Beaconing Quick Guide: Coventry Pilots

Overview:

The Beaconing platform has several components, including:
- Teacher Authoring area where you make GLPs (gamified lesson plans), author minigame content, create student IDs, assign GLPs to your students and review student progress/analytics.
- Student area where your students log on and play the GLPs you have assigned them.

Beaconing Gamified Lesson Plans consist of a 'meta-game' narrative within which there are a series of educational 'mini-games'. As a teacher you can choose from a small selection of pre-made meta-game narratives, choose from 14 customisable mini-game formats, and upload your own content to the mini-games including video, images, text, maths. GLPs can be played by individual students or as a group, from desktop computer, tablet or smartphone. (NB iPhone app is still in development)

Beaconing platform also offers Location Based Games which can be played on tablets and smartphones from url, using GPS (satellite tracking), QR codes (printed on paper) or Beacons (specially installed for your game).

Quick-start for Teacher Authoring:

1. Access the Teacher Authoring area at https://teacher-qa.beaconing.eu Using the username and password given to you for the pilot.

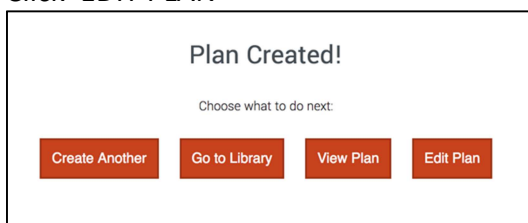2. From the Lesson Manager tab, click 'Create Plan'.
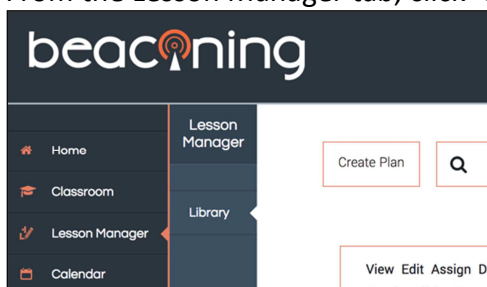
3. Give your plan a name that is easy to recognise. eg. CovUni Maths Challenge-Part1. Add text to each of the fields.

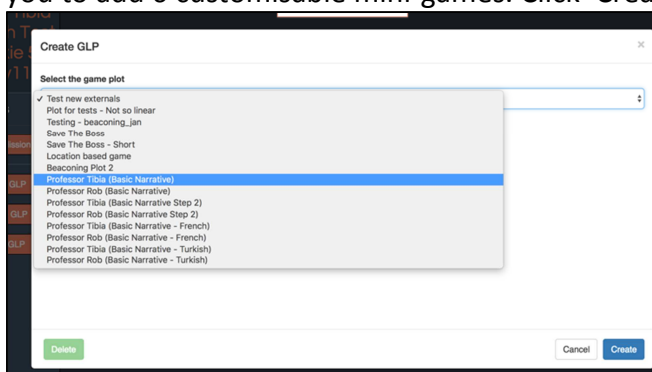4. Select which Plan Competences your students will be developing by playing your GLP.
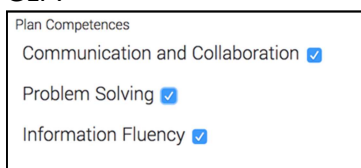
5. Set visibility to Public.

6. Click 'CREATE PLAN'

7. Click 'EDIT PLAN'

8. Select a game plot from the dropdown menu – this will be the 'metagame' narrative for your GLP. We suggest you use the Professor Tibia (Basic Narrative), which allows you to add 6 customisable mini-games. Click 'Create'.

* Now or Later* Familiarise yourself with the game plots by playing quick demo versions. This will introduce you to the format of each game plot and will help you to choose a format best suited to the content you wish to use and to the students who will be playing, and will also introduce you to a selection of mini-games.

In the Lesson Manager, search 'demo'. Choose a plan and click View then Play to play the GLP.

You may like to play, for example:
'Professor Rob Origins Story Demo'
https://gameplots.beaconing.eu/game/?scenar=https%3A%2F%2Fgameplots.beaconing.eu%2Fgame%2Fres%2Fprofessor-rob-origin-story-linear-narrative-master.scp&externs=https%3A%2F%2Fcore.beaconing.eu%2Fapi%2Fgamifiedlessonpaths%2F1845%2Fexternconfig
includes minigames: Memory Game, Solve IT, Generic quiz (drag and drop word clusters).

'Professor Rob Basic Narrative Demo'
https://gameplots.beaconing.eu/game/?scenar=https%3A%2F%2Fgameplots.beaconing.eu%2Fgame%2Fres%2Fprofessor-rob-basic-narrative.scp&externs=https%3A%2F%2Fcore.beaconing.eu%2Fapi%2Fgamifiedlessonpaths%2F1834%2Fexternconfig
includes minigames: Golf Solitaire, Lucky Wheel, Memory Game, Match IT, Drag IT and Robocode.

'Professor Tibia Basic Narrative Step 2 Demo'
https://gameplots.beaconing.eu/game/?scenar=https%3A%2F%2Fgameplots.beaconing.eu%2Fgame%2Fres%2Fprofessor-tibia-basic-narrative-step2.scp&externs=https%3A%2F%2Fcore.beaconing.eu%2Fapi%2Fgamifiedlessonpaths%2F1800%2Fexternconfig
includes minigames: Swipe and Seek, Solve IT, Checkers Game, Generic Quiz game, Planet Ninja, Flappy Dragon.
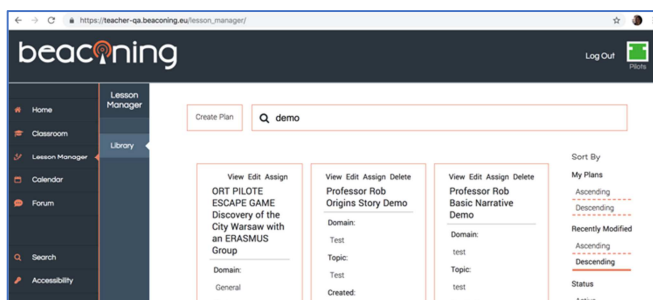
9. *Now or Later* Familiarise yourself with the mini-games by playing quick demo versions. This will introduce you to the format of each game and will help you to choose a format best suited to the content you wish to use and to the students who will be playing.
    You can play quick demos of some of the available games by using these links:

    GENERIC QUIZ (multiple choice) =
    https://beaconing.seriousgames.it/games/genericquiz/?session_id=2030929947
    GENERIC QUIZ (drag and drop) =
    https://beaconing.seriousgames.it/games/genericquiz/?session_id=2651693122
    GENERIC QUIZ (clusters) =
    https://beaconing.seriousgames.it/games/genericquiz/?closeview&success=true&session_id=2948713248
    GENERIC QUIZ (fill the blanks) =
    https://beaconing.seriousgames.it/games/genericquiz/?session_id=6328491328
    GENERIC QUIZ (external resources) =
    https://beaconing.seriousgames.it/games/genericquiz/?session_id=0900159314
    PLANET NINJA =
    https://beaconing.seriousgames.it/games/planetninja/?session_id=6534391738
   SWIPE AND SEEK =
    https://beaconing.seriousgames.it/games/swipeandseek/?closeview&success=true&session_id=5972040837
    SOLVE IT = https://beaconing.seriousgames.it/games/solveit/?session_id=4791223766
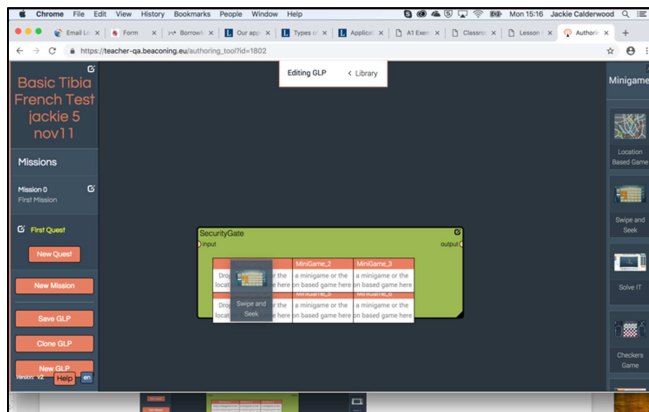   CHECKERS = https://beaconing.seriousgames.it/games/checkers/?session_id=7483927724
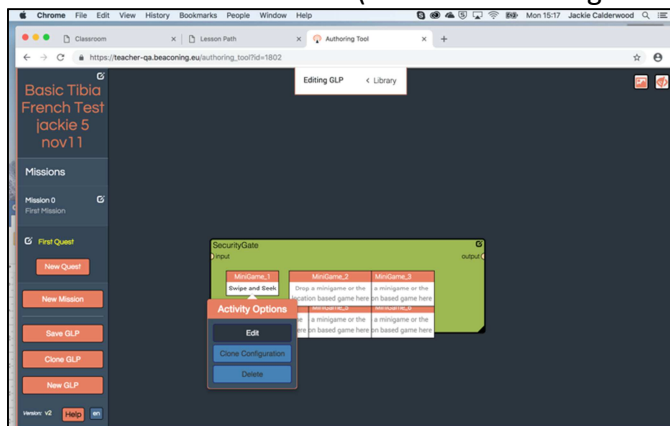   ROBOCODE = https://beaconing.seriousgames.it/games/roboCode/?session_id=5052304884

10. In the Editing GLP view, move cursor to right to access pop-out mini-game menu.
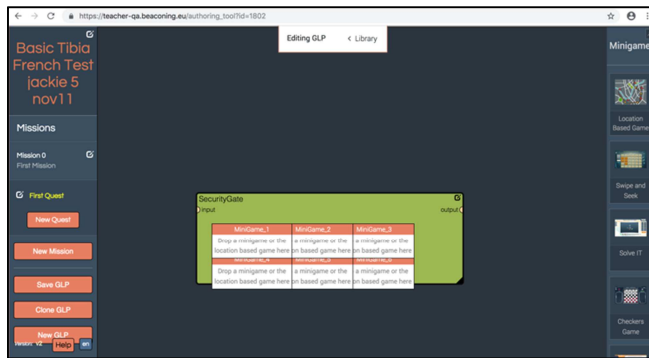
11. Click and drag any mini-game from the menu into the first 'Drop a minigame here' box.

12. Click in the white box area (NB. **Not** the orange 'MiniGame_1' header). Select 'Edit'.


13. In the 'Edit Activity' window, complete the fields and add questions answers, videos etc. as appropriate to your chosen mini-game and topic for student learning. See the User Manual for information on the different mini-game content options.
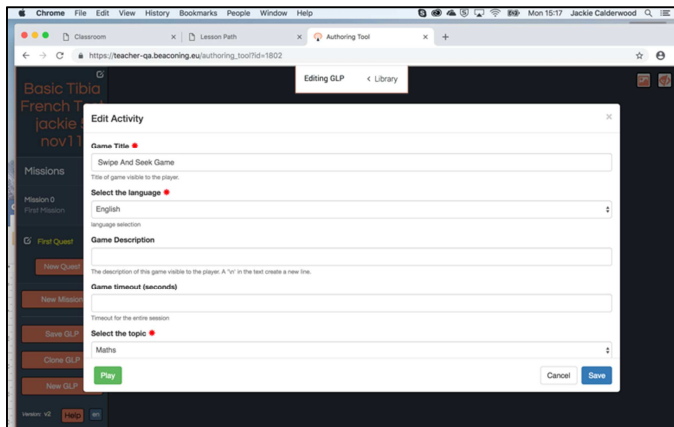
14. Scroll down for further fields. Click on 'Questions' to open the question fields. Click on 'Answers' to open the answer fields. When finished, click 'Save'.
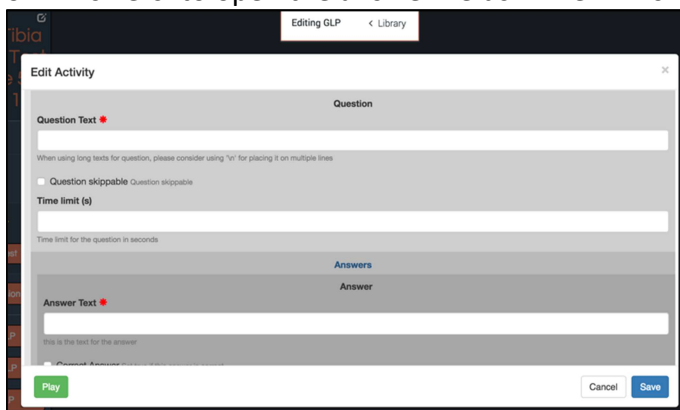
15. Click on the mini-game and select the new option 'Edit Assessment' from the Activity Options. (NB. You can only find this option after editing the content of the game as in stage 12-13.)
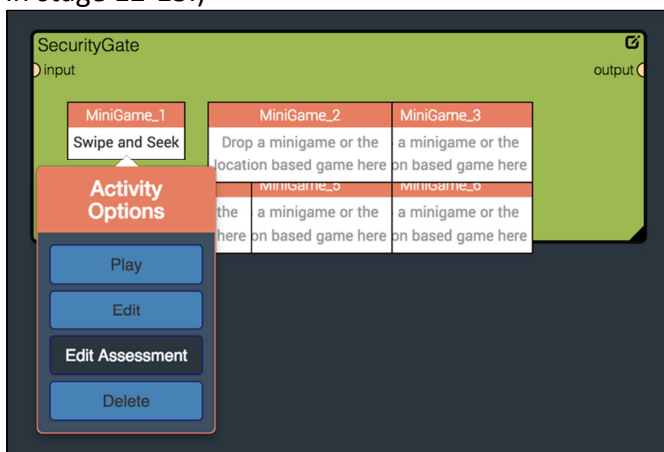

