

Framegames!

Fire up students
without knocking
yourself out!



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Agenda

- *What's a Framegame?*
- *Frame 1*
 - *Game 1*
 - *Game 2*
- *Frame 2*
 - *Game 1*
 - *Game 2*
- *Wrap it to go*



What's a Framgame?

- *Student interaction rocks*
 - *but takes prep time*
- *A framgame is*
 - *a reusable shell that holds the lesson-of-the-day*



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Frame 1 – Best Fit!

- *Before class*
 - Choose topic
 - Choose your adjectives
 - Gather some index cards
- *In class*
 - Break into groups of 5
 - Each group creates 20 noun cards
- *Play*
 - Deal out the noun cards
 - Judge flips over an adjective card
 - Players play their best noun card
 - Last card played doesn't count!
 - Judge chooses the best fit and awards the adjective card to that player.
 - Repeat
- *Reconvene*

Based on
"Apples to Apples"



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Best Fit! – Game 1

● *Before class*

- **Topic: Important Computer Scientists**
- **Adjectives**
 - Influential
 - Underappreciated
 - Confusing
 - Innovative
 - Ahead of their time
- **Gather some index cards**

● *In class*

- Break into groups of 5
- Each group creates 20 noun cards
- *Play*
 - Deal out the noun cards
 - Judge flips over an adjective card
 - Players play their best noun card
 - Last card played doesn't count!
 - Judge chooses the best fit and awards the adjective card to that player.
 - Repeat

● *Reconvene*



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Best Fit! – Game 2

● *Before class*

- **Topic: Algorithms**
- **Adjectives**
 - $O(n^2)$
 - Useful
 - Complicated
 - $O(n \log n)$
 - Only for people who write Doom
- **Gather some index cards**

● *In class*

- Break into groups of 5
- Each group creates 20 noun cards
- *Play*
 - Deal out the noun cards
 - Judge flips over an adjective card
 - Players play their best noun card
 - Last card played doesn't count!
 - Judge chooses the best fit and awards the adjective card to that player.
 - Repeat

● *Reconvene*



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Frame 2 – Envelopes!

● *Before class*

- Choose topic
- Gather some envelopes and index cards
- Mark up envelopes with problems

Invented by
Thiagi
(thiagi.com)

● *In class*

- *Break into groups of 5*
- *Organize federations of 3 groups each*
- *Distribute a set of 3 envelopes to each federation*

● *Play*

- *Round 1 & 2 – Play*
 - *look at envelope*
 - *write analysis on a card*
 - *stuff & pass*
- *Round 3 – Judge*
 - *select the best answer*
 - *take turns announcing the best answer to the federation*

Envelopes! – Game 1

● *Before class*

- **Topic:**
 - Operating Systems!
- **Problems:**
 - What are operating systems for?
 - Why do operating systems crash?
 - When is Linux a better choice than Windows?
- Gather some index cards

● *In class*

- *Break into groups of 5*
- *Organize federations of 3 groups each*
- *Distribute a set of 3 envelopes to each federation*

● *Play*

- *Round 1 & 2 – Play*
 - *look at envelope*
 - *write analysis on a card*
 - *stuff & pass*
- *Round 3 – Judge*
 - *select the best answer*
 - *take turns announcing the best answer to the federation*

Envelopes! – Game 2

● *Before class*

- **Topic:**
 - **Software Engineering!**
- **Problems:**
 - **Developers don't bother reading my requirements doc!**
 - **Testers constantly find problems that the customer doesn't care about!**
 - **We've got 4 months of development work and only 3 months to do it!**
- **Gather some index cards**

● *In class*

- *Break into groups of 5*
- *Organize federations of 3 groups each*
- *Distribute a set of 3 envelopes to each federation*

● *Play*

- *Round 1 & 2 – Play*
 - *look at envelope*
 - *write analysis on a card*
 - *stuff & pass*
- *Round 3 – Judge*
 - *select the best answer*
 - *take turns announcing the best answer to the federation*

Whew!



What's next?

- *How will you leverage framegames?*



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Thanks!

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