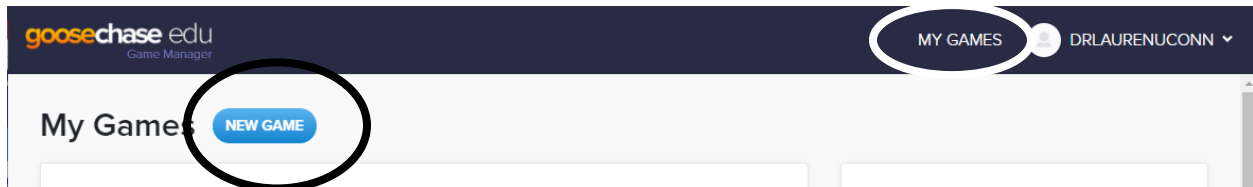


## Setting up a new game in GooseChase

The website for GooseChase is <https://www.goosechase.com/edu/> (for the much less expensive education version)

Once you are signed into GooseChase, select “my games” in the upper right corner of the page, then select “new game”



For the game info,

### Game Info

**GAME IMAGE**

Image should be square and in .png, .jpg or .bmp formats.

**GAME NAME**

0 / 60 Characters

**GAME DESCRIPTION**

0 / 200 Characters

**GAME LOCATION (OPTIONAL)**

**GAME PASSWORD (OPTIONAL)**

Game Image: An image allows custom game branding and also makes it easier for your participants to find it.

Consider adding a picture, such as one of campus or of Jonathan

Game Name: Your participants will use this to identify your game inside the app. Make it memorable!

Give the game a name plus provide a short description of the “what and why” of the hunt

Game Description: The description also helps to identify the game, but can be used to describe game rules and excite participants too (e.g. “Winner gets free coffee for a week!”).

Game Location: Our apps use GPS to help participants find the games they are looking for.

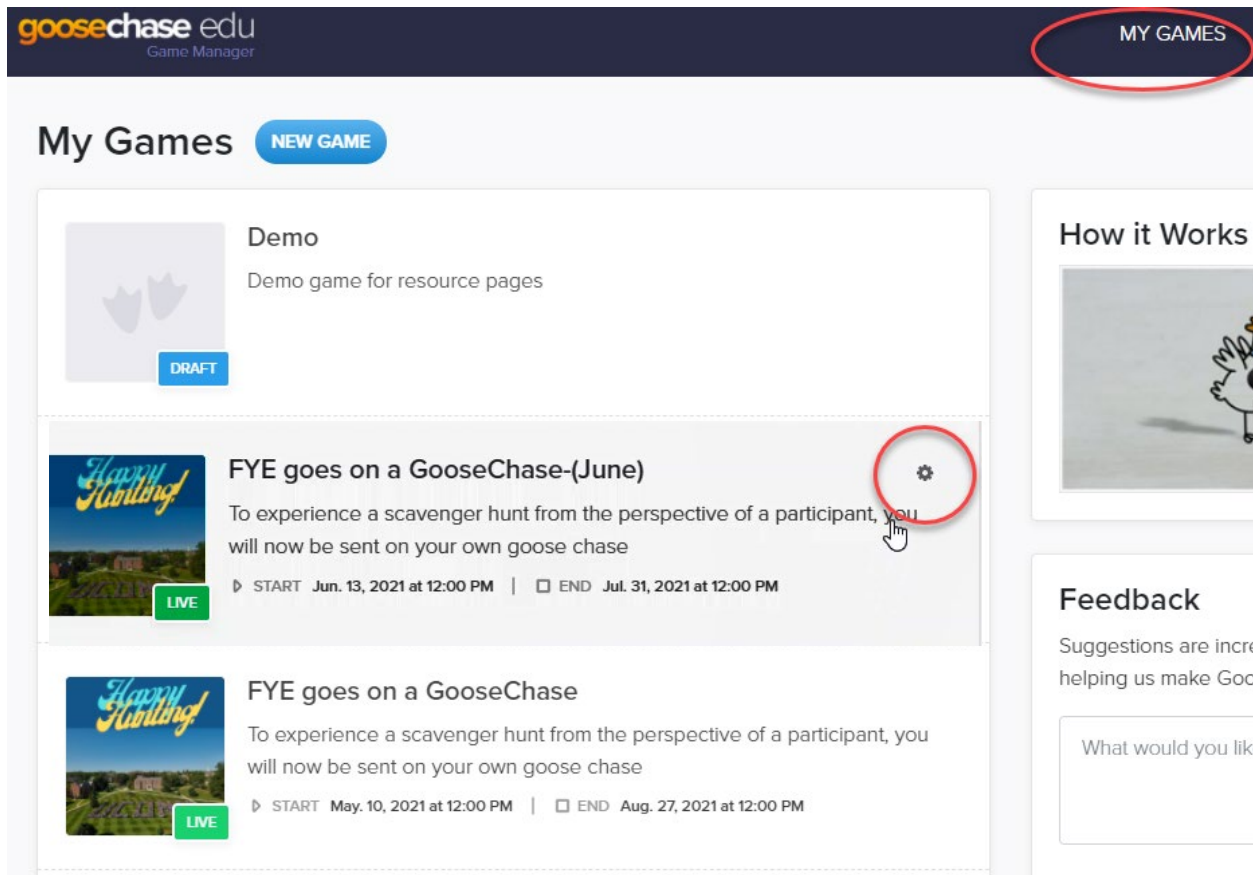
Game Password: Password protecting your game is useful if you want to restrict it to a select group of people.

The system automatically generates a code that participants must have in order to join a hunt so the password is not necessary

Be sure to save before moving on

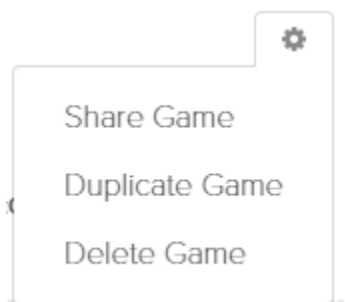
## Duplicating a game

In your list of games, as you roll over a game, the cogwheel icon appears.



The screenshot shows the 'goosechase edu Game Manager' interface. At the top right, the 'MY GAMES' tab is highlighted with a red circle. Below the header, there's a 'My Games' section with a 'NEW GAME' button. The main area displays a list of games. The first game is 'Demo' with a 'DRAFT' status. The second and third games are 'FYE goes on a GooseChase' with 'LIVE' status. The cogwheel icon on the second game card is circled in red, and a mouse cursor is pointing at it. To the right, there are sections for 'How it Works' and 'Feedback'.

Click on the cogwheel, to open the dropdown menu, then select “duplicate game”.

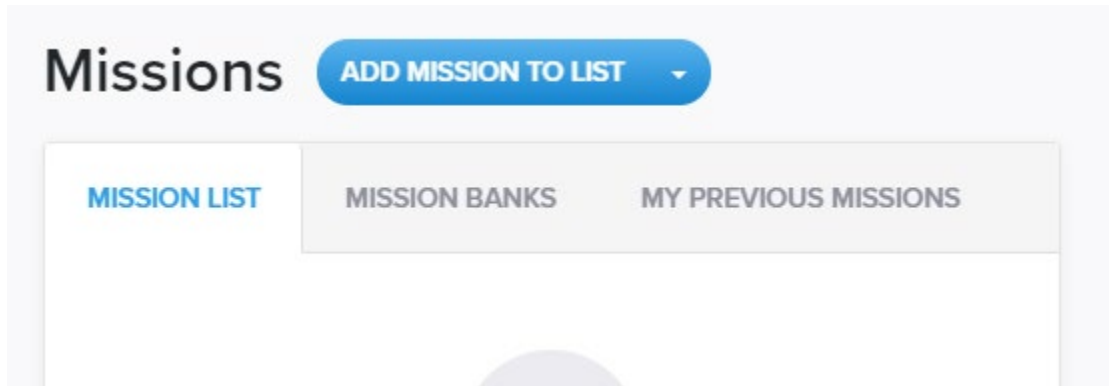


This will duplicate all the missions and settings into a new game. Be sure to adjust the start/stop dates for the new game.

## Adding missions

To add missions, you can:

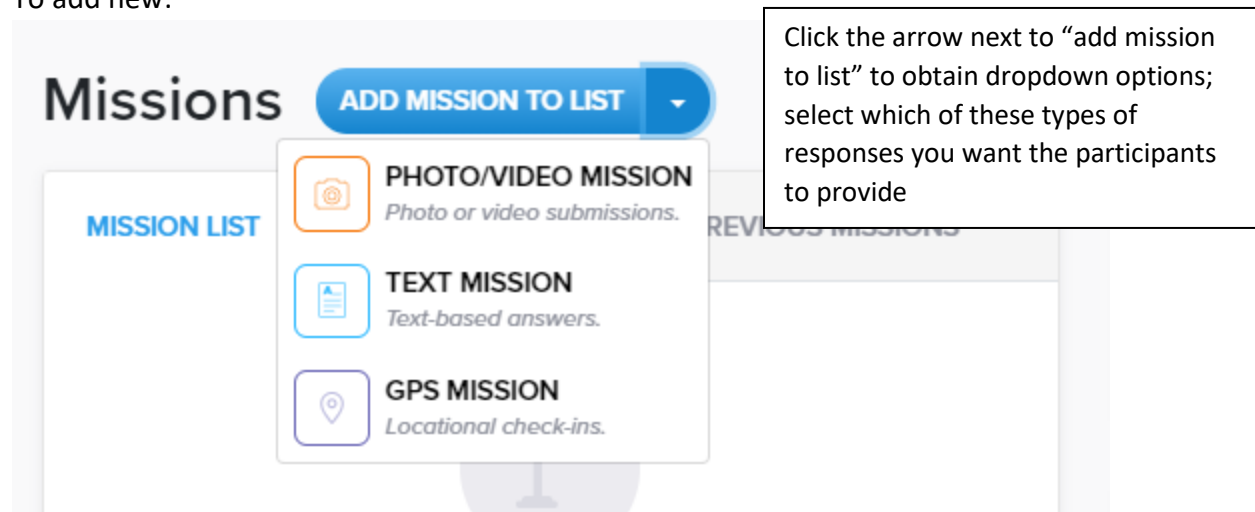
- Add a new mission,
- Use a mission from GooseChase's bank, or
- Use one from another of your games



**All missions will need:**

- A name. Be creative!
- A point value. One point for most missions is the easiest to remember with extra points for harder one.
- A description of what the participants are hunting for or the hint for them to decipher. To provide additional information, you can also add an image or a URL

To add new:



Don't worry – If you change your mind about which type of mission after you selected it, you can change the type by clicking on the icon in the mission to obtain the dropdown options again.

The screenshot shows a mission creation form with fields for 'MISSION NAME' and 'POINT VALUE'. A dropdown menu is open, showing three options: 'PHOTO/VIDEO MISSION' (Photo or video submissions), 'TEXT MISSION' (Text-based answers), and 'GPS MISSION' (Locational check-ins). A 'Characters' label is visible next to the dropdown, and a '0 / 2000 Characters' indicator is at the bottom right of the form.

If a **photo or video** must be submitted, you can select the following options:

The screenshot shows two sections: 'Accepted Submissions' and 'Submission Sources'. The 'Accepted Submissions' section has a dropdown menu set to 'PHOTOS & VIDEOS'. The 'Submission Sources' section has a dropdown menu set to 'LIVE CAPTURE ONLY'. Two callout boxes provide details for the 'PHOTOS & VIDEOS' option.

**Accepted Submissions**  
Select the evidence participants can submit.

**Submission Sources**  
Select the sources where participants can capture their submissions.

- Photo and videos are accepted answers,
- Only photos are accepted, or
- Only videos are accepted

- Live capture & library: Pictures/videos taken with in the app or outside the app can be submitted
- Live capture only: only pictures/videos taken in GooseChase apps can be submitted

If **text answers** must be submitted, you can predetermine the accepted answers or you can accept all answers. If you enter acceptable answers, consider all possibilities, such as abbreviations

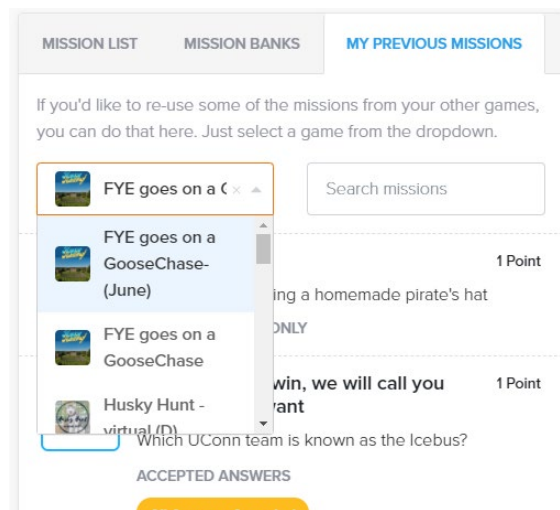
#### ACCEPTED ANSWERS

Add an accepted answer (optional)

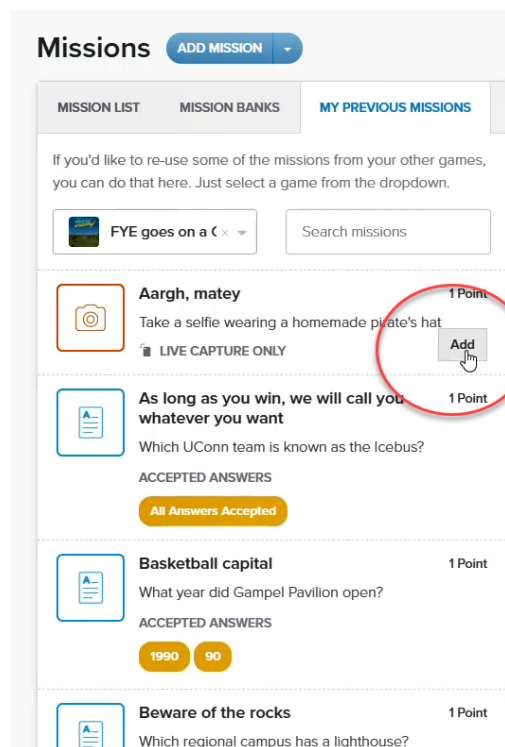
Hit **Enter** to add an answer. Answers are *case-insensitive*. Leave blank to accept any answer.

