Quizzes in Shoora

How one question, at the right moment and in your language, changes the whole experience

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> Shoora shows what is said on stage, next to the exhibit or in the lecture as text on the phone. Everyone reads in the language they chose, exactly in time. Shoora puts the words on every phone. Quizzes add the fun of taking part, for everyone in the room. They turn a viewer who only reads into part of the audience; a quiet student into one who answers; a visitor walking past an exhibit into one who stops and gets curious. In theatres and museums the whole audience plays together. This paper explains simply what a quiz adds in the theatre, the museum and the classroom, what the institution gains from it, and what else can be done with it.

What a quiz adds to captions

An audience shares in a show without thinking about it: people laugh together, clap, call out an answer at a children's show, raise a hand in a lecture. Captions give everyone the words, but someone who follows on a screen, in another language or from the back of the hall, can still feel like a reader and not part of the room. A quiz closes that gap, because it reaches them on the same screen and in the same language they are already reading.

How is this different from ordinary quiz apps? In Shoora the question is part of the speaker's words. It appears inside the text, exactly where the speaker or actor asks it, not in a separate app with another code. So everyone sees the question at the same moment, everyone answers at the same time, and everyone carries on together with the lecture or the show. There is no need to leave the screen, and no need to settle on one language for everyone: each person gets the question and the answers in their own language, and instantly sees how many in the audience answered like them. In a class where some read Hebrew, some Arabic and some Russian, everyone plays the same quiz, at the same moment, and no one is left out.

Where a quiz helps most

In the theatre: the audience answers the stage

During a show it is light and short: one swipe up after a scene, a trivia question about the play at the interval, a guess at what will happen in the next act. Any viewer can tell the stage "the scene got to me", and the actors see a response from the whole audience, in every language. When the show ends, a quiz about the play turns the walk out of the hall into a conversation. The whole audience plays, and everyone enjoys the same experience.

In the museum: a reason to stop at every exhibit

When people just wander through a museum, one question next to an exhibit is a good reason to stop and really read. A route where the clue to the next question waits at the next exhibit turns a visit into an adventure. And a family answers the same question together, each on their own phone and in their own language. Any visitor stops by the exhibit because of the question, and plays the same game.

In the classroom and the lecture: a voice for the quiet student

Many students will not interrupt to ask "what did you mean?" or say they got lost. A short question sent to the phones gives them a voice: they answer without a name, in their own language, and the answer reaches the lecturer at the same moment. The lecturer knows whether the class is with them, and the student who always stayed quiet is counted.

At the clinic: forms in every language

Clinics can share their usual forms and notices in each person’s language, so nobody struggles with paperwork.

What the institution gains

- **Participation you can measure.** At the end of every session there is a report: how many people joined, in which languages, and what they understood. This is exactly the document an education department shows to whoever funds it.
- **An audience that comes back.** A marked sentence, a quiz shared with friends, an answer that was counted: all of these turn a one-time visit into an ongoing relationship with the institution.

What else can be done with the quiz

- **The audience chooses the ending.** In children's shows and shows where the audience takes part, people vote today by shouting and clapping, and the quiet ones are not counted. A vote on the phone, in each person's own language, gives everyone an equal voice, and the next scene is decided by the whole hall.
- **My sentence.** During the show, the viewer marks the sentences they loved with a tap. At the end of the evening a quiz is built from the sentences the audience marked most, and everyone receives their sentences, in their own language, as a souvenir that brings them back to the show.
- **A question for the actors, an answer for everyone.** At the interval, questions are collected in every viewer's language. After the show the actors answer, and the answers come back as captions. A conversation with the audience becomes accessible for the first time, and the good questions are kept for the next show.
- **Languages that were never in the hall.** Easy Hebrew for new readers, Amharic for a class that had never had a quiz in its language, Russian for a grandmother who sits next to her grandchild. Each answers in their own language, and everyone plays the same game.

Captions give the words. The quiz gives a place in the audience.