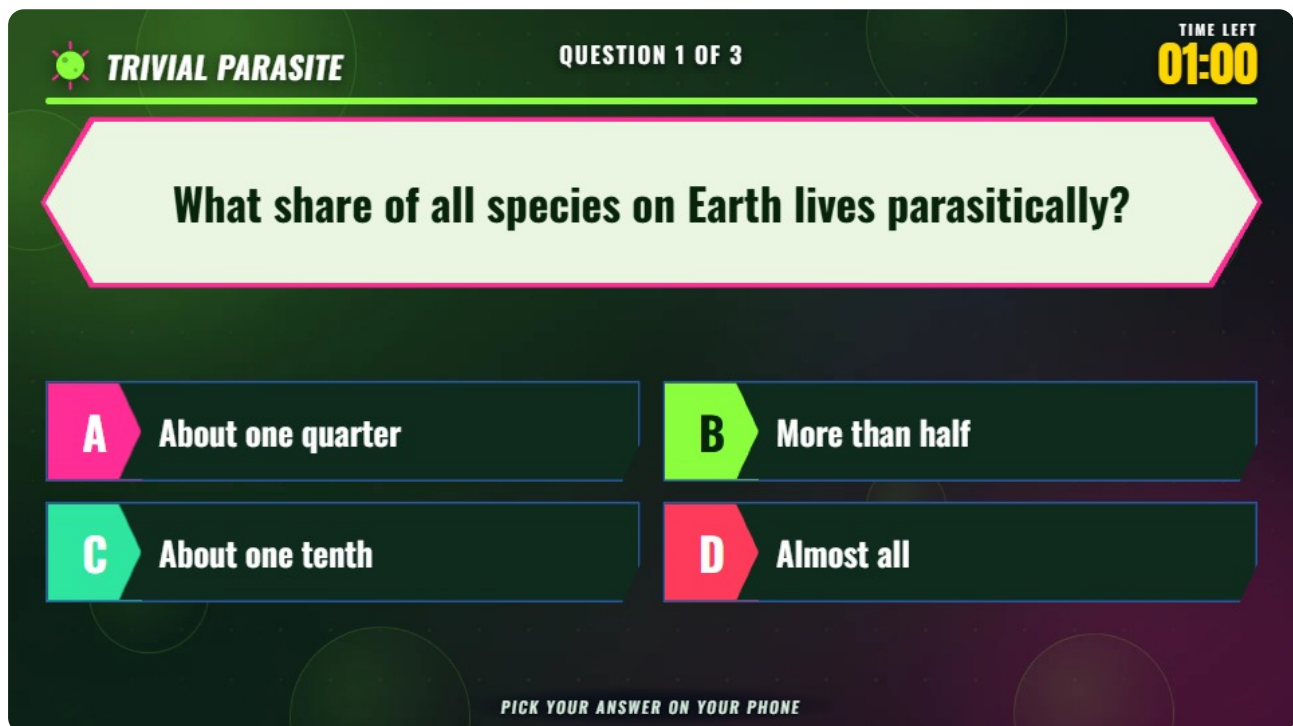


NEWS

Trivial Parasite: The quiz where the whole lecture hall joins in

14 August 2026, Istok Sernc



Anyone who has ever tried to hold the attention of a lecture hall after a ninety-minute lecture knows the problem. Knowledge sticks not because it was heard, but because it was recalled. That is exactly what makes **Trivial Parasite**: A piece of fabric becomes a circle, and listeners become participants.

The game runs on a screen—in a seminar room, a lecture hall, or the institute's lounge. Anyone who wants to play scans the QR code, enters a name, and is ready to go. No download, no registration, no app on your phone: all you need is a browser.



How a round works

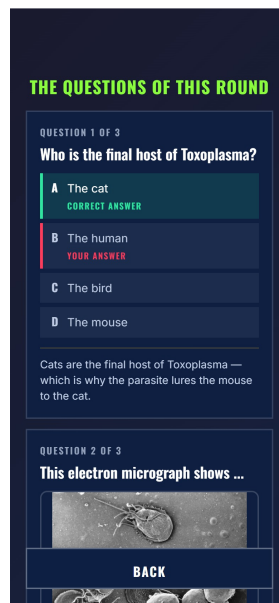
The question appears simultaneously on the big screen and on every smartphone. You type in your answer, and whoever gets it right first earns more points. After each question, the screen displays the correct answer, a brief technical explanation, and the current leaderboard. At the end, there's an awards ceremony.

