



## **K20 Game Portal Access Guide**

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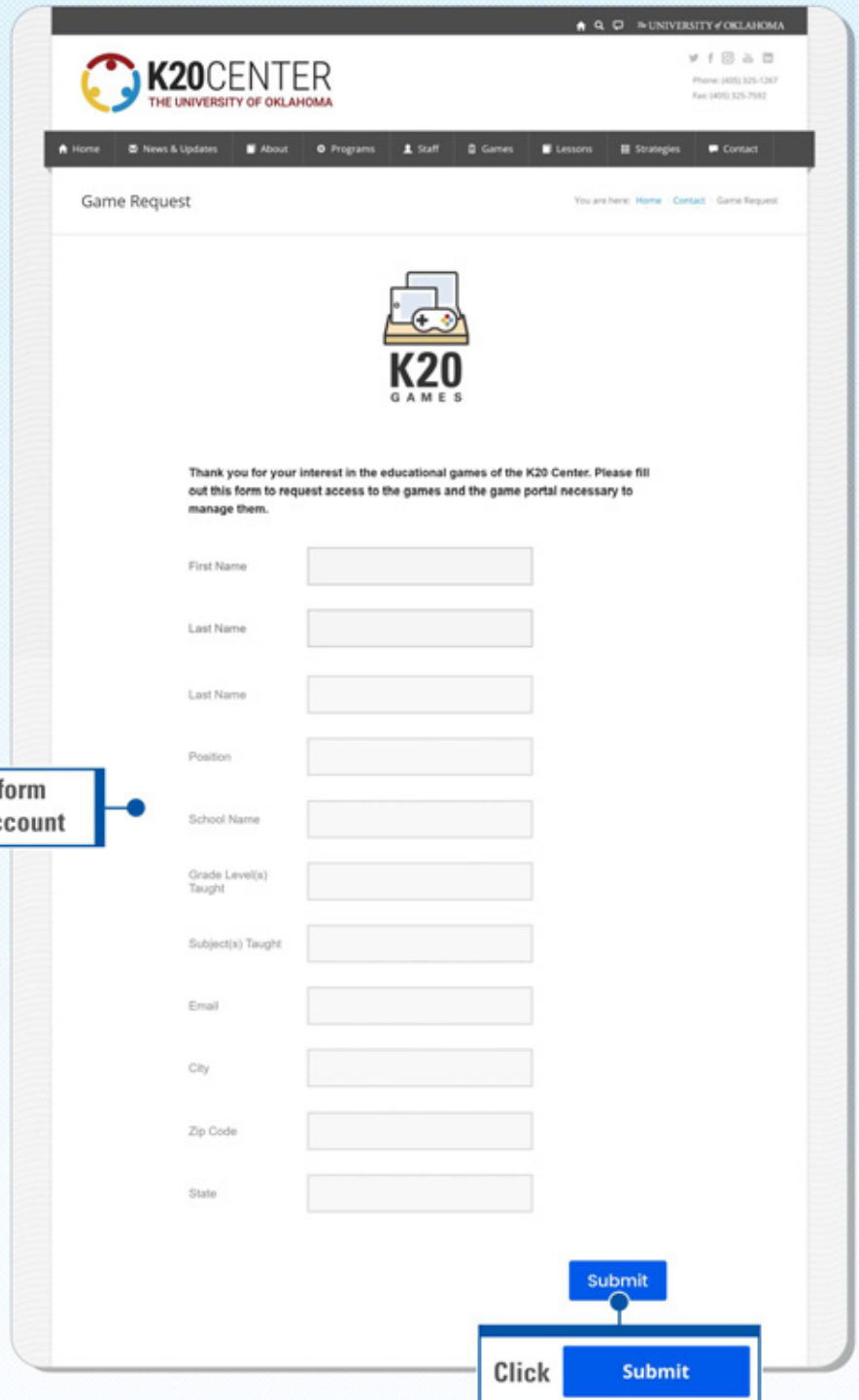
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## Overview

This document will guide you through the K20 Game Portal. It includes information about accessing our game-based learning (GBL) titles, assigning the games to your students, monitoring their progress, finding supplemental learning materials, and more.


## Creating an Account

If you don't already have a K20 Game Portal account, visit [k20center.ou.edu/getgames/](http://k20center.ou.edu/getgames/) and submit the brief access request form. We'll create your account and email you an invitation code in 1–2 business days.



