eHRAF ARCHAEOLOGY JEOPARODY

Note to Instructors

eHRAF Archaeology Jeo*parody* is an introductory archaeology class activity based on HRAF and the eHRAF Archaeology database. The game runs in a fun, animated PowerPoint format complete with sound effects, transitions, and a "Final Jeoparody" round.

Gameplay

For introductory classes, it is recommended that students may search eHRAF Archaeology or the HRAF homepage for answers during the game. For online classes, students connecting via Zoom or another video-conferencing platform can be encouraged to type their answers in the chat box to facilitate synchronous gameplay. True to the original Jeopardy TV show, the "answers" are the prompt, and player responses should come in the form of a question!

How to Use It

To play, download the file and open it in PowerPoint. Start the presentation from the first slide. Use the left or right arrows on your keyboard to scan through and announce the category titles until you arrive at the game board. Then, click on the requested dollar amounts to reveal the question prompt.

To allow students enough time to answer, after reading the prompt, click on the timer button at the bottom of the slide to begin the response countdown. There are also a series of sound effects to click on at the bottom right-hand side of each question slide in response to correct or incorrect answers from the class.

Click again on the prompt text, or on "go to response" in the bottom right corner of the slide, to show the correct answer. Click on the home icon in the bottom center of the slide to return to the main board to continue playing. After all the categories have been completed, click on "Final Jeoparody" beneath the game board to enter the final round.

Technical Requirements

The game presents best on Windows or Mac running a version of PowerPoint 8 or higher. It is **not** optimized for Google Slides, Open Office, or Keynote. For online teaching via video conferencing platforms, instructors may share the screen in Presenter mode to host the game. Be sure to enable any video-conferencing or distance-learning platform to "push sound" to the audience in order to make use of the sound effects board at the bottom of the screen.

Editing

Instructors may edit the slides to replace existing questions with their own topics.

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Categories and suggested study materials

Category 1: eHRAF Archaeology Facts

This category focuses on the history and structure of the eHRAF Archaeology database. Information needed to answer these questions can be found in the following HRAF materials:

- About eHRAF Archaeology
- HRAF Timeline
- eHRAF Archaeology Tutorial Video

Category 2: Name That Tradition

The eHRAF Archaeology database is organized by archaeological traditions. A list of traditions covered in the database can be found by going to the Browse Traditions tab in the database, or downloaded from the HRAF homepage. This category lends itself to "open-book" style exploration during the game. Correct responses contain the tradition name and/or the OWC identifier as found in eHRAF, e.g. "Upper Egypt Predynastic (MR55)".

Category 3: Great Discoveries

The questions in this category contain images, quotations from authors in eHRAF, or descriptions of significant archaeological findings, monuments, artifacts, or locations. Students may be encouraged to search in eHRAF during the game; for example, utilizing keywords in Advanced Search, or by Browsing Documents to find the full title quickly if they are already able to identify site, region, or other "clues" on their own.

Category 4: Dig It

This category asks students to identify key archaeological fieldwork terminology.

Category 5: It's a Date

Identify archaeological dating methods based on definitions provided.

Category 6: Which Subfield?

Identify the sub-field of Archaeology based on the description provided.

Final Jeopardy Category: Now and Then