

K20 CENTER

Game Portal Access Guide

Purpose Of This Guide

This guide serves to help users navigate the K20 Game Portal to access the educational games developed by the University of Oklahoma's K20 Center Digital Game Based Learning (DGBL) team.

All K20 Center games are developed using the Unity game engine and are accessible on both PC and Macintosh computers, and on Chromebook. Each platform has different software requirements to allow the games to be played, and each will be covered individually in the sections to follow.

K20 Center Game Portal

The K20 Game Portal gives you access to the various educational games developed by the K20 Center and allows you to assign games to your students, monitor their progress, and access additional educational materials related to each game. Everything is accomplished through an easy to use web-based interface.

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Creating a Game Portal Account

To request a game portal account, go to
k20center.ou.edu/getgames



Phone: (405) 325-1267
Fax: (405) 325-7592

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Game Request

You are here: [Home](#) > [Contact](#) > Game Request



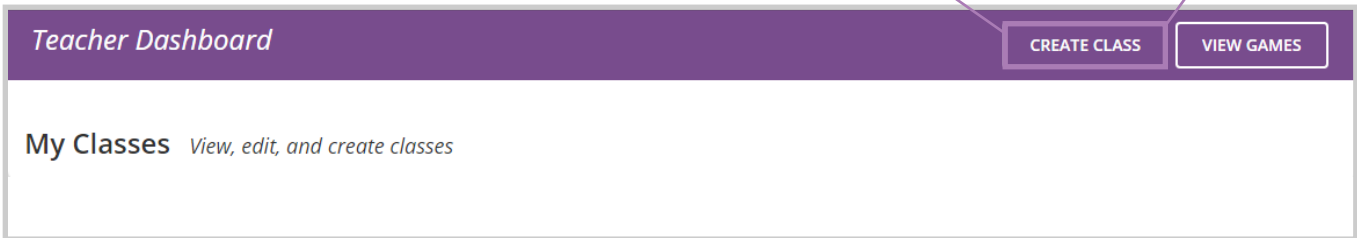
Thank you for your interest in the educational games of the K20 Center. Please fill out this form to request access to the games and the game portal necessary to manage them.

First Name

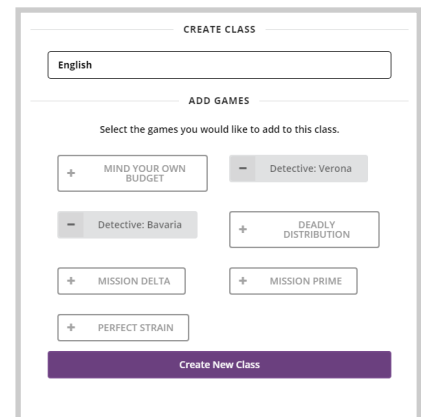
Last Name

CREATING CLASSES AND INVITING STUDENTS

Once your account has been created you are ready to start using the various features of the K20 Game Portal. This includes creating classes, assigning games, and inviting students. To create a class click on the Create Class button.



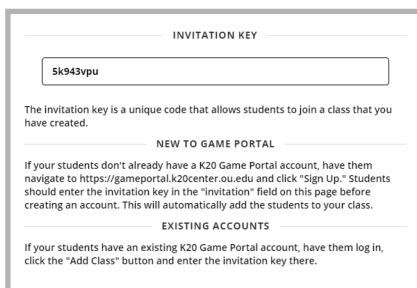
You will need to give the class a name, and the name must be unique for each class you create. You can then assign games to the class by clicking on them in the Add Games section. Once you have named the class and finished assigning games to it, click the Create New Class button.



You can always assign additional games to a class later by clicking the Assign Game button and clicking on the games you wish to add.



The final part of creating a class is inviting students to the class. This is done by clicking the Invite button. This will generate an invitation key.



The invitation key is a unique code that allows students to join a class that you have created. Once you have generated a key, give it to any student you wish to play the game by writing it on the board or emailing it to them, and have them accomplish the following:

New to Game Portal

If your students do not already have K20 Game Portal accounts, have them navigate to <http://gameportal.k20center.ou.edu> and click the Sign Up button. Students must enter the invitation key you provided them in the **Invitation field** on this page before creating an account. This will automatically add the students to your class as soon as they have finished creating their account.

Students can either create their account with Google or with the provided form. If you are using Google Classroom or Chromebooks in your class, make sure your students sign up using the same Google account they use to sign into those systems.

K20 GAMES beta

[SIGN UP](#) [SIGN IN](#)

Authentic Virtual Learning Experiences

For your classroom

To use the K20 Game Portal, you will need a game portal account. Creating an account is easy! You can either log in with an existing Google Account, or create a new account using a valid email address. Afterwards, you are one step closer to gaining access to rich learning experiences for your classroom.

