

Tournaments (Beta)

Top Hat Tournaments

Top Hat Tournaments allows instructors to add fast-paced low-stakes competitions to the classroom setting. Tournaments uses your questions in round-based competition where students are rewarded for correctness and speed. Unique features of Top Hat Tournaments include:

- Round-based competitions using the instructor's own questions.
- Students awarded points based on correct answers and time taken to answer.
- Leaderboard updates displaying the top ten students in the tournament.
- Breakdown of student answers for the instructor.
- **Student performance in Top Hat Tournaments is not graded.**
- **Top Hat Tournaments is currently in beta testing. (4/2019)**

Tournaments Use Cases

Top Hat Tournaments works great for small group setting and review sessions. Tournaments motivates students with light competition and awards them with points for performance as well as immediate feedback on their understanding of the material, creating an engaging, fun environment for both student and instructor to assess understanding.

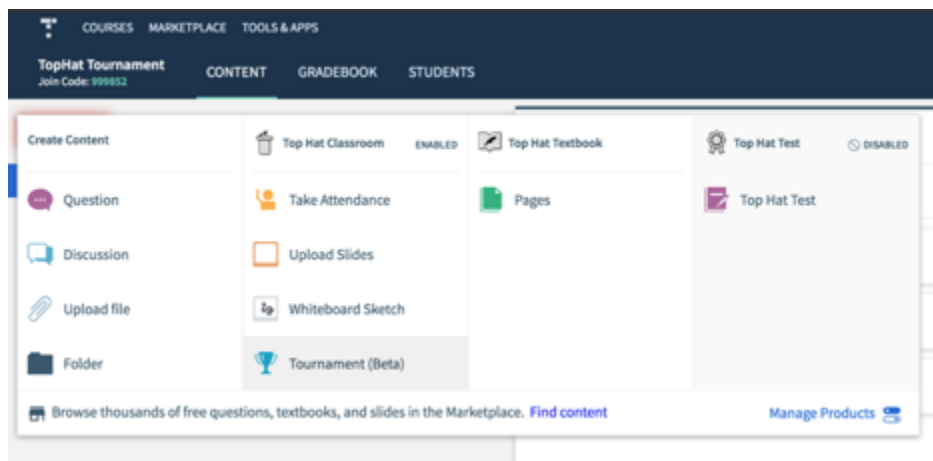
Tournaments may not be suitable for teaching new knowledge, or activities where student performance is graded.

Tournaments may not be suitable for large group lectures.

Get Started with Tournaments

To create a Top Hat Tournament, log in to your UW Madison Top Hat Account and create or organize your questions for the tournament (see *Additional Resources* for more on Top Hat use and creating questions).

With your questions created, click the *create* button in the upper-left and select *Tournament*.



You'll be taken to a screen to name your Tournament and decide on a time limit per question. These options can be changed later.

Click on *Import Questions* when you've named your Tournament and decided on a timer length. On the next screen you'll see your content listed on the left-hand side and the Tournament options on the right.

You may notice some of your questions are grayed out. At present Tournaments can only support multiple-choice questions. Top Hat will organize the questions you select into 3-question rounds. You may rearrange the questions as necessary.

With your questions picked and in your preferred order, click *save* to create the tournament. It will appear in your Top Hat content list.

Select and present the Tournament as you would Top Hat Classroom content. You will see a count of students ready to play the Tournament.

When you're ready, click *play* at the bottom of the screen.

During the tournament, the instructor will only see the leaderboard.

Students will see the questions, answers, timer, and their score as well as immediate feedback on their answers.

Android device pictured.

The tournament will run itself based on the time limit you established.

After the tournament is complete, you the instructor will be able to see a distribution of how students answered each question in their Top Hat content tab.

Contact

For further consultation on turning content into a Top Hat Tournament, best practices and use cases, and support creating and running Top Hat please contact the Educational Technology Team at edtech@med.wisc.edu.

For additional technical support you may contact the DoIT Help Desk at help@doit.wisc.edu or Top Hat Support at support@Top Hat.com.

Additional Resources

Top Hat – Getting Started (UW-Madison) <https://kb.wisc.edu/helpdesk/page.php?id=59791>

Instructor: Top Hat Questions <https://success.Top Hat.com/s/article/Professor-Top-Hat-Questions>

Instructor: Tournaments <https://support.Top Hat.com/s/article/Professor-Tournament>