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

Last Name

Position

School Name

Grade Level(s) Taught

Subject(s) Taught

Email

City

Zip Code

State

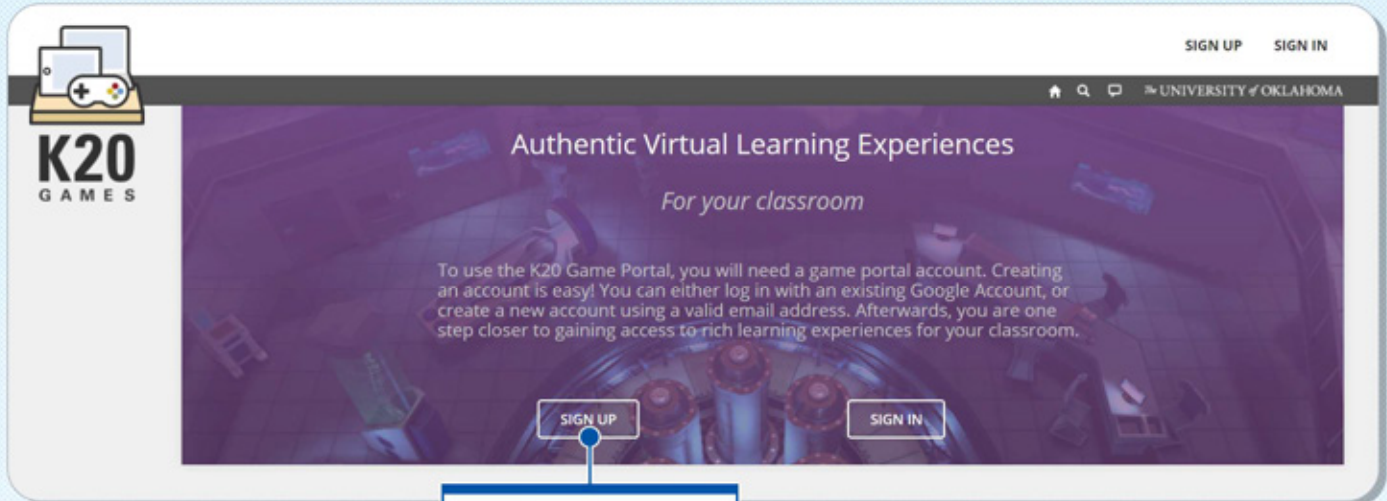
Click

Complete the form to request an account

Click

## Signing Up

Once you've received the email with your invitation code, go to:  
[gameportal.k20center.ou.edu](http://gameportal.k20center.ou.edu)




Click **SIGN UP**

Enter invitation code

CREATE ACCOUNT

Create a new account using an existing Google Account

 Sign Up with Google

OR

Username

First Name

Last Name

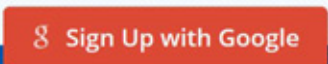
Password

Confirm Password

Create Account

Enter your invitation code

Click **Sign Up with Google**

 Sign Up with Google

We recommend signing up with a Google account. It is easy, and doing so is the easiest way to recover your password in the event that it is lost.

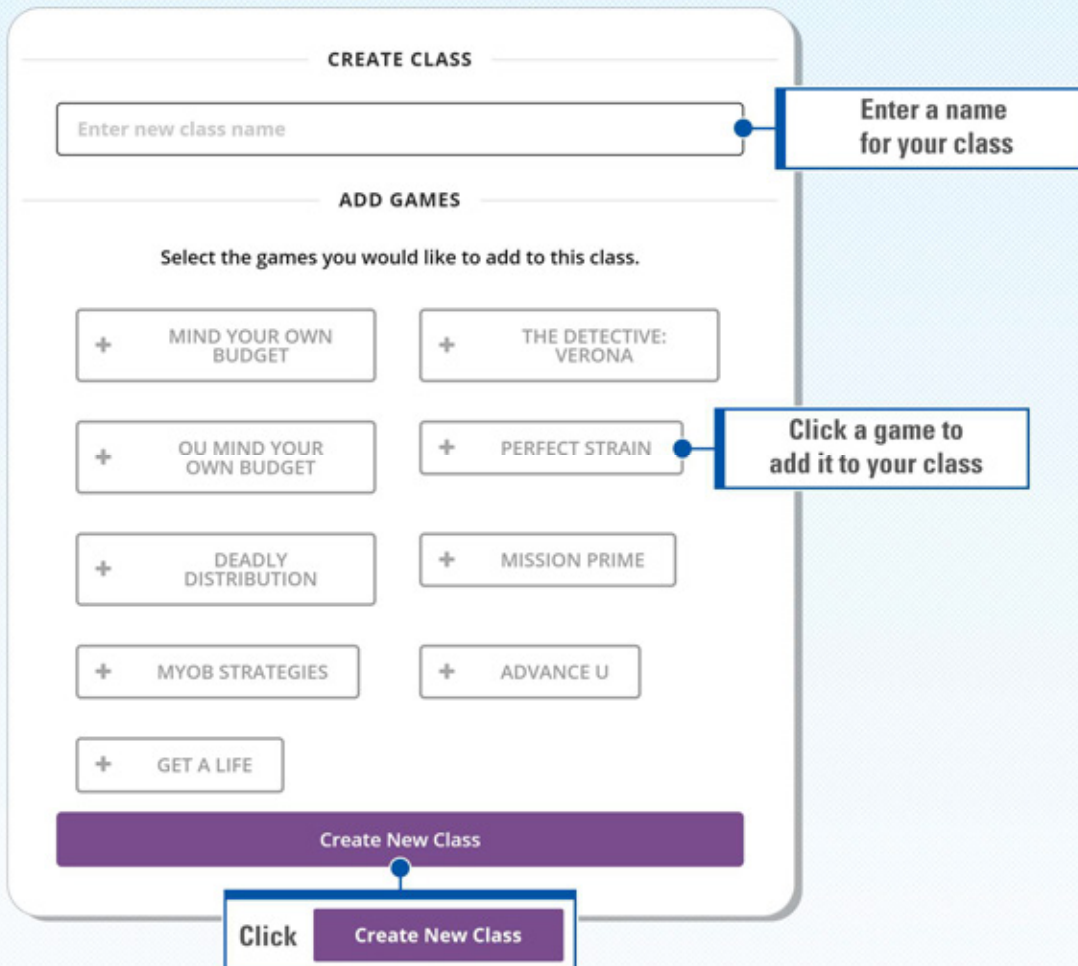
## Setting Up Your Class

For your students to access the games, you'll need to create a class. We recommend creating a different class for each section or course you teach.

Begin by clicking the **Create Class** button.

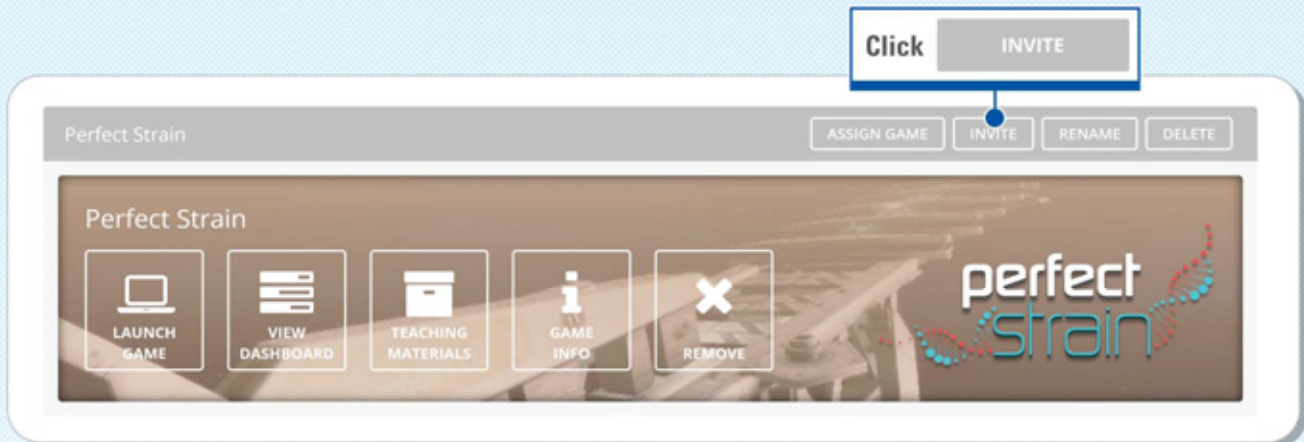


Enter a unique name for your class, then select the games you want to assign. Finally, click the **Create New Class** button.



## Inviting Your Students

Once your class has been created, you can invite students. Click the **Invite** button to generate an invitation key.



The invitation key is a unique code that allows students to join your class and play the games you have assigned.

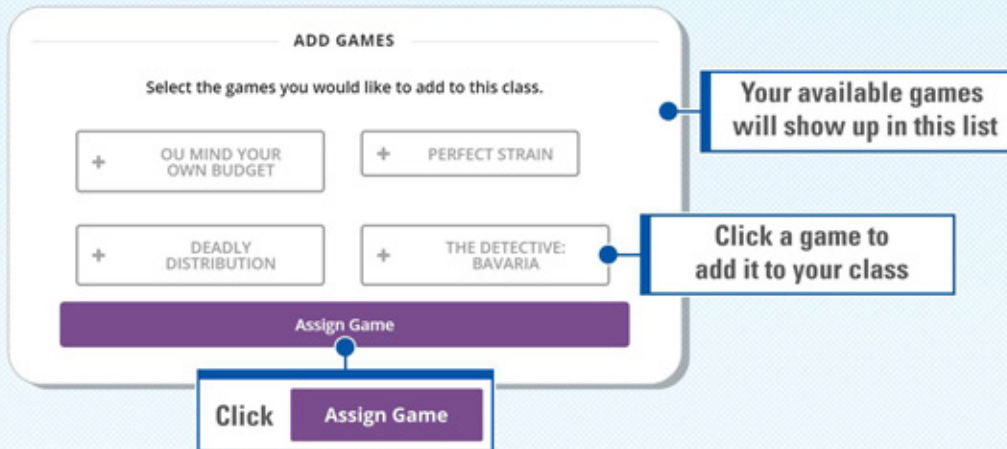
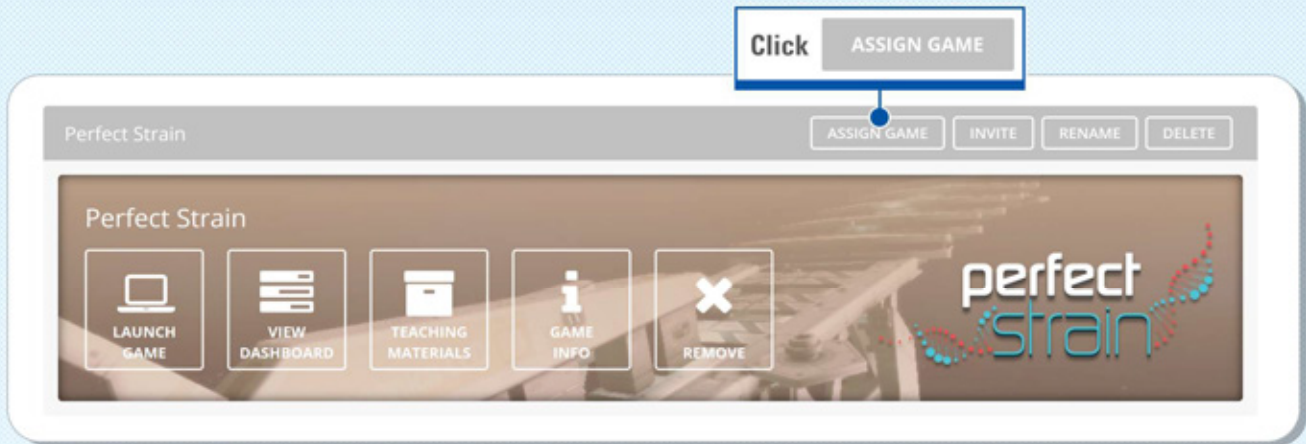


Give this code to your students by writing it on the board, copying it into an email, or posting it to your LMS.

Read the "Student Sign-Up" section if you have students without K20 Game Portal accounts. Students need a K20 Game Portal account to use the invitation key. Sign-up instructions for new student users can be found on page 6 of this document, and existing K20 Game Portal users should follow the instructions on page 7.

