What is Heads Up!?

Heads Up! is an interactive game that can be used for group study review, using a smart device. Comparable to charades or other similar games, a deck of terminology is created and players guess the terms from someone's clues.

How do I access Heads Up!?

Heads Up! Is available through [iTunes for Apple products](#) and [GooglePlay for android devices](#). Because this study game is designed to be played with a portable device, such as a cellphone or tablet, you will need to download the App.

The Heads Up! App is available for only $0.99. After the App is purchased, a separate charge of $0.99 will be for the blank deck. This deck can be modified for different study sets or additional blank decks can be purchased for $0.99 each.

Procedure and/or Tips to use Heads Up!

Create your Deck

- Open the Heads Up! App on your device.
- Locate and select "Build Your Own Deck!" and select the $0.99 button to purchase the blank deck.
- After the blank deck has been purchased select "Customize."
- You will see an empty box on the screen. Add the title of your deck in this space.
- Select the "Edit your cards" button to begin adding terminology.
- Type the term on the new card and swipe up to "Add New Cards." After each term is entered, be sure to swipe up to get a new card.
- *If you decide to delete a term*, select the term by pressing and sliding your finger to the left. This action removes the term from the deck.
- When you have finished adding the terminology for the deck, the top of the screen says "Pull Down When Done." Press the top of the screen and slide your finger down. This action will close the editing tool for your deck.
- On the next screen select "Done."

How to Play

- Once the deck has been created, 2 or more players are needed to use the deck. This is a great option for student study groups.
- The student holding the phone or tablet selects the deck and places the device on their forehead. The student holding the phone cannot see the screen and will be guessing the term based on the descriptions/examples provided by the other players. The students providing the hints cannot use the actual term.
- The game starts with a countdown "3-2-1" and the first term is displayed on the device. The student has 60 seconds to get through as many terms as possible. If the student holding the device answers correctly, they tilt the phone down and the App counts it as a correct answer.
- If the student does not know the answer and wants to pass, the student tilts the phone up to pass. The App will not count the term, but will provide a new option if time remains.