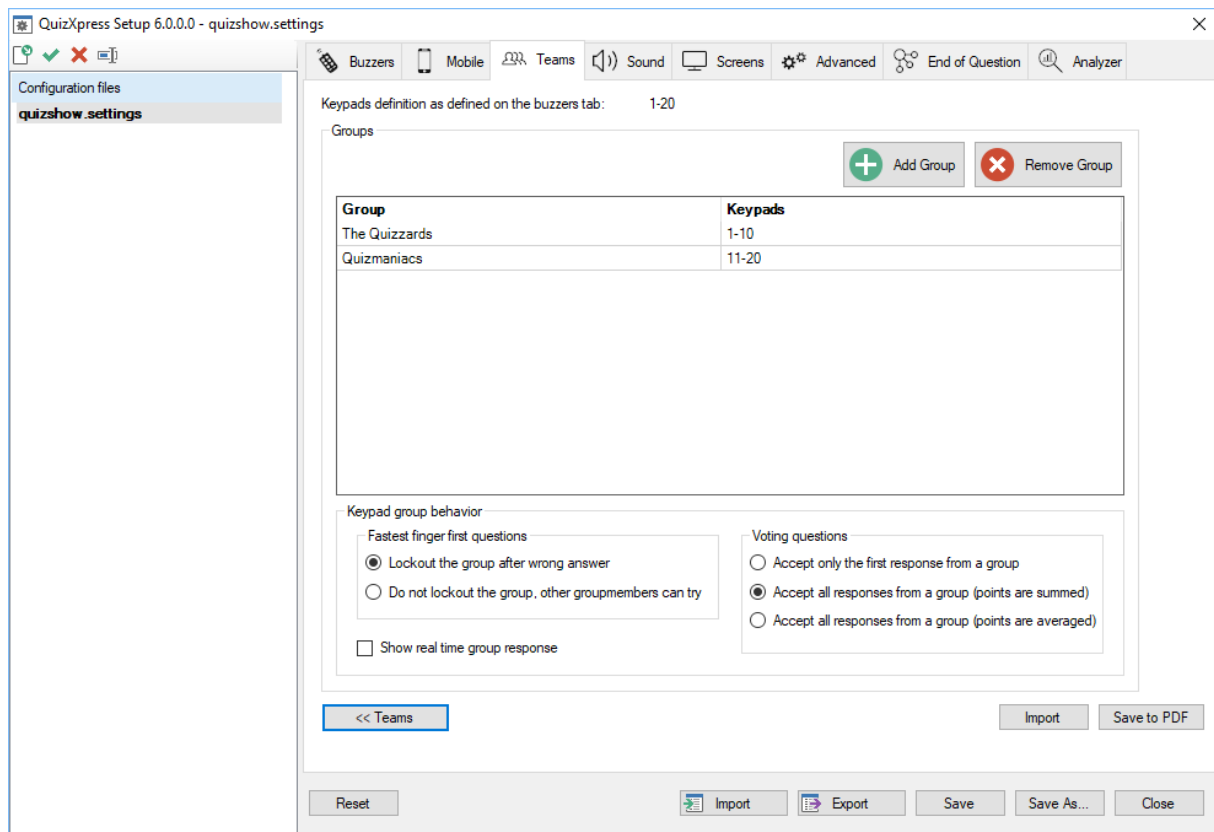
- Save to PDF: in order to have an overview of the teams assigned to each keypad, the list can be exported to PDF by pressing the 'Save to PDF' button
- Groups: it is possible to divide teams into groups. You can read more about this in the following section.



4.3.2.1 Grouping keypads

It is possible to divide teams into groups in Quiz Setup (alternatively, it is also possible to divide teams into groups while running a Quiz. Please refer to the section 5.4.5.5 on demographic quiz slides for more information about this.

When clicking the 'Groups' button, a list is shown that enables you to enter group names and their accompanying set of keypads. Please see a picture of this below:



By pressing the 'Add button', a window appears allowing you to enter both the Group name and the accompanying keypads (by entering a keypad string). It is also possible to remove the groups.

When entering the keypad range for a group (for example "1, 2, 3, 10-20"), a check will be done if the keypad range falls within the keypad range as defined on the 'Buzzers' tab. If this is not the case, an error message will be given.

The other settings you can change here are how groups should behave for fastest finger- and voting questions.

The options for fastest finger questions are:

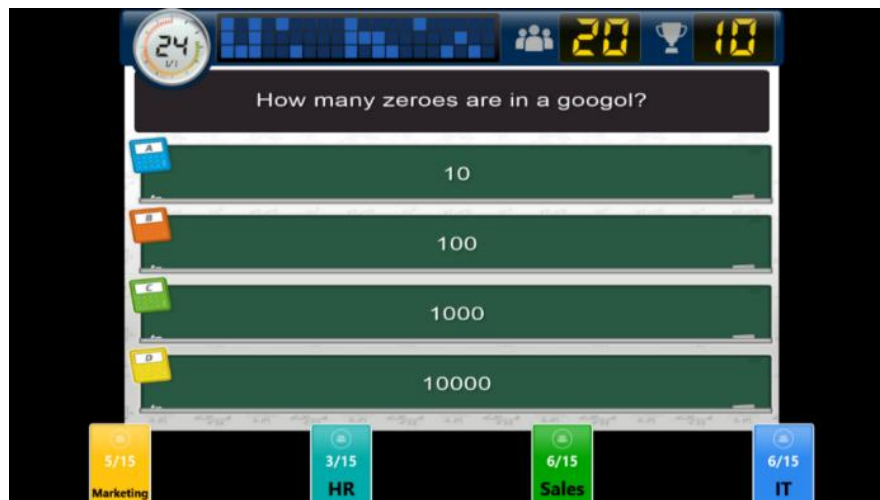
Lockout	With this option enabled, only the first player in a group to respond can answer the question. If the answer provided is wrong, the whole group is locked out.
No lockout	If the first person in the groups answers wrong, another person in the group can still try.

The options for voting questions are:

Accept only the first response	Only the first answer received from the group will count and add points to the group score
Sum points	All responses are accepted, and the points are summed
Average points	All responses are accepted, and the points are averaged

4.3.2.1.1 Show real time group responses during the quiz

When you enable the setting 'Show real time group responses', during the quiz show the responses of each group will be displayed on screen in real time.



While the clock counts down, for each group you will see the number of players part of the group (as well as the number of players that have answered so far. For example, in the above image, the group HR has 15 players of which 3 have answered so far.

At the end of countdown, the number of persons that gave a correct answer, the number of persons that gave an incorrect answer as well as the percentage of correct answers are displayed per group.



4.3.2.2 Assigning Galaxy devices and scoreboards to participants

When your SmartQuiz license includes support for Galaxy devices or scoreboards, you see the following options on the buzzer tab of SmartQuiz Setup

- ☒ Enable Galaxy wireless light devices
- ☒ Enable wireless scoreboards

When you enable Galaxy or scoreboards support, extra columns will appear in the list on the teams tab.

Teams

Name prefix

Keypad Id	Team Name	Galaxy device	Scoreboard
1	Player 1	1	1
2	Player 2	2	2
3	Player 3	3	3
4	Player 4	4	4
5	Player 5	5	5
6	Player 6	6	6
7	Player 7	7	7
8	Player 8	8	8
9	Player 9	9	9
10	Player 10	10	10
11	Player 11	11	11
12	Player 12	12	12
13	Player 13	13	13
14	Player 14	14	14
15	Player 15	15	15
16	Player 16	16	16
17	Player 17	17	17
18	Player 18	18	18
19	Player 19	19	19
20	Player 20	20	20

<< Groups

Each galaxy device or scoreboard has an ID. In this list you can indicate for each player which galaxy device ID and/or scoreboard ID is used.

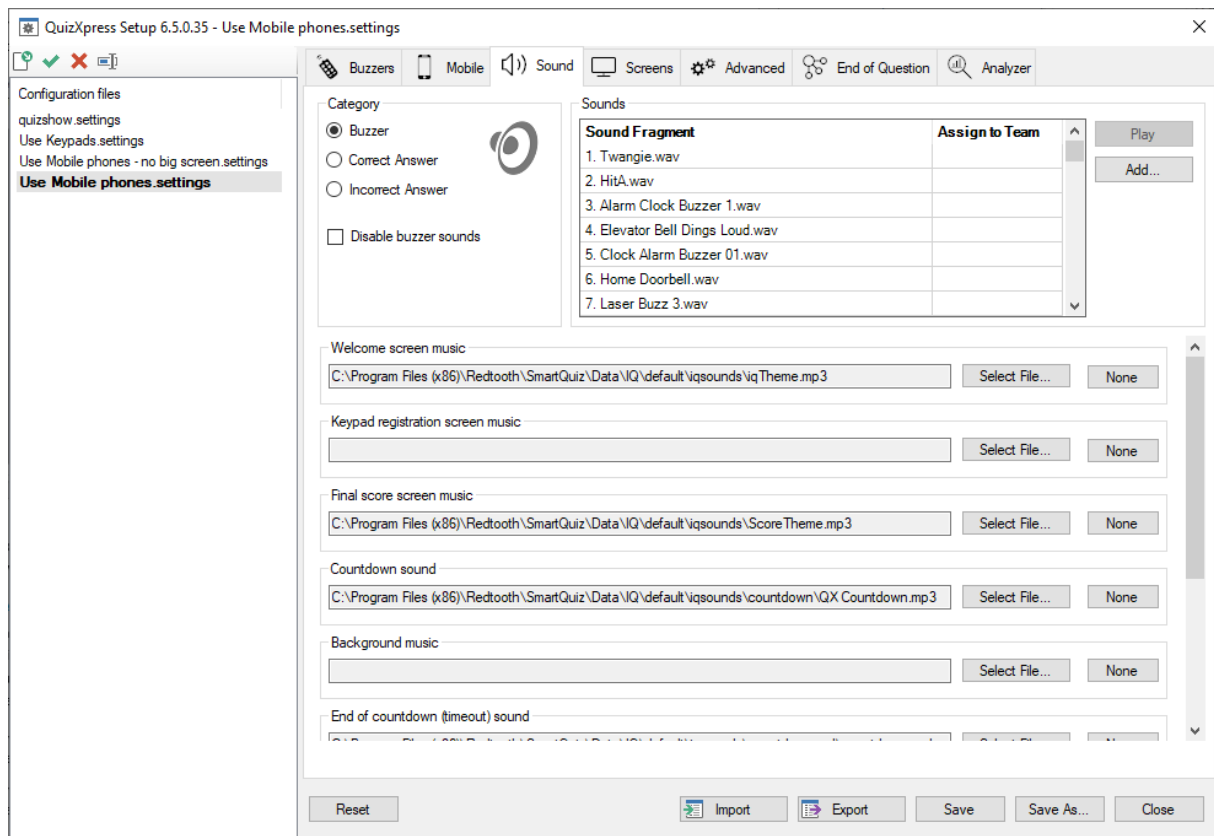
4.4 Configuring sounds – the 'Sounds' tab page

On the sound settings page you can enter various settings applicable to the sounds played during a quiz. On the left-hand side in the group box 'Category' you first choose a category of sounds which you want to change. Next, the 'sounds-list' on the right-hand side will be filled with the sounds from the category chosen.

When selecting the category 'buzzer sounds', in the list you can assign a sound to the buzzer of a specific team. You can also add your own sounds and assign these to the players/teams. This does not apply when using Mobile phones though. For this the 'jingles' mechanism applies, which will be explained shortly.

When you select the category 'Right Answer', the list on the right-hand side will be filled with sounds that are *randomly* played during the quiz when a team gives a right answer. You can include/exclude a sound by setting/removing a checkmark after it. The same counts for the 'Incorrect Answer' sounds.

When installing SmartQuiz, a set of default sounds is installed for you to choose from.



The following sounds/music can be set:

- *Welcome screen music* - the music played when the quiz starts.
- *Keypad registration screen music* – the music played when the keypad registration screen is shown (this screen is not shown by default when mobile phones are used)
- *Final score screen music* - the music played when the final scores are shown.
- *Countdown sound* – the sound played during countdown.
- *Background music* – the music to fill all otherwise silent moments.

End of countdown (timeout) sound

C:\Program Files (x86)\Redtooth\SmartQuiz\Data\IQ\default\iqsounds\countdownend\countdown end.m

Select File... None

Rootfolder of jingles

Select Folder... None

Rootfolder of sound pad jingles (for mobile remote control)

Select Folder... None

Music during 'Thumbs Up/Thumbs Down' poll

Select File... None

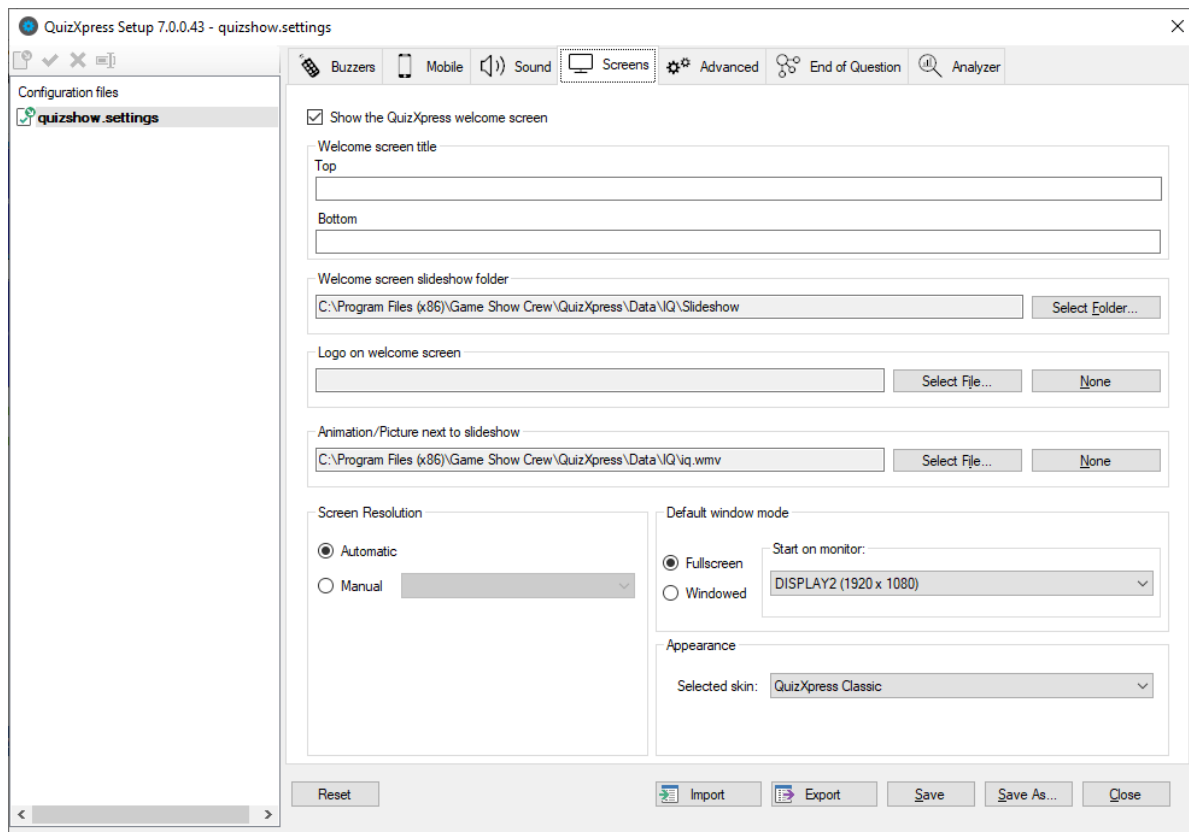
- *End of countdown music* – the sound played when countdown finishes.

- *Root folder of jingles* – points to a folder containing sound bites that can be selected by players once they connect to the quiz, resulting in each player having its own ‘jingle’. Jingles are used for:
 - Bonus points - the sound of the player who was first to give the correct answer is played when the bonus points screen is shown.
 - Fastest finger – The sound of the player who pressed first is played, along with the player’s name appearing on screen in the quiz player.
 - Intermediate score overviews – The sound of the player who is ranked first is played when showing the leaderboard.
- *Root folder of sound pad jingles (for mobile remote control)* – point to a folder containing music or sound effects which will be showed on the ‘Soundboard’ tab in the SmartQuiz Director app. This allows for the host to play music or sound fragments at any preferred moment.
- *Music during “Thumbs Up/Thumbs Down” poll* – After a player answered first to a fastest finger question, the host can ask the other players whether they agree or disagree with the answer given, giving them a chance to also win (or loose) 50% of the question points. The sound that is chosen is played while the “Thumbs Up/ Thumbs Down” poll is running. A poll can be started from the SmartQuiz Director app or from Director on the computer.

Each of these sounds can be ‘cleared’ by pressing the ‘None’ button. In this case no sound will be played.

4.5 Customizing the look – the ‘Screens’ tab page

The ‘Screens’ tab page contains various settings used to customize the welcome screen. It also contains settings related to the various display resolutions/modes of SmartQuiz Live



The following settings apply to the welcome screen:

- Welcome screen title, Top and Bottom: text to be displayed on top of the screen and at the bottom of the screen.
- Welcome screen slideshow folder: folder containing the pictures that will be shown in the slideshow played on the welcome screen. When installing SmartQuiz a default set of pictures for the slideshow is installed.
- Logo on welcome screen: logo that is shown on top of the screen. This logo is shown next to the welcome screen 'Top text' (optional; pressing 'Clear' shows no logo).
- Animation (movie)/picture shown next to the slideshow (optional; pressing 'Clear' shows no movie/picture next to the slideshow).

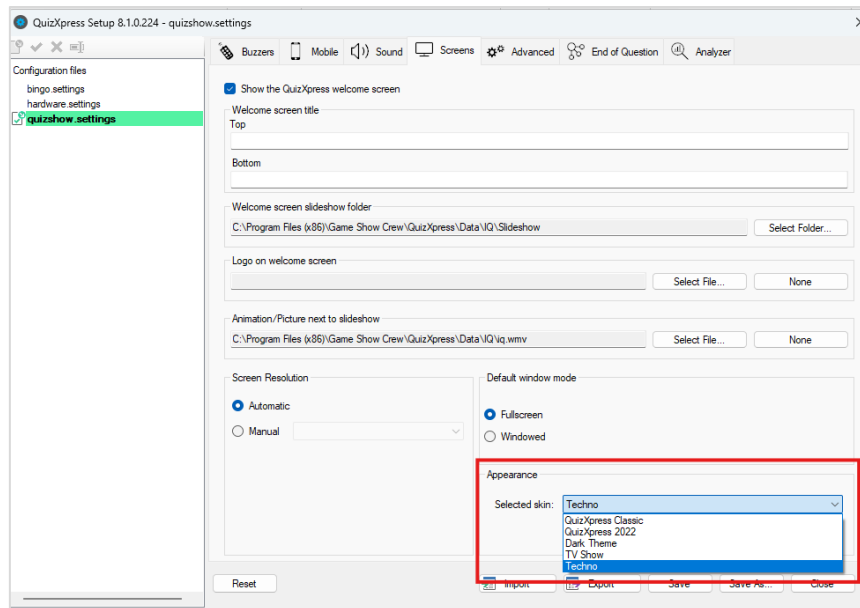
Please refer to section 5.4.1 to see the settings for the welcome screen in action.

The 'Screen Resolution' section allows you to specify the resolution at which the system starts. Normally you can set it to Automatic but in specific cases you may want to set the resolution manually.

In the 'Default window mode' section you specify how and where the program starts. It can start in full screen mode or windowed mode (note: you can always toggle this with the M key or by clicking the button in the top right corner of the quiz player form). You can also specify the monitor on which to start.

The quiz player comes with multiple 'skins' (appearances or themes). Each theme has its own colors, music images etc. to match your show.

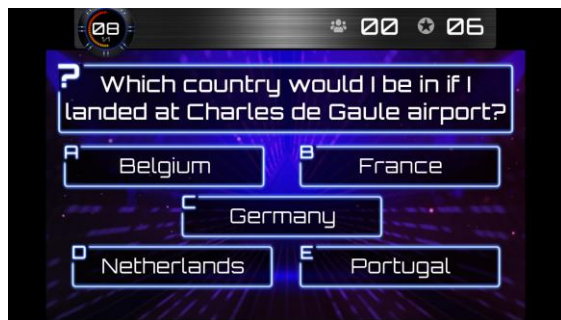
You can switch between the available skins in the Appearance section:



'Dark Theme' welcome screen



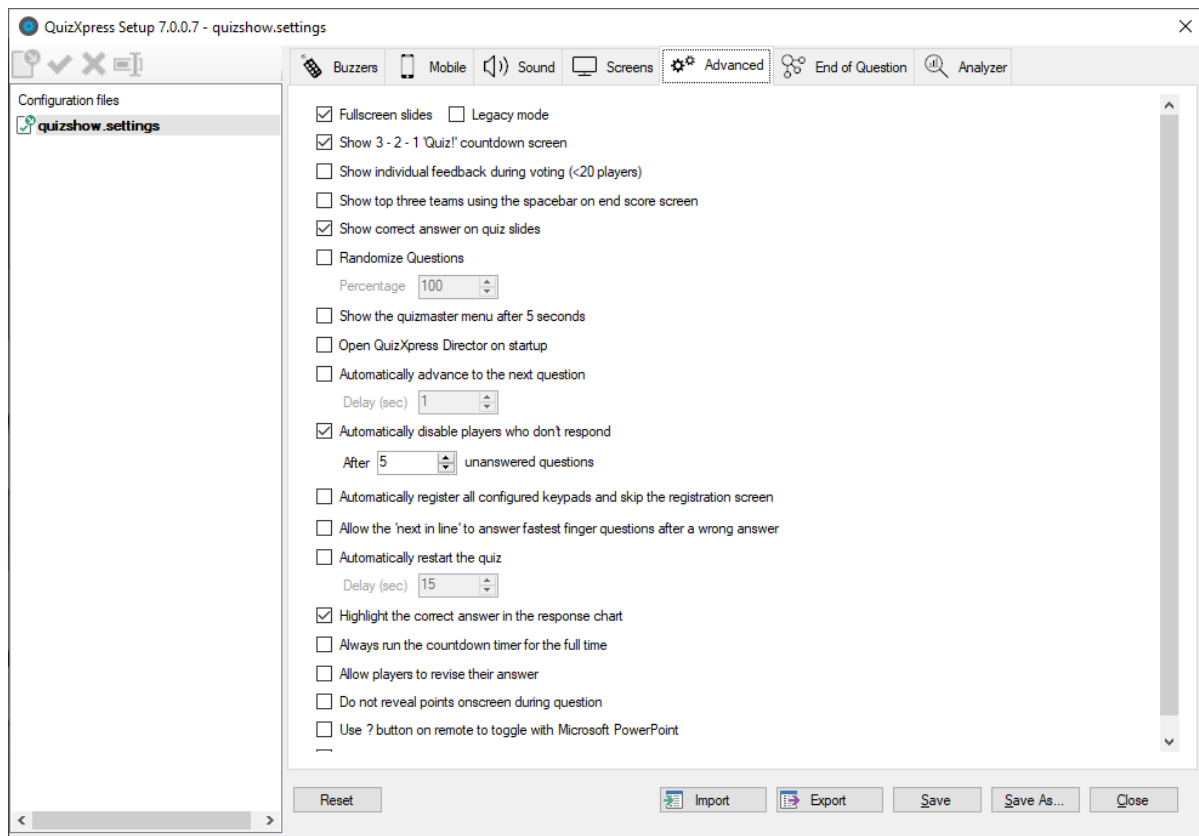
'TV Show' welcome screen



'Techno Theme' quiz screen

4.6 Other settings – the 'Advanced' tab page

The advanced tab page contains several advanced settings:



☒ Full screen slides

This option indicates to show each slide in full screen mode. By default, slides ‘float’ on the screen, with margins on all sides.

By clicking the full screen option, slides will be shown full screen. The background will be extended to fit the whole desktop and the slide item (question, answers) sizes will also be slightly increased.

Note: When you click the Full screen slides option, a second option ‘Legacy mode’ appears. This is to support the old Full screen setting which worked slightly different. Previously the full screen slide option caused the clock bar to overlap the question text. To fix this, items on slides (the question text as well as the answers) had to be moved down in order to accommodate full screen display. If you have quizzes with the layout accommodating the old Full screen option, please put a check in the ‘Legacy mode’ box.

☒ Show 3-2-1 Quiz countdown screen

Indicates whether a countdown animation is shown before the quiz starts.

☒ Show individual feedback during voting (<20 players)

When this option is checked, each individual vote will be shown for questions where voting is set to ‘True’. If this option is not checked, only a counter will be shown with the total number of votes received. For an example see the pictures as shown at the end of 5.4.5. This only applies when there are less than 20 players.

☒ Show top three teams using space on end score screen:

When set, the final score screen does not show the top 3 players automatically but waits for the spacebar to be pressed. Pressing the spacebar multiple times subsequently shows the 3rd, 2nd and 1st place. After this a full ranking is shown.

☒ Use remote control

Indicates if a remote quizmaster control is used (for the SmartQuiz buzzer system this option is always enabled as this system includes a special remote control).

☒ Show correct answer

If checked (default), the correct answer (indicated by a green checkmark) is shown when a multiple-choice question is evaluated. If not checked, the correct answer is not shown. This enables you to tell the audience yourself what the correct answer is. Alternatively, you could use a shape to override the default behavior of showing the correct answer and indicate the correct answer yourself (for example by showing a big red arrow pointing out the right answer).

☒ Randomize Questions

When checked questions from a quiz will be shown in random order. When rounds are present, the questions within each round will be shuffled. By providing a percentage, you can tell SmartQuiz to only show part of the questions (in random order). The way slides are shuffled is controlled by the 'Shuffle mode' option that you can set per slide.

☒ Show Quizmaster Hints

When running a quiz show in SmartQuiz Live, multiple commands are available at different stages. Think of showing charts, advancing to the next slide, show score overviews or judge questions. All these commands have shortcut keys on the keyboard (or they can be operated by a Quizmaster remote).

To guide beginning users, Quizmaster hints can be shown during a quiz, showing all available commands once applicable. Once the quizmaster is confident in operating the system, he or she could switch this setting off (in Quiz Setup) so that the audience does not see the hints anymore. By default, quizmaster hints are enabled.

☒ Enable SmartQuiz Director

When this option is checked, Director will open immediately when QX Live starts. If this flag is not set, you can still open Director at any time with the 'D' key (*Note: this option only available in the Ultimate edition*).

☒ Automatically advance to the next question

With this option you can make Live go to the next question without interference. So, if you have a batch of multiple-choice questions to run against your audience without being present this is the option to use. You can also set the time in between the questions.

☒ Automatically disable players that don't respond

When this is enabled, the system will automatically disable players when they have not been answering for a certain number of questions (meaning they have probably left the quiz).

☒ Automatically register all keypads

Normally the audience must sign in at the beginning of a session. This way the system knows which keypads are participating and can thus end a question when all responses have been received. If this registration process is inconvenient, you can set this flag and the system will skip the registration screen and sign in all configured keypads. So, for example when you have set the device configuration to "1-100", keypads 1-100 will all be registered.

☒ Allow the next in line to answer

When enabled, the system will sequentially allow all players that responded to an open question (within 2 seconds from the first response) to provide an answer until a correct answer has been given. If not enabled, only the first player will get to answer, after which the system will open the floor again to all players (except the ones who already gave a wrong answer).

☒ Automatically restart the quiz

This option lets the quiz automatically restart once it is on the final score screen after a certain number of seconds. This enables you to create a standalone quiz that does not need any attendance by a quizmaster.

☒ Highlight the correct answer in the response chart

When you do not want the correct answer to be highlighted in the chart with responses, switch off this setting. This can be used for example when you want to first check with the audience how many responses there were to each answer without highlighting the correct one.

☒ Always run the countdown timer for the full time

When you want to let the clock run for the full specified time, regardless of if everyone already answered, tick this option (when the option is off, the clock stops as soon as everybody answered). If you prefer a consistent countdown time, put a checkmark before this option.

☒ Allow players to revise their answer

When you tick this option, players can revise their answer if the countdown clock is running.

☒ Do not reveal points onscreen during question

By default, the system shows the points gained or lost for fastest finger questions. To build more suspense you can set this flag so the points for a player are not known until the leaderboard is shown.

☒ Use '?' button on remote to toggle with Microsoft PowerPoint

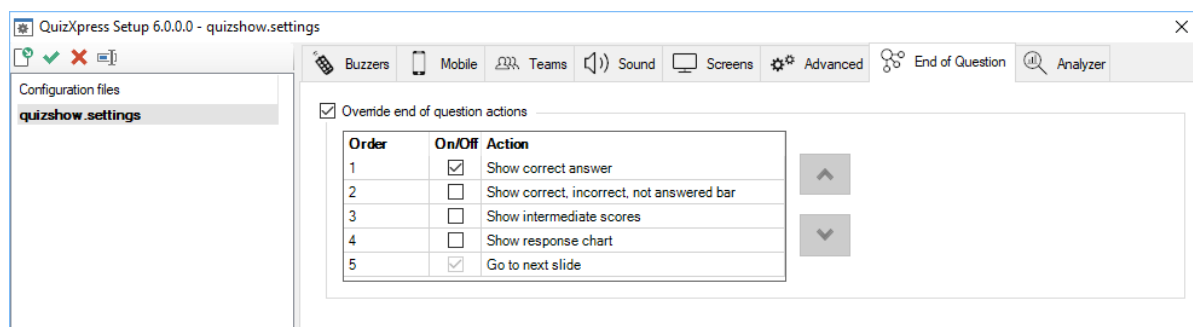
For users that wish to mix SmartQuiz with PowerPoint presentations this feature allows you to flip between the PowerPoint screen and SmartQuiz using the '?' button on the presenter remote control.

☒ **Remove top panel when answering to avoid overlapping**

In certain situations (open question, voting with individual feedback) the slide moves up when a player buzzes, causing the slide to overlap with the top panel. This setting causes the top panel to disappear temporarily to avoid overlapping.

4.7 End of Question actions

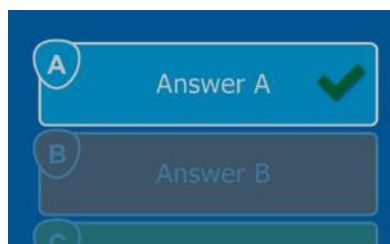
On this tab you can define the actions that are executed (and in which order) when a question finished (all responses have been received/a correct answer has been given on an open question)



Normally, if the actions are not overridden, a standard sequence of actions is executed sequentially such as highlighting the correct answer, showing statistics in the info panel etc. When overriding the standard actions, the configured actions are executed one by one in the set order whenever you press the OK button on the quizmaster remote control or when you press the spacebar in Live or click the 'Next' button in Director.

The following actions are available for you to configure:

Show correct answer



This action highlights the correct answer on the slide and shows an indicator, usually a checkmark but this could be different if you use another style for your slide. You can skip this action if you want to show the correct answer otherwise (for example with a shape or a text element on the slide).

Show correct, incorrect, not answered bar

Shows the response chart in the top info bar.



Show intermediate scores

Opens the leaderboard (top 20 overview, normally opened with 'S' key)

Show response chart

Shows the response bar chart screen.

Go to next slide

Advance to the next slide, this action is always on and is always executed last.

4.8 Testing your buzzer setup with SmartQuiz Buzzer Test

You can use the Buzzer Test application, which you can find in the Windows Start Menu under SmartQuiz, to test if the buzzers are connected and configured correctly. This application displays a grid of indicators. When a buzzer event is received, it displays information about the button pressed. This application is also useful when testing the range of the buzzers in a large room.

B	2	3	A	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112
113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128
129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144
145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176
177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192
193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208
209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224
225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240
241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256

To exit the Buzzer Test application, press the *Escape* key or use the standard Windows *Alt+F4* key combination. Buzzer Test is also available under the *Tools* menu in SmartQuiz Studio. During startup of Buzzer Test, the background is dark gray while connecting to the buzzer hardware, when the connection is successful, the background turns white, if there is a problem with the hardware, the background turns to red.

5 Running the show with SmartQuiz Live

In order to run a show with SmartQuiz, you can use physical devices like the SmartQuiz keypads or buzzers, or use mobile phones to let players play through local Wi-Fi or through the internet. If you play through the internet with players being at remote locations, you can stream the quiz through a streaming service (like for example YouTube or Zoom). You can read more about streaming quizzes in the SmartQuiz Online Streaming guide which is available on our website.

It is also possible to use a hybrid solution with keypads\buzzers as well as the SmartQuiz Smart buzzer app.

5.1 Using physical devices

A full blown SmartQuiz system setup with hardware might look as follows:



In this setup all SmartQuiz supported hardware elements are used; keypads/buzzers, Galaxy wristbands and scoreboards. As you can see, a separate receiver is used for each type of device.

Before describing the software in full detail, let us first look at the buzzer types supported and how to use them.

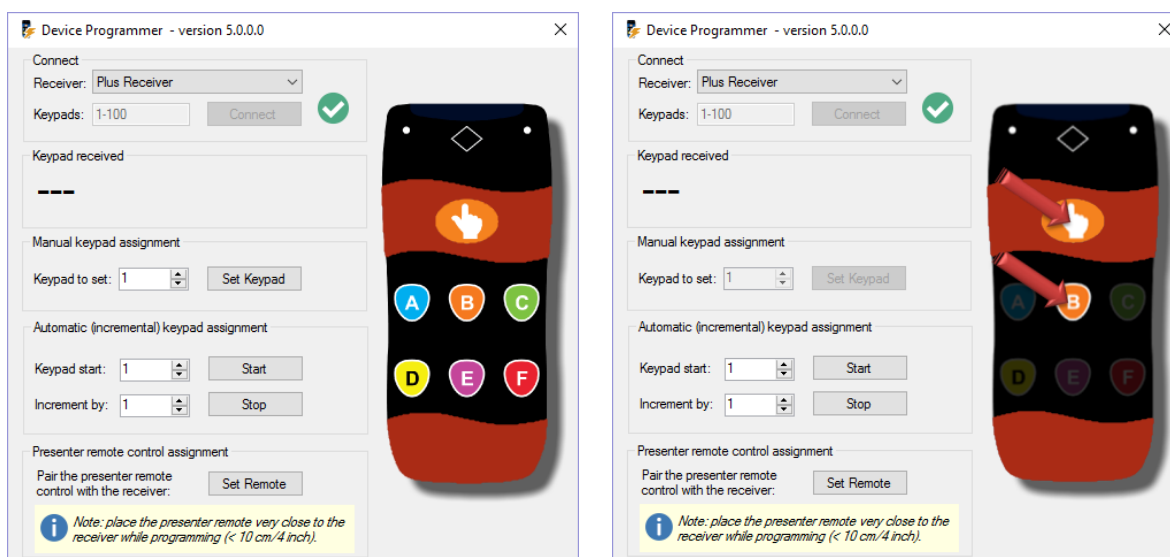
5.1.1 Using the SmartQuiz keypads, buzzers and buzzer poles



Both SmartQuiz keypad types, the regular and the plus keypad, have six buttons and a fastest finger button. When a question is presented, pressing one of the buttons lights up the red transmission indicator light at the top right-hand side of the keypad, meaning it is sending its choice to the wireless receiver attached to the computer which is running SmartQuiz Live. While the red light on the keypad keeps lightening up, the keypad tries to send the choice made to the receiver. When the top left hand green light flashes, the

signal was successfully processed. If the transmission was unsuccessful, the red LED flashes a few times.

The SmartQuiz keypads are paired with a single receiver and each receiver has a unique serial number (so if you want to order a backup receiver, make sure to provide the serial number). SmartQuiz comes with a handy tool to *pair* a keypad to the connected receiver and to assign a number to the keypad. The *SmartQuiz Device Programmer* tool can be found in the SmartQuiz entry in the Windows Start menu, or under the *Tools* menu in SmartQuiz Studio.



To start with the programming for any SmartQuiz keypad or buzzer, connect the receiver to the computer and choose the receiver type in the receiver dropdown box. Enter the range of keypads you are going to program and press Connect. A green checkmark should appear to indicate the connection to the receiver was successful.

The programmer tool allows you to program the number (id) of a single keypad or semi-automatic for whole set of keypads (you still must press the 'hand' and 'B' button on each keypad). To program a single keypad, set the required number in the 'Keypad to set' field, click on 'Set' and with 4 seconds, press both the 'hand' and 'B' buttons on the keypad (see picture on the right).

Keypads have a unique association with the receiver and first need to be paired with their receiver. When setting the id of the keypad, the keypad is also immediately paired with the connected receiver. To pair the SmartQuiz remote control, just press the 'Set' button on the programmer tool and press the *Power* and *Up* buttons on the remote at the same time.

To program the SmartQuiz buzzers, you must click the 'Set Buzzer' button on the programmer tool. The yellow light of the receiver then lights up. Now press the B button and press the big button. Keep the big button pressed until it flashes. After it flashed wait until the yellow light goes off and press the buzzer. You will now see the number of the buzzer appear in the programmer tool.

To program the SmartQuiz Galaxy RGB buzzers, follow the same steps as for the buzzers above, but instead of pressing B and the big button, press C and the big button until the buzzer flashes.

The Sparkle buzzer poles as well as Luminous buzzer table can also be programmed. They use the same receiver as the SmartQuiz buzzers.

To program the Sparkle buzzer poles:

- Switch off the buzzer.
- Press the 'Set Buzzer button' in the SmartQuiz Device Programmer.
- Now press the buzzer button on the Sparkle and turn the Sparkle on again.
- It will now flash, indicating it is programmed to the ID indicated in the programmer application.



To program the Luminous quiz tables:

- Switch off the Luminous.
- Press the 'Set Buzzer button' in the SmartQuiz Device Programmer.
- Now press the small black button next to the On/Off button on the Luminous and turn the Luminous on again.
- It will now flash, indicating it is programmed to the ID indicated in the programmer tool.



5.12 Using the Fleetwood Reply Systems keypads



Fleetwood Reply Mini keypads have five buttons. When a question is shown, pressing one of the buttons lights up the transmission indicator light at the top of the keypad, meaning it is sending its choice to the wireless receiver attached to the computer which is running Quiz Show. When the light on the keypad turns red, this means that the response has not been received by the wireless receiver. In this case, the participant should retry to submit his or her answer. When the light becomes green, the signal is successfully processed.

5.13 Using the Sony Buzzers

Sony BuzzTM Buzzers come in two flavors: wired and wireless. They have four colored buttons, representing multiple choice answers A (blue), B (orange), C (green) and D (yellow), and one big red button. The red button can light up.

Within Quiz Show, the multiple-choice answers have the same color as the four colored multiple-choice buttons on the buzzer.



Once a question is shown within SmartQuiz Live, the red buttons of all buzzers (except for the buzzers of players who were already dismissed from the game) light up, meaning the buzzers are awaiting input.

When a question is multiple choice (either fastest finger or voting; see chapter 5), a player needs to press one of the multiple-choice buttons to answer the question. When a question is 'open' (which implies it is always fastest finger), the red button needs to be pressed to answer.

When a question is 'fastest finger' and a player was the fastest one to press, the red light starts blinking. When the question was an 'open question', the player can tell his or her answer to the quizmaster who will judge the answer. If the question was a multiple-choice question, the player already gave his choice by pressing one of the four multiple choice buttons. In this case Quiz Show will automatically judge the answer and add/subtract points.

If the answer was wrong, countdown continues. The player who answered incorrectly cannot participate anymore in the answering of the current question. As a result, his or her buzzer will not light up until the next question is shown.

5.2 Using mobile keypads

In this chapter we will describe how to run your quiz with mobile keypads. There are various ways to use mobile phones as buzzers.

5.2.1 Overview

SmartQuiz mobile enables players to use the mobile phone as an input device. Players can play along in a quiz by navigating to our buzzerpad website (internet connection required) and entering the PIN code shown onscreen to connect.

SmartQuiz Mobile also offers a way to play with mobile phones without an internet connection being available. In this solution, players download the SmartQuiz Smart Buzzer app, available for iOS and Android. A Wi-Fi router is plugged into the computer which all players connect to on their phone. After starting a quiz, players can connect to the quiz in the Smart buzzer app by pressing the *JOIN Wi-Fi Game* button. The Smart Buzzer app also supports playing over the internet by entering a pin code.

With this addition, SmartQuiz now supports:

Scenario		Internet required	Wi-Fi router required	Mobile device required	Installation of mobile app required
1	Wireless RF-based keypads	No	No	No	No
2	Mobile devices on buzzerpad.com through web browser	Yes	No	Yes	No
3	Mobile device with Smart Buzzer app on local Wi-Fi	No	Yes	Yes	Yes
4	Mobile device with Smart Buzzer app on buzzerpad.com using PIN	Yes	No	Yes	Yes

All scenarios have different pros and cons and what is best to use depends on your specific needs.

Scenario	Pros	Cons
1 Wireless RF keypads	No external dependencies on the internet, Wi-Fi or mobile devices. Simple to use for players.	No extended input capabilities (only ABCDEF and fastest finger). Logistics of providing players with keypads and recollecting afterwards.

2 Browser on buzzerpad.com	No need to ask the players to install an app. For large groups of players (up to 2000).	An internet connection is required
3 App on local Wi-Fi	Fast low latency communication. Support for headless mode (no central screen). Support for extended input types.	With basic infrastructure (standard Wi-Fi router) only small groups of about 50 players are supported. Note: If no internet or mobile data connection is available, make sure players already download the app in advance
4 App with full internet	Support for large groups Extended input capabilities No local Wi-Fi setup needed	An internet connection is required

The Mobile keypad (both buzzerpad as well as the Smart Buzzer app) has some great features:

- Questions are fully presented on the mobile device including pictures and effects.
- Various types of questions which are specific for using the mobile phone:
 - Numeric questions for example to ask for the result of a formula, or a historic year.
 - Full-text questions (single or multi-response)
 - First letter questions (A-Z)
- Customizable bonus points for top 3 teams that are the fastest to answer correct.
- Enhanced experience for ordered questions and questions with multiple correct answers. Users can first order the answers on their device and then send the result to SmartQuiz in one go.
- Remote control functionality using the Mobile SmartQuiz Director app available for iOS and Android. Please refer to 5.2.4.4 for more information.

Next to the features above, the Smart Buzzer app has some additional features:

- Branding designer to customize the mobile app with logos and colors.
- Support for 'headless mode' to present a quiz without a central screen.
- User selectable team jingles. If you configured to use Jingles by setting the Jingles folder in the settings (please refer to section 4.4), players will be shown a list of all available sound fragments. Each player can choose a jingle that will be used during the game in the following situations:
 - Bonus points - the sound of the player who was first to give the correct answer is played when the bonus points screen is shown.
 - Fastest finger – The sound of the player who pressed first is played, along with the player's name appearing onscreen in the quiz player.
 - Intermediate score overviews – The sound of the player who is ranked first is played when showing the leaderboard.

Some examples of supported scenarios are:

- A DJ presenting a quiz in a local pub that has no 4G coverage. The visitors download the app once and connect to a local Wi-Fi router to play along. The pub has no TV set so the host uses headless mode. The DJ has branded the app to match his own company style using the SmartQuiz branding designer.
- A large event company presenting a quiz for a big group. The company does not want the audience to install an app, so they use buzzerpad.com and a PIN code to have people participate. The quiz is presented on a huge screen showing videos, sound and pictures.
- An event company streaming a quiz over the internet to thousands of players using a PIN code on server mode. The company sold tickets to the players beforehand. The tickets are validated when a player connects to the game and enters his or her code in the popup that appears.

5.2.2 Setting up the system

As discussed before, there are several different possibilities with the system addressing different scenarios. For more information on configuring SmartQuiz for use with Mobile phones please also refer to section 4.2.

Server mode

When using the system in server mode, you need a reliable internet connection with decent speed. The data traffic is not very high for SmartQuiz compared to for example a video stream, but an unreliable connection or severe speed drops will have major impact on the system and the overall experience. Of course, when streaming your quiz to the internet at the same time there may be additional requirements for the video stream. It is always advisable to connect your computer to your router using a cable for a more constant and reliable connection. There are two ways your audience can participate in your quiz; using the buzzerpad.com website or by using the Smart Buzzer app. See the next chapters for details. In chapter 4.2 you can read all about how to configure the system for server mode in Quiz Setup.

Stand-alone Wi-Fi mode

In a standalone Wi-Fi setup, you connect your laptop to your router using a network cable. The router acts as a local Wi-Fi access point for the mobile devices of your players, your device running the remote-control app and your laptop. See below for a picture of such a setup:



The laptop will get an IP address from the local router and does not need any internet connection. A standard (decent) router will support up to ~50 players. There are also routers available that handle more connections. The phones/tablets must connect to the same router and when launching the Smart Buzzer app, the JOIN WI-FI GAME will be enabled when the device finds the running quiz.

Note that there are various virus scanner packages that have very strict firewalls integrated and these firewalls need special setup to allow network traffic for SmartQuiz. To add an exception for SmartQuiz, allow all traffic for the program *qxserver.exe*, found in the SmartQuiz installation folder. This is not needed for the standard Windows firewall.

5.2.3 Using the web based mobile keypad

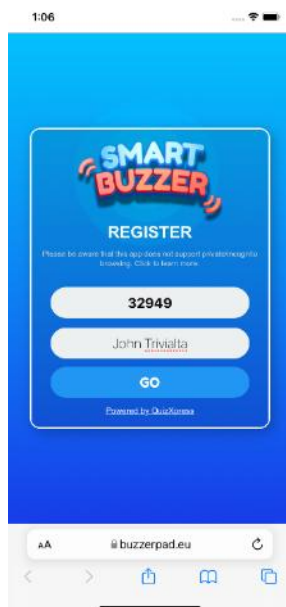
The web-based keypad can be used for situations where have internet available and you do not want your players to download the Smart Buzzer app. Players can simply join the quiz with a standard web browser taking the following steps:

- In Quiz Setup on the mobile tab, you indicated which server is used. For example www.buzzerpad.com
- The server's name as well as a 5-digit PIN is shown on screen in SmartQuiz Live!
- Players manually navigate to www.buzzerpad.com and enter the pin code shown as well as a their player name
- Alternatively, press 'Q' when a quiz is launched to show a QR code on screen which can be scanned by the players. Scanning the code will take them to the buzzerpad website automatically and will also already fill in the pin code. Only a unique player name has to be entered.

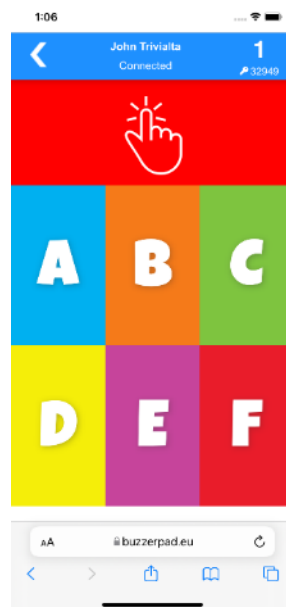


- Press GO on the phone to connect to the quiz.

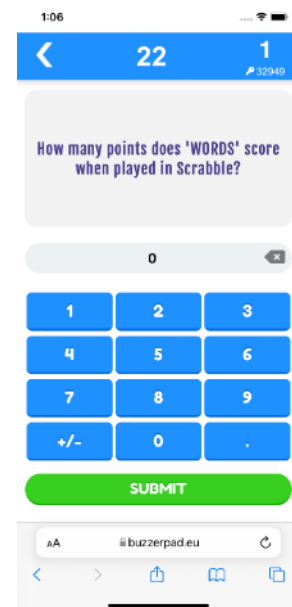
Some screens from the web buzzer:



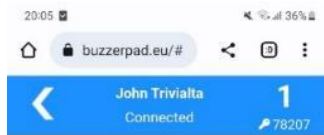
Buzzerpad login screen



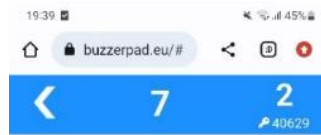
Simple web keypad



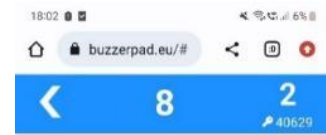
Numeric question



Show a promo



Ordered question



Picture question



Picture effect



Text question with picture



Multiple choice question with pictures

On the top right side of the keypad, the ID of the keypad is shown. Below the ID the PIN code of the quiz is shown. Currently, two servers are available: one in Western Europe (buzzerpad.eu) and one in Central US (buzzerpad.com). It is advised to use the server nearest to your location/time zone for speed and server maintenance windows. You can configure the server to use in Quiz Setup on the mobile tab.

Note: we offer a service to host the app on your private custom domain with your own company's branding. Please contact us for more information.

5.2.4 Using the SmartQuiz mobile apps

SmartQuiz Mobile also offers two apps, both available for Android and iOS.

SmartQuiz Smart Buzzer

This is the app used by the players of the quiz. Before launching your first quiz, please instruct your players to download the free SmartQuiz Smart buzzer app from your favourite App Store. Just search for *SmartQuiz Smart Buzzer*, install and they are good to go.



SmartQuiz Director app

For the host/presenter of the quiz, we have a separate app available called *SmartQuiz Director*. This app allows the host to control the quiz (show next question, reveal answer, show intermediate scores or charts), manage teams (change scores or team names), start mini games, play sounds through a soundboard, and do many other things!

The following sections will describe the apps in more detail.

5.2.4.1 SmartQuiz Smart Buzzer app

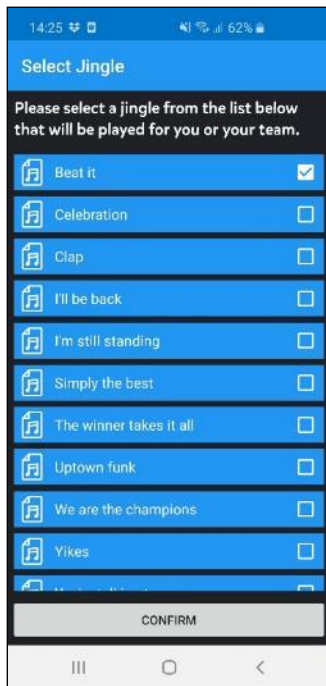
When starting the app, players see the option to join a game by local Wi-Fi or by pin.



When running the game with a Wi-Fi router connected to the computer, the 'JOIN WI-FI GAME' button lights up. Pressing the button will connect the mobile to the game.

When playing without a Wi-Fi router and hence connecting remotely/through the internet, the quiz player will show a pin code onscreen. The players can enter this pin code by pressing 'JOIN GAME VIA PIN' which takes them to the next screen where they can enter the PIN followed by clicking 'LOGIN WITH PIN'.

Once logged in, the welcome screen as configured in the Branding section of the settings is displayed (please refer to section 4.2).



If you configured to use Jingles by setting the Jingles folder in the settings players will be shown a list of all available sound fragments. Each player can choose a jingle that will be used during the game in the following situations:

- Bonus points - the sound of the player who was first to give the correct answer is played when the bonus points screen is shown.
- Fastest finger – The sound of the player who pressed first is played, along with the player's name appearing onscreen in the quiz player.
- Intermediate score overviews – The sound of the player who is ranked first is played when showing the leaderboard.

As a quiz master you can always trigger the jingle selection manually for a specific device on the Mobile tab in Director.



On the left you see an example of a 'first letter' type question.

You see several elements onscreen:

- On the top left you see the number that has been assigned to your mobile buzzer.
- The top right displays your player name.
- The orange bar contains:
 - The index of the current question (in this case first question out of 21)
 - A trophy with the number of points that can be won. If points go down over time, this will be reflected here. This is an approximate
 - A clock counting down, displaying the number of seconds left. The last 5 seconds the clock will blink to show time is running out.
- The letter grid used to answer the question.

SmartQuiz Smart Buzzer supports a range of different question types:



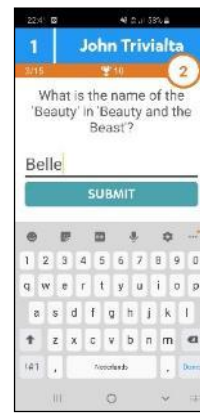
Fastest finger



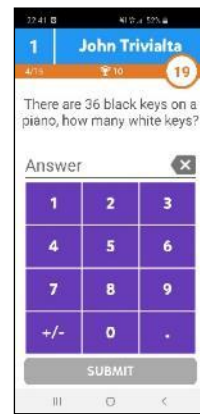
*Multiple Choice
regular/ordered/
multiple
answer/eliminator*



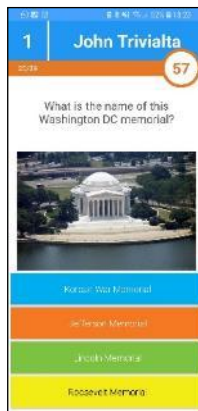
First Letter



Full tekst



Numeric



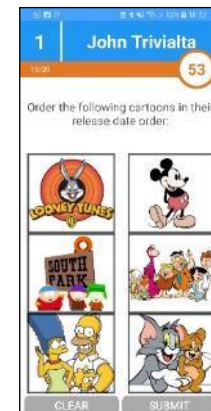
*Multiple Choice with
picture*



*Multiple Choice with
picture effect*



*Fastest finger with
picture*



*Multiple Choice
pictures
regular/ordered/
multiple answer*

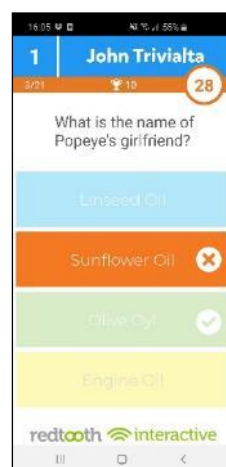


*Numeric/First letter
with picture*

The Smart buzzer gives feedback each question on whether you were right or wrong and whether you received any bonus points:



Correct answer



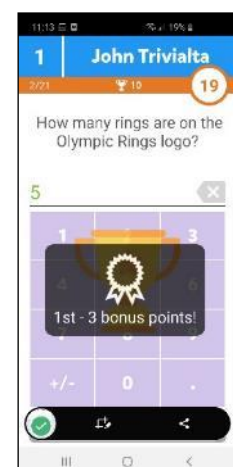
Incorrect answer



*Incorrect answer
letter*

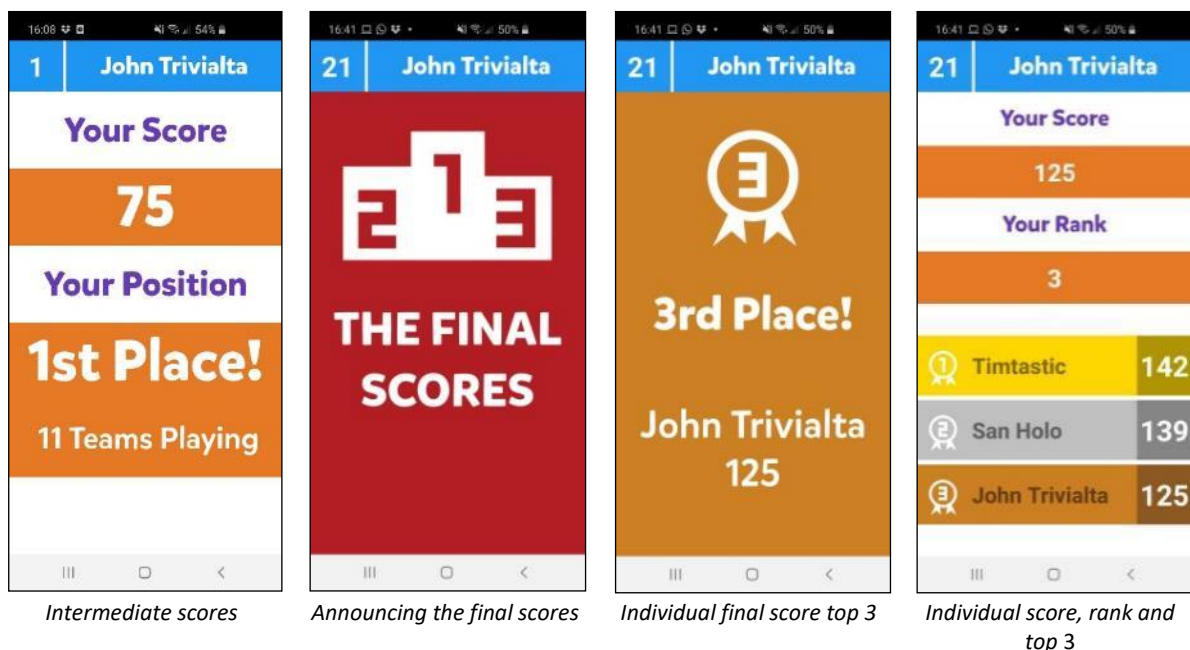


*Bonus points
animation*



Bonus points won

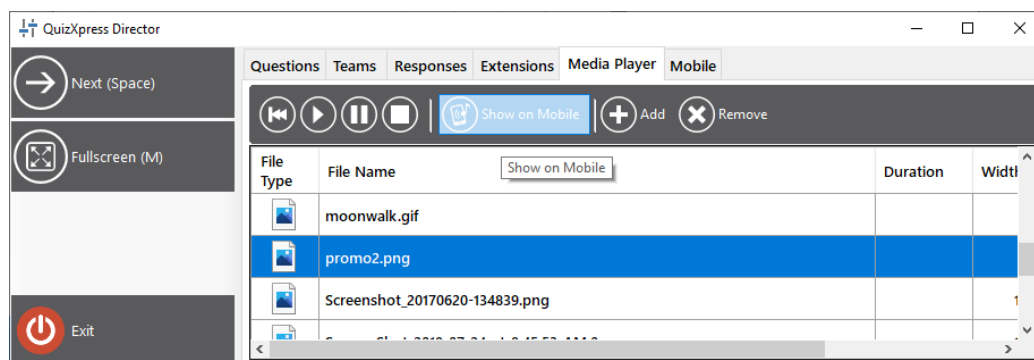
Scores are shown on the phone too. The final scores are shown in two or three steps: first an announcement, then your top 3 ranking (if you're in the top 3) and finally your individual score and rank.



Using the app is mandatory if you intend to run over standalone Wi-Fi. Since SmartQuiz 8 the web buzzer on buzzerpad offers the same functionality as the Smart Buzzer app excluding the local Wi-Fi option as well as jingle selection.

