

E-learning Platform Technical Manual

GAMEST



Co-funded by the
Erasmus+ Programme
of the European Union



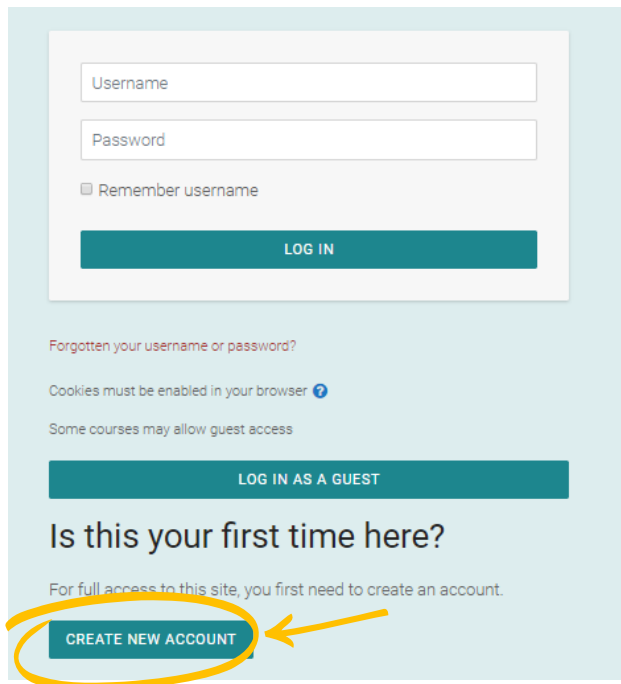
E-learning Platform

To view the audio-visual products created for the **GAMEST project**, you need to register on PRISM's "Erudire" e-learning platform at <http://www.erudire.it/> by logging in at the box in the top right hand corner as shown as follows:



The image shows a screenshot of the Erudire website. The top right corner features a 'LOGIN' button, which is circled in yellow. A yellow arrow points from this button to a magnified view of the login form. The login form consists of two input fields: 'Username' and a password field (indicated by dots). The background of the website shows a navigation menu with items like 'Chi siamo', 'Privacy e Cookie', 'E-Learning', 'Per Aziende', 'Corsi', 'FAQ', and 'Manuale Operativo'. The main content area features a large illustration with the text 'TEACHING' and 'E-LEARNING' and various icons representing education and technology.

Create an account



Username

Password

Remember username

LOG IN

Forgotten your username or password?

Cookies must be enabled in your browser [?](#)

Some courses may allow guest access

LOG IN AS A GUEST

Is this your first time here?

For full access to this site, you first need to create an account.

CREATE NEW ACCOUNT

If you do not have access credentials, you need to register, by clicking on «create an account» on the homepage of the platform

After you have clicked on «create an account» you need to follow the registration procedure available

Create an account

Then complete the boxes with the information required

Erudire

Age and location verification

What is !
your age?

In which !
country do
you live?

There are required fields in this form marked !

Why is this required?

This information is required to determine if your age is over the digital age of consent. This is the age when an individual can consent to terms and conditions and their data being legally stored and processed.

Erudire

l'e-learning per aziende e privati

New account

[Collapse all](#)

Choose your username and password

Username !
- Missing username

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 #

Password !
- Missing password

More details

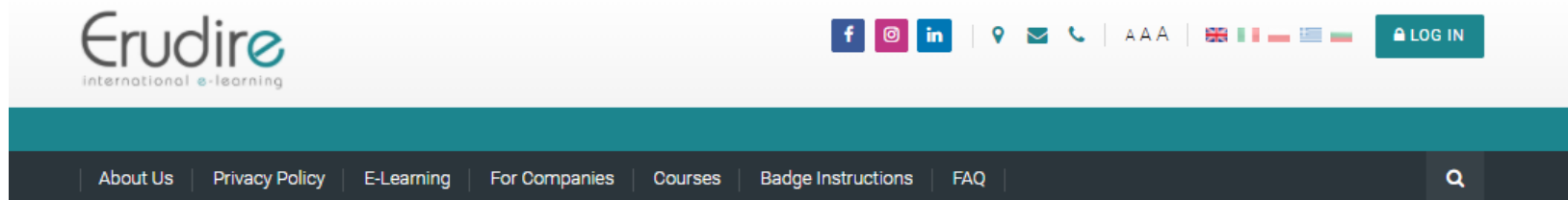
Create an account

Please bear in mind to:

