



MESHWORKING GUIDE

HOST OVERVIEW

Meshworking is a networking icebreaker activity that will help your participants start conversations and get to know each other.

CREATE

To create an event, simply fill in some basic info and you will be given your unique Event ID. Give this code to your participants for them to join. Once everyone is gathered and logged into the event, explain the activity and start Meshworking!

PLAY

Participants will get access to over 50 Meshworking cards to help you start conversations with the people around them. Cards include things like "Find someone who can juggle." or "Find someone who can speak more than one language." When found, participants should fill in the name and ask further questions like "What languages do you know?" or "Where did you learn them?".

Using your host screen you should be announcing the top participants and helping the bottom participants start conversations.

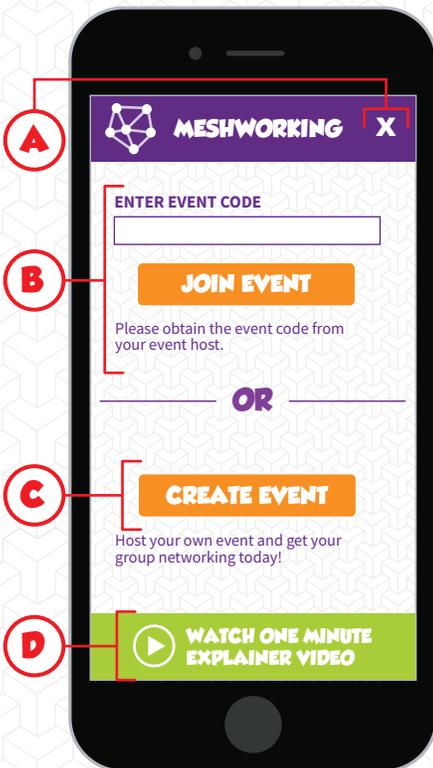
REVIEW

When finished, end the activity and lead a discussion about how simple conversation starters can be followed up with questions to help you get to know someone further.



HOST SCREEN GUIDE

The following 7 screens will outline everything you can do to organize and execute your own fun and engaging Meshworking activity



1. CREATE

To create your own event, simply tap the Create Event Button (C).

A. EXIT APP: Closes the app but does not lose any app data.

B. PARTICIPANT LOGIN: Where your participants will enter your event code.

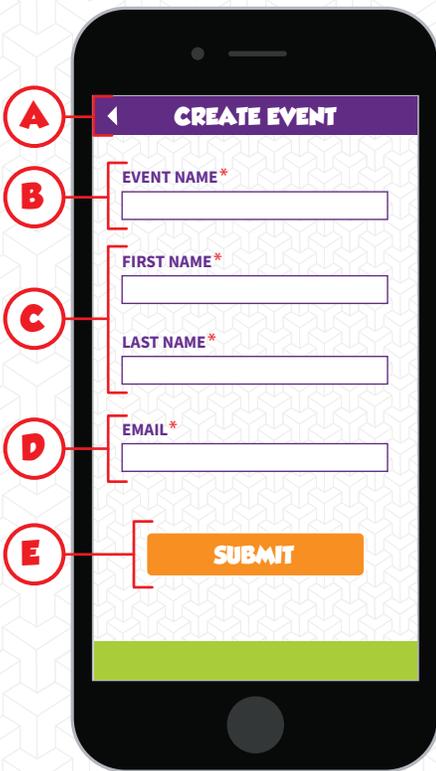
C. CREATE EVENT BUTTON: Takes you to the event creation form.