5.2.4.2 Promotions

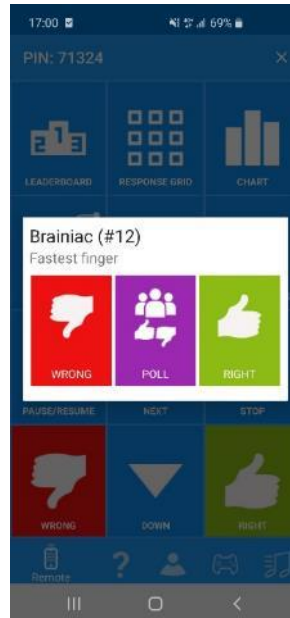
The Smart Buzzer app supports displaying 'promotional' images during the quiz or during a break. The images can be sent from the SmartQuiz Director *Media Player* screen. Your image first needs to be added to the list of available media. To present the image on the Smart Buzzer app, select the image from the list and click *Show on Mobile* from the toolbar.



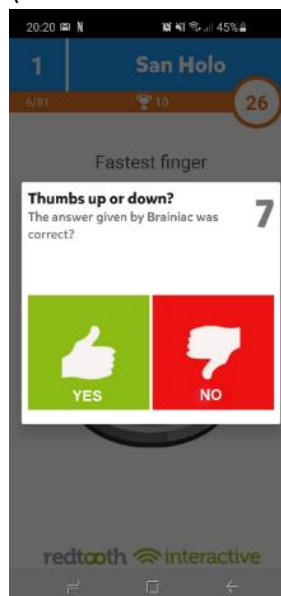
5.2.4.3 Thumbs Up/Thumbs Down

With this game mode, players can earn extra points by giving their vote about the correctness of a verbally given answer for an open question by another player. This is applicable for situations where direct interaction with the players is possible (so not for a streaming setup). It works as follows:

- A fastest-finger question is presented to the players. Buzzers appear on all the Smart Buzzer apps
- One player thinks to know the answer and hits the buzzer, all others are locked out.
- On the Director screen or app, a right/wrong judgment popup appears with *Thumbs Down/Poll/Thumbs Up* buttons.



- The quizmaster engages with the player to hear the verbal answer and can now either judge the answer right or wrong, or poll the rest of the players to see whether *they* think the given answer was right or wrong, by tapping the *Poll* button on the Director app.
- On the other player devices, a Thumbs Up/Thumbs Down poll popup appears for 10 seconds and the players can give their vote (or abstain in which there is no risk to lose points).



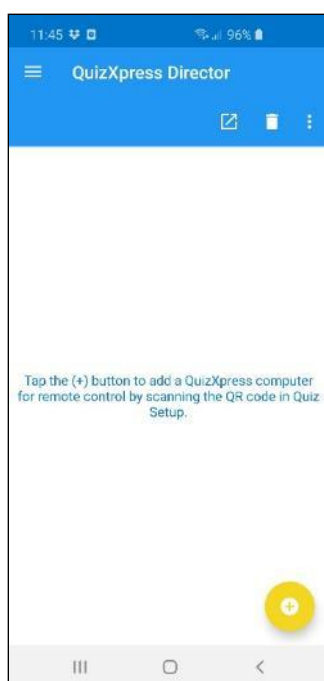
- The quizmaster now judges the question that was given by the fastest finger player by tapping the 'Right' or 'Wrong' button on the Director app. As a result, the fastest presser wins or loses points (depending on the settings of the question). The other players win or

lose 50% of the question points depending on whether they were correct in their judgment of the answer given by the fastest presser.

This new mode keeps all players engaged in a fastest finger round as not only the single fastest player can win points but there is a chance to win points for everyone participating.

5.2.4.4 Remote control app – Mobile Director

To control the quiz from your tablet or phone, you can use the SmartQuiz Director remote control app for iOS and Android. After installation and start-up of the app, you will see the following screen:



You can register the computer that you want to control by the SmartQuiz Director remote by pressing the yellow 'plus' button in the lower right hand side of your mobile screen.

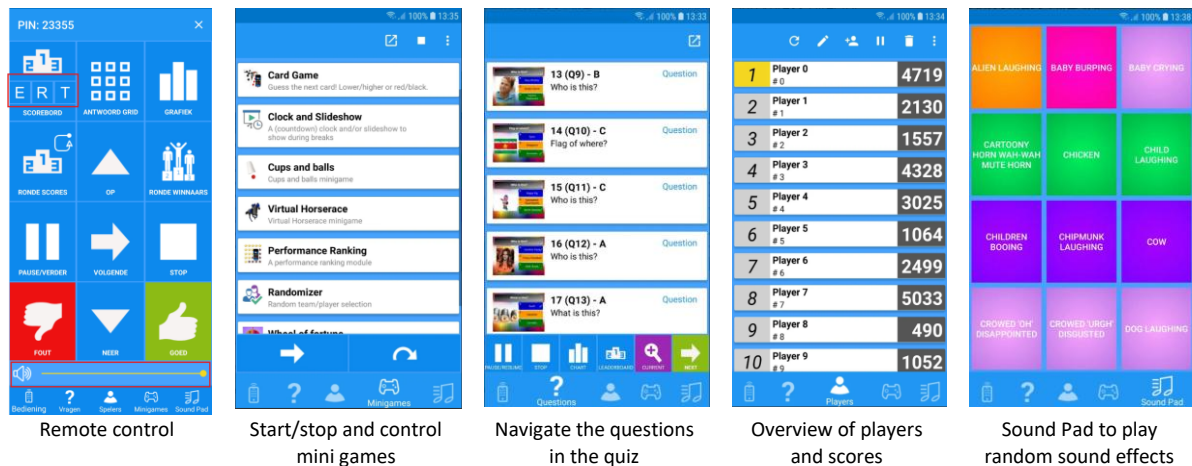
Once you press the button, a QR code scanner will be show. The QR code that you need to scan is displayed on the Mobile tab in SmartQuiz Setup (please refer to section 4.2). Scan the code displayed here and the computer name will be shown in the SmartQuiz Director app. You only have to follow this procedure once to register your computer in the app.

After starting a quiz, select the computer that you want to control in the list and click on  now the mobile remote app will be connected to the quiz session.

Note: Please make sure that the server selected in the SmartQuiz Director app is the same as the server selected in SmartQuiz Setup. Click the menu  button on the top left of the app. Click 'Settings' and check the 'Mobile server to connect to' setting. This setting should match the setting as set in SmartQuiz Setup (please refer to section 4.2 about information how to set the server (or local Wi-Fi) used by the quiz player).

Mobile server to connect to	Settings server
Central US	www.buzzerpad.com
Western Europe	www.buzzerpad.eu
Local Wi-Fi	Local Wi-Fi

After connecting to the running quiz, you will see the SmartQuiz Director app which has 5 tabs:



The remote-control tab allows you to control the quiz. The following buttons are available:

- **Leaderboard** – shows the current ranking. The top 22 are shown initially. Pressing the Up and Down buttons scrolls through the scores. Pressing the E,R,T buttons shows the extended score screens (see section 5.4.6.1)
- **Response Grid** – shows a grid indicating for each player if the player was right/wrong or did not answer the current multiple-choice question.
- **Chart** – shows a chart with the number of votes for each answer.
- **Round Scores** – shows the scores for the current round.
- **Round Winners** – shows the winner for each round.
- **Pause/Resume** – pauses / resumes countdown.
- **Stop** – ends the current question when the clock is paused.
- **Up/Down** – scrolls the ranking up / down when there are more than 22 players.
- **Next** – go to the next slide/ to the next step of a mini game / go to next step of end of question actions (for end of question actions please refer to section 4.7)
- **Right/Wrong** – judge the answer that was verbally given to a fastest finger question.
- **Volume control**: change the playback volume of the quiz player in real time remotely
- **Filtering quizzes**: when using the remote control to connect to quiz center, you can now quickly filter in the list of available quizzes.

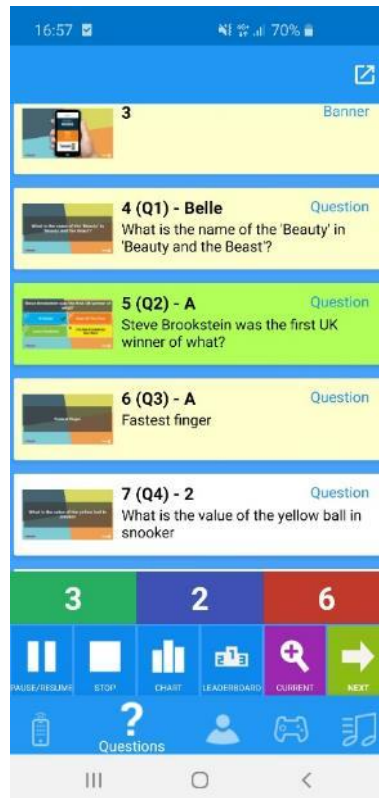
Note: ERT buttons and Volume control are currently only available on Android, iOS version will follow.

1. The mini games tab allows you to start mini games on the fly. Select a mini game and press the  button. Advance through the mini game by clicking the arrow key.
2. The questions tab shows all questions, correct answers, notes and a thumbnail of the slides. On the bottom toolbar the following buttons are available:
 - **Pause** button - pause and resume countdown.
 - **Stop** button - ends a question when the timer is paused.
 - **Chart** button – shows a response chart for the current question.
 - **Leaderboard** button – shows the current intermediate scores.

- **Current/List** toggle button – toggles between the details of the current question/list of all questions
- **Next** (arrow) button - advance to the next slide

Slides that have been visited are colored yellow, the current question is colored in green.

After each 'everyone answers' question the remote-control app will show the number of players that answered correctly (in green), the number of players that answered incorrectly (in red) and the number of players that did not respond at all (in blue).



3. The players tab shows all players and their scores. The following buttons are available at the top:
 - Refresh the page.
 - Edit a player - change name, score, keypad number (in case of a physical keypad)
 - Add a player - name, score, keypad number (in case of a physical keypad)
 - Disable a player.
 - Delete a player.
4. The Sound Pad tab allows you to play up to 12 different sound effects in the quiz player. The sound effects are loaded from a user defined folder that you can configure in SmartQuiz Setup (please refer to section 4.4 for more information).

5.2.5 Branding the buzzerpad website

There are three ways you can create a custom appearance of the SmartQuiz buzzerpad website:

- 1) We can buy a custom domain for you and create a branded version for you behind that domain. Contact us at info@gameshowcrew.com for details and pricing.
- 2) You can pass parameters on the URL to customize the appearance and link to that from your own website (you don't want your customers to have to work with the long link) or use a website like <https://tinyurl.com/> to hide the URL parameters. If you are showing a QR code onscreen (press Q when the quiz is running in the quiz player) for easy access of the players to the web buzzer, you can indicate the branding parameters for the QR code in SmartQuiz Director. On the Mobile tab, press Settings and in the configuration dialog that is shown, enter the parameters in the URL Extension field. Please refer to 5.7.8.3 for more information.
- 3) Embed the buzzerpad website in an [iFrame](#) and pass the parameters from the iFrame reference. This also allows you to add your broadcasting stream (like YouTube) on the same page. If you need more information about this, feel free to contact us at info@gameshowcrew.com.

Customizing with URL parameters

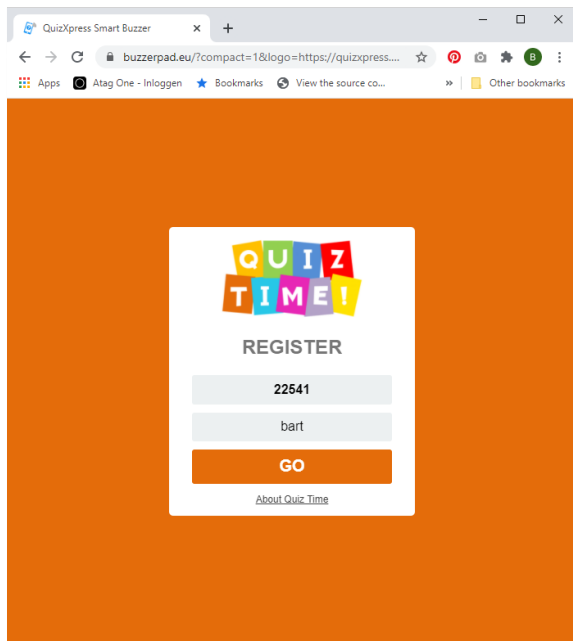
You can pass several parameters to the buzzerpad website to customize its appearance according to your needs. The parameters are:

Name	Description	Example
name	Pass the player name	name=John
fname	Pass the player name and make input field read-only	fname=Peter
themecolor	The main color for the site	themecolor=FE5602
about	The about text displayed on the logon page (make sure to use HTML escaping for the space character etc)	about>About%20SmartQuiz
abouturl	The URL the about text should be linked to	abouturl=https://www.SmartQuiz.com
compact	Pass 1 to make the layout of the login screen more compact	compact=1
logo	URL to your own logo. Make sure the logo is 120 pixels height with a transparent background	logo=https://www.SmartQuiz.com/logo.png
pin	Pass the PIN code so player does not need to enter it	pin=12345
ticket	Pass the ticket code	ticket=AG1234F
uid	Pass a fixed user identity as a GUID (hexadecimal format is XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX)	uid=aed6373a-db53-499d-9428-a7ad22289272

For example:

<https://buzzerpad.eu/?compact=1&logo=https://SmartQuiz.com/files/quiztime.png&themecolor=E46C0A&about=About%20Quiz%20Time>

This will look as follows:



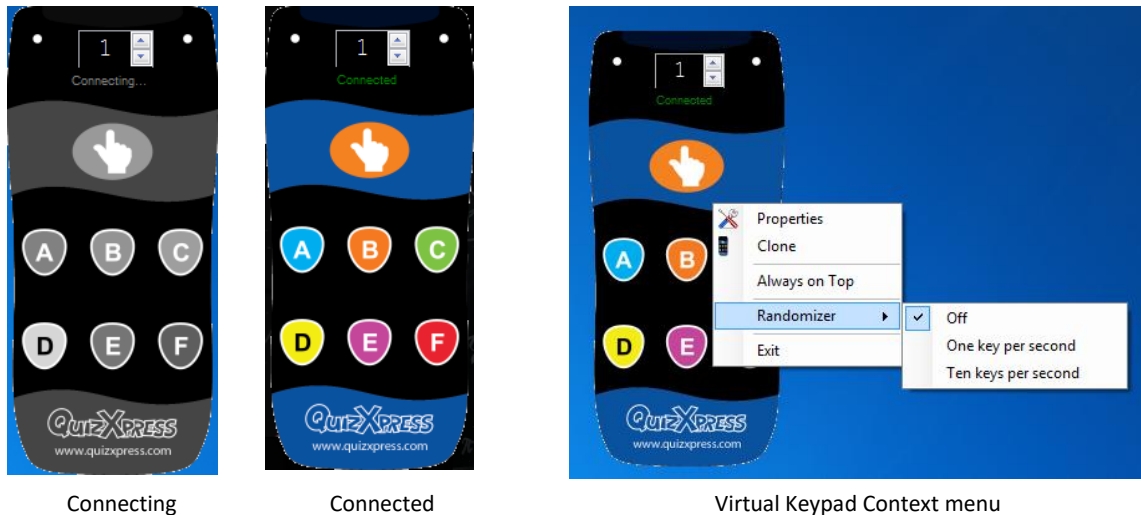
The 'quiz time' logo image was uploaded to the SmartQuiz.com website so it can be used as a custom logo. Your logo must be stored somewhere on your own website.

5.2.6 Making money by selling tickets

You can use electronic tickets with the Smart Buzzer app and the buzzerpad website to generate revenue when hosting (online) quizzes. Selling digital tickets to your audience is however your own concern. There are several CMS web shop plugins that allow you to sell tickets on your web shop or you can use online ticket platforms such as <https://www.tickettailor.com/>. For SmartQuiz, all you need is a simple plain text file with all the ticket codes (one ticket per line, case insensitive). This text file should be named *tickets.txt* and must be stored in the same folder as your quiz. When you launch your quiz, the tickets will be sent to the server and when a player connects to your quiz, he/she is prompted for a ticket code that must match a line in *tickets.txt*. Each ticket can only be used once at a time so people cannot share tickets. You can refresh the tickets even while the quiz is running. For this open the Director screen on your PC, activate the Mobile tab and locate the 'Refresh Tickets' button. Make sure you have saved a new version of *tickets.txt* and click the button to upload the latest updates,

5.3 Testing with Virtual Keypads

The Virtual Keypad is useful to test your quiz without any external dependencies. It is a software keypad that runs on the same machine as your quiz. You can launch a new Virtual Keypad (VK) either from the External Tools dropdown in Studio or from the Windows Start menu, in the SmartQuiz section. Once a virtual keypad instance is running it will start trying to connect to SmartQuiz Live. Until it has not succeeded, the keypad buttons are grayed out.



Once connected you can change the keypad number on the fly with the spinner. To access the context menu, right click the keypad screen. The context menu offers the following commands:

Menu	Description
Properties	Opens the Properties dialog where you can see the server IP address and port being used
Clone	Clone a new instance. The keypad ID will increment
Always on Top	Ensures that the keypad is in front of all other applications
Randomizer	Enable/disable a mode where the keypad sends random input for easy testing
Exit	Close the Virtual Keypad

5.4 Starting a quiz

There are three ways to run your quiz:

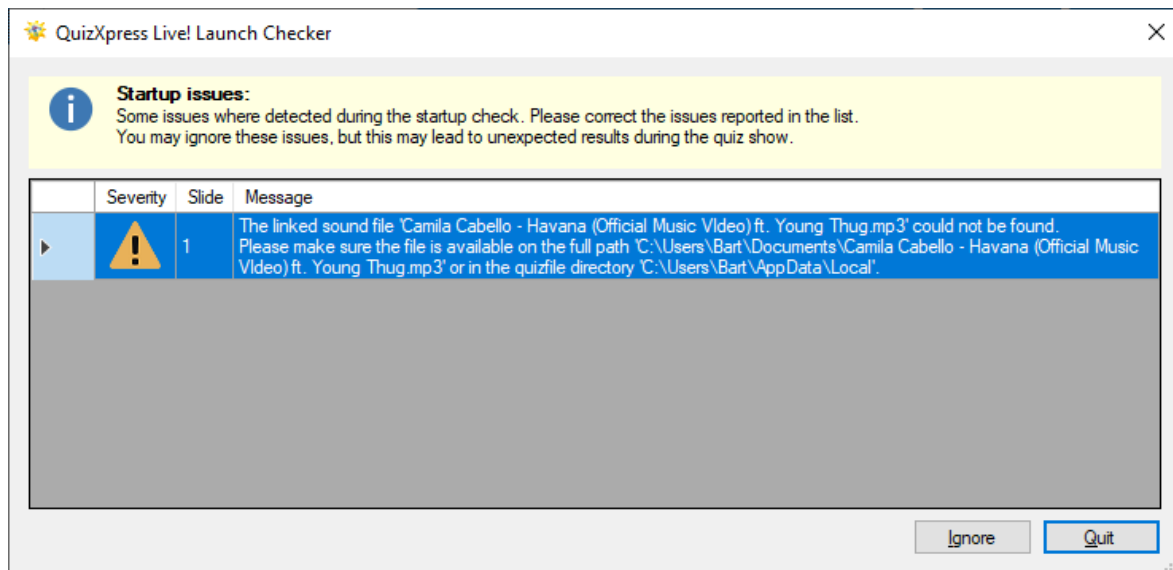
- 1) Start your quiz from within SmartQuiz Studio (ribbon QUIZ SHOW -> Run Production)
- 2) Start SmartQuiz Live by right-clicking the quiz file in Windows Explorer (files with the extension .qx) and selecting 'Play' from the menu.
- 3) Click on the SmartQuiz Live icon in the start menu, after which you will be asked to select a quiz file to load.

Within SmartQuiz Live there are several screens that are described in the following chapters.

5.4.1 The launch checker

Before your show starts, SmartQuiz Live checks against several conditions such as whether the external videos in the quiz are still available, if various directories are accessible, if all custom sound files can be found etc. This prevents surprises during the quiz.

When issues are found, the following window appears (actual warning messages may differ):



It is up to you to decide whether you want to continue to run the quiz (by clicking 'Ignore') or to stop and fix the issues (by clicking 'Quit'). Continue to run the show while there are warnings or errors may result in problems or unexpected behavior during the quiz show.

5.4.2 The 'Welcome' screen

When the application starts, the first screen you will see is the welcome screen. Below you can see a screenshot of the welcome screen. Various elements on the welcome screen can be customized by using Quiz Setup. The elements which can be customized are visually marked in the screenshot.

1. A header-text.
2. A logo is shown next to the header text.
3. The introduction movie/picture shown.
4. The pictures shown in the slideshow.
5. A footer text (not if you set a footer text, the text will be show on a blue strip)



To advance to the next screen (buzzer registration screen) press the button at the bottom right of the screen or press the spacebar on the keyboard.

Note: If you see a blinking buzzer/keypad icon at the right bottom of the screen, this means the system did not find the wireless receiver. In this case check if the hardware is connected properly and the buzzer configuration is set correctly in Quiz Setup.

5.4.3 The keypad/buzzer registration screen

The purpose of the registration screen is to find out which buzzers/keypads are participating in the quiz event. By explicitly registering this, the software knows how many devices are present. There are three different 'flavors' of buzzer assignment screens:

- Sony Buzzer Assignment screen
- Buzzer Assignment screen for less than 100 participants
- Buzzer Assignment screen for more than 100 teams

5.4.3.1 Sony Buzzer Assignment Screen

When using Sony buzzers, names can be entered in the Quiz Setup program for each participant/team. As a Sony buzzer does not have an explicit identifier, it is not possible to link a team name to a specific buzzer when defining the team names in Quiz Setup. The Buzzer Assignment screen does exactly this. It shows the team names one by one. When a team sees its name appearing on front of

the 'Buzzer Assignment Carrousel' the buzzer should be pressed in order to register for participation in the quiz. Below you can see a screenshot of the Sony Buzzer Assignment screen.



At the bottom you see two buttons: the left one (the round arrow) resets the data so that the buzzer assignment starts over again. The rightmost button is the 'start' button, which starts the quiz.

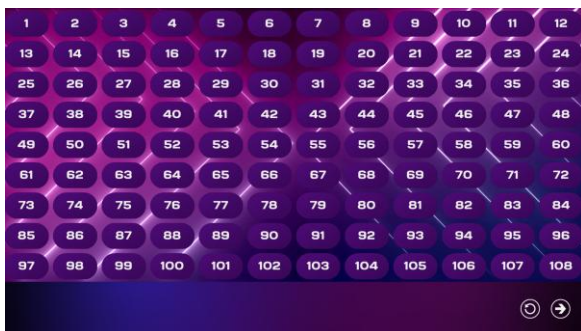
5.4.3.2 Buzzer Assignment Screen, less than 100 participants

Each Reply/SmartQuiz keypad has a unique identifier, which is also used in the SmartQuiz Live software to identify a participant (for example, buzzer with id 1: Team 1). When less than 100 buzzers take part in the quiz (which is identified by looking at the setting 'Keypads' which has been entered in Quiz Setup), a grid is shown with all buzzer identifiers.

When a keypad key is pressed, it is registered as active in the SmartQuiz Live system. A tick mark appears in the grid at the number corresponding with the id of the buzzer pressed.

Please note that, strictly seen, it would not be required for the buzzers to explicitly sign in. However, the SmartQuiz Live software needs to know exactly how many teams are participating in order to know when all teams have answered a question, and the countdown can stop.

The button displayed at the bottom of the screen is the 'start' button, which starts the quiz. Below you can see two screenshots, one showing the screen before anyone has signed in, and one showing the state of the screen once everybody has signed in.



Note: for 'testing' purposes it is possible to assign all 100 buzzers in one go by pressing F1 or all configured buzzers (in Quiz Setup) with F2.

5.4.3.3 Buzzer Assignment Screen, more than 100 participants

When exceeding the number of 100 buzzers, using a grid would become increasingly difficult to read. This is why SmartQuiz Live uses another Buzzer Assignment Screen when more than 100 buzzers are used. Please see below for a screenshot of the screen.



The button displayed at the bottom of the screen is the 'start' button, which starts the quiz.

Note: no buzzer assignment screen is shown when using Keyboard or Game port type buzzers, as these systems have a fixed assignment.

5.4.4 The countdown screen

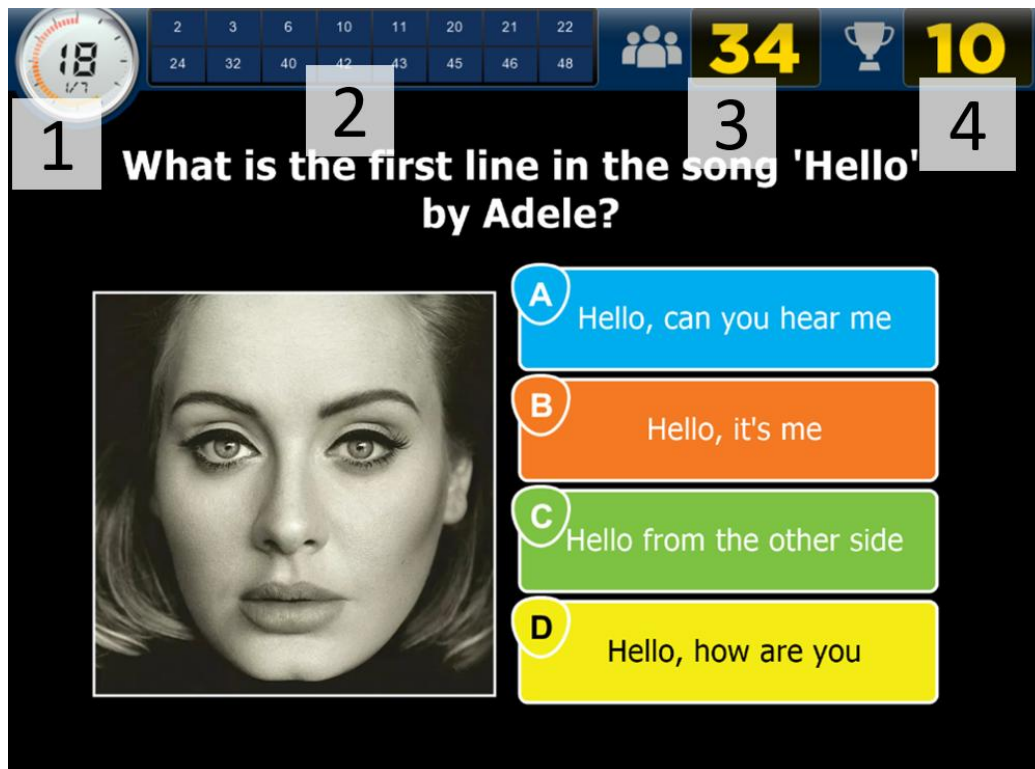
After the keypad registration screen, a countdown video is shown to build some suspense. If you do not want to see this video before the quiz starts, please uncheck the 'Show 3-2-1 Quiz countdown screen' on the 'Screens' page of Quiz Setup. You can end the screen by pressing the spacebar during the video.



5.4.5 The quiz screen: voting (everybody answers)

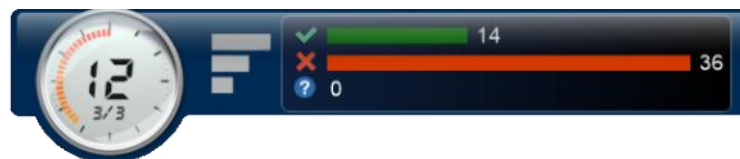
After the countdown video (which can be turned off and/or replaced with your own video in Quiz Setup) the quiz screen appears. As you can see from the screenshot below there are some areas that need specific attention, which are all part of what we call the 'Information Panel':

1. The countdown timer. This timer counts down from the time indicated when creating the quiz in SmartQuiz Live until zero. Below the time you can see an indication of the position of the question in the quiz in the format <question number/total number of questions>
2. The teams (participants) pressed their keypad. This indicator has three stages; first it shows a grid of squares that indicate from which keypad a response was received to give an overall indication. When there are only a few keypads left, it shows the individual numbers of the keypad. If there are even fewer keypads left it shows the names of the players as set in Quiz Setup. This helps the quizmaster identify those last players to give their response.
3. The total number of players that already provided an answer.
4. The number of points to be gained by answering the question correctly. Note that points may decrease over time depending on the settings for the slide as set in Studio.



When every team has given their choice, the system judges all answers and adds or subtracts points to the scores. Also, at the top of the quiz screen, a chart is shown, showing:

- Number of teams that answered correctly
- Number of teams that answered incorrectly
- Number of teams that did not answer at all



When you use Sony Buzzers, SmartQuiz Live processes a voting quiz slide slightly different. Instead of having a counter on top of the screen that counts the number of teams that answered so far, for each team that answers, a panel pops up with its team name and avatar. After everyone has pressed (or countdown has reached zero), SmartQuiz Live shows all answers chosen, judges all answers, and shows the total scores of all teams. A visual representation of this sequence is displayed below.



