

ASSIGNMENT 4

Computer Systems Project

User manual - PSIKahoot

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1. Introduction to PSIKahoot Game User Manual

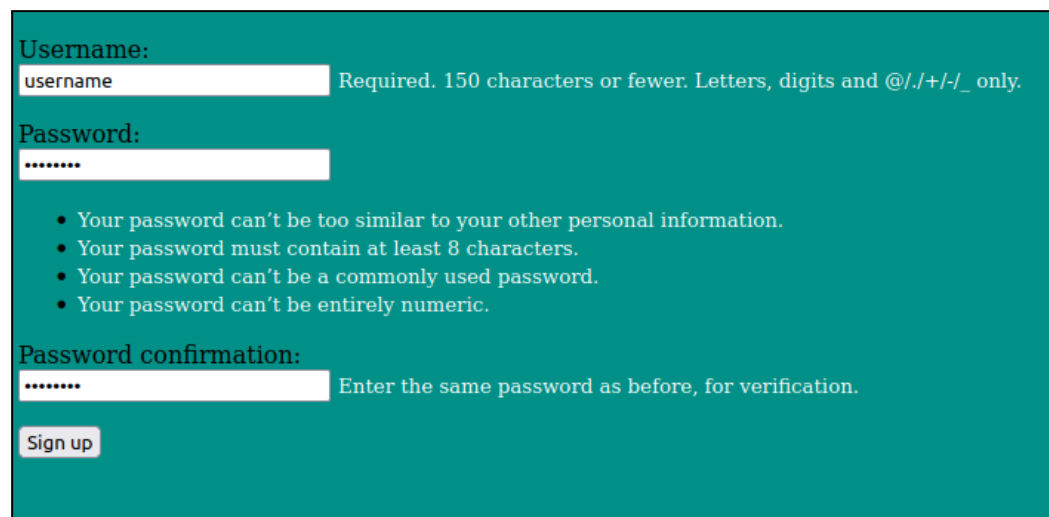
Welcome to the user manual for the PSIKahoot game! PSIKahoot is an interactive online learning platform that allows users to create and participate in real-time question-and-answer games. This platform is widely used by teachers, trainers, and students to make learning fun, engaging, and effective. This user manual will guide you through the process of creating, hosting, and playing Kahoot games. Whether you are a teacher looking to gamify your classroom, a trainer seeking to enhance your workshop, or a student eager to learn in a fun way, this manual has everything you need to know about using Kahoot to achieve your educational goals. Let's get started!

2. How to create a PSIKahoot account

- a. Go to kahoot-clone and click **SIGN UP**



- b. Fill the registration form with your data

A screenshot of the registration form on the PSIKahoot website. The form is set against a teal background. It includes a "Username:" label, a text input field containing "username", and a note: "Required. 150 characters or fewer. Letters, digits and @/./+/_ only." Below this is a "Password:" label, a password input field showing "*****", and a list of password requirements: "Your password can't be too similar to your other personal information.", "Your password must contain at least 8 characters.", "Your password can't be a commonly used password.", and "Your password can't be entirely numeric." Further down is a "Password confirmation:" label, another password input field with "*****", and the instruction "Enter the same password as before, for verification." At the bottom left of the form is a "Sign up" button.

Once signed up, you will be logged in automatically.

3. How to create your first questionnaire

After logging in, you will see this on your screen:



- Click on **New Questionnaire** to create a questionnaire
- Choose a title for your questionnaire and click **Submit**

A form with a teal background. It has a label "Title:" in bold black text, followed by a text input field containing the text "maths: unit 3". Below the input field is a button with the text "Submit" in a lighter teal color.

- Now, click on the questionnaire name in order to create the questions and their answers.



*You can delete the questionnaire by clicking on the **Delete** button or edit its title on the **Edit** button

- When adding questions, press **Add Question**, write the statement and set the answer time in seconds and click on **Submit**. Repeat this for each question you want to add to the questionnaire.

A form with a teal background. It has two labels in bold black text: "Question:" and "AnswerTime:". The "Question:" label is followed by a text input field containing the text "3 x 4?". The "AnswerTime:" label is followed by a spin box containing the number "10". Below the input fields is a button with the text "Submit" in a lighter teal color.

- e. Now you can see all the questions you have added to the questionnaire.

Questionnaire: maths: unit 3

Created at: May 4, 2023, 11:08 a.m.

Updated at: May 4, 2023, 11:08 a.m.

Questions

- [3 x 4?](#) | [Edit](#) [Remove](#)
- [21+9?](#) | [Edit](#) [Remove](#)
- [64 / 8?](#) | [Edit](#) [Remove](#)

* In a similar way to the questionnaire, you can both **Edit** the and **Remove** the question by clicking on the corresponding buttons.

- f. In order to add the possible answers, click the question and you will be shown something like this:

Question: 3 x 4?

From questionnaire: maths: unit 3

Created at: May 4, 2023, 11:14 a.m.