- ✓ Complete the "New account" form with the data requested.
- ✓ An email will be sent to the address you provided
- ✓ If you do not receive the email, **please check your spam folder before contacting us**
- ✓ Read the email and click on the link contained in the message
- ✓ After confirming your account, you will be authenticated by the system
- ✓ Once authenticated, you will be able to choose which course to register for
- ✓ When you reset the password, please remember that the link received by email is valide only for 30 minutes

Choice of language

To choose the navigation language, all you need to do is select it from the menu bar.



Access to audio-visual products

After having logged in with the credentials you have or those you have created, you need to click on the «**enter**» tab of the «**International Projects**» course category in the homepage of the platform and choose «**GAMEST**»



GAMEST

The Project **GAMEST** – “**GAMification tEchniqueS for entrepreneurial vet Teachers**”, identifies in gamification an innovative vehicle to teach entrepreneurial contents, increasing learners’ engagement in the subject matter.

The General **Objective** of this project is to **support the promotion of high-quality and innovative teaching based on the application of gamification strategies.**

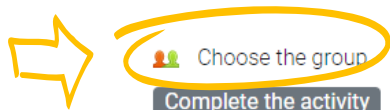
ENTER THIS COURSE




Then click on «**Enter this course**»

Access to audio-visual products

To access the products, you **have to choose the group first**



 Choose the group

Complete the activity

Please choose your group in order to access the course resources

After choosing, [click here](#) to return to the list of contents.

MODULE 1 - Theoretical and practical backgrounds of gamification

Restricted Not available unless: The activity **Choose the group** is marked complete

 1.1 - A SHORT INTRODUCTION TO GAMIFICATION

Complete the activity

Access to audio-visual products

To do this, please click on the sentence **“Choose the group”** highlighted in red and flag the right box

GAMEST

Home > Courses > International projects > gamest > General > Choose the group

Dashboard Site home Calendar Badges All courses Create new course Edit course settings

Choose the group

Complete the activity

Separate groups All participants

Please choose your group in order to access the course resources

After choosing, [click here](#) to return to the list of contents.

Choice	Group	SHOW DESCRIPTIONS
<input type="radio"/>	RO - ROMANIA	
<input type="radio"/>	IT - ITALY	
<input type="radio"/>	ES - SPAIN	
<input type="radio"/>	OTHER	
<input type="radio"/>	SI - SLOVENIA	

Access to audio-visual products

Now clicking on **“click here”** you can return to the list of training materials contained in the GAMEST course.

Choose the group

Your choice has been saved



Separate groups: IT - ITALY

Please choose your group in order to access the course resources

After choosing, **click here** to return to the list of contents.

Your selection: IT - ITALY

Access to audio-visual products

Now clicking on **“click here”** you can return to the list of training materials contained in the GAMEST course.

Choose the group

Your choice has been saved



Separate groups: IT - ITALY


Please choose your group in order to access the course resources

After choosing, **click here** to return to the list of contents.

Your selection: IT - ITALY

Access to audio-visual products

At this point, you can choose the products created in English (with subtitles in Italian, Romanian, Slovenian and Spanish).

 Choose the group



Done: Complete the activity

Please choose your group in order to access the course resources

After choosing, [click here](#) to return to the list of contents.