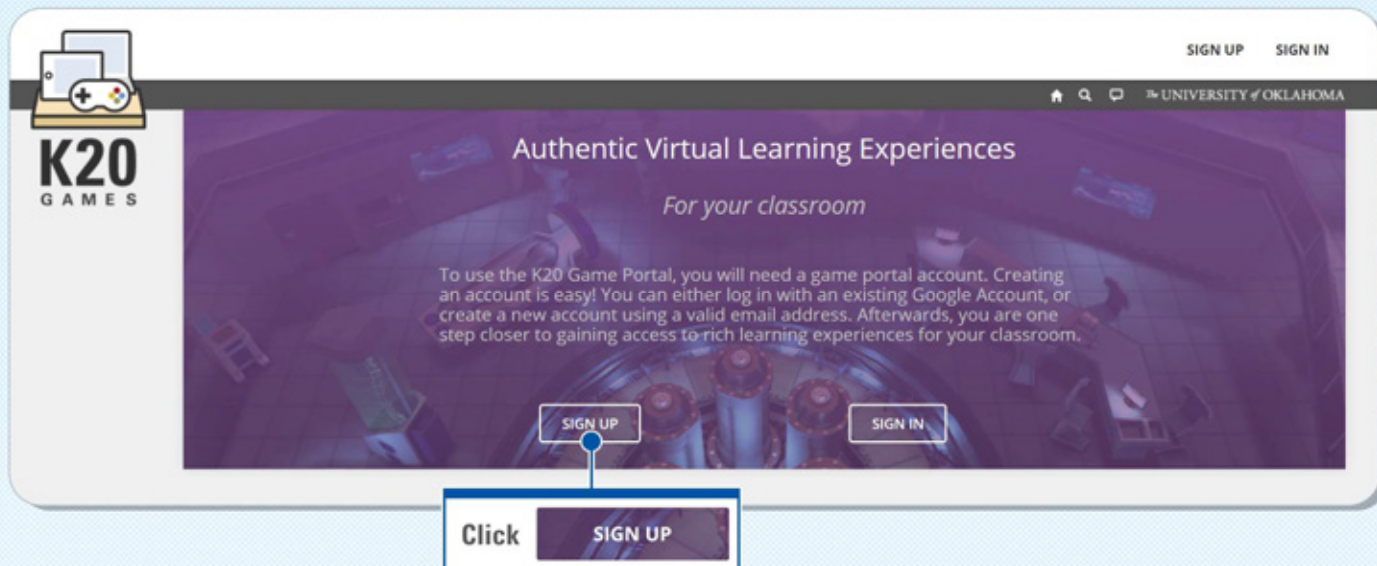
## Adding New Games to an Existing Class

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.

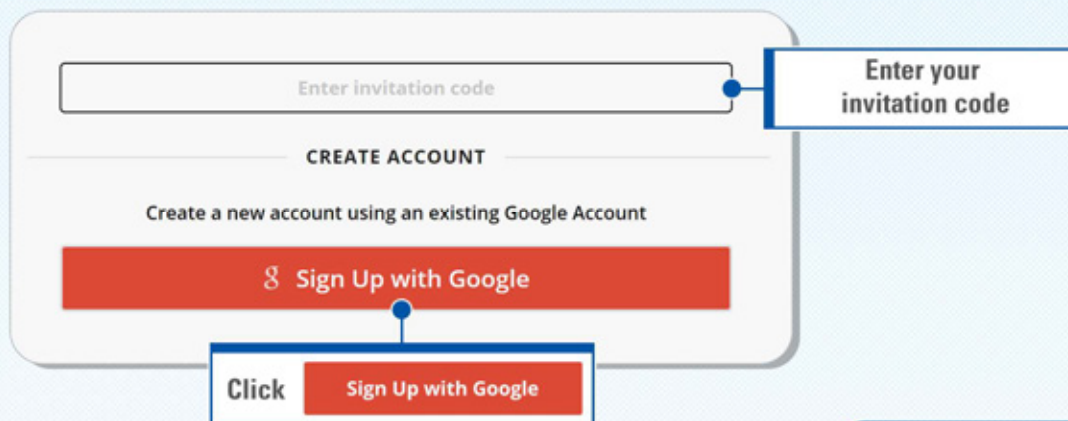


## Student Sign-Up

If your students don't already have Game Portal accounts, have them go to [gameportal.k20center.ou.edu](http://gameportal.k20center.ou.edu) and click the **Sign Up** button.



Students will enter the invitation key you provided in the indicated field. Doing so adds them to your class.



As with teacher accounts, we highly recommend students use the **Sign Up with Google** button.