D. VIDEO BUTTON: Takes you to a brief explainer video.





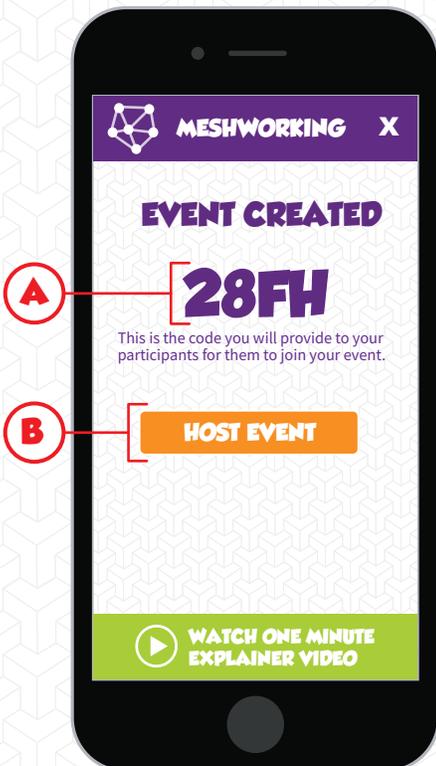
2. EVENT CREATION FORM



You will have to fill in some basic info(B-D) and tap the Submit Button (E) to generate your event code.

- A. **BACK BUTTON:** Cancels your creation of your event.
- B. **EVENT NAME:** Type a title that represents your event.
- C. **FIRST & LAST NAME:** This will be used to create your unique profile.
- D. **EMAIL:** We will send you a report about your event when complete.
- E. **SUBMIT BUTTON:** Submits your information and generates your Event Code.

3. START HOSTED EVENT



Distribute your Event Code(A) to your participants and tap the Host Event Button(B).

- A. **EVENT CODE:** The code your participants will need to enter to join your event.
- B. **HOST EVENT BUTTON:** Takes you to the event lobby where you can start the activity.





4. EVENT LOBBY

Watch as your participants log in until they all show up on your screen. Simply tap the **Start Activity Button (E)** to begin.

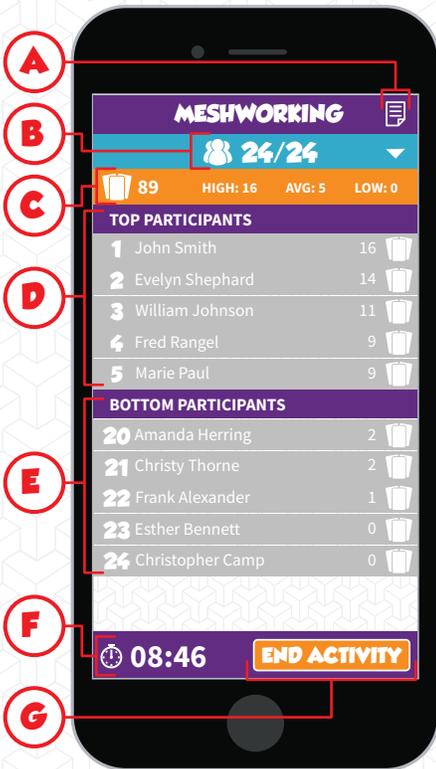
- A. NOTES BUTTON:** Takes you to tips on how to run the activity.
- B. DELETE EVENT:** Deletes your event which will not be able to logged into after.
- C. EVENT TITLE & CODE:** The code your participants will need to enter to join your event.
- D. PARTICIPANT LIST:** List of everyone that has logged into your event.
- E. START ACTIVITY BUTTON:** Begins activity and will automatically send in your participants.



5. ACTIVITY NOTES

Here you have access to a how to play video, how to introduce the activity, gameplay, and how to lead a review discussion after the activity.

- A. BACK BUTTON:** Return to the screen you came from.
- B. VIDEO BUTTON:** Takes you to a video explaining how to run Meshworking in detail.
- C. GAME INSTRUCTIONS:** An example of how to explain Meshworking to your participants, the flow of a gameplay, and how to lead a final discussion.



6. LIVE ACTIVITY

Drop down the Participant List(B) to see who has started playing or not. While the participants are playing, you can see the Top and Bottom Participants(D,E) and help tart conversations with groups. You may also access the Notes(A) for tips on more things you can do while they play. Keep an eye on the Timer(F) to make sure you tay on schedule. When you are done playing tap the End Activity Button(G).

