

Brigham Young University

Educational Game

With the same group and factious company that created the management handbook, we designed an educational game. The purpose of the game was to teach information or a skill that could be used when educating dietitians.

At my suggestion the group created a Taboo game. The purpose of the game was to encourage dietitians to explain nutritional concepts in layperson language. Based on technical terms selected as a group, each team member created fifteen cards. On the top of the card was the technical term that a player would try to get team members to guess. Underneath the main term were five terms related to the main term, but which could not be used in explaining the main technical term or in other words taboo terms. The objective of the game was for dietitians to try and get team members to guess the technical term by explaining it without using technical language.

I was responsible for writing the instructions, creating fifteen cards, and finding the supplies for the game.



TECHNICAL TABOO

Here at Synergy we value communication and understanding. We believe that this skill is essential to be an effective dental professional. Synergy proudly presents **TECHNICAL TABOO**, a game that will improve your technical language skills and overall confidence. Using **TECHNICAL TABOO** will improve your communication skills in a variety of settings.

TECHNICAL TABOO Increases Client:

- Understanding
- Satisfaction
- Motivation
- Confidence

TECHNICAL TABOO

Instructions

1. Divide group into two teams and sit in a circle with members of the teams alternating (ie. Team 1, Team 2, Team 1 etc.)
2. Have first player sit with cards in front of them and a team member from the opposing team sit next to them with the buzzer. Cards should be hidden from the team, but visible to the opponent with the buzzer.
3. Start timer.
4. Player gives clues to the other players on their team to help them guess the word at the top of the card without using any of the taboo words below. The clues can be single words or full sentences. Any parts of the taboo words are forbidden.
5. If player uses a taboo word or part of the main word opponent buzzes the player with the buzzer. The player giving clues must then move to a different card.
6. Score one point for each word the team guesses correctly during the time constraint. There is no penalty for words not guessed.