

GAME PORTAL GUIDE



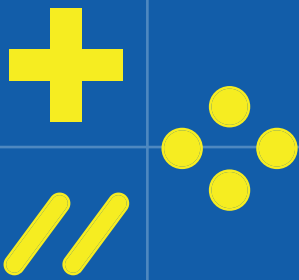


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SIGNING UP

To begin, go to games.k20center.ou.edu and select the “Sign In” button.

You can sign in with Google or create an account with a non-Google email address.

Signing In With Google

1. Select the “Sign in with Google” button.
2. If you are already signed in with your Google account, your Google email address should be listed. If not, Google will prompt you to enter your login information. Be sure to use your school email address.
3. Select “Teacher” from the dropdown menu. When your students sign up, they will follow the same process but will need to select “Student” instead.
4. Notice that the fields change after you select “Teacher.”
5. Enter the name of your school or organization. Be sure to select the right name when it appears among the organizations listed. If you can’t find your school or organization, select “My Organization Isn’t Listed...” and enter your organization’s information. When adding a new organization, please use the full, official name of your organization. Also provide the full names of the country, state, and city where your organization is located. Select “Submit” to return to the main form.
6. Select “Create Account” to create your account.

Figure 1



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Signing In With Email

1. Select "Sign In With An Email."
2. If this is your first time signing in, select "Create Account."
3. Select "Teacher" from the dropdown menu. When your students sign up, they will follow the same process but will need to select "Student" instead.
4. Notice that the fields change after you select "Teacher."
5. Enter the name of your school or organization. Be sure to select the right name when it appears among the organizations listed. If you can't find your school or organization, select "My Organization Isn't Listed..." and enter your organization's information. When adding a new organization, please use the full, official name of your organization. Also provide the full names of the country, state, and city where your organization is located. Select "Submit" to return to the main form.
6. Enter your first and last names.
7. Enter and confirm your email address, and then create and confirm a password.
8. Select "Create Account" to create your account.

The screenshot shows a 'Create Account' window with a close button (X) in the top right corner. The title 'Create Account' is centered at the top. Below it, the subtitle 'Create A K20 Account' is displayed. The form contains the following fields and options:

- 'Are you a student or a teacher?' dropdown menu with 'Teacher' selected.
- 'Select Organization' text input field with placeholder text 'Select Organization...'.
- 'First Name' text input field with placeholder text 'Enter your first name'.
- 'Last Name' text input field with placeholder text 'Enter your last name'.
- 'Email' text input field with placeholder text 'Enter your email'.
- 'Confirm Email' text input field with placeholder text 'Confirm your email'.
- 'Password' text input field with placeholder text 'Enter your password'.
- 'Confirm Password' text input field with placeholder text 'Confirm your password'.
- 'Create Account' button at the bottom.
- Link at the bottom: 'Already have an account? Sign in'.

Figure 2



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Student Sign-Up

Students will need to create Game Portal accounts using either of the methods described on page 3. Make sure they select “Student” in the sign-up form. Students will not be prompted to enter school information. Instead, they’ll be asked for an “invitation code.” You can generate an invitation code or link once you’ve created a class. This process is described on page 12.

Create Account

Create A K20 Account

Are you a student or a teacher?

Student

Class Code

Enter a class code

First Name

Enter your first name

Last Name

Enter your last name

Email

Enter your email

Confirm Email

Confirm your email

Password

Enter your password

Confirm Password

Confirm your password

Create Account

Already have an account? Sign in

Figure 3



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NAVIGATING THE GAME PORTAL

Once you've signed in, you'll find the Game Portal navigation pane on the left. As a teacher, you should see the following:

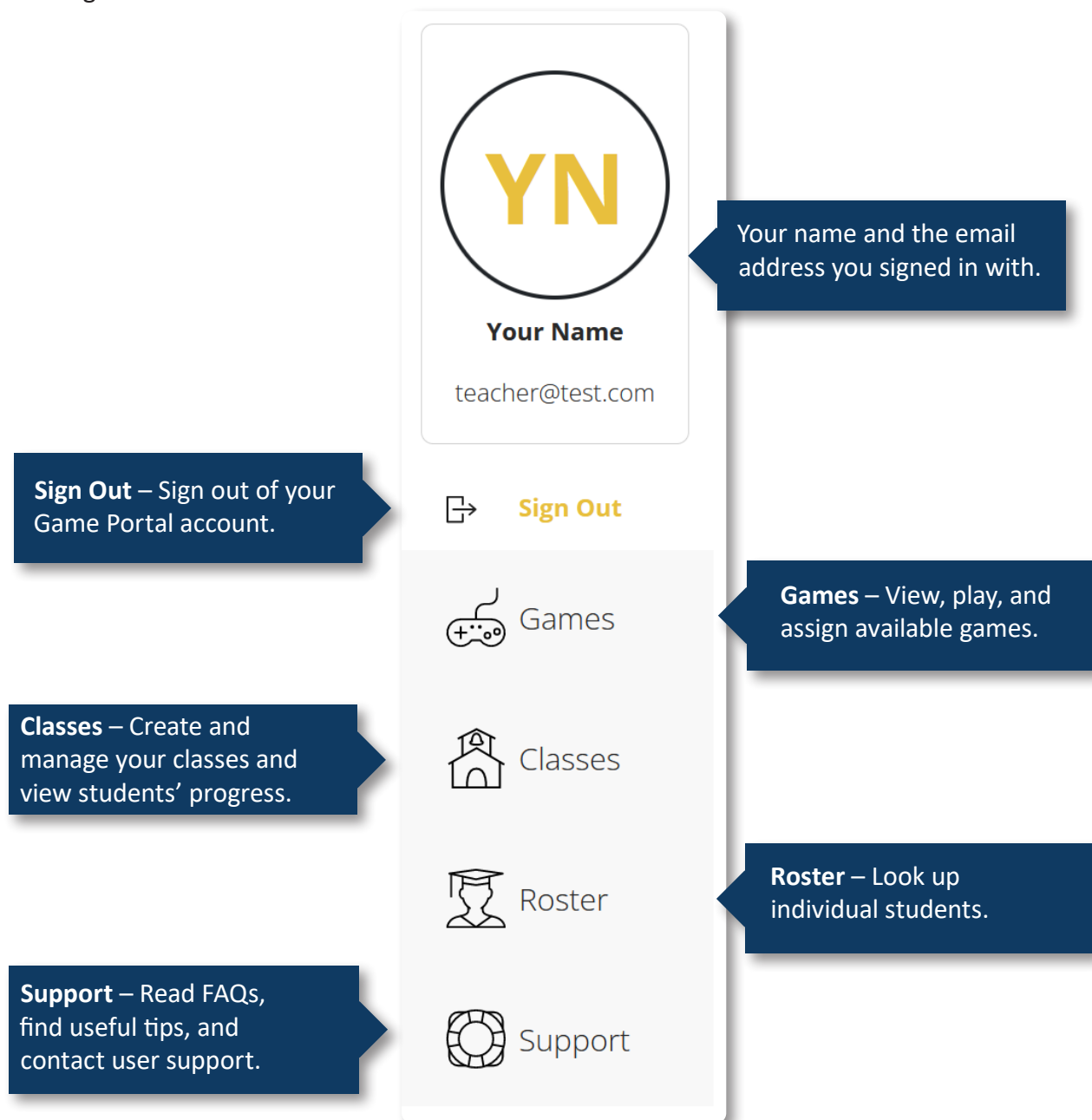


Figure 4

Figure 4



If you see different or fewer options, you might've created a student account by mistake. Contact user support to correct this issue.



