

# EngAGe: An Engine for Assessment in Games

Tutorial teachers

EngAGe is a tool aimed at developers and teachers for the integration of assessment in educational games.

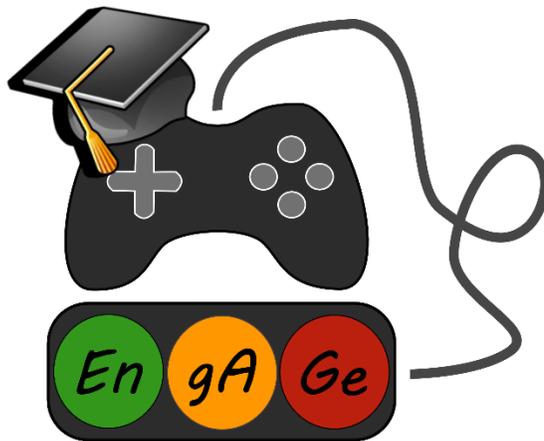
Developers create games using it and teachers can:

- Use the games with their students
- Modify the games using an online editor
- Visualise learning analytics (i.e. graphs showing information about how the players played)

This tutorial is aimed at teachers that are interested in the concept and would want to learn how to use the tool.

**If you haven't already, you should complete the pre-questionnaire prior to doing the tutorial**

The link to the pre-questionnaire: <http://goo.gl/forms/DHOzSkuJBS>



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# 1. Get to know EngAGe's interface

## 1.1. Login as a teacher

Once you have completed the pre-questionnaire (<http://goo.gl/forms/DHOzSkUJBS>), you can create yourself a teacher's account on EngAGe, please use the same email address you gave on the questionnaire.

Go to: <http://engage.yaellechaudy.com/login> , sign up and log in.

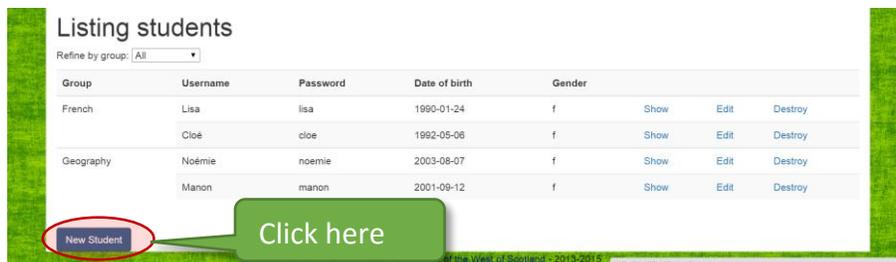


## 1.2. Manage your students and classes

In the menu, go to 'Students > Manage students'. In this page you can create, modify and delete students.

Check that you already have 4 students and two classes, a geography one and a French one.

Create a student profile for yourself so you can play the games.



If you want to create new classes, go to 'Students > Manage groups'.

### 1.3. See your games

In the menu, go to 'Games > Manage games'. You have been given access to two games:

- *EU mouse* is a geography game to learn EU countries
- *vocShoot* is a game to learn French words

### 1.4. See your students' access to the games

In the menu, go to 'Games > Manage students access'. In this page you can see which of your students have access to which game.

Give access to the 'EU mouse' game to your geography class and to 'vocShoot' to your French class. To do so you can either click on the cells of the table modifying each student's access manually, or you can use the form on top of the table.

Game access to students

Click on any cell of the table to change the version to be played. You can also assign versions to all students or to a group in particular. Changes will not be effective until you click the "save changes" button.

Specify access for: Geography to play the game: EU mouse version: 0 - initial Update table

| Group     | Student | EU mouse        | vocShoot    |
|-----------|---------|-----------------|-------------|
| French    | Cloé    | no access       | no access   |
|           | Lisa    | no access       | no access   |
| Geography | Manon   | no access       | 0 - initial |
|           | Noémie  | no access       | no access   |
| Teacher   | my name | initial version | 0 - initial |

Save changes

After your changes, the table should look like that:

| Group     | Student        | vocShoot        | EU Mouse        |
|-----------|----------------|-----------------|-----------------|
| French    | Cloé           | initial version | no access       |
|           | Lisa           | initial version | no access       |
| Geography | Manon          | no access       | initial version |
|           | Noémie         | no access       | initial version |
| Teachers  | me for testing | initial version | initial version |

## 2. Play the game

In the menu, go to 'Games > Manage games'.

