



EDtool Game User Guide

EDtool₊₂

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Getting Started

Get in

The teacher gets access to the system on a web browser by going to <http://ed2.mobi/teacher/tlogin.php>. The teacher then keys in the previously-acquired id and password to log into the system.

Username:

[Forgot username?](#)

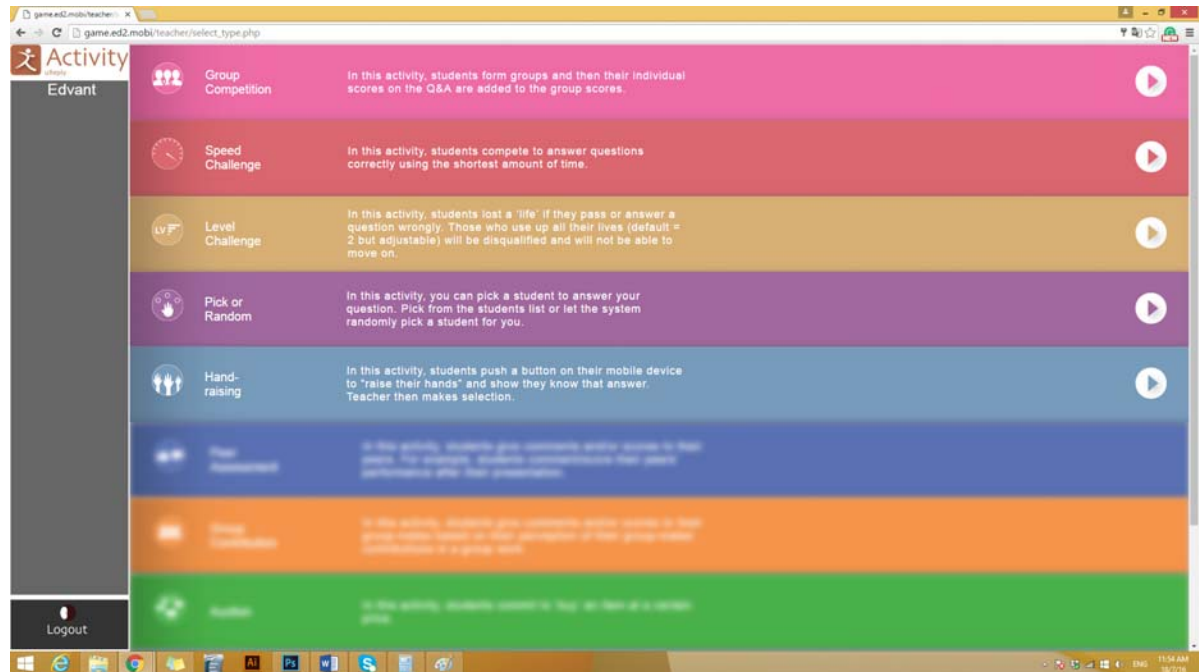
Password:

[Forgot password?](#)

Login ▶

Dashboard

There are five different type of game modes:



Group Competition

In this activity, students form groups and then their individual scores on the Q&A are added to the group scores.

Speed Challenge

In this activity, students compete to answer questions correctly using the shortest amount of time.

Level Challenge

In this activity, students lost a 'life' if they pass or answer a question wrongly. Those who use up all their lives (default = 2 but adjustable) will be disqualified and will not be able to move on.

Pick or Random

In this activity, you can pick a student to answer your question. Pick from the students list or let the system randomly pick a student for you.

Hand-raising

In this activity, students push a button on their mobile device to "raise their hands" and show they know that answer. Teacher then makes selection.

Start session

Simply click the arrow button on the left side.

Then user can access to that game mode.



Select question

All five modes can choose whether using the question pre-set in the question bank or create a new question immediately.

The screenshot shows the 'Activity' interface. On the left is a sidebar menu with options: 'Activity', 'Edvant', 'Main Menu', and 'Group Competition'. The main content area has two buttons at the top: 'Create question' and 'Use question bank'. Below them is a table with quiz data. A pink callout box with the text 'Click "Tips" anytime for help on each step' and an 'OK' button is overlaid on the table.

Quiz name	Last update	Date created
02	2015-09-24	2015-09-14
03	2016-07-12	2015-09-21
03	2015-09-22	2015-09-21
03	2015-11-03	2015-09-21
04	2015-11-02	2015-09-22
Spent	2015-09-23	2015-09-23
15/12/workshop	2015-12-14	2015-12-02
20/12/workshop	2015-12-17	2015-12-17
city id	2016-03-11	2016-03-11
demo12	2016-03-11	2016-03-11
群	2016-04-01	2016-04-01
Presenter	2016-04-22	2015-11-20

This screenshot shows the 'Use question bank' interface. It features the same 'Create question' and 'Use question bank' buttons at the top. Below them is a table with quiz data, identical to the one in the previous screenshot.

Quiz name	Last update	Date created
02	2015-09-24	2015-09-14
03	2016-07-12	2015-09-21
03	2015-09-22	2015-09-21
03	2015-11-03	2015-09-21
04	2015-11-02	2015-09-22
Spent	2015-09-23	2015-09-23
15/12/workshop	2015-12-14	2015-12-02
20/12/workshop	2015-12-17	2015-12-17
city id	2016-03-11	2016-03-11
demo12	2016-03-11	2016-03-11
群	2016-04-01	2016-04-01
Presenter	2016-04-22	2015-11-20

This screenshot shows the 'Create question' interface. It has the 'Create question' and 'Use question bank' buttons at the top. Below them is a form with a dropdown menu for 'Number of choices in this question' set to '4'. Below that is a text input field labeled 'Enter your question text (optional)'. A 'Start Grouping' button is located at the bottom right.