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GAMES

The “Games” page provides information about available and upcoming K20 games. From here, you can play the games yourself and assign games to classes you have previously created.

Game-Based Learning



 Games



Mind Your Own Budget

Mind Your Own Budget provides a fun hands-on way for students to build financial literacy. Through the game, students will encounter everyday financial tasks such as making and keeping a budget, paying recurring and emergency expenses, and managing financial accounts while experiencing life from a college student all the way to retirement.

[Play](#)



Get A Life

Students are in charge as they help their character “get a life” in this 10-15 minute, narrative-driven college and career readiness game. Get A Life is a playful way for students to learn about the cost of college, the education requirements of careers, how education can affect income, and how to deal with debt and other setbacks.

[Play](#)



AWARE

AWARE is an educational game where students learn about weather awareness, STEM careers, and emergency management. AWARE is designed for high school students and aligned with national standards.

[Play](#)



Deadly Distribution

Deadly Distribution covers the central limit theorem and related concepts with an emphasis on the tradeoffs required by statistical sampling and the need to balance sample size, variance, and cost. Only



Perfect Strain

Perfect Strain teaches concepts of evolution and natural selection through the lens of artificial selection. A rich system of lessons and feedback help students understand how the actions they take in



Functions of the Machine

Functions of the Machine builds covariational, proportional, and graphical reasoning through dynamic visualizations and adaptive feedback. Each machine is a puzzle and each puzzle is more difficult

Figure 5



GAME PORTAL GUIDE



CLASSES

You'll spend most of your time on the "Classes" page. Here, you can create and manage classes, view students' progress, and access certificates (for Mind Your Own Budget only¹).



We recommend creating a new class for every period and for every semester or year. This will make it easier for you to track your students' progress through the games.

To help you stay organized, you can archive old classes, which removes them from your main "Classes" view.

Creating Your First Class

To create a class, select the "Create Class" button in the upper-right corner of the screen (Figure 7).

Next, create a name for your class. This can be anything that helps you organize your students (Figure 6).

You also need to provide the grade level and school your class belongs to.

Finally, choose the games you want to assign to this class. Simply select the games you want to assign, and then select "Save."

Create Class

Class Name
My Class

Grade Level
College/University

School
The University of Oklahoma (OU)