1 Teams choose an answer



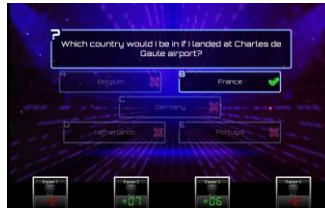
2 All teams voted, answers are shown



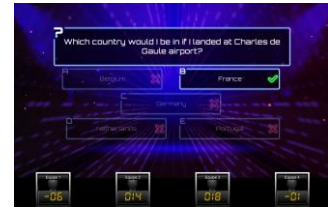
3 Answers are judged



4 Current scores are shown



5 Points gained/lost are shown



6 New score is shown

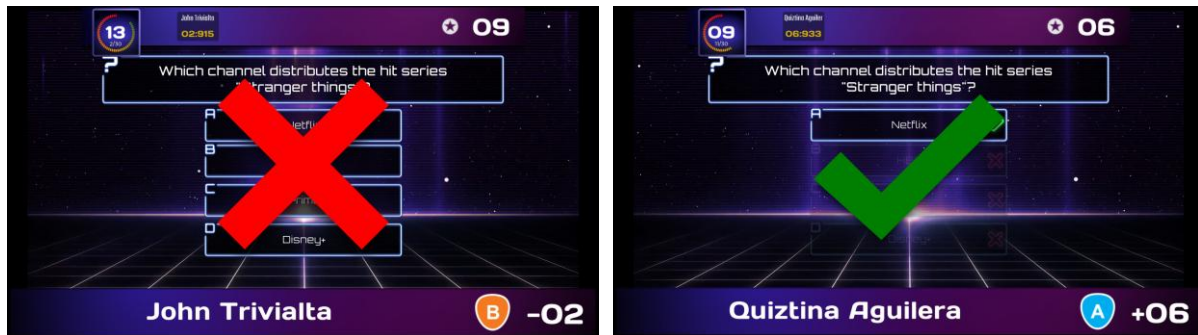
Voting is one of the possible modes for a quiz slide. There are other possible variations, which will be described below.

5.4.5.1 *Fastest Finger/ Lock-out*

In the previous section we discussed the screen for a 'voting' question, which means that everyone can answer the question. With a fastest finger question, only the first one to press his or her buzzer can answer the question. If he or she answers the question incorrectly, points will be deducted from the participant's score after which the countdown continues. Subsequently, the other players get a chance to press their buzzer (the player who answered incorrectly can no longer answer the current question).

On the next page you see a picture of a typical fastest finger screen. The most important difference in comparison with a voting screen is that in this screen there is a big bar at the bottom with the team name from the team (or person) that first pressed their buzzer. This bar also shows the answer that was given, the team's avatar, as well as the points gained/lost. In this case team 17 gave the right answer, by which they earn 10 points. The big green checkmark indicates the question was answered correctly. In this example, the correct answer was set to Answer-'D' in SmartQuiz Studio, and the 'autojudge' (judge question automatically in the menu ribbon bar) option of the Quiz slide was set to true. In this case, SmartQuiz automatically judges the answer when a multiple-choice button is pressed on a buzzer. When a buzzer does not have a multiple-choice button (for example the Sparkle poles), the 'auto judge' option automatically does not apply. In that case the team\player needs to answer verbally after which the quizmaster should judge the answer by using his remote, the keyboard of the computer or SmartQuiz Director. You can read more about quizmaster commands in section 5.5.

The fact that 'team 17' pressed first can be verified by looking at the 'Information Panel' at the top of the screen. This panel shows the time of each team that buzzed in different boxes. Each box contains the name of a team that pressed their buzzer together with the timestamp at which they pressed, ordered from left to right, starting with the fastest team.



Note that the Information Panel at the top shows the number of points to be gained (which can diminish over time as explained earlier). Also, there is no indicator of the number of teams that answered, as this is not applicable for a fastest finger question.

Note: When you use the SmartQuiz buzzers (which have both ABCD multiple choice buttons as well as a big buzzer button) for multiple choice questions, please note these two different options:

- When 'auto judge' is 'true' in the properties window (Menu ribbon bar equivalent: Judge question is set to 'Automatically' in the menu ribbon bar), participants need to use the ABCD buttons on the buzzer. SmartQuiz now automatically judges the answer given.
- When 'auto judge' is 'false' in the properties window (Menu ribbon bar equivalent: 'Judge question' is set to 'Manual'), participants need to use the big buzzer button to buzz in. The player who pressed fastest now verbally gives the answer and the quizmaster judges the answer.

5.4.5.2 Billboard

A Billboard quiz slide is a quiz slide with which no interaction from players is possible. It is just a static display. You can design a billboard quiz slide just like you design a normal question, making use of texts, colors, pictures, sounds and videos.

Useful applications of a billboard are:

- Round indication
- Show the question (as a preview) before a voting quiz slide.
- Show marketing information in the form of pictures, sounds or videos

5.4.5.3 End of Round

Within SmartQuiz you can indicate that a quiz slide marks the 'end of a round'. You do this by setting a quiz slides type to 'End of Round' in SmartQuiz Studio.

When an end of round slide is shown during a quiz show, no interaction with the participants takes place. For example, you can use it to show a text 'End of Round 3'. Again, you can design the quiz slide anyway you want, containing video, sound and pictures.

When setting a slide to 'end of round', there is another option, called '**end of round action**', that can be set. It has two possible values:

- **Disable one player:** this automatically dismisses the player with the least number of points. If there are multiple players at the bottom of the intermediate score list with the same number of points, the quizmaster gets to select the player which will be dismissed. This can be done by using the arrow keys of the keyboard or the quizmaster remote control. The selected player/team is highlighted with a blinking red light. Pressing space on the keyboard or pressing the bottom button on the quizmaster's remote dismisses the selected player. Which player will be dismissed in case there are multiple teams with the same score is without the scope of SmartQuiz Live: a quizmaster could for example ask an estimation question; the player whose answer is furthest away from the correct one can be dismissed.

1	Les Quizerables	160	11	Quiz Me Baby One More Time	106
2	Google It Yourself	158	12	Agatha Quiztie	095
3	Let's Get Quizzical	153	13	The Quizlamic State	093
4	You're a Quizzard, Harry	145	14	Beer Pressure	082
5	The Brewsual Suspects	145	15	Universally Challenged	071
6	Trivia Newton John	140	16	Sherlock Homies	069
7	The Know-It-Ales	138	17	Multiple Scoregasms	065
8	Quiztopher Walken	132	18	Simple Minds, Tricky Questions	054
9	I Thought This Was Speed Dating	125	19	The Quizzly Bears	043
10	Smartinis	115	20	Einstein's Orphans	039

- **Manually dismiss players:** the quizmaster can select any number of players that will be dismissed. He/she does this 1 by 1, again by selecting them with the keyboard or the quizmaster remote. An example of an 'end of round, quizmaster selects losers' quiz slide is shown above. The 'play' button at the bottom of the screen is used to indicate the quizmaster has finished dismissing players. After pressing this (select it by using the keyboard and press space), the quiz will continue. The button with the rotating arrow is used to undo the dismissal process when the quizmaster dismisses someone by mistake. After it has been pressed, the quizmaster can restart dismissing users.
- **Automatically dismiss players:** there is no visual feedback to the audience for this option where the system will automatically disable a certain number of players (as configured for the slide in Studio)

Show scoreboard/Show round scores; the system will show the leaderboard either for the entire quiz or for the current round.

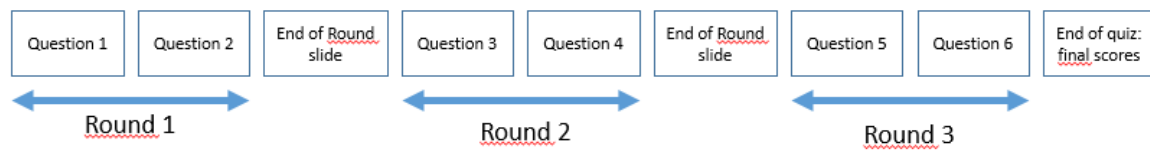
Reset scores: resets all scores on the end of round.

A round is defined as the set of slides between:

- The first slide in quiz and the first *End of Round* slide (round 1)
- Two *End of Round* slides

- The slide following the last *End of Round* slide and the last slide of the quiz

Below you can find an example of a quiz with three rounds.



An 'End of Round' slide can also be used for 'Last man standing' rounds. When questions of type 'Last man standing' are used, players that are wrong are dismissed from the quiz, they can no longer play along. When an 'End of Round' slide is shown, all players that are out of the game because of 'Last man standing' questions can again play along.

Note: Players\Teams can also be activated\deactivated from SmartQuiz Director. In SmartQuiz Director, you can also add new players during a quiz or modify the points of a team. See section 5.7 for more information about SmartQuiz Director.

5.4.5.4 Test Question

A 'Test Question' quiz slide behaves just like a normal quiz slide, except that no points are added/subtracted when the question has been answered. It can be used to demonstrate the workings of the system and is often used as the first question in a quiz to get the players acquainted with the system.

5.4.5.5 Demographic

The quiz slide type 'Demographic' enables you to divide all players into different groups competing against each other (examples of these kinds of quizzes include 'battle of the sexes', 'marketing versus finance', etcetera).

In order to use this functionality, set the type of a quiz slide to 'Demographic' in SmartQuiz Studio. Now an entry field appears in the property grid called 'Demographic group'. Here you can enter a demographic group name (e.g. 'Males'). For the quiz slide layout, you must select a layout which contains a question and no answers. Enter a question text that indicates to the players of the quiz that a certain group of people must press their buzzer to become member of a specific group (e.g.: 'Please press your buzzer if you are a male').

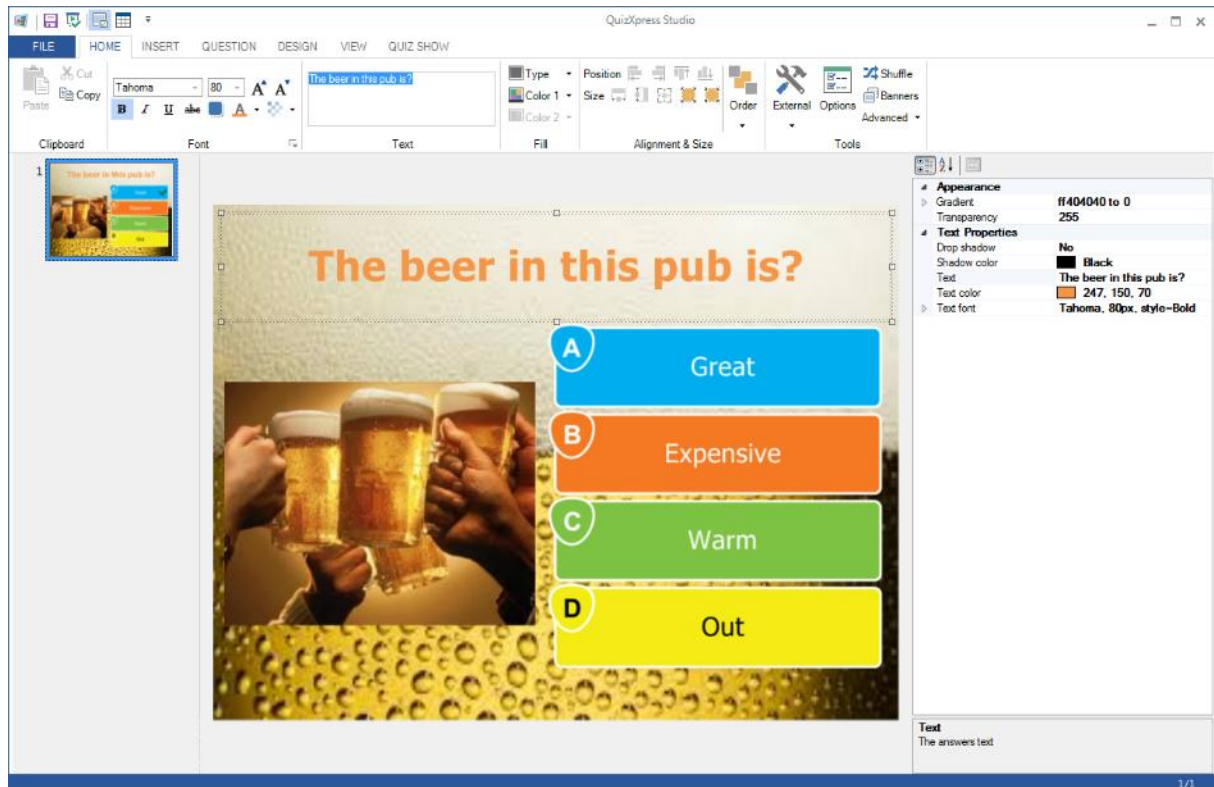
Note: Alternatively, you can divide the audience in groups before a quiz starts in SmartQuiz Setup. Here you can define which keypads belong to which group. For more information, please refer to section 4.3.2.1

5.4.5.6 Last Man Standing

A quiz slide of type 'Last Man Standing' dismisses player(s) that answer a question incorrectly from the quiz round. If the dismissal results in 1 remaining player, this player is the winner of that round and the quiz advances to the first end-of-round slide it encounters, or to the end of the quiz. If all remaining players answer a question incorrectly however, none is dismissed.

5.4.5.7 Audience response questions

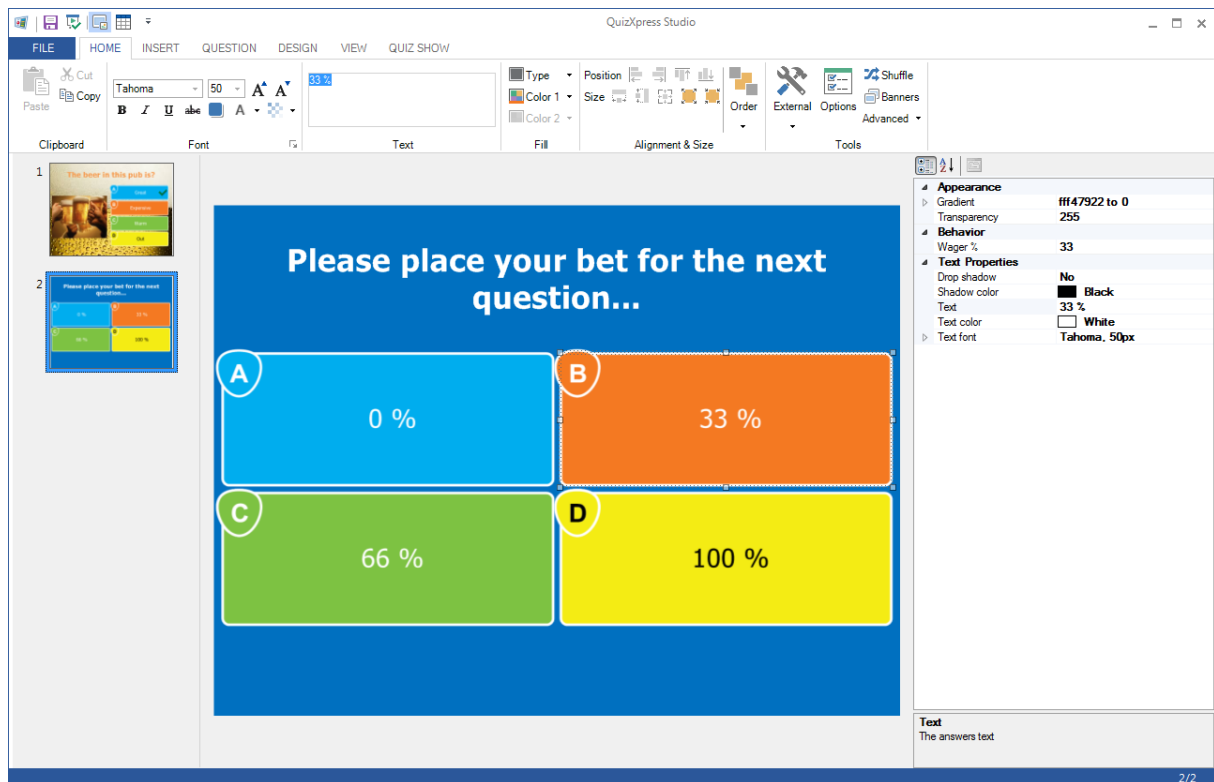
This is a type of question that can be used to collect some arbitrary data/statistics from your audience. The answers given to an audience response type question are recorded but have no impact on the scores. After an audience response question, you can show a chart with the 'C' key to display the distribution of the answers given.



5.4.5.8 Wager question

Wager questions can be used to have the audience place a bet on the outcome of the next question. They allow you to create 'Jeopardy style questions' where people gamble with points based on how much they think to know about a subject.

When setting a quiz slide to type wager. It looks as follows in SmartQuiz Studio:



The question text is by default changed to “Please place you bet for the next question...” but you can change the text later to whatever you like. The answers on this type of question are used to set the percentage of the score the player can win/loose on the next question. For example, when the player answers ‘C’ to this question it means she bets 66 % of her score on the next question. If she answers the next question correctly, her score increases with 66%. Off course if you use a slide layout with 5 answers, the percentages are distributed across 5 options (0%, 25%, 50%, 75%, and 100%). You can also set the percentage manually by clicking on any of the answers and changing the ‘Wager %’ property.

Wagers can also be used with an number of points instead of a percentage.

5.4.6 The leaderboard

When a question is finished, either because someone answered correctly (fastest finger), all persons gave their answers (voting), or the countdown counter reached zero (time out), the leaderboard score screen can be shown by pressing the ‘S’ key. Initially the leaderboard shows the top 20 teams (needless to say that if there are fewer teams/players, fewer panels are shown) however you can scroll up and down using the arrow keys on the keyboard, or the up/down buttons on the quizmaster remote control.

1	Les Quizerables	160	11	Quiz Me Baby One More Time	106
2	Google It Yourself	158	12	Agatha Quiztie	095
3	Let's Get Quizzical	153	13	The Quizlamic State	093
4	You're a Quizzard, Harry	145	14	Beer Pressure	082
5	The Brewsual Suspects	145	15	Universally Challenged	071
6	Trivia Newton John	140	16	Sherlock Homies	069
7	The Know-It-Ales	138	17	Multiple Scoregasms	065
8	Quiztopher Walken	132	18	Simple Minds, Tricky Questions	054
9	I Thought This Was Speed Dating	125	19	The Quizzly Bears	043
10	Smartinis	115	20	Einstein's Orphans	039

You can also open this screen with Shift-S in which case the leaderboard initially shows the lowest ranks building more suspense. When rounds are present in a quiz (end of round slides are present),

pressing Ctrl-S shows the scores of the players in the current round. Shift-Ctrl-S shows the round scores in reverse order (lowest to highest). Pressing Ctrl-E shows the winner of each round.

Pressing 'S' again hides the leader board.

5.4.6.1 Score control screens

The main leader board can only be used to display information, not *change* anything. In some scenario's it is needed to update scores as well. An example of this is when the audience is challenged with a test outside of SmartQuiz. After the challenge is completed, it would be nice if the scores could be registered in SmartQuiz. For that purpose, four extra screens are available, accessible through the 'E', 'R', 'T' and 'W' key. These keys basically all trigger the same screen, however the layout differs per key. (Note: a more convenient way to update the scores is by using the teams tab in SmartQuiz Director)

The score control screens (except the 'W' screen also show more information than just the scores.

The different screen layouts are:

#	Team	?	Time	Score
1	Les Quizerables	B	9.185	+007
2	Google It Yourself	A	12.553	-002
3	You're a Quizzard, Harry	B	10.555	+007
4	Let's Get Quizzical	C	11.520	-002
5	The Brewsual Suspects	B	13.501	+006
6	The Know-It-Ales	B	15.272	+005
7	Trivia Newton John	D	14.315	-002
8	Quiztopher Walken	A	16.280	-002
9	I Thought This Was Speed Da...	B	17.322	+005

Score screen 'T'

This screen shows the last response, the time at which the response was received, the total score and the points for the last question.

#	Team	?	Time	Points
1	Les Quizerables	B	9.185	+007
2	You're a Quizzard, Harry	B	10.555	+007
3	The Brewsual Suspects	B	13.501	+006
4	The Know-It-Ales	B	15.272	+005
5	I Thought This Was Speed...	B	17.322	+005
6	Let's Get Quizzical	C	11.520	-002
7	Google It Yourself	A	12.553	-002
8	Trivia Newton John	D	14.315	-002
9	Quiztopher Walken	A	16.280	-002

Score screen 'R'

This screen shows the last response, the time at which the response was received and the points for the last question.

#	Team	Score
1	Les Quizerables	160
2	Google It Yourself	158
3	Let's Get Quizzical	153
4	You're a Quizzard, Harry	145
5	The Brewsual Suspects	145
6	Trivia Newton John	140
7	The Know-It-Ales	138
8	Quiztopher Walken	132
9	I Thought This Was Speed Dating	125

Score screen 'E'

This screen shows only the score for each team.

#	Team	Score
1	Les Quizerables	160
2	Google It Yourself	158
3	Let's Get Quizzical	153
4	You're a Quizzard, Har...	145
5	The Brewsual Suspects	145
6	Trivia Newton John	140
7	The Know-It-Ales	138
8	Quiztopher Walken	132
9	I Thought This Was Sp...	125
10	Smartins	115
11	Quiz Me Baby One Mo...	106
12	Agatha Quiztles	085
13	The Quizamic State	083
14	Beer Pressure	082
15	Universally Challenged	071
16	Sherlock Holmes	069
17	Multiple Scoregasmis	065
18	Simple Minds, Tricky...	064
19	The Quizzy Bears	043
20	Einstein's Orphans	039

Score screen 'W'

This screen shows the score for up to 50 teams at once (note: scores cannot be modified here).

To scroll through the list of teams you can:

- Use the mouse scroll wheel.
- Use the up/down arrow keys.

- Use the page up/page down keys.

The toolbar on top of the screen allows you to make changes for the selected team. The following functions are available:

	Disable (pause) the team/player. When a player is disabled, she can no longer answer to questions
	Resume participation of the player/team
	Decrease score with one point
	Increase score with one point
	Reset all scores to 0
	Toggle auto scrolling in the score list (this can be used if you have a break in your quiz show and want to continuously display the scores of all players)
	Close the screen and confirm changes (like pressing the 'Enter' key). If you made changes to the scores, these will be applied.
	Close the screen and discard changes (like pressing the 'Escape' key).

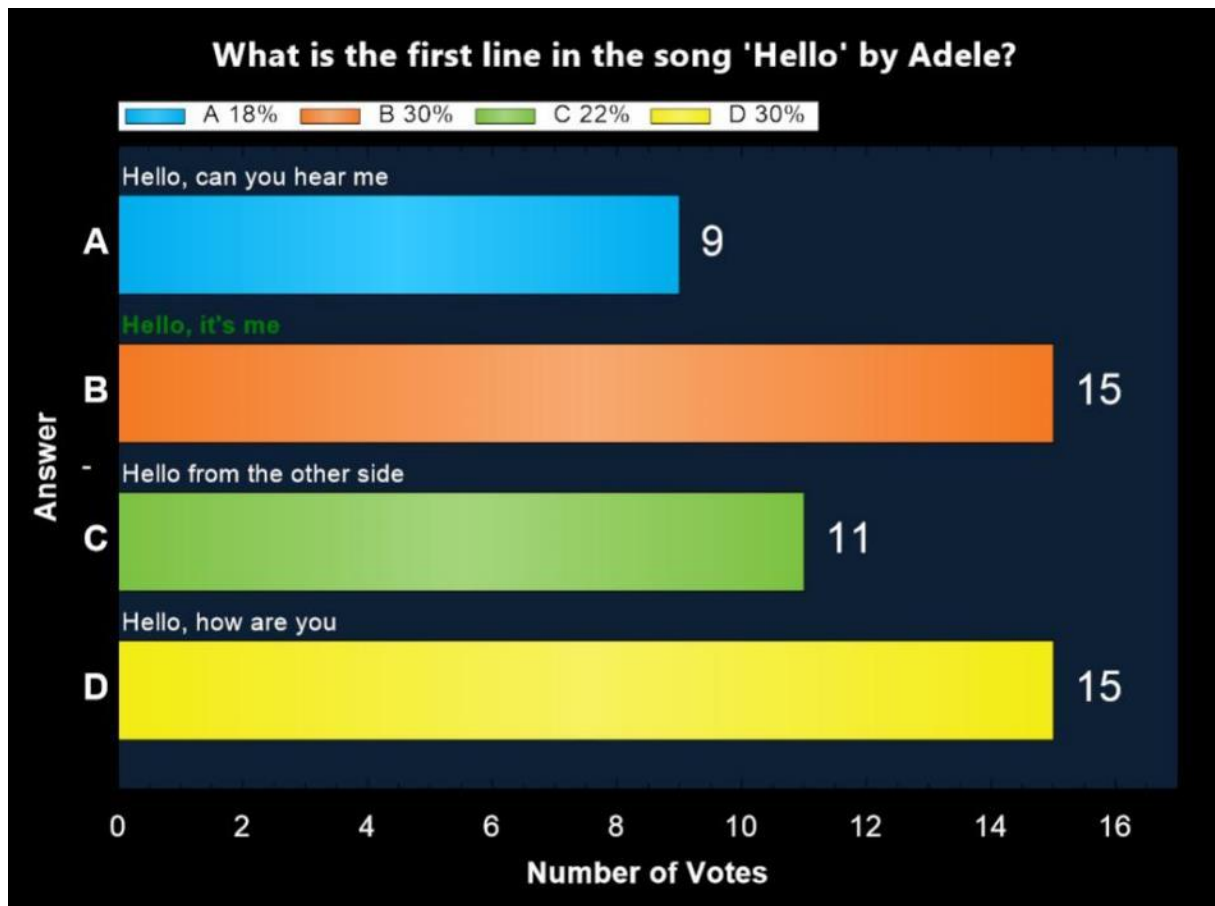
Note: a more convenient way to change points and enable/disable teams is by using SmartQuiz Director or in the Director mobile app.

5.4.7 Round winners screen

When rounds are present in a quiz (end of round slides are present) pressing Ctrl-E shows the winning player of each round.

5.4.8 Chart screen

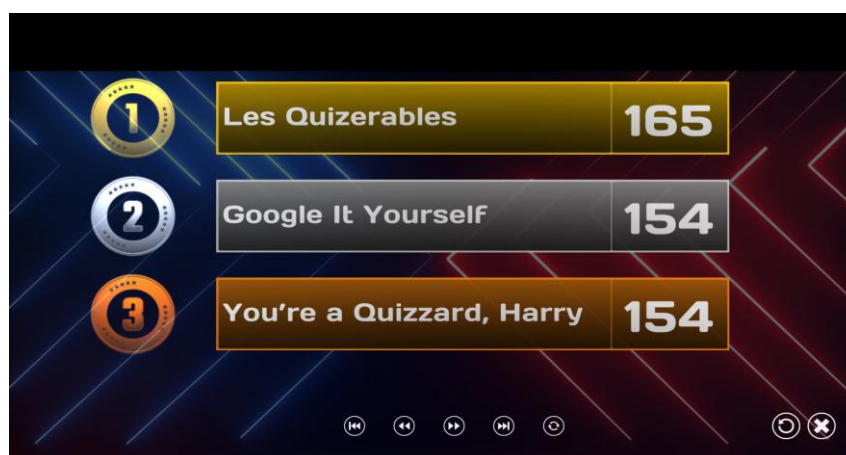
After a question has ended, a chart can be shown of the answers chosen by pressing 'C'. This shows a chart which shows per answer the number of people that chose that answer.



In case the audience is split in groups, you can press 'G' to show a chart displaying the current question's group scores. Note that the appearance of the chart can be fully customized with skinning.

5.4.9 The final score screen

When the last quiz slide is over, it is time to announce the final results! A ruffle is played, and the top three teams are shown one by one.



At the bottom of the screen, you can see a couple of buttons that allow you to navigate through the score list. You can either jump one screen ahead/backwards or immediately jump to the first/last screen. The rightmost button of the five small buttons (the rotating arrow) lets the list scroll

automatically every few seconds. With the rightmost button (the 'cross') you can close SmartQuiz Live (or you can hover the mouse to the top right of the screen).

Alternatively, when SmartQuiz Director is open, the buttons aren't visible at the bottom. You can then navigate through the scores by using the buttons shown in Director on the left hand side, by using the computer keyboard (space/page up/page down) or by using the remote control.

To create more suspense, activate the following option in Quiz Setup on the advanced tab:

☒ Show top three teams using the spacebar on end score screen

When this setting is activate, initially no scores are shown. By pressing next on the remote control, next in director or the spacebar of the computer keyboard, first 3 is revealed, then 2, then 1, then the rest.

In case a quiz contains multiple 'Demographic' groups of people (see section 5.4.5.5), the final score screen looks slightly different.

By default, group scores are shown. You can toggle between group scores and individual scores by pressing the two leftmost buttons on the bottom. Press the button with 'two heads' to show group scores. Press the button with 'one person' / 'two persons' to toggle between individual and group scores.



5.5 Controlling the quiz

At different stages of a quiz, the quizmaster needs to/can perform various actions. Some examples of these are:

- Show a chart
- Show a score overview/scroll through the scores
- Advance to the next question
- Judge given questions (correct/incorrect)

These instructions to SmartQuiz Live can be performed in a couple of ways. The keyboard can be used or a wireless remote control such as a PowerPoint wireless presenter or the SmartQuiz quizmaster remote.

As a learning function, quizmaster hints can be shown after each question to be configured in Quiz Setup. You can read more about quizmaster hints in section 5.5.4.

