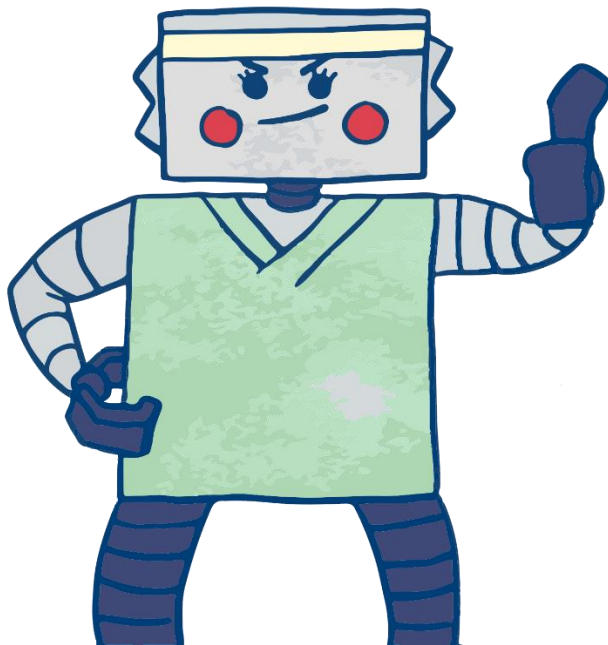


DIGITAL **J★PAN B○WL**

2021 NATIONAL JAPAN BOWL® COMPETITION GUIDE



**THE JAPAN-AMERICA SOCIETY
OF WASHINGTON DC**

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Digital Japan Bowl Competition Guide

The 2021 National Japan Bowl is Digital

Thursday, April 8 and Friday, April 9

12 pm EDT~9 pm EDT

1. Overall Format of the Competition

Technical requirements

- Laptop with audio/video capabilities, Japanese language input capability
- Smartphone for championship round
- Chrome browser (Hopin works best on Chrome. More information about browser compatibility can be found [here](#))

Hopin Platform

The Digital Japan Bowl will take place on the Hopin platform, which features the following areas:

- (1) Main Stage (opening ceremony, announcement of finalists, Championship Round, closing ceremony)
- (2) Sessions (preliminary rounds, conversation rounds, cultural workshops and presentations, social rooms)
- (3) Networking (conversation round practice space, social networking)
- (4) Expo (booths by universities, sponsors, and community partners)

To learn about the different areas and how they function, please watch the [Hopin Demo Attendee Experience](#) for more information.

Zoom will be used solely for the championship round, as the Hopin stage only allows for a max of 5 participants. Finalists will receive a link to join Zoom, and the championship round will be broadcast to the main stage for all other Japan Bowl participants to watch.

The tentative Preliminary Round schedule for each level is:

Thursday, April 8:

Level II	12:30-2:10 pm EDT
Level III	2:10-4:20 pm EDT
Level IV	3:50 -5:50 pm EDT

Friday, April 9:

Level II	12:15-2:15 pm EDT
Level III	1:55-3:55 pm EDT
Level IV	3:30 -5:30 pm EDT

The final schedule will be posted on the Hopin reception page.

Log-in names

When logging into Zoom, be sure your display name says both your school code and your name (eg. “JBHS John Suzuki”). The list of school codes can be found on the Japan Bowl website, and will be emailed to you. **Your Zoom display name must exactly match the name you used to register for Japan Bowl.** Only official registrants will be permitted into the Zoom meetings.

When registering on Hopin, select the ticket that matches your registration on Active (Level II Student, Chaperone, Student Observer, etc.) and **type your school code first before your name** (eg. “JBHS John Suzuki”). Your name when you register will serve as your “digital nametag,” so it is important you include your school code when you register. The list of school codes can be found on the Japan Bowl website, and will be emailed to you. **Your Hopin display name must exactly match the name you used to register for Japan Bowl.**

Schedule Change Announcements

JASWDC staff will announce any schedule changes through the chat feature on the right-hand side of Hopin to the whole event. JASWDC staff’s announcements will appear with a box around them and marked as “organizer.”

If JASWDC has changed setting on Hopin that affect the schedule, room accessibility, etc., the announcement of the changes will also include a request to refresh your browser in order to apply the changes.

Getting help or information during the Digital Japan Bowl

JASWDC staff will be listed as organizers, and volunteers will indicate with “proctor,” “monitor,” or “volunteer” listed after their name.

Help desks will be available under the “sessions” section. Please join a Help Desk session and a JASWDC staff member or volunteer will be able to assist you.