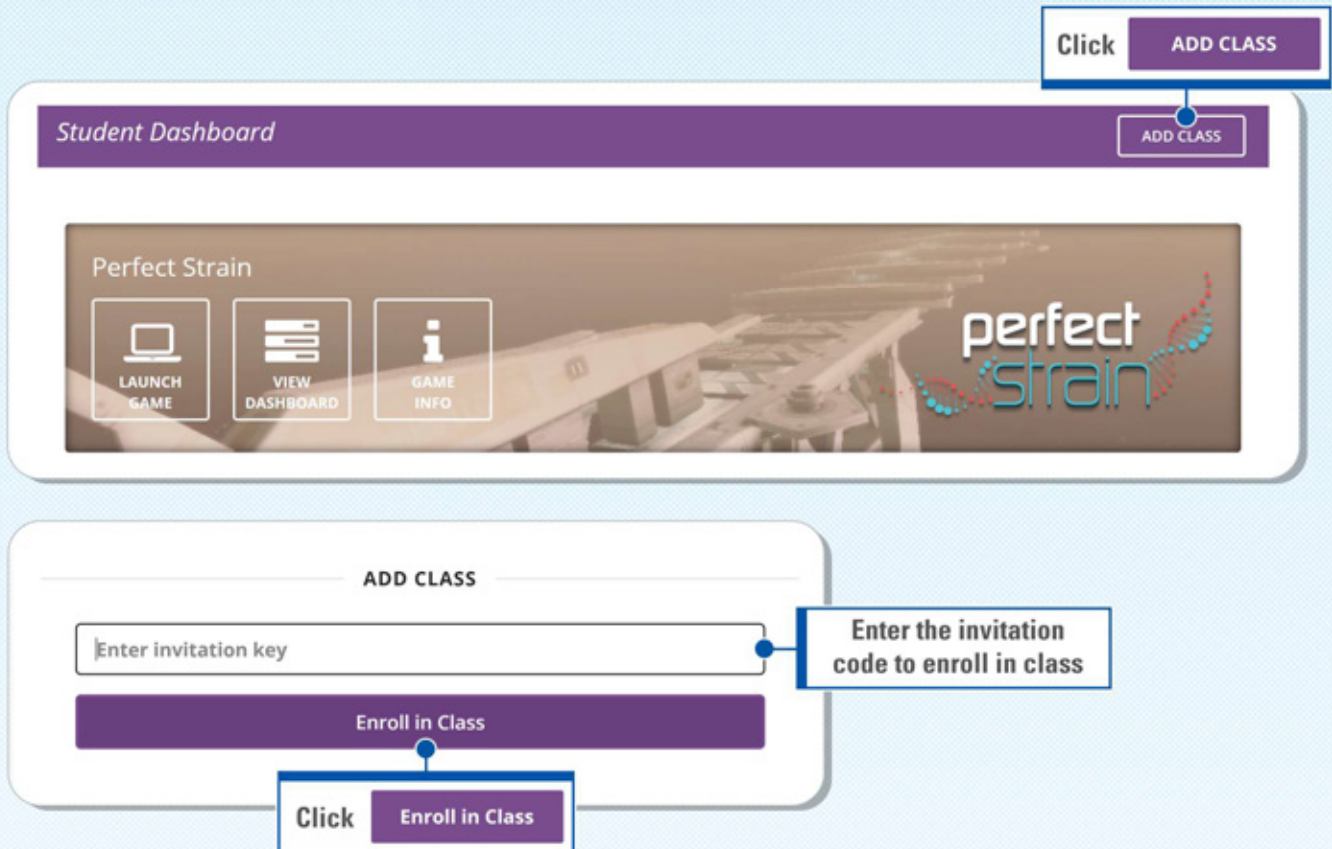
If you are using Chromebooks in your class, make sure students are logged in to their own accounts on the Chromebook and that they sign up with the same email they use to sign into the Chromebook.





## Existing Game Portal Users

Students who have an existing Game Portal account can log in, click the **Add Class** button, and enter the invitation key. This will add them to the new class.



Having an account and entering the invitation key unlocks all of the games for your class.

## Monitoring Student Progress

Student progress can be monitored on each game's Dashboard.

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, along with details about which levels they have completed and how long it took them to finish each level.