Save

Figure 6

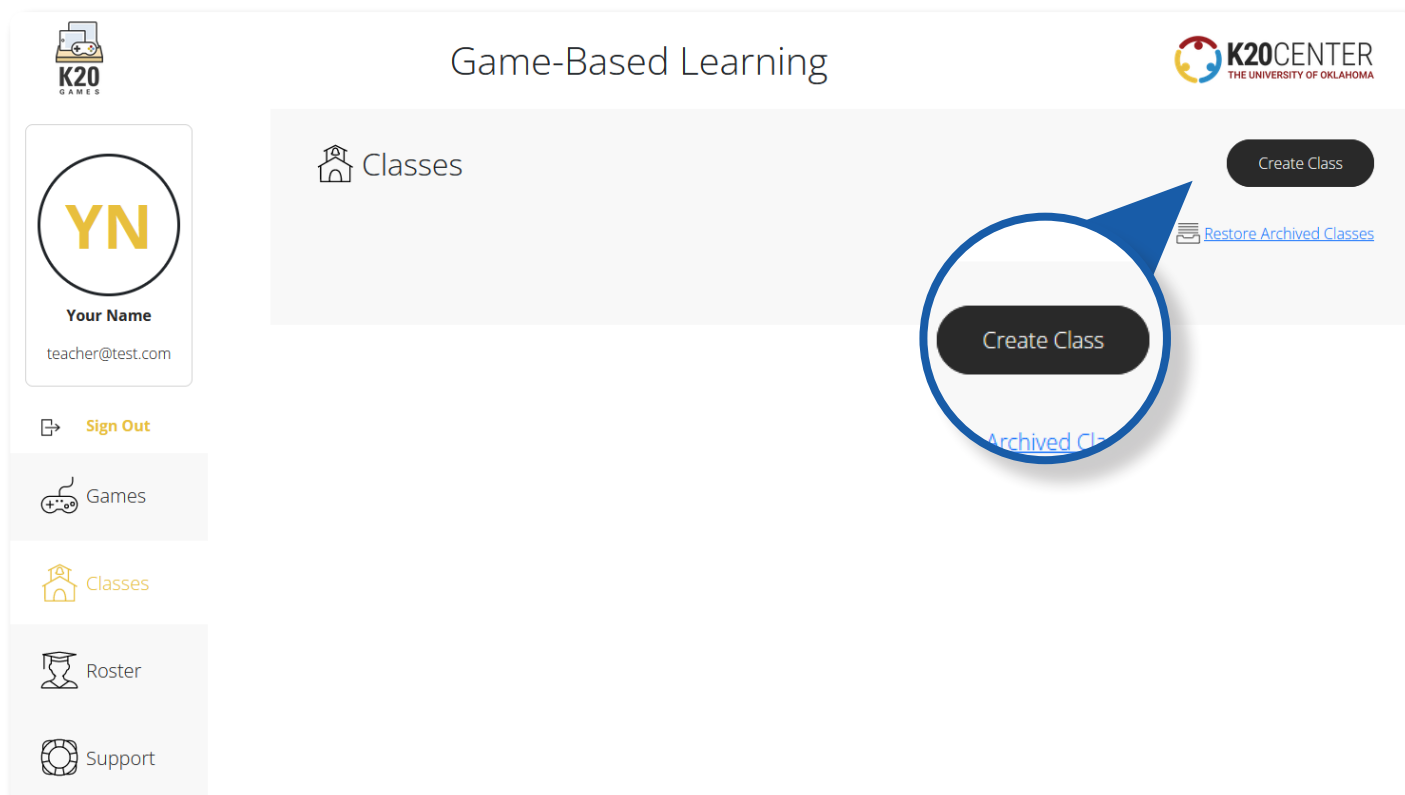


Figure 7



GAME PORTAL GUIDE



Assign Games to Class

Available Games

AWARE
Weather Awareness

Deadly Distribution
Statistics

Perfect Strain
Biology

Functions of the Machine
College Algebra

Potions!
Statistical Hypothesis Testing

Paper Trail
Business Ethics

Assigned Games

Mind Your Own Budget
Financial Literacy

Get A Life
College and Career Awareness

Save

Figure 8

¹ The certificate provided with MYOB complies with the Oklahoma State Department of Education's Passport to Financial Literacy standards. The certificate may not be recognized in other regions.





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Managing Your Class

Once you've created your first class, a new bar with your class's name will appear on the "Classes" screen. To view your new class, select the arrow to the left of your class's name (Figure 9).



Figure 9



Most games are accompanied by authentic lessons created by the K20 Center's team of professional instructional designers and curriculum developers. These lessons are standards-aligned and designed to incorporate K20 games directly into the curriculum. You can find these lessons and other resources by selecting the "Resources" button.

1. **Class Name** – The name you created for your class.
2. **Game Icon and Name** – The game you assigned to your class.
3. **Launch Game** – Allows you to play through the game yourself. The game will launch in a new browser tab.
4. **Dashboard** – Allows you to view students' progress.
5. **Resources** – Links to lessons, handouts, videos, and other related learning materials.
6. **Edit This Class** – Allows you to rename the class and view its details.
7. **Assign Games** – Allows you to assign and unassign games to this class.
8. **Invite Students to This Class** – Provides an invitation link and an invitation code. You can use either option to invite students to your class.
9. **Archive This Class** – Removes the class from your "Classes" view. Archived classes can be restored through the "Restore Archived Classes" link at the bottom of the page.

