Getting Started

# Introduction

Creating modules is how instructors teach users of the site. This can range from academic courses, to job training, to even a game designed specifically for fun. A module is a collection of related, but different pictures, focused around a similar theme. For example, the user may be trying to identify cats and are shown a picture of a house cat, a puma, a lion, a bobcat, and a tiger. All are pictures of cats but have different variations that would make them a bit different. Someone has to understand that the similarities outweigh the differences. Modules help learners to understand that a lion is still a cat by associating the ideas together for the learner with different pictures connected to one idea.

# Registration

## Access the PLM Website

* Type in http://plm.nmc.edu/perceptuallearning in the browser or follow a link to find the webpage.

## Register

* Click on the Register page in the top right hand corner and fill in your first name, last name, institution, and email address.

# Login

## Go to Login page

* Find the link to the ‘Login’ page found in the upper right hand corner of the screen from the home page.
* You will be navigated to the ‘Login’ page.
* Click the ‘Log in’ button at the bottom of the page to login.

# User Settings

## reporting a module

* There are several reasons you should report a module. If a module breaks copyright law, has inappropriate content/profanity, or if the module information you should report a module. Doing so notifies the creator of the module as well as admins so action can be taken to fix the problem.
* To report a module, upon completion of the modules click the report this module link.
* Upon doing so it will bring you to a page where you can type out the reason for the report and select a category. Once you are done click the create button to send the report. All other necessary information is automatically generated and added to the report. (Module that was reported and who reported it).

## Viewing open Reports

* In order to view reports that you have made on modules you need to go to your profile page and click view reports.
* While in the reports view you can see the description, ID, and reason for reporting the module. and choose to edit or delete your reports if needed.

# Requesting Instructor Status

* Navigate to your profile page.
* Then click on the ‘Request instructor status for your account’ link under the settings menu.
* You will be navigated to the 'Request Status Change’ page.
* Then click the ‘Make Request’ button to submit your request.
* You will be navigated back to your profile page.
* Once an administrator has approved your account you will become an instructor. This will give you the ability to create modules from your profile page.

PLM Creation

# Get Started

* Access the PLM Website.
* Make sure to login or register for a personal account (see ‘Getting Started’ Section).
* Access your Profile Page.
* Navigate to your profile page found in the Navigation bar at the top of the screen. You should see your information and profile picture here.
* You will find the ‘Create New’ link at the bottom of the page to start a new Perceptual Learning Module.

# Add Basic Information to a PLM

* Once you click the ‘Create New’ link from the profile page, you will see the PLM creation page.
* Enter a Name for your module. Make sure to be sort and descriptive. This is what people will see while searching to play your module.
* Enter a Category for your module. A category lets users find your module and other like modules as a type of search criteria. Try to make sure that your module has as close as possible the correct category so that a user has a better chance at finding your module.
* Enter a Description for your module. This will let players know what your module is about and what someone will be able to learn by playing your module.
* Enter a Default Number of Answers for your module. This number will change the number of possible answers at the bottom of each question based upon what you set. A lower number will make the module easier and a larger number will make the module harder.
* Enter a Number of Pictures for your module. This number changes the how long the module will be for your players. The lower the number the shorter the module will be and the larger the number the longer the module will be.
* Enter a Default Time for your module. This number will change the time limit for a player to complete a single play through of a module in minutes.
* Decide if you want your module to be Public or Private. A private module will not be able to be played and is not open to the public. This setting would be used if you do not want others to see what you are working on.
* Once you are finished with each setting then you can click the ‘Create’ button to save your new module.
* You will then be sent back to your profile page where you can make any changes to your module and continue adding to it.

# Add Answers to your Module

* On your profile page click the ‘Edit’ link in the same row as the module that you would like to make changes to.
* Once on the Edit PLM page, click the ‘Add New Answers’ link to create a new possible answer.
* Enter an Answer String for your answer. This is what will appear as a possible answer in a perceptual learning module as a button. Try to make this string as short as possible.
* When you are satisfied with your Answer String, click the ‘Create’ button in the lower right hand corner to create your Answer.
* Follow this process as many times as you need to in order to complete your module. Remember that the more Answers there are the better.

# Add Pictures to your Answers

* On the Module Edit page, you will notice Edit and Delete links in each row after each answer.
* Click on the ‘Edit’ link to edit the answer.
* Click on the ‘Add Picture’ link in the lower left hand corner to add a picture that will be associated with the selected answer.
* Click on the ‘Choose File’ button to search your computer for a picture that you would like to upload that will be associated with the selected answer.
* Once you have selected an image to upload, if the picture has copy written material then you must use the attribution field to give credit to the owner/creator of the image.
* Once you are finished and ready to upload your picture then you can click the ‘Upload’ button to save the picture and its attribution to your module.
* Follow this process as many times as you need to in order to complete your module. Each answer should have as many pictures as possible in order to fulfill the idea of perceptual learning.

