University of Nebraska - Lincoln Digital Commons@University of Nebraska - Lincoln

POD Network Conference Materials

Professional and Organizational Development Network in Higher Education

1-1-1990

POD Mystery Game

Follow this and additional works at: http://digitalcommons.unl.edu/podconference



Part of the Higher Education Administration Commons

"POD Mystery Game" (1990). POD Network Conference Materials. Paper 69. http://digitalcommons.unl.edu/podconference/69

This Article is brought to you for free and open access by the Professional and Organizational Development Network in Higher Education at DigitalCommons@University of Nebraska - Lincoln. It has been accepted for inclusion in POD Network Conference Materials by an authorized administrator of DigitalCommons@University of Nebraska - Lincoln.

SUPER SLEUTHING

POD MYSTERY GAME

RULES

DETECTIVE DELIGHTS

- 1. There are two rounds of the POD MYSTERY GAME. Each round will be considered separately.
- 2. To play, obtain your mystery form for each round. Forms will be distributed at the social events Wednesday and Thursday evenings and will also be available at the Registration Desk. Round I will be conducted on Wednesday/Thursday and Round II on Thursday/Friday.
- 3. Round I forms <u>must</u> be turned in at the Registration Desk no later than Thursday at 1:00 p.m., and the prize drawing will be conducted at the social hour. Round II forms <u>must</u> be turned in at the Registration Desk no later than 8:00 p.m. on Friday, and the grand prize drawing will be conducted at the dinner on Saturday evening.
- 4. Core committee members are ineligible for this mystery experience (They have enough mystery experiences of their own!)
- 5. Bonus questions need not be completed to be eligible for the drawing.
- 6. Winners will be chosen from among those having properly solved the most mysteries. Thus, if forms are submitted with all questions answered, winners will be drawn from these forms. If the most answered is nine, then that would be the limit of eligibility, and so on.
- 7. Read on!

Ode to POD Mystery Game

Why should I participate?
Because it will be fun!
To engage in super sleuthing
Will keep me on the run!
There's lots to know in POD,
A fine, exciting group
Doing fine, exciting things
Together as a troop.
What will the prizes be?
We won't tell, so just don't ask.
Because IT'S ALL A MYSTERY!

MASTERA MAGIC

POD MYSTERY GAME ROUND II

This form must be turned in to later than 8:00 p.m., Friday, at the Registration Desk. The prize drawing will be held at the dinner Saturday evening. (Now the questions are getting harder because you are becoming a well-practiced sleuth!)

1. Who was the first coordinator (Executive Director) of POD?
2. What does POD use as a trophy in its annual "Bright Ideas" competition?
3. Find two past winners of the "Bright Idea" competition and get them to sign below.
4. Where has the "Bright Idea" trophy been for the past 12 months? (If you get all of the locations, you can have one free, unanswered question.)
5. Name another purpose of POD (a different one than you identified on Round I).
6. Who is the editor of the next edition of Improving the Academy?
7. Obtain the signature of at least one Core Committee member.
8. Name at least one member of the 1990 conference planning committee.
9. What intriguing idea have you heard today?
10. What can you do to promote the purposes of POD?
Bonus question (for the true detective lover: not required for eligibility. There's a special prize for getting this one.) What is the name of Travis McGee's boat?

Your name: