



Frequently Asked Questions On the Edge Game

Sections:

- I. Introduction to the Game
- II. How to Play the Game & Facilitation
- III. Licensing & Pricing

I. Introduction to the Game

What age is the game catered for?

The game is for youth ages 12-17.

What devices can a person use to connect?

Phone, laptop, Tablet.

What platforms can the game be played on?

The game can be played on most virtual platforms including Zoom, Google classroom, etc. and in-person!

What are some areas covered in the game?

- Depression
- Bullying
- Sexual activity
- Alcohol / drugs
- Academics
- Peer pressure
- Suicide
- and more

**Disclosure – this game has been created as a tool to promote open and needed conversation. We highly suggest these conversations be partnered with tools and tips to help issues and/or concerns that are brought out through these sessions.

How many questions are in the game?

There are currently a total of 116 questions in the game.

How many questions per category?

Each category has 11 – 19 random questions and/or topics.

Will the questions change?

Divine Destinies, the creator has the ability to add questions and will add questions throughout the life of the game. Facilitators will need to opt in to receive new questions. There is no fee to access the new questions

What are sample questions/scenarios?

Sample 1: Your high school friend is failing most of their classes. They often ask to copy your work. You figure out they don't know how to read. How do you handle the situation?

Sample 2: A fight breaks out with a group of people on your way home from school. You know the person who is getting beat up. Do you try to stop it? Why or why not?

II. How to Play the Game & Facilitation

As the facilitator am I able to see the questions before or remove questions?

Yes, the facilitator will be able to see the questions before and have the ability to remove questions from discussion.

Does everyone need to have their own device to participate in the game?

In order to receive the random questions each person must be logged into their own device.

If someone needs to join after the game starts, will they be able to join?

Yes, if needed they will be able to join.

What if someone leaves the game early?

When a person leaves, they will be removed from the game which will free up a license for someone else to join. They will also be able to rejoin, provided the session is not full according to the license.

How are the questions selected for each participant?

The questions are completely random. The participants will only see the question or scenario up for discussion on their digital device.

How many questions per round?

The facilitator controls the number of questions and can end the game at any time.

Does the participant have a time limit to select a category?

There is 30 seconds time limit to select a category once they are randomly selected.

When the random person receives the question does everyone see it?

No one will see the question until the selected person chooses to discuss the question. Other participants will not see skipped questions.

Once the participant skips the question does it go back into the pool for someone else to possibly get the question?

Question will go back into the pool and someone else may receive the question because it will be a new question for someone else.

How many times can a person skip a question?

There are only allowed three skips per session for each person.

Does the facilitator get a roll-up skipped questions after ending the game?

Yes, this will allow the facilitator to see what was discussed and what was skipped. This will be captured in reporting.

What if facilitator loses connection?

If the facilitator has issue with connectivity and loses connection the facilitator has the ability to refresh their screen. Participants can choose to refresh their screen and click rejoin.

Once the facilitator ends the game can they start the next session where they left off?

After ending the game, the facilitator will be able to login and choose resume game or start new game. They will receive a new code that they will need will be provided. To end the game (clicking the end button) will completely close it. However, the facilitator can close the browser to "pause" the session and that would allow them to resume the last one.

How do I get the youth to engage if the youth are not participating when a discussion comes up?

- Be vulnerable as a facilitator and don't be afraid to share how you would handle the situation.
- Remind participants it's a no judgement zone.
- If scenario / question is too heavy revise it to something more suitable to your group.
- Don't rush an answer give them time to answer and process it

How do I facilitate the youth answering of the scenarios?

Below are some of the questions and techniques to encourage problem solving and decision making as participants answer the questions.

Initial question for each scenario:

- Is this a problem?
- If yes what is the problem?
- If not, why do you think it's not a problem?
- Ask what they would do? Explore good and bad risk and consequences of taking both options.

III. Licensing & Pricing

Billing – Is my payment secure?

Yes, your payment is secure. Once you enter your billing information it will not be saved in our system. All payments go through Stripe. Payment information never goes through On the Edge servers.

How does the licensing work?

The game will allow 1-20 users (which includes one being the facilitator).

Does my license allow me access to all the categories?

Yes

What are the tier levels and what's included?

License	Max users	Usage	Pricing
Bronze	20	On-time (1 week)	\$80.00
Silver	20	Unlimited for a month	\$250.00
Gold	20	Unlimited for a quarter	\$750.00
Platinum	20	Unlimited for one year	\$3,000.00

Bronze tier – after purchase you have seven days to start the game. After starting the game you will have four hours of play.

Silver, gold and platinum tiers include one virtual train the trainer session up to 45 min and one feedback session up to 30 min.

Our goal is for our customers to use the game to help youth. One training and feedback session is included with every license package with the exception of the one-time license.

How does the train the trainer package work?

Virtual training will cover the below

- How to use the game.
- How to use reporting.
- How to remove questions you don't want include in your session.
- Feedback session after first game
- One virtual train the trainer session
- Up to 45 min and one feedback session up to 30 min.

It's our priority that the sessions productive and helpful for our youth and the adults in their life that are working to see them successful.