A round can last as long as you like: five questions to break the ice during the session, or ten to twenty to wrap up a meeting. You set the time per question, the number of questions, and the group size in advance.

91 Questions paint a picture

Some of the questions are purely technical: life cycles, vectors, diagnosis, treatment. Others show an image: a worm egg in a stool specimen, a blood smear, a head end with a hook-shaped crown, a tick under a microscope. For example, **90 of the more than 350 questions use an audio recording**, and these images have recently become available on cell phones as well, not just on the lecture hall screen. Tap to enlarge; with an electron microscope specimen, the details make all the difference.

For microscopy lab exercises, the quiz can even be used for **Image questions only** change things up. Then the game turns into a test session.



Three difficulty levels, eleven topics

The more than 350 questions are divided into three levels: 100 easy, 100 medium, and 150 difficult. If you're playing with first-year students, choose Level 1; if you're playing with postdocs, choose Level 3; a mixed group is also fine. The topics range from malaria (57 questions) to nematodes (60), flukes, tapeworms, and protozoa, all the way to ticks, skin parasites, and ecology. A separate section is dedicated to **History of the Subject**: Redi and spontaneous generation, Laveran in the blood smear, Ross and the Anopheles, Tu Youyou and artemisinin.

The group makes sure that "malaria" doesn't come up five times in a row and that no image appears twice in the same round.

For the course: Handout and statistics

Two features are specifically designed for teachers:

The handout. The explanation on the screen is brief; it appears for a few seconds, then the next question comes up. Based on the questions that were actually asked, the app generates a document at the touch of a button that includes the question, answer choices, correct answer, explanation, and image—available as a web page or as a PDF for distribution.

The hit rate. For each question asked, the app keeps track of how many were answered correctly. When exported as a CSV file, this shows in black and white which topics are covered in the course and which are not. The difficulty level listed in the catalog is a statement; the accuracy rate is a measurement.

And if you have your own questions: you can create them individually or import them as JSON—either in addition to the more than 350 included questions or exclusively.

Review the round afterward

"Why was that wrong?" After the game, you open on your phone "**Review Questions**" and sees the entire set again. The correct answer is in green, your own wrong choice is in red, along with the explanation and the image.

More than five languages

"Trivial Parasit" is available in its entirety on, among other places, **German, English, Spanish, French, and Italian**. Not just the interface, but all questions along with their explanations. For international degree programs, exchange semesters, or summer schools, you can set the language on each screen.

Not just for experts

You don't need a medical license to play along. About a third of the questions cover the history of science, ecology, and the truly astonishing aspects of the topic: the fungus that drives ants onto leaves; the woodlouse that acts as a fish's tongue; the cuckoo as a textbook example of brood parasitism. Anyone looking to brush up on their general medical knowledge will have a blast here and, along the way, learn why you should wash wild berries and freeze sushi.

This makes the quiz suitable for use in waiting rooms at medical practices and clinics, in museums and science centers, and at the institute's open house.

How to start a round

1. **Create an account.** On screenway.com Sign up — the first 30 days are free and with no obligation.
2. **Install the app.** At ScreenWay Studio under *Apps* Open the App Store, select "Trivial Parasite," and tap *Install* Click.

3. **Set.** Set the language, difficulty level, number of questions per round, time per question, and minimum number of players. For your first try, five questions and one player are enough.
4. **Display it on the screen.** Assign the app to a screen and start playback. This works with any device running the ScreenWay Player—smart TV, Android stick, or PC connected to a projector.
5. **Scan the QR code.** Everyone in the room scans the code on the screen, enters their name—and off they go.

Tip for the first round: Set the minimum number of players to 1 or 2 and the number of questions per round to 5. Then you can run through the game on your own before the room is full.