

Wegas

Trainer checklist

Version 3.0 – January 2021

URLs

The serious games platform: wegas.albasim.ch

General information about AlbaSim: www.albasim.ch

General Interface

The screenshot shows the WEGAS Trainer interface. At the top, there is a navigation bar with a hamburger menu, a 'TRAINER' profile icon, and user information 'DOMSCEN' and 'EN'. Below this is a 'Current sessions' section with an 'ADD SESSION' button and a search bar. The sessions list includes:

- Demo33** (12/07/2016): Includes a toggle switch, a search icon with 'demo33-yk', a settings gear, a user icon, a trash can, and a monitor icon.
- Unige - cas santé16-2** (11/21/2016): Includes a trash can and a monitor icon.
- comem 44** (09/27/2016): Includes a trash can and a monitor icon.
- demo4** (09/26/2016): Includes a settings gear, a user icon, a trash can, and a monitor icon.

At the bottom right, there is a '12 ARCHIVED SESSIONS' button. Callouts provide the following information:

- Switch between workspaces: Player / Trainer / Scenarist**: Points to the 'TRAINER' profile icon.
- Manage access key**: Points to the toggle switch for the 'demo33-yk' session.
- Manage session settings**: Points to the settings gear icon for the 'demo33-yk' session.
- Monitor training session**: Points to the monitor icon for the 'demo33-yk' session.
- Archive your past sessions to keep your workspace in a clean state.**: Points to the trash can icon for the 'demo33-yk' session.
- Archived sessions. Players can still access them.**: Points to the '12 ARCHIVED SESSIONS' button.

Creating a session

1. Create a new session

- Optional: modify the access key, which was generated automatically, in order to adapt it to your needs. This is possible via the "session settings" button.

2. Provide connexion information to participants

- *If you do yourself the demo on how to join the game*
 - see next page
- *If you want the students to create their account and joint the game before the training*
 - Send to students the document "Account and access"
 - In the "Advanced Properties" tab of the game, set the game on "Read only", so participants will not be able to play before the training will begin

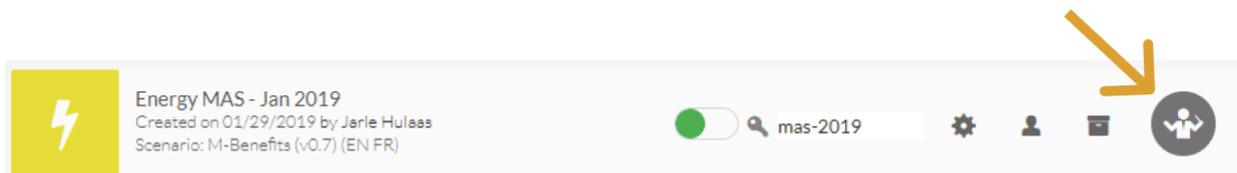
3. Disable the "access key"

Once all participants have joined the game, disable the access key:

- This prevents new users from joining the session (it may be reopened anytime). Already enrolled players will be able to finish their session normally.



4. Access the trainer dashboard



Provide connexion information to participants

1. Give the link

address **www.albasim.ch** ⇒ Login

(or directly **wegas.albasim.ch**)

2. Each participant logs in with a personal account

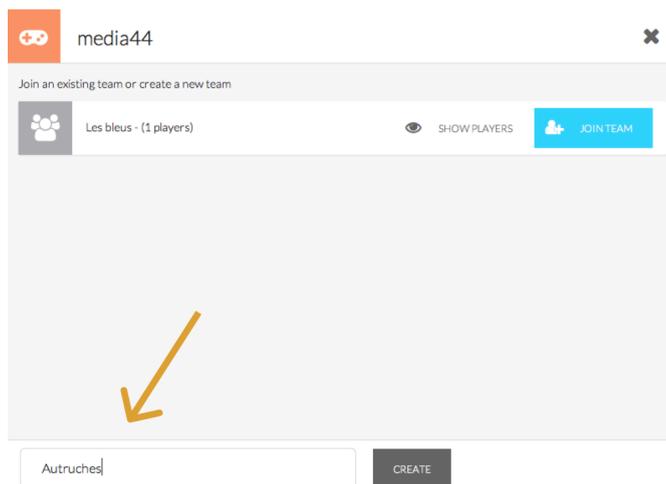
Each participant will have to create a personal account the first time.

Personal accounts allow the trainer to know the composition of each team and students to recover forgotten passwords or to join several simulations with the same account.

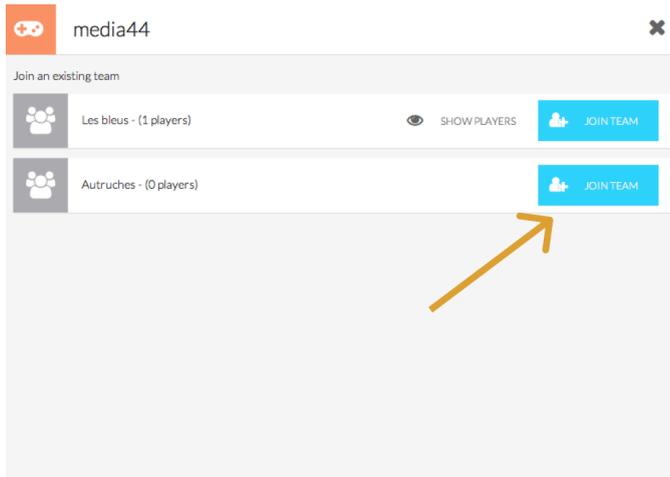
3. Create and join team

→ Each participant enters the access key

→ One of the team members creates the team :



→ Each participant joins the relevant team:



Trainer Dashboard: Leading the training session

Overview

The dashboard shows two teams: Petra's Team and GPN team. The Petra's Team monitoring table is as follows:

Monitoring							Actions		
Phase	Period	Questio...	Quality	Costs	Schedule	Directors	Team		
Execu...	9	0/0	108	147	100	119	108		

The GPN team monitoring table is as follows:

Monitoring							Actions		
Phase	Period	Questio...	Quality	Costs	Schedule	Directors	Team		
Execu...	8	1/1	106	114	110	122	113		

Callout boxes provide the following instructions:

- Click to refresh information (points to the Refresh button)
- Impact team's simulation (points to the Refresh button)
- Send a real email to the team (points to the Email icon)
- View team's simulation (points to the Simulation icon)
- View details about a team and access trainer's personal notes (points to the Details dropdown for GPN team)

Properties

Advancement limit

At the creation of the game, the game is limited to the first phase.

To unlock the following phases, click on the box corresponding to the period that should be accessible to the teams (in the example above, the teams can advance up to third period of the Execution phase).

EVM

Toggles the display of the EVM tab among players.

Autoreservation

In this mode, it is no longer necessary to book resources in the Resources chart. Simply assign tasks to resources and they will work based on the Gantt chart.

This mode is useful for short training, such as postgraduate courses or executive training for companies. For more information, refer to the user manual "planning-autoreservation".

Show Assigned Wages

By unchecking the box, the column "Assigned wages" in the "Activities" tab is no longer visible.

Allows you to let the students do the calculations themselves.

Force question replies

If activated, students will have to answer all questions before being allowed to move to the next phase. May be interesting to deactivate for demo purposes.

Read Only

By selecting "Read Only", the simulation is accessible to the students, but they cannot perform irreversible actions (answers to questions and actions, changes of periods).

Languages available to players

Some scenarios, including Artos and NPO, are multilingual. It is possible here to restrict the languages available to players.

If several languages are checked, each player can choose his or her language in the parameter menu.

In the example above, a player may play in French or English, but not in German:

