



# IMPROVING “PROBLEM SOLVING IN TECHNOLOGY-RICH ENVIRONMENTS” SKILL OF LOW-SKILLED ADULTS WITH GAMIFICATION, SERIOUS GAMES AND LARP – “skillUPgame”

## USER GUIDE FOR THE MOOC



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## Preface

Dear learner,

Congratulations on your decision to take your trainings one step higher!

This MOOC was designed in relation with “skillUPgame” project, which aims at boosting problem solving in technology-rich environments skill. Problem solving in technology-rich environments is defined as the ability to use digital technology, communication tools and networks to acquire and evaluate information, communicate with others, and perform practical tasks and it is a combination of managing different basic skills: digital, literacy and numeracy in information society.

The MOOC is made of 5 different chapters:

- gaming methods in education
- role of trainer
- from gamification to practical benefits – work with reflection in education
- definition of key competencies – literacy, numeracy, and digital skills
- development of key competencies of project with the use of gamification, serious games and LARPS in courses for low skilled people

Each of the chapters have several different topics inside.

This MOOC is designed for learning all on your own, whenever you feel comfortable and whenever you have time and motivation. It means that you are learning just for yourself, the assessment results and tasks are just for your own personal and professional growth. We are not tracking your progress or self-assessment results/feedbacks. However, you will be able to see all your submitted tasks on your profile, so be the trainer for yourself!

The MOOC may be accessed through this link here: <https://skillup-game.eu>

Good luck!

“skillUPgame” project team



## Registration and Login

When you enter the platform for the first time, to access all the chapters and courses, we will ask you to register.

On the right top corner of the main website, press “Create new account” or “Log in” if you have the account from the previous times, enter your username and password and log in to the platform. However, if you are here for the first time, please create new account by entering the required information.

A screenshot of a web registration form titled 'NEW ACCOUNT'. The form is set against a dark background. At the top right, there are links for 'Create new account' and 'Log in', with 'Create new account' circled in red. The form is divided into sections: 'Choose your username and password' and 'More details'. The 'Choose your username and password' section has two input fields: 'Username' and 'Password'. Both fields have red exclamation mark icons and error messages: '- Missing username' and '- Missing password'. Below these is a password strength requirement: 'The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 non-alphanumeric character(s) such as as \*, -, or #'. The 'More details' section includes input fields for 'Email address', 'Email (again)', 'First name', 'Surname', 'City/town', and a dropdown menu for 'Country'. At the bottom of the form are two buttons: 'Create my new account' and 'Cancel'. A note at the bottom states: 'There are required fields in this form marked ! .'



After you will fill in the form, an email for the registration confirmation will be sent to an email provided on the registration form. Press on the link provided. You will be redirected back to the platform. Press “Continue” button there and start your journey!

If you forgot your login details, please press “Forgotten your username or password” in the login area. Enter your email address and new log in details will be sent to the email provided. Follow the reset instructions.

Hi,

A new account has been requested at '[skillup-game.eu](https://skillup-game.eu)' using your email address.

To confirm your new account, please go to this web address:

<https://skillup-game.eu/login/confirm.php?data=ybnmauqf3NMRX1/gretavo>

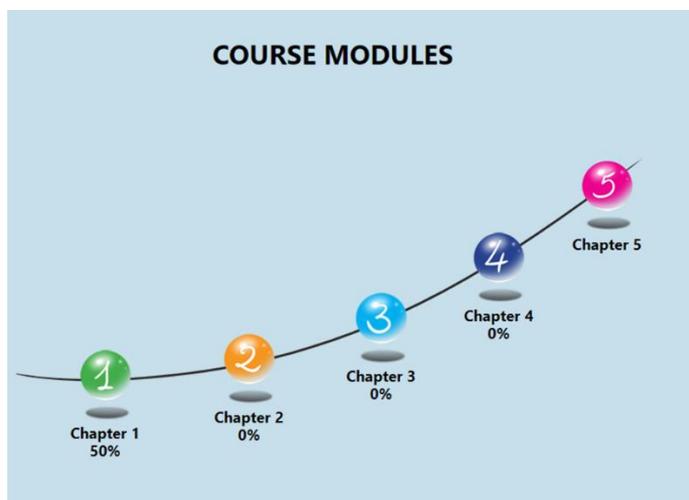
In most mail programs, this should appear as a blue link which you can just click on. If that doesn't work, then cut and paste the address into the address line at the top of your web browser window.

If you need help, please contact the site administrator,

Admin User

## The main page and MOOC chapters

As you log in to the platform, the main page is not changing, just now, you are able to enter each of the chapters and see your progress.





Percentage below identifies how much progress you've done so far for each of the chapter. As mentioned before, we do not regulate your learning process, so you can start one chapter at a time or all chapters at once. Do whatever you feel comfortable for you.

At first, when you will open whichever of the five chapters presented, you will be asked to enrol. Press the "Enrol me" button.

## ENROLMENT OPTIONS

Chapter 1



### GAMING METHODS IN EDUCATION

Gaming methods have been part of education since time immemorial, but unfortunately, they were usually limited to the education of children and the youth. A wave of interest in experiential education and gamification, one of its related disciplines, has recently given rise to games and gaming approaches in adult education where they managed to...

▼ **Self enrolment (Student)**

No enrolment key required.

Enrol me

So, in each of the chapter, you will find several modules for different topics, related with the main chapter.



CLARIFICATION OF THE TERM  
GAMIFICATION AND ITS USE IN  
EDUCATION



TYPES OF THE PEOPLE



GAME DESIGN AND GAME ELEMENTS

Press on one of the modules and start your learning process. We kindly recommend you follow topics one by one as the sequence provided, in this way you will be able to learn the material in a structured way.

Along the learning process, inside the modules, you will be able to find these kinds of materials:

- text
- video
- quiz  Quiz
- questions to consider



- interesting additional links
- images
- tasks
- tests
- books
- tables and templates
- example of games

Use these materials, download, share with your colleagues and invite them to join the MOOC. All the additional links and materials are provided there to get more knowledge and to understand the context better.

## Menu points

When you will enter one of the chapters, the menu sidebar will appear on the left of the platform. Let's investigate it.

The screenshot shows a user interface for a MOOC. On the left, a sidebar menu is visible, containing the following items: C1-en, Participants, Badges, Competencies, Clarification of the term gamification and its use in education, Types of the people, Game design and game elements, Animated navigation off, Home, Dashboard, Calendar, Private files, My courses, C1-en (highlighted), and C2-en. The main content area features the 'skill game' logo at the top, followed by 'CHAPTER 1' and a breadcrumb trail 'Home / My courses / C1-en'. Below this is a section titled 'GAMING MET' with the following text: 'Gaming methods have been part of education since time immemorial and the youth. A wave of interest in experiential education and gaming approaches in adult education where they managed to... The first part of our publication will deal with the term of gamification, the terms of serious games and LARP, introduce the basic game preparation of your course and motivation of the attendees.' At the bottom, there is a card titled 'CLARIFICATION OF THE TERM GAMIFICATION AND ITS USE IN EDUCATION' with a circular icon.



Participants: there you will find all people enrolled into the chapter you are into

Badges: there you will find badges for chapter completion

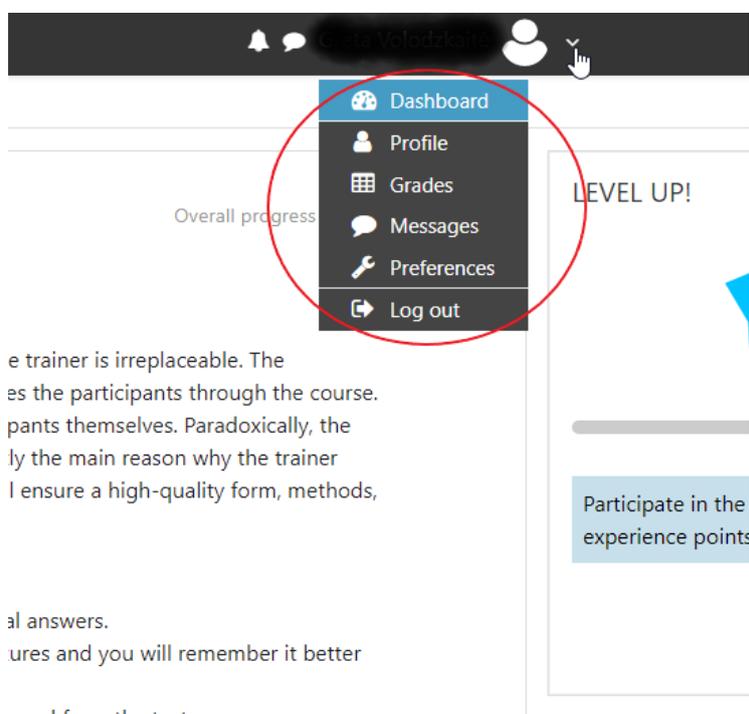
Home: will bring you back to the main page

Dashboard: will allow you to see the courses progress and recently accessed courses

Calendar: allows you to see events happening or you can create an event by yourself

Private files: it is like a repository for your files, which might be feedback from questions to consider or tasks or something additional related with the course

The other menu might be found here:



Profile: there you can see information about yourself and, edit it if data changes

Messages: you can chat with people in your group

Preferences: lets you edit preferences and customize the platform



## XP points and level up

When you will enter one of the chapters, on the right side of the platform, you will be able to find “LEVEL UP!” box. The number on the start identifies in which level you are and number of XP point under the bar will let you know how many XP points you must collect to reach the next level. XP points are gathered during the learning process, based on the time spent while learning, taking tests, etc. Ladder lets you to see how many XP points other users have collected and in which place of the leader board you are.

## The general plan

To get the most out of the platform and the MOOC, we suggest you follow the proposed plan:

- Register to the platform
- Enrol to the first chapter
- Read the provided texts, watch videos
- In separate word document copy the most interesting and useful things you read or hear
- Take the quiz
- Answer to the questions to consider and do the tasks provided on the same word document
- Write down what you learned during the learning time
- Save the document
- Review it later
- Do the same with other chapters and try to apply the learned techniques