

USER GUIDE

HAZMANIA Trivia Game

Game Intended for Instructional Use During Hazardous
Materials Training Classes

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ABOUT THE GAME

| What is HAZMANIA?

HAZMANIA is classroom-based online game that allows instructors to provide amplifying information to students attending Hazardous Materials Regulations (HMR) training classes. Game play facilitates emphasizing and review of specific modules covered during HMR training while simultaneously testing students' knowledge of all aspects of 49CFR, the Federal Department of Transportation's regulations for the safe transport of hazardous materials.

The game can be accessed by visiting <http://hazmania.org/#> and selecting *Play HAZMANIA* or directly via the <http://hazmania.org/hazmania/>.

| What training material is covered?

Material assessed includes information learned during HAZMAT training session(s). The questions encountered during game play cover six categories:

- Shipping Papers
- Markings & Labels
- Vehicle Placarding
- Packaging Requirements
- Emergency Comm. & Procedures
- Safety & Security Plans

as they relate to different locations:

Game Icons	Location
	Air
	Highway



Rail



Warehouse



Water

| What are game modes?

HAZMANIA consists of two game play modes: Quiz and Game. Instructors can select a game mode that best suits their lesson plan and time availability. Game Mode requires the instructor to lead (host) the game, while Quiz Mode is played by an individual player.

Quiz Mode

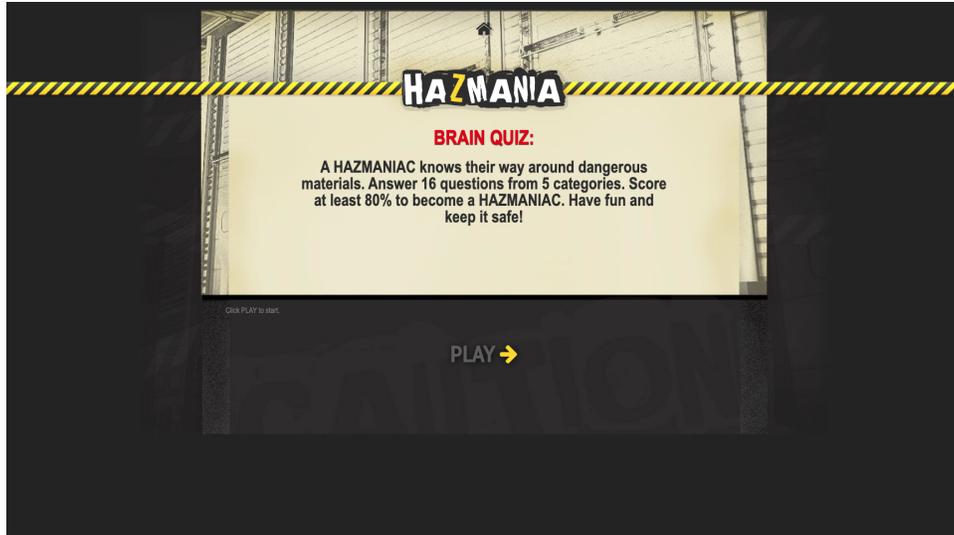
For single players who need to prove their brain is full of HAZMAT knowledge.

Estimated Duration: approximately 20 minutes

Total Questions: 16 randomly loaded questions from all five locations

During Quiz Mode, a single player will be required to answer 16 randomly loaded trivia questions covering all the categories and for each of the five locations.

The player must score at least 80% to pass. The number of correct and incorrect answers will be displayed at the top of the screen as a progress indicator, but players will not receive a numerical score. They will be notified only whether they have passed or failed on the final scoreboard.



Quiz Mode instruction screen

If the player passes the game, they will be prompted to enter their first and last name to display on a certificate of completion that they can either print or save as a PDF.



Quiz Mode certificate screen

Game Mode

For Teams ready to battle it out, competition style. Winners earn bragging rights.

