



**Board Game and Instructions**





# Rules of Play

**BEFORE PLAY** – Set up the game board by printing out the rail track on cardstock and taping together. Cut out the Challenge Group Cards and arrange each in stacks on the challenge icons on the board. Cut out the award tokens and arrange by color and place on another side of the game board. You will also need a timer, paper, and pencils for players to use during the game.

**GOAL OF THE GAME** – Roll the die, move your Boilermaker around the track as you face different challenges, move from novice to expert, and earn that Masters!

1. **DECIDE IF YOU BEGIN AS A NOVICE OR RETURNING STUDENT** - Players can choose to begin the game as a novice or returning student, depending on their status in the LDT program. Novices start at the game at the green start sign and returning students begin the game at the junction. Players must collect a minimum number of award tokens before earning a degree. Novice LDT players must collect three tokens each of the same color while returning LDT players must collect two tokens each.

 Novices use gold colored game pieces to move around the track.

 Returning Students use grey colored game pieces to move around the track.

2. **YOUNGEST PLAYER FIRST**- The youngest player begins play, followed by the player to the left and following clockwise.

3. **ROLL THE DIE** - When rolling the die, the player moves his/her game piece by counting each rail.

4. **LANDING ON A RAIL** - When landing on a rail the player chooses one of four Challenge Group cards. The player to the right will take the card and read the question/challenge. If the player successfully completes the task or answers the question, they collect a single token that shares the same color. The challenge card is returned to the bottom of the stack and the turn is over.

5. **CHALLENGE GROUP CARDS** – The following are the challenge categories that players must collect.

**PURPLE** – Purple cards represent the challenge of keeping a proper work balance as you complete your degree.

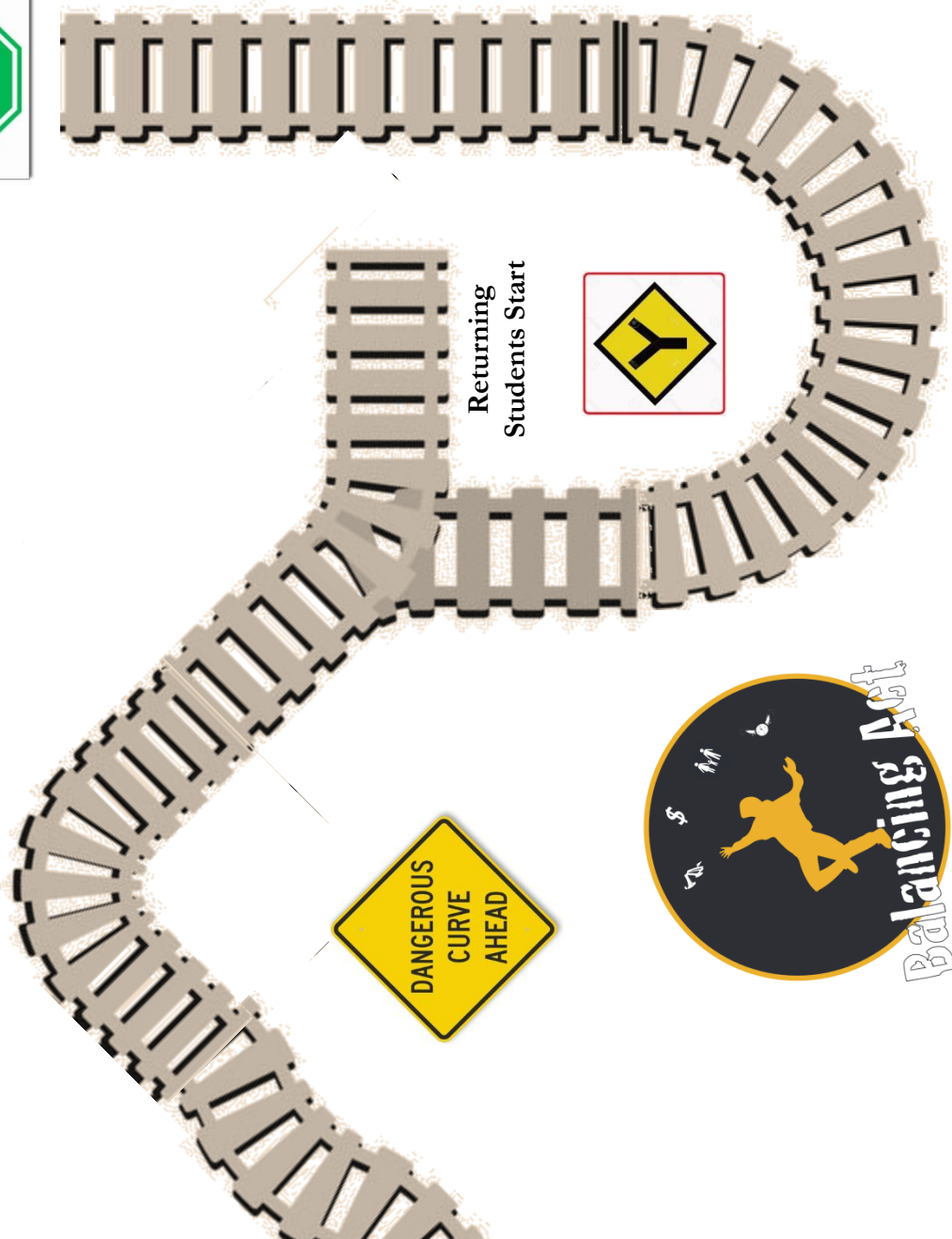
**BLUE** – Blue cards represent the challenge of keeping a balance within your personal life as you complete your degree.