16. Optional: Click on 'Learning Objectives' to open the field and add your own objectives with a value between 0-1 as the 'percentage contribution'. Add further objectives if desired.

17. Essential: Click on 'Competences' to open the field and add select from 3 competences with a value between 0-1 as the 'percentage contribution'. Add further competences as appropriate. When completed click 'Save'.


18. Complete stages 10-16 for each mini-game in the GLP. You can use the same mini-game template as many times as you like, editing new content and competences for each instance.


19. Click 'Save GLP' and 'OK'. Remember to 'Save GLP' frequently!
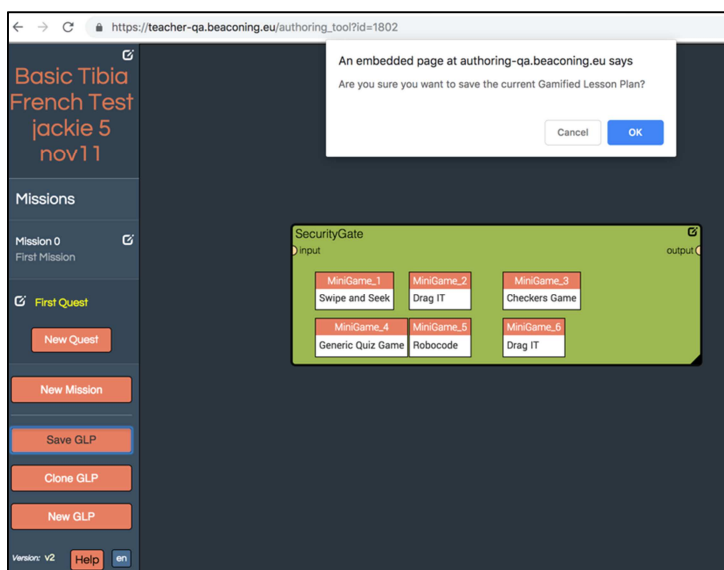
20. Return to the Library. You will see your GLP listed. From here you can View the overview of your plan and can Edit, Assign to students, or delete.
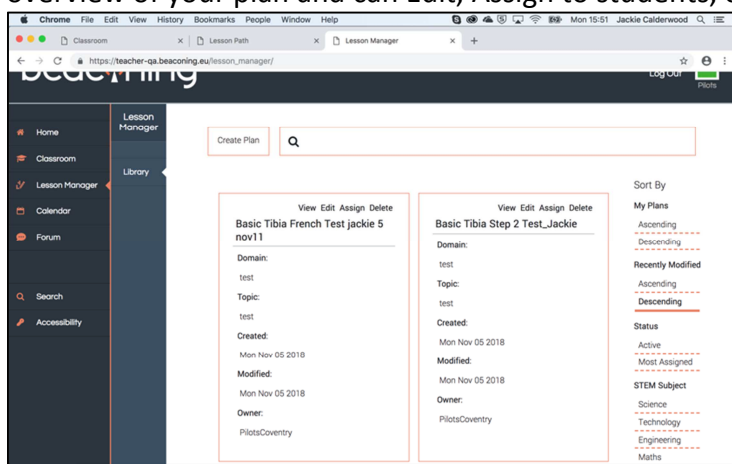
21. Click 'View' to see the overview of your plan and click 'Play' to preview the game-play (NB. it is better to play from the student logon to test the student's user experience – see 21 onwards).