MODULE 1 - Theoretical and practical backgrounds of gamification

Restricted Not available unless: The activity **Choose the group** is marked complete

  1.1 - A SHORT INTRODUCTION TO GAMIFICATION

To do: Complete the activity


 TEST - 1.1 - A SHORT INTRODUCTION TO GAMIFICATION

To do: Complete and pass the activity

Entering the course, all you do is **click on the icons** of the unit you would like to see.

Access to audio-visual products

At this point, you can choose the products created in English (with subtitles in Italian, Romanian, Slovenian and Spanish).

 Choose the group



Done: Complete the activity

Please choose your group in order to access the course resources

After choosing, [click here](#) to return to the list of contents.

MODULE 1 - Theoretical and practical backgrounds of gamification

Restricted Not available unless: The activity **Choose the group** is marked complete

  1.1 - A SHORT INTRODUCTION TO GAMIFICATION

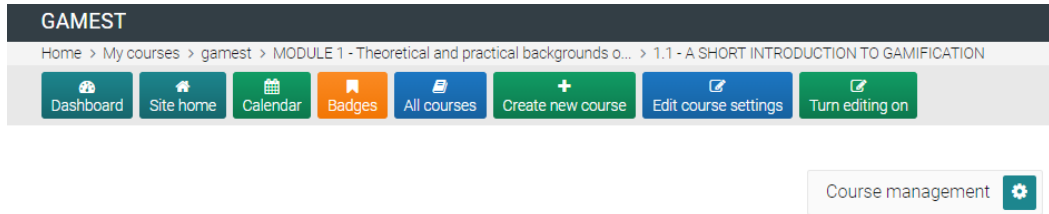
To do: Complete the activity

 TEST - 1.1 - A SHORT INTRODUCTION TO GAMIFICATION

To do: Complete and pass the activity

Entering the course, all you do is **click on the icons** of the unit you would like to see.

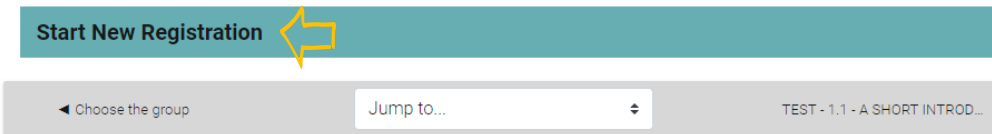
Access to audio-visual products



A SHORT INTRODUCTION TO GAMIFICATION

ATTENTION!

- To access the course the first time, please click on "Start New Registration"
- Per accedere al corso la prima volta, clicca su "Nuovo tentativo"



After you have chosen the unit, to access the product you need to click on **“Start new Registration”** as shown in the image:

The unit selected will open in a new window.

Access to audio-visual products

After you have chosen the unit, Please choose the subtitle language clicking on “Enter”:

The screenshot shows the GAMEST platform interface. At the top, the logo reads "GAMEST" with a small icon of a person sitting on a chair, and the tagline "GAMification tEchniqueS for entrepreneurial vet Teachers". Below the logo, the text "- 1.1 -" is displayed. A large orange-bordered box contains the text "A SHORT INTRODUCTION TO GAMIFICATION". Below this box, the instruction "CHOOSE SUBTITLE LANGUAGE" is shown. At the bottom, there are five language options, each with a flag icon and a label: "ENTER" (UK flag), "ENTRA" (Italy flag), "ENTRAR" (Spain flag), "INTRA" (Romania flag), and "VSTOPI" (Slovakia flag). The "ENTER" option is circled in yellow.




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

Here you can go to the subtitles chosed

GAMIFICATION	0:36	Here you can access the different subsections of the module
INNOVATIVE LEARNING	1:40	
21ST CENTURY SKILLS AND COMPETENCIES	3:58	
7 EXAMPLES OF GAMIFICATION	5:39	



By clicking on the cc box  in the bottom right hand corner, you can activate subtitles in English. If you do not want to see them, all you need to do is click on the tab again

RODUCTION
GATION

0:02 / 6:26  



In correspondence to the green dots you can go directly the different sub-sections of the module

Badge Platform Manual

Open Badges

Open Badges are **visual tokens** of achievement, affiliation, authorization, or other trust relationship sharable across the web.