Click

VIEW DASHBOARD

The Detective: Bavaria

LAUNCH GAME

VIEW DASHBOARD

TEACHING MATERIALS

GAME INFO

REMOVE

	Mission 1	Mission 2	Mission 3	Mission 4	
Student's Name	✔ 12:06	✔ 10:34	⚡ 3:23	✘ 0:00	2/4
Student's Name	⚡ 12:32	✘ 0:00	✘ 0:00	✘ 0:00	0/4
Student's Name	✘ 0:00	✘ 0:00	✘ 0:00	✘ 0:00	0/4
	1/3	1/3	0/3	0/3	

✔ - Completed

⚡ - In Progress

✘ - Not Started

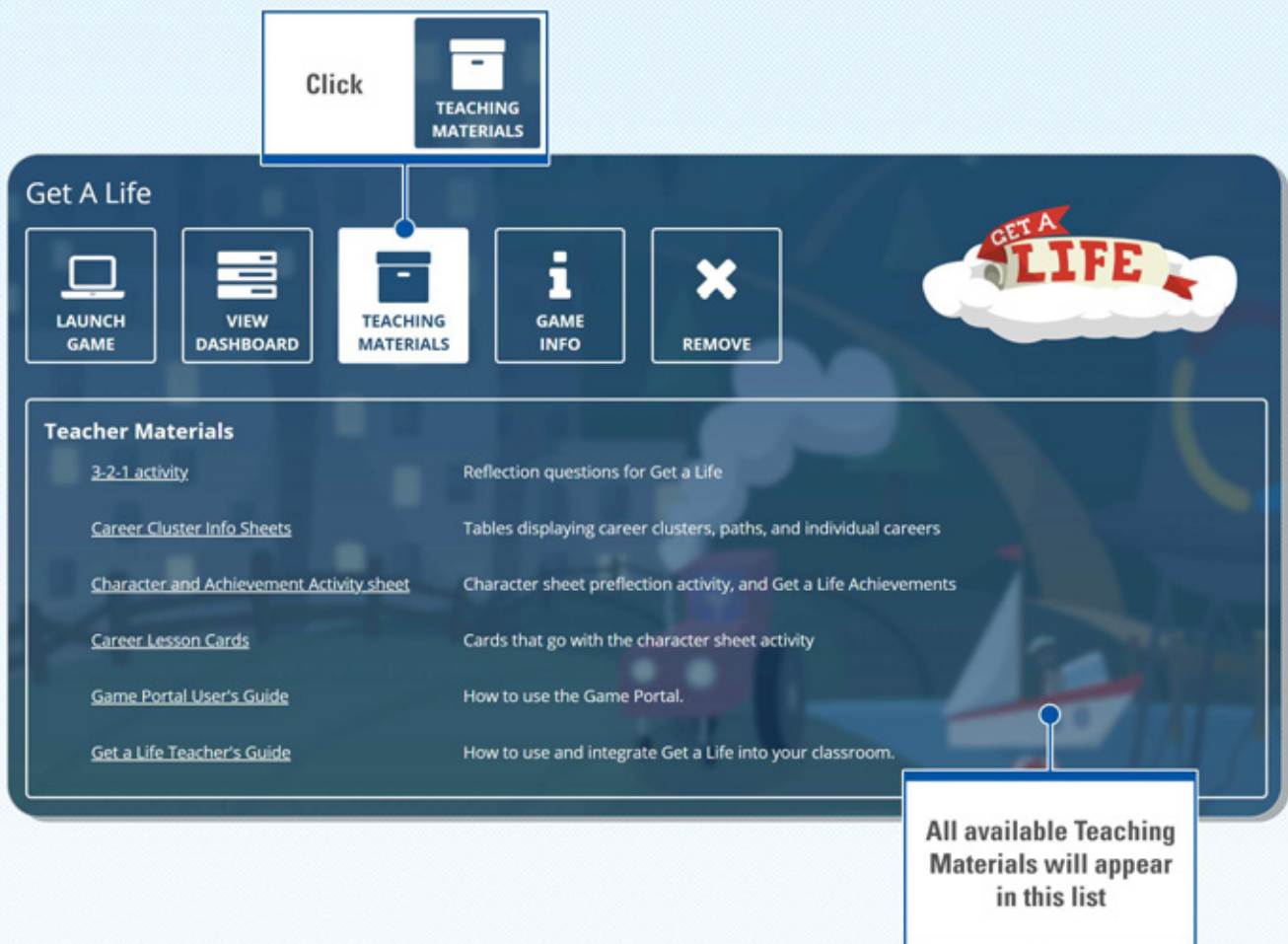
For select GBL games, you can click on a student's name to access a personalized certificate of completion. Currently, this feature is only available for *Mind Your Own Budget*, *The Detective: Verona*, and *The Detective: Bavaria*.

