

ANATOMAGE TOURNAMENT: VIRTUAL HOST GUIDELINES

UNIVERSITY/COLLEGE

Preface

Anatomage encourages hosts to read these rules before hosting any tournaments.

1. Host Eligibility

A host must meet the following requirements:

1.1 Must be an Anatomage Table customer.

1.2 Virtual tournaments must have 1 Table and remote table set up for virtual interaction. See remote table access instructions.

1.3 All tournaments must have a minimum of 12 teams competing.

1.4 All contact information such as schools attending, team names, team point of contact information must be provided to Anatomage.

2. Team Eligibility

2.1 Each team must have a minimum of 3 students with an appointed team captain. No more than 5 students per team.

2.2 Teams must be composed of students from the same school.

2.3 To be eligible to participate, students must be enrolled in school full-time.

2.4 No students may compete in more than one team.

2.5 It is encouraged that there is an educational coach, advisor, or teacher that helps prepare the teams for the tournament using resources such as anatomy and physiology books and more.

3. Virtual Tournament Structure

3.1 Virtual regional tournaments will be played in an elimination-style. Teams are competing against all of the other teams in the tournament.

3.2 Each tournament will have at least 1 preliminary round, in which each team will be quizzed on the same set of questions during each round. Teams with the highest combined point totals from the preliminary rounds will advance to the elimination rounds. The number of teams advancing to the elimination rounds will be decided by the tournament director and/or main moderator.

- **Preliminary Round:** all teams will answer the same set of questions
- **Semi-Finals - Top Eight/Four:** will include the top 8 or 4 teams with the most points in the preliminary round.

- **Finals - Final Two:** will include the top 2 teams with the most points in the semi-final round. The team with the most points will be assigned the winner of the Anatomage Tournament.

4. Virtual Technical Requirements

4.1 Each student must be able to download Zoom, the video communications platform on their computer or smartphone.

4.2 All team members will need to enter the zoom meeting through the link provided by Anatomage.

4.2 The team captain must download and join the meeting through “Zoom Client.”

4.3. For best results, we recommend using a PC computer and a mouse, not a trackpad.

4.4 Each student must have microphone and camera access during their allotted Tournament time.

5. Tournament Schedule

5.1 Each team will register through the Anatomage registration webpage.

5.2 Each team will be able to select and sign up their preferred time slot for each round.

5.3 Preliminary rounds consist of 30-minute time slots. This time can be allotted in any way the team desires as long as the quiz round is completed by the end of the 30-minute mark.

Following is a suggested schedule to divide the time within the 30-minute slot:

- In the first 10 minutes, the tournament official will go over the tournament rules and application controls.
- In the next 10 minutes, the team captain can practice interacting with the cadaver along with the help of his team members ensuring they have good control over the Table and how the quiz functions.
- The round will begin when the team announces they are ready or once the 10 minutes have been reached.

The preliminary quiz consists of 20 questions in 4 minutes.

5.4 Semi-final rounds will consist of 20-minute time slots. The round will begin once all the team members have logged in and the tournament official is ready to begin. The semi-final quiz consists of 30 questions in 5 minutes.

5.5 The final round will consist of 20-minute time slots. The round will begin once all the team members have logged in and the tournament official is ready to begin. The semi-final quiz consists of 35 questions in 6 minutes.

6. Tournament Question Requirements

6.1 It's recommended to download and use Anatomage preset tournament questions.

6.2 You may create your tournament questions, however, submission of your tournament questions must be provided to Anatomage to ensure the minimum questions per round meet the minimum quantity. Submit your tournament quiz to tournaments@anatomage.com for approval.

6.3 The tournament questions must meet the following requirements:

Virtual Tournament Minimum Questions

- **Preliminary Rounds:** 25 questions - 4 minutes
- **Semi-Finals - Top Eight/Four:** 30 questions - 5 minutes
- **Finals - Top Two:** 35 questions - 6 minutes

6.4 We encourage verbal, visual, or written communication between the team members during the tournament rounds.

7. Timing

7.1 Registration slots are provided to give students enough time to sign on to Anatomage zoom room and that each student is connected properly. Times slots should consist of the following:

- Preliminary Rounds - 30 minutes
- Semi-Finals - 20 minutes
- Finals - 20 minutes

7.2 The rounds are played until the time expires or all the questions have been answered.

8. Rules for Breaking Tie

8.1 If a tie exists at the end of the round, the team who skipped less will be deemed the winner and continue to the next round.

9. Scoring

9.1 The tournament questions will be scored in the following format:

- Correct answers, worth 2 points
- Incorrect answers will count as -1
- Skipped questions, worth 0 points.