[SIGN UP](#) [SIGN IN](#)

You must have an invitation code to sign up

Invitation

CREATE ACCOUNT

Create a new account using an existing Google Account

[Sign Up with Google](#)

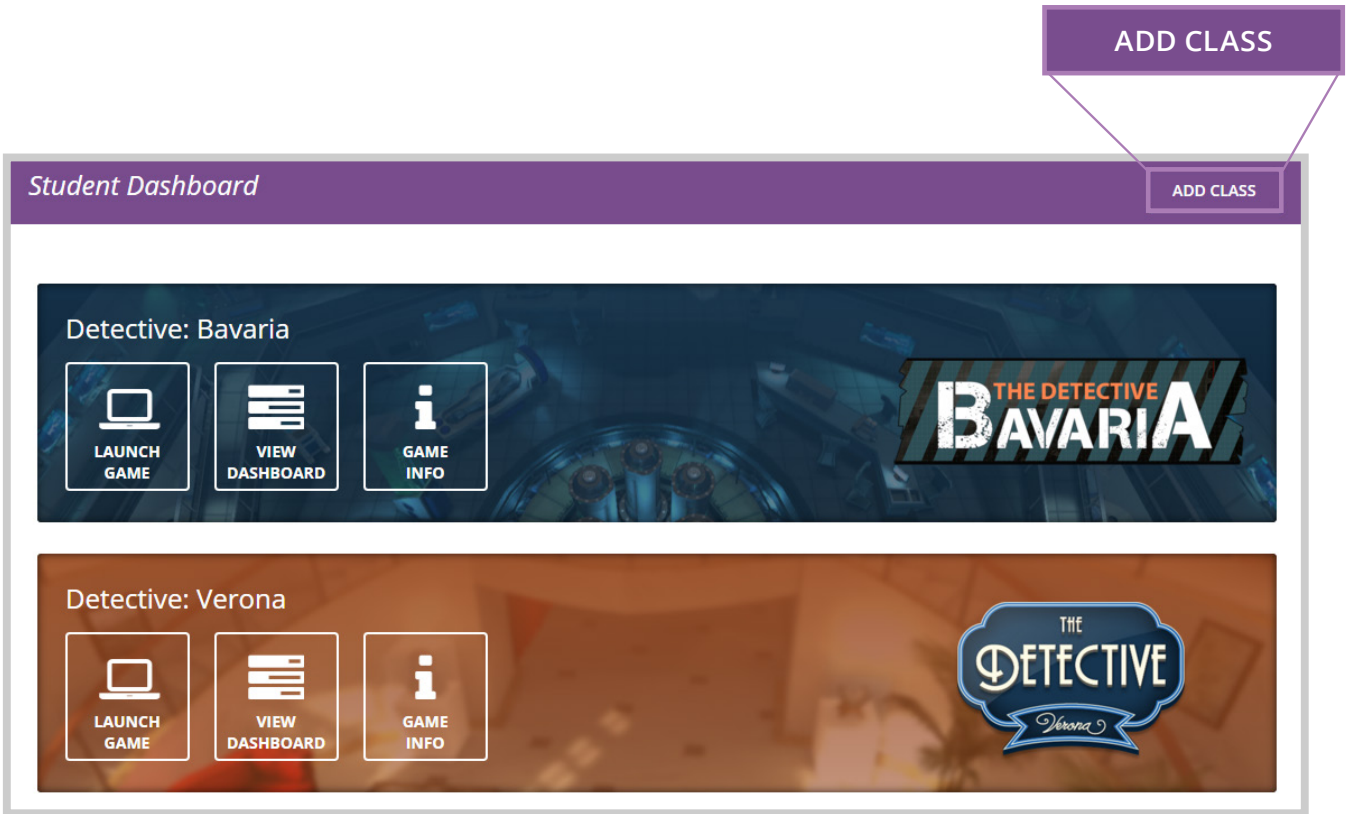
OR

Username

Username

First Name

First Name



Existing Accounts

If your students already have existing K20 Game Portal accounts, have them login, click the Add Class button, and enter the invitation key. This will add them to the new class.

Once students have created their accounts, they may access any games assigned to them.

Requirements

PC AND MAC

Students accessing K20 Center games on PC or Mac will need access to the Internet and either the Firefox or Chrome web browsers to play the game.

Students will log into the K20 Game Portal to access any games you assign. Once they have logged in, they will click the game they wish to play to bring up its page and then click the Launch Game button.

This will open another browser window and load the game. Once it has finished loading, students can begin playing.

