Lab 7, Simple Game Show

CS 0131, Software for Personal Computing
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Today, we'll be covering some more advanced features of PowerPoint dealing with images and animations. But why not have fun while we do it? We'll create a mini one-question game show to showcase our ability to touch up images and handle animation triggers.

1   Creating a Simple Game Show

1. Create a blank slideshow in PowerPoint and save it as `game-show.pptx`.

2. Come up with a name for your game show. On your title slide, give the presentation that title. In the subtitle, include your name, "CS 0131", and today's date.

3. Select a theme from the Design tab.

4. Edit the Slide Master as follows:

   a. Make slide titles bold with a text shadow. (Like bold, text shadow is also found in Home ≫ Font .)

   b. Select all text levels in the master slide, and change the font. If your theme used a sans serif font by default, choose a serif font instead. Conversely, if your theme used a serif font, choose a sans serif font instead.

   c. Select the date field in the slide footer and make it italic.

   d. On the master for the *Title and Content* layout, resize the main content text box to be 8 inches wide, then re-center the text box horizontally.

5. Turn on the date and footer so that they appear on your slides. The footer text should be the name of your game show.

6. Create two blank slides as follows:

   a. One with the *Title and Content* layout entitled "Welcome".

   b. One with the *Title Only* layout entitled "Question 1".

7. On the "Welcome" slide:

   a. Use a search engine to find a photograph of a building. The photograph must be from the daytime and there must be something visible behind the building (i.e., not just blue sky). It should be at least 600×600 pixels in size, so we have something to work with. Save it to your desktop.

   b. Use the content selector to make this image the content for your slide.

   c. Use the *Remove Background* tool to remove the background from this image, leaving only the building and the foreground. Move and resize the viewport window to focus on the appropriate area, then mark any additional areas to keep or remove as necessary.

d. Once you are satisfied with the result, crop the resulting image to hide any extra whitespace around its edges.

e. Use the *Align* tool to center the image both horizontally **and** vertically on the slide.

f. Select at least one recoloring or artistic effect and apply it to the image. Be prepared to show me which one you used.

g. Add WordArt on top of the image that contains the name of your game show.

8. On the "Question 1" slide:

a. Add a text box and type a short trivia question.

b. Create at least four other text boxes with possible answers in them. Each should begin with an appropriate letter ("A.", "B.", "C.", etc.). One answer should be correct; the others should be incorrect, but plausible.

c. Style the answer choice text boxes using Shape Styles so that they are visible. You may make the boxes the same color or different colors, but they should visually be the same style. It should not be possible to tell visually which answer is correct just by looking at the slide.

d. Find two images from the clip art gallery or the Internet, one for a correct answer and one for an incorrect answer. Copy and paste the incorrect image multiple times until you have one copy for each of your incorrect answers. Position these right/wrong images underneath the corresponding answer boxes.

e. Add an animation to each of the right/wrong images so that they do not start out visible on the slide, but rather appear when activated. (For now, they'll just appear in order.)

f. Now, use triggers to cause each animation to occur when the corresponding answer box is clicked, not one-by-one in order.

g. **Test your triggers!** I reserve the right to intentionally guess wrong answers just to prove that you are correctly handling triggers. *(There are no prizes, apart from the warm feeling you get from knowing you did a good job.)*

9. Save all changes to your slideshow.

Submission

To receive credit for these exercises, call over the instructor, who will check that you have completed the assignment. Then, log into CourseWeb and use the "Assignment Submission" section to submit your "game-show.pptx" file for **Lab 7**.

You should be able to complete this lab in the allotted class time; however, if you are running low on time, the instructor will give you further instructions for completing the rest of this lab at home.

Your lab must be checked by the instructor BEFORE you leave the room AND you must submit your files to CourseWeb in order to receive credit for the lab! Don't forget!