CASE STUDY 2: CLUED IN

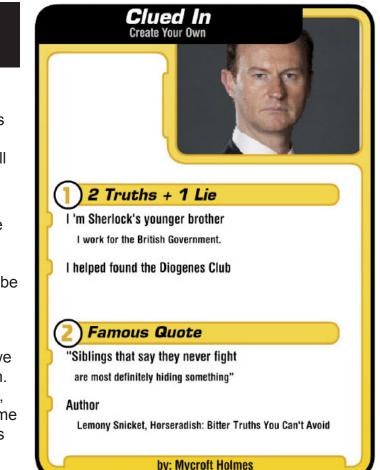
Subject: Introduction to Logic

Course Logistics: 80 mid-level undergraduate students with psychology, philosophy, and computer science majors. Hybrid course with face-to-face meetings, but all group work for the major project and assignments are online.

Prompt: Build yourself as a suspect character in a Clue game, including: 1) a photo or an image to represent yourself as a student; 2) two truths and one lie about yourself; 3) a famous quote to represent you that could be a hint about the lie.

Artifact: A Clue player-card.

Justification: When meeting people for the first time, we use deductive and inductive reasoning to evaluate them. The clues in this activity introduce not only the students, but also those two key course concepts. Another outcome can build community by reasoning through truth and lies from self-representations.



MadLib Prompts

- Your name • Your job title
- Exotic animal
- Emotion
- Vacation activity • Your shirt color
 - Home state

- Course subject • Number
- Adjective

MadLib: http://bit.ly/2sxLZgS

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