CHROMEBOOK

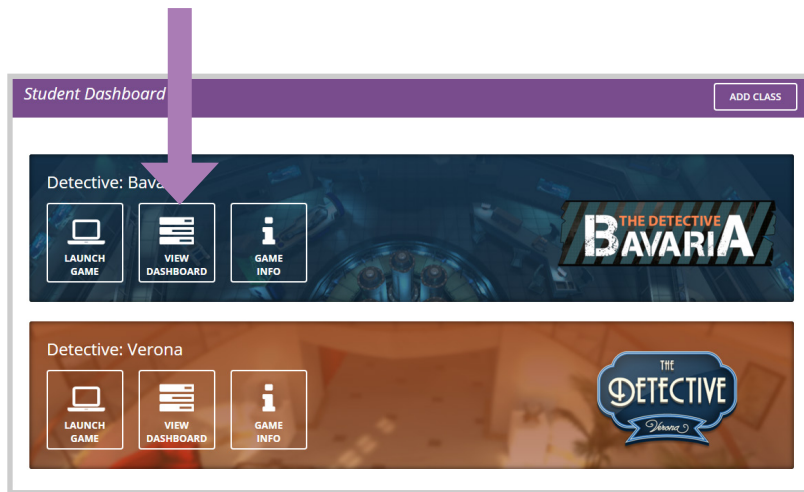
When using Chromebooks, students should log into the K20 Game Portal using the same Google account with which they sign into the Chrome browser or Chromebook used for play.

MINIMUM REQUIREMENTS

- Operating System: WINDOWS XP SP2 OR LATER, Mac OS X 10.8 OR LATER
- System memory: 4 GB RAM
- CPU: INTEL DUAL CORE 2.3 GHZ TO 2.69 GHZ OR EQUAL
- DirectX: DIRECTX 9 COMPATIBLE VIDEO CARD
- Resolution: 1024x768 OR HIGHER IN FULL SCREEN MODE
- Internet: BROADBAND INTERNET CONNECTION (AT LEAST 512 KBPS)
- Hard drive space: 1 GB FREE HARD DISK SPACE
- Graphics card: NVIDIA 8000 SERIES (recommend NVIDIA 8800 OR HIGHER) OR EQUAL
- Graphics memory: 512MB OR MORE

Monitoring Progress

Monitoring of student progress is provided via each game's Dashboard.



To view this information scroll down to the class and game you wish to review. Clicking on the **View Dashboard** button will open a list of every student currently assigned to that game, a review of which levels they have completed, and how long it took them to finish each level.

	Mission 1	Mission 2	Mission 3	Mission 4	
Thomas, David	🟡 1:16	🔴 0:00	🔴 0:00	🔴 0:00	0/4
	0/1	0/1	0/1	0/1	

The screenshot shows a table with a dark background. The columns are labeled 'Mission 1', 'Mission 2', 'Mission 3', and 'Mission 4'. The first row shows the student 'Thomas, David' with a yellow circle with a minus sign in Mission 1, and red circles with an 'X' in Missions 2, 3, and 4. Below the student name, the times '1:16', '0:00', '0:00', and '0:00' are listed. The second row shows progress indicators '0/1' for each mission. A hamburger menu icon is visible in the top right corner of the table.

CERTIFICATE OF COMPLETION

Certain games provide Certificates of Completion once a student has successfully completed all levels. These can be accessed from the Dashboard by clicking on the student's username. For all games other than Mind Your Own Budget, the certificate is only available once the student has completed the game.

Supplemental Teaching Materials

Supplemental Educational Materials are provided for each education game on the K20 Game Portal. These range from teachers' guides that explain the interface and learning objectives of each game, to complete classroom curriculums designed for use with the games.

To access these documents, open a class and choose the game you wish to review. Clicking on the Teaching Materials button will open up a list of all materials available for that game. Clicking on the name of a document will open up a PDF that you can view and download.

For additional help contact support@k20center.ou.edu.

The screenshot displays two game portals. The top portal is for 'Mind Your Own Budget' and features a purple arrow pointing to the 'TEACHING MATERIALS' button. Below the buttons is a 'Teacher Materials' section with the following items:

Document Name	Description
Financial Literacy Teacher Guide	A complete Financial Literacy Curriculum
Financial Literacy Student Handbook	Student handouts, worksheets, and Journal
MYOB Teacher's Guide	How to use and integrate Mind Your Own Budget into the classroom
Game Portal User's Guide	How to use the Game Portal.

The bottom portal is for 'Detective: Bavaria' and features a 'Teacher Materials' section with the following items:

Document Name	Description
Game Portal User's Guide	How to use the Game Portal.
Bavaria Teacher's Guide	How to use and integrate The Detective: Bavaria into your classroom.