Click the 'play' button associated with *vocShoot*, it will open a new window and take you where the game is hosted.

## 2.1. Login as a student

In the step 1.2, you have created a student account for yourself, log in to the game **using the student username and password** you have created and click the start button.

Notice that before you are allowed to play, you will be asked a few questions.



*Note: If it doesn't work, go back to the steps 1.2 and 1.4 and make sure that you have the correct username and password and that you have given yourself access to the game you are trying to play.*

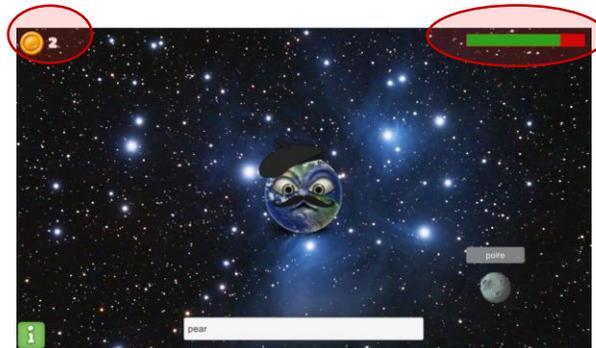
## 2.2. During the gameplay

When you play, make sure you notice the following:

### 2.2.1. Scores

On the top of the screen, the game keeps track of your scores.

- 1) the score (= number correct translations - number of wrong translations)
- 2) the planet's health



*There are not many words to translate at the moment, we will improve that in part 4 of this tutorial.*

### 2.2.2. Feedback

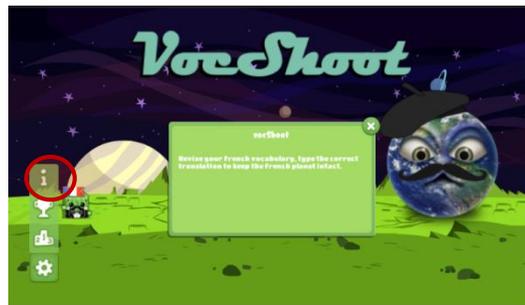
On the bottom the feedback from the game is displayed.



### 2.3. On the menu screen

On the menu screen, on the bottom left corner, you have access to further information about the game. You can see:

- 1) A description of the game



- 2) The badges you earned



- 3) The leaderboard of the game



### 3. Visualise gameplay data

#### 3.1. Learning analytics page

In the menu, go to 'Learning Analytics'.

Click on the 'Analytics' button of the game you just played.



*Note: the more data there is (number of gameplays), the longer it will take to load the page, it's totally normal and it might take up to a few minutes.*

On the newly open page, you can see lots of charts. There are three different types of blocks:

- The **blue blocks** display basic information about who played, when and how many times.
- The **orange blocks** display information about scores and performances.
- The **green blocks** display more detailed information about the actions performed by the players and the feedback received in the game.

You can filter the results to hide yours by unticking your name out of the list of players.



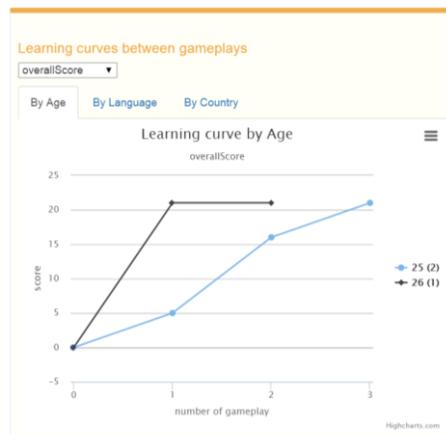
*Note: If you want to learn more about the dashboard functionalities, click the 'Take a tour' button.*

#### 3.2. Draw conclusions about the game and your students

Take a closer look at some graphs in particular.