To access your account, go to [gameportal.k20center.ou.edu](http://gameportal.k20center.ou.edu)

## Supplemental Teaching Materials

Supplemental educational materials are provided for each game on the K20 Game Portal. These range from teacher's guides that explain each game's interface and learning objectives to complete classroom curricula designed for use with the games.

To find these resources, open a class and select a game. 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.



The screenshot shows the 'Get A Life' game interface. At the top, there are five buttons: 'LAUNCH GAME', 'VIEW DASHBOARD', 'TEACHING MATERIALS', 'GAME INFO', and 'REMOVE'. A callout box labeled 'Click' points to the 'TEACHING MATERIALS' button. Below the buttons is a 'Teacher Materials' list with the following items:

Material Name	Description
<a href="#">3-2-1 activity</a>	Reflection questions for Get a Life
<a href="#">Career Cluster Info Sheets</a>	Tables displaying career clusters, paths, and individual careers
<a href="#">Character and Achievement Activity sheet</a>	Character sheet reflection activity, and Get a Life Achievements
<a href="#">Career Lesson Cards</a>	Cards that go with the character sheet activity
<a href="#">Game Portal User's Guide</a>	How to use the Game Portal.
<a href="#">Get a Life Teacher's Guide</a>	How to use and integrate Get a Life into your classroom.

A callout box at the bottom right of the screenshot states: 'All available Teaching Materials will appear in this list'.

## Frequently Asked Questions

### Q: Can my student play GBL games from home?

**A:** Yes, your students can log in to their Game Portal account from any computer that has an Internet connection. All GBL games save student progress periodically, allowing them to resume where they left off.

### Q: What if my student loses their password?

**A:** We highly recommend your students use the **Sign Up with Google** button. If they have done so, they'll be able to recover their password through Google. Most school email addresses are compatible with this feature. Due to security concerns, if your student did not use the **Sign Up with Google** button, we will not be able to recover their lost password. In this case, your student will need to create a new account and restart all of their games.

### Q: What if my student is playing a GBL game in another class?

**A:** If a student is playing different GBL games in separate classes, there is no issue. Each teacher will see the student's progress in their own classroom on the Game Portal. However, if two teachers assign the same game in two different classes, the student's progress will only appear in the last class that they joined.

### Q: My student said the game didn't save their progress. What should I do?

**A:** Many GBL games only record that a student completed a level/mission if the student's playthrough was successful. If the student failed that section of the game, they'll need to retry. In most cases, we recommend that you have the student retry a level/mission. If you can observe the student completing the mission successfully and the dashboard does not update, please **contact Support**.

### Q: Can I give my student the same code I used to create my teacher account?

**A:** No. Teacher and student accounts are formatted differently. Do not give your students the same code you used to sign up. Instead, follow the procedures at the beginning of this document to create a class and invite students.

## Frequently Asked Questions

### **Q: Are my students' data secure?**

**A:** Yes. The K20 Center is fully HIPPA compliant. All student data is stored on our secure servers and can only be accessed directly by the student's teacher. The K20 Center does collect some de-identified data about gameplay. This data is used to improve our products and to report game usage to our funders.

### **Q: Are the games accessible?**

**A:** All GBL games can be played without sound. We make efforts to ensure that all content in the games is written at or below the reading level of the intended audience. We make efforts to ensure that our games are color-blind accessible. Most GBL games do require reading, and only select games offer read aloud content. For further questions about accessibility, please contact us.

## Support

K20 GBL games are supported on the Chrome and Firefox browsers and on most Apple, Windows, and ChromeOS computers with an Internet connection.

For technical issues, please visit: [k20center.ou.edu/gamesupport](http://k20center.ou.edu/gamesupport).

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iPad versions of most GBL games can be found in the iOS App Store; however, these versions do not have access to classroom management features. If you are interested in using GBL games on iPad, look for them in the iTunes store.