5.5.1 Using the keyboard

SmartQuiz Live can be operated by the keyboard. The following keyboard commands can be used:

Function	Key
Next Question/Screen	Space
Buzzer Assignment Screen: Automatic Buzzer sign-in for all buzzers; Reply/SmartQuiz buzzers only. On the quiz screen F1 shows the quizmaster help menu (only when the countdown is idle) .	F1
Buzzer Assignment Screen: Automatic Buzzer sign in for all buzzers defined in the keypad string in Quiz Setup; Reply/ SmartQuiz buzzers only	F2
Buzzer Assignment Screen: Reset ; Sony buzzers only	Escape
Judge given answer open question : correct	Y/J
Judge given answer open question : incorrect	N
Show leaderboard	S or Shift+S (for reversed ranking order), use arrow keys or PageUp/PageDown to scroll
Show round scores	Ctrl-S or Shift-Ctrl-S (for reversed order), use arrow keys or PageUp/PageDown to scroll
Show round winners	Ctrl-E
Show chart of answers	C (press again to dismiss the chart)
Show demographic group score chart	G (press again to dismiss the chart)
Show right/wrong grid for everyone-answers multiple choice questions	A or F6
Select participant to be dismissed in end of round screen	Arrow up-down keys
Confirm participant to be dismissed in end of round screen	Space
Cancel participant to be dismissed in end of round screen (no one will be dismissed)	Escape
Close SmartQuiz Live (note: no confirmation will be asked!)	Alt – F4
Pause the countdown	P (when paused, you can skip the question by advancing to the next question with the spacebar)
Show score control screens	E or F7, R or F8, T, W ('Escape' to cancel changes, 'Enter' to commit changes) use '+'

	and '-' to increase/decrease scores for the selected team. Press the 'Control' key with '+' key or '-' key to increase/decrease by 10 points or 'Alt' to increase/decrease by 100 points. Press the Pause screen when a team is selected in order to dismiss the team from playing along.
Toggle full screen exclusive-/windowed mode	F
Toggle maximized/normal when in windowed mode	M
Reset and reconnect the buzzer system. Use this function after accidentally having unplugged the buzzer system or in case of a general hardware malfunction	F12

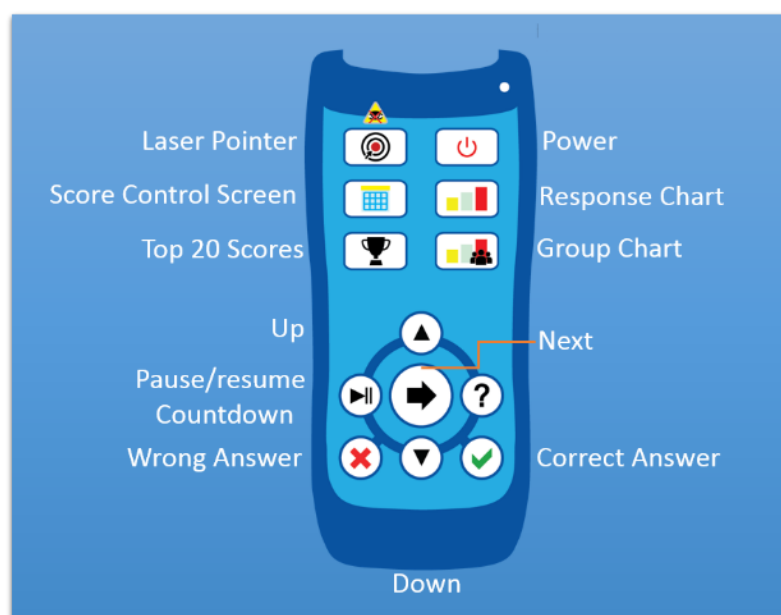
5.5.2 Using your mobile phone or tablet

When you own a license for using the mobile apps with SmartQuiz, you can use the Mobile Director app to control the quiz from your smartphone or tablet. See chapter 5.2.4.4 for more details.

5.5.3 Using the remote-control device

The SmartQuiz hardware system includes a special wireless quizmaster remote. Using this remote, the most important commands can be controlled.

The following picture shows the commands available from the SmartQuiz remote control:



Note that the range of the remote control is not the same as for the keypads and is limited to about 10 meters.

Alternatively, if you are not using SmartQuiz hardware but for example the Sony buzzers, you can also use a generic PowerPoint presenter such as a Labtec® 2.4 GHz wireless notebook presenter, a Logitech R400 or a similar device with the following functions:



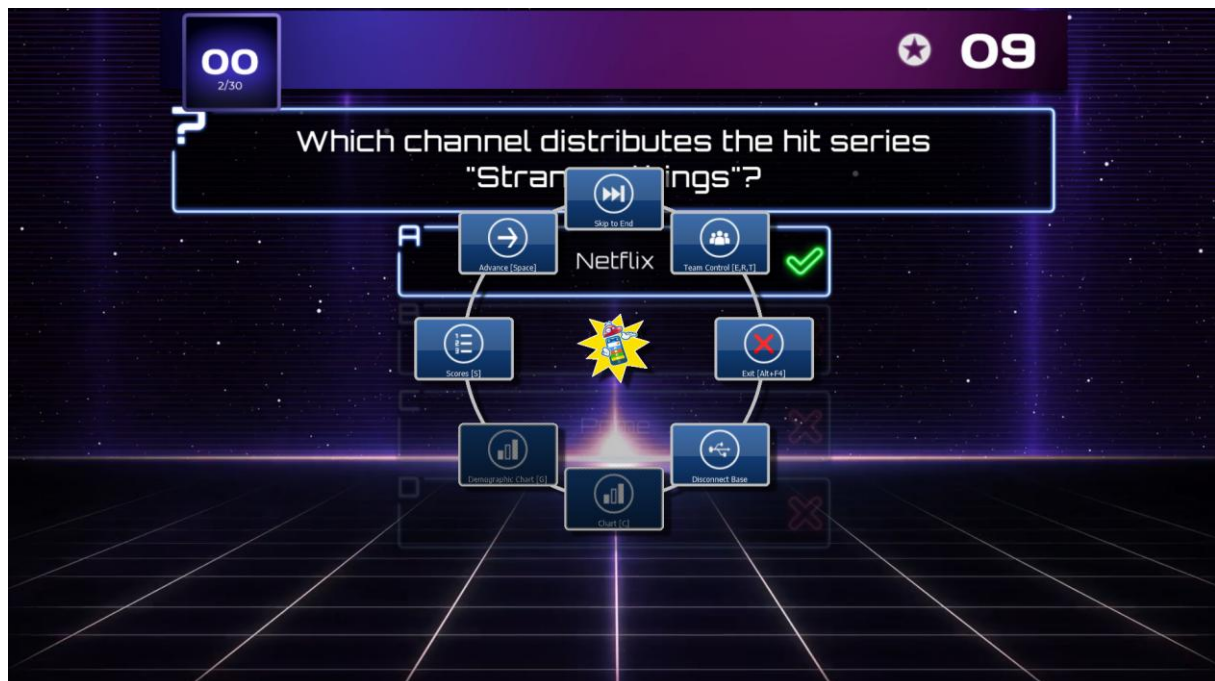
5.5.4 Quizmaster help menu

When running a quiz show in SmartQuiz Live, multiple commands are available at different stages. Think of showing charts, advancing to the next slide, show score overviews or judge questions. As seen in the previous sections, all these commands have shortcut keys on the keyboard or (some of them) can be operated by a Quizmaster remote.

To guide beginning users, Quizmaster hints can be shown during a quiz showing all available commands once applicable. Once the quizmaster is confident in operating the system, he or she could switch this setting off so that the audience does not see the hints anymore.

By default, quizmaster hints are switched 'on' in the 'Advanced' tab in the Quiz Setup application.

Please see below two examples of the Quizmaster hints as shown in SmartQuiz Live during a quiz.



In the above Quizmaster hints screen, which is shown for example when a question has ended, we see the following buttons with the different commands and optional 'shortcut keys':

- **Advance [Space]:** go to the next slide
- **Skip to End:** go to the end of the quiz (the final score screen)
- **Team Control [E, R, T]:** Show the team score overviews. In these overviews, team points can be modified, and teams can be dismissed.
- **Exit [Alt-F4]:** Exits SmartQuiz Live
- **Disconnect/Reconnect Base:** Disconnect/reconnect the wireless base station (receiver)
- **Chart[C]:** Show a chart of all answers given (disabled here as the question was a fastest finger question)
- **Demographic Chart [G]:** Show answer percentages for all groups (applicable only if demographic groups are present)
- **Scores [S]:** shows the intermediate score screen (top 20)

Note: When SmartQuiz is 'idle' (Paused, End of Question or Waiting for Countdown), the Quizmaster Hints menu can always be shown by pressing 'F1'.

5.6 Command line options

The following command line options are available when starting SmartQuiz Live:

Command line	Explanation
<i>-nosnapshot</i>	For recovery reasons, SmartQuiz Live keeps track of all kinds of data generated during a quiz (choices of teams, scores, current question, etc). This collection of data is called a 'snapshot'. When due to some unforeseen reason a quiz is aborted, SmartQuiz Live reads all data from the snapshot for a specific quiz when the quiz is restarted. In this way, the quiz can be continued at the point where it was aborted. The <i>-nosnapshot</i> command line setting does not write a snapshot file.
<i>-quickstart</i>	Skip the welcome- and countdown screen
<i>-windowed</i>	Start the application in a normal window so you can still use other applications
<i>-noborder</i>	Use in combination with <i>-windowed</i> , run in windowed mode but without caption/border, so it looks like full screen exclusive but runs in normal windowed mode. You can also enable this mode by pressing the M key during the show.
<i>-showfps</i>	Show the number of frames per second (for performance measurement)
<i>-singleuser</i>	Start SmartQuiz Live in single user mode, this option is used when starting the show from SmartQuiz Solo
<i>-scorefile=<file></i>	Filename for the scorefile, which stores all relevant quiz data (choices per team, scores per team, timing information, etc...)
<i>-startwith=<0..n></i>	Start the quiz with the specified question e.g. <i>-startwith=5</i> to start with the 5 th question
<i>-autorun</i>	Simulate an audience
<i>-autoexit</i>	Automatically exit the application after the score screen (use in combination with <i>-autorun</i>)
<i>-screen=<devicename></i>	Start the application on the specified output device
<i>-settingsfile=<settingsfile></i>	Load settings from the given settings file. This allows easy switching between different configurations (like team setups)

-preload

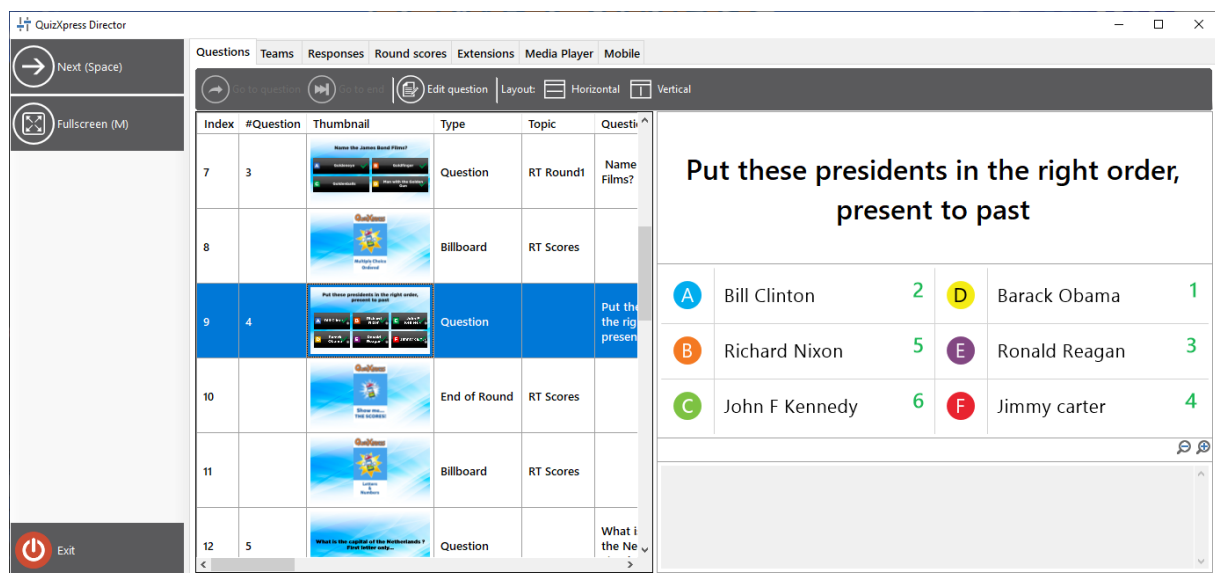
Option (advanced) to preload/pre-render all slides on startup. Only needed if you experience delays during your quiz and have enough memory in your PC

For example, to start SmartQuiz Live In full screen windowed mode you can use the command (start from batch file or command window):

```
"Quiz Show.exe" -windowed -noborder c:\myquizzes\quiz1.qx
```

5.7 SmartQuiz Director

SmartQuiz Director, is a tool that gives you advanced control over the running quiz show. It has a separate user interface that can run on your primary screen while the quiz show runs on the attached beamer, TV set or LED screen. You should set your Windows Desktop to 'extended mode' for this (on Windows 10, hit Windows Key + P for this).



The SmartQuiz Director user-interface consists of a command area (left panel), where all the current available command buttons are listed and a set of tabbed views, each having a distinct function.

The available views in Director are:

Questions	Overview of the loaded quiz and controls to navigate between slides
Teams	Overview of all the teams/players and their scores
Responses	Real time response overview
Round scores	Overview of the scores and winners per round (<i>only visible if rounds are used in the quiz file</i>)
Extensions	List of installed SmartQuiz 'plugins' and controls to start, stop and configure these plugins
Media Player	A list of media files (sound and video) and controls to add, start, stop or pause a media file (you can also restart a video or sound on the current slide if available)
Mobile	A list of connected mobile devices and various commands to control mobile connections

There are two ways to open the Director window:

- 1) Check the *Enable SmartQuiz Director* checkbox in Quiz Setup on the Advanced tab to open Director by default on startup.
- 2) At any time during the quiz show, press the 'D' key.

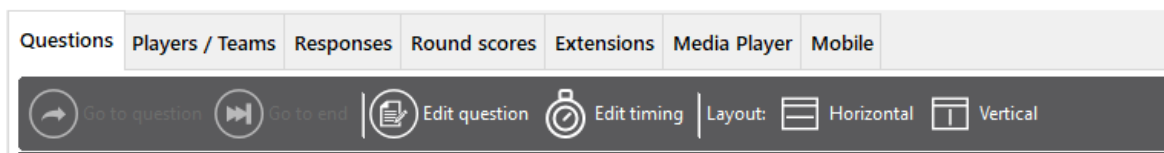
For multi-screen configurations, Director will open on the opposite screen of where the quiz show is running. So if your quiz show runs on the beamer and you have extended your desktop in Windows, Director will open on your laptop screen. You can also explicitly set the target screen for the quiz show in Quiz Setup ('Screens' section)

You can always close Director if you don't need it anymore and come back to it with the 'D' key at any time (*note: if you started a minigame from within Director you first need to end that game or you'd lose control over that game*).

There is also a mobile phone app named SmartQuiz Director with (mostly) the same functionality. It allows you to control the quiz at runtime in a similar way as the desktop Director but gives you the freedom to move around and interact with your audience more freely.

5.7.1 The 'Questions' view

The 'Questions' tab provides you an overview of all the questions in the loaded quiz. You can see thumbnails of all the slides and if you select a question, the question, answers as well as documentation will be shown in the right pane (note that is not a full graphical representation).



With the toolbar you can do the following:

- **Go to question:** jump to a particular question (this is only possible when there is no question counting down). To do this, click on another question in the list followed by a click on 'Go to question'.
- **Go to end:** jump to the end of the quiz (this is only possible when there is no question counting down). When clicking this button, the final score overview is shown.
- **Edit question:** just in time editing of the selected question (correct spelling, change the correct answer etc.)
- **Edit timing:** adjust the timing of your questions (countdown time)
- **Layout Horizontal/Vertical:** Switch between a horizontal or a vertical layout

The list of questions shows a visual indication of questions that have been visited (green) as well as the current question which is yellow.

When the selected slide is a minigame slide, you can double click that entry to change the stored configuration 'on-the-fly'. An example where you could use this is when you have a quiz with several Wheel of Fortune minigames used to give away a set of prizes to round winners. When one prize has

been given away you may want to remove it from the next Wheel of Fortune if you only have one instance of that prize.

5.7.2 The Teams' view

The 'Teams' view provides you with an overview of all the players/teams currently active on the system. You can see their Name, the (optional) group they're in, assigned keypad, score, the last recorded response, the total time spent answering (ranking of teams is based on score and if scores are equal, the total amount of time spent during all questions is taken into consideration) and whether a player is enabled.

#	Name	Group	Keypad	Score	Last Response	Total Time (Ms)	Enabled
1	Team 1		1	0		0	Yes
2	Team 2		2	0		0	Yes
3	Team 3		3	0		0	Yes
4	Team 4		4	0		0	Yes
5	Team 5		5	0		0	Yes
6	Team 6		6	0		0	Yes
7	Team 7		7	0		0	Yes
8	Team 8		8	0		0	Yes
9	Team 9		9	0		0	Yes
10	Team 10		10	0		0	Yes
11	Team 11		11	0		0	Yes
12	Team 12		12	0		0	Yes
13	Team 13		13	0		0	Yes
14	Team 14		14	0		0	Yes
15	Team 15		15	0		0	Yes
16	Team 16		16	0		0	Yes
17	Team 17		17	0		0	Yes
18	Team 18		18	0		0	Yes
19	Team 19		19	0		0	Yes
20	Team 20		20	0		0	Yes

With the toolbar you can perform the following actions:

- **Disable/Enable** a player
- **Disable Others** – disable all other players except for the selected player(s).
- **Edit** the details of a player shows a window enabling you to modify team name, group (if applicable), keypad and score. Double clicking on the list will also show the same form:

Edit player data

Player data

Name:

Group:

Score:

Keypad:

Galaxy device:

Scoreboard:

- **Add** a new player/team during a quiz: shows the same window as when you would edit a team/player. Adding a player may come in handy if a new player needs to be added while the quiz show is already in progress. If the assigned keypad is not in range for the current

configuration of the receiver (for example you cannot add keypad 105 if your keypad configuration states "1-100") the keypad will be added to the configuration and the receiver will reinitialize.

- **Delete team:** deletes a player\team. In contrast to the disabling\enabling of teams, this really removes the team. It will no longer be shown in score overviews.
- **Show Bingo card,** when playing a Bingo round, you can request the Bingo card for the selected player. The played cells are marked green. You cannot see the players marked cells.



- **Undo** the score changes made during the last question. This can help to undo the points if for example the quiz has an error.
- **Reset scores:** resets all scores and the total time spent to 0.
- **Edit Scores:** edit scores of all teams easily in a table

#	Name	Group	Keypad	Score	New score
1	Team 2		2	213	213
2	Team 4		4	213	213
3	Team 3		3	133	133
4	Team 6		6	87	87
5	Team 5		5	67	67
6	Team 1		1	23	23

- **Import:** import the results (points and keypad assignment) from a previous quiz.
- **Add/subtract** points for multiple teams or group teams dynamically. Select multiple rows using shift and/or CTRL click, then click the Edit button in the toolbar to open the following form:

Team 1		1	0		0	Yes
Team 2		2	0		0	Yes
Team 3		3	0		0	Yes
Team 4		4	0		0	Yes
Team 5		5	0		0	Yes
Team 6						Yes
Team 7						Yes
Team 8						Yes
Team 9						Yes
Team 10						Yes
Team 11						Yes
Team 12		12	0		0	Yes
Team 13		13	0		0	Yes

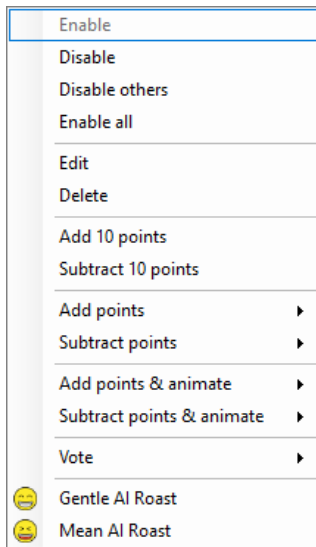
Edit multiple player/team data

Score Addition: 0

Group:

OK
Cancel

Enter a group name (or select an existing group from the list) or change the Score Addition field to modify the points of all the selected teams.



When you right click you will see a popup menu containing a subset of the buttons shown on top, along with some other features like:

- Easily add or subtract points (for example to be used when you have some activity taking place outside of the quiz). The add points and subtract points option have a submenu with some preset values. When you choose one of the preset values, the *Add* and *Subtract* options shown in the menu will be replaced with this value to be used as a shortcut for future changes.
- The *add points and animate* option shows a big green checkmark in the center of the screen. *Subtract and animate* will also show a big red cross centered on the screen.
- The vote option enables you to enter a vote for a player (can for example be used for testing)
- If you're up for some fun you can let AI 'roast' a player publicly after having given a wrong answer. You can select a gentle- or mean roast (the 'meanest' an AI can do). The generation will take into account the question asked, the players name and the wrong answer given and will be read aloud with an AI generated voice.

Note: this option requires 5 AI credits (available from our shop) and a working internet connection.

5.7.3 The 'Analyzer' view

SmartQuiz Director shows the complete history of all questions played so far. For each question you can see, for each player, what answer was given, if the answer was correct or incorrect and how many points were won or lost. A very handy tool for the quizmaster to prove the quizmaster is always right!

QuizXpress Director									
Questions Players / Teams Responses Analyzer Round scores Extensions Media Player Mobile									
Refresh Teamname filter: Limit: 50 teams									
Index	Type	Question	Answer						
1	Billboard								
2	Billboard								
3	Test Question	Test Question - How much is 2 times 5?	B						
4	Billboard								
5	Question	Which country would I be in if I landed at Charles de Gaulle airport?	B						
6	Question	Of the ten most populated countries in the world, how many are in Asia?	D						
Team	Keypad	Response	Correct	Points	Score	Time (ms)			
Tina Newton John	1	A		-2	-4	4542			
Kate	2	C		-2	-4	596			
Child's play	3	F		-2	-4	484			
Sparks	4	C		-2	-4	1615			
Kellys clovers	5	B		-2	-4	2320			
Childs Play	6	D		8	7	2154			
United Ladies	7	E		-2	-4	2237			
Attila	8	B		-2	-4	4034			
Peppers	9	A		-2	-4	2982			
Again and again	10	A		-2	-4	994			
Sisters	11	D		8	7	2231			
Texas Prairie Chic	12	E		-2	8	41			
Elephant Facts	13	B		-2	-4	2203			
Batman	14	E		-2	-4	1138			
3 Amigos	15	D		8	6	3883			
Girls night out	16	C		-2	-4	470			
The Blueberry Is H...	17	A		-2	-4	146			
The VanGogh's	18	F		-2	-4	3278			
Browny	19	B		-2	-4	1609			
Peter	20	E		-2	8	4448			

5.7.4 The 'Responses' view

The 'Responses' view provides you with a 'real-time' overview of the responses being received by the system. You can see the keypad number, team\player name, the response given and at what time (if screen space permits). This is a read-only view and there is nothing to configure and helps you during the quiz show, for example to see which response is still missing. When playing a mini game, you can also see here which choice players made during a game (or which players did not make a choice yet).

The screenshot shows the 'Responses' view in Quizpress Director. On the left is a sidebar with navigation icons: Next (Space), Chart (C), Response Grid (A), Roundscore (Ctrl-S), Round Winners (Ctrl-E), Scores (S), and Fullscreen (M). The main area is a grid of 56 colored boxes, each representing a team's response. Each box contains a letter (A, B, C, or D), a team number (1-56), the team name, and a time in seconds (e.g., 9.08 s). The colors of the boxes correspond to the response letter: A is blue, B is orange, C is green, and D is yellow. The grid is organized into 7 rows and 8 columns. The first two rows show teams 1-16, the next three rows show teams 17-40, and the last row shows teams 41-56. Teams 51-56 are shown in grey boxes, indicating no response yet.

Team	Response	Time (s)
Team 1	D	9.08 s
Team 2	A	14.36 s
Team 3	D	10.55 s
Team 4	C	8.38 s
Team 5	A	13.88 s
Team 6	D	2.11 s
Team 7	B	1.66 s
Team 8	C	15.28 s
Team 9	B	10.91 s
Team 10	D	4.89 s
Team 11	A	9.64 s
Team 12	C	5.41 s
Team 13	A	13.70 s
Team 14	D	2.56 s
Team 15	D	8.84 s
Team 16	D	7.52 s
Team 17	B	11.56 s
Team 18	C	12.11 s
Team 19	A	3.57 s
Team 20	D	6.03 s
Team 21	B	7.95 s
Team 22	A	8.02 s
Team 23	A	6.00 s
Team 24	A	10.16 s
Team 25	A	6.47 s
Team 26	C	2.51 s
Team 27	C	8.13 s
Team 28	D	3.75 s
Team 29	B	11.92 s
Team 30	C	7.04 s
Team 31	A	15.29 s
Team 32	C	13.12 s
Team 33	C	3.51 s
Team 34	A	14.61 s
Team 35	C	13.77 s
Team 36	C	15.66 s
Team 37	A	6.59 s
Team 38	A	12.64 s
Team 39	B	1.70 s
Team 40	D	11.49 s
Team 41	C	4.50 s
Team 42	A	5.98 s
Team 43	C	10.45 s
Team 44	B	3.34 s
Team 45	D	4.11 s
Team 46	B	9.74 s
Team 47	B	2.75 s
Team 48	A	11.44 s
Team 49	B	15.11 s
Team 50	C	2.64 s
Team 51		
Team 52		
Team 53		
Team 54		
Team 55		
Team 56		

5.7.5 The 'Round scores' view

If your quiz uses rounds (meaning there is an end-of-round slide somewhere), the 'Round scores' tab will be visible in Director.

The round scores tab shows the score total per round. You can show\hide the scores for each round by expanding\collapsing the round nodes.

QuizXpress Director

Pause Countdown (P) Toggle Fullscreen (M)

Questions Teams Responses Round scores Extensions Media Player

Round 1

Round	Name	Score	Total Time (Ms)
1	Team 9	18	8648
1	Team 10	18	12262
1	Team 12	6	7452
1	Team 15	6	10524
1	Team 18	6	10987
1	Team 17	6	10988
1	Team 3	6	12032
1	Team 14	6	12816
1	Team 19	6	13649
1	Team 6	6	13708
1	Team 11	6	14444
1	Team 20	6	14822
1	Team 8	6	14919
1	Team 5	6	17342
1	Team 2	-6	8597
1	Team 7	-6	10517
1	Team 16	-6	11793
1	Team 1	-6	12528
1	Team 13	-6	13066
1	Team 4	-6	16777

Round 2

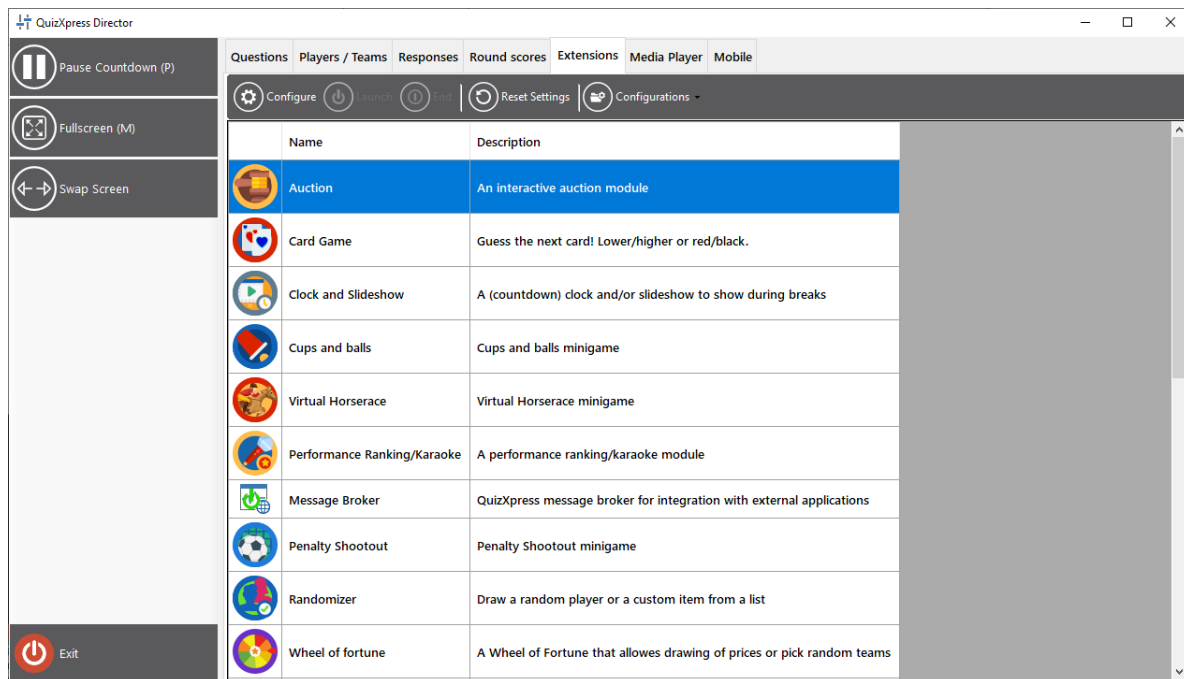
Round	Name	Score	Total Time (Ms)
2	Team 15	-2	2692
2	Team 12	-2	2827
2	Team 3	-2	3019
2	Team 8	-2	3083
2	Team 10	-2	3139

5.7.6 The 'Extensions' view and SmartQuiz mini games / plugins

The 'Extensions' view is your access point to the SmartQuiz mini games which are part of your license. From here you can start mini games on the fly at any moment during your quiz when the countdown clock isn't ticking or being paused. Alternatively, you can insert mini games into your quiz while creating a quiz. You can read more about the available mini games in section 3.5.