##### 3.2.1. Learning curves between gameplays

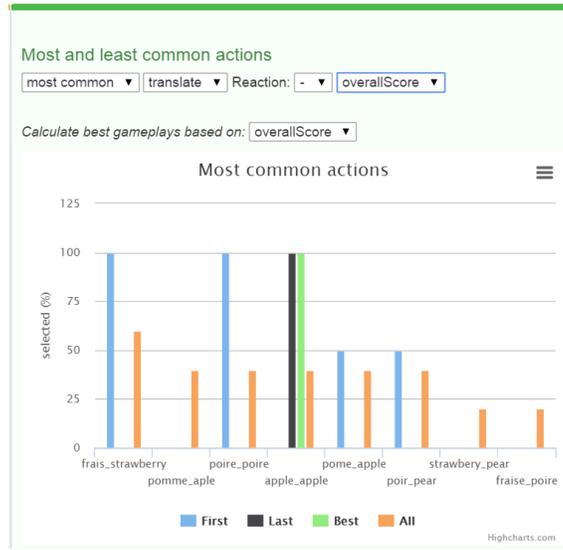
In this graph you can see the evolution of the scores of your students from their first gameplay to their last. Notice how some students learn quickly and some others take more time. Make sure you click on the "By student" tab.



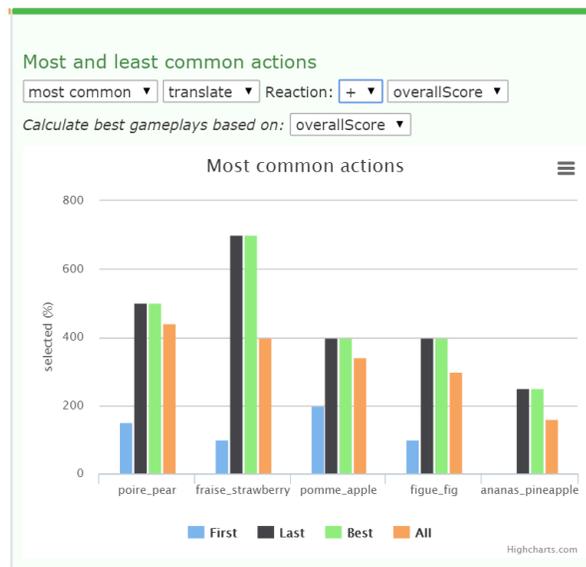
### 3.2.2. Most and least common actions

In this block, you can visualise most common mistakes or least common actions.

Select the most common planetHit that resulted in a loss of health (- health) to visualise the most common words that your players did not manage to translate on time. Or select the most common incorrect translations (- overall score) to see most common mistakes.



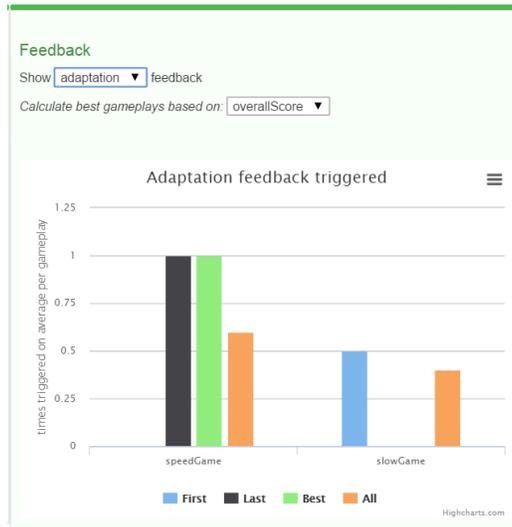
You can also select the most common translations that resulted in a gain of score to see what words your students know well.