If you are in your preliminary round room and an issue occurs, your room monitor will assist you. **Do not exit out of your preliminary round room while the preliminary round is taking place.** If the monitor cannot resolve your issue, they will contact a JASWDC staff member to join you in your preliminary round room to assist you.

The Japan Bowl program will list the titles of staff and volunteers, and whom you should go to for help with various issues.

2. Preliminary Round Format

A. Your Team Breakout Room

The competition will take place in a Hopin session room for your team. Each team will be assigned a monitor who will guide students through the Preliminary Round.

Required devices:

- **Each participant** needs a laptop with a working camera, microphone
- **Each participant** must have a laptop with Japanese input capability
- **Chrome browser** (Hopin works best on Chrome. More information about browser compatibility can be found [here](#))

Team Members' Table Set-up:

- **Each participant** will sit at a table with a computer/laptop and webcam and log into Hopin.
 - Note: Participants **must** be able to connect to the Hopin with a working camera and microphone in order to compete. **If you do not have a computer with a webcam**, you may use a cellphone to log into Hopin, but it has [limited features](#) (3/4/2021: JASWDC is in the process of confirming cellphone functionality on Hopin).
 - **If you are using a phone to log into Hopin**, we recommend using a laptop or tablet to input answers into the Google Form. This will allow you to view the PowerPoint on one screen and the Google Form on the other.
- **Webcam** must be positioned so that your full face is visible.
- **Blank scratch paper/pens** are allowed on each participants' table in addition to your laptop. **No other items** are allowed on the table.
- **Cellphones** are not permitted to be within reach unless they are being used as a camera to log into the Zoom meeting.

Note: Team room monitors will do table checks before the Preliminary Round begins and **at random intervals** during both halves of the Round. Violation of any of these rules is grounds for immediate disqualification.

Observers: The Preliminary Rounds are closed to the general public to allow students to freely discuss their answers with their teammates. All observers will have access to the Preliminary Round Level sessions, where a room monitor will share their screen with the PowerPoint and links for observer answer sheets. The PowerPoint and answer sheets will be the same documents competitors receive, so observers will have the same experience.

Electronic devices/recordings: The National Japan Bowl follows the SAT rules regarding electronic devices. All devices, including watches, that are capable of recording, photographing, or transmitting must be turned off and put away. This rule applies to everyone in the competition room – students, teachers, and guests. **Recording of the preliminary round is strictly prohibited and may result in disqualification.**

B. The Preliminary Round Questions

Preliminary Round format

90 questions will be asked in the Preliminary Rounds: 40 short answer questions and 50 multiple choice questions. Each question is worth 2 points, for a total of 180 points. The questions cover both language and non-language topics and vary in difficulty.

- **Questions 1-40 will be short answer questions answered using Google doc**
 - All teammates will be able to type directly into the Google doc and to see what their teammates are typing.
 - We recommend either designating one teammate to type all answers (so teammates don't type over each other), or designating one teammate to type answers in English and another teammate to type answers in Japanese.
 - Short answer questions will take place on Thursday, April 8th
- **Questions 41-90 will be multiple choice and answered in a Google quiz form**
 - The Google quiz form does not allow collaboration. All students will be provided with the link so that they can follow along to the questions, but only one student should submit their answers on behalf of the team. We recommend designating that student in advance (such as the team captain).
 - Multiple choice questions will take place on Friday, April 9th

Presenting the Preliminary Round questions

JASWDC monitors will guide each team through the preliminary round. They will play the PowerPoint presentation with the questions, provide the links for the answer sheets, and be the team's point of contact if any technical difficulties arise during the preliminary round.

- **PowerPoint slides** will include recordings of American and Japanese proctors (native speakers) reading the questions.

Preliminary Round answer sheets

- **Google doc and Google quiz:** Monitors will send all of the participants in their room the links for the Google doc and Google quiz. Students will fill out the documents with their answers as they follow along to the questions.
- **Answer icons:** Each question indicates how the answer should be given: in English, in hiragana, in kanji, etc. (See the list of answer icons below.) The answer icon is also indicated on the Google Form.

ANSWER ICONS	
EN	English
JP	Any combination of Japanese (<i>kanji, hiragana, katakana</i> – but <u>not romaji</u>)
ひら	<i>hiragana</i>
カナ	<i>katakana</i>
漢	<i>kanji</i>
ABC	Multiple choice
RO	<i>romaji</i> for Japanese names*
123	Western numerals

*Any commonly-used variant of romaji can be used. For example, a newspaper can be “shinbun” or “shimbun.”

