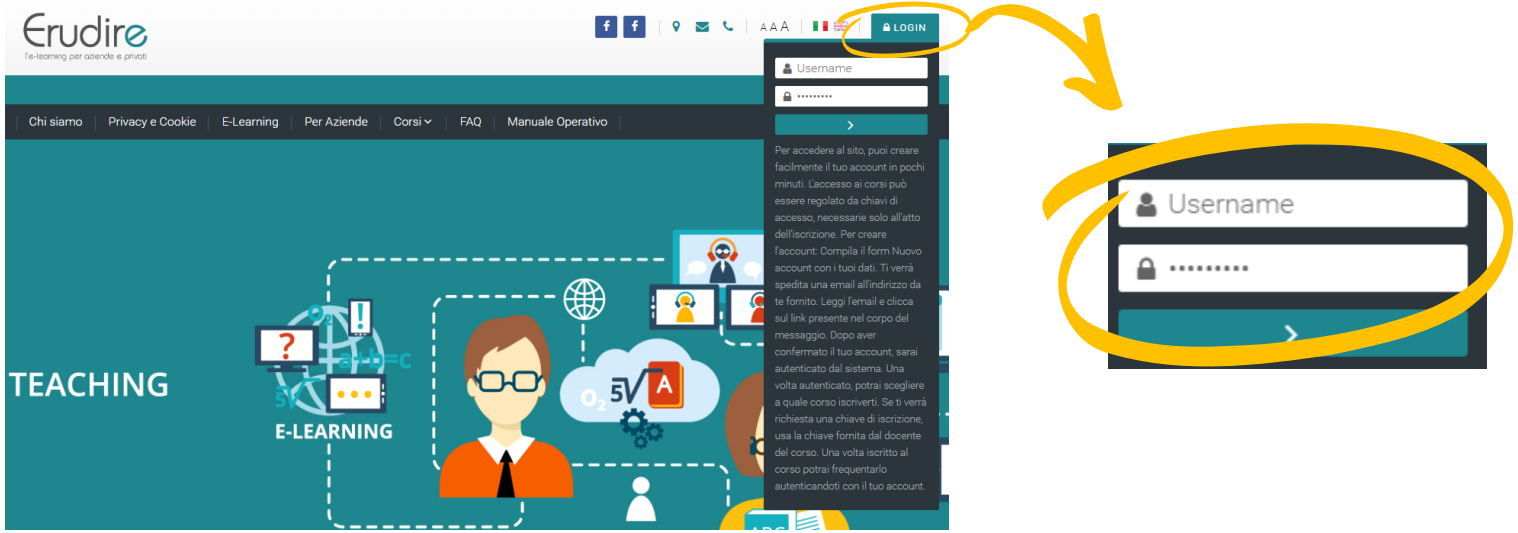
E-learning Platform Technical Manual

GAMEST

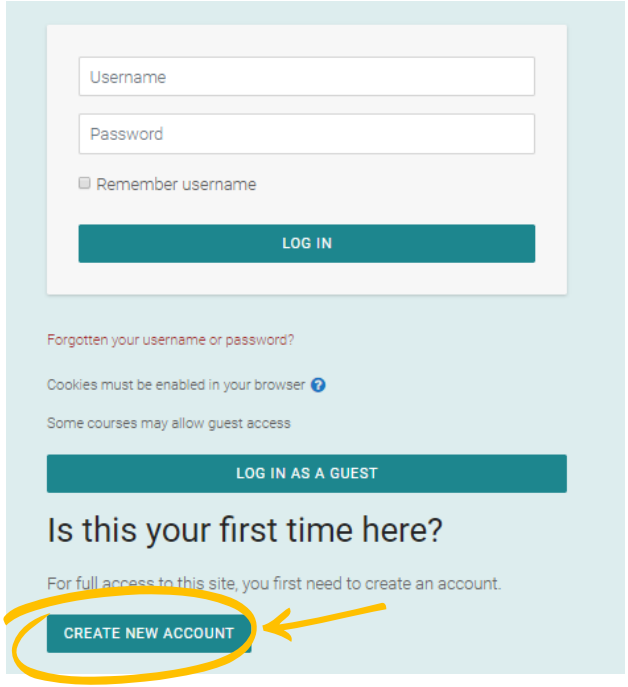
Co-funded by the
Erasmus+ Programme
of the European Union

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:



Create an account



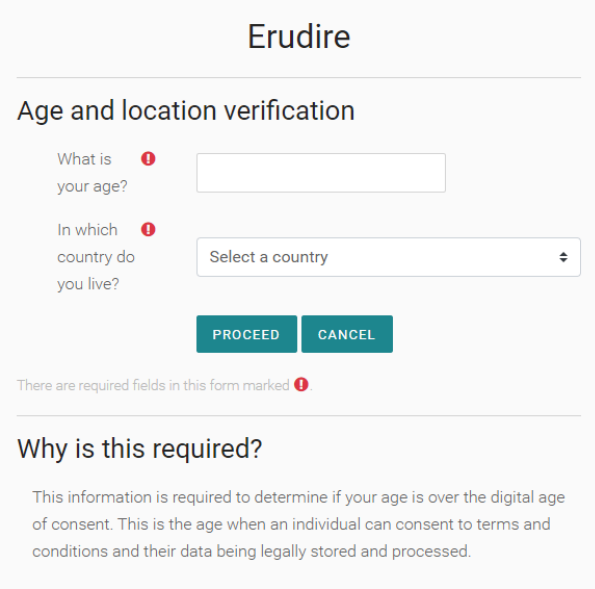
If you do not have access credentials, you need to register, by clicking on «create an account» on the homepage of the platform

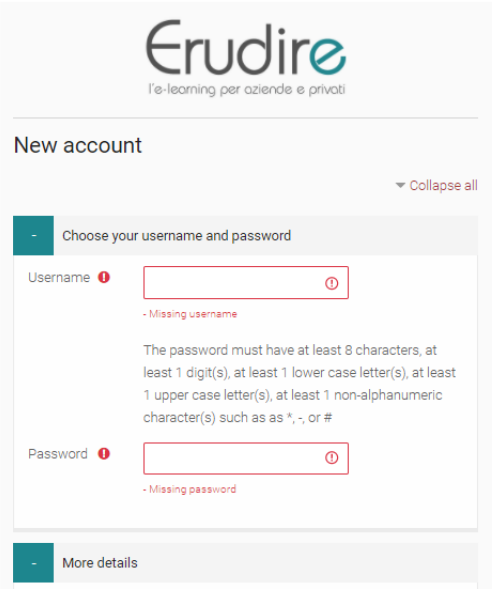
After you have clicked on «create an account» you need to follow the registration procedure available

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

Create an account

Then complete the boxes with the information required





Create an account

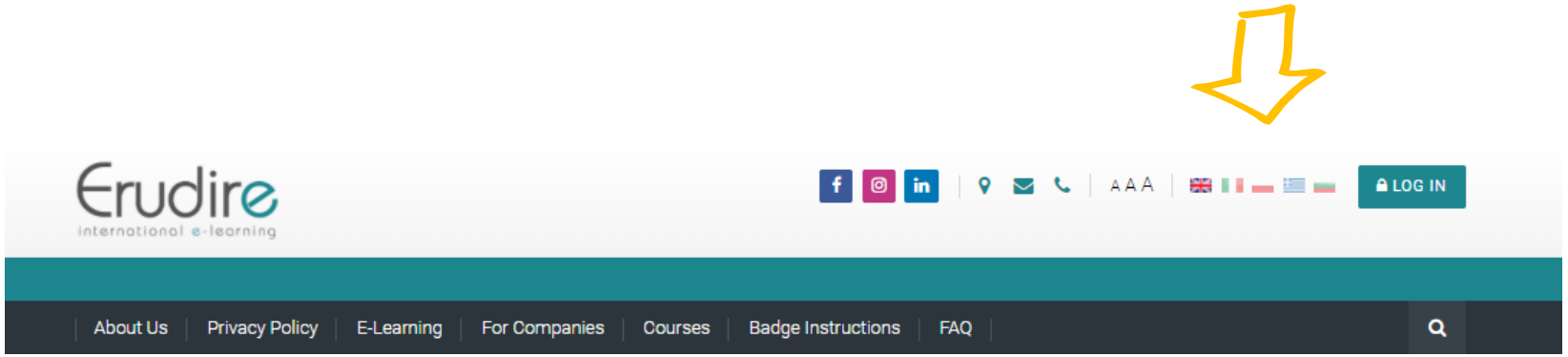
Please bear in mind to:

- ✓ 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

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

Choice of language

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



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

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.

