



# **Inventor Jeopardy Jeffardy: Things I think I should know, but don't, and am too embarrassed to ask**

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## **MA2939:**

Attend this session for a new way to learn and possibly win a prize. We will be running a game of Inventor Jeopardy, Where the points in fact do matter. Ever wonder why something you have done before no longer works? Ever try to get something done easily but don't know where to click to make it happen? How about a simple work flow that should happen in two clicks when you are doing it in 20? Here is your chance to learn in a competitive environment and have a great time doing it. This will be more than a clicks and tips session, it will be a knowledge war where we all win something.

## **Learning Objectives**

At the end of this class, you will be able to:

- Leave with at least 5 buttons you have never thought about using!
- Realize some of your work flows can be simplified by choosing the correct tool or hidden button.
- Show off your new found hidden stuff to those that did not come to AU.
- Comprehend the value of paying attention to the dialog boxes, they are not wallpaper.

## **About the Speaker**

Jeff is an Autodesk® Inventor® certified Professional user. He owns a successful company that has provided custom built machinery and automation systems for 32 years. His clientele includes companies that produce products used in every facet of our lives: Medical, Commercial, Aerospace, and Automotive. Jeff has been a featured speaker at several Autodesk events including AU and World Press Day. He is an animated speaker who teaches as well as entertains. In addition to designing machinery, he is a guest lecturer at SUNY Farmingdale University for CAD and CNC machining, on the board of advisers for the Engineering and Manufacturing curriculum, co-chairs an Autodesk user's group, and coaches a Robotics First team. Jeff is also an independent consultant offering training and engineering services.

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## Introduction:

This game of Jeffardy will not be played by the same rules as Jeopardy. Since I am the host, I get to make the game as I like.

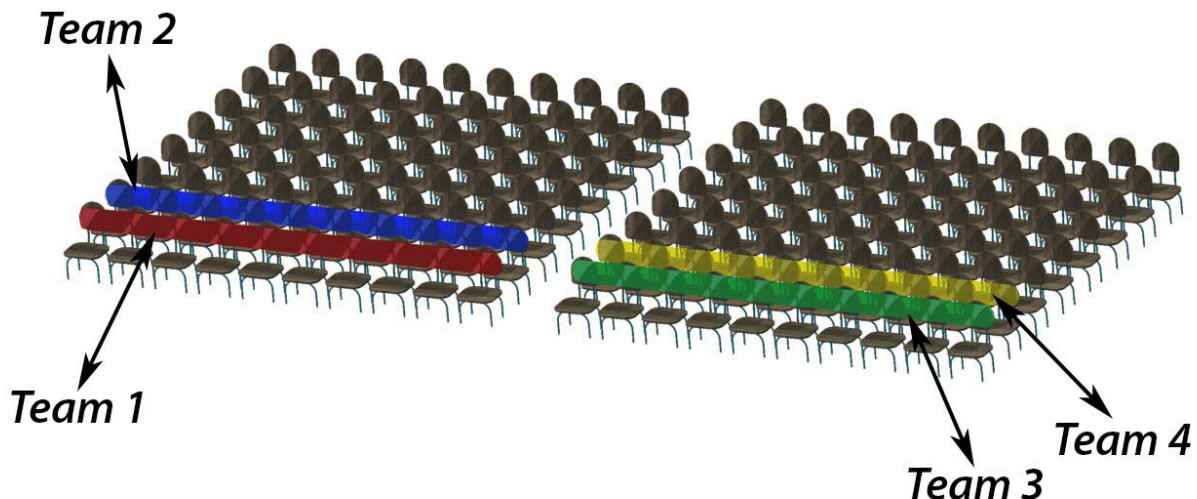
I have written the questions in the form of problems or issues that might affect your normal work day. Hopefully this will help you understand the significance of the answer and how it might help you.