**RED** – Red cards represent the challenges of successfully completing assignments in the LDT program.

**BLACK** – Black cards represent the challenges related to Blackboard which are needed to be a successful student.

6. **EARNING YOUR DEGREE** – While it is possible to roll the die and get to the end quickly, a player cannot earn their degree unless they have the minimum number of award tokens of each color. If a player gets to the end of the track and still needs to collect more tokens, they must roll the dice and move *backwards*, take and complete challenge cards, and only move forward again once they gain the minimum number of tokens.

7. **GAME CONCLUSION** - The game concludes once ALL players have successfully completed their degree and are budding LDT professionals.



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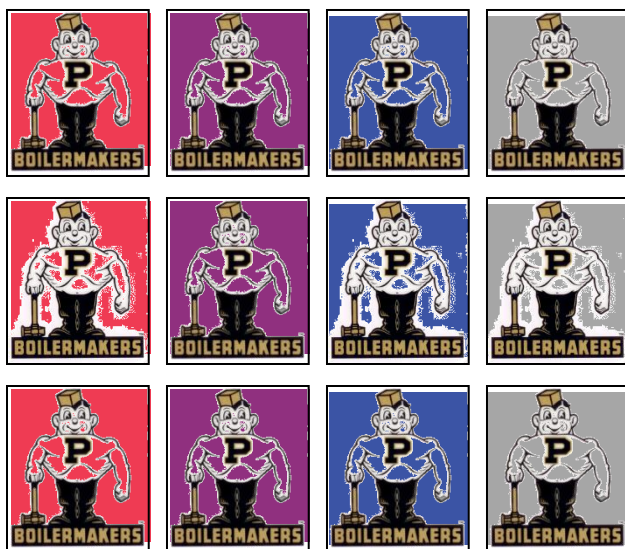


Player game pieces. Novices use Gold and  
Returning Students use Grey.



Game Tokens. Cut out and pile together by color. Key:

- Red=Assignments
- Purple=Work Balance
- Blue=Life Balance
- Grey=Blackboard Etiquette.



Game Pieces  
& Tokens





Game Tokens





## Challenge Cards

### ASSIGNMENTS

#### *You aced the assignment!*

In order to ace the assignment an LDT student needs to ensure that they carefully follow the rubric for the assignments.

Give the player 30 seconds to read through the instructions of this game. After the 30 seconds is up, have the player put the instructions down and ask them to describe a section of the rulebook.

If the player is able to demonstrate that they carefully read requirements and expectations, they earn the **Assignment** token

### ASSIGNMENTS

#### *You plagiarized :(*

The LDT program requires students to carefully follow APA guidelines in order to maintain academic integrity.

The player must correctly state and give attribution to a famous quote of their choosing.

If the player correctly attributes material to its source, they earn the **Assignment** token

### ASSIGNMENTS

#### *You completed the assignment on time!*

Ensuring you finish and submit assignments on time is important in the LDT program.