*Note that, on average, your students correctly translated all the words, sometimes as often as 7 times per gameplay.*

### 3.2.3. Feedback: Adaptation of the game

Both games include adaptation options, the game speeds up or slows down based on a student's performance. In the feedback block select "adaptation" feedback.

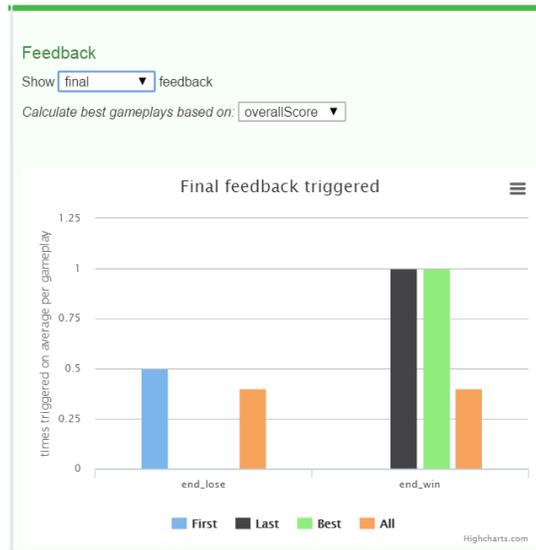


*Note that in their last and best gameplays, your students never need the game to slow down, and it always speeds. The students might be too good for the game.*

### 3.2.4. Feedback: End of game

In the same block, when you select "final" feedback, you will be able to see how many times the game was won and lost.

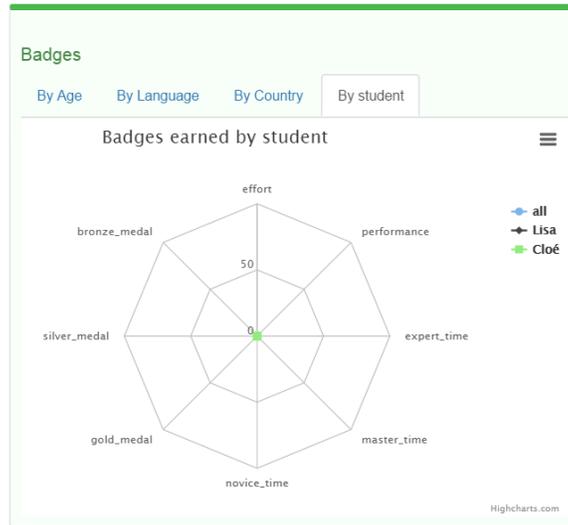
*Note that if a player stops the game without finishing it, he/she will not trigger any winning or losing feedback, which can explain why the numbers do not always add up to 100%.*



*Your students did not win their first gameplay but won their last and best; They seem to be learning.*

### 3.2.5. Badges

The radar chart of the badges block shows which badges were earned by your students. Make sure you click on the “By student” tab.



Even though we saw that your students win the game, no-one earned a badge yet; they are probably too hard to get.

### 3.2.6. Players reports

If you click on the ‘Players report’ tab of the page, you can create and download personal reports about your students’ gameplays. Edit the template on the right, visualise the report on the left and when you are ready, click the ‘save report’ button to save the player or class report to pdf.

The screenshot shows the 'Learning Analytics dashboard' with the following elements and annotations:

- 1. Click here:** Points to the 'Gameplay reports' tab in the navigation bar.
- 2. Define your template here:** Points to the 'Template' section on the left, which includes a 'Badges' checkbox.
- 3. Preview your report here:** Points to the 'Preview' section on the right, which shows a report titled 'EU Mouse - Gameplay r' for 'Yaelle'.
- 4. Select a student or 'All' and click here:** Points to the dropdown menu in the 'Preview' section, which lists 'Yaelle', 'Noémie', 'Manon', and 'All', and the 'save report' button.