<u>Quick Guide to Create Students, Groups and Assign your GLP for them to Play</u>
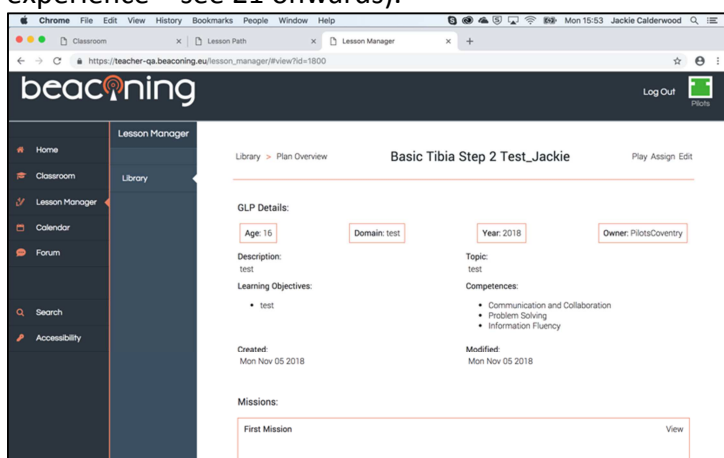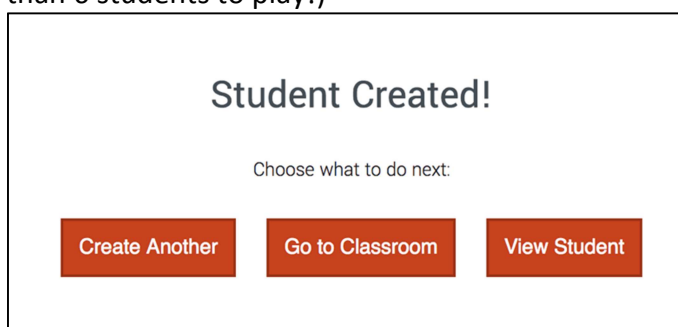
22. From the Teacher Authoring area, click on the 'Classroom' tab, 'Students' and 'Create Student'.
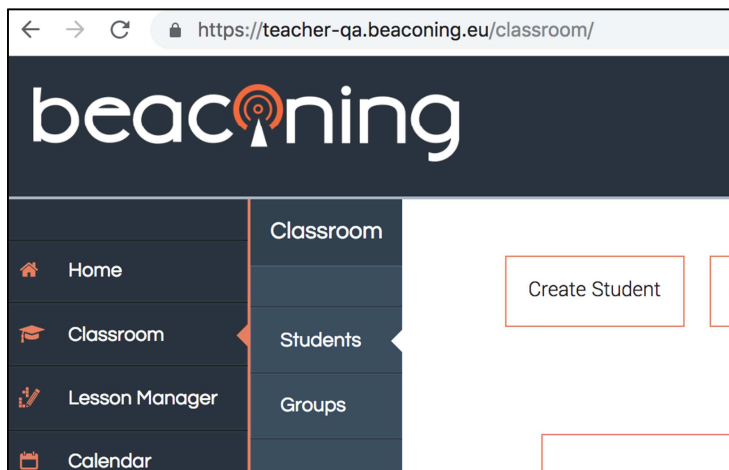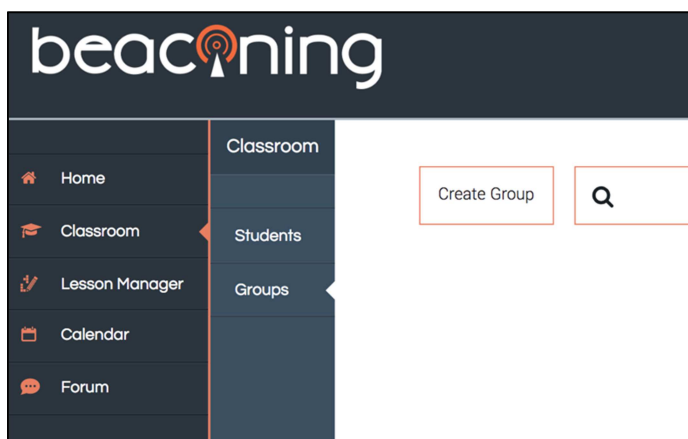