### When reusing previous missions:

Select which of your previously used games you would like to reuse missions



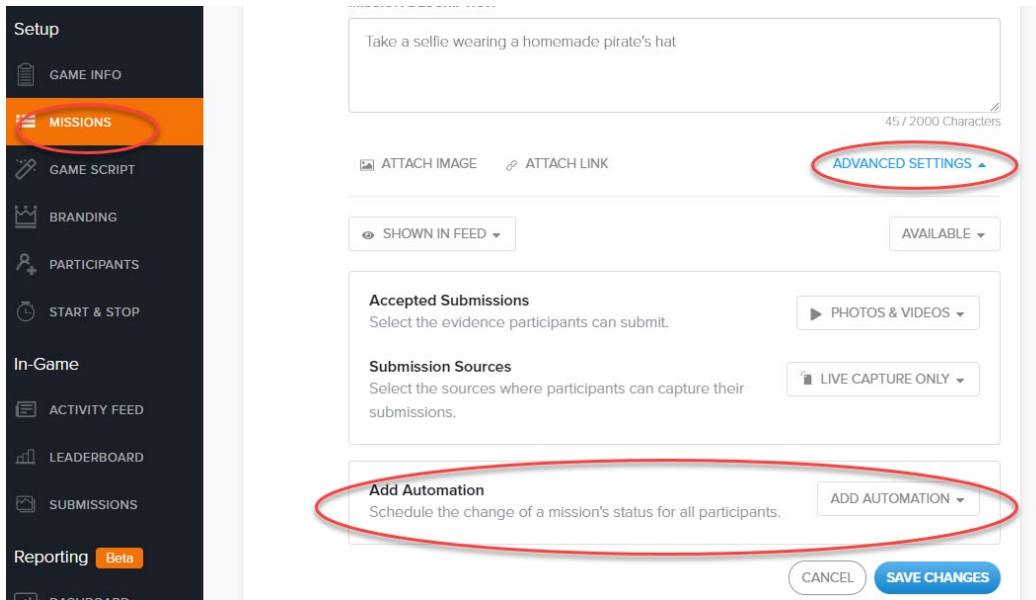
This will bring up a list of missions from that game. It has NOT added them. As you scroll over a mission, an “add” box will pop up in the lower right corner. Click on “add” if you want that mission added. You will not be able to add another mission until that one has finished loading (this may take 10-15 seconds; you will receive a notification in the lower left corner when it is added)



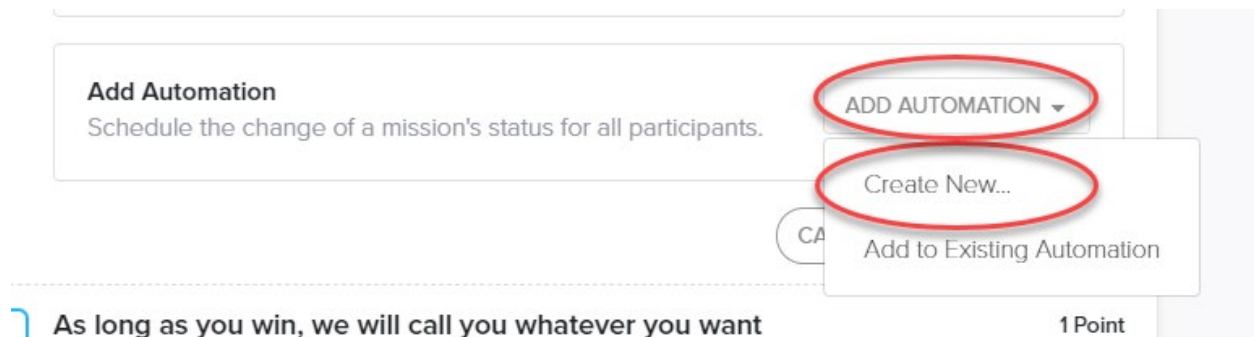
## Advanced mission option - automation

The default is for all missions to be available the entire time the game is open. But, instructors can opt to have missions only be available during a portion of the time the game is open – either by opening a particular mission later than the others or by having a particular mission end before the game ends.

To do this, the instructor uses the advanced feature when setting up the mission (or by editing it later).



If the instructor has not already created an automation (late release or early closing), select “create new” in the “add automation” dropdown.



**Add Automation** ×

**OVERVIEW** | WHEN IT HAPPENS

**AUTOMATION NAME**  
Give a descriptive name to your automation.

0 / 160 Characters

**WHAT DO YOU WANT TO HAPPEN?**  
Select what you want to happen when this automation is run.

Create a name for the automation – something that describes what will happen is the most useful approach



**WHAT DO YOU WANT TO HAPPEN?**  
Select what you want to happen when this automation is run.

- Set Mission Status to Available
- Set Mission Status to Expired

Select what happens with this automation: Either opens the mission or closes the mission

When you select “next”, the instructor will need to select which missions are impacted by this automation. It can be just the one being edited or by going to the mission list others can be added.

**MISSIONS**  
Select the missions you'd like to add to this automation.

- 
**Aargh, matey** 1 Point  
 Take a selfie wearing a homemade pirate's hat  
 LIVE CAPTURE ONLY
- 
**As long as you win, we will call you whatever you want** 1 Point  
 Which UConn team is known as the Icebus?

**Add Automation** ×

OVERVIEW **WHEN IT HAPPENS**

WHEN WOULD YOU LIKE THIS AUTOMATION TO HAPPEN?  
Select between a relative or exact time.

Relative Time  Exact Time

min

CLOSE CREATE

OVERVIEW **WHEN IT HAPPENS**

WHEN WOULD YOU LIKE THIS AUTOMATION TO HAPPEN?  
Select between a relative or exact time.

Relative Time  Exact Time

DATE:  TIME:

< June 2021 >

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	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			

Click "create" when finished

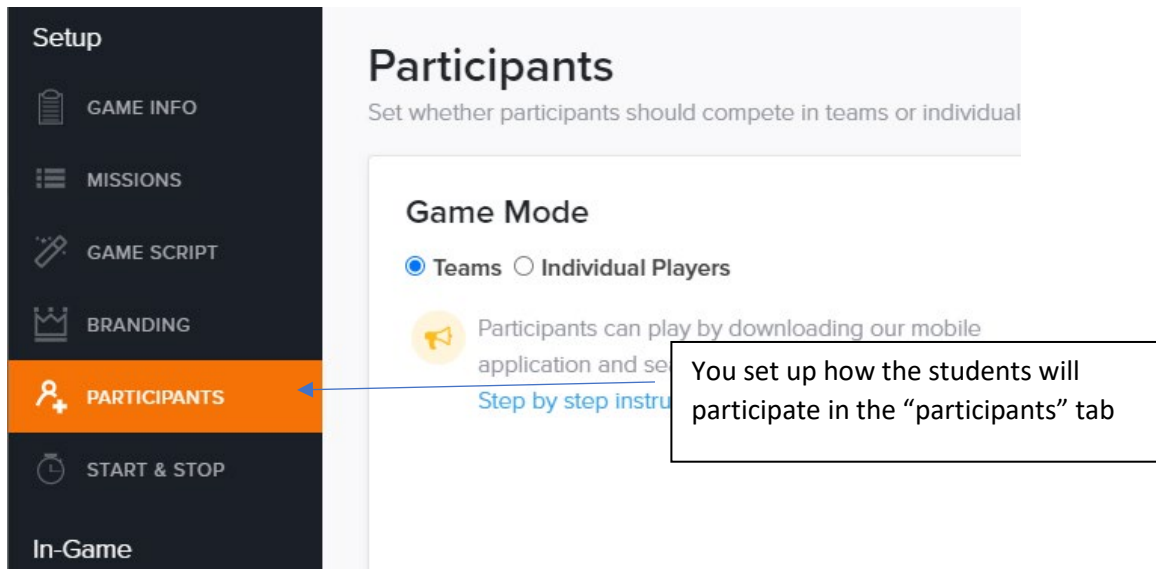
CLOSE CREATE

Additional automations can be added to the same game if desired.