# Test your Module

* From your profile page click on the module name that you will to play out of the list of modules that you have created.
* Make sure the pictures are displaying as you would like to appear.
* Make sure that the default time is enough to finish the perceptual learning module.
* Make sure that the module is of a length that you deem as appropriate.
* Enjoy your creation!

Image Editing

## Getting started

* At the top of the webpage, there is a big black bar with links. If you aren’t logged in, there will be a link that says ‘Log in’. If you are, there will be a link that says ‘Hello [YOUR USERNAME]’, where ‘[YOUR USERNAME]’ is replaced by your username.
* If you aren’t logged in, do so. Then, once you are logged in, click your username to be taken to your profile page. (You won’t see the ‘Admin’ link, because that’s only for admins like me!)
* At your profile page, click the edit link for the module that has the images you want to edit.
* Now you are at the Edit Module page for your module. At the bottom of the page, select the ‘Edit’ link for the answer that has the picture you want to edit.
* Step 1: Now you are at the ‘Edit Answer’ page. Select the ‘Edit this image’ link below the image you want to edit.

## Select an Image

* Step 2: Read the instructions above the image, they’re important, as they’ll tell you what format to save it as.
* Step 3: Open the image editor by clicking the image.

## Controlls

* Step 4: Use the options on the left hand side to edit your image! Draw lines, squares, and circles, write text, resize, and crop images. Let’s look at how to draw a rectangle first.
* Note: You can apply the process you used to make a rectangle to any other shape, too!
* Step 5: When you’re fine with the changes you’ve made, save the image, selecting the correct file extension. If you accidentally select the wrong extension, don’t worry. Click the image again, and save it as the correct file extension.
* Step 6: If you realized you forgot to add something, click the picture again to add more stuff. If you realized you made a mistake, click the “Back to List of Pictures” link, then reselect your image. It should be back to the way it was before you edited it. If you’re okay with the changes you’ve made, hit the green “Save” button to go to the confirmation page.

## Confirmation

* Step 7: At the confirmation page, you’ll see your old image side by side with your new image. If you like the changes, hit “Save” to permanently save them. You can’t take this action back. If you don’t, hit “Discard”, and your image will stay without changes.
* Step 8: When you return to the list of pictures for the answer, you won’t see them initially, because the computer hasn’t been told there’s been a change yet. Refresh the page by hitting the refresh icon for your browser, or hit the F5 key. This gets an updated version of the page, which has your new changes.

GamePlay

## Getting started

* At the top of the webpage, there is a big black bar with links. Click the “Modules” link, located right next to the site logo on the bar.
* You will be navigated to the ‘Module Select’ page.
* Hover over a picture to display the two options for starting the game:

## Game Setup

* If you want to jump into the game immediately, select the ‘Play’ button. If you want to setup game options, select the gear icon to go to the ‘Settings’ page.
* If you selected the gear icon in the previous step, you will be taken to the settings page. In the settings page, you can set the amount of answers you can choose from, the amount of questions you want to answer, and the time limit. If you are using the Google Chrome web browser, the color for each slider will change from green to red based on how difficult the resulting game will be. When you are all done, click the large, green play button to start the game with those settings.

## Game Play

* Here is the gameplay screen. For this game, I chose to start off with answering ten questions in 32 minutes. I have three possible answers to choose from.
* For each picture you correctly identify, you will get one hundred (100) points. For each picture you incorrectly identify, you will get zero (0) points. Since I answered this question correctly, I got 100 points!
* The scoreboard shows your current score and the time remaining on the timer.
* The timer does not stop, unless the page is loading.
* If the timer hits zero, you will be kicked out to the ‘Game Complete’ screen.
* Your current stats, such as the number of questions you’ve answered correctly, will be shown just underneath the scoreboard.
* Click the speaker icon to mute or unmute the sound.
* The speaker icon by itself indicates that the sound is not muted, while a speaker icon with an ‘x’ in front of it indicates that the sound is muted.
* Once you have decided on an answer you think is correct, click it. I think this one is a picture of an AC-130 Lockheed.
* The game will play a sound (if the sound isn’t muted) and display text indicating if you were correct or not.
* To move on to the next question, press the ‘Next’ button.
* Click ‘Quit Game’ to quit the game. Your progress will not be saved if you do this.

## Game Completion

* Once you either run out of time or answer all the questions for that session, you will be taken to the ‘Game Complete’ screen, where you will see your score, the number of correct answers, and a list of high scores.
* You can click the “Play Again” button to play the module again, but this will only use the default settings. If you want to use different settings, click the “Return to module select” to go back to the Module Select page. Then follow the steps you just completed.