
PING (Virtual Response System)

PING (Virtual Response System) requires a special login account with password. This allows you to create a unique address for your Virtual Response Pad, so that it can communicate with your game. You will need to get a password and account set up to use PING. To find out more, please contact sales@C3SoftWorks.com or 1-888-333-1969.

Overview

PING (Virtual Response System) is a part of the **BRAVO!** Suite and currently works with the **Quiz Show** and **Spin Off** games within the suite. PING allows you to play a game through a webinar, or in a computer lab, that allows each player to have their own virtual remote key pad. PING is delivered to the end-user through an HTML page or as an executable file (.exe). This allows players to answer questions on their local computer (they will need internet access for this to work) and "Ping" the host's game with their response. The Virtual Response Pads allow the user to enter their name and play along using the Virtual Pad. PING plays just like the classroom Audience Response Pads, but uses virtual remotes instead of regular key pads (see below image). No information about your computer or game content is transmitted. The only information that is transmitted ("Pinged") via the internet is the answers (A, B, C, D, or E), chosen by the participants. The results are stored on your local machine and not online, so your information is secure.



Virtual Response Pad (VRP)

Getting started: First build your game, like you normally would for the classroom. Keep in mind that you want to avoid open-ended questions. Once you have your game made, go to **Response Settings** on the main menu, on the left of the **BRAVO!** Game Builder (Only works for **Quiz Show** and **Spin Off** at this time). Choose from the **Response type** menu >**PING (Virtual Response Pads)**. Once this is done, other options will be visible for PING in the **Audience Response Settings**.

Audience Response Settings for PING

1. **View Admin Page:** Click on the View Admin Page. This will take you online, so you can view your account settings. See **Management of Account** below to learn more.
2. **Anonymous Mode (hide names):** By checking this, the names of the players will be hidden, once the game starts. As a presenter, you can always hover over the player light (placed on the team's area to the left of the screen) and identify the player by their name and pad ID.
3. **Prompt for Team Name:** By checking this, you have the option of changing the team names when the game is launched. If you want to streamline the process, just leave the box unchecked and this step will be skipped as the game begins. This is beneficial if you are firm on your team names, and want to speed up the game set up.
4. **Prompt for Number of Teams:** By checking this, you have the option of changing the number of teams when the game is launched. If you want to streamline the process, just leave the box unchecked the box, and this step will be skipped as the game begins. This is beneficial if you are firm on the number of teams, and want to speed up the game set up.
5. **Total Teams:** You can preselect the number of teams you want to use in a game, by checking **Prompt for number of teams**. By checking this, you then have the option of changing the number of teams when the game is launched.
6. **Enter your information below and press submit to retrieve your link:** The first time you use the Virtual Response Pads, you will need to enter the user name and password that was assigned to you. This will allow you to log in online to retrieve the unique ID that you will send out to attendees. This link (an HTML address that you will send to attendees) creates their virtual pad that will communicate directly with your game. Click on "remember me," if you want the game builder to remember your login information.
7. **Retrieve Link:** Click on Retrieve Link, to populate the field below (8) with your unique HTML address for the pads that will communicate directly with your game.

8. **Send this link below to your students:** You can copy your unique address for the virtual pads here. There is even a **copy link (9)** and an **Email Link (10)** to interface with your email program to send out the address. If you have problems with the **Email Link**, just click on **Copy Link**, and paste in your outgoing email to send to attendees.
9. **Send this link below to your students:** You can copy your unique address for the virtual pads here. There is even a copy link (9) and a email link (10) that will interface with your email program so you can send out the address. If you have problems with the Email Link, just click on Copy Link, and paste in your outgoing email to send to attendees.

Unique Address: Each subscription for PING (VRS) will have a unique address assigned to it. This address can be used over and over again with each game you make. For example, if you are going to play PING 3 times today, you will have the same address for each of the games, even if the games are different. Keep in mind, with each unique address, only one game can be played at a time. If you have multiple users using PING with the same address, at the same time, the game will not be able to decipher which game the data is being sent to.

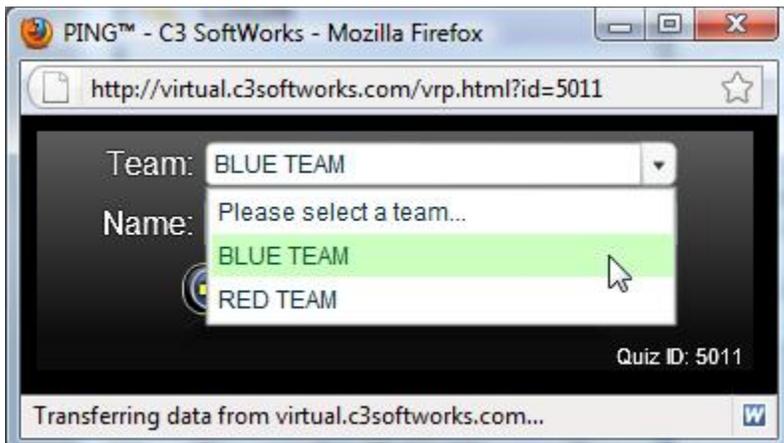
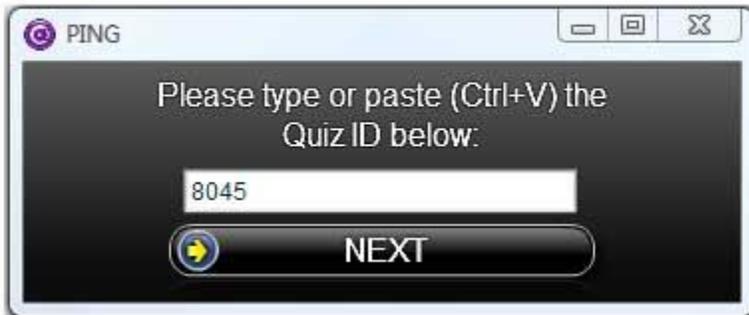
Management of Account: Click on the **View Admin Page** in the Response Settings (make sure you have the drop down set to PING), to access the administration page online. Login with the login and password you were assigned. Once logged in, you can change your password and email address. To make changes to your profile, click on profile, to change both your email address and change your password. You can also check the status of your subscription here as well.