Submitting your Preliminary Round answer sheets

Once the students have answered all of the questions, the team captain must submit the answer form **immediately**. Monitors will announce they are closing the Google Form, and late submissions will not be accepted.

Reviewing the Preliminary Round answers

- At the end of the round, students will **exit their team room and enter the Preliminary Round Level Room for a review session**. The correct answers are given during the review session in order to reinforce the learning experience of the National Japan Bowl. Students and teachers are encouraged to take notes during the answer review session.
- Students and teachers may talk about the questions with others studying Japanese at their school. **But under no circumstances should anyone – student or teacher - make any of the questions or answers known to the public via any kind of electronic communications network.** If that happens, that team’s score might be invalidated, and any awards or recognition given to that team may be forfeited.

3. Conversation Round

Participation in the conversation round is required. Each student will be randomly paired with another student (same level, different team) to interview each other. A native Japanese speaker will observe the conversation round and score student performances as either “good” or “excellent.” Prizes will be given to exceptional performers. For more information

on the format and expectations of the conversation round, please refer to the Study Guide on the Japan Bowl website.

- Conversation rounds will take place in the sessions section of Hopin.
- You will be assigned a time to join the session in advance.
- The conversation round will be moderated by a Japanese native speaker. You will have to request to share your audio and video in order to join your conversation room.
- Once you finish your conversation round you will exit the session, and the next pair of students will enter. Please ensure you are on time for your scheduled conversation round. The conversation room will have a limit of three people, so if your conversation round runs late you will prevent the next students from entering the room.
- The networking feature on Hopin will be used at the designated time on the schedule for conversation round practice during the conversation. You may use this opportunity to practice the conversation round with a random partner prior to the observed conversation round with the Japanese monitor.

4. Format of the Championship Rounds

A. Finalists

Selection of the Finalists: The Preliminary Round scores will determine which three teams at each level advance to the National Championship Round. (Conversation round scores will no longer count towards the preliminary round score, but all team members must participate in the conversation round. Failure to participate in the conversation round will result in disqualification). The Preliminary Round scores will also determine 4th and 5th place winners.

- **Ties:** If there is a tie for any of the top five positions, the judges will review the teams' answers to five pre-determined questions, covering both language and non-language topics, to determine the top five teams.

Announcing the Finalists

- On Friday evening, the Japan Bowl Director will announce the names of the three teams at each level that will compete in the National Championship Round. The names of the 4th and 5th place teams will be announced at the Awards Ceremony.
- Hopin's stage cannot accommodate all of the championship round finalists on its platform, so finalists will be sent a link for a Zoom meeting to join. The Zoom meeting video will then be shared onto the Hopin mainstage for observers, as well as on JASWDC's YouTube channel.
- If a team qualifying for the National Championship Round is not present at the time of the announcement, the next runner-up team will replace the missing team.

- Preliminary Round scores do not carry over to the National Championship Round. Final results are determined solely by the team score in the Championship Round.
- Once the finalists are announced, the Level II championship round will begin. Level III championship round finalists will be sent the Zoom meeting link for them to join at the end of the Level II Championship, and Level IV finalists will receive their Zoom link at the end of the Level III championship.

B. Championship Round Set-up

The Championship round will feature only **individual and toss-up** questions. No team questions will be asked. Proctors will read the directions for the round or ask a question. Students should say their answer out loud when prompted to do so.

Championship Round required devices and app

- Laptop with audio/video capabilities
- Smartphone for each team member
- Buzzin (online buzzer website: <http://buzzin.live>): Log-in code will be provided to finalists

Championship Round room set-up

- Each participant will sit at a table with a cellphone, which will be used for the Toss-up Round. Your **cellphone should be turned off and face-down on the table except during the toss-up round**. There should be **nothing else on your table**.
- Microphones should remain unmuted throughout the duration of the round. Teams are **NOT allowed to collaborate** during toss-up rounds.
- The toss-up round will use the **online buzzer website <http://buzzin.live>**. Finalists will be given the code to log into Buzzin. Your nickname when logging in with your buzzer should be your school code and name (eg. “JBHS John Suzuki”).
- Cellphones may only be on while using the Buzzin Live app during the second round of the Championship Round. Throughout the rest of the round your phone should be off and face down on the desk.
- The Championship Rounds will be broadcast on the main stage for participants registered on Hopin and livestreamed to the general public on JASWDC’s YouTube channel. (<https://www.youtube.com/user/JASWutube>)

C. Rules

Rules for the Individual Questions

- Each student will be assigned a number 1-9 using a random number generator.