Open Badges **represent a more detailed picture than a CV** or résumé as they can be presented in ever-changing combinations, creating a constantly evolving picture of a person's lifelong learning.

Open Badges are **digital credential systems** that adopt the OBI - Open Badges Infrastructure standard and apply the blockchain in line with the IMS Global Standard, as a tool to represent, understand (both human and machine), **verifiability, traceability, sharing, portability and recognition of the results or skills achieved** by a learner even in **non-formal contexts** (e-learning and WBL)

Open Badges


The screenshot shows the GAMEST course management interface. At the top, there is a navigation bar with buttons for Dashboard, Site home, Calendar, Badges, All courses, Create new course, Edit course settings, and Turn editing on. Below this is a course management section with a 'Your progress' indicator. The main content area is titled 'Announcements' and contains a section for 'Choose the group' with a 'Done: Complete the activity' button and instructions. Below this is a module header 'MODULE 1 - Theoretical and practical backgrounds of gamification' with a 'Restricted' status. The bottom section is titled '1.1 - A SHORT INTRODUCTION TO GAMIFICATION' with another 'Done: Complete the activity' button. On the right side, there is a 'Navigation' panel with a list of items: Home, Dashboard, Site pages, My courses, eqwood, smile, digital-humanist, gamest, Participants, Badges, Competencies, Grades, General, MODULE 1 - Theoretical and practical backgrounds o..., and MODULE 2 - Application. The 'Badges' item is highlighted with a yellow circle and a yellow arrow pointing to it.

To access the Open Badges pages click on “Badges” on the navigation panel on the right

Open Badges

GAMEST: Badges

Number of badges available: 1

Image	Name	Description	Criteria	Issued to me
	GAMEST	This badge is awarded to people who successfully complete the course developed by the 'GAMEST - GAMification tEchniqueS for entrepreneurial vet Teachers' Erasmus+ KA2 VET project partnership. The course aims to increase the gamification knowledge of VET providers to allow them to teach their application in entrepreneurial activities, and strengthen their ability to gamify their entrepreneurial courses. Further information is available at https://www.gamest.eu/	<p>Participants have successfully completed all the tests of the GAMEST course.</p> <p>Users are awarded this badge when they complete the following requirement:</p> <ul style="list-style-type: none">• ALL of the following activities are completed:<ul style="list-style-type: none">◦ "SCORM package - TEST - 1.1 - A SHORT INTRODUCTION TO GAMIFICATION"◦ "SCORM package - TEST - 1.2 - FROM THE IDENTIFICATION OF AN IDEA TOWARD GAMIFICATION"	

Once you access the Open Badges page you can see all the “Badges” available for the course.

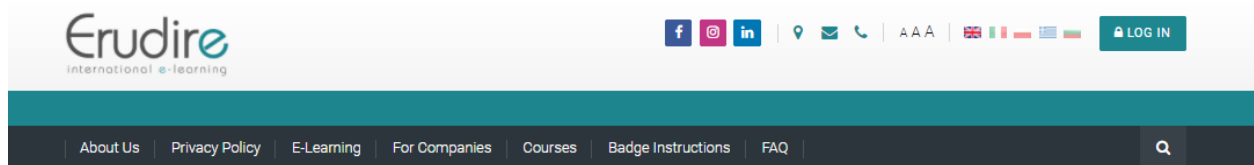
If you **pass all the tests** at the end of each unit you will **receive the GAMEST badge**