Updated at: May 4, 2023, 11:14 a.m.

Answer Time: 10

Answers

[Add Answer](#)

[Return to Questionnaire](#)

Click on **Add Answer**, write the answer and click on the Correct checkbox in case it is the correct one and press **Submit**.

Answer:

Correct: ☒

***Note: Each questionnaire must have at least one question, each question must have at least one answer and only one answer can be correct per question. Otherwise the questionnaire will be considered invalid and you will not be able to create a game.**

- g. Once your answers have been registered, you will have the possibility of both editing and removing them.

Question: 3 x 4?

From questionnaire: maths: unit 3
Created at: May 4, 2023, 11:14 a.m.
Updated at: May 4, 2023, 11:14 a.m.
Answer Time: 10

Answers

- 7 | incorrect | [Edit](#) [Remove](#)
- 12 | correct | [Edit](#) [Remove](#)
- 34 | incorrect | [Edit](#) [Remove](#)

[Add Answer](#)
[Return to Questionnaire](#)

Repeat this process with all the questions and answers you desire.

4. How to host a PSIKahoot live in class

- a. Choose the questionnaire for which you want to create the game:

HOMEPAGE

Hi username!

- **Last five questionnaires:**
- [maths: unit 3](#) | Updated on: May 4, 2023, 11:08 a.m.

[New Questionnaire](#)
[All Questionnaires](#)

*If you have more than five questionnaires and the one that you want does not appear in the Homepage, press **All Questionnaires** and you should be able to see it.

- b. You will see the questionnaire view, click on **Start Game**

Questionnaire: maths: unit 3

Created at: May 4, 2023, 11:08 a.m.
Updated at: May 4, 2023, 11:08 a.m.

Questions

- [3 x 4?](#) | [Edit](#) [Remove](#)
- [21+9?](#) | [Edit](#) [Remove](#)
- [64 / 8?](#) | [Edit](#) [Remove](#)

[Add Question](#)
[Start Game](#)
[Return to Questionnaire List](#)

Immediately, this screen will appear, which means that you are already hosting a game:

Game

Waiting lobby for questionnaire: maths: unit 3
To join: 928547

[Start Game](#)

- c. Participants will appear on a blue box above the Start Game button. When you are ready, press **Start Game**.

Game

Waiting lobby for questionnaire: maths: unit 3
To join: 928547

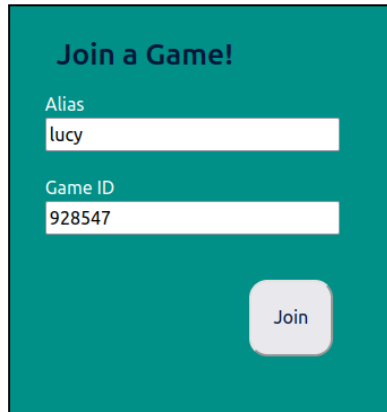
mary 0 peter 0

[Start Game](#)

*The 0 beside the participants' alias represents initial points.

5. How to join a PSIKahoot live in class

- a. Choose your alias and enter the GameID shown by the host and press **Join**, your name will appear in the participants section.



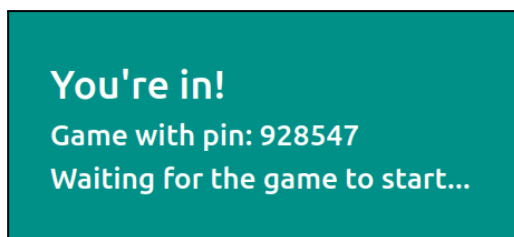
Join a Game!

Alias
lucy

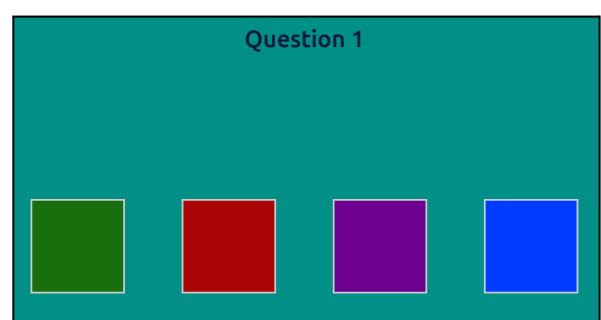
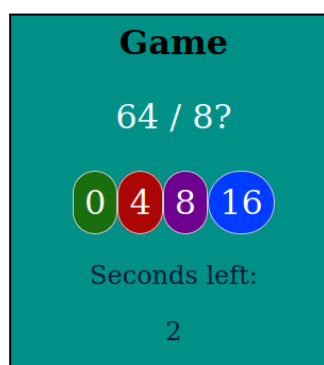
Game ID
928547

Join

- b. Wait until the host starts the game, this is the waiting screen:



- c. Answer the questions by pressing on the color of the answer you have chosen in a valid time:



*At the end of each question, the correct answer and the current leaderboard will be shown. At the end of the game, you will see the final leaderboard. That's the end of the game. Enjoy!