Games features

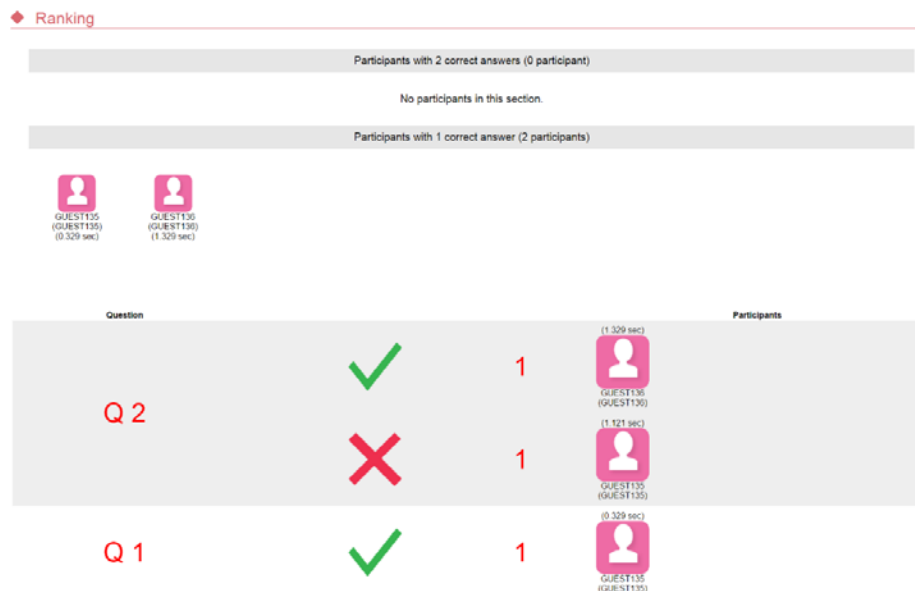
Group competition

There is a grouping question for user to separate different group of participant. Result will be shown by group.



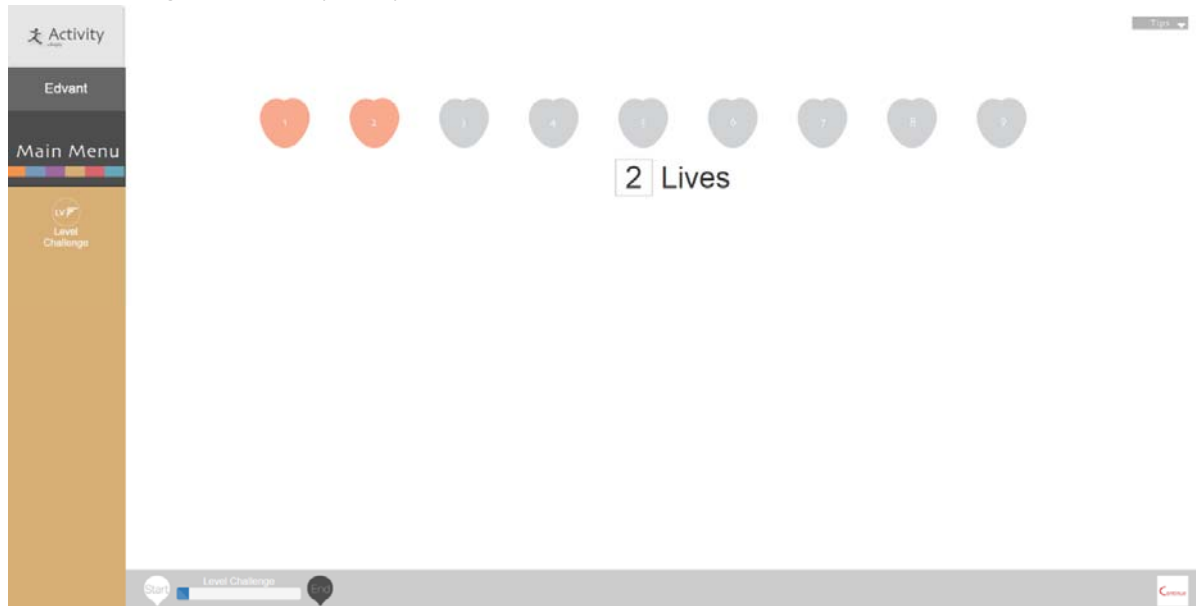
Speed challenge

After each question, there will be a record which show how fast and how accurate participants are performing. The fastest participant with the most correct answer will be the champion.



Level Challenge

Users can assign "Lives" for participants, minimum 1 and maximum 9.



Every time participant answer the question wrong, one "Live" will be removed. When participant used up all their lives will be disqualified.

Teacher assigned 2 lives.

❤️ X 2 :
None
❤️ X 1 :
GUEST137

Pick or Random

Hand-raising

Useful Links

- EDtool Game teacher login page

<http://game.ed2.mobi/teacher/tlogin.php>

- EDtool Game student login page

<http://game.ed2.mobi/>