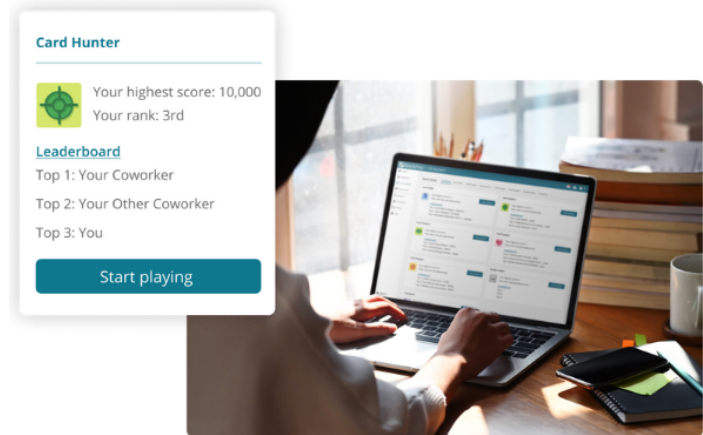


## Game Center

The [Game Center](#) is a section in the learner platform where users can demonstrate their knowledge as well as acquire further knowledge.

- Our platform offers 7 games that enhance memory retention and encourage users to spend more time studying.
- Five of the Seven Games are Core (system standard), while the other two you will need to [submit a ticket](#) to our support team to enable.
- **Core Games include:** Card Picker, Card Hunter I, Card Hunter II, Card Coupler, Card Sweeper, **Additional Games:** Crossword, and Sudden Death.
- Six of these games are based exclusively on flashcard content, and one uses practice questions (Sudden Death). You can match flashcard terms to the correct definition and earn a high score compared to all other users in the course. We recommend that you have 20 or more flashcards in your course so that the games remain fresh, exciting, and randomized (the Card Picker game requires 20 flashcards minimum).

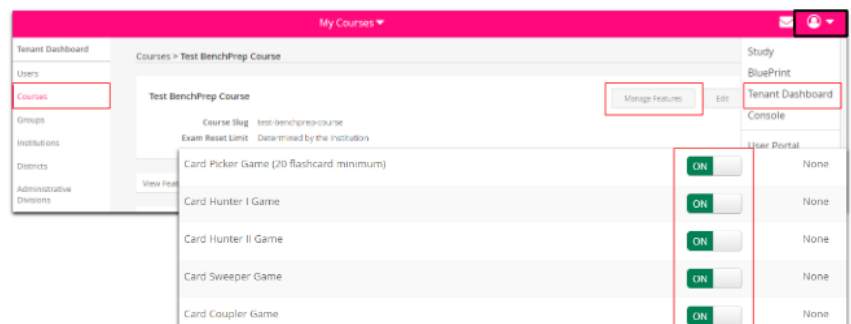


<b>Card Picker</b> Your highest score: 0 Your rank: Not yet determined <b>Leaderboard</b> Top 1: Allison I - 28571 Top 2: Abubakr - 17152 Top 3: Meghan I - 1321	<b>Card Hunter I</b> Your highest score: 0 Your rank: Not yet determined <b>Leaderboard</b> Top 1: Allison - 1005 Top 2: Bec - 806 Top 3: Jonathan I - 756
<b>Card Hunter II</b> Your highest score: 0 Your rank: Not yet determined <b>Leaderboard</b> Top 1: Allison - 1875 Top 2: Rhys - 1851 Top 3: Chris - 0	<b>Card Coupler</b> Your highest score: 0 Your rank: Not yet determined <b>Leaderboard</b> Top 1: Allison - 1545 Top 2: Paul - 816 Top 3: Bec V - 736

## Turning Games in the Game Center On/Off

By default, games in the Game Center are turned on. However, all games can be turned off at the course level from Feature Access (course settings) within the Tenant Dashboard. To do so:

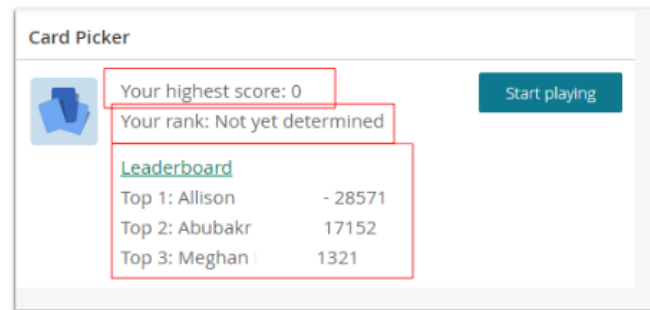
1. Log into your **BenchPrep Account**
2. Click the **Menu Option** on the **Upper Right Side**
3. Click **Tenant Dashboard**
4. Click **Courses**
5. Click on the **Name of the Desired Course**
6. Click **Manage Features**
7. **Scroll to the bottom** where you will find **Game Center Courses**



8. Use the **Toggle to turn the feature ON/OFF**

### Game Center Overview

Each game provides the following information on the Game Center Dashboard within the learner platform:



Section	Learner Experience	Requirements	How To Configure
<b>Your Highest Score</b>	This displays the highest score achieved by the user while playing the individual game.	The Game Center section must be in use.	Turned on by default. No additional configuration needed.
<b>Your Rank</b>	<ul style="list-style-type: none"> <li>This displays the user's rank compared to all other users of the course.</li> <li>When the user is in the Top 10 ranking, they will appear within the Leaderboard page, linked above the Top 3 ranking.</li> </ul>	The Game Center section must be in use.	Configurable via Console.  Console > Learning > Courses > Click desired course name > Configuration > <b>Game Center Leaderboard</b> > Use toggle to turn On/Off
<b>Top 3 Leaderboard</b>	<ul style="list-style-type: none"> <li>In the Game Center, users will see the three highest scores on each game.</li> <li>They also have the option to click through to a complete leaderboard.</li> </ul>	The Game Center section must be in use. The course should have at least one flashcard or practice question.	Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found <a href="#">here</a> .
<b>Start Playing</b>	<ul style="list-style-type: none"> <li>This will take a user to the game's instructions page, where they can decide the difficulty level and flashcard or question category.</li> </ul>	The Game Center section must be in use.	Turned on by default. No additional configuration needed.

	<ul style="list-style-type: none"> <li>The user can also select the game they want to play using the Game Center header.</li> </ul>		
<b>Allow users to earn and view Achievements</b>	<ul style="list-style-type: none"> <li>The user will "unlock" specific badges called "Achievements" as they perform certain actions in the course (answering a question correctly in less than ten seconds, making a bookmark, playing a specific game, etc.).</li> <li>Achievements are not intended to replace the Study Plan as a method for the learner to measure learner progress. They are simply meant to provide the user with in-app rewards and motivation.</li> </ul>	Achievements cannot be turned off individually in courses and cannot be customized.	Configurable via Console.  Console > Learning > Courses > Click desired course name > Configuration > <b>Allow users to earn and view Achievements</b> > Use toggle to turn On/Off
To learn more about feature access settings, click <a href="#">here</a> .			