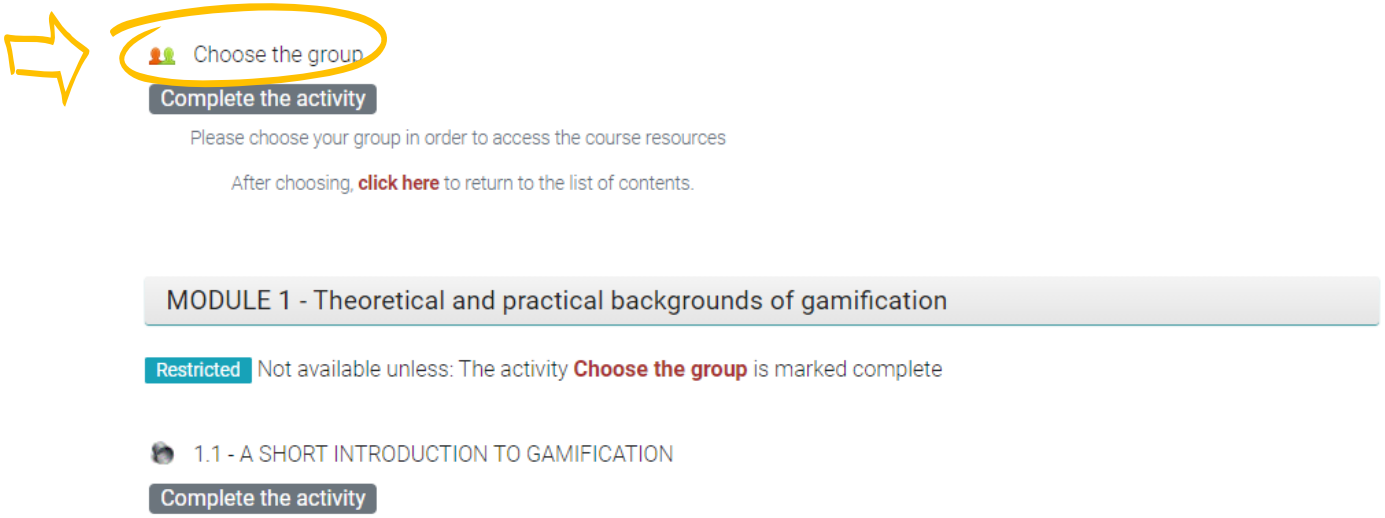
The General **Objective** of this project is to **support the promotion of high-quality and innovative teaching based on the application of gamification strategies.**

ENTER THIS COURSE

Then click on «**Enter this course**»

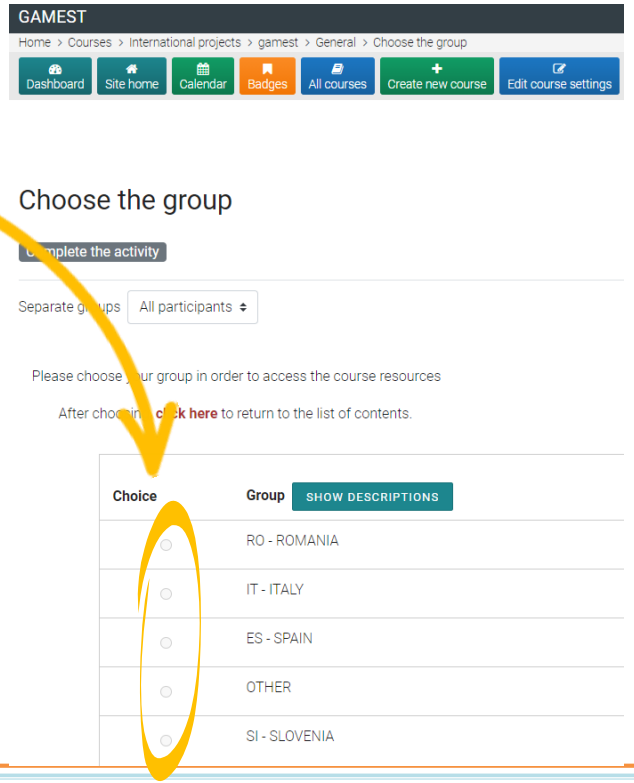
Access to audio-visual products

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



Access to audio-visual products

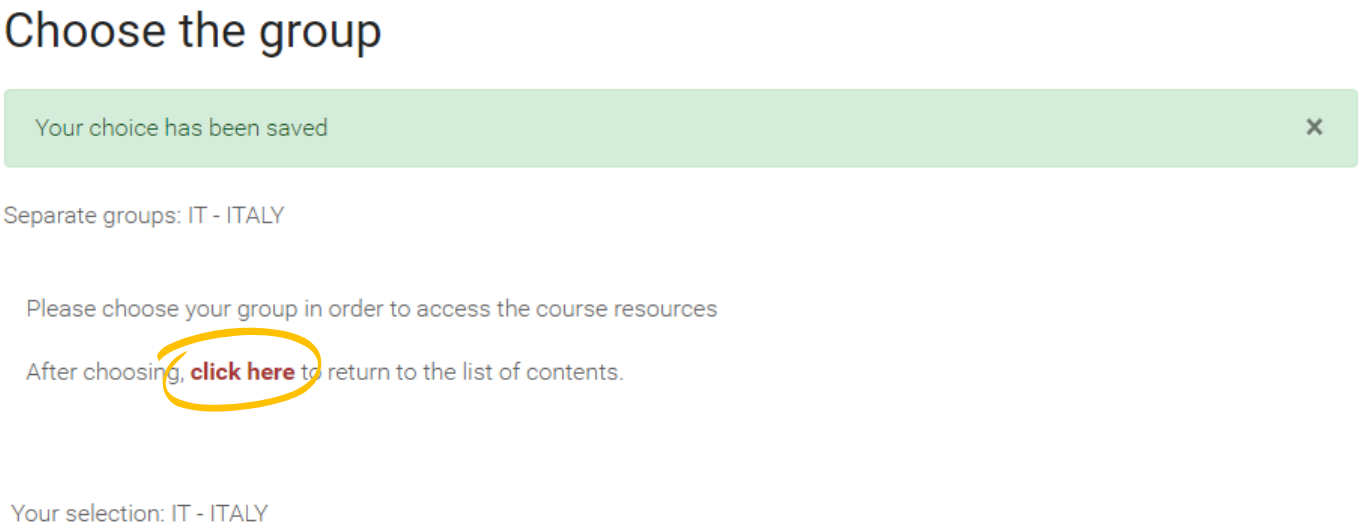
To do this, please click on the sentence "**Choose the group**" highlighted in red and flag the right box



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

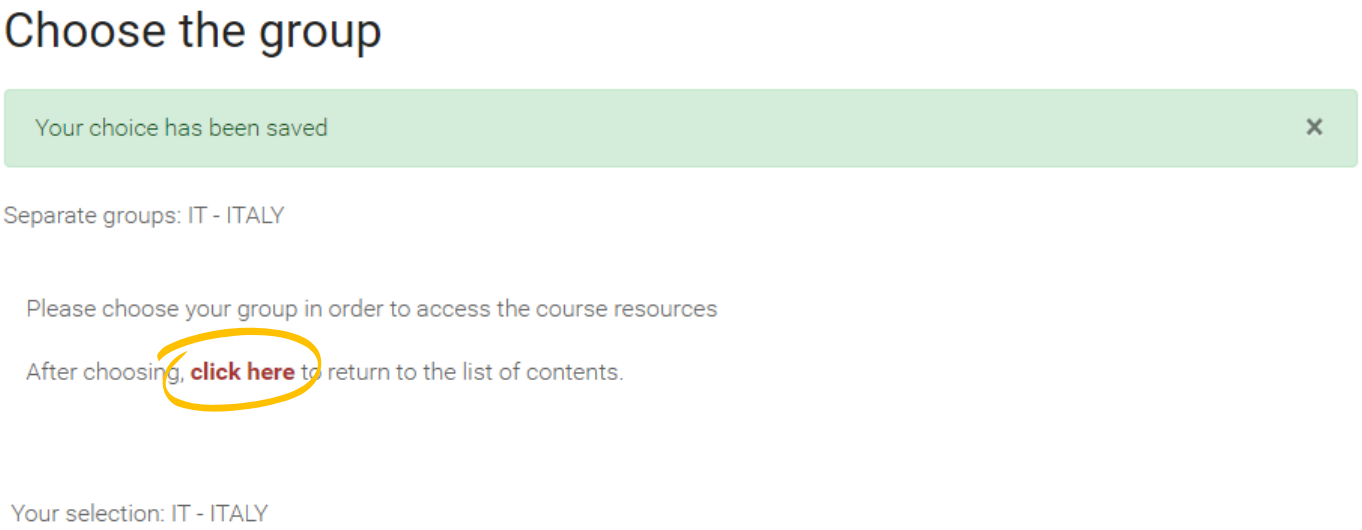
Access to audio-visual products

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



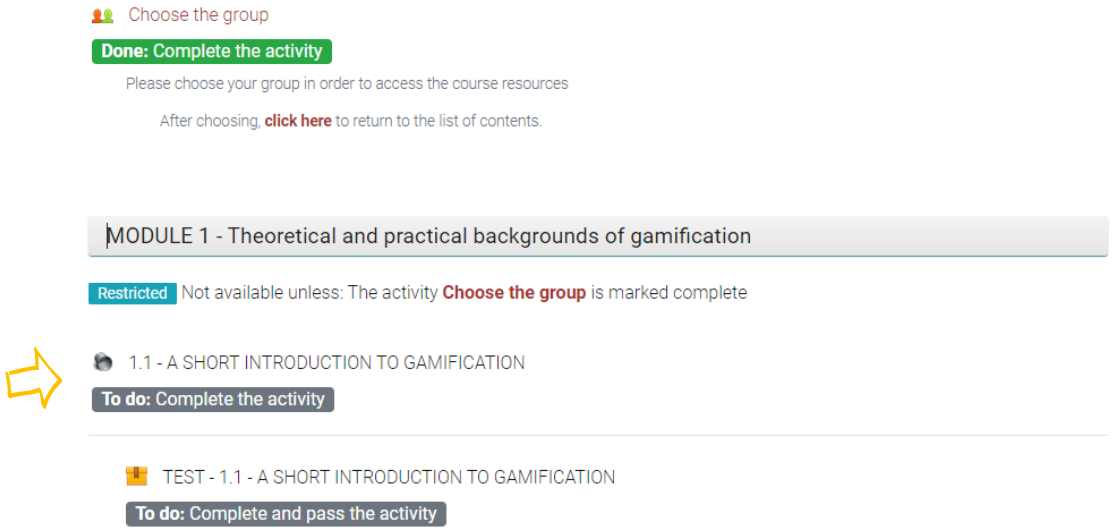
Access to audio-visual products

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



Access to audio-visual products

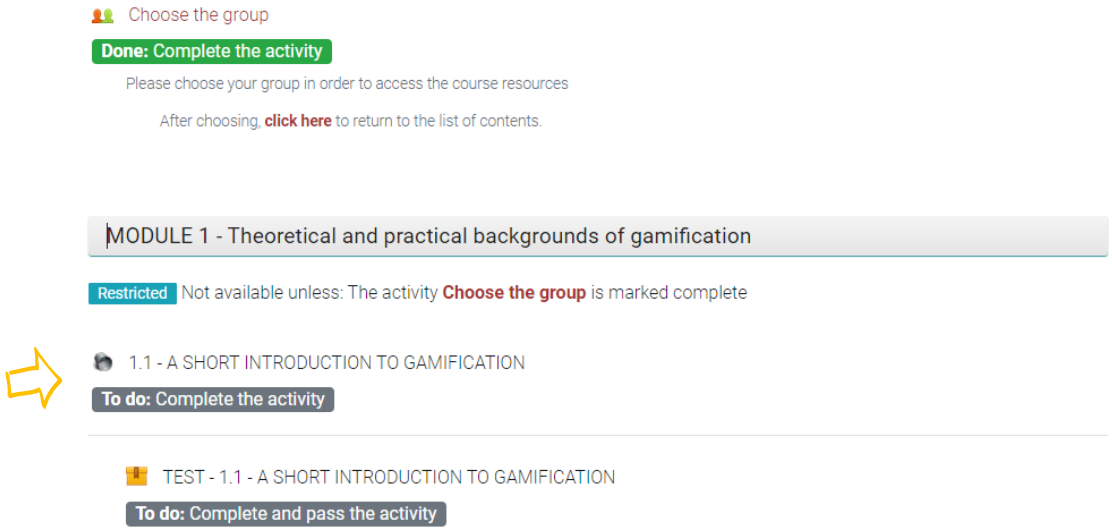
At this point, you can choose the products created in English (with subtitles in Italian, Romanian, Slovenian and Spanish).