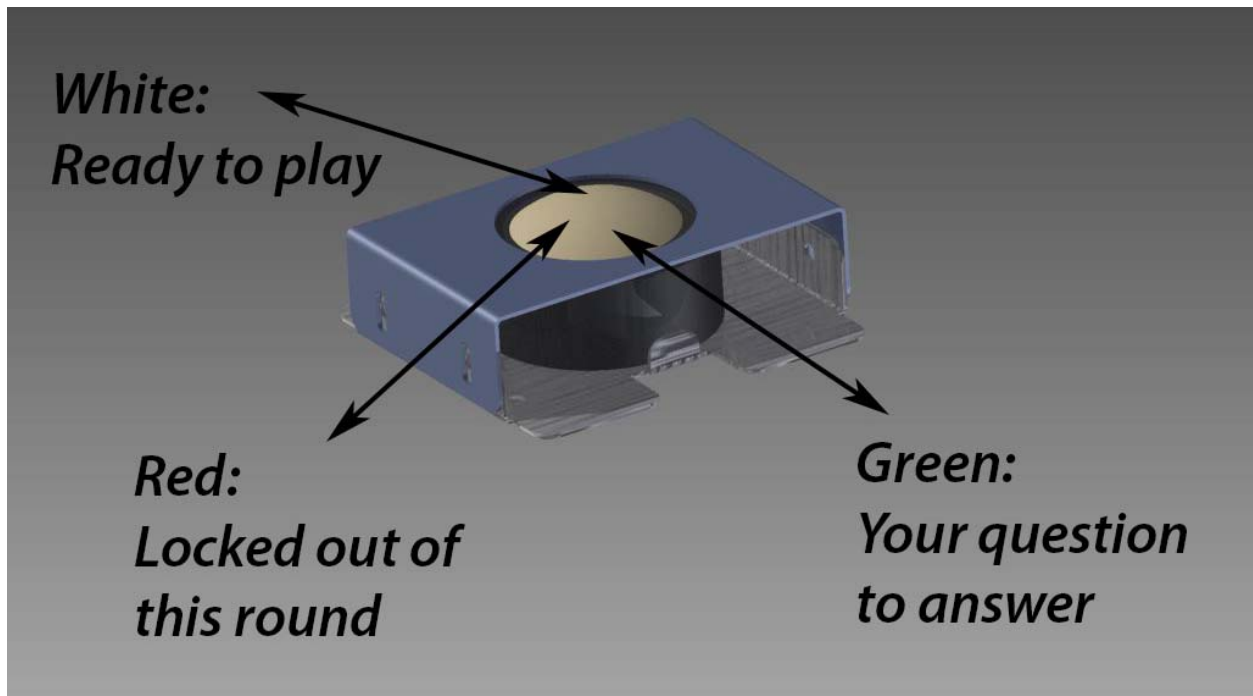
Time is limited and I want to get as much in as possible, so, the rules are very simple.

Questions will be asked with 4 possible multiple choice answers

- The question will be read by the host
- The answer buttons will not be available until the entire question has been asked.
- If the contestant that attempts to answer the question is wrong, the buttons will be reset. The incorrect contestant will be excluded from answering again for that question.
- Team with the correct answer will get a point.
- The team with the most points when TIME is called will get **the prizes**.

Teams will be defined by where you sit. If you would like to play, sit in the front two rows of the room. If you have friends that you want on the same team, sit next to them. Otherwise send them to a different row.





### **How do we keep score?**

Each team will have a button. The buttons will start at the chair closest to the center of the room. After each question the buttons will be passed to the next member of the team. No team member can answer two questions in a row.

When the buttons go white (cream colored) you can press it when you are ready to answer. If you are first the button pressed it will go green. If your button goes green you may answer the question. If you are correct you will earn a point for your team. If you answer wrong your button will go red. You will not be able to try and answer that question again.

### ***Class Handouts***

***Since this is a game show, it would not be fair to post the questions or answers until after the class. After the class I will post all the questions and answers on the AU class website.***

***They will also be available at [www.engineered-to-order.com/au2013.htm](http://www.engineered-to-order.com/au2013.htm).***