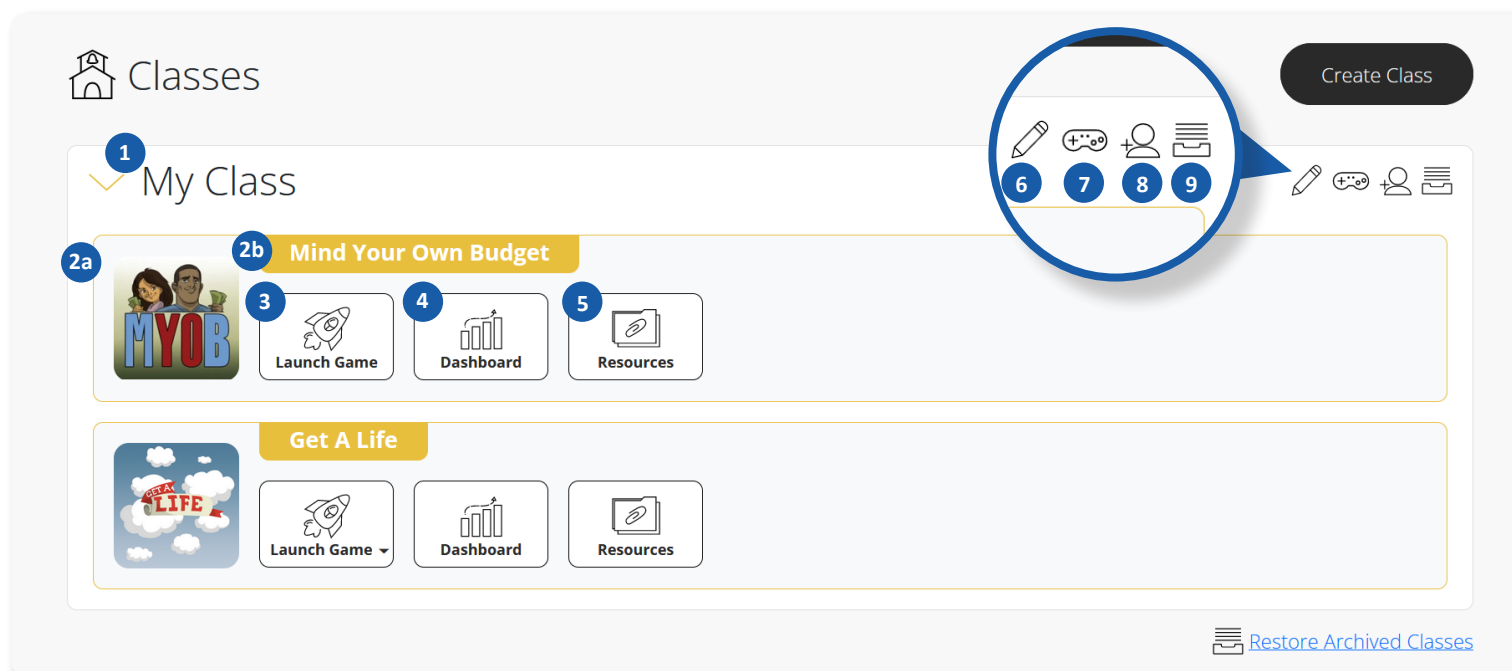


Figure 10



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Tracking Student Progress

The Dashboard provides you with an accurate account of your students' progress through an assigned game.



If one of your students has played a K20 game in a previous class, their progress in that game will be carried over to your class as well.