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

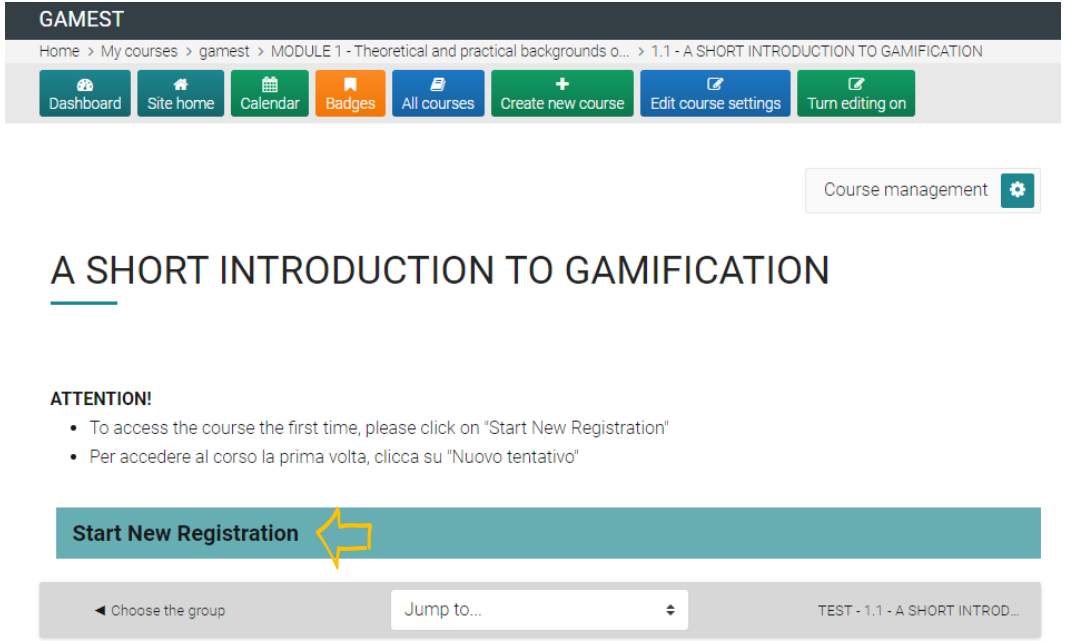
Access to audio-visual products

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



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

Access to audio-visual products



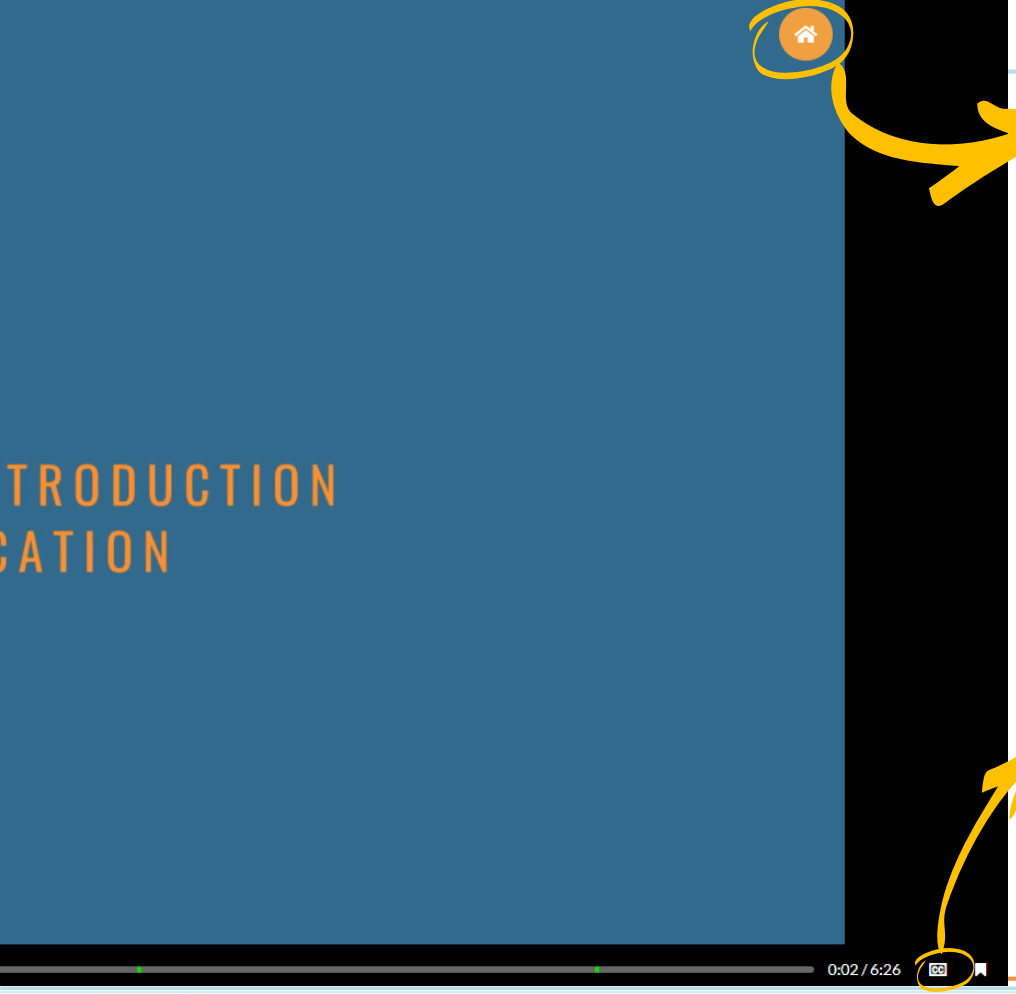
After you have chosen the unit, to access the product you need to click on **"Start new Registration"** as shown in the image:

The unit selected will open in a new window.

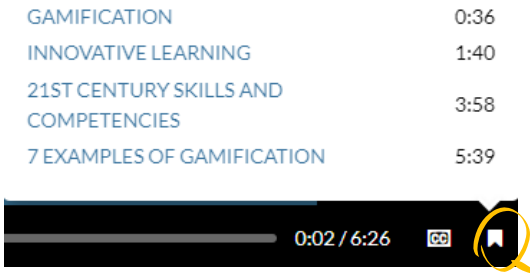
Co-funded by the Erasmus+ Programme of the European Union

Access to audio-visual products

After you have chosen the unit, Please choose the subtitle language clicking on **"Enter"**:



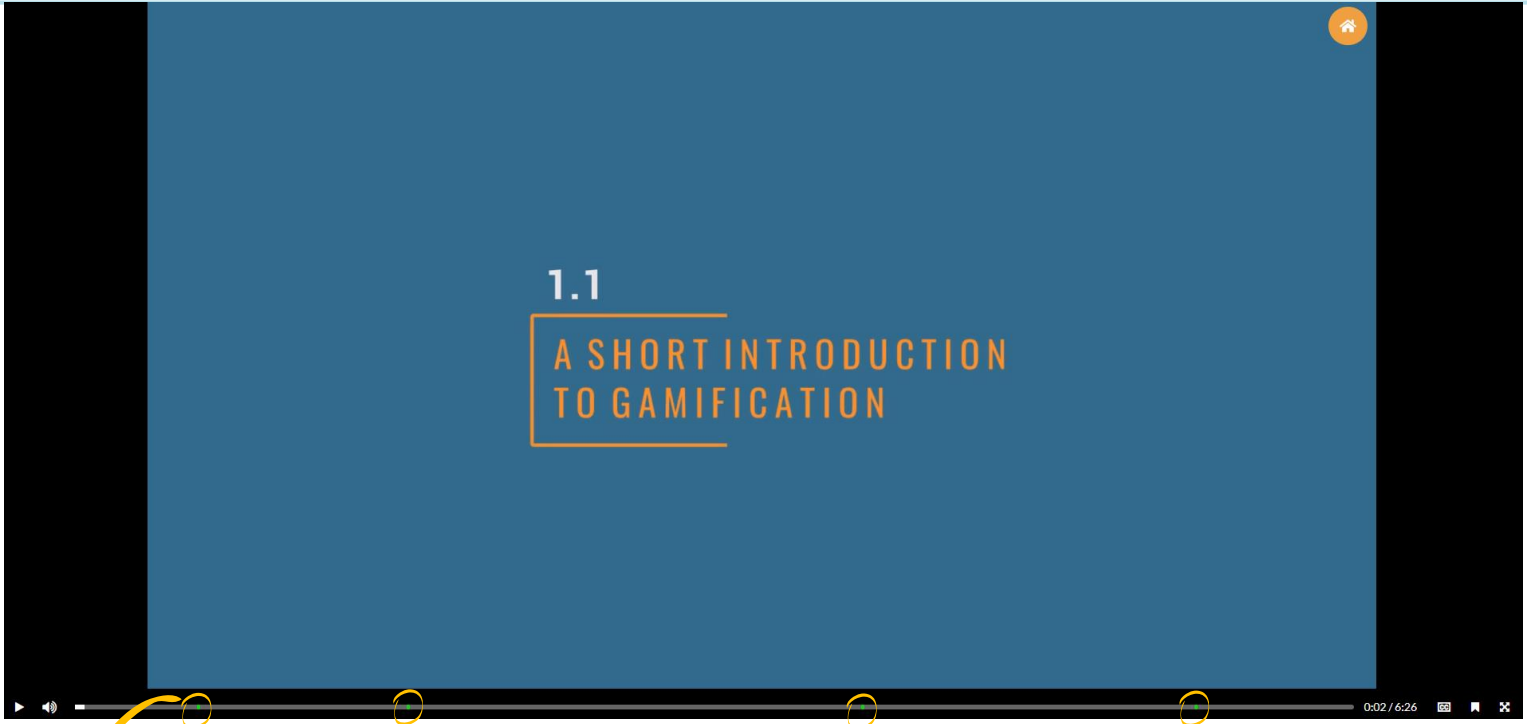
Here you can go to the subtitles choses



Here you can access the different sub-sections of the module

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

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



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

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

Badge Platform Manual

Open Badges

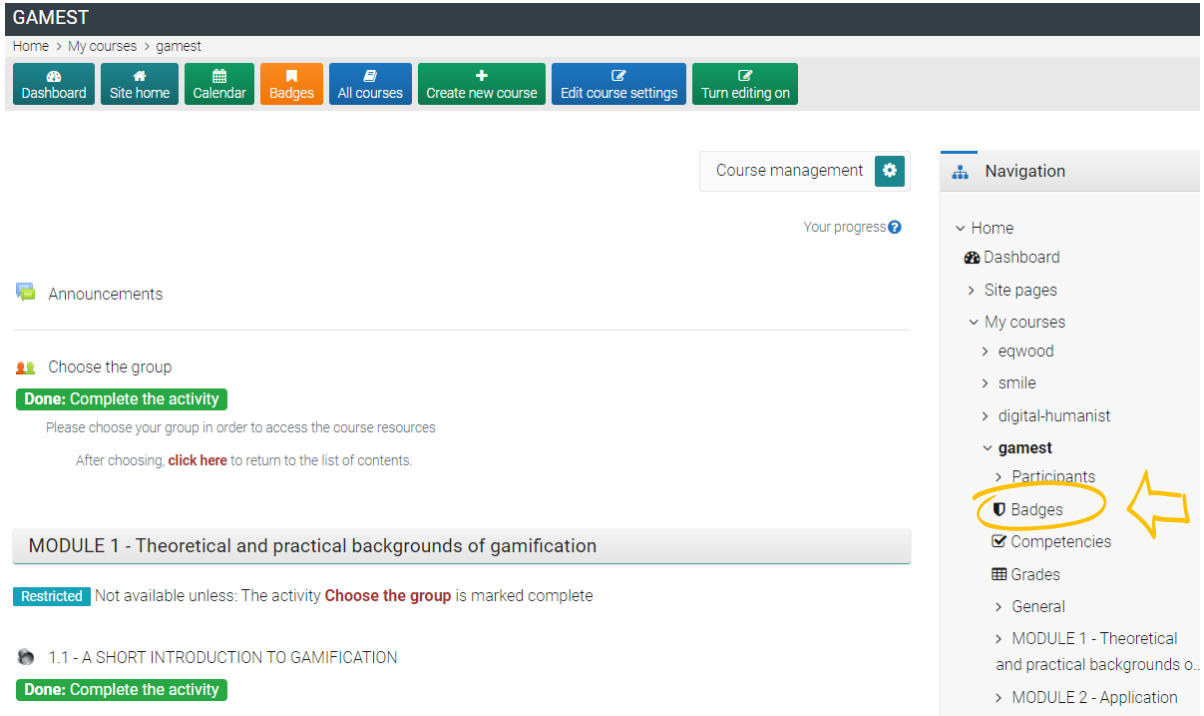
Open Badges are **visual tokens** of achievement, affiliation, authorization, or other trust relationship sharable across the web.

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)

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

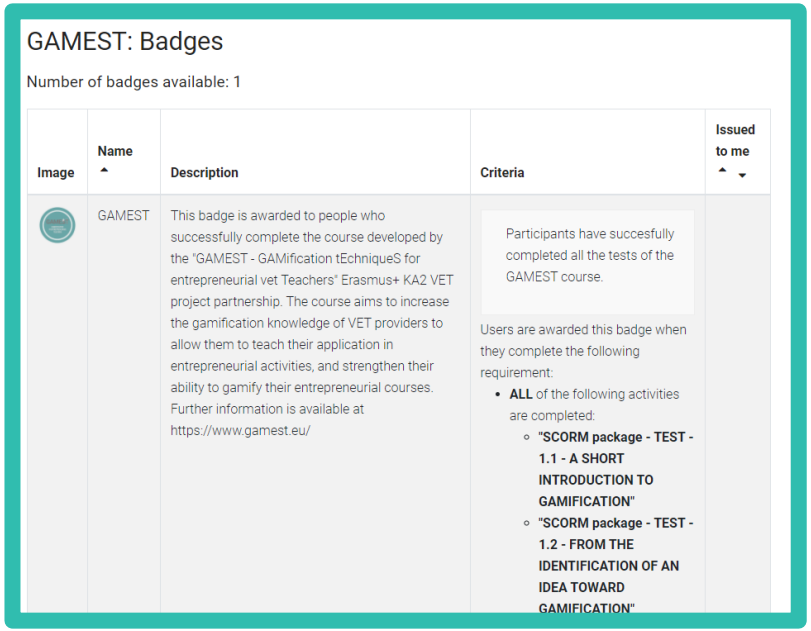
Open Badges



To access the Open Badges pages click on "Badges" on the navigation panel on the right

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

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/	Participants have succesfully completed all the tests of the GAMEST course. Users are awarded this badge when they complete the following requirement: • **ALL** of the following activities are completed: ◦ **"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**

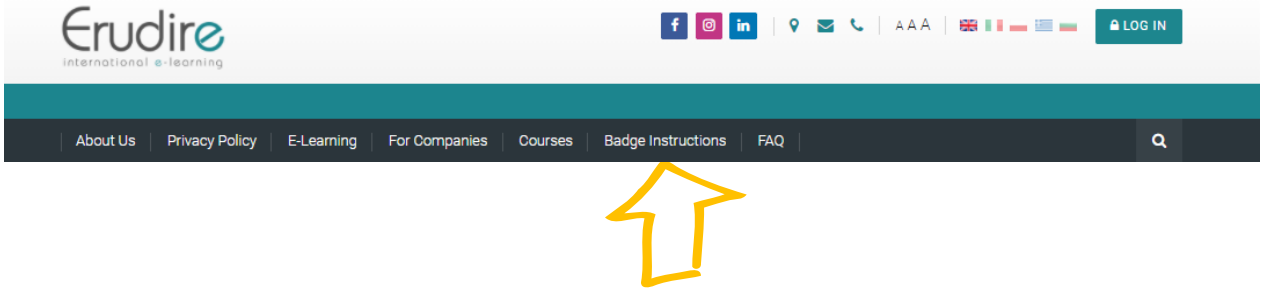
Co-funded by the Erasmus+ Programme of the European Union

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.

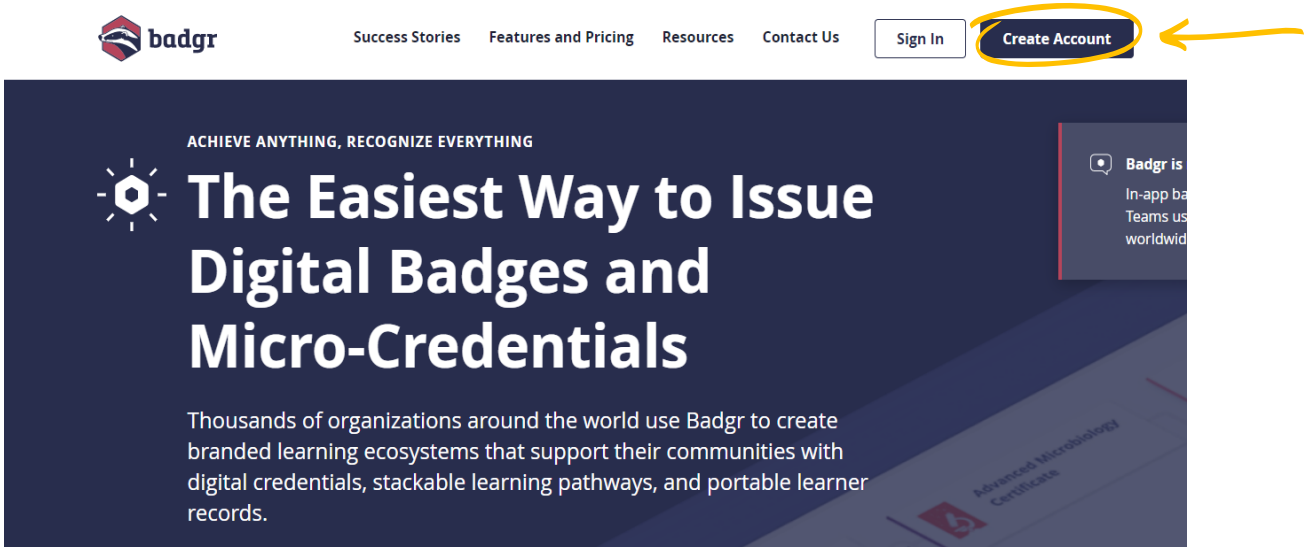
PRISM have linked Erudire platform to the **badgr platform (https://badgr.com/)** used by thousands of organizations around the world to create branded learning ecosystems that support their communities with digital credentials, stackable learning pathways, and portable learner records.