The dashboard also displays the following information:

- Version : 0 - Number of gameplays: 15 - Number of players: 3
- Students who played: Yaelle Noémie Manon
- Learning analytics | Gameplay reports
- Players' report: Here you can define a template... can see a preview of the reports on the... since you a... report' button .
- Generated on 29 May 2015 at 18:41

## 4. Modify the game

Now, we will modify the game you played. Here are a few suggestions for changes based on the charts presented earlier, but feel free to make your own decisions, you can modify anything that is displayed blue in the editor by clicking on it.

- ✓ Make the game harder: allow less mistakes
- ✓ Add two scores for specific vocabulary
- ✓ Add some words to translate
- ✓ Change the end of the game
- ✓ Change the conditions to earn the badges

In the website, go to 'Games>Manage games' click the 'View all versions' link associated to the game.

Manage your serious games

Here you can visualise all the games you have in our database, for each game, the dates they were created, and you are able to delete them.

You can also [click here](#) to register a new serious game in our database.

| Id  | Created      | Name     | Description   | Gameplays | Learning Analytics | Versions                          | Play |
|-----|--------------|----------|---|-----------|--------------------|-----------------------------------|------|
| 131 | 19 May 15:21 | vocShoot | Revise your french vocabulary. Save the french planet by translating the words on the asteroids.  | 7         | Analytics          | <a href="#">View all versions</a> | ⊙    |
| 126 | 14 May 17:28 | EU Mouse | This is a mini serious game that teaches you to identify countries part of the European Union. Click the screen to make the mouse fly and collect ALL the EU countries. | 14        | Analytics          | <a href="#">View all versions</a> | ⊙    |

In the page, click the 'create' button to create a new version from the initial version (i.e. version 0).

Original game

version: 0  
Created on: 14 May 17:28  
Developer: yaelle.borghini  
Played: 14 times

Game name: EU Mouse  
Game description: This is a mini serious game that teaches you to identify countries part of the European Union. Click the screen to make the mouse fly and collect ALL the EU countries.  
AgeRange: 10 - 99  
Language: EN  
Country: UK

Last version

version: 0  
Created on: 14 May 17:28  
Version name: initial  
Comments:  
Played: 14 times

Game name: EU Mouse  
Game description: This is a mini serious game that teaches you to identify countries part of the European Union. Click the screen to make the mouse fly and collect ALL the EU countries.  
AgeRange: 10 - 99  
Language: EN  
Country: UK

All versions

• version 0: initial

Create new version from  [Create](#)

### 4.1. Updating the game description and player characteristics

The first section of the editor describes the game. You can change its description if you want to, your students will then see your text when clicking on the info icon of the menu screen.

In the game, you were asked to provide some information (age, country...) and in the dashboard, you were able to group the data collected based on these characteristics. Update the 'Questions' section if you want to add /remove characteristics.

## 4.2. Adding a new score and modifying existing ones

The second section of the editor lists the scores of the game.

We will be adding new vocabulary soon, we want to add more specific score depending on the kind of vocabulary. Create two new scores by entering a name and a description for it and clicking on the 'create score' button. Name them 'voc\_animals' and 'voc\_fruits'. They should both start at 0.

|   |  |   |   |
|---|--|---|---|
| voc_animals: Vocabulary of common animals |  | voc_fruits: Vocabulary of common fruits |   |
| name                                      | <a href="#">voc_animals</a>                  | name                                    | <a href="#">voc_fruits</a>                  |
| description                               | <a href="#">Vocabulary of common animals</a> | description                             | <a href="#">Vocabulary of common fruits</a> |
| initial value                             | 0  | initial value                           | 0   |

We noticed that this game can be too easy, you can make it harder by lowering the starting value of the 'health' score. For instance 80.

|   |   |
|---|---|
| health: Health of the french planet               |   |
| name  | <a href="#">health</a>                      |
| description                                       | <a href="#">Health of the french planet</a> |
| initial value                                     | <input type="text" value="80"/>             |
| <input type="checkbox"/> <input type="checkbox"/> |   |

## 4.3. Changing the rules of the game

The third section of the editor contains the logic of the assessment: what the player can do in the game and how it affects his scores.