Badges Registration Instructions

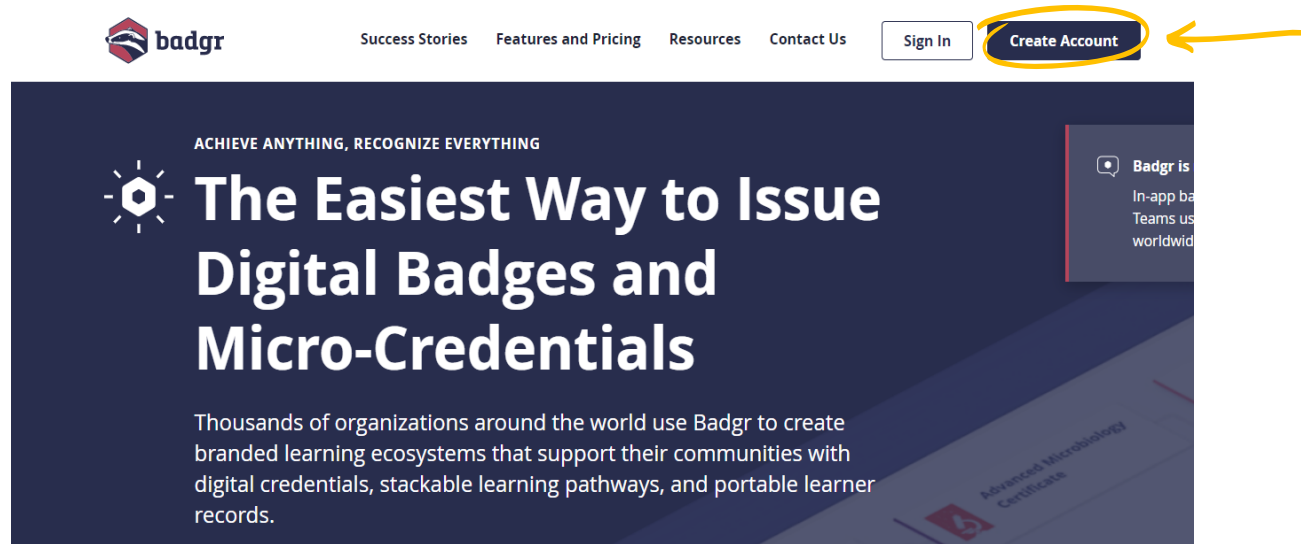
In this manual you can also find **the instructions to include the badge earned on the Erudire platform in an online backpack** that collects and organises digital badges and credentials.

PRISM have linked Erudire platform to the **badgr platform (<https://badgr.com/>)** used by thousands of organizations around the world to create branded learning ecosystems that support their communities with digital credentials, stackable learning pathways, and portable learner records.

To see more click here



First of all, you need to **register to bagr platform** clicking on “create an account”



The image shows the top navigation bar of the Badgr website. The navigation items are: Success Stories, Features and Pricing, Resources, Contact Us, Sign In, and Create Account. The 'Create Account' button is highlighted with a yellow circle and a yellow arrow pointing to it from the right. Below the navigation bar is a dark blue hero section with the following content:

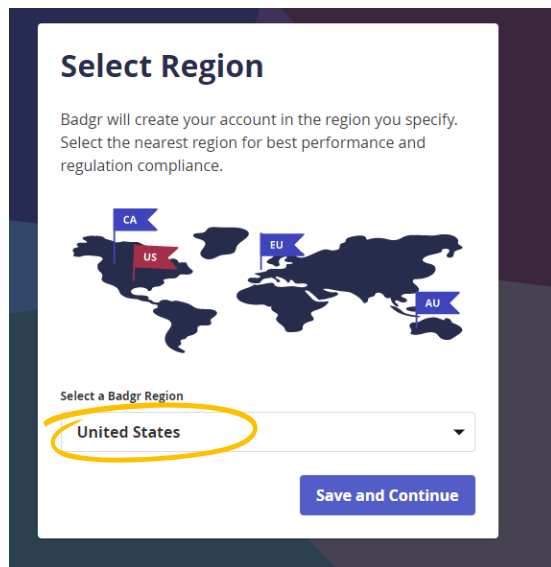
ACHIEVE ANYTHING, RECOGNIZE EVERYTHING

The Easiest Way to Issue Digital Badges and Micro-Credentials

Thousands of organizations around the world use Badgr to create branded learning ecosystems that support their communities with digital credentials, stackable learning pathways, and portable learner records.


