

The Act

Facilitator Cheat Sheet — keep this in front of you while running the room

Passcode

Five clicks on the mask icon, top of the page, opens a passcode prompt. Enter:

ETHICS490

Before Class

- Open the app, five-click the mask, enter the passcode.
- Generate Code (or Enter Session if resuming one already in progress).
- Project this screen. Give students the session code and the URL.
- Students join with the code and a team number, 1–20. Multiple people can share a team number.

The Six Rounds

#	Round	Timer	Note
1	Deadline Pressure	4 min	
2	System Change	4 min	
3	Workload Conflict	5 min	
4	Performance Concern	5 min	
5	Executive Pressure	5 min	Results doubled. Trust unaffected.
6	The Deadline Moves	4 min	Results not counted. Trust unaffected.

Options and reasoning are hidden on your own screen while a round is live or upcoming, situation and timer only. Full detail appears automatically once you move past that round.

Running Each Round

- Release opens that round and starts its timer. Every round starts this way, including the first.
- Advance closes the round and returns to a neutral gap. Nothing opens automatically.
- The next round only goes live once you open its own tab and press its own Release. This is true every time, no exceptions.
- You can release any round in any order. Closing one round always locks that team's majority vote first.
- A genuine tie among a team's votes scores as zero for that round, not a coin flip.

After Round 6

- Teams move to ratings, then you close the session.
- Reveal and Debrief tabs appear only once the session is closed.
- Reveal: totals table, ranked by Delivered Performance, then a full round-by-round breakdown.
- Debrief: three charts (Results, Trust, Delivered), the Four Conditions, the relationship radar, and Team by Team themes, all generated from this room's own numbers.
- The "Go to Answers" button at the bottom of Debrief is what actually opens the answer key on student phones. Nothing shows there until you press it.

Tabs at a Glance

- RD I–VI — each round's own screen and controls.
- Teams — roster and a plain headcount of who has voted this round. No breakdown by option, on purpose.
- Reveal / Debrief — appear only after the session is closed.
- Settings — rewind one team to an earlier round, reset a single team, or clear the whole session between class sections.
- Facilitator Info — the full walkthrough, always available, whether or not a session is running.

If Something Goes Sideways

- Wrong round open? Go to the correct round's own tab and press Release there directly.
- A team looks stuck? Check Teams tab for their headcount, then Settings to rewind that team if needed.
- Losing track of the room's state? Check the Stage listed at the top of the Teams tab.