To see more click here

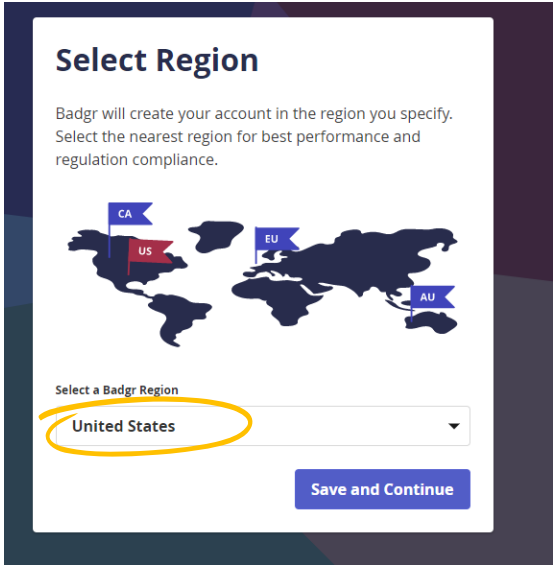


Co-funded by the
Erasmus+ Programme
of the European Union

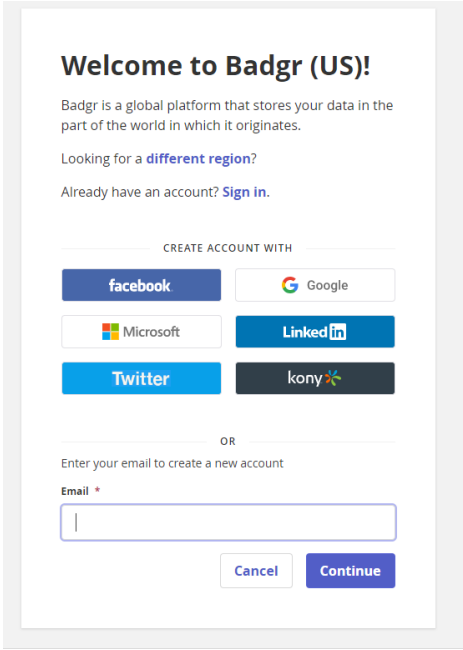
First of all, you need to **register to bagr platform** clicking on "create an account"



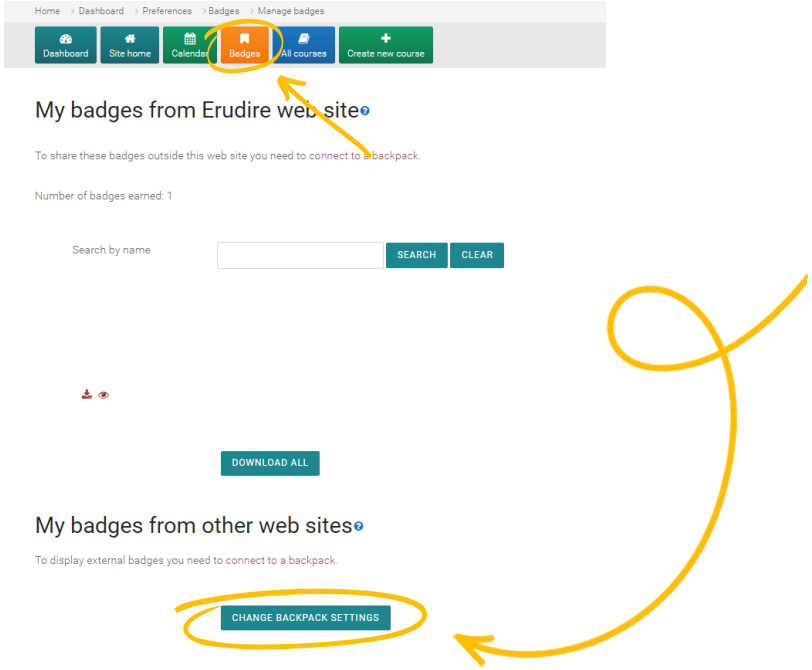
and then **select the region** "United States" (this is a bug of the platform. It works only if you choose this region)



and continue the registration

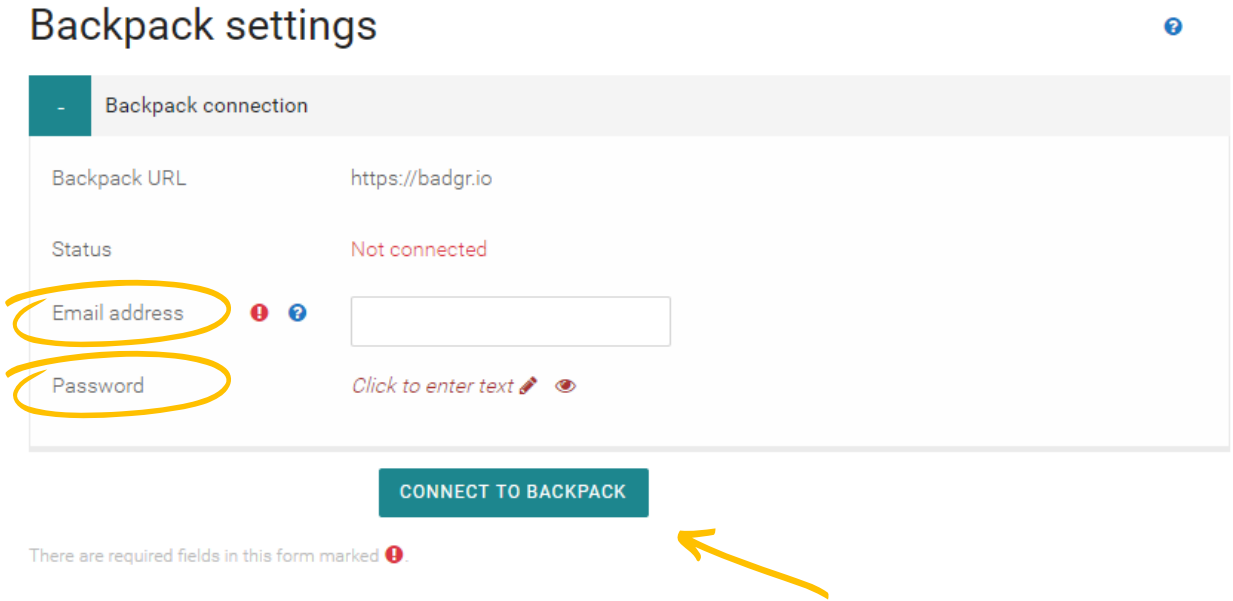


Once the registration has been completed, **you can set your backpack on Erudire platform** clicking on the bottom "badges" of the top menu bar



