



# THE AGILE QUIZZITCH

by Sven Cipido and Peter Doomen

A unique quizzing experience  
into the world of the agile movement

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## Preface

Welcome to the Agile Quizzitch.

Thanks to all participants at XPDays 2012 Benelux who have had the dry-run quiz, and who were very enthusiastic about the Quizzitch formula.

Thanks to Portia Tung for helping us with the name of the formula. Quizzitch is indeed the word we were looking for!

The authors,

Sven and Peter.

## Playing the Quizzitch game

You think you know a lot about Agile or maybe you just starting with it. We will check in a fun way your knowledge. Are you the first one to reach the highest level? Well congrats then....

## Playing with levels

Pick any start questions (these are the questions with a letter A, B, C...). Start questions are relatively easy: their level is 1. All questions are multiple choice with exactly four alternatives.

Depending on your answer, you end up at a new question. Its level will rise when your answer was correct, and it will fall when your answer was not correct. The highest level is 7. The player who answers correctly at this level, wins the game.

When you make an error, you will get the same question back after a while. This time, choose another alternative answer... that way, you'll learn by playing!

## **The split and join quiz**

### **How the game is played**

The group is split in two large teams. Every participant gets four cards with the letters A, B, C and D. The quizmaster starts the game by asking a multiple choice question with four alternative answers. Participants are not allowed to talk. Instead, they select the card that indicates the right answer and put it before them. When all participants have chosen their answer, they turn their selected cards so that every other team member can see it. Then they can briefly discuss the answers.

- If there were multiple competing answers, the procedure is repeated: every participant rechooses an answer card.
- If there are no more competing answers, the chosen answer is the group's answer. If this answer is right, the group gets one point for every participant. This point is awarded to the group, not to the individual participant.
- If there are still multiple competing answers, the group splits. Every newly formed group gets a share of the points earned by the former group. The remainder, if any, is given to the group that selected the right answer (if any, otherwise the remainder is forfeated). Also, the group that selected the right answer gets points for the right answer.

After every three questions, teams can join with other teams. When they join, points are put together. Joining is not possible if there are only two teams left. When teams split or join, the newly formed teams choose a new team name. Team names and points are visualised by the quiz master.

## **Example**

The quiz master asks: “What is the square root of 9?” with following possible answers: answer A: 1, answer B: 2, answer C: 3, answer D: 4 Team One shows these final answers: two persons selected A, two selected B and five selected C. The team has earned 18 points so far.

So Team One will split up in three groups:

- Team Two consists of the two participants that gave A for an answer. They inherit four points from Team One.
- Team Three consists of the two participants that gave answer B. They too inherit four points from Team One.
- Team Four consists of the five participants that selected answer C. They inherit ten points from Team One and get five extra points because they answered correctly. So they now have fifteen points.