Launching PING From Game Player: You can launch your game, log in, and send out a PING address right from the game player. You may choose to use this feature, if you do not have access to the game builder. When the game is launched in PING (VRS) mode, you will be asked to enter your login and password. Click "OK" and you will see a new screen with the VRP address, which you can either copy and paste or email to attendees. If click "cancel," the game will play in regular mode with no VRP. Depending on the webinar program you are using, you may be able to send a live link through the chat window. If the webinar program you are using does not support live links, you can either email the link, or have them visit www.c3softworks.com and click on the **Launch PING** (<http://virtual.c3softworks.com/launch.html>) image in the upper right hand corner of the site. All they will need to enter is the numeric characters at the end of the url. For example, if the url is: <http://virtual.c3softworks.com/launch.html?id=8045>, they would enter 8045. This will then launch an HTML (web page) Virtual Response Pad for them to use.

Launching PING From an .exe: Currently (PC users only), you can send out a ping.exe file for the end user to launch their virtual pad. The advantage of the ping.exe file vs. the HTML PING, is that the ping.exe will stay on top of all windows and browsers that are open. The end user does not need to have admin rights to use the ping.exe, nor

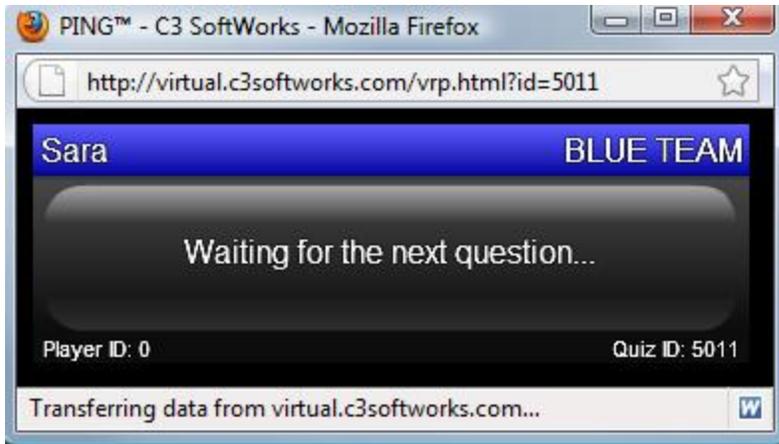
does it install anything on the end user's computer. For the end user 's virtual pad to communicate with your game, you will need to send the your unique 4 digit ID code. If you do not know your code, look under Audience Response Settings, make sure PING is selected, then log in with your user name and password. Once done, you will see a series of numbers at the end of the url string. The last 4 digits are your Quiz ID. In the example, url: <http://virtual.c3softworks.com/launch.html?id=8045>, your code will be 8045.



Managing the PING (VRS) Pads: When you first get started, you can launch your game and open a few instances of VRP pads. This will help you become familiar with what the end user will be viewing, as you play a game online. The pads are constantly communicating with your game, and will automatically recognize when it is time to answer a question.

The pads provide a place for players to add their name and choose a team. To pick a team (in team mode), they choose from a drop down menu. To add their name (name optional), they simply type it in the box provided. Once they are ready, they click on **Next** on the VRS Pad, and this information will be transferred to your game. The participants' virtual pads will then stand by and will show the players what team they are on, and even match up the colors and team names (if in team mode). Their pad ID and name will populate the game board. If a player did not enter a name, you can still identify them by the player ID assigned to them (this is based off of the order they signed in). The player ID is located in the lower left-hand corner of the VRS Pad, and on the game board, under **Response Pad ID**. If someone is on the wrong team, you can select them on your board and delete them and then have them re-enter the information on their pad.

Number of VRS Pads: As in the classroom, you can have up to 250 players playing at one time. In team mode, you can have up to 50 players per team. If you prefer to play in **All Play Mode**, this can be set up in the game builder, and if **Prompt for Number of Teams** is enabled, you can also choose the number of teams or **All Play** when the game is launched.



The pad above belongs to Sara. She is on the BLUE TEAM and has Pad ID #0.

Change the Text that appear on the Virtual Pad: In the example above, you can change, "*Waiting for the next questions...*" to say anything you want, by changing it in the [Game Text](#).



Answering Questions: When a question is shown, the VRS pads become active, and players can now answer. The number of choices (A, B,C, D, E) will be based off the number of possible answers you have in the game. If, for example, you have only 2 choices, then the Pad will show only 2 possible choices as well. The participants can only answer once and cannot change an answer once submitted. The participant's response will

communicate immediately with the game interface via the internet. You can also monitor who has answered or not answered, by hovering your mouse over the player indicator box (these indicators represent each player and reside on the left side of the board).



By placing your mouse over the **Player Indicator Box** you can easily identify by name or ID the participants during a game. This way you can see who has or has not answered yet.