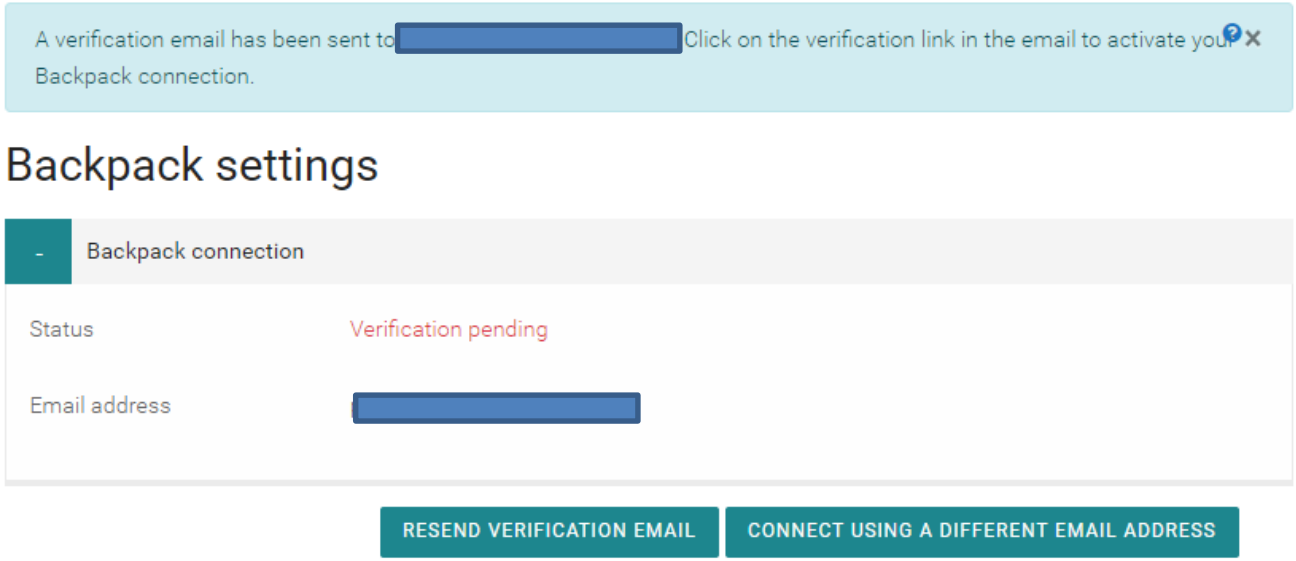
and then on "Change backpack settings"

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

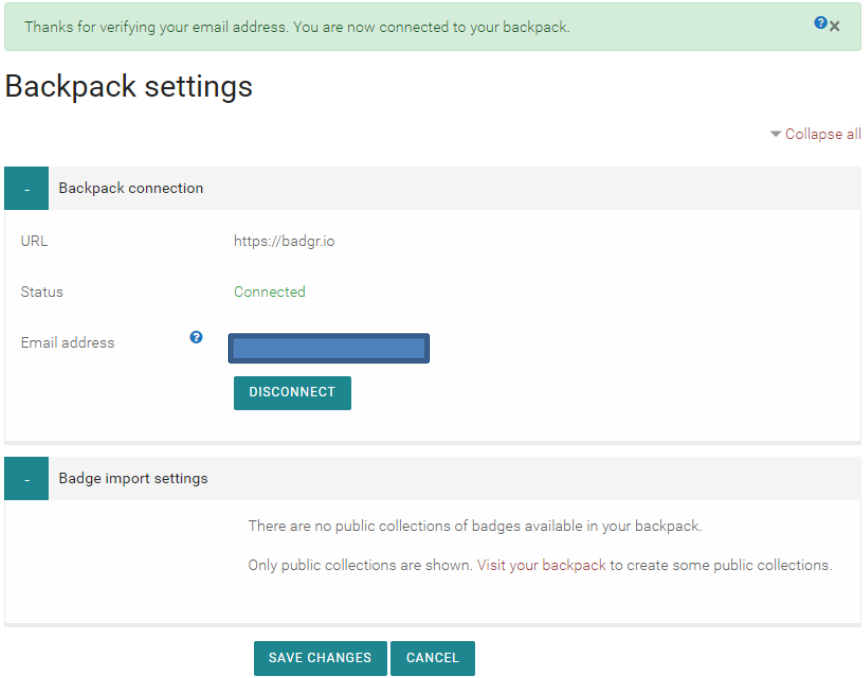


An email will be sent to **activate the backpack connection**

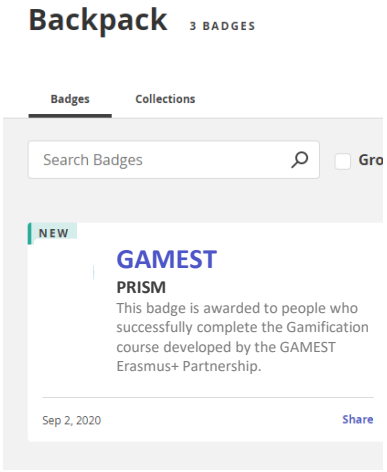
(please remember to check your spam box and follow the instructions)



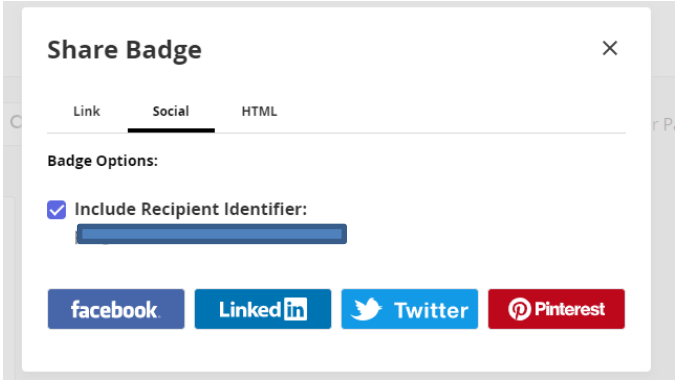
After verifying the email, **the backpack will be connected to the Erudire platform.**



Now you can find the badge earned in your online backpack



and **share it** wherever you want



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

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.

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

Monitoring participants' progress

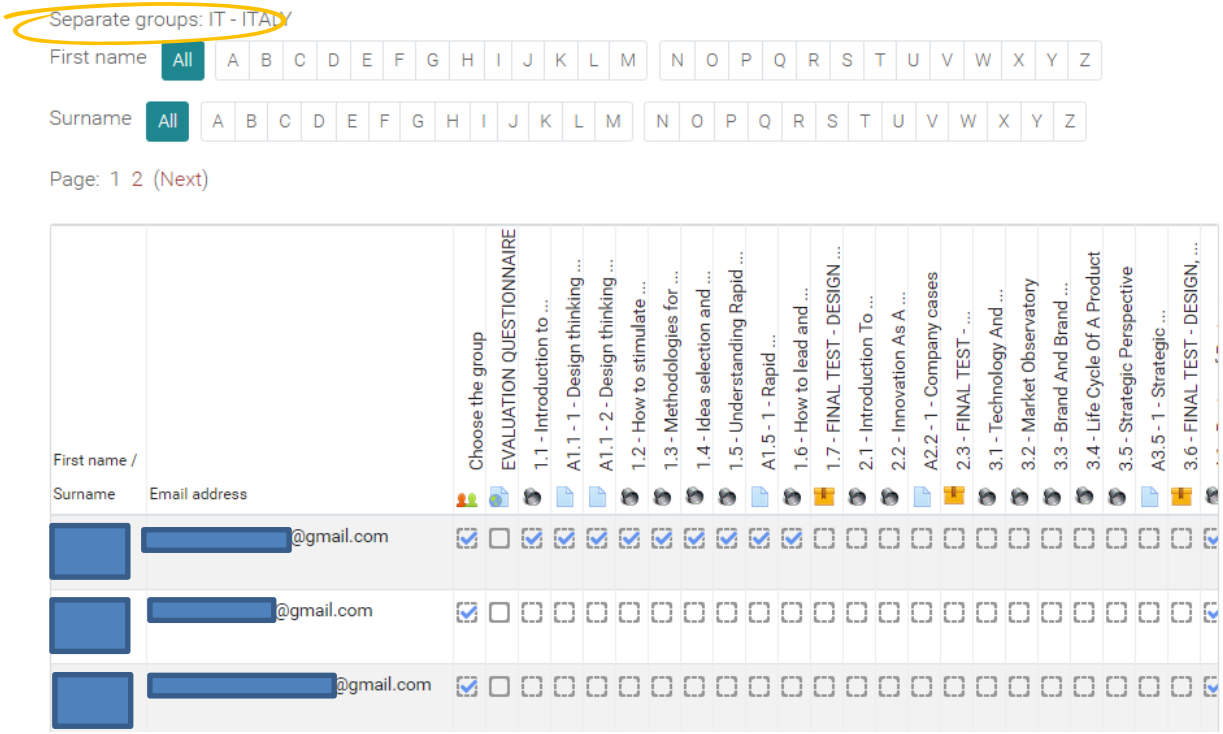
Please click on the "reports" tab in the "Administration" panel, as shown in the screenshot, and then on "Activity Completion"

