

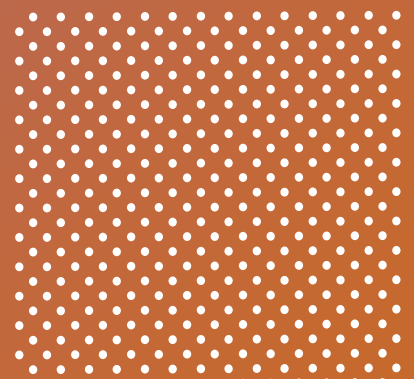
SFB-Workshop 2021

Socializing

Join us for a good time watching a movie, playing games or participating in interesting conversations. We have prepared a list of activities you can join. A trivia quiz and pictionary for a chill time or an intriguing game of „Among Us“. These will take place in different breakout rooms via Zoom:

(Breakout-)Rooms	function
Main room	Big-group activities: Games (Quiz, Powerpoint Karaoke)
Hamburg	Game 1 (Among Us)
Kassel	Game 2 (Skribbl.io)
Marbug	Game 3 (Gartic Phone)
Frankfurt	Game 4 (Codenames)
A7	Room 1
A49	Room 2
Rest stop	„Be right back“

Zoom link: <https://uni-kassel.zoom.us/j/91010589878>



Explanation of some suggested games:

Among Us

- Do Science.
Run a spaceship.
Kill your colleagues.
- The players are on a spaceship and divided in two groups: Crewmates and Imposters.
- Crewmate must fix the ship by solving small tasks.
- Imposters disguise as a crewmate while secretly killing the crewmates. They can sabotage the ship.
- If a corpse is found or someone has a suspicion who could be an imposter, it is discussed and voted on who will be expelled from the spaceship as an imposter.
- There are 3 ways to play the game:
 - Installation on a mobile phone or tablet via Play store/Apple Store (free)
 - Installation on the PC via steam (3,99 €)
 - Installation via emulator such as BlueStacks (www.bluestacks.com/de) on PC (free, but requires registration on the PC with an Google-Play account)



Skribbl.io

- Pictionary: One tries to draw terms on a digital canvas, the others try to guess what it is. The fastest player gets the most points. The painter gets more points the more player guess it.
- <https://skribbl.io/>

Gartic Phone

- Many different game modes.
- Main theme: Each player has to write a funny sentence. These sentences are shuffled and everyone gets one sentence and has to illustrate it. In the next round you have to guess the sentence the picture is representing. And so on and on...
- <https://garticphone.com>

Codenames

- The group is divided in two teams. In each group is one spymaster. The other members are operatives.
- The matchfield consists of 25 words. 8-9 words are assigned to each group. 7 words are neutral and one word is black.
- The spymasters can see which word belongs to whom. They have the task to give a hint that is related to as many words as possible. Be careful to not include words from the other team. The hint cannot be a word on the matchfield. The spymasters can say how many words are related to the hint.
- The operatives have to guess the related words.
- The game ends when one team identified all of one team`s words (team wins) or if the black card is chosen (team loses)
- <https://codenames.game>