On the right side of the hero section, there is a dark blue chat bubble containing the text: Badgr is In-app ba Teams us worldwid. At the bottom right of the hero section, there is a faint image of a digital badge that says 'Advanced Microbiology Certificate'.

and then **select the region** “United States”
(this is a bug of the platform. It works only if
you choose this region)



Select Region

Badgr will create your account in the region you specify. Select the nearest region for best performance and regulation compliance.

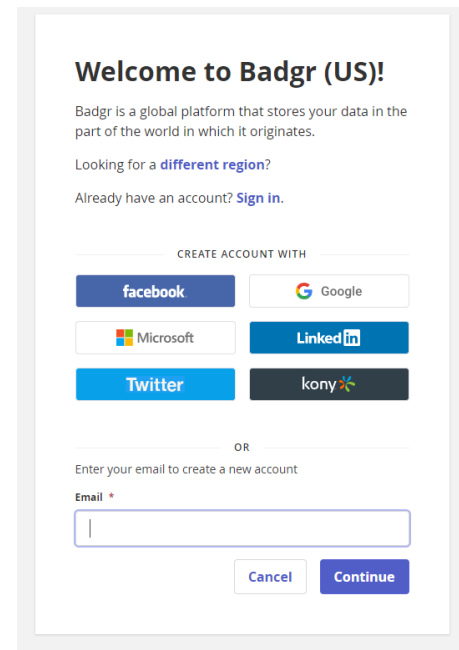


Select a Badgr Region

United States

Save and Continue

and continue the registration



Welcome to Badgr (US!)

Badgr is a global platform that stores your data in the part of the world in which it originates.

Looking for a **different region**?

Already have an account? [Sign in](#).

CREATE ACCOUNT WITH

facebook Google

Microsoft LinkedIn

Twitter kony

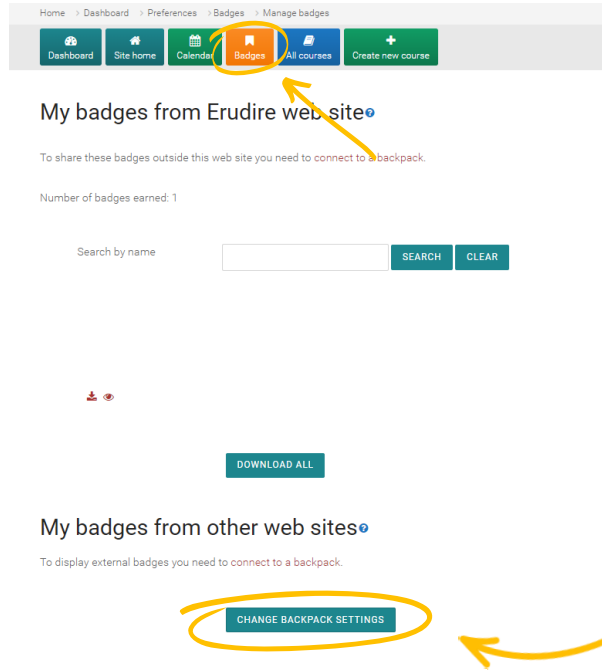
OR

Enter your email to create a new account

Email *

Cancel Continue

Once the registration has been completed, **you can set your backpack on Erudire platform** clicking on the bottom “badges” of the top menu bar



Home > Dashboard > Preferences > Badges > Manage badges

Dashboard Site home Calendar **Badges** All courses Create new course

My badges from Erudire web site

To share these badges outside this web site you need to connect to a backpack.