10. **Student Name** – Your student's name.
11. **Time in Mission/Scenario** – The number of hours and minutes the student has spent playing this specific part of the game. *Note: If the student leaves the game open in their browser, their time in scenario will continue to accrue.*
12. **Scenario Name** – The specific name associated with the level, scenario, or mission of the game.
13. **Not Started** – Indicates the student has not yet started the scenario.
14. **In Progress** – Indicates the student has begun the scenario but has not yet completed it successfully. In some games, it is possible for students to fail scenarios. A failed scenario will be labeled "In Progress" until the student successfully completes it on a future attempt.
15. **Completed** – Indicates the student has successfully completed the scenario.
16. **Download CSV** – Allows you to download your class's current progress in CSV format. CSV files can be opened in Microsoft Excel, Google Sheets, OpenOffice, and various other programs.
17. **Download Certificate** – Allows you to download certificates for your entire class in PDF format. Please note only select games offer a certificate of completion.

Classes Create Class

My Class ✎ ⚙️ 👤 📄

Mind Your Own Budget

Launch Game Dashboard Resources

16 Download CSV 17 Download Certificate

10	Name	Simple Saver	11 College Coed	College Grad	Credit Crunch	Freelancing Fu	15 Some Sweet	14 Private Practice	Money Mogul	Fresh Start	Retirement
	Juliet Capulet	Completed ✓ 27m	Completed ✓ 31m	Completed ✓ 34m	Completed ✓ 37m	Completed ✓ 36m	Completed ✓ 57m	13 In Progress ⚡ 22m	Not Played ⚡ 0m	Not Played ⚡ 0m	Not Played ⚡ 0m
	Romeo Montague	Completed ✓ 32m	Completed ✓ 36m	Completed ✓ 36m	Completed ✓ 41m	Completed ✓ 47m	In Progress ⚡ 24m	Not Played ⚡ 0m	Not Played ⚡ 0m	Not Played ⚡ 0m	Not Played ⚡ 0m

Restore Archived Classes

Figure 11



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Inviting Students to Your Class

To invite students to a class you have created, select the “Invite students to this class” button.

This screen provides you with an invitation link and an invitation code that you can share with students. You can copy and paste the link or code to another online platform where students can access it, or you can write the code on the board in your classroom.

Invitation Link

The invitation link will take students directly to your class on the Game Portal.

If a student has not yet created a Game Portal account, they’ll be prompted to do so. Once they’ve created an account, they’ll be added to your class automatically.

If a student already has an account, they’ll simply be added to your class.

The screenshot shows a 'Class Invitation' window. It has a title bar with a close button. Below the title is a horizontal line. The main content area starts with the text 'Invite students or a class collaborator?' followed by a dropdown menu currently showing 'Students'. Below this is a section for 'Invitation Link' with a text input field containing 'https://games.k20center.ou.edu/login/CLSSCODE' and a 'Copy' button. The next section is for 'Invitation Code' with a text input field containing 'CLSSCODE' and another 'Copy' button.

Figure 12

Invitation Code

If you prefer, you can give students an invitation code. When a student creates a new Game Portal account (unless you provide them with a link as described above), they’ll be prompted to enter an invitation code. If they enter the code you provide, they’ll be added directly to your class.

If a student has an existing Game Portal account, they’ll be able to join your class by selecting the “Join Class” button and then entering the code you provide.

The screenshot shows the 'Game-Based Learning' student interface. On the left is a sidebar with a K20 GAMES logo, a student profile card (SN, Student Name, student@test.com), and buttons for 'Sign Out', 'Assignments', and 'Support'. The main content area has a 'My Assignments' section. On the right side of the main area, there is a 'Join Class' button. A blue circular callout with a speech bubble points to this button, containing the text 'Join Class'.

Figure 13



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ROSTER

The “Roster” page allows you to manage students across all your classes. Here, you can search for students by name, class, email, or date they created their account.

This page can be useful if a student forgets what email address they used to create their account. It also can help you identify any students who have not properly joined your classes.

Game-Based Learning

K20 GAMES

K20CENTER
THE UNIVERSITY OF OKLAHOMA

Roster

Students

Name	Classes	Email	Created
Romeo Montague	My Class	romeo@gmail.com	6/29/2023
Juliet Capulet	My Class	juliet@test.com	7/6/2023
Johnny Appleseed	My Class	johnny@test.com	7/6/2023

Figure 14



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SUPPORT

The “Support” page provides information about common issues related to the K20 Game Portal and K20 games. Here, you’ll find answers to frequently asked questions, video training, and a link to download this user’s guide.