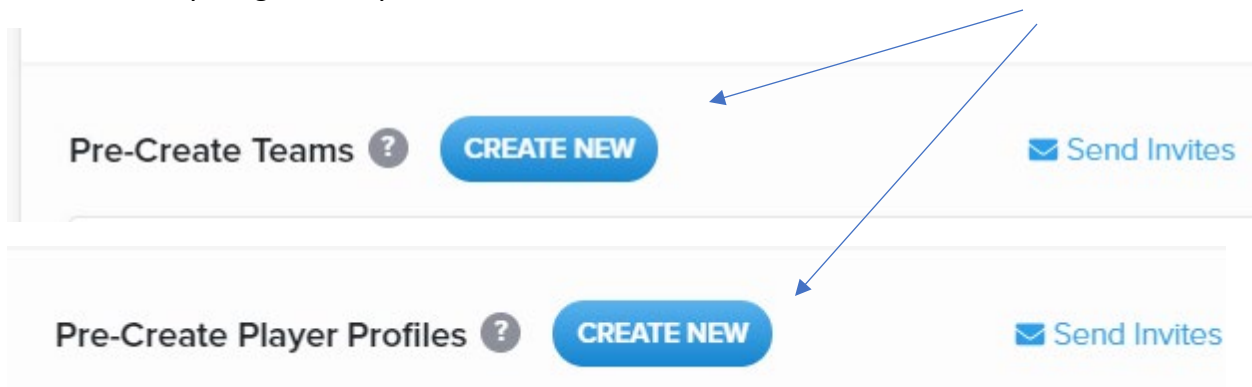
## Adding participants (Individual or Teams)

You can have students participate as a team or individually.



The screenshot shows a sidebar on the left with a 'PARTICIPANTS' tab highlighted in orange. The main content area is titled 'Participants' and includes a sub-section 'Game Mode' with radio buttons for 'Teams' (selected) and 'Individual Players'. Below this, there is a yellow megaphone icon and text: 'Participants can play by downloading our mobile application and see Step by step instru'. A callout box with a black border and white background contains the text: 'You set up how the students will participate in the "participants" tab'. A blue arrow points from the callout box to the 'PARTICIPANTS' tab in the sidebar.

You can either create teams and sign up individuals in advance or allow the participants to create their own team names and sign themselves up. You can also invite them in advance. If you want participants to sign themselves up or to create their own team name, you do not need to do anything here. If you want to create them in advance, use the "create new" button.



The screenshot shows two sections. The top section is 'Pre-Create Teams' with a question mark icon, a blue 'CREATE NEW' button, and a 'Send Invites' button with an envelope icon. The bottom section is 'Pre-Create Player Profiles' with a question mark icon, a blue 'CREATE NEW' button, and a 'Send Invites' button with an envelope icon. Two blue arrows point from the top right of the image towards the 'CREATE NEW' buttons in both sections.

## Setting up when game starts

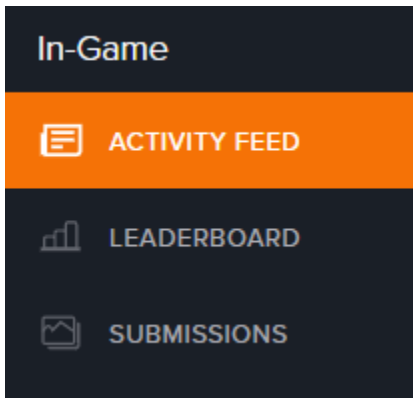
Using the “start & stop” tab, you have the options of setting:

- Start and stop dates for when the game is open, or
- Setting a duration of time that the game is available to the participant once the participant starts the game

The screenshot shows the 'Start & Stop' configuration page. On the left is a dark sidebar with menu items: Setup (GAME INFO, MISSIONS, GAME SCRIPT, BRANDING, PARTICIPANTS, START & STOP), and In-Game (ACTIVITY FEED). The 'START & STOP' option is highlighted in orange. The main content area has the title 'Start & Stop' and a subtitle 'Start the game with a click of a button or schedule the game'. Below this is a 'Participant Limit for Game' section with a limit of 40. The 'Start & Stop Mode' section has 'Manual' selected with a radio button. A 'DURATION' field is set to '48 days'. A red 'STOP GAME' button is at the bottom. A callout box on the right states: 'With manual you determine how long the game is open once the participant opens the game'.

The screenshot shows the 'Start & Stop' configuration page with 'Automatic' mode selected. The sidebar is identical to the previous screenshot. The 'Start & Stop Mode' section has 'Automatic' selected with a radio button. Below this are two date pickers: 'START TIME' set to 'Jun 13, 2021 at 12:00 PM' and 'END TIME' set to 'Jul 31, 2021 at 12:00 PM'. A red 'STOP GAME' button is at the bottom. A callout box on the right states: 'With automatic, you set an open and a close date and participants can play for as long as the game is open'.

## Activities to do while students are hunting



While the hunt is ongoing, the “in-game” section on the left sidebar is where your activity will be focused...because you can see all the participant activity here.

There are 3 areas of interest here: activity feed, leaderboard, and submissions

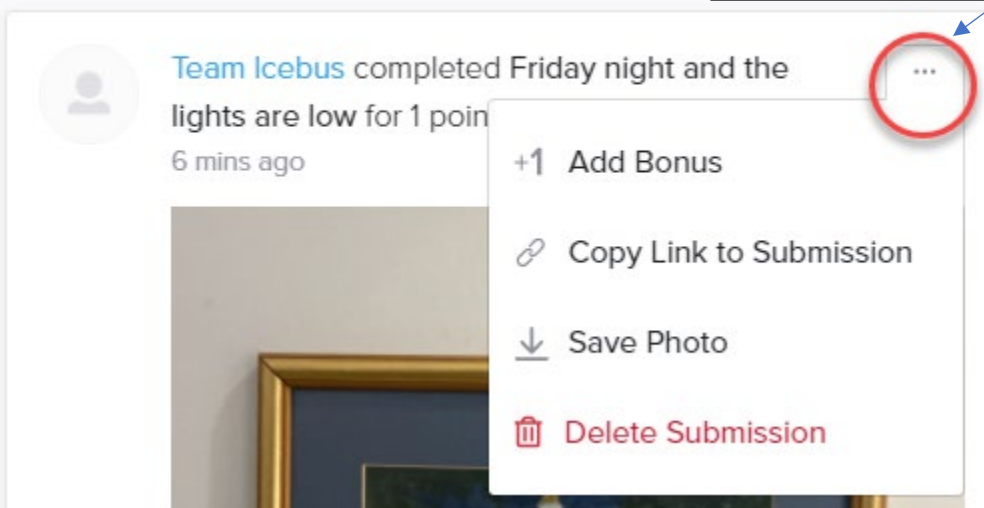
### **Activity feed:**

The activity feed provides a list of all the submissions from most recent backwards chronically. For any submission listed in the activity feed, you can:

- Provide bonus points for exceptional submissions,
- Copy link to submission for post-hunt reflection or posting on social media (with student consent),
- Save photo for post-hunt reflection or posting using in class, or
- Delete submission.