10. Tournament Promotions

10.1 Host is required to effectively promote the tournament at their own expense.

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Introduction

The following guide is intended to help you organize a successful tournament. This is not intended to be a comprehensive guide, but to be used as a reference point that will help and assist your planning.

1. Purpose of Tournaments

1.1 The purpose of the tournaments is to support students' anatomy and physiology learning while fostering collaboration and teamwork.

1.2. The tournament encourages students to interact with an Anatomage Table, a 3D interactive table to identify anatomical structures.

2. Sportsmanship

2.1 At all times, we encourage fair play, ethical behavior, and integrity.

2.2 Individuals, regardless of their role in the tournament, are expected to be aware of their influence on the behavior of others and model good sportsmanship.

3. Tournament Officials

3.1 It is recommended there is a tournament director who is the final on-site authority regarding the tournament regulations and final ruling.

3.2 It is recommended that each tournament have a moderator. The moderator will enforce time limits, supervise the clock, award points, and otherwise enforce the rules of the tournament. If necessary, the moderator will brief the teams before the start of the tournament; either verbally or in writing.

4. Tournament Promotions

4.1 It is encouraged that you begin your tournament promotions as soon as possible, however, no less than 2-3 months away.

4.2 It is recommended that you have a website or landing page to promote and provide students with tournament details. Including a sign-up form or link for students to register is encouraged.

4.3 We advocate announcing the tournament on all social media platforms.

4.4 We encourage using email tools to upload email lists and send emails announcing the tournament.

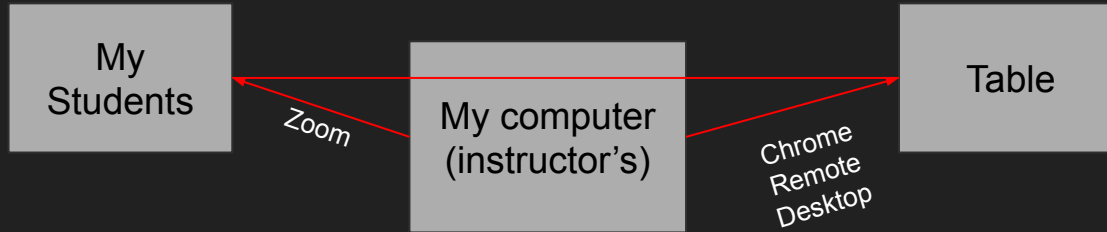
4.5 It is recommended that you develop a press release that you can send to local media outlets.

5. Tournament Prizes

5.1 It is recommended that the top 3 teams are awarded Anatomage certifications.

Remote Table Access

If teachers are not allowed to be at Table...



Software required:

- Google Chrome Remote Desktop
- Web Meeting software (Zoom, GotoMeeting, Webex, Slack, Blackboard collaborate, etc.)
 - ****Note Blackboard Collaborate does not offer remote mouse and keyboard capabilities.**

Steps

1. Install [Google Remote Desktop](#) on the Table's Chrome browser and on your personal computer's Chrome browser.
 - a. Requires gmail login for both browsers.
2. Remotely connect to the Table, and allow permission to access. The very first time you login you'll need to physically be at the Table to enable access on the Table. Login is similar to teamviewer where it requires an access code. Make sure to check remember pin so you can now login remotely without having to be at the Table.
3. Use Google Remote Desktop to control the Table, load Table software, etc.
4. On your laptop, start the Zoom session. Students can login and now you're running the meeting with them through Zoom. Share your screen with students, which will have the Table software open (remotely) as a tab in your Chrome browser.
5. Give students mouse and keyboard access if you want them to control the Table software. They are controlling the Table software thru your laptop, so technically they're controlling your laptop.

If you are physically at the Table, you can skip the Chrome Remote Desktop session completely and install Zoom, etc. on the Table. Meetings can be run directly from Table. A USB mic is required for audio.

Requirements

- Table must be connected to the internet at all times.
- Table must not be shut down.
- Any PC or MAC can do this. Only need Chrome browser.
- Gmail login to be used at Table and personal computer.

FAQs

1. Can I shut down the Table and still log back in using Chrome Remote Desktop?
 - a. No, so Table PC must be on at all times.
2. Can I restart the Table PC and still remote in using Chrome Remote Desktop?
 - a. YES
3. If my sleep settings are on and PC goes to sleep, can I remote in?
 - a. No, it doesn't usually work if the PC goes to sleep.
 - b. Yes if *only* the monitors are set to go to sleep, but monitors will wake back up when in use.
4. Can I turn off my monitors completely using the remote and keep the Table PC powered on the whole time?
 - a. Yes. This will help conserve power and preserve monitor longevity.
 - b. Restarting the Table PC every 1-2 weeks is recommended.
5. Can I have both a Zoom session and Chrome Remote Desktop running at the same time on the Table?
 - a. No, some weird things were happening.