Contacting Support

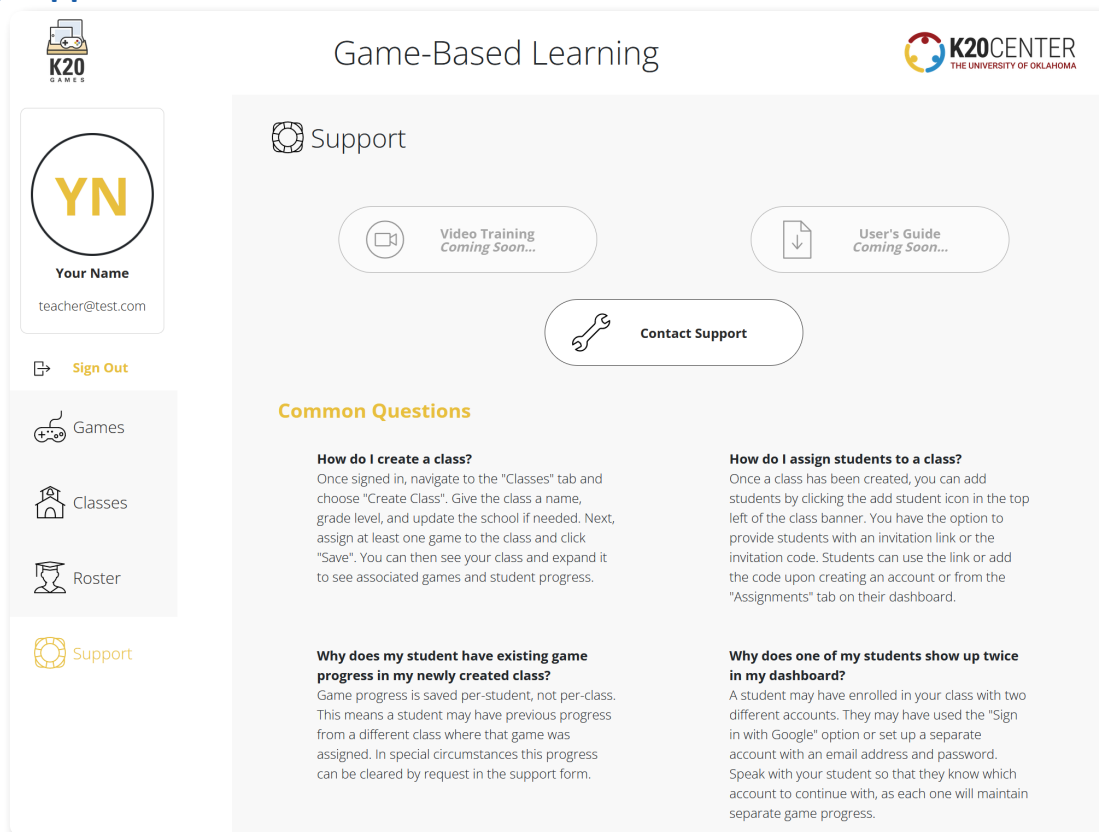


Figure 15

If you cannot find a solution to an issue, please don’t hesitate to contact user support. To do so, select the “Contact Support” button.

When contacting support, be sure to provide as detailed an account of the issue as possible. This will help us to address your issue in a timely manner. To the best of your knowledge, describe the device on which the issue occurred in all fields of the form.

In most cases, you’ll receive a reply to support requests within 1 business day.

Contact Support

Name:

Email:

Which Web Browser are you using?

Which Operating System are you using?

What game/product are you experiencing issues with?

Please describe the issue you are experiencing in as much detail as possible.

Figure 16