Number of badges earned: 1

Search by name [SEARCH](#) [CLEAR](#)

[DOWNLOAD ALL](#)

My badges from other web sites

To display external badges you need to connect to a backpack.

[CHANGE BACKPACK SETTINGS](#)



and then on “Change backpack settings”

Now you have to include your email address and password (click on the pen to edit the box) and click on “connect to backpack”

Backpack settings



Backpack connection

Backpack URL	https://badgr.io
Status	Not connected
Email address	<input type="text"/>
Password	<i>Click to enter text</i>  

CONNECT TO BACKPACK

There are required fields in this form marked .



An email will be sent to **activate the backpack connection**

(please remember to check your spam box and follow the instructions)

A verification email has been sent to Click on the verification link in the email to activate your Backpack connection.

Backpack settings

-	Backpack connection
Status	Verification pending
Email address	<input type="text"/>

RESEND VERIFICATION EMAIL

CONNECT USING A DIFFERENT EMAIL ADDRESS

After verifying the email, **the backpack will be connected to the Erudire platform.**

Thanks for verifying your email address. You are now connected to your backpack.



Backpack settings

▼ Collapse all

- Backpack connection

URL	https://badgr.io
Status	Connected
Email address	<input type="text"/>

DISCONNECT

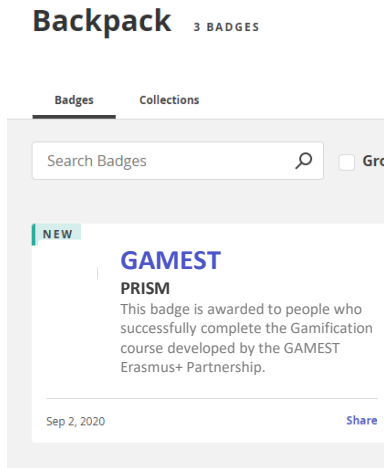
- Badge import settings

There are no public collections of badges available in your backpack.

Only public collections are shown. Visit your backpack to create some public collections.

SAVE CHANGES **CANCEL**

Now you can find the badge earned in
your online backpack



Backpack 3 BADGES

Badges Collections

Search Badges 🔍 Gro

NEW

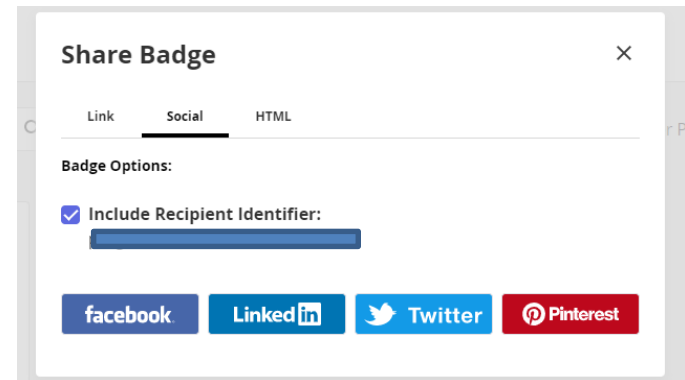
GAMEST
PRISM

This badge is awarded to people who successfully complete the Gamification course developed by the GAMEST Erasmus+ Partnership.

Sep 2, 2020 [Share](#)



and **share it** wherever you want



Share Badge ×

Link **Social** HTML

Badge Options:

Include Recipient Identifier:

[facebook](#) [Linked in](#) [Twitter](#) [Pinterest](#)

Student Progress Monitoring

Monitoring participants' progress

Partners responsible for monitoring participant progress that are **already registered in the e-learning platform ERUDIRE and enrolled in one of the groups available**, prior communication to PRISM Consulting of their name, surname and email address, **will be made “teachers” of the group** where they are enrolled.

In this way, they will be able to monitor the progress of training of the participants enrolled in the same group at any time: i.e. if students have completed or not completed the training pills, if students have passed or not passed the tests, etc.