## Activity Feed

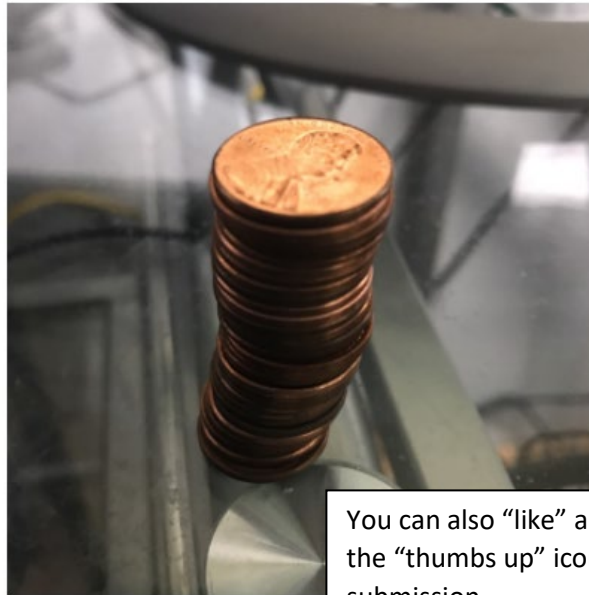
To get to any of these options, click on the ellipsis (3 dots)





Team Oozeball completed Leaning tower for 1 points.

3 hours ago



You can also “like” a submission with the “thumbs up” icon below the submission



### **Leaderboard:**

The leaderboard provides a quick view of the ranking of the teams or individual participants, along with the total points each has earned.

Leaderboard		
	<b>Team Jonathan</b> 30 points	1st
	<b>Team Icebus</b> 27 points	2nd
	<b>Team Werth</b> 25 points	3rd
	<b>Team Oozeball</b> 22 points	4th
	<b>Team Gampel</b> 19 points	5th
	<b>Team Babbidge</b> 17 points	6th

**Send a Message**

Select a Team... ▼

SEND NOW ▼

**Manually Adjust Scores**

Select a Team... ▼ by +500

ADD BONUS

**Remove a Team**

Select a Team... ▼

REMOVE TEAM

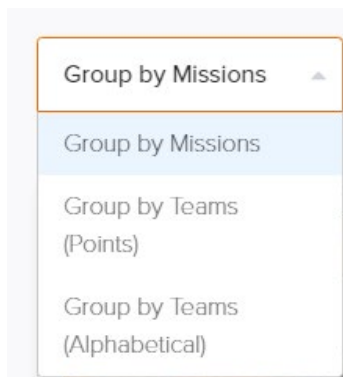
On the right side of the leaderboard, you can:

- Send a message to a team or individual;
- Manually adjust scores of a team (or teams) or individual; or
- Remove a team

Messages are a great way to motivate students or teams to keep up the hard work.

***Submissions:***

The submissions area provides you with a full list of submission sorted by mission (alphabetical), team by score, team (alphabetical).



Sorting by mission is an easy way to review submissions to determine if any are wrong or inappropriate and need to be delete.

Submissions → **Mission**

## As long as you win, we w...

6 submissions | 1 point

DOWNLOAD SUBMISSIONS

Team	Answer	Caption	Points	Bonus
<a href="#">Team Babbidge</a>	Ice Hockey		1	Like
<a href="#">Team Gampel</a>	Hockey		1	Like
<a href="#">Team Icebus</a>	Men's ice hockey		1	Like
<a href="#">Team Jonathan</a>	men's Ice hockey		1	Like
<a href="#">Team Oozeball</a>	Men's hockey		1	Like

Like

+1 Add Bonus

Copy Link to Submission

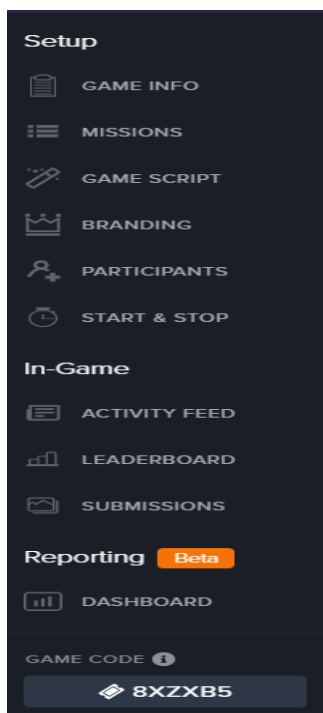
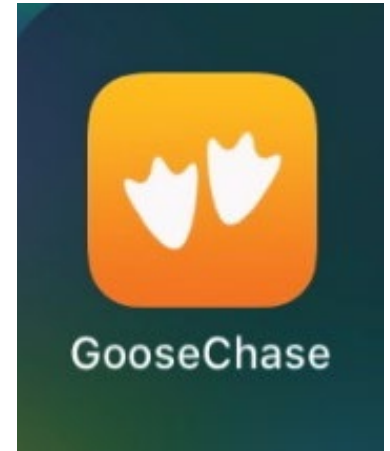
Delete Submission

By clicking on the ellipsis (3 dots) next to a submission, you can add bonus points, copy the link, or delete a submission

The submissions area is also where you can download submissions for post-hunt debrief or use with the class at a later date.

## Steps to get students started

1. Let students know why they are doing the scavenger hunt (getting to know classmates, learning way around campus, finding campus resources, etc)
2. Assign teams (consider naming them after UConn landmarks or traditions)
3. Have students download the GooseChase app onto their phones (if working as a team, it is not essential that everyone download it but they typically do)
4. Ask students to open the app; join as a guest
5. Provide students with the game code\*
6. Explain the “rules” of the hunt – how many points they need; how long they have to complete the hunt; if they must stay together as a team; etc
7. Provide information of what sort of post-hunt rebrief/reflection will occur, especially if they need to be prepared to present something

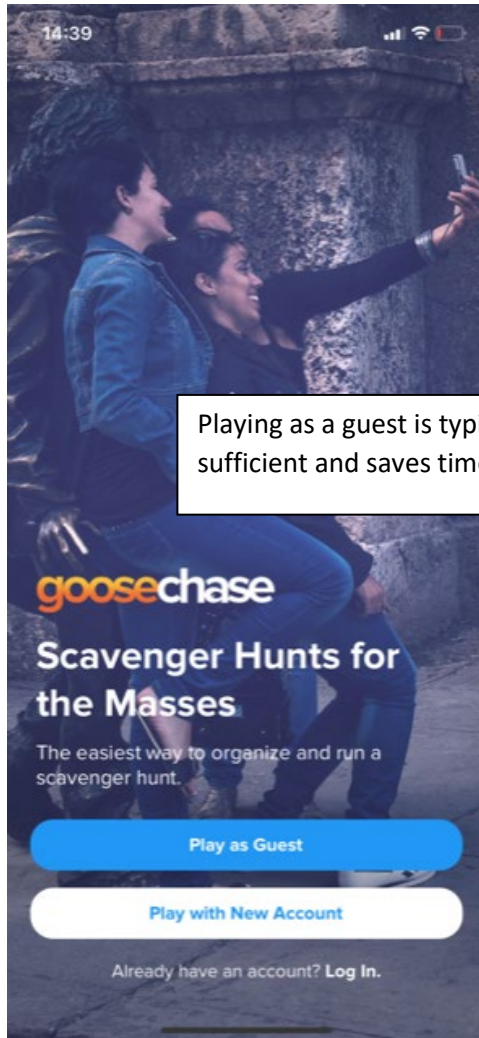


To find the game code to give to students:

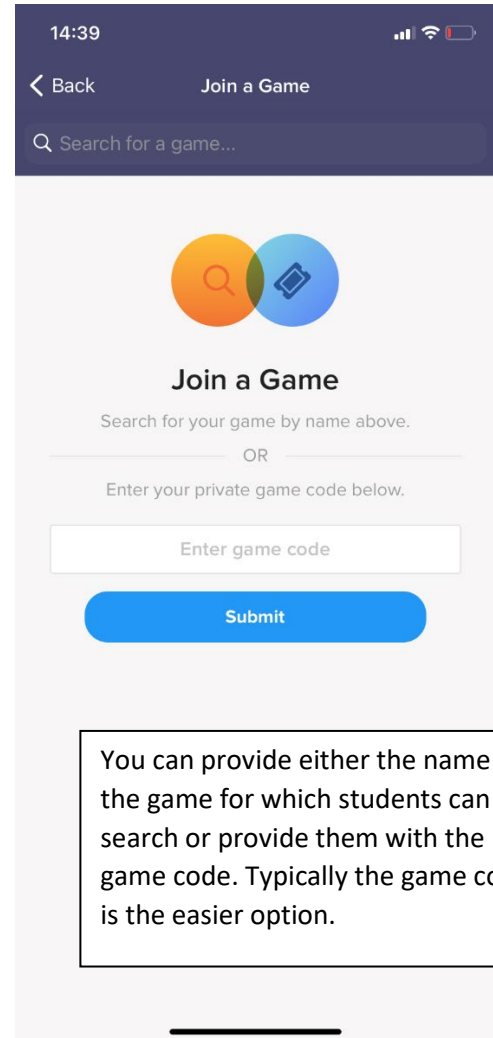
At the bottom of the left sidebar when you are in Goosechase is the auto-generated game code

## What students see while playing

All participant activities occur in the GooseChase app on their mobile device.

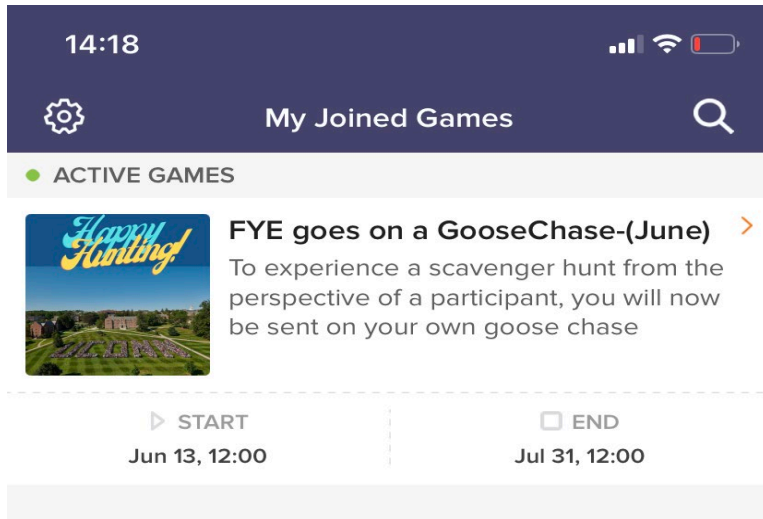


Playing as a guest is typically sufficient and saves time



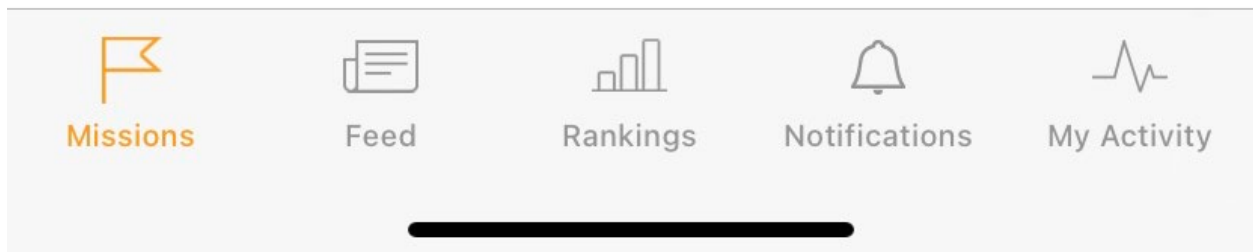
You can provide either the name of the game for which students can search or provide them with the game code. Typically the game code is the easier option.

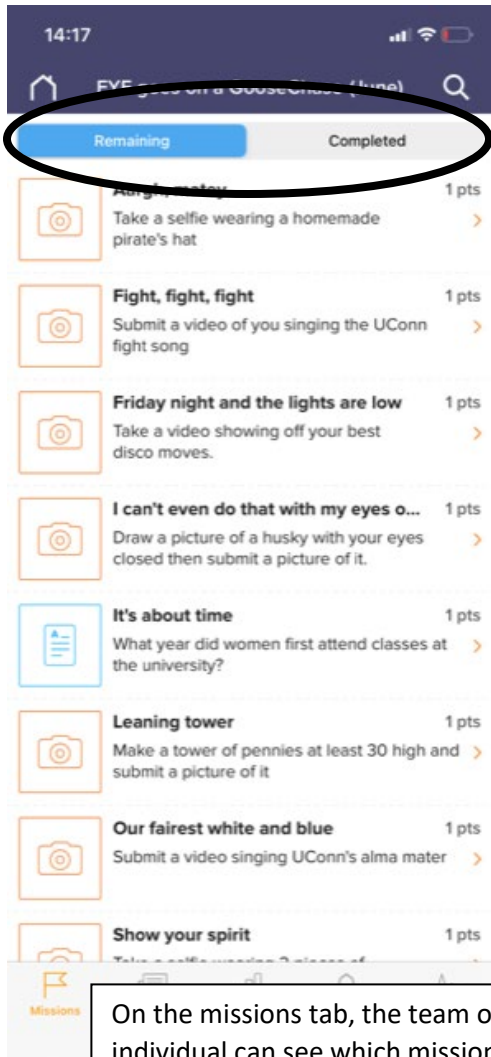




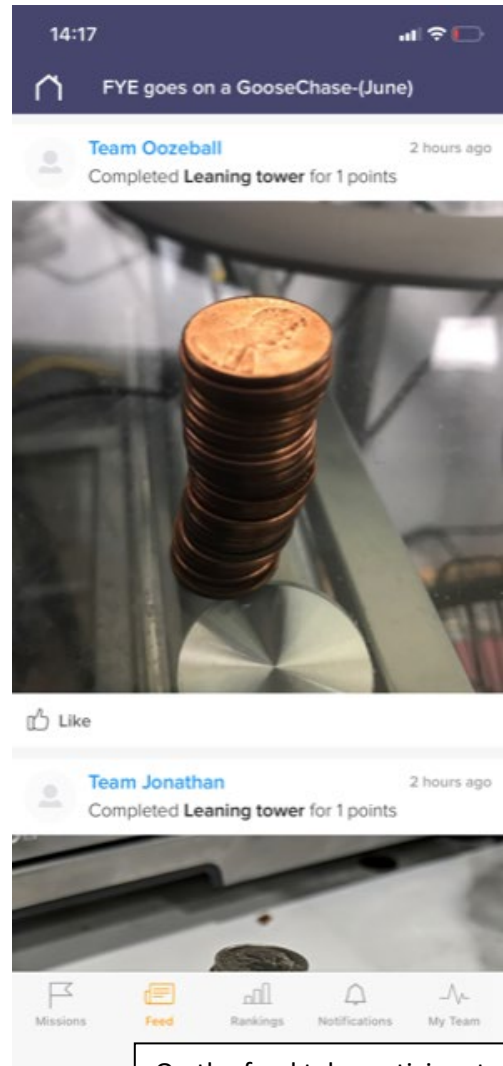
Once students have entered the game code, the game should be added to their list of joined games. They can click on the game to see the missions.