Estimated Duration: approximately 15 minutes

Total Questions: 5 per team

In Game Mode, both teams will compete by answering five randomized trivia questions based on the categories selected. The instructor can select one, multiple, or all categories to test teams' knowledge of the material.



Game Mode rules & category selection screen

The game will randomly load questions from instructor-selected category(ies). Before answering each question, the instructor will select each team's location. Each team must answer one question from each location (5 total). Once a location has been selected for a team, it will disable. The team with the most correct answers wins.



Game Mode location choice screen

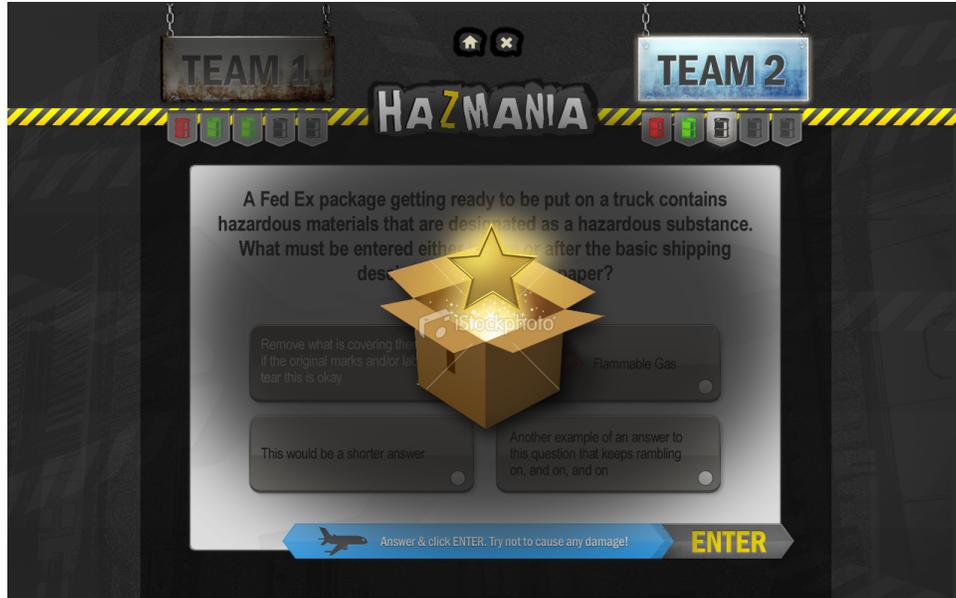
| How do I answer the different types of questions?

Questions are formatted as multiple choice with the following variations:

- Text and a single answer
- Text with an image and a single answer
- Text and multiple answers
- Text with an image and multiple answers

To answer a question, read the question and all answer choices. Click on the answer choice or choices that best answers the question asked, then click “Enter.”

When a player answers a question correctly, a gold star in a box animates on top of the question and answer, and a pleasant tinkling sound plays. The score will update. The game will automatically progress.

