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,

- Consider adding a picture, such as one of campus or of Jonathan
- Give the game a name plus provide a short description of the “what and why” of the hunt
- 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.

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 add a new mission, you can:

Click the arrow next to “add mission to list” to obtain dropdown options; select which of these types of responses you want the participants to provide.
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.

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

- 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.

As long as you win, we will call you whatever you want

1 Point
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.

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

Select what happens with this automation: Either opens the mission or closes the mission
Additional automations can be added to the same game if desires.

In the “when it happens” tab, select if it occurs at a relative time (such as 6 hours after the hunt starts) or an exact time (date and time)

Click “create” when finished”
Adding participants (Individual or Teams)

You can have students participate as a team or individually.

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.
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

With manual you determine how long the game is open once the participant opens the game.

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

In-Game

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.

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

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

The notifications tab is a place for messages from the instructor.
The “my team” tab shows only the submissions from their own team (or themself if competing as an individual).
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.