INSTRUCTOR'S GUIDE TO THE GAMERCARD MODULE (VERSION 1.0)

INTRODUCTION

Thank you for choosing the GamerCard module! This document is intended to familiarize the instructor with the various elements of this module. Please read this guide to help you get started with this module.

ABOUT THE GAMERCARD MODULE

The GamerCard Module is one of many Blackboard Learn modules of the Gamegogy learning management system. This particular module provides a high-level "home page" view of your students' progress in your course. Information displayed in the module are retrieved from your course's grade book on Blackboard Learn. Displayed in the module are the student's player level, experience points (XP), gold, inventory, and avatar.

STUDENT VIEW OF THE GAMERCARD MODULE

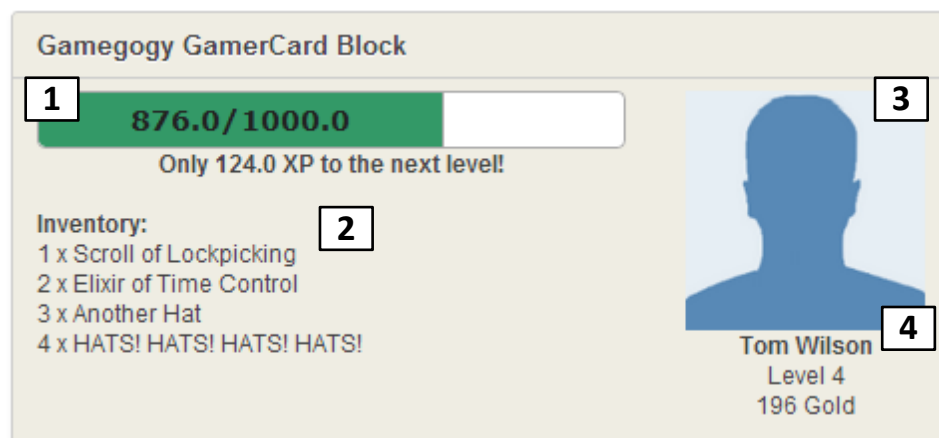Figure 1 (below) displays an example of the student's view of the GamerCard module.

<p style="text-align:center">Figure 1</p>

The elements of the module are described in the table on the next page.

Number	Title	Description
1	XP Progress Bar	The XP Progress Bar is a graphical representation of the student's XP in the course. As your student earns XP, the progress bar incrementally fills up. Once the bar is completely full, your student achieves a new player level. The player level is determined as follows: • Less than 100 XP corresponds to Player Level 1. • 100 XP or more corresponds to Player Level 2. • 300 XP or more corresponds to Player Level 3. • 600 XP or more corresponds to Player Level 4. • 1000 XP or more corresponds to Player Level 5. The progress bar also includes the student's current XP, followed by the XP required to achieve a new Player Level. Below the progress bar is a calculation of the amount of XP the student must earn to achieve the new Player Level.
2	Inventory	The inventory lists all the items the student currently owns for your course.
3	Avatar	The avatar is a graphic that represents the student in your course. In this current release, the avatar is not customizable and defaults to an image provided by the module.
4	Name, Player Level, Gold Balance	This section of the module provides other information about the student, including the student's name, Player Level, and Gold Balance. The Gold Balance is the amount of gold the student has to buy items for his or her inventory.

Table 1 Description of GamerCard Module Elements

GETTING STARTED

To take full advantage of this module, please ensure that you have completed the following steps in the grade center of your course:

1) Create a "total" column

By default, a total column is included in the grade center of your course when the course has been created. To check if this column is included in your course:

- Go to Grade Center -> Full Grade Center
- If "total" is already included in the grade center, skip to step 2. Otherwise, complete the following instructions to create a "total" column.
- Click "Create Calculated Column" -> Create Total Column

- For "Column Name" enter "total"
- For "Primary Display" select "Score"
- For "Include this Column in Grade Center Calculations" select "Yes"
- Click Submit

2) Create a "gold" column

- Go to Grade Center -> Full Grade Center ->Create Column
- For "Column Name" enter "gold"
- For "Primary Display" select "Score"
- For "Point Possible" type "0"
- Leave Dates Sections Blank
- For "Include this Column in Grade Center Calculations" select "No"
- Click Submit

3) Create an "inventory" column

- Go to Grade Center -> Full Grade Center ->Create Column
- For "Column Name" enter "inventory"
- For "Primary Display" select "Text"
- For "Point Possible" type "0"
- Leave Dates Sections Blank
- For "Include this Column in Grade Center Calculations" select "No"
- Click Submit

You are now done! To include any assignments in calculation of XP, be sure that you have selected "Yes" for "Include this Column in Grade Center Calculations" for that assignment.