

Dear colleagues,

We are pleased to announce that 13 Network schools will be participating in this year's Global Network Stock Trading Game! From here I will ask that you register your students on this shared Google doc by selecting your school's tab at the bottom of the sheet and entering each participant's complete information. The competition is open to all current students; there is no limit to how many you may register, and students of all levels of stock trading experience may participate. Please be sure to also list yourself or a fellow school coordinator to act as the administrator on behalf of your students and mark them as *administrator* in the sign-up sheet.

The deadline to register students is next Wednesday, January 17th.

Once I receive all signups, I will organize the first round of games regionally with all participants playing individually. Once our IT team has set up the games, I will send out the instructions and links to the games. These games will take place on February 6th, followed by a final round game on February 20th. After the round 1 games conclude, I will notify you of how many students will move on from the first round to the final game from each region.

Please let me know if you have questions. Looking forward to the competition!

Very best,

Stacy

The Yale Stock Trading Game



Thank you for accepting the role of client admin/moderator for your school for this year's Global Network Stock Trading Game Tournament. As we head into the practice round, we thought it would be useful to highlight and clarify some points, both for yourself and for your students. Most of what we will cover here will apply to all rounds of the tournament.

- Please invite your students to the **practice game** using the link you received -- generally starting with **practice-[your school name]**. You will receive new game links for the subsequent games as we move forward.
- If players report that they didn't receive their invitation, ask them to check their junk/spam folder.
- We will be creating new games as we move through the competition, and student players will have to be re-invited to each game.
- Ask your students to create a login ID using the first and last name that you provided on the sign-up spreadsheet. **It is imperative that students use their proper name to login** because that is the only way we will be able to track players' results. If a student creates a login with a nickname or alias, we will be unable to determine who they are, and it may result in disqualification.
- Especially important for the semi-final and final rounds: Please stress to your students that they should not under any circumstances informally share game addresses with each other. All students should sign in using the specific links provided. Failing to follow this process will affect our ability to properly tabulate results and will lead to disqualification.
- Once scheduled, the games start automatically -- moderators/client admins don't have to do anything.
- Moderator/client admins *are not* obligated to play -- though you're more than welcome to try out a practice game. Though you will still be responsible for inviting players on subsequent rounds, after the practice round is complete, your role as client admins will end. If you want to play the subsequent games, we can add you as a player -- though we will not include your results in the final tabulation.
- You may ignore the Advanced Settings in game setup. The default settings are those that will be used for the tournament (the same that Professor Ibbotson uses with his students!).
- We're fairly sure you will get this question from students: Once a game ends, players will be redirected to the final results page, where they will see how they did in comparison to other players *anonymously*. Of course, they are free to identify each other independently of the game.

- As client admin of the practice games, you will have access to the complete results (including player names) from the Games page. Feel free to distribute the results as you see fit. *Note that after the practice games, Yale will solely administer the subsequent rounds of the tournament and distribute the results.*
- Of course there is no charge for participating in the competition, but you can always purchase access to the game at another time. [Contact us](#) for details.

As far as game play goes, we strongly recommend that players consult the info and resources on this page of our website: <https://stg.som.yale.edu/overview>

For our technical tips and recommendations, we also strongly recommend that students look at the FAQ page -- <https://stg.som.yale.edu/frequently-asked-questions> Among other things, if there is any doubt, players would be wise to test their internet connection well before the game, and there is a link to speedtest.net to do so.

Also -- apart from a Surface Pro, the game cannot be played on a tablet or a phone (this and other connection guidance are included in the stock text below).

Here is some stock text to include in your invitation to students. Though we hope you'll feel free to customize as needed, we ask that you retain the various performance tips the text contains. **Note that you will have to update the date/time, game link, and name of game below** (all highlighted):

Dear Yale Stock Trading Game Player,

You are invited to play the Yale Stock Trading Game on **[Date]** at **[Time, Time Zone]**.

Please use a desktop computer or a laptop and follow the link below to register your account at least 15 minutes prior to the start of the game. **Except for Surface tablets, playing on a mobile phone or tablet is not supported.** Though not required, if you are playing on a laptop, you may benefit from using an external mouse.

[https://\[domain\].stocktradinggame.som.yale.edu/login](https://[domain].stocktradinggame.som.yale.edu/login)

Depending on where you are playing, network issues can sometimes affect game performance. If you think this might be an issue, go to <https://www.speedtest.net/>, change the server to **Pilot** in **Ashburn, Virginia**, and click **“Go.”** In the results you will see a measure called **“Ping ms”**:

- * Less than 50 is great
- * 50 to 100 should be fine
- * Some users especially in other countries may see numbers from 200-300.

If your results are significantly above 100 ms and you are using WiFi, we encourage you to try a wired ethernet connection or to change location.

When registering, you will be prompted to create a **password: it must have a minimum of 6 alphanumeric characters.**

Once registered and logged in, you will see a list of upcoming games. Locate the game titled **[Name of Game]**. A “countdown” will appear in the “**Link**” column a few minutes prior to game start. Once the market opens, enter the game by clicking on the active link.

A final tip for game play: **double-clicking can slow the time it takes to execute trades**, so remember to **always click once!**

Before playing, please review the full list of technical requirements and recommendations on [our website's FAQ page](#).

For tips on how to play the game, including videos, consult the [game play page](#).

Happy trading!
[Client Admin]

If you run into any technical issues, please contact [the Yale Stock Trading Game](#).

Best,

The Yale Stock Trading Game Team