

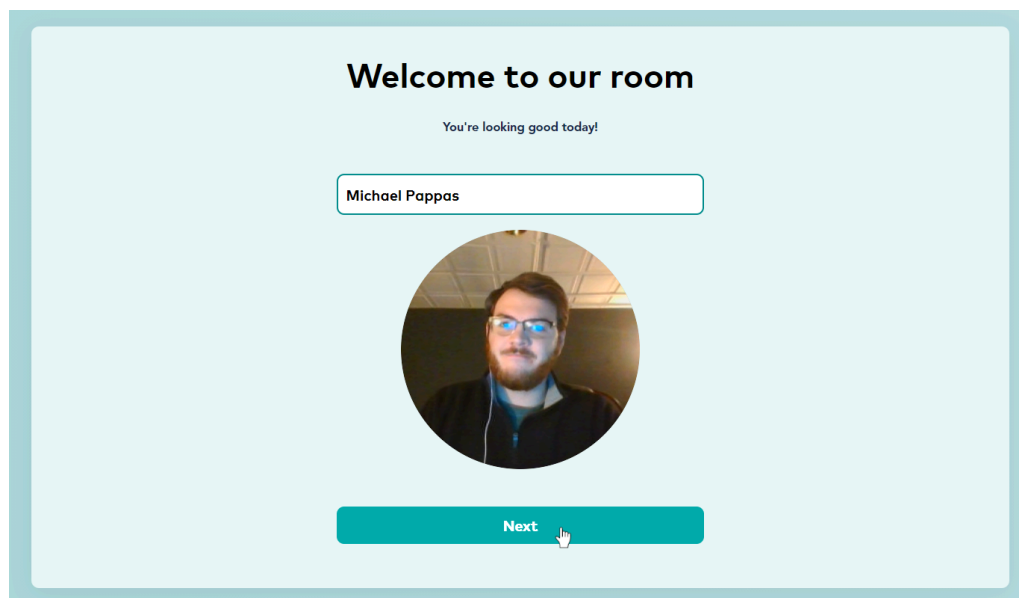
Academic WorldQuest '21 – Using Our Virtual Platform

Wonder.me is a web-based video conferencing platform that allows users to seamlessly transition between large group conversations and 'circles' for smaller conversations, while still being accessible and visible to other users outside of the 'circle.' No download is required to access.

Getting Started:

Wonder.me is optimized to be used in the Google Chrome web browser and is our recommended browser for all participants to use for access. Firefox, Microsoft Edge, and Brave are other supported browsers. The Room cannot be accessed on a phone for this event, as you are unable to share your own video. An internet speed of at least 15 mbps is also recommended by Wonder.me, so using an ethernet cable is ideal if your Wi-fi speeds are lower.

1. Click and follow the Wonder.me link provided to access the room. For Academic WorldQuest 2021, this link will be: <https://www.wonder.me/r?id=053eb3be-0e7b-4491-b5ef-41b879da6be1>
2. You will be prompted to allow access to cookies. If you only wish to allow what is strictly necessary for us, then simply X out of the prompt.
3. Click "Enable camera and microphone," then click "Allow" when your browser prompts you to.
4. Input your full name into the box, and press next when you are ready to take your profile picture:

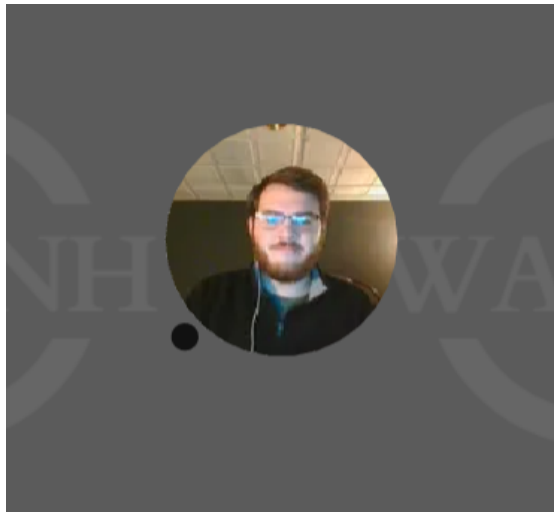


5. Press Next when you are satisfied with your name and picture, or press "Retake / I'm not seeing myself" if you would like to try again.

6. Press Yes if your audio (speakers/headphones) is working, then Yes if microphone is working. Then you've successfully joined the room!

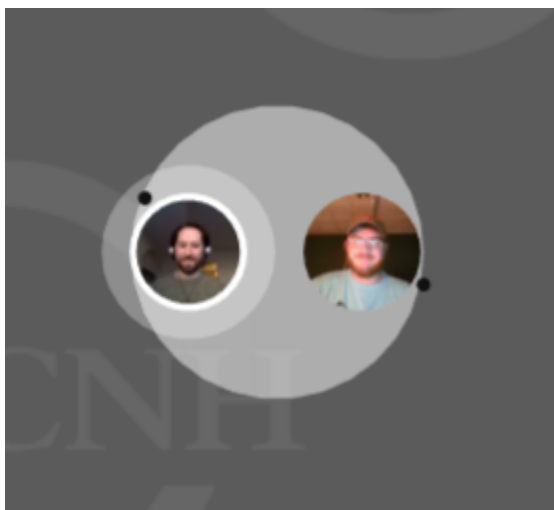
The Room:

The 'room' is the 'map-view' where every participant is located, which includes small labeled squares that will serve as the congregating 'circle' for each school/team. You will only be able to talk with people within your 'circle.' (audio and visual)

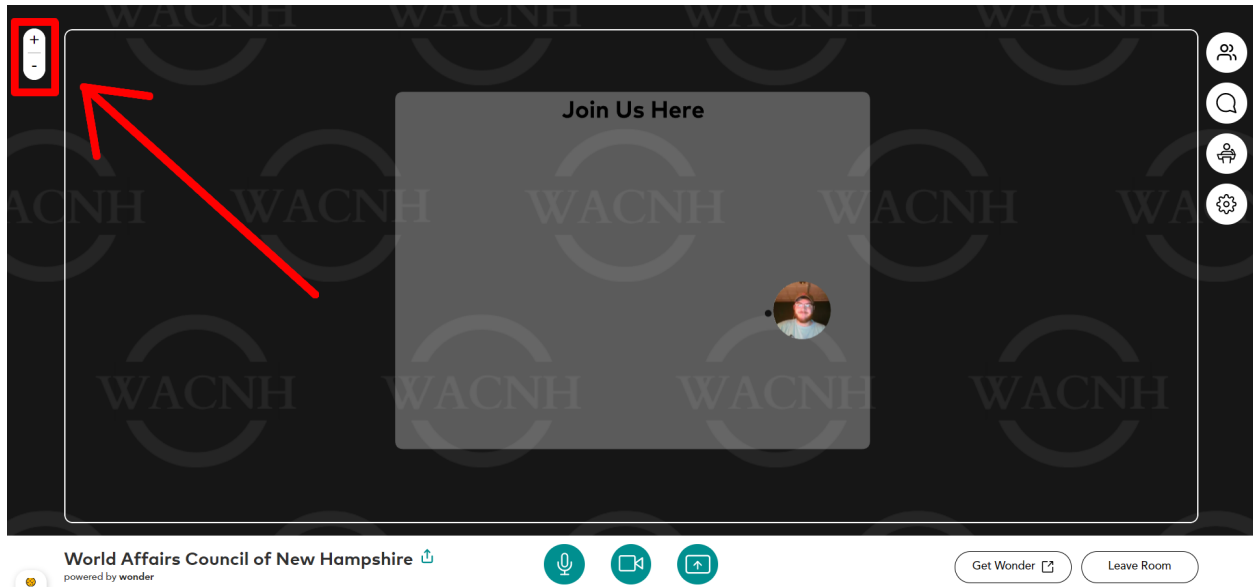


This round photo of yourself will serve as your avatar and is how you will move around in the 'room.' The small black circle will rotate according to where your cursor is placed in relation to your avatar, serving as an arrow directing which direction you will move in.

1. In order to speak to another person, you will need to either start a 'circle', if one does not exist yet, or join an already existing circle. To start a circle, click and hold your mouse in the direction of the person you want to talk to who is not yet in a circle. Once you stop your avatar near theirs, a circle will open, which looks like this:



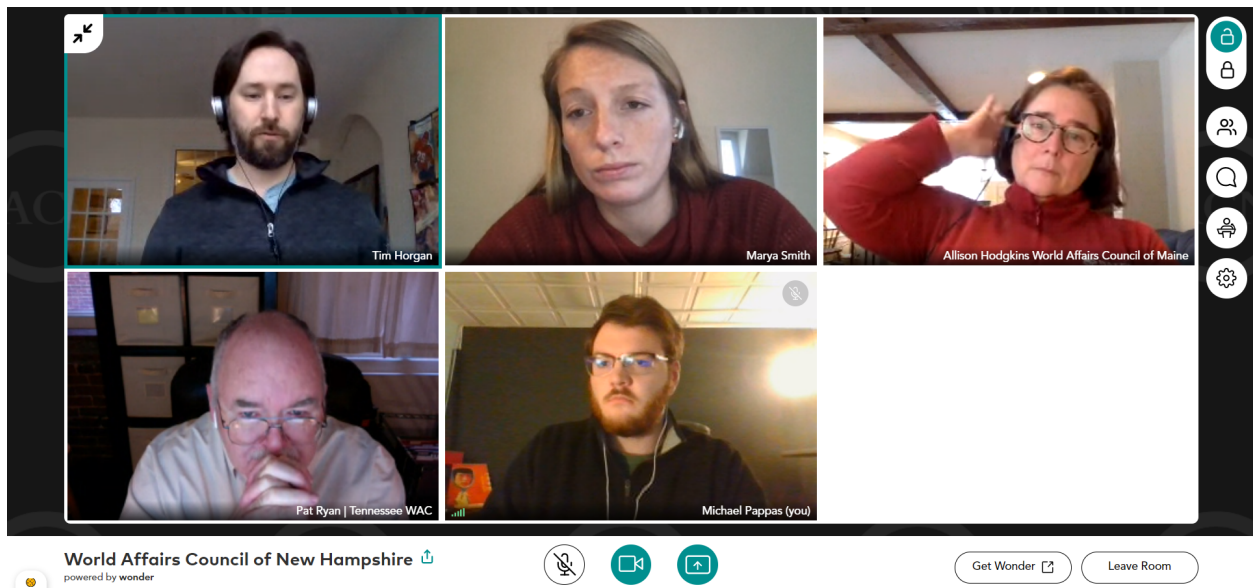
2. The 'room' will be large with many participants, so if you do not immediately see your school or team, zoom out by either using the scroll wheel on your mouse, or press the "minus" in the top-left of your screen:



3. Once you are in a 'circle' with your team members, their video will appear above the 'map-view.' We recommend expanding the video view by clicking the expand arrows in the top-left of your screen. If you don't do this, then you will not be able to see more than four people in your circle, and you risk leaving the circle altogether by accidentally moving your avatar out of the circle by clicking in the 'map-view' below:

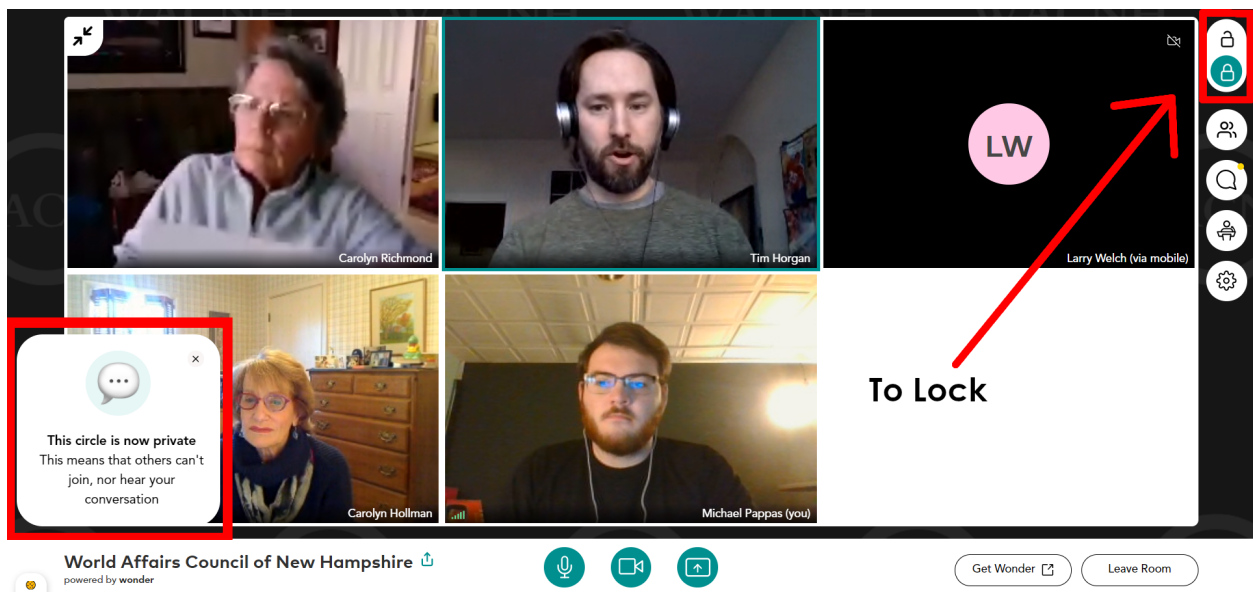


Once expanded, this is how your screen should look:

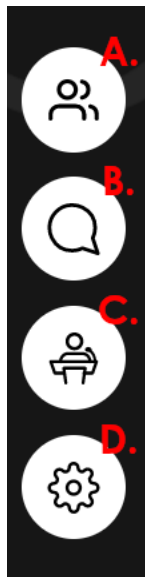


This is for the most part how you will be interacting in Wonder.me during the AWQ competition, in your 'circle' with your team members, you teacher, and one judge to ensure the fairness of the competition and its competitors.

4. We also recommend that once everyone is in your 'circle', as listed above, that someone 'lock' it by pressing the lock button in the top-right of the screen, preferably the judge. This will prevent competitors from other schools from accidentally joining your 'circle' during the competition:



Other Features:



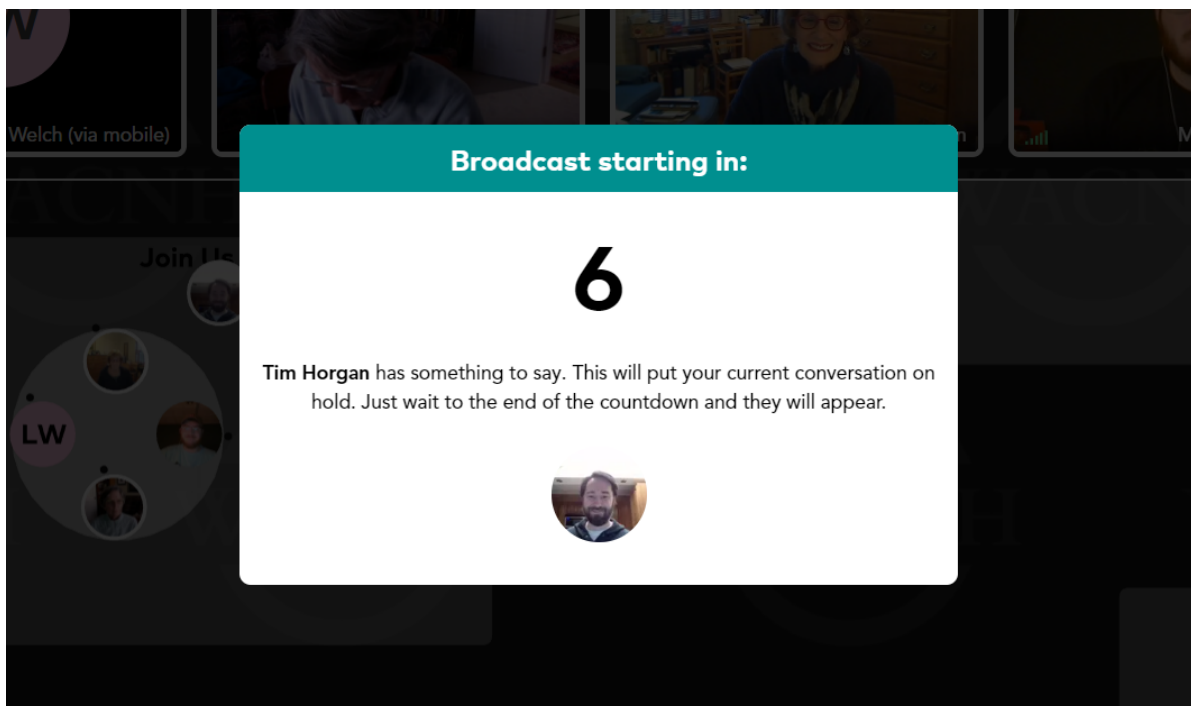
A: *Participants*- View a list of everyone in your 'circle' and in the whole 'room.'

B: *Chat*- Text chat within your 'circle,' privately with one person, or with everyone in the 'room.'

C: *Broadcast*- A 'Host-Only' function

D: *Settings*- Edit your name, change your profile picture, or change your audio/video input

Throughout the competition, our host will be utilizing the 'broadcast' function in order to speak to all participants at once, whether to explain rules, makes announcements, or to read the competition questions. A ten-second countdown will start on everyone's screen once the host is going to start a broadcast. The broadcast will appear to everyone, in a circle or not, and will stop participant audio and video until it ends:



If you have any questions or issues, reach out to your participating council, or Michael Pappas at mpappas@wacnh.org, and we thank you for participating in our all virtual AWQ 2021!