The game has two actions: one when the planet is hit and one when a player translates a word. We will not need to change the first one, but we want to add a few words to translate. And because we want to separate the vocabulary of animals from the one of fruits, we will need to create a new condition block.

1. Click on the action 'When the player type a word (french or english) to fire at the metorites' in the first condition block, you can see 5 fruits to translate, you can add some more if you want.
2. Add a new score update, in the score update form start typing 'voc\_fruits' and select the relevant score. The default update adds 1 to the score (if the player correctly translated the words as specified in the previous table).

|   |  |
|---|--|
| scores to be updated:                     |  |
| number of correct translations            | <input type="text" value="1"/> <input type="button" value="remove"/> |
| <input type="text" value="voc_fruit"/>    |  |
| <input type="button" value="voc_fruits"/> |  |

3. Add a new condition block for the animals vocabulary.
  - a. Click on the 'add condition' button

|  |   |
|--|---|
| <input type="button" value="add condition"/> | <input type="button" value="Click here"/> |
| 2. Any other frenchWord, word                |   |

- b. Add various entries to the translation table. For example: poisson-fish, chat-cat, chien-dog and oiseau-bird. *Note that when you finish writing a word, you can hit enter to save it.*

- c. Add two score updates, 1 should be added to both 'overallScore' and 'voc\_animals'. Start typing the scores name in the score update form, and select the relevant ones.
- d. Add a positive feedback to let the player know he did good. Click the 'add feedback' link, it will open a pop-up, select the 'correctTranslation' feedback.
- e. The resulting section should look like:

| frenchWord | word | Action |
|------------|------|--------|
| poisson    | fish | remove |
| chat       | cat  | remove |
| chien      | dog  | remove |
| oiseau     | bird | remove |

2. If the user selects one of the following frenchWord, word

3.b Animals vocabulary

3.c Score updates

3.d feedback

#### 4.4. End of the game

The next section of the editor allows you to specify when the game ends.

At the moment the game is won if the player correctly translated more than 20 words and it is lost if the planet's health reaches 0.

To make the game longer, you can change the winning condition and have it wait for 30 correct translations instead.

The game is won when/if:

overall score of the player greater than 30

The game is lost when/if:

Health of the french planet lower than 1

#### 4.5. Badges

As seen in LA, some badges might be too hard or too easy to earn. You can modify the conditions for earning a badge in the last section of the editor.

It can be motivating to earn a badge after playing for the first time, even if the game was lost. It will motivate your students to earn the rest of the badges. Update the 'effort' badge to give it to anyone that played once.

effort:

won when the number of games played is greater than 0

message: You played the game at least once

#### 4.6. Naming and describing your new version

That's it, your new version is ready for submission, name it something meaningful and explain in a few sentences the changes you made. For example:

- Name: version tutorial
- Description: version created after following EngAGe tutorial

Click on 'save'. Go to 'Games > Manage student access' and update the version of the game to be played by you. Don't forget to click 'Save changes'.

### 5. Play the new game and visualise gameplay data

#### 5.1. Make sure you have access to your new version

Go to the game access page (step 1.4) and check that your name is associated to the new version

#### 5.2. Play the game

Play the new version of the game (step 2) and notice the changes. Note that you will need to log in again to the game.

#### 5.3. Visualise the new analytics

Go to the learning analytics dashboard (step 3.2, make sure you select the correct version) to visualise the new game's data. This time you are the only one to have played so you will only see your own actions and performance.

### 6. The end

That's it congratulations! You reached the end of the tutorial. You are free to keep using the editor, the analytics dashboard and the games for as long as you want.

If playing the mini-games made you think of ideas of games that you would like to have, please send me an email and, if possible, I will try to create them. If I do, you will have access to them through EngAGe's interface.

On last thing, if you could take another 10 minutes to give me some feedback on the tool and the tutorial, I would really appreciate it.

Here is the link to the post questionnaire: <http://goo.gl/forms/11fUshGIIJ>