A. NOTES BUTTON: Takes you to the Notes screen.

B. PARTICIAPNTS LIST: Tap to see the names of all the participants that have not started the activity yet.

C. CARD STATISTICS: The total, highest, average, and lowest number of cards filled out.

D. TOP PARTICIPANTS: The top five participants names and card counts.

E. BOTTOM PARTICIPANTS: The bottom five participants and card counts.

F. TIMER: Timer that is constantly running from when you start the activity.

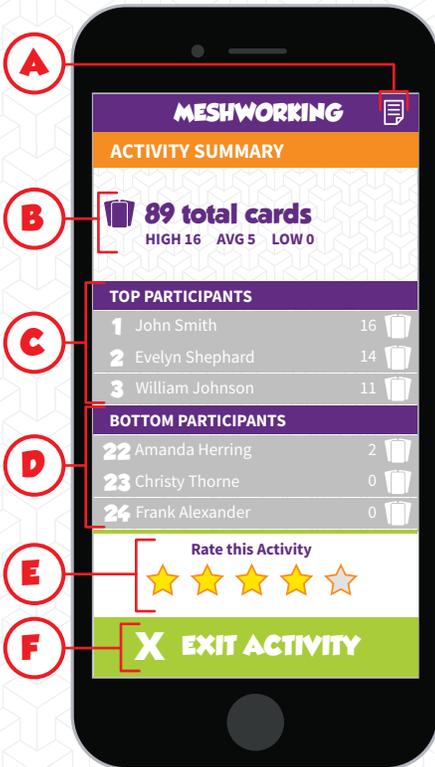
G. END ACTIVITY BUTTON: Ends the activity so that no one can join anymore.





7. ACTIVITY REVIEW

Once your participants are settled, you may use the **Statistics(B)** on the screen to lead a discussion about networking and how to find simple things to start conversations about.



A. NOTES BUTTON: Takes you to the Notes screen.

B. CARD STATISTICS: The total, highest, average, and lowest number of cards filled out.

C. TOP PARTICIPANTS: The top five participants names and card counts.

D. BOTTOM PARTICIPANTS: The bottom five participants and card counts.

E. RATING STARS: Tap the star value that you think the activity deserved.

F. EXIT ACTIVITY BUTTON: Takes you to the main menu where you can play again or leave the app.





EXAMPLE ACTIVITY

This section outlines the experience of John who is planning a company event but needs a simple ice breaker to kick it off with.

PREPERATION

John is hosting an event and needs a fast and simple ice breaker to do before they start their activities.

John remembers the Meshworking app from an event he was at and downloads it from the store.

When he opens the app, he creates his own event by filling in his name, email, and event title.

Now John has the event code that he can include inside his email about his event.

KICK OFF

The event starts soon so John is making sure his participants have downloaded the Meshworking app.

When the event starts, John does introductions and reminds people for the final time to download the app if they haven't.

While participants are paying attention, John gives them the four digit event code.

As the his participants are logging in John explains,

"We will be playing Meshworking for about 10 minutes to get everyone moving and talking to each other. When the activity starts you will all get 50 cards to try and fill out with peoples names. Cards will say things like 'Find someone who can juggle.' or 'Find someone who can speak more than one language.' So simply walk around and see if they match any of your cards. I encourage you to ask further questions though, like 'What languages do you know?' or 'Where did you learn them?' Does anyone have questions so far?"

By this time, all of John's participants have logged in and he has answered everyone's questions about the activity.

John taps the Start Activity button and asks his participants to stand and start playing.



ACTIVITY

While people are mingling and filling out cards, John is walking around and participating in some conversations.

He is helping people by prompting further questions and reminding them to fill in peoples names.

John keeps and eye on the timer and sees they are half way through their time.

Using the leader board on his screen, John announces who has the most cards and reminds people to not get stuck in the same group.

Using the leader board again, he finds the participants with the lowest number of cards and helps them start some conversations.

When time runs out, John asks everyone to fill in their final name and tap the Complete Meshworking button.

Once settled he taps the End Activity button which locks in all of the stats.

ACTIVITY REVIEW

John now explains,

"How did you you guys like that? That was fun, wasn't it? Can I get a show of hands, how many people met someone new? So this activity was simply meant to show you all that starting conversations around general topics can be easy, but to really get to know someone you should ask follow up questions."

John then announce the winner and asks her to see him after for the prize.

John now asks everyone to rate the activity with the stars on their screen and exit the activity.

Finally, John thanks everyone for participating and goes on to the other planned activities for his event.