23. Complete all fields – NB. use lowercase with no spaces for the User Name. Scroll down and 'Create Student'.

24. Continue to create up to 5 more students. (You can add more later if you want more than 6 students to play!)
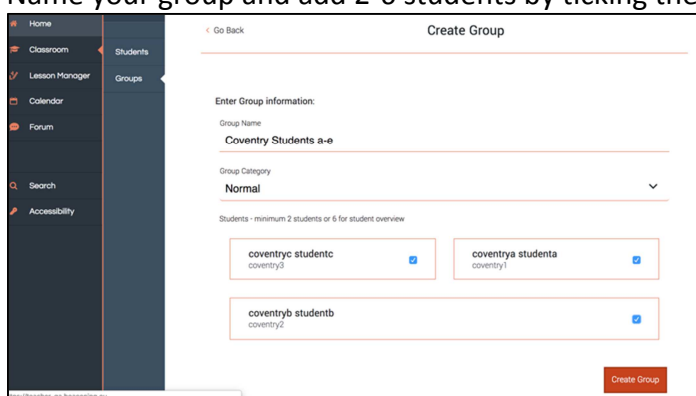

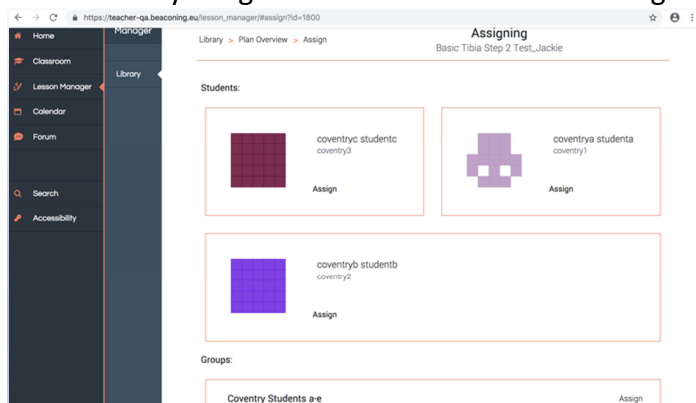25. Go to the Classroom, Groups, and click 'Create Group'.

26. Name your group and add 2-6 students by ticking their entry. Click 'Create Group'.


27. To assign your GLP to an individual student or group, go to Lesson Manager, Library and click Assign next to that student or group. (NB. assigning to a group automatically assigns to each student within that group.)

Playing the GLP from Student Area:

28. Log in to the Student 'Play' area at https://student-qa.beaconing.eu/ using the username you created for your student, and the password 'student'. [Students can change their own passwords by clicking on 'Student' (top right menu) and 'Settings'.]