Monitoring participants' progress

Please click on the "reports" tab in the "Administration" panel, as shown in the screenshot, and then on "Activity Completion"



Monitoring participants' progress

Now clicking on the "activity completion" tab, you can see the evaluation of the group of users called "ITALY".

In particular, you can see if students have completed any activities included in the GAMEST Course.

Separate groups: IT - ITALY

First name A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Surname A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Page: 1 2 (Next)

First name / Surname	Email address	Choose the group	EVALUATION QUESTIONNAIRE	1.1 - Introduction to ...	A1.1 - 1 - Design thinking ...	A1.1 - 2 - Design thinking ...	1.2 - How to stimulate ...	1.3 - Methodologies for ...	1.4 - Idea selection and ...	1.5 - Understanding Rapid ...	A1.5 - 1 - Rapid ...	1.6 - How to lead and ...	1.7 - FINAL TEST - DESIGN ...	2.1 - Introduction To ...	2.2 - Innovation As A ...	A2.2 - 1 - Company cases	2.3 - FINAL TEST - ...	3.1 - Technology And ...	3.2 - Market Observatory	3.3 - Brand And Brand ...	3.4 - Life Cycle Of A Product	3.5 - Strategic Perspective	A3.5 - 1 - Strategic ...	3.6 - FINAL TEST - DESIGN, ...
[Redacted]	[Redacted]@gmail.com	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
[Redacted]	[Redacted]@gmail.com	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
[Redacted]	[Redacted]@gmail.com	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Monitoring participants' progress

Moreover, if you click on the “grades” tab in the navigation panel, you can see test details, that are the scores obtained by the students.

Grader report

View Setup Export

Grader report Grade history Outcomes report Overview report User report

Separate groups: IT - ITALY
IT - ITALY: 29/29

First name All A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Surname All A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Navigation

- Home
- Dashboard
- Site pages
- My courses
 - eqwood
 - Participants
 - Badges
 - Competencies
 - Grades**
 - General
 - 1. DESIGN THINKING

EQ-WOOD

First name / Surname	Email address	4.1.1 - TEST - 1 - BASICS O...	2.3 - FINAL TEST - INNOVA...	4.1.2 - TEST - 2 - BASICS O...
[Redacted]	[Redacted]@gmail.com	-Q	-Q	-Q
[Redacted]	[Redacted]@gmail.com	40.00Q	-Q	26.00Q
[Redacted]	[Redacted]@gmail.com	60.00Q	-Q	0.00Q
[Redacted]	[Redacted]@gmail.com	100.00Q	-Q	48.00Q
[Redacted]	[Redacted]@gmail.com	-Q	-Q	-Q

Monitoring participants' progress

To obtain details of an individual participant all you need to do is click on the icon in the column between "Name" and "e-mail address". The following screen then appears.

You can also send a private message. The addressee will receive an e-mail in the same way as social media work.

The screenshot shows a user profile header with a 'MESSAGE' button and an 'ADD TO CONTACTS' button. Below the profile are tabs for 'View', 'Setup', and 'Export'. A secondary row of tabs includes 'Grader report', 'Grade history', 'Outcomes report', 'Overview report', and 'User report'. The 'User report' tab is selected. Below the tabs, there are options for 'Separate groups: IT - ITALY', 'Select all or one user', and 'View report as: User'. The main content is a table of grade items.

Grade item	Calculated weight	Grade	Range	Percentage	Feedback	Contribution to course total
EQ-WOOD						
4.1.1 - TEST - 1 - BASICS OF PROJECT MANAGEMENT (Empty)	0.00 %	-	0-100	-		0.00 %
2.3 - FINAL TEST - INNOVATION MANAGEMENT (Empty)	0.00 %	-	0-100	-		0.00 %
4.1.2 - TEST - 2 - BASICS OF PROJECT MANAGEMENT (Empty)	0.00 %	-	0-100	-		0.00 %