The player must name 20 European countries or 30 US states in 2 minutes.

If the player can make good use of time and complete the task then they earn the **Assignment** token

### LIFE BALANCE

#### *Family party on the same weekend a major assignment is due!*

The LDT program requires a significant time commitment on top of your already busy life. Make sure you manage your time in order to ensure LDT work is done and you maintain healthy relationships.

The player should recite the alphabet backwards while hopping on one foot, patting the top of their head, and rubbing their belly. Are you kidding me?

If the player can manage to maintain balance between their task and the fun activity, they earn the **Life Balance** token.

### LIFE BALANCE

#### *Your dog just got into a scrap with a racoon!*

Sometimes life throws unexpected obstacles. The key is to prepare in advance.

Player should roll the die.

If the roll is an even number→Dog is fine, no trip to animal ER. Player earns token.

If the roll is an odd number→Dog is needs to go to animal ER. Player has 10 seconds to draw an octopus.

If the player was lucky, they had plenty of time to get their work done. Otherwise, if the player dealt with one of life's little surprises, they have earned the **Life Balance** token.

If the player could not complete the task, they lose a token.

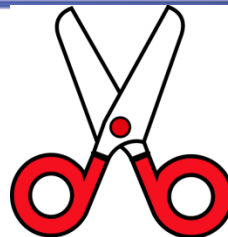
### LIFE BALANCE

#### *Your family misses you!*

With the right time management and about 15-20 hours per week of work, any LDT student should be able to manage the program and their life outside of the program.

The player has 20 seconds, and may roll as many times as possible in the allotted time, to roll 2 fives.

If the player is can complete their work in the allotted amount of time, they have time to play, and they earn the **Life Balance** token.



## Challenge Cards

### ETIQUETTE

#### ***You have over posted!***

An LDT student must refrain from peppering the discussion board with too much information, stifling the discussion.

Ask the player to communicate a modern news event in 3 words or less, without proper nouns. The player seated opposite must be able to answer in one guess.

If the player is able to efficiently communicate a complex idea, they earn the **Etiquette** token.

### ETIQUETTE

#### ***You cited evidence in your post!***

In your discussion posts and LDT student should use evidence from the text, research, or experience to back up your comments.

Give the player the directions for the game. They have 30 seconds to determine the fewest amount of spaces that a returning student could move to reach the degree. Then they must point to the relevant portions of the instructions.

If the player can give a reasonable answer to the question and support it by pointing to relevant components of the text, they earn the **Etiquette** token.

### ETIQUETTE

#### ***You have moved the conversation forward!***

On the discussion boards the LDT student should always seek add something to the conversation, helping the class gain a deeper understanding of the topic.

The player should roll a die. If the number rolled is greater than two, each other player advances one space.

If the player is successful in helping their fellow students to move towards their degree, they earn the **Etiquette** token.

### WORK BALANCE

#### ***You fell asleep under your desk at work!***

Managing the multiple demands of your career and school can be challenging. The LDT student should set a schedule for the week to be organized with their coursework and work from their employer in order to maintain health, both physical and mental.

The player, with paper and pencil and the rule book, should put the sections of the rule book in alphabetical order (by title). They have 30 seconds to complete the task.

If they player can manage their time and stay organized, they have earned the **Work Balance** token.

### WORK BALANCE

#### ***You've been sent on an unexpected trip for work!***

Work can oftentimes get in the way of LDT schoolwork, but traveling for can be a big obstacle to getting schoolwork done. Try to avoid procrastination to avoid this potential pitfall.

Player should roll a die. If the roll is higher than 3→There is no internet at the hotel, but work is easy to do on your phone when you are just proofreading.  
If the roll 3 or lower→You have been sent to Siberia. What's this internet you speak of? Your fingers cramp from all the typing, your assignment is late, and the bill for that data usage is through the roof.

If the player was unprepared and sent on a trip, they lose their next turn. If the player was prepared, they earn **Work Balance** token.

### WORK BALANCE

#### ***You have been promoted!***

The LDT program will support your ability to demonstrate competence and knowledge to your employer.

The player has worked hard. If they are in the program, they should earn the **Work Balance** token.