Please refer to section 3.4.9 for more information about inserting mini games into your quiz.

There are three actions you can perform on an installed plugin; configure, launch and end. 'Configure' opens a window to change settings for the plugin. 'Launch' starts the plugin on the main quiz screen for the contestants and with the 'End' button you terminate a plugin and return to the normal quiz screen.



When you click the 'Configurations' button you will see that you can create/delete/rename a configuration. Available configurations are shown in the plugins list next to each plugin to choose from. You can also clone the currently selected configuration. Press the configure button to change the details of the selected configuration. The selected configuration for a plugin will be the one that is used once you launch the plugin.

	Card Game	Guess the next card! Lower/higher or red/black.	5 cards
	Clock and Slideshow	A (countdown) clock and/or slideshow to show during breaks	Surfer bar break
	Cups and balls	Cups and balls minigame	Very hard
	Virtual Horserace	Virtual Horserace minigame	4 horses - 60 seconds

Once running, the plugin may present additional buttons in the left side panel to allow you to access specific functions of the plugin.

Typically, there is a Next button in the left-hand panel which advances you through the game (alternatively you can use the spacebar or the presenter remote's next button to advance through the game).

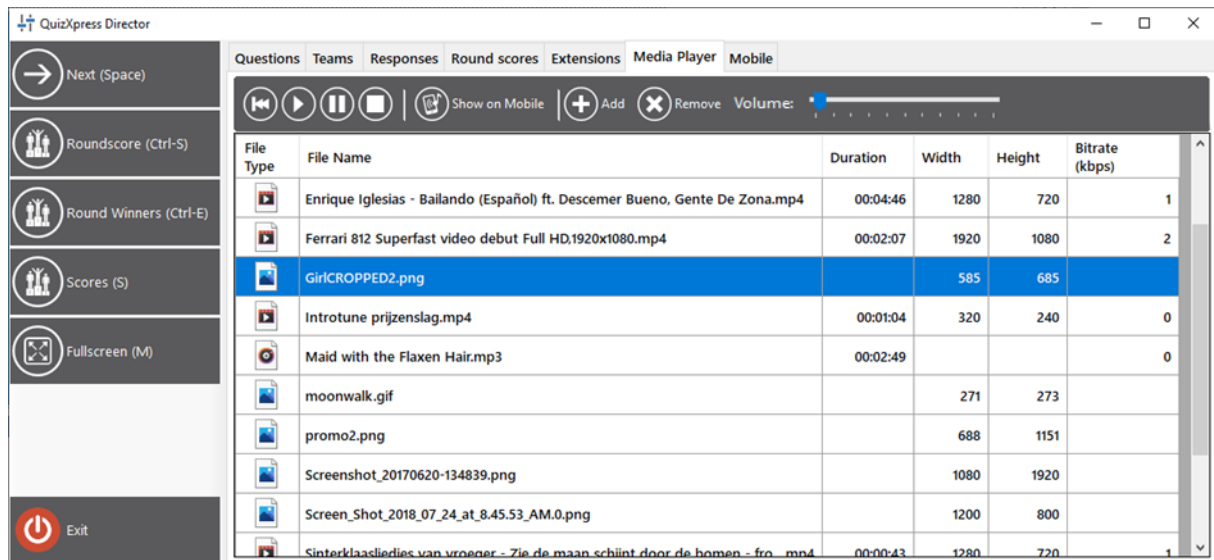
5.7.7 The 'Media Player' tab

This tab in Director shows the SmartQuiz media player. Using the media player, you can:

- Launch a full screen video on the main screen
- Show a full screen picture on the main screen
- Start playing an MP3 file
- Present a promo image on the Smart Buzzer app

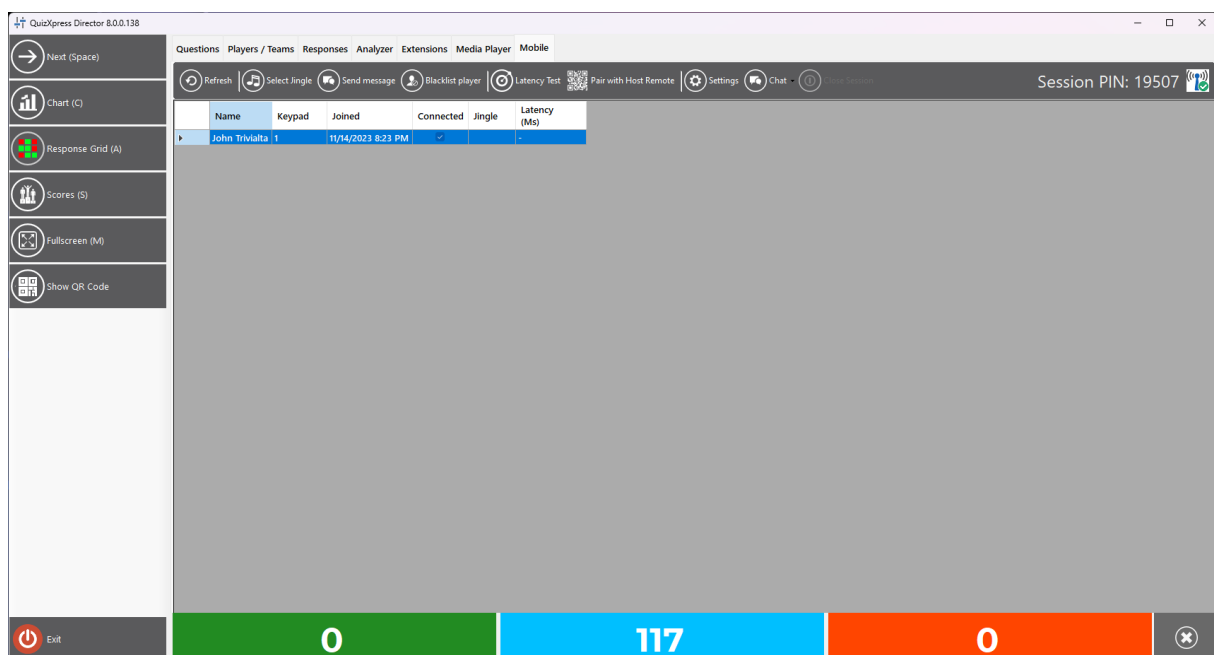
- Replay/resume the video on the current slide
- Replay/resume the sound on the current slide
- Adjust the volume of the quiz player
- Maintain a list of media files

When adding files to the list, these files are actually copied to the local SmartQuiz application data folder (Explorer path %AppData%\SmartQuiz\Media). This is to prevent any issues when original files are moved, deleted etc. So, if you delete a file from the list, it will be deleted from the SmartQuiz storage but the original file will remain untouched.



5.7.8 The 'Mobile' tab

The *Mobile* tab shows all currently connected mobile devices.

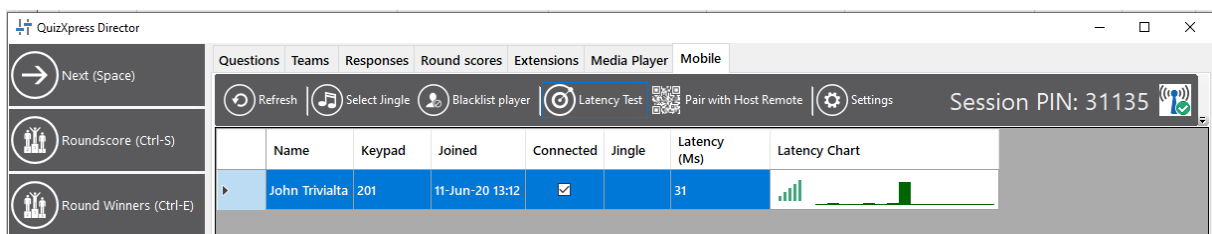


From here you can:

- Select Jingle: force **jingle selection** for all players using the Smart Buzzer app
- **Send Message:** send a message to the selected player(s)
- **Blacklist Player:** Block the selected player permanently so that this player can no longer rejoin your quiz
- **Latency Test:** Check the connection quality of all devices
- **Pair with Host Remote:** Show the **QR code** to be scanned by the Director app (mobile quiz master remote) to add this computer to the list of computers that can be controlled.
- Settings: Open the **mobile settings** dialog
- Chat: opens a chat session enabling you to chat with all players
- On the right you can see the current PIN (when running in server mode)

5.7.8.1 Latency test

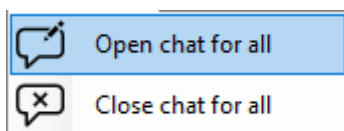
The latency test is mostly used when running on local Wi-Fi mode to test if all your players have a solid connection to your router. It basically sends a ping to all devices and measures the time it takes to receive a response. This is plotted behind each mobile in a chart like:



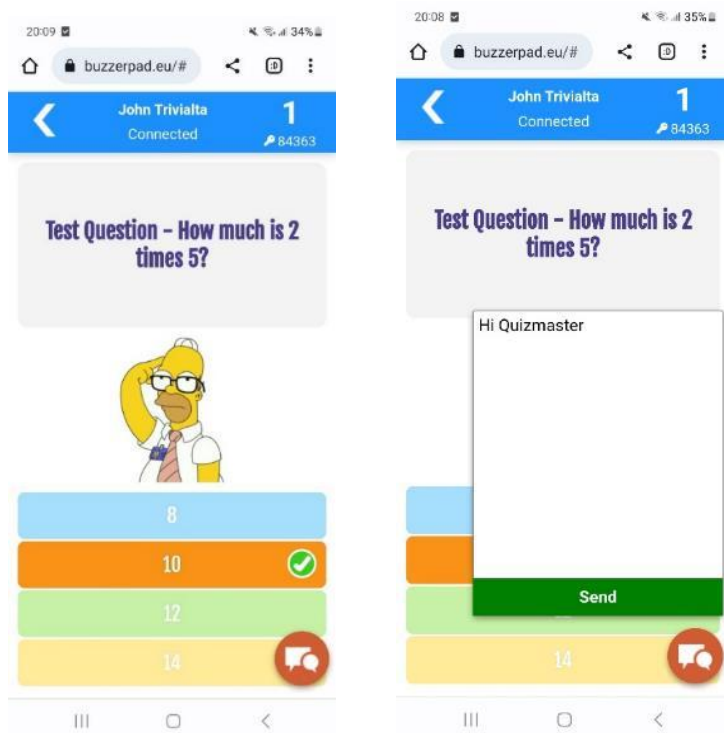
When a device is very slow or disconnected, the chart will turn red and as a quiz master you could warn the player to move closer to the access point. Note: do *not* let the latency test running during your quiz as the test is using Wi-Fi bandwidth and server capacity.

5.7.8.2 Instant chat

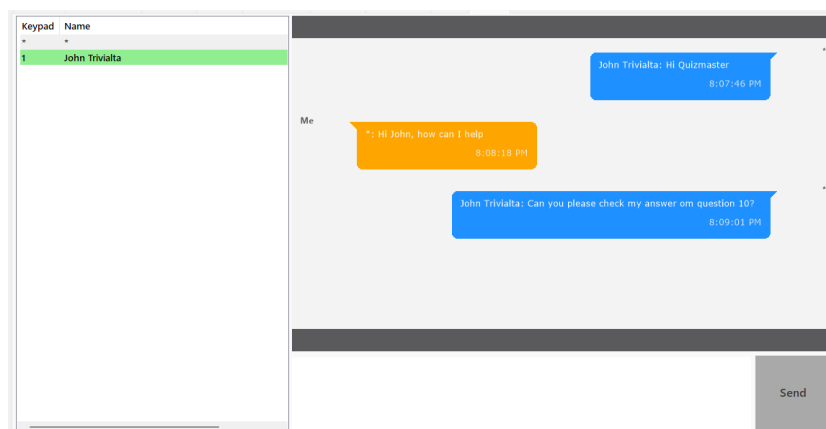
You can initiate a chat session with the players by clicking the Chat button.



After initiating the chat, players see a chat button on their phone.



By pressing the chat button players can send chat messages to the quizmaster, which are visible on a tab labelled 'chat'. The quizmaster sees all chat messages per user and can send a message back to each individual player.



Note: currently this feature is only available for players on the buzzerpad web buzzer. Its not yet available in the Smart Buzzer app.

5.7.8.3 Settings

There are a few advanced settings that you can find under the *Settings* button:

Mobile Settings

Messages

- ☒ Send confirmation to mobile device when vote is received
- ☒ Send a message when answer is not provided or not in time
- ☒ Send a message when points are won or lost on open questions
- ☒ Show the right/wrong indicator after each question

Game PIN indicator

☒ Hidden
 ☐ Top-Left
 ☐ Top-Right
 ☐ Bottom-Left
 ☐ Bottom-Right

☒ Show server address (Url)

Mobile device settings

☐ Mute sound
 ☐ Show pictures

☐ Use simple keypad layout

QR code display

☒ Show server URL
 URL extension

☐ Show link to mobile app stores

Server delay

You can set a delay to compensate for the latency of a broadcast video stream. All commands send to the mobile devices will be delayed for the set amount of time.

0 sec 20 sec

☐ Extend answer time with 0 seconds

[Click here for more information on streaming quizzes.](#)

OK Cancel

The top checkboxes control optional confirmation messages being sent to the connected devices. These messages help the users understand what's happening. The first option reports each received answer back to the device with a message like: 'We received answer D'. The second option only sends back a warning when no answer was received, or the answer was not processed in time (for example due to the latency in the video stream). The third option sends a message with points won/lost to the device after each question and with the last option you can control whether the device shows if the player answered correctly or wrong.

With the 'Game PIN indicator' setting you can configure a PIN indicator to show during the quiz in four different locations on the quiz screen. This setting is obviously not applicable when using Wi-Fi mode as no PIN is used in Wi-Fi mode. The PIN indicator will appear as follows:



Then there are some settings to control the mobile keypad like whether it should play sounds and for the buzzerpad website there is an option to set it to simple keypad behavior meaning it will only display a 7-button keypad (legacy mode). You can also indicate here if you want to show pictures on the mobile phones too.

The QR code display section lets you indicate if you would like to show a QR code pointing to the web buzzer as indicated in SmartQuiz Setup, or if you would like to show a link to the Smart Buzzer app in

the iOS and Android app stores. If you're showing the URL to the web buzzer, you can specify additional parameters in the URL Extension field which can be used to brand the web keypad. For more information, please refer to section 5.2.5.

The *Server delay* slider can be used to delay all actions being sent to the mobile devices to create a better synchronization with your broadcast stream. Keep this value to 0 when not streaming. For example, when the latency on your YouTube stream is ~3 sec you can set the delay to 3 sec. This means when the countdown starts on the players YouTube stream, it will also start on their device. Without the delay the device countdown would start 3 seconds before the timer starts on YouTube which can be confusing.

When the 'Extend answer time' option is checked, the system continues to accept votes even after the countdown clock has expired for the time set in the 'Server delay' slider. This can be used to compensate for stream latency. For example, when there is a 5 seconds delay on the stream, the players at the other end of the stream are still watching the clock ticking for 5 seconds while it has already stopped in the studio. So, when this option is on, the system will still accept votes in these last 5 seconds preventing players missing a question.

5.7.9 The 'Galaxy' tab

The *Galaxy* tab gives you extended control over your connected wireless Galaxy LED devices. This tab is only visible when Galaxy support is enabled in Quiz Setup. Galaxy devices come in different flavors like wristbands, spheres, cubes and the SmartQuiz Torches

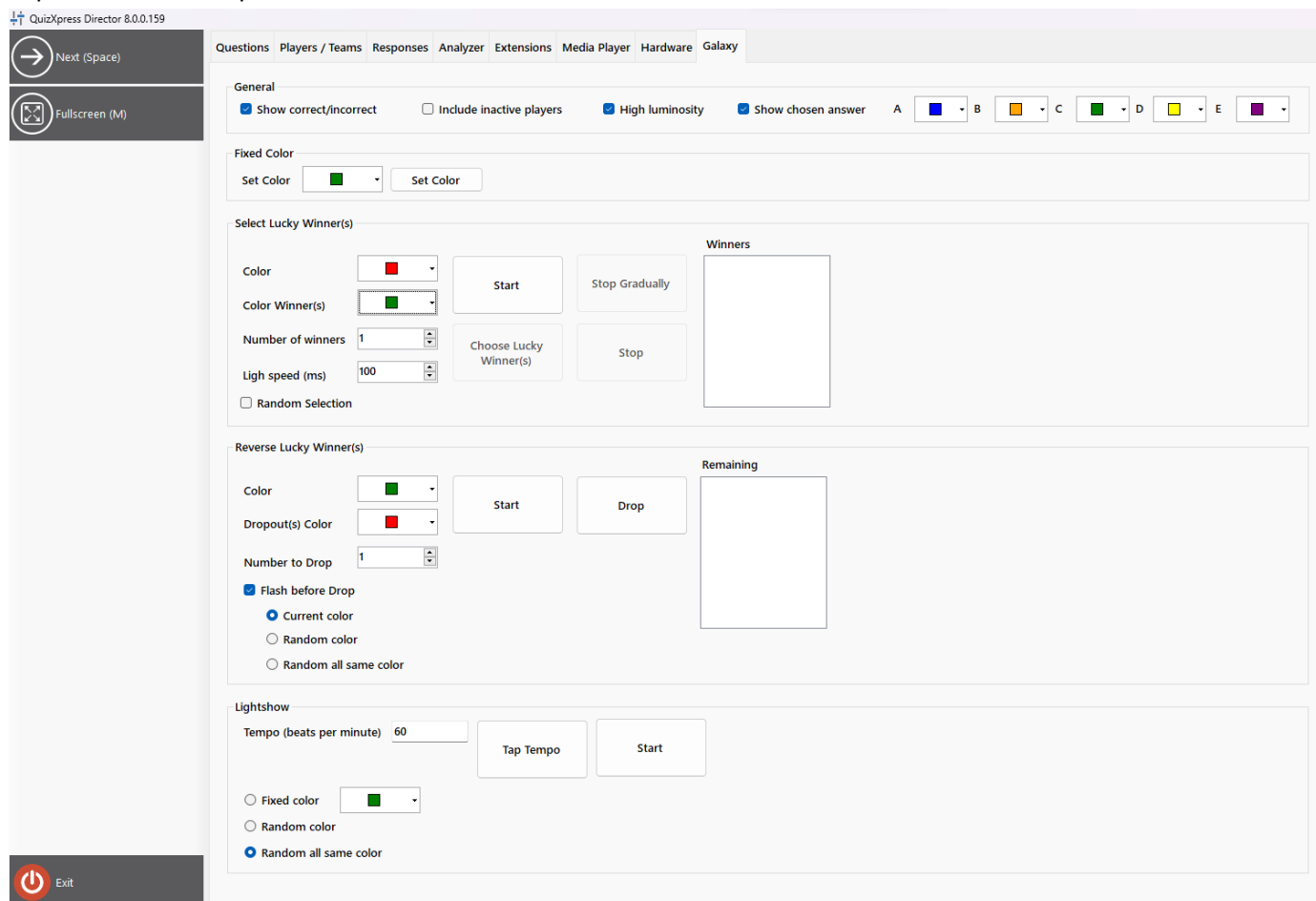


During a quiz, Galaxy devices give feedback to the players by changing their color (to name a few examples: your vote is received, your answer was correct, your answer was incorrect, you are out of the game).

These changes all happen automatically. But there is more that you can do with Galaxy! On the Galaxy tab in SmartQuiz Director there are various options to use your Galaxy devices manually in a different way:

- Set them to a fixed color (matching colors of your event for example)
- Choose one or more lucky winners
- Use them as a light show when playing music

On the next page you will find a picture of the SmartQuiz Director Galaxy tab and a further explanation of the options.



General section

- Show correct/incorrect: Show if the answer given was correct or incorrect
- Include inactive players: the Galaxy devices of players that are inactive (dropped out of the game) also participate
- High luminosity: give the lights more brightness (this implies a bit more power consumption)
- Show chosen answer: indicates if the light will show the color of the answer that is chosen
- ABCD color boxes: set the colors that are shown for the answers A,B,C and D

Fixed color section

Here you can set all Galaxy devices to a fixed color. You can for example use this to set them to a color which is primary for your event during breaks or for setting a certain mood, for example when playing a video.

Select Lucky Winner(s)

With this section you can choose one or more lucky winners from the audience by lighting up the Galaxy devices of the winners. The light of the lucky winner(s) goes through the audience and comes to a halt indicating who the winner is. The options are as follows:

- Color: sets the initial color of the Galaxy devices for all players.
- Color Winner(s): sets the color of the lucky winner(s) Galaxy device(s).
- Number of winners: sets how many players win.
- Light speed: sets the speed in milliseconds in which the lucky winner(s) light(s) go through the crowd.
- Random selection: when enabled, the lights go through the audience randomly. Otherwise, the lights go through the galaxy devices from number 1 upwards. Note: when the players in the audience are randomly placed, the setting has no effect. It only has effect when the Random selection setting is off, and the players are lined up (for example in front of an audience).
- Start button: light up all galaxy devices in the audience with the initial color.
- Choose Lucky Winner(s): let the lucky winner light(s) go through the audience.
- Stop Gradually: let the lucky winner lights come to a halt gradually.
- Stop: stops the lucky winner lights immediately, the winner(s) are known immediately.

The Winners box displays the lucky winner(s) so that the quizmaster can also see the keypad numbers of the player(s) who won (note: these are not necessarily the same as the Galaxy device numbers, players can have a Galaxy device which has a different id).

Reverse Lucky Winner(s)

The reverse lucky winner option lets you pick one or more winner(s) by gradually dropping out players. So, where the lucky winner chooses one or more winners from an audience the reverse lucky winners drops players until one or more winners are left. The options are as follows:

- Color: sets the initial color of the Galaxy devices for all players.
- Dropout(s) Color: sets the color of the players which have dropped out.
- Number to Drop: sets the number of players to drop.
- Flash before Drop: here you can indicate if you want the galaxy devices to flash before the dropped players are shown. There are three options here:
 - Current color: flash all remaining player Galaxy devices in the current color
 - Random color: flash all remaining player Galaxy devices in a random color (each flash each galaxy device shows a different random color).
 - Random all same color: flash all remaining player Galaxy devices in the same random color (each flash another random color is shown for all Galaxy devices).
- Start button: light up all Galaxy devices in the audience with the initial color.
- Drop button: drop the number of indicated players.

The *Remaining* box displays the keypad numbers that are still in the race to win.

Lightshow

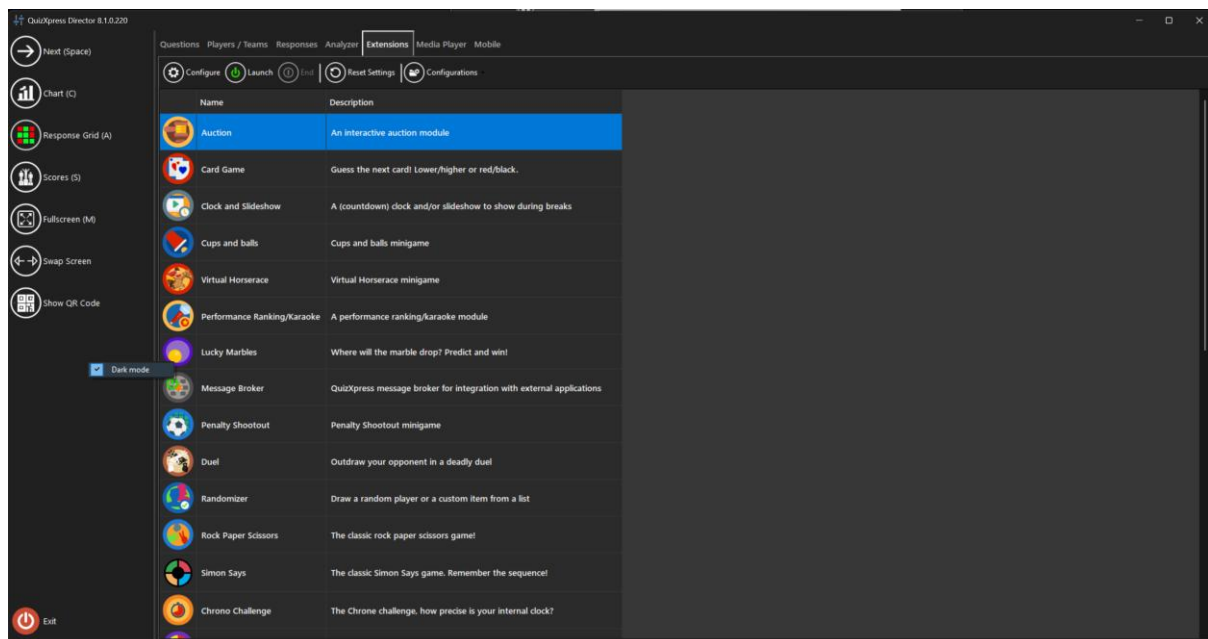
With the lightshow settings you can add an extra dimension to music that is played by using the Galaxy devices for a light show. The options are as follows:

- Tempo (beats per minute): sets the frequency at which the devices light up

- Tap Tempo button: most often you don't know the tempo (beats per minute) of the music that is being played. By tapping the Tap Tempo button along with the music, a couple of times the tempo is determined and shown in the Tempo (beats per minute) box.
- Start button: starts the light show
- There are three color options for the light show:
 - Fixed color: flash all Galaxy devices in the fixed color
 - Random color: flash all Galaxy devices in a random color (each flash each Galaxy device shows a different random color).
 - Random all same color: flash all Galaxy devices in the same random color (each flash another random color is shown for all Galaxy devices).

5.7.10 SmartQuiz Director dark mode

To reduce eye strain when running SmartQuiz in a venue, where it is often dark, Director can be set to dark mode. To do so, right-click the left side Director panel and select "Dark mode":



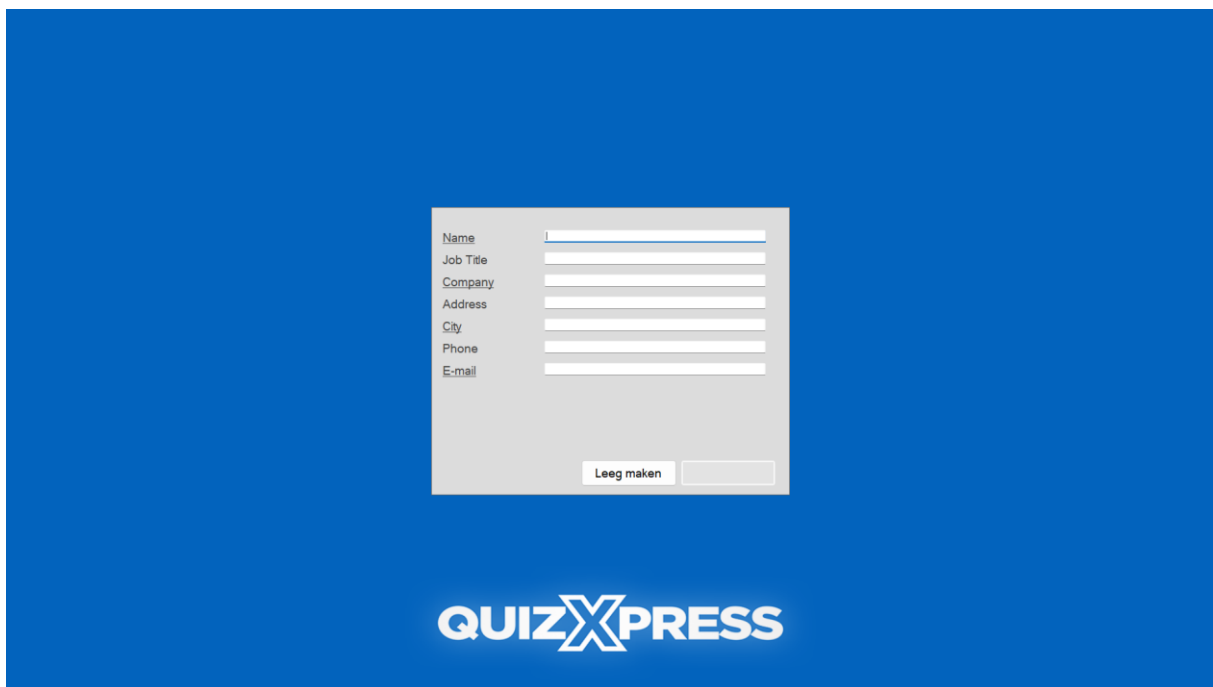
Note: you will need to re-open Director for this setting to have effect.

