

# Configuring the Game Center

#### **Crossword Puzzle**

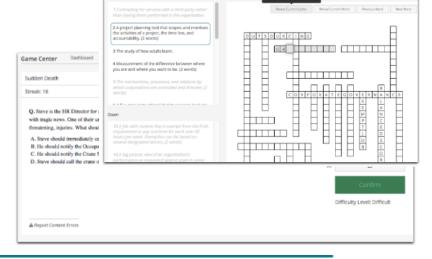
- **Objective:** Complete the crossword using the clues provided for each word.
- **Points:** A user earns points by speed of completing the crossword, accuracy, difficulty and number of hints used.
- Settings: There are 2 difficulty levels. Easy Mode automatically highlights incorrect letters in red.



Learner Experience	Requirements	How To Configure
• Users may access a	The Game Center section must	At the current time, crossword
crossword puzzle generator in the Game	be in use.	puzzles cannot be turned on
Center.	The course must have at least	via your tenant.
	20 flashcards that have a front	Once you have at least 20
• This game uses the	side (i.e. the term defined) with	flashcards that have a front
course's flashcards to	two words or less.	side (i.e. the term defined) with
generate a unique		two words or less, kindly
crossword puzzle using the		submit a ticket to our support
back of the flashcards as		team who will gladly assist you
clues and the front of the		with turning this game on in
flashcards as the words in	Game Fantar Dishboard Car	Vour learning platform.
the puzzle.	Grassword	

### Sudden Death

- **Objective:** Answer as many consecutive practice questions correctly as possible. The game ends when the user answers a question incorrectly.
- **Points:** Points are earned based on their win streak length.
- Settings: A user chooses both the category and subcategory of practice questions, depending



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on how narrowly they want to focus. A user cannot determine the difficulty level of questions, but if the course offers such, the difficulty level of each practice question will appear next to the right of any question.

Learner Experience	Requirements	How To Configure
• Learners can access "Sudden Death" in the Game Center.	The course must have at least one practice question, and we recommend not turning it on via feature access unless there are	At the current time, the sudden death game cannot be turned on via your tenant.
• The game ends when the learner answers a question	20 or more practice questions.	Once you have at least 20 or
<ul> <li>A user has one life; hence the name Sudden Death. After a user answers a</li> </ul>	Sudden Deatl suitable for co response que questions neo multiple choi	Course Access
question incorrectly, the "Confirm" button becomes "See Score" and will direct the end user to a summary page.	where you can find and add who has access to editing your course in BluePrint	tracks all course builds, imports as well as content creation, updates, and deletions shows you when these activities are successful, in progress, or have failed provides links to compare versions of content under "Activity"

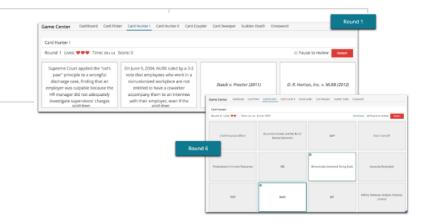
### Card Picker Game

- **Objective:** Correctly match Side 1 of the flashcard with Side 2. Each round, a different term from Side 1 appears with 6 possible matches below. The user chooses a Side 2 from these 6 possible matches.
- **Points:** They will earn points for successful pairings and speed of answering.
- Settings: A user does not set a level of difficulty for this game, just a category of flashcards.

Learner Experience	Requirements	How To Configure
• Users may access the game "Card Picker" in the Game Center.	The course must have at least 20 flashcards.	• Enabled within each course in Tenant Dashboard.
• This game shows users the front of one flashcard - they must identify the back		• Configurable by Tenant Admins from



of that flashcard from a pool of options.



#### Card Hunter I

**Objective:** Match one pair of related cards each round.

Points: A user earns points for successful pairings and speed of answering.

**Settings:** A user does not set a level of difficulty for this game, just a category of flashcards. The system tracks the total time it takes to complete a game.

Learner Experience	Requirements	How To Configure
<ul> <li>Users may access the game "Card Hunter I" in the Game Center.</li> <li>In round 1, the game presents 4 cards: 2 definitions and 2 terms.</li> <li>Only 1 pair will match; the other 2 are random. To score and move on to the next round, the user must match the proper cards.</li> <li>If they fail, they will lose a life and restart the round with 4 cards.</li> <li>Two additional cards are added after each round a user completes successfully with a maximum of 14 total cards per game.</li> </ul>	The course must have at least 20 flashcards.	<ul> <li>Enabled within each course in Tenant Dashboard.</li> <li>Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found here.</li> </ul>



## Card Hunter II

**Objective:** Like Card Hunter I, you must match one pair of related terms.

**Points**: A user scores based on accuracy, speed of answering and level of difficulty. If the user fails to match the cards, they will lose a life.