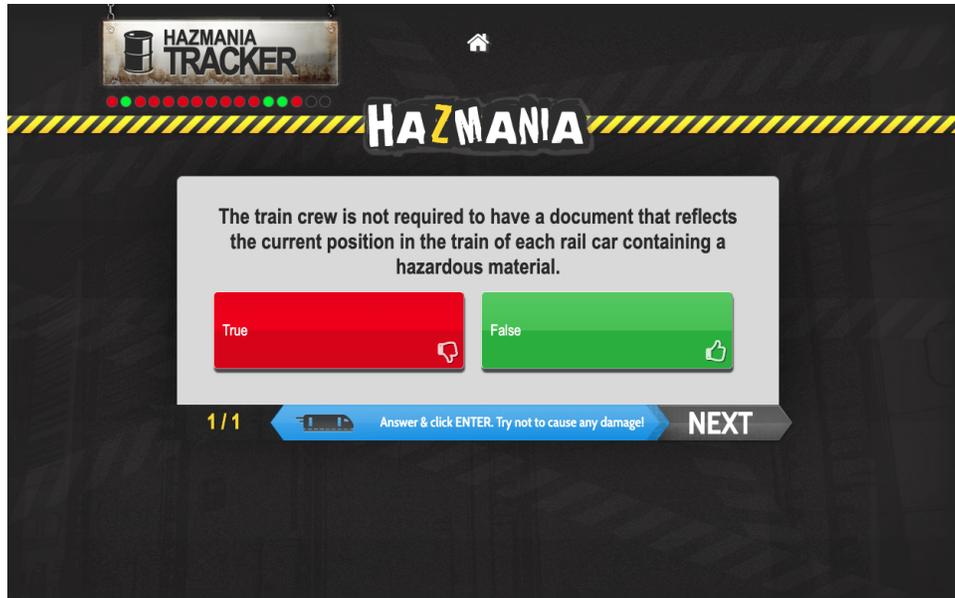


Game Mode correct answer animation

When a player answers a question incorrectly, black drums with “DANGER: WrONG anSwER!” animate in with a banging sound. It will then fade out to reveal the incorrect answer in red, with a thumbs down icon, and the correct answer in green with a thumbs up icon. The score will update. To progress to the next question, click on “Next.”



Game Mode incorrect answer animation



Game Mode incorrect answer choice

| How does a team win?

In Quiz Mode, a player must have a score of 80% at the end of the game to pass. In Game Mode, the team with the highest score at the end of the game wins. If both teams earn the same score, the game is tied.



Game Mode final results screen for a tied game

TIP | FOR INSTRUCTORS

Correct and incorrect feedback modals will automatically disappear after a few seconds.

HOW TO PLAY THE GAME

| Game Set Up

1. Prepare to Play

Visit <http://hazmania.org/#> and click “Play” under the HAZMANIA icon or directly visit the game via <http://hazmania.org/hazmania/>.

On the next screen, click “HAZMANIA.”

The following screen allows the instructor to set a language for game play. Choose English or Español.

If you do not want to hear “snarky feedback” after correct and incorrect answers are selected, click the box to turn it off.

Ensure your computer’s speakers are on. Click “Play.”

2. Choose a Game Mode

Select a mode of play. Click Quiz or Game. If you choose Quiz Mode, click “Play” to begin the game.

3. Choose Categories

If you select Game Mode, you must select categories. You can select one, multiple, or all categories displayed. Click “Play” to begin the game.

| Playing the Game

Quiz Mode

In Quiz Mode the player will answer 16 randomized trivia questions. The player will select a location (air, highway, rail, warehouse, or water) to begin the game. The user will progress through a series of random questions for the selected location. Then the game will require the player to select another location for another series of questions.

After clicking “Play,” a screen will appear with a question beneath a header area at the top of the screen that tracks the score. Refer to the section [How do I answer the different types of questions?](#) for more information on questions.

At the top of the screen, the total number of questions to be answered, represented by circles, are tracked. A white circle represents the question the player is currently on. When a player answers a question correctly, the circle representing that question will turn green and the score will increase by one. When a player answers a question incorrectly, the circle will turn red.



Quiz Mode score progression

When answering questions, players must choose the response that best answers the question and click “Next.” Players will receive audio and visual feedback on whether they answered correctly or incorrectly. Refer above to the section [How does a team win?](#) for more information.

If the question was answered correctly, the game will automatically progress to the next question after the feedback modal disappears. If the question was answered incorrectly, the incorrect answer chosen will be highlighted red, while the correct answer will be highlighted green. Click on “Next” to proceed through the game.

Once all questions have been answered, the game will display whether the player has passed or failed. Refer to [Game End](#) for more information.



Quiz Mode failed final results screen

TIP | FOR INSTRUCTORS

If at any time you want to start the game over, click on the home icon at the top of the screen. This will take you back to the “HAZMANIA” screen, where you will click the arrow to move to the next screen to choose a language and set up game play.