6 Running your quiz at a tradeshow booth with SmartQuiz Solo

SmartQuiz Solo is a variant of SmartQuiz Live That allows a single person to play a quiz. Before starting the quiz however, he or she needs to enter some personal data, after which the quiz starts. By using a single buzzer this person can answer the questions presented. The final score, as well as the time used to answer all the questions (all the correct ones) are recorded and can be shown, sorted by score, on request.

Imagine being at a trade show where you would like to attract people to your booth by letting them play a quiz. Of course, you would like to retrieve some information from these people. Therefore, they need to fill in some information before the quiz starts. After a person has finished the quiz, the start (data entry-) screen of SmartQuiz Live is shown again, ready for the next player. As all scores are saved to an Excel file, at the end of the day you can pick out the winner who (for example) wins a prize. SmartQuiz Solo can be started from the start menu through Start>All Programs > SmartQuiz > SmartQuiz Solo.

The start screen of SmartQuiz Solo looks as follows: .



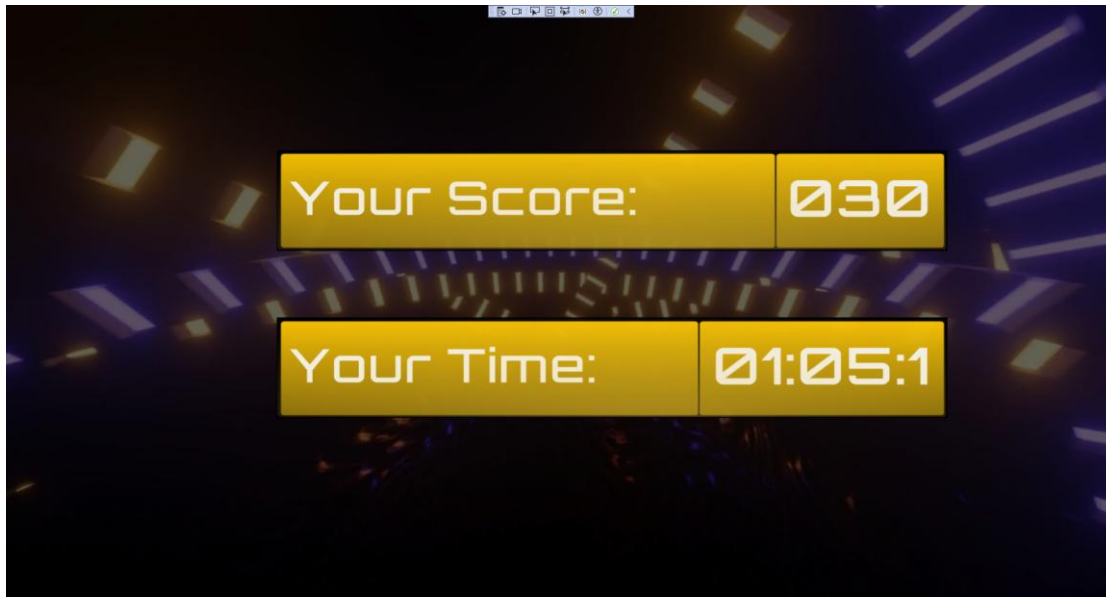
The 'Results' button, used to show the results stored, is shown in the upper right side of the screen. It is not shown automatically, however. It is a 'hidden button', which is only shown after pressing the Control (Ctrl) key; this to prevent unauthorized persons from viewing the scores.

When you press Control. You also see a 'Setup' button. By pressing this you can customize the data entry fields that are shown, customize the color of the central panel and labels and select an image to be used as the background.

Pressing the Ctrl button also shows the Exit button to close the application.

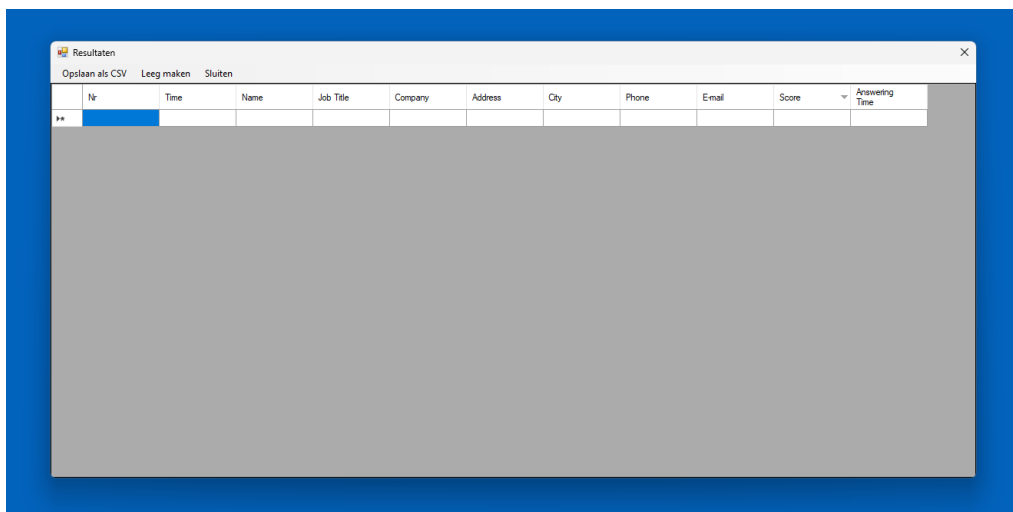
After filling in all necessary information (underlined entry fields are mandatory), the 'Start' button becomes green and a user should press start to start the quiz. The welcome screen of the quiz is shown. Pressing the buzzer will advance to the first question. Questions are answered by using the A,

B, D or D button on the buzzer used. When a question has been answered a player can continue by pressing any key on the buzzer used. So in short, the full quiz can be operated by using a single buzzer. After a person has finished a quiz, the score screen is shown, which looks as follows (depending on the skin chosen, in the below example the Techno skin was active):



The score screen shows both the player's score and the time that was needed to answer the questions. In this time, only the time used when answering questions correctly is considered. After pressing one of the buzzer buttons, the initial screen of SmartQuiz Live is shown again.

Pressing 'Results' shows the score screen with all participants that played so far:



6.11 Customizing the SmartQuiz Solo data entry screen

Both the background and the fields that can (or need to be) entered can be customized.

6.1.1 Customizing the background picture

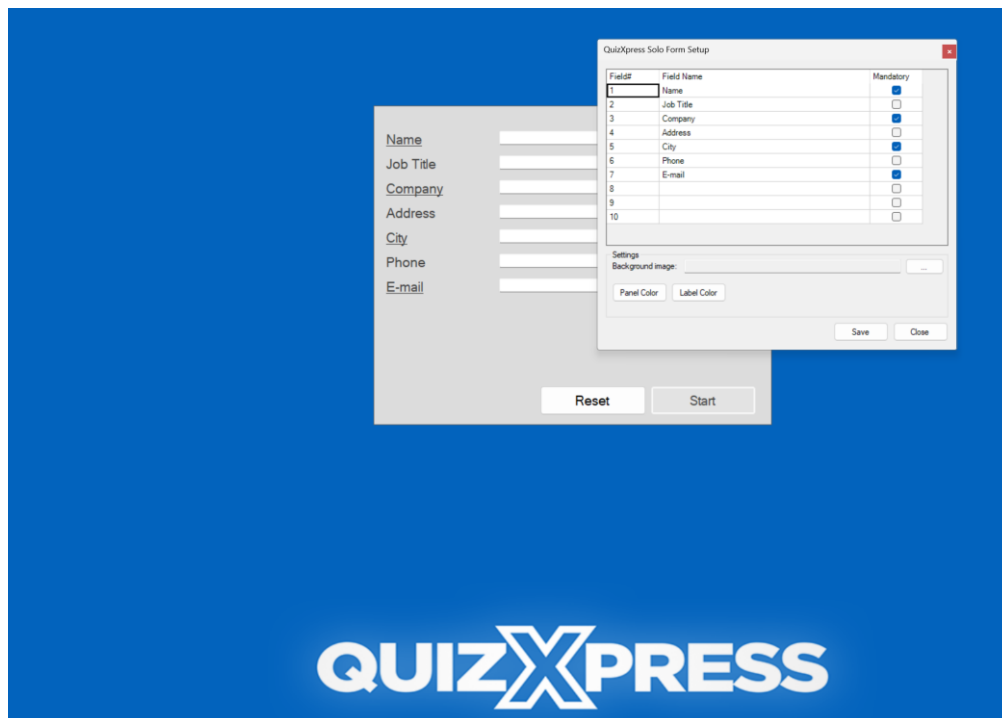
The background image of the data entry screen of SmartQuiz Solo can be customized by (re)placing a .jpg with file name "SmartQuizSolo.jpg" or a .png image with file name "SmartQuizSolo.png" into the installation directory of SmartQuiz.

6.1.1.2 Customizing the data entry fields

The data entry fields of SmartQuiz Solo can also be customized. In order to customize the fields, press the 'Setup' button shown on the top of the screen (like the 'Results' button this button becomes visible when pressing <Ctrl>). After pressing 'Setup' the following screen is shown:

In the window that is shown (see next page), all data entry fields can be entered (there is a maximum of 10 fields). If a field must be entered by a participant before the quiz can be started, place a checkmark in the 'Mandatory' column of the field. In this case, the field will be underlined on the start screen of SmartQuiz Solo, indicating to a participant that the field needs to be entered before he or she can start the quiz. When all mandatory fields are entered, the 'Start' button becomes green and a user should press start to start the quiz.

Note: if the number of fields is changed, previous stored score results will be cleared after confirmation. In this case, a message will be shown reminding you to first save the previous results if required (this can be done by first showing the current results by pressing the 'Results' button followed by choosing 'Save as CSV').

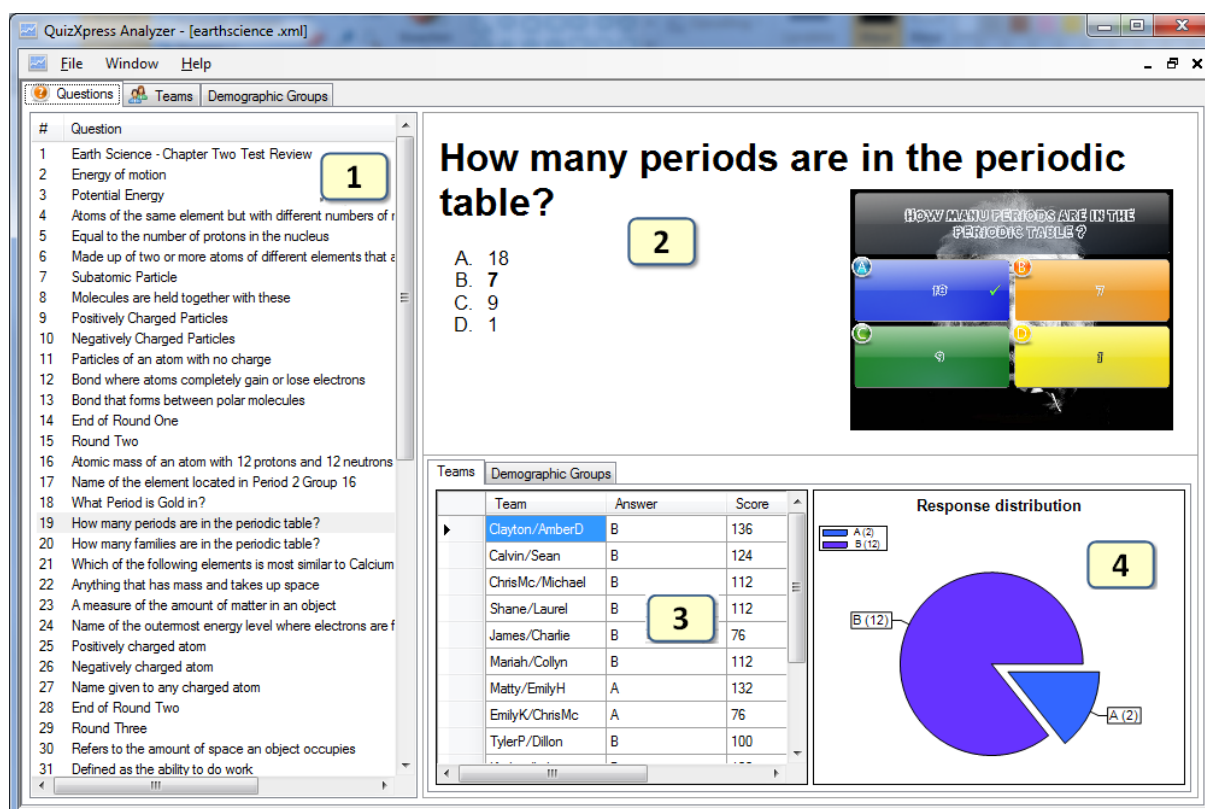


7 Analyzing quiz results with SmartQuiz Analyzer

SmartQuiz ships with a graphical analyzer tool named Analyzer. Analyzer helps you understand and visualize the data collected during the quiz. You can open multiple datasets allowing you to compare datasets collected over time. There are three views available:

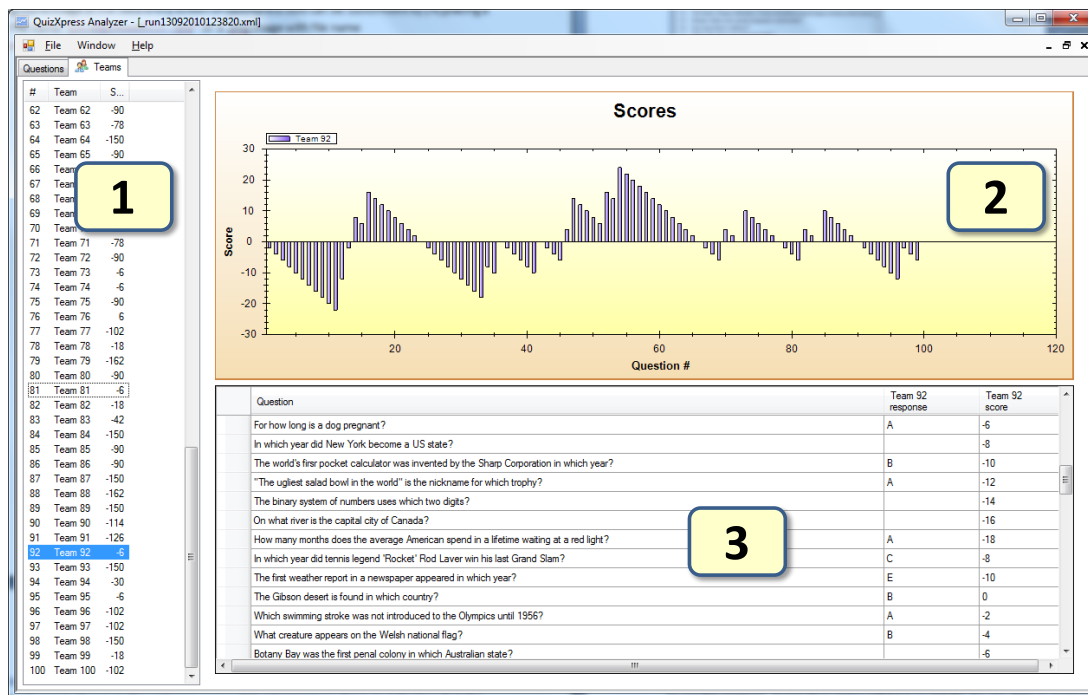
- Question view
- Team view
- Demographic Groups (if demographic groups were present during a quiz)

The question-centric view looks as follows:



- 1) The list of all questions in the dataset
- 2) The question itself with the possible answers (if the .qx quiz file is available on the system a picture of the slide is rendered, if it is no longer available, you'll only see a textual representation)
- 3) The responses and scores (for the selected question) per team/player. When demographic groups are available, a 'demographic groups' tab is shown bottom right. In this tab, for each group, the number of votes per answer for the selected question is shown in a table.
- 4) A pie chart showing the response distribution for the selected question. When demographic groups are available, in the demographic groups tab, the response distribution for a group can be shown by selecting this group from the list box shown on top of the response distribution graph.

The team view has the following layout:



- 1) The list of team-/player names. Note that you can select multiple teams here.
- 2) A chart showing the score development over time
- 3) The questions and responses for the selected team(s)

The demographic group view has the same layout. In the table, for each question, all answers are displayed. For each selected group, the number of votes for each of the answers is displayed. The score development over time for the selected group(s) is also shown.

All data shown in Analyzer is stored during a quiz by SmartQuiz Live in the form of XML documents in the SmartQuiz application data folder (on Windows 7 the location of this folder is 'C:\Users\<username>\AppData\Roaming\SmartQuiz\Scores'). Please note that you can open this folder from SmartQuiz Studio under the Tools->Advanced menu).

7.1 Exporting results to Excel

Results can be exported to Excel by invoking the 'Export to Excel' command from the 'File' menu. The resulting Excel file will have a maximum of 4 worksheets:

- Score: Shows the score ranking
- Response: Shows all questions, with per question the responses, points gathered and total points per team
- Demographic Scores (if demographic groups are present): Shows the group score ranking
- Demographic Responses: Show for each question all responses per group per answer.

8 Troubleshooting

In this section you can find some common problems and their solutions.

8.1 Buzzer Connection Issues

If a blinking buzzer/keypad is shown on the welcome screen of SmartQuiz Live, this is an indication that the buzzers are not connected properly. In order to resolve this:

- Open the Quiz Setup application and check if the buzzer type selected on the 'Buzzers' page corresponds with the buzzers you are actually using. For Fleetwood Reply buzzers, be sure to set the correct channel of the base station and the ids of the keypads used.

As stated before, you can use the *Buzzer Test* application, available from the SmartQuiz start menu to check if the buzzers have been setup correctly. This application is also suitable to test the range of your buzzers while you are at the production site.

Note: Windows 7 with the latest revision of the wireless Buzz™ buzzers require a special procedure. Please contact us if you need help with this. On Windows 7, this revision of the buzzers is recognized as a USB HUB while it should use a USB HID (like mouse, keyboard etc.). You must set this manually.

8.1.1 Using Fleetwood Reply Systems keypads

To avoid troubles, you should always test the entire system before its use. For large rooms, you should obtain floorplans ahead of time, and decide on equipment placement. Keep the Reply equipment away from other radio devices, speakers, and large metal objects. The receiver should be placed as high as possible in the room so a clear line-of-sight can be established to the keypads. Walls may affect the range of the keypads. Be aware of the presence of WIFI routers in the room. These may affect the range of the Reply devices. For more information about proper setup of this keypad system, consult the Fleetwood Reply Mini user manual available from the download section of our site.

8.1.2 Using Sony wired buzzers on Windows Vista

The following revision of Sony wired buzzers does not work on Windows Vista: SCEH-0005. Please contact us if you need help with these buzzers.

All wireless versions of the Sony buzzers work with Windows. For Windows 7 and higher it may be required to follow a special procedure, depending on the revision of your buzzers. Please consult appendix C for the procedure on how to install the latest revision of the Sony buzzers on Windows Vista and Windows 7.

8.1.3 Large setups with Sony buzzers

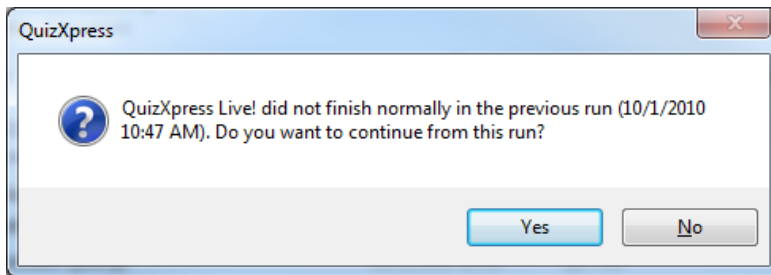
If needed, the receivers can be placed away from the computer by using active USB cables. In this way, 'islands' of people around a receiver can be created and allowing bigger groups to participate. SmartQuiz has been tested with up to 12 Sony Buzz™ buzzers, but up to 20 buzzers have been used in the field. With wired buzzers there is no limitation. People have been using SmartQuiz with up to 120 wired Buzz™ buzzers on a standard USB infrastructure.

9 Advanced topics

9.1 SmartQuiz Live recovery mode

To prevent loss of data or having to restart the quiz in case of a system failure, SmartQuiz Live has a built-in recovery mechanism. After every completed question, the system saves its entire internal state to disk in a *snapshot* file, including scores, buzzer assignment data, the current question etc.

The snapshot file is removed if the application ends *normally*. If the system ends *abnormally* for some reason, the file remains and is detected the next time SmartQuiz Live starts. It will then prompt you with a question:



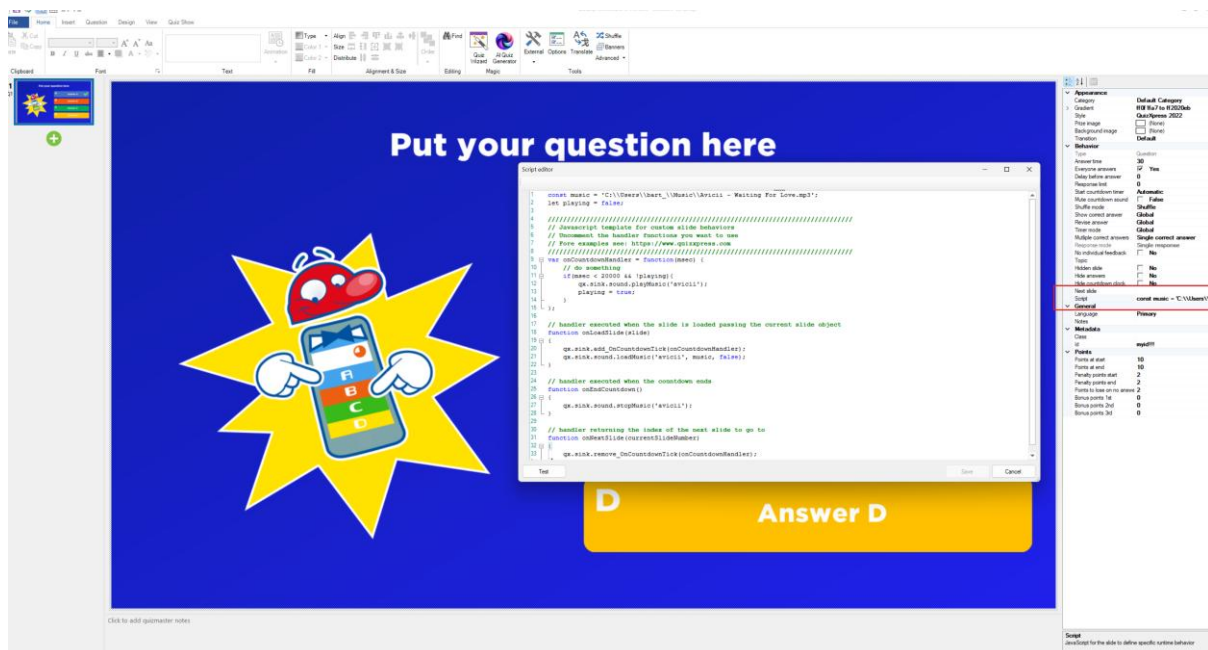
When you answer 'Yes' the system will reload the snapshot and you can continue where you left. Answering 'No' will start the system normally. So, whatever happens, you do not have to annoy your audience by having to replay part of your quiz.

Note: this recovery mode is not active when you start your quiz from SmartQuiz Studio in test mode. When you run your quiz for a real audience it is therefore advised to start your quiz by double clicking the .qx file or by starting Quiz Show.exe and select a file manually or by starting the quiz with 'Run Production' from within SmartQuiz Studio.

9.2 Custom behaviours with built-in JavaScript engine

SmartQuiz has a built-in JavaScript engine that can execute specific logic for quiz slides. With access to the internal SmartQuiz data model all sorts of new possibilities open up. A syntax colored script editor and standard template guides you writing scripts.

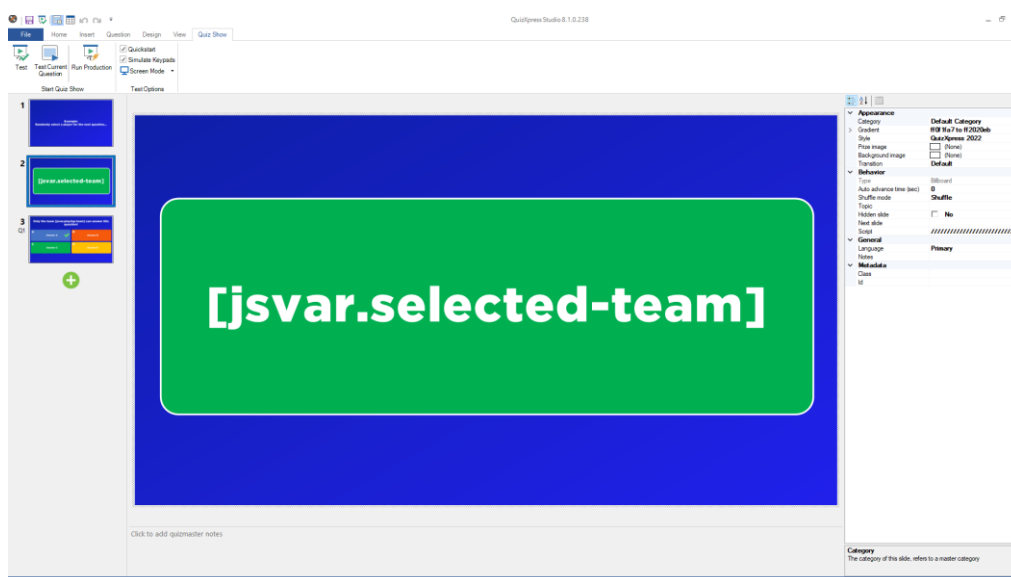
Note that this feature is for advanced use cases and technical users and is not required for running a quiz under normal conditions!



With the new **[jsvar.<varname>]** text symbol you can present text on a slide for which the values come from JavaScript code.

Here's an example where we randomly pick a team and play the next question with only that team.

We create a slide with only one text field:



We add the following JavaScript on the slide:

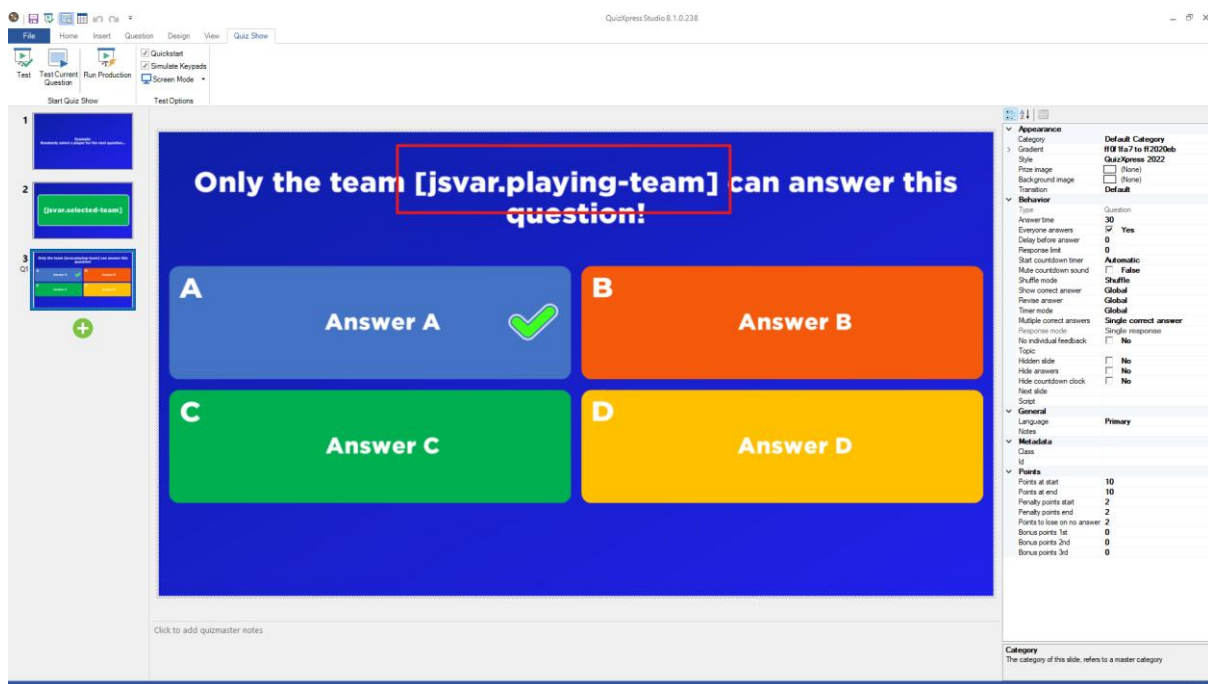
```

Script editor
1 //////////////////////////////////////////////////
2 // Javascript template for custom slide behaviors
3 // Uncomment the handler functions you want to use
4 // For examples see: https://github.com/gameshowcorew
5 //////////////////////////////////////////////////
6
7 // Handler executed when the slide is loaded passing the current slide object
8 //
9 function onLoadSlide(slide)
10 {
11     // make sure all teams are enabled
12     qx.teams.forEach((team, index) => {
13         team.excluded = false;
14     });
15     qx["selected-team"] = "...";
16     randomize(50);
17 }
18
19 function randomize(start)
20 {
21     function step(i)
22     {
23         if (i >= 0)
24         {
25             // pick a random team here
26             var randomIndex = Math.floor(Math.random() * qx.teams.length);
27             var selectedTeam = qx.teams[randomIndex];
28             if (i==0)
29             {
30                 // display the winner
31                 qx["selected-team"] = "" + selectedTeam.name + " ***";
32                 qx["playing-team"] = selectedTeam.name;
33                 // disable all other teams
34                 qx.teams.forEach((team, index) => {
35                     if (team != selectedTeam)
36                         team.excluded = true;
37                 });
38             }
39             else {
40                 // schedule next
41                 qx["selected-team"] = selectedTeam.name;
42                 setTimeout(() => step(i - 1), 750 * 1/i);
43             }
44         }
45     }
46     step(start);
47 }

```

Test Save Cancel

Now when the slide is loaded it will show a random team name 50 times on the slide (going slower and slower) and when done, it will select one team. All other teams will be disabled going to the next slide. The name of the selected team is stored in a global variable named “playing-team”. We can use and display that name on the next slide with:

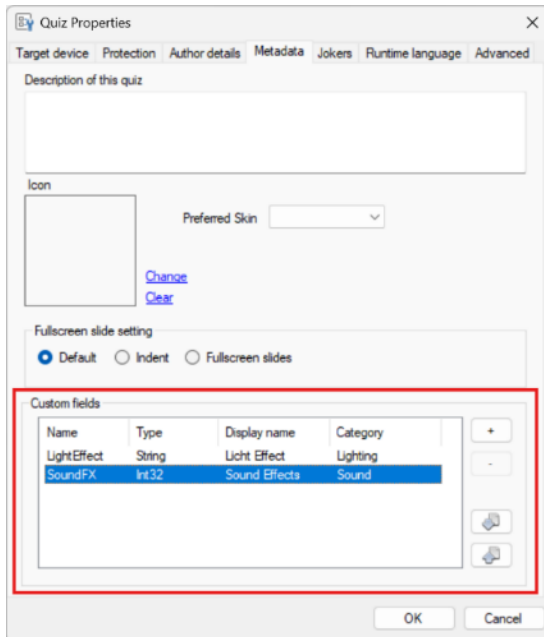


This is just one example of what you can do with JavaScript and the [jsvar] text symbol.