- Students will be called on to answer in numerical order. A PowerPoint slide will appear for each number, with an expression from the "Expressive Japanese" lists in the Study Guide. The team member must use that expression in a sentence or two that demonstrates that s/he fully understands its meaning.
- **During this round of the competition, conferring with other team members, reference materials, notes, or with teachers is strictly prohibited.** If teams confer during a round, they will not receive the points for the answer.
- Each student will have a total of 30 seconds to prepare an answer and say it. If a student has not started to speak after 20 seconds, the timekeeper will say, "10 seconds."
- Speak clearly and loudly into your microphone. The judges will not ask you to repeat. Please make sure that your microphone is turned on throughout the duration of the championship round.
- A panel of special judges, all native speakers of Japanese, will decide whether the student has clearly and accurately communicated in Japanese. The special judges will make a *maru-batsu* (yes-or-no) decision, and the majority decision will prevail.
- Each question is worth 5 points.

Rules for the Toss-Up Questions

Toss-Up Round set-up

- At the start of the round, sign in to <http://buzzin.live>. The proctor will give finalists the log-in code. Your buzzin login nickname should match your Zoom display name.
- There will be a test round at the beginning to ensure that each person's buzzer works.
- Your phone should display a large green "buzz" button. **DO NOT touch the back button on your smart phone or leave the browser.** If you do, you will be removed from the session.
- When the buzz button is pushed, it will turn red and make a buzzing noise. You can only press this button once. The buzz must be cleared by the proctor before you can buzz in for another question.
- Make sure your sound box is checked so that the buzzer can be heard.
- If your phone screen locks or the display turns off it will kick you from the game; please **set your display time on your phone to as long as possible** to prevent this from happening.

Answering the Toss-up questions

- There will be 20 questions in this round.

- **You will say your answers out loud.** Keep your **microphone on** throughout the duration of the championship round.
- **Conferring with other team members, reference materials, notes, or teachers is strictly prohibited.** If teams confer during a round, they will not receive the points for the answer.
- Only one student per team may answer a toss-up question. A student must ring the buzzer to signal, and only that student may answer.
- A student ***must*** wait to be called on before answering. The proctor can see the order in which students ring in and will call on the first student who signaled. ***Answers given prior to being called on will not be accepted.***
- Proctors will say the school name and participant name who rang in first. If they are incorrect, the proctor will call out the school name and student name of the next person to ring in.
- If a student buzzes in before the proctor finishes reading the question, the proctor will stop reading. The remainder of the question will not be read. **If the student who rang in early answers incorrectly, his/her team will be penalized 5 points.** (See section on scoring below.)
- **The student may answer only once and may not change his/her answer.** Each judge will record what he/she heard, and the decision whether to declare the answer correct will be based on what a majority of the judges heard. **The judges will NOT ask students to repeat their answers unless there is a technical problem.** Students therefore should answer loudly and clearly so the judges can hear them.
- If there is a discrepancy between the answer icon on the screen and how the proctor says the answer should be given, the judges will accept a correct answer in either format.
- If a team member gives an incomplete or partial answer, the judges will say that it is “not correct.” They will not say that it is “incomplete,” as that would give a hint to the other teams.
- The proctor will read a toss-up question only once.
 - If no team “buzzes in” after a toss-up question is read, the proctor will encourage teams to “buzz in,” but will not read the question again.
 - If two teams answer incorrectly, the proctor will ask if the third team wants to answer. The proctor will not re-read the question.
 - However, if a team buzzes in early, before the question is read in its entirety, and if the team answers incorrectly, the proctor will then read the entire question.
 - If no team answers correctly, or if no team buzzes in, the proctor will give the answer and move on to the next question.

Toss-up Round scoring

- Each correct answer is worth 5 points.

- There is no partial credit for partially correct or incomplete answers.
- A team will not receive credit for a correct answer if its members conferred.
- If a student signals before the proctor has completed reading the question and then answers incorrectly, his/her team will be penalized 5 points. If a student from a second team also signaled before the proctor finished reading the question and answers incorrectly, that team also will be penalized 5 points.
- If a student signals after the proctor has read the entire question, there is no penalty for an incorrect response.

D. Tiebreakers

1. At the end of the toss-up round, the judges will check with the score-keepers and determine **whether there is a tie** for either 1st or 2nd place.
2. If there is a tie, a series of toss-up questions will be asked to the two teams that tied, until one of the teams **answers two questions correctly**.
3. There are no PowerPoint slides for the tie-breaker round.
4. The **first team to answer two questions correctly wins the tiebreaker**.