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

Monitoring participants' progress

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

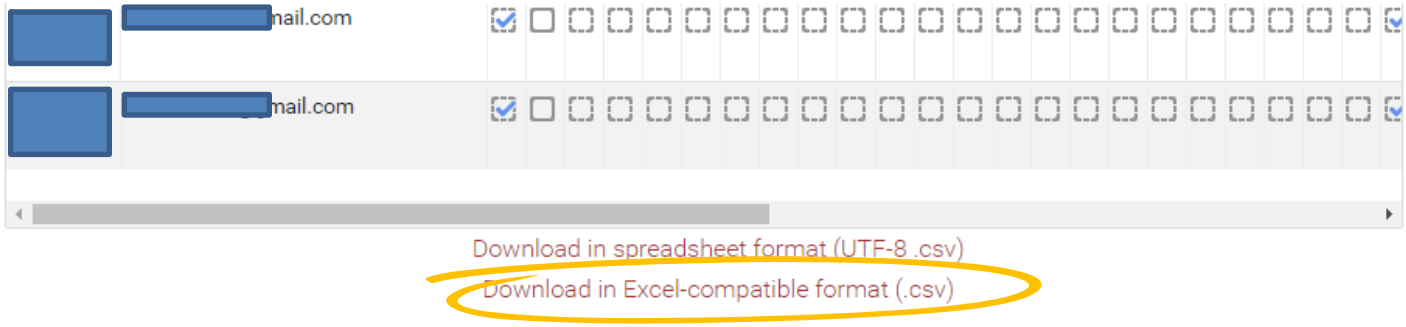
In particular, you can see if students have completed any activities included in the GAMEST Course.



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

Monitoring participants' progress

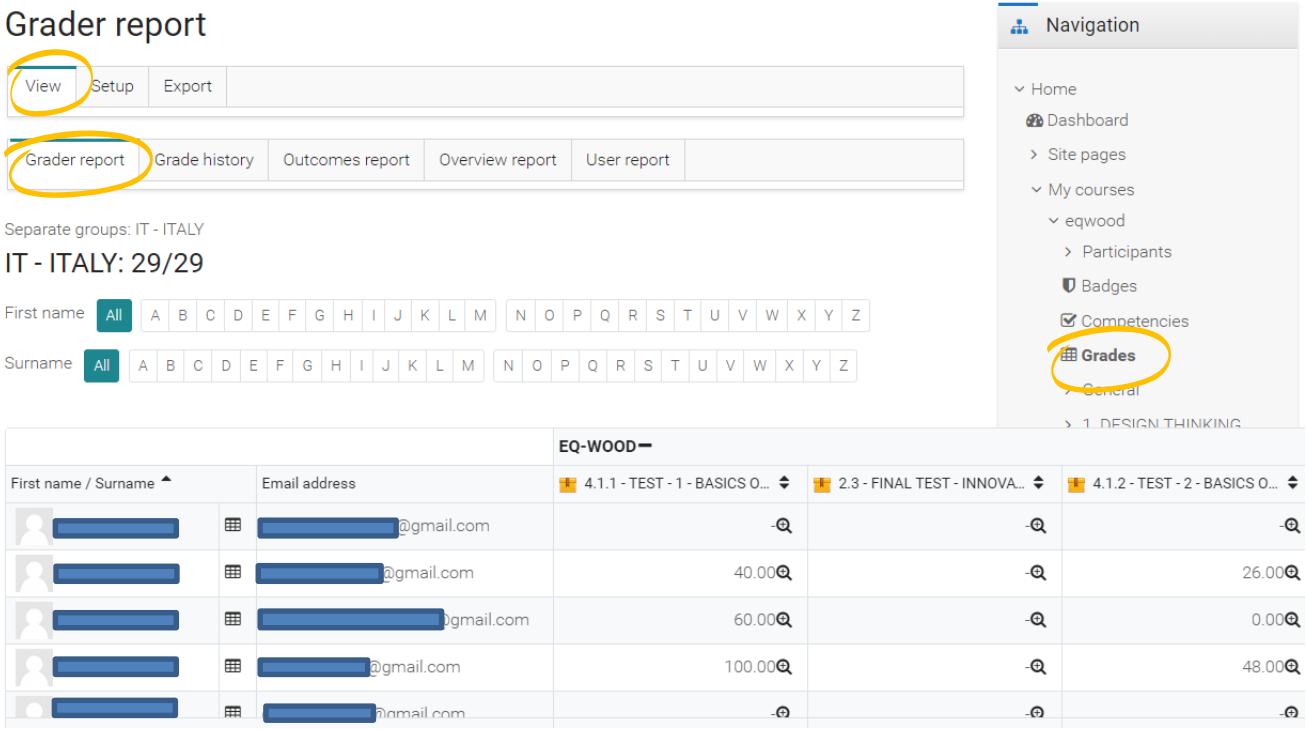
At the end of the page, you can also download an excel file with all the results.



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

Monitoring participants' progress

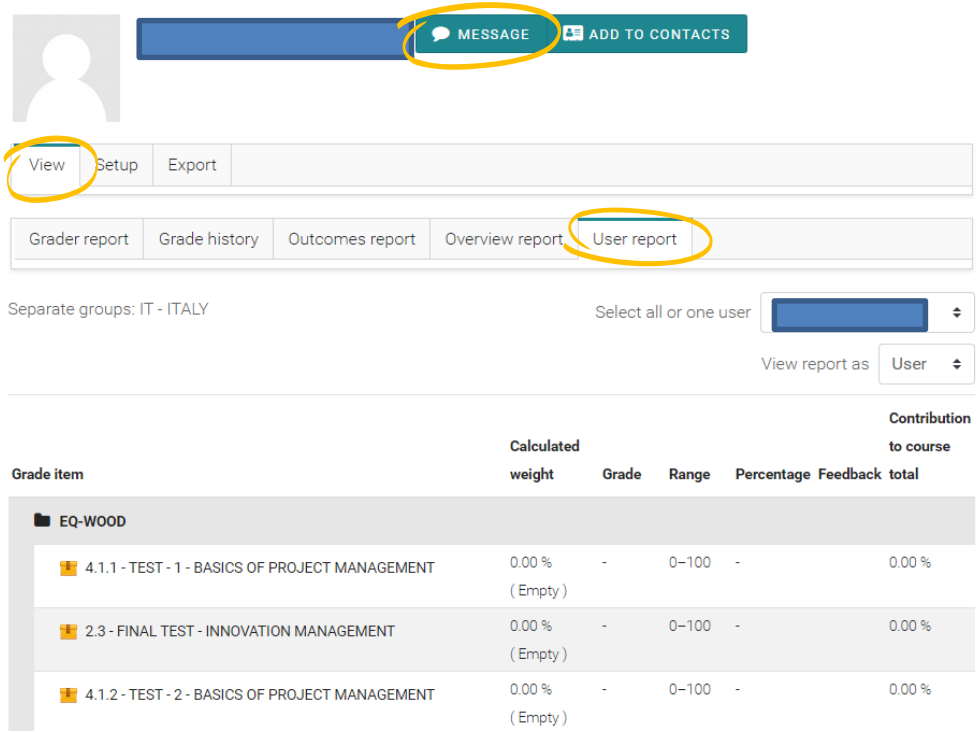
Moreover, if you click on the "grades" tab in the navigation panel, you can see test details, that are the scores obtained by the students.



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.



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