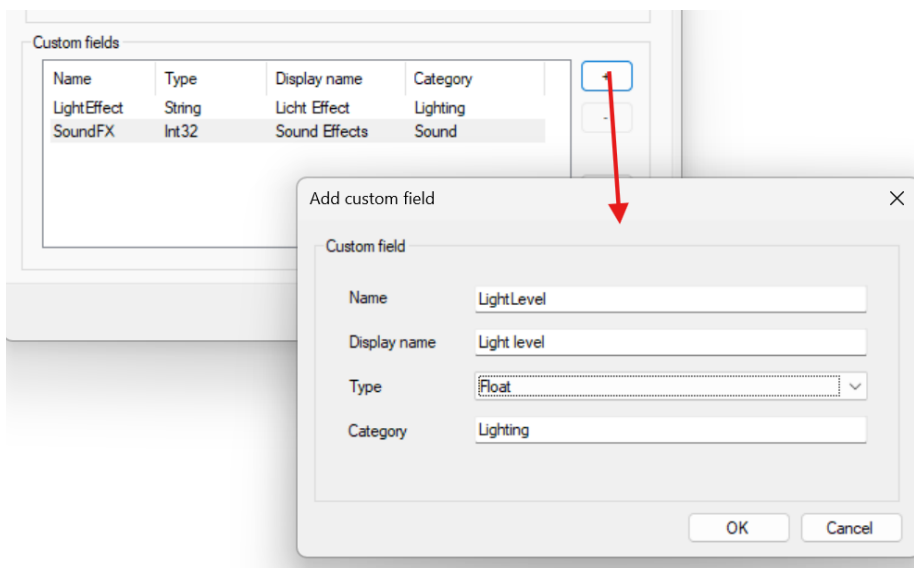
9.3 Custom data fields

You can now define your own data dictionary in a quiz and store arbitrary pieces of data with the quiz slides. When interfacing with SmartQuiz, the data can be retrieved using the TCP channel (commands `getslide` or `getquiz`) and can be used to drive external logic such as light effects, sound effects, custom hardware or other functionality. This logic would reside in an integration layer around SmartQuiz that communicates with QX using the TCP inbound channel in MessageBroker.

You define custom fields in your quiz in the File->Options dialog, tab Metadata:



Here you can add fields of type: string, int or float



When the fields are defined they appear in the property grid for each slide:

Hidden slide	☐ No
Hide answers	☐ No
Hide countdown clock	☐ No
Next slide	
Script	
▼ General	
Language	Primary
Notes	
▼ Lighting	
Light effect	Effect 2
Light level	1.5
▼ Metadata	
Class	
Id	
▼ Points	
Points at start	10
Points at end	10
Penalty points start	2
Penalty points end	2
Points to lose on no answer	2
Bonus points 1st	0
Bonus points 2nd	0
Bonus points 3rd	0
▼ Sound	
Sound Effects	42

The integration layer can retrieve data from the current slide to get the custom fields:

```

qx>getslide 2
OK:
<Question Identity="2e36ecbc-c623-4f9e-ab71-bf37e95bdb7e" Number="2" Type="Question" InputType="Default" AnswerTime="30" Category="Default" CorrectAnswersMode="Single" CorrectAnswer="A" CountdownMode="Automatic" Hidden="false" HideAnswers="false" HideCountdownClock="false" ReviseAnswerMode="Global" LockOutOnWrongAnswer="true" ResponseMode="Single" ResponseLimit="0" TimerMode="Global" Voting="true" IsAutoJudge="true" IsOpen="false">
  <Text>Put your question here</Text>
  <Notes></Notes>
  <Answers>
    <Answer Index="1" Text="Answer A" Correct="true" />
    <Answer Index="2" Text="Answer B" Correct="false" />
    <Answer Index="3" Text="Answer C" Correct="false" />
    <Answer Index="4" Text="Answer D" Correct="false" />
  </Answers>
  <Pictures>
    <Picture Effect="None" Correct="false" Hidden="false" HideOnMobile="false" Correctness="0" />
  </Pictures>
  <Points From="10" To="10" TakeLossFrom="2" TakeLossTo="2" Bonus1="0" Bonus2="0" Bonus3="0" />
  <CustomFields>
    <CustomField Name="SoundFX" Type="Int32">42</CustomField>
    <CustomField Name="LightLevel" Type="Single">1.5</CustomField>
    <CustomField Name="LightEffect" Type="String">Effect 2</CustomField>
  </CustomFields>
</Question>
qx>

```

The `getslide` command returns the data of a single slide in human readable XML format. You can also use `getquiz` to get the data of all slides in one call.

94 Skinning

The look of the SmartQuiz quiz player, SmartQuiz Live, can completely be changed to your preferences or house style by creating a custom 'skin'. SmartQuiz comes with 5 built in skins, which can be selected in Quiz Setup on the Screens tab (section Appearance).

For more information about skinning [click here to open the detailed Skinning documentation.](#)

10 Tips and tricks

This chapter contains some general advice, thoughts and recommendations for successfully creating and running your quiz shows (in random order).

Know your system

You do not want to stand in front of a 150 people audience being ill-prepared. So, know how the system works, how to operate it, its limitations and what to do in case things do not go as expected.

Test your quiz

With the many available options, it is easy to forget to set a particular setting resulting in a quiz slide that behaves different than expected. You can test drive your quiz with the keypad simulation option in Studio. Lean back and watch your quiz running while the system acts as if there is a real audience. Also make sure you have set the right 'correct answer' on multiple choice slides. You do not want to have an argument with the audience about what was the correct answer. If you *did* make a mistake however you can always *undo* the last question in SmartQuiz Director!

Organize your quiz in rounds of similar questions

Creating different rounds with the same type of questions is easier to follow for your audience. Some ideas for rounds are:

- A 'Get the picture' round that has questions with pictures partially hidden with one of the effects
- A 'Guess the artist' round where you play a part of a song on each slide and the audience needs to guess the artist (note to make it less easy you can only provide the first letters of the artists in the answers)
- A 'True/False' round, with statements that the audience must validate.
- A Trivia Ladder round
- A Last Man Standing round where people drop off until only one is left

Also, it is better not to mix open questions and multiple choice questions in one round because each type of question has a different way of providing input (different keys on the keypad) so it may be confusing to your audience if every question is different.

Keep your quiz small by keeping media files external (or use the pack function)

With QX4, you can keep both your sound- and video files externally. This will keep your quiz files small and manageable. You can keep the files on their original path, or you can store them in the folder where the quiz file itself is stored. When copying your quiz to another computer you'll need to copy all external files as well (in which case you'll probably always need to put the files in the folder with the quiz file) or use the 'Pack' function to create a distributable quiz with all media embedded. When SmartQuiz Live starts, it will check if all external files are accessible and give a warning warn if not.

Have a backup system

For a critical event you may want to consider setting up a backup environment. This means having a second computer and/or a second RF receiver and cable, programmed to the identical id as your main receiver. This is needed as each keypad is paired with a single receiver so normally you cannot simply swap your receiver. However, we can provide you with a receiver that has the exact id as your main receiver. This way you can simply swap the receiver if it is broken or move to another computer without reprogramming your keypads. Please contact us for more details.

Know your target device

SmartQuiz supports three different aspect ratios for the slides; 4:3, 16:9 and 16:10. For a standard beamer you should use 4:3, however, when you are running your quiz on a widescreen TV-set you want to use 16:9 as it will look way better without large areas of unused space on the sides. As of QX5 you can change the aspect ratio on the fly in Studio. Make sure however to inspect your slides after that.

Explain the system to your audience

Start your quiz with a couple of slides that explain how the system works, how to operate the keypads, how you've setup your score system (e.g. with decreasing points) etc. After that, you can insert a couple of *test* questions that will not affect the scores but behave like real questions.

Use shapes and text

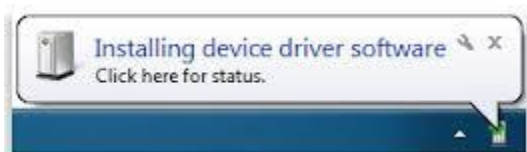
In SmartQuiz you can add text (or a picture) to your slide that becomes visible *after* the question is finished (all have answered, or time is over). For example, for an 'open' question, you can show the correct answer as a piece of text in this way.

Appendix A: Installing the SmartQuiz keypads/buzzers system



Please proceed as follows to install the SmartQuiz receiver and configure SmartQuiz to work with the buzzers.

In order to install the SmartQuiz receiver plug it in an available USB port. Windows will now install the receiver automatically on first usage. You will see the following messages in the windows taskbar.



Now you can configure SmartQuiz to use the SmartQuiz buzzers (please also refer to section 4.1.1.1).

- Start Quiz Setup
- On the 'Buzzers' tab page of Quiz Setup, select *SmartQuiz Keypad*.
- When the receiver is plugged in, you can press the 'Test' button, after which a connection is made. A green checkmark appears if successful.
- Now close Quiz Setup and start SmartQuiz Buzzer Test, which can be found on the Start menu under SmartQuiz. Pressing one of the buzzers should now light up the corresponding numbered box on the screen and show the chosen answer.
- When the preceding steps have been executed successfully SmartQuiz Live is ready to work with SmartQuiz Buzzers.

Note: SmartQuiz keypads work with 2 AAA type batteries.

The SmartQuiz receiver has three LED-lights. The red one indicates if it has power, the yellow one indicates communication and the green one indicates RF polling activity. During the quiz show, the green one should be blinking. If not, you should restart the device with F12.

Appendix B: Installing Fleetwood Reply Buzzers

Please proceed as follows to install Fleetwood Reply buzzers and configure SmartQuiz to work with the buzzers.

1. Turn on the PC/laptop
2. Insert the Reply drivers CD into the CD/DVD-ROM player
3. Insert the Reply USB receiver into a USB slot
4. A window will appear indicating that new hardware is found. Please indicate that windows need to find drivers automatically
5. Windows will install the drivers automatically
6. Now we can configure SmartQuiz to use the Reply buzzers. Start Quiz Setup (see also section 4.1.1).
7. On the 'Buzzers' tab page of Quiz Setup, select Fleetwood Reply CRS 940/941.
8. Now choose the channel that the Reply receiver is using to listen to the Reply keypads (buzzers). In order to select the correct channel, please look at the back of one of the keypads that will be used. The channel it operates on is indicated over here (note: all buzzers that are going to be used need to operate on this channel).
9. Now close Quiz Setup and start SmartQuiz Buzzer Test, which can be found on the Start menu under SmartQuiz. Pressing one of the buzzers should now light up the corresponding numbered box on the screen and show the chosen answer.
10. When the preceding steps have been executed successfully SmartQuiz Live is ready to work with Reply Buzzers.

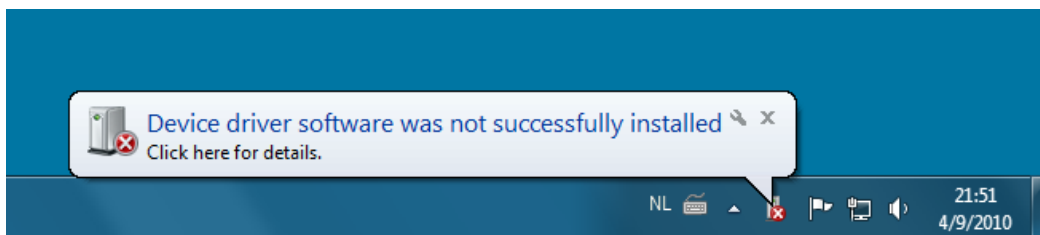
Note: Fleetwood Reply buzzers work with lithium cell batteries of type CR2032. Recommended are *Sony CR2032* lithium cell batteries.

Appendix C: Installing Buzz™ buzzers on Windows 7 and later.

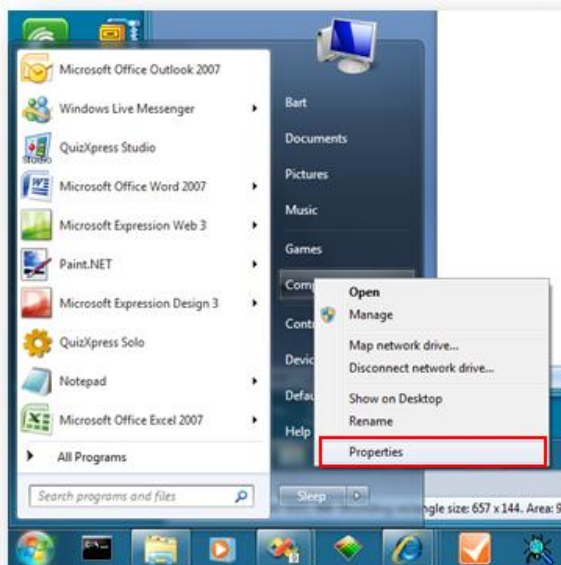
The latest revision of the Sony Buzz™ buzzers requires a special procedure to make them work with SmartQuiz on Windows Vista or Windows 7. This appendix describes the steps to install the Sony Buzz™ USB receiver correctly on these operating systems.

You can recognize this new revision by the text “Manufactured by Logitech...” on the USB receiver. The buzzers do not have the power button on the right side and the blue led is missing that was present on earlier revisions. This model of the buzzers is turned on by pressing the large red button once.

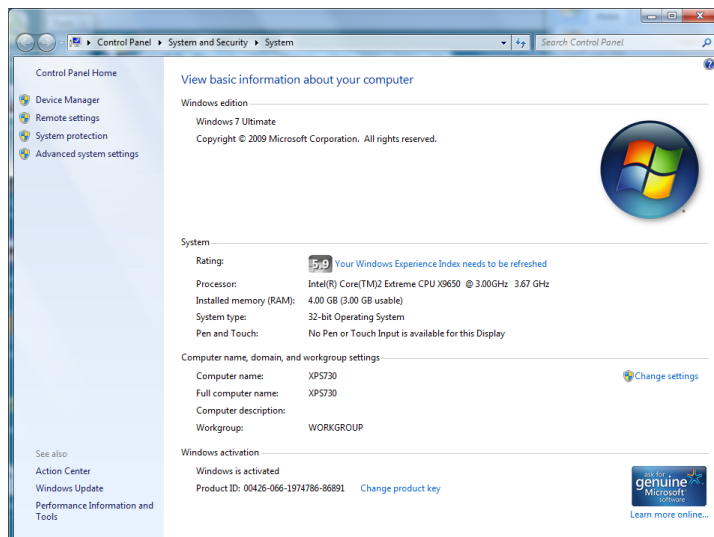
Connect the receiver to a USB port of your computer. After a while a message appears indicating failure to install the device:



Go to the start menu and select *Computer->Properties*:



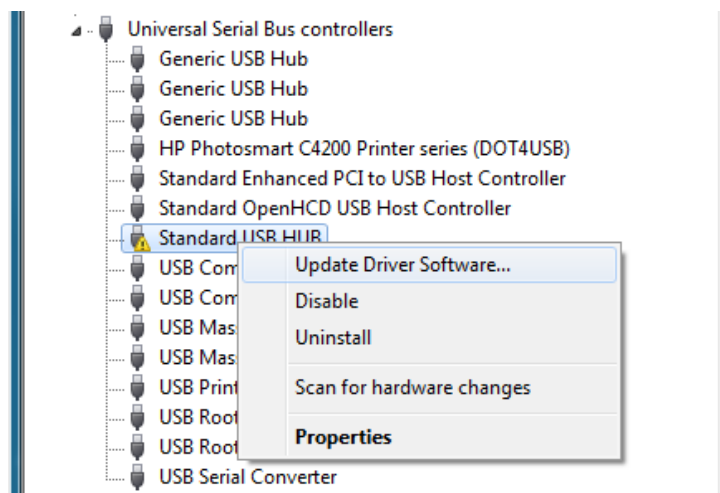
In the window that appears, select *Device Manager*:



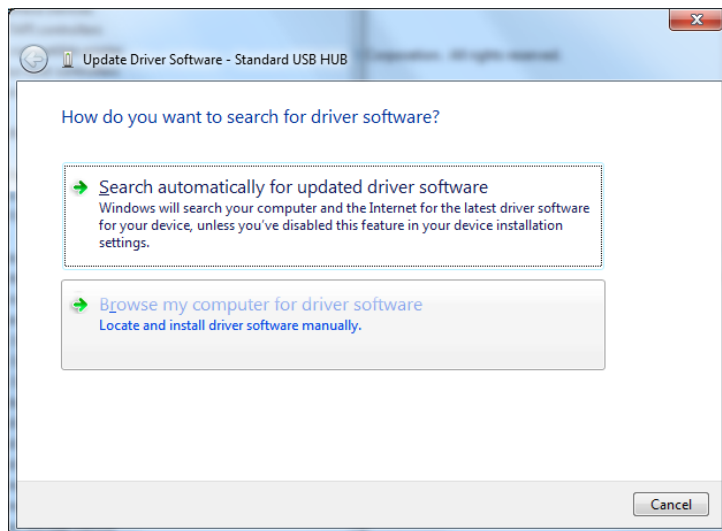
In the Device manager window, expand the *Universal Serial Bus controller's* node:



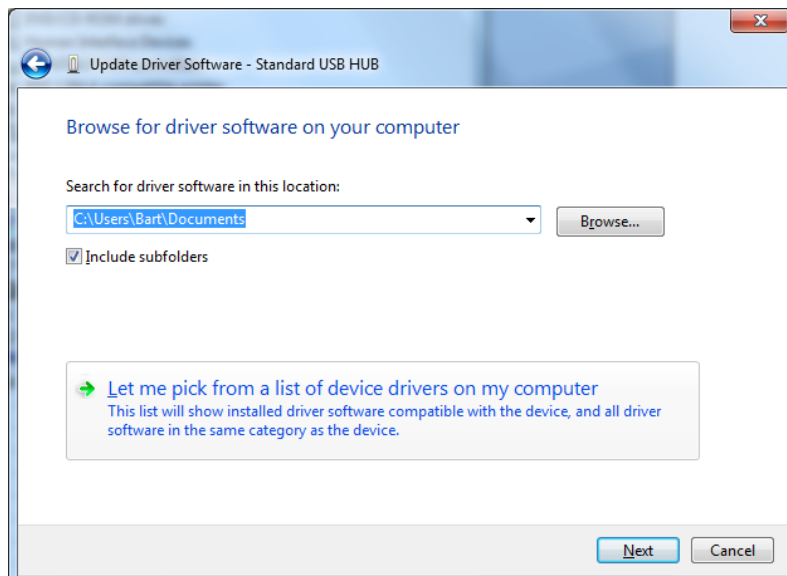
Select the node that indicates an error, right click, and select *Update Driver Software* from the menu:



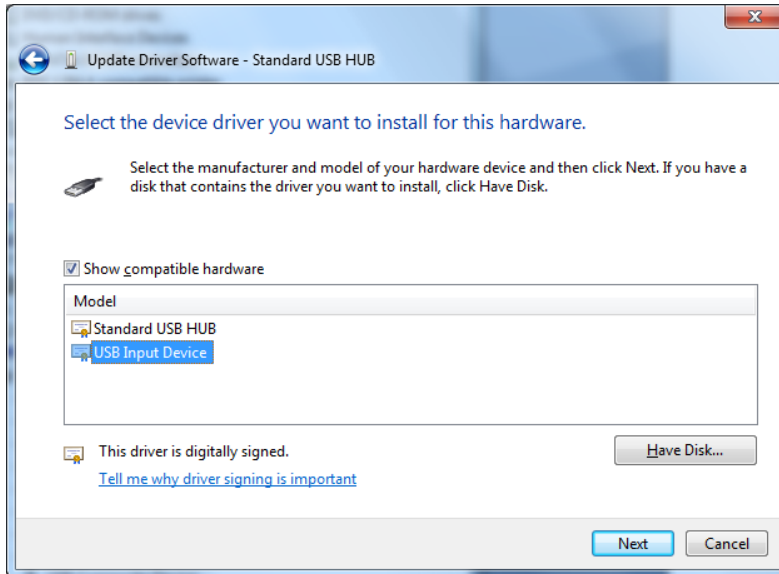
In the wizard select "Browse my computer for driver software"



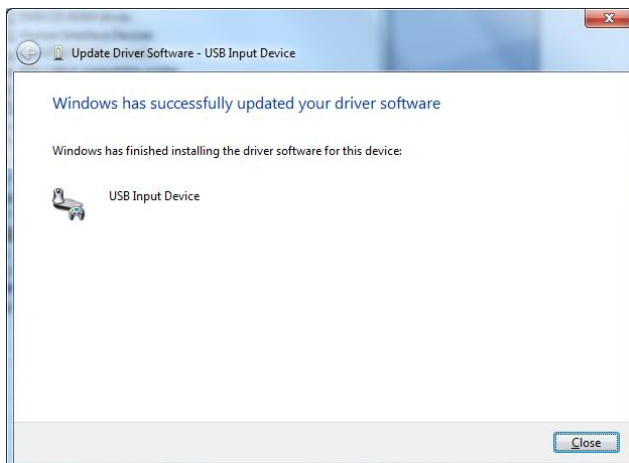
On the next screen select: *Let me pick...* and select *Next*:



On the next screen select “USB Input Device” and press *Next*:



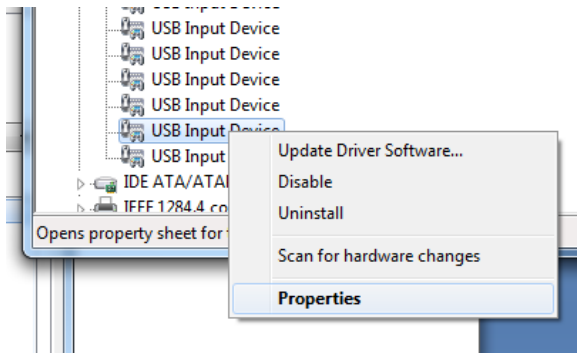
The Buzz™ receiver is now successfully installed and ready to use.



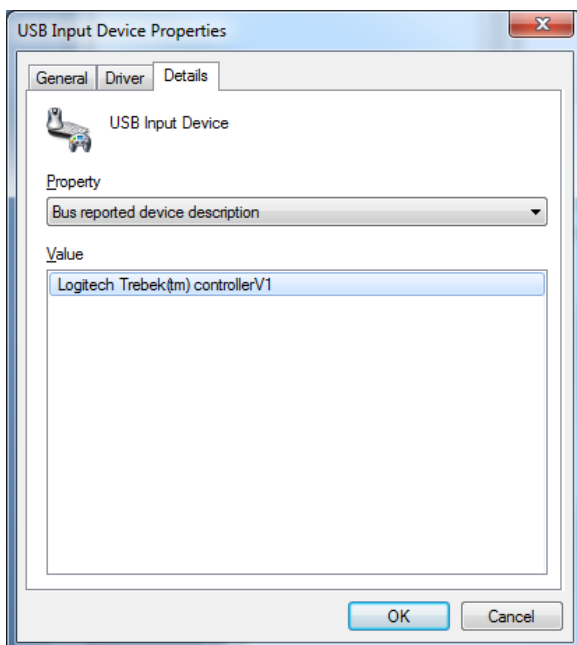
Close the window; in the device manager the wireless buzzer receiver will now appear as “USB input device”



To locate the buzzer device *after* it has been installed for example to uninstall it, you'd have to open the properties on each of the *USB Input Device* entries (right click; Properties)



Then, on the *USB Input Device Properties* window, select the 'Details' tab and change the 'Property' dropdown to *Bus reported device description*. If the 'Value' field shows the text *Logitech Trebek(tm) controllerV1*, you have found the Sony buzzer device.



Appendix D: Software License Agreement

Game Show Crew SmartQuiz End-User License Agreement

Please review the following license agreement before installing or using the licensed SmartQuiz software product and/or its related materials.

Definitions: SmartQuiz End-User Software License Agreement ("EULA") is a legal agreement between you (either as an individual user, corporation or single entity) and SmartQuiz for a product which includes computer software, and may include associated media, printed materials, and online or electronic documentation ("SOFTWARE PRODUCT" or "SOFTWARE"). By exercising your rights to install the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA, including the limitations and warranty disclaimers.

If you do NOT agree to the terms of this EULA, please return the SOFTWARE PRODUCT and immediately destroy all copies of the SOFTWARE PRODUCT in your possession.

SOFTWARE PRODUCT LICENSE

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties.

1. GRANT OF LICENSE.

This is a license agreement, and NOT an agreement for sale. Game Show Crew retains ownership of the copy of THE SOFTWARE in your possession, and all copies you may be licensed to make. Game Show Crew retains all rights not expressly granted to you in this LICENSE. Game Show Crew hereby grants to you, and you accept, a non-exclusive, non-transferable license to use, copy and modify THE SOFTWARE only as authorized below.

Provided that you have accepted the terms contained herein, this EULA grants you the following rights:

- A) If you purchased a Standard License: You are granted a non-transferable license to install the SOFTWARE PRODUCT on a single computer.
- B) If you purchased a Multiple License: You are granted a non-transferable license to install the SOFTWARE PRODUCT on multiple computers.

C) For All Licenses: Regardless of the type of license purchased, if the SOFTWARE PRODUCT includes reusable software such as controls, components, plug-ins, stylesheets, etc. you may not use any of these independently of the SOFTWARE PRODUCT.

D) If you purchased a Home License: SmartQuiz Home edition may only be used for personal non-commercial home use.

E) If you purchased a Commercial License: You are entitled to exploit the software commercially by renting it out/organizing quiz show events.

In no case shall you rent, lease, lend, redistribute nor re-license THE SOFTWARE PRODUCT or source code to a 3rd party individual or entity, except as outlined above. In no case shall you grant further redistribution rights for THE SOFTWARE PRODUCT to the end-users of your solution.

2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.

Termination. Without prejudice to any other rights, Game Show Crew may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all of its component parts, source code, associated documentation, and related materials.

3. COPYRIGHT.

All title and copyrights in and to the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, text, and "applets" incorporated into the SOFTWARE PRODUCT), the accompanying printed materials, and any copies of the SOFTWARE PRODUCT are owned by Game Show Crew except for certain portions for which SmartQuiz has obtained redistribution rights from the title or copyright holder. The SOFTWARE PRODUCT is protected by U.S. copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE PRODUCT like any other copyrighted material.

4. LIMITED WARRANTY.

NO WARRANTIES. Game Show Crew expressly disclaims any warranty for the SOFTWARE PRODUCT. The SOFTWARE PRODUCT and any related documentation is provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or non-infringement. The entire risk arising out of use or performance of the SOFTWARE PRODUCT remains with you.

5. LIMITATION OF LIABILITY.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. In no event shall Game Show Crew or its distributors be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other financial loss) arising out of the use of or inability to use this SmartQuiz product (THE SOFTWARE PRODUCT) and related materials, even if Game Show Crew has been advised of the possibility of such damages. Because some states do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

If you have any questions regarding this End User License Agreement, please email: info@gameshowcrew.com

If you need any help, found a bug or if you have any suggestions, you can always contact us at info@redtoothsmartquiz.com , or visit/join our SmartQuiz support Facebook group at <https://www.facebook.com/groups/smartquizsupport>