Same Center Dashboard Card Pice	ker Card Hunter I Ca	and Hunter II Card Coupler Card S	iweeper Sudden Death Crosswor	d	-
Card Hunter II					
Instructions: The object of the game cards you will see there will be two fr same flashcard. If you choose the two you fail to match the cards, you will le	om the same flashcard o correct cards, you wi	d (side 1 and side 2), the other can Il be rewarded by the score based	ds will be random. It is your job to I on how fast you picked those can	choose the 2 cards from the ds and level of difficulty set. If	
Select flashcards:	Employee and Labo	r Relations (22)	Difficulty     View     Hard	Start	
		Game Center Deshboard God No	Sar Card Hunter 1 Card Hunter 1 Card Co	upler Card Sweeper Sudden Seath Cros	nvord
		Card Hunter II			
		Difficulty: Medium Lives: *** Tim	e: 01:14 Score: 207	Co	ntinue in hause to review Result
		Cang Germ Incentives	Rewards for attaining results over a long measurement period.	The Supreme Court affirmed authority of EEOC Commissioners to initiate charges of discrimination through "Commissioner Charges."	Systematically planned activities than help the organizations workforce meet the current and future job and skills needs.
		Internal investigation	instructional methods	Memorandum of Understanding	Training effectiveness

Settings: A user sets both the difficulty

level as well as flashcard category at the

start. The system tracks the total time it takes to complete a game.

Learner Experience	Requirements	How To Configure
• The number of cards in every round depends on the level of difficulty set by the user; whereas in Card Hunter I, the number of cards increases after each round you answer correctly.	The course must have at least 20 flashcards.	Enabled within each course in Tenant Dashboard. Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found <u>here</u> .
<ul> <li>Easy has 4 cards while Medium has 8 and Hard has 16. Among all the cards, only two can be matched correctly. The other cards are random.</li> <li>The users must choose the 2 cards that match to score.</li> </ul>		



# **Card Coupler Game**

**Objective:** Match 8 pairs of cards (16 cards total).

**Points:** Points are earned based on speed of answering and number of attempts. For each time a user peeks, he will lose points in his final score.

**Settings:** A user cannot set the difficulty for this game.

ard Coupler			
ime: 00:00 Attempts: 0 Peeks: 0			Play
Course Properties	Study Plan	Lessons	Structured Study Plan
where you can see your course title in BluePrint where you can find your course WebApp URL in BluePrint	A Study Plan is a pathway through course content on our platform. BenchPrep affers two types of study plans—Structured and Adaptive.	Lessons typically contain instructional material. Lesson Categories and Lessons together form a digital text book—Lesson Categories as the Table of Contents, Lessons as the pages +	a linear pathway through all course content

Learner Experience	Requirements	How To Configure
<ul> <li>Users may access the game "Card Coupler" in the Game Center.</li> </ul>	The course must have at least 20 flashcards.	Enabled within each course in Tenant Dashboard.
• This is a simple memory game where learners must find and match flashcards' front and back sides from a slate of face-down cards.		Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found <u>here</u> .
• At the start of the game, a user sees side 1 and side 2 of each flashcard. After he clicks play, the cards turn over and shuffle amongst themselves.		
• The user must remember side 1 and side 2 of each flashcard as well as their locations on the board. If he successfully pairs 2 cards, the cards will disappear from the board.		
• If he fails to pair 2 cards, both cards will turn back over, face-down. The game		



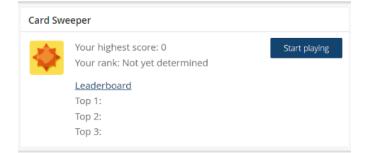
<ul> <li>is over when all eight pairs are matched.</li> <li>A user can take a peek at the cards by clicking on the "Peek" link, which will turn over and show all cards for 10 seconds.</li> </ul>		
the cards by clicking on the "Peek" link, which will turn over and show all cards for		•
	•	the cards by clicking on the "Peek" link, which will turn over and show all cards for

## Card Sweeper Game

**Objective:** Match all the cards on the board.

**Points:** Points are earned based on speed of answering and number of attempts.

**Settings:** A user cannot set the difficulty level of this game.



Learner Experience	Requirements	How To Configure
<ul> <li>Users may access the game "Card Sweeper" in the Game Center.</li> <li>At the start of the game, the board appears with 16 cards, 8 of which are blank. Among the other 8 is 1 successful match.</li> </ul>	The course must have at least 20 flashcards.	Enabled within each course in Tenant Dashboard. Configurable by Tenant Admins from Tenant Dashboard. To toggle setting on/off, follow instructions found <u>here</u> .
<ul> <li>If a user pairs side 1 and side 2 correctly, those cards will disappear, 1 side will be added, and the remaining cards will shuffle. Of those 7 cards (6 existing, 1 new), there is a new successful match.</li> <li>If you pair the new match,</li> </ul>		



this process will repeat. Once you match all the cards successfully, there will be no cards left to match and you will win! When you pair a set • incorrectly, the game will add two cards and re-shuffle. If you start with 8 and match incorrectly, 10 cards will appear in a new order (8 existing, 2 new). At this point, there are two successful matches on the board but the learner will only be expected to match one correctly. If you continue to match ٠ cards incorrectly, the board will fill up, at which point the game ends and you will lose.