Students can navigate using the menu on the bottom of their screen





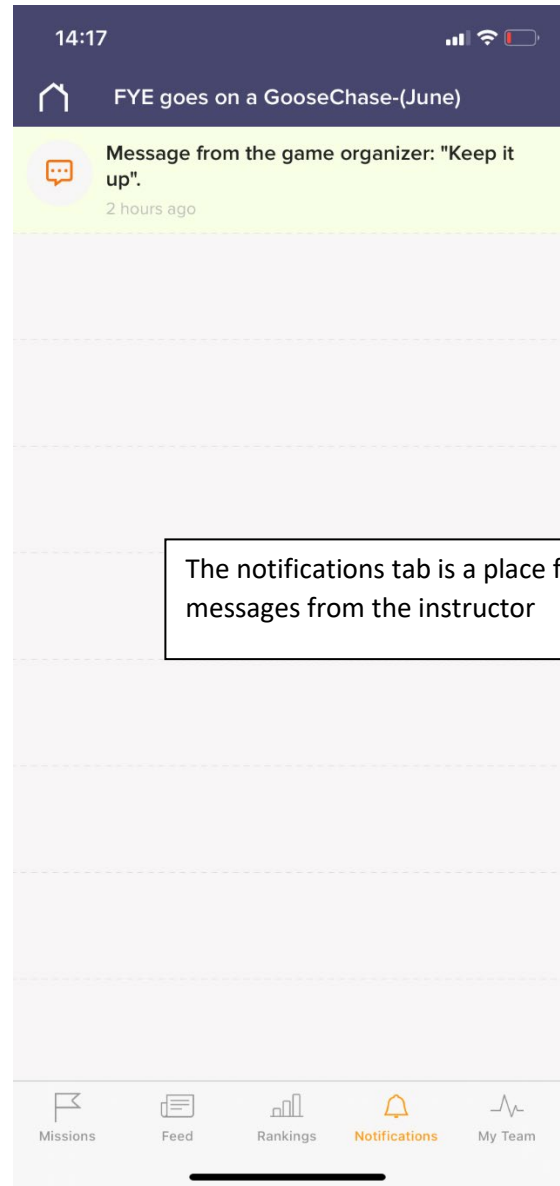
On the missions tab, the team or individual can see which missions remain for their team and which have already been completed. If competing as a team, a mission only needs to be completed once to count for the entire team.



On the feed tab, participants can see the submissions from all teams/individuals. If the mission required a text submission, text answers do not show.

On the rankings tab, participants can see the rankings of each team/individual based on points accumulated

Team Name	Points	Ranking
Team Jonathan	30 points	1 <sup>st</sup>
Team Icebus	26 points	2 <sup>nd</sup>
Team Werth	25 points	3 <sup>rd</sup>
Team Oozeball	22 points	4 <sup>th</sup>
Team Gampel	19 points	5 <sup>th</sup>
Team Babbidge	17 points	6 <sup>th</sup>



The notifications tab is a place for messages from the instructor

The "my team" tab shows only the submissions from their own team (or themselves if competing as an individual)

14:18

FYE goes on a GooseChase-(June)

19 POINTS

19 SUBMISSIONS

**Team Gampel**

**Team Gampel** 2 hours ago  
Completed **Mode of transportation** for 1 points

Submitted Answer:

**Skateboard**

Like

**Team Gampel** 2 hours ago  
Completed **Get involved** for 1 points

Submitted Answer:

[Uconnect.uconn.edu/organization/prepaclub](https://uconnect.uconn.edu/organization/prepaclub)

Like

**Team Gampel** 2 hours ago  
Completed **Physically distant, not socially distant** for 1 points

Submitted Answer:

**Netflix**

Like

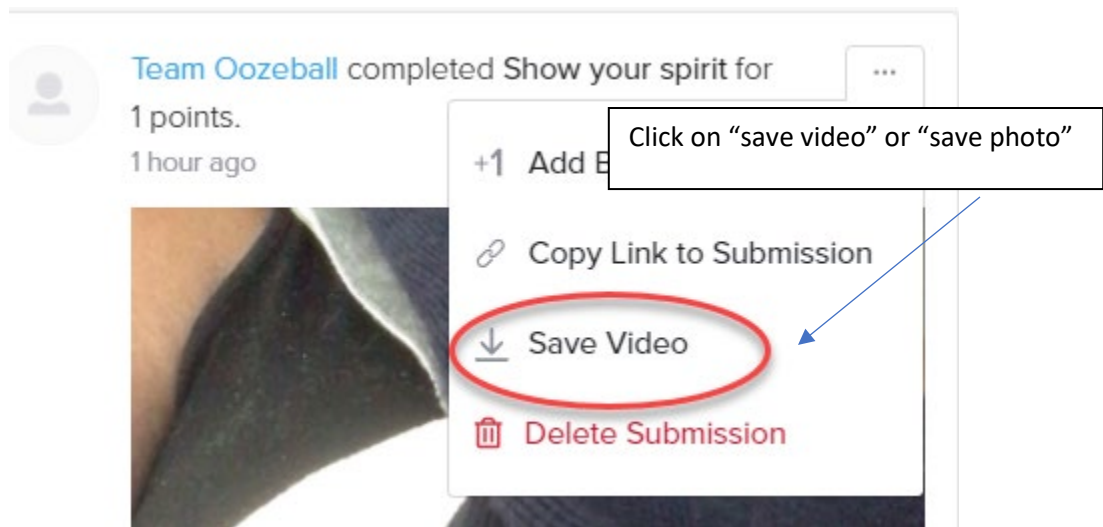
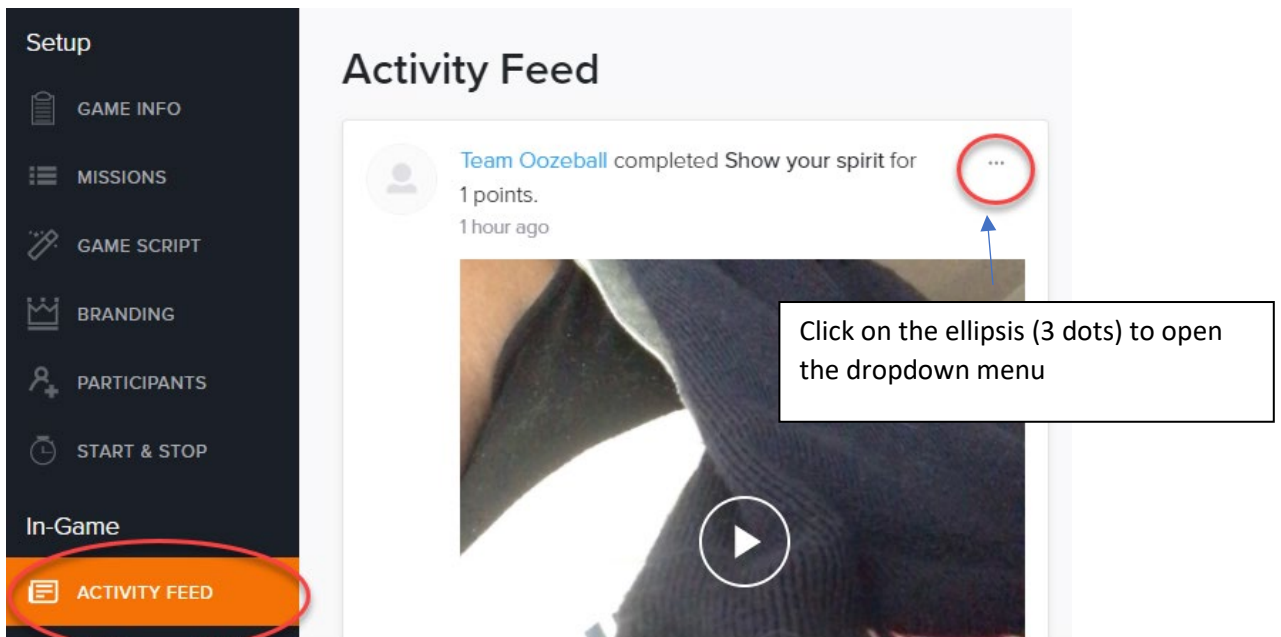
Missions Feed Rankings Notifications **My Team**