29. Click the Beaconing logo (top left) to return to 'Play'. You will then see 'My lessons' showing all GLPs currently assigned to this student. Click 'Start' to play the GLP.
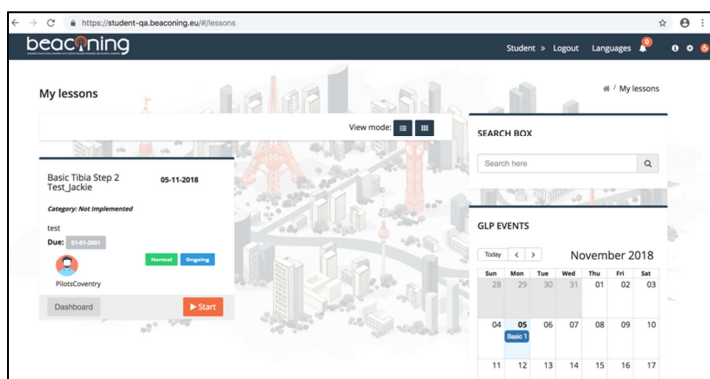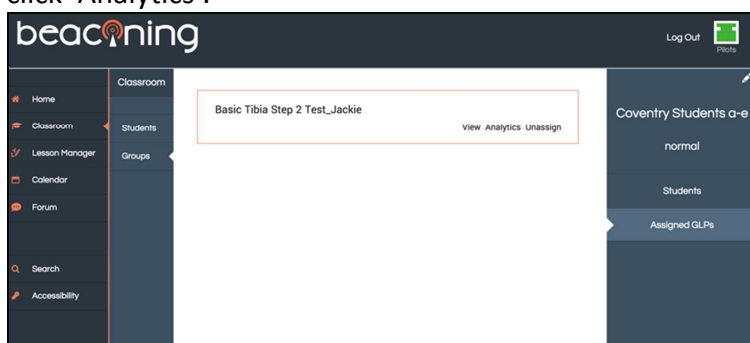
Viewing Results of Game Play:

30. After playing, the student can click the 'Dashboard' button to scroll down and view their own analytics.

31. The teacher can also view analytics from the Teacher Authoring area. For Group analytics, got to Classroom, Groups (Left menu), Assigned GLPs (Right menu) and click 'Analytics'.

32. Choose Main Dashboard or Dashboard to view the data collected (opens 'Kabana' in new browser Tab).
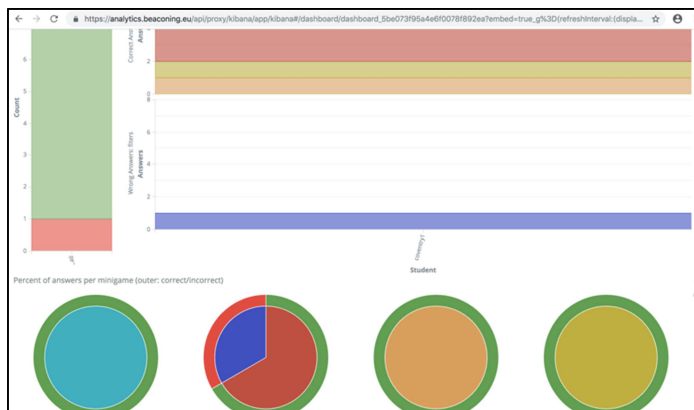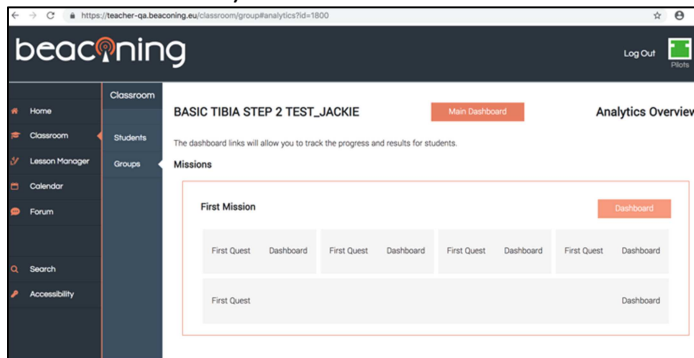
Playing Beaconing from Mobile Devices:

33. For Apple devices (iPhone/iPad), only registered devices can currently use the developer's app. See https://gameplots.beaconing.eu/ for information.

34. For Android devices, download and install from: https://gameplots.beaconing.eu/

Making Location Based Games for Gamified Lesson Plans:
These can be made to play on mobile devices using GPS, QR codes, or specially installed Beacons.
To be covered in a future workshop.
To register your interest email Jackie Calderwood: ac9462@coventry.ac.uk or anne-elisabeth.lenel@ortinnovation.com in France