Game Mode

In Game Mode, both teams compete by answering five randomized trivia questions. The instructor can select one, multiple, or all categories to test teams’ knowledge of the material.

At the start of each team’s turn, the team must select a location from the list.

The game will randomly load questions from instructor-selected section(s), and location. Each team must answer one question from each location (5 total). The team with the most correct answers wins.

After clicking “Play,” a screen will appear with a question beneath a header area at the top of the screen that tracks each team’s scores. Refer to the section [How do I answer the different types of questions?](#) for more information on questions.

In Game Mode, at the top of the screen, the questions to be answered are represented by five drums and tracked for each team. When a question is correctly answered, that round’s drum will update to green. An incorrect answer will update the round’s drum to red.



Game Mode score progression

This header area also indicates which team is in play, and which question they are on, by highlighting the team name and a gray-scale drum.

When answering questions, players must choose the response that best answers the question and click “Enter.” Players will receive audio and visual feedback on whether they answered correctly or incorrectly. Refer above to the section [How does a team win?](#) for more information.

If the question was answered correctly, the game will automatically progress to the next question for the opposing team once the feedback modal disappears. If the question was answered incorrectly, the question will update to display whether the answer chosen is correct or incorrect. If an incorrect answer was chosen, it will be highlighted red, while the correct answer will be highlighted green.

Click on “Next” to proceed through the game. Each team will take turns answering questions. Teams will continue taking turns until all questions are answered.

Once all questions have been answered, the game will display which team won. Refer to [Game End](#) for more information.



Game Mode final results screen

TIP | FOR INSTRUCTORS

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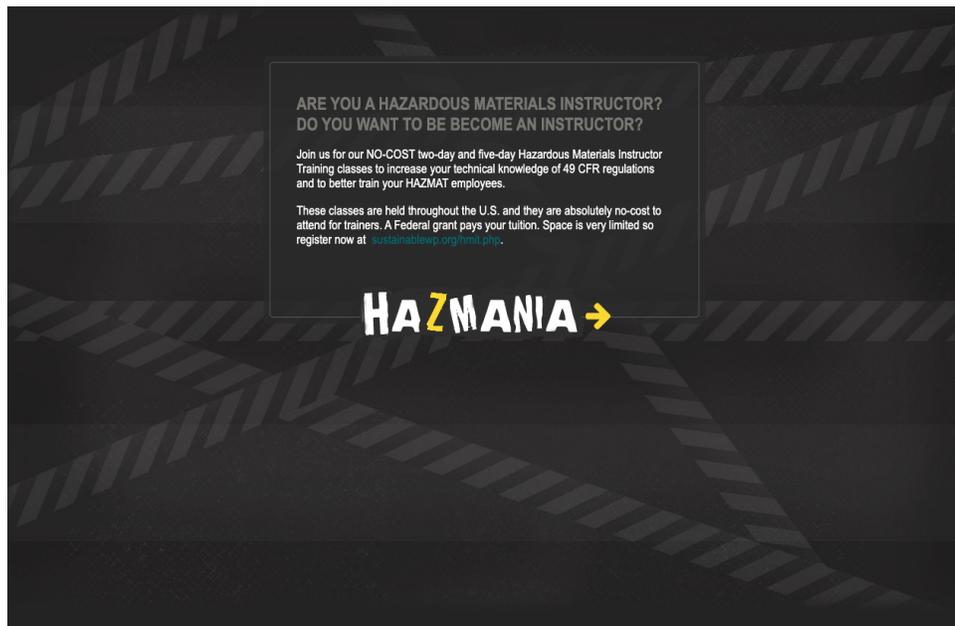
| Game End

Once all questions have been answered, the game will display which team won. The team with the most correct answers at the end of the game wins. If both teams earn the same score, the game is tied and both teams are declared winners.



Game Mode final results screen

Click “Play Again” to go back to the introduction screen.



Introduction screen