## Post-hunt activities

Whether you want to have a debrief with your class, use images/videos for class activities, include images on future class slides to remind students of their hunt, or share submissions via social media (be sure to get student consent before sharing outside the class), Goosechase provides a variety of ways to accomplish this.

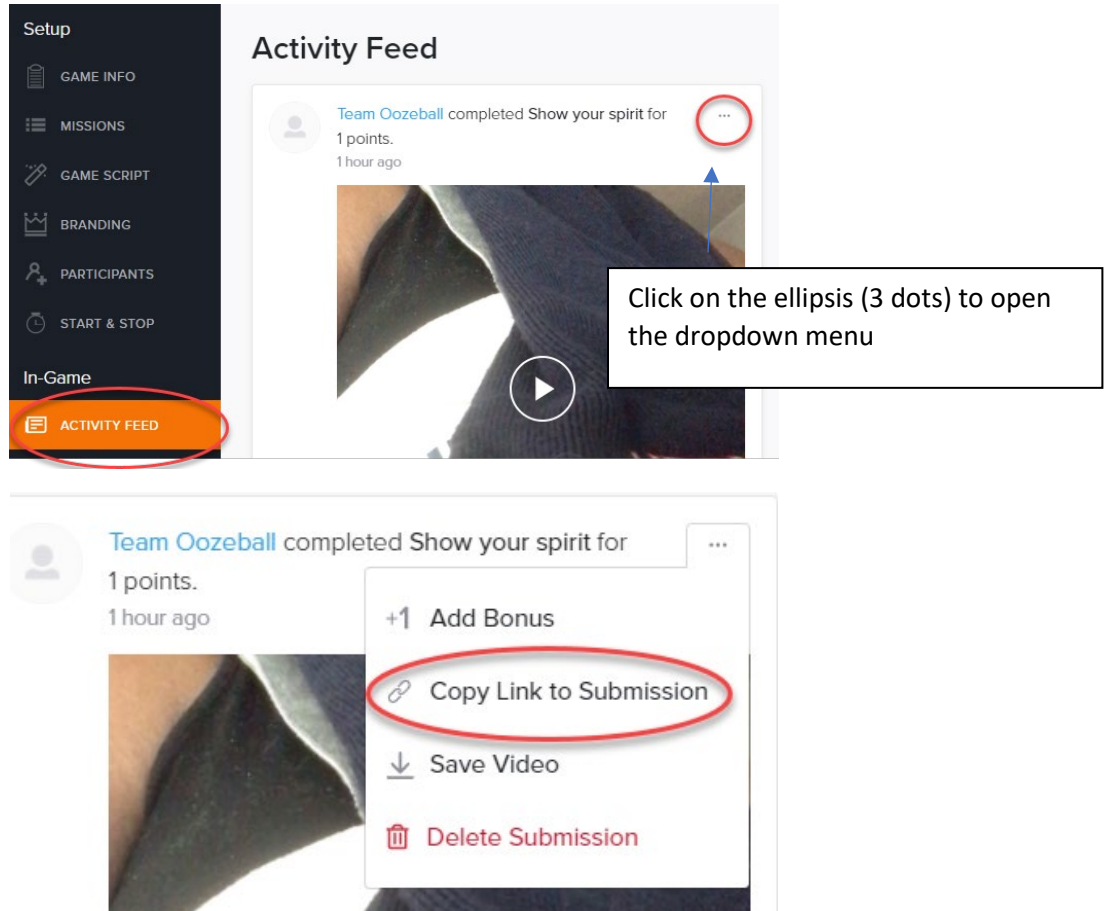
### ***To download photos and videos***

In the activity feed, find the photo or video you wish to download.



### ***To obtain shareable link***

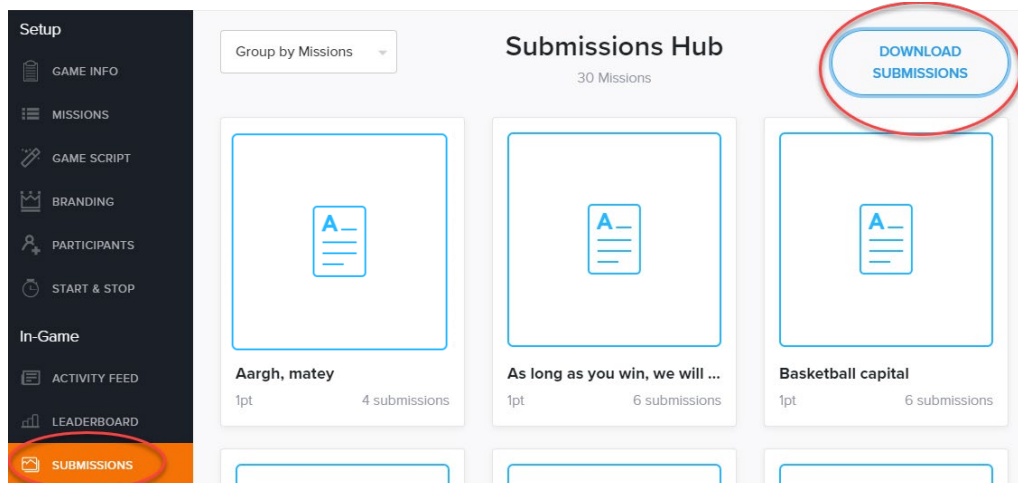
In the activity feed, find the photo or video you wish to download.



After clicking on the “copy link to submission”, paste that link into your slides, social media account, or other location.

### ***To download all submissions***

In the “submissions” tab, select “download submissions”



You have the option of downloading submissions by team, by mission, or as one folder. If you are considering having the students debrief about their team-building experience, downloading by team might be the best choice. If you have a particular mission that you wish to discuss, downloading by mission might be preferred.

