

Multiple Benefits Serious Game

Trainer Manual

www.m-benefits.eu

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URLs

The Wegas serious games platform: wegas.albasim.ch

General information about the game and the development team: www.albasim.ch

Requirements

A recent Web browser is required (Microsoft Internet Explorer is too old). If necessary, download the latest version of Firefox, Google Chrome, Safari or Microsoft Edge.

Training preparation

- In the trainer interface, create the training session
- Print necessary documents for participants (from trainer dashboard)
- Check that web access will be available for participants
- Check that you will have at least one computer for each team

General Trainer Interface

The screenshot shows the 'TRAINER' interface with a list of 'Current sessions'. The interface includes a search bar, a list of sessions with their names and dates, and a sidebar with icons for session management. Callouts provide the following information:

- Switch between workspaces: Player / Trainer / Scenarist**: Points to the user profile icon in the top left.
- Manage the **access key** to each of your sessions**: Points to the toggle switch for the 'demo33-yk' session.
- Manage **session settings****: Points to the gear icon for the 'demo33-yk' session.
- Monitor training session**: Points to the person icon for the 'demo33-yk' session.
- Archive your past sessions to keep your workspace in a clean**: 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 at the bottom right.

The 'Current sessions' list includes:

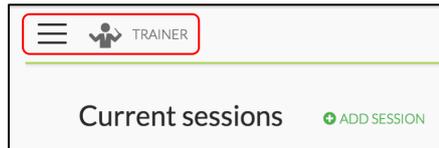
- Demo33** (12/07/2016): Includes a game controller icon, a toggle switch, a search icon, and a person icon.
- Unige - cas santé16-2** (11/21/2016): Includes a person icon and a trash can icon.
- comem 44** (09/27/2016): Includes a person icon, a search icon, a gear icon, a trash can icon, and a person icon.
- demo4** (09/26/2016): Includes a person icon, a gear icon, a trash can icon, and a person icon.

Create and join a training session

1. Connect to the serious games platform wegas.albasim.ch

If necessary, create yourself a user account. Then, send an email to albasim@heig-vd.ch in order to obtain trainer rights on this account.

2. Switch to trainer workspace (upper left menu)



3. Create a new session

Click on “Add session” and enter a name for the session, e.g. the year and identifier of the class that will play. Then select the game scenario and click on “Create”.

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.

4. Provide connection informations to participants

See next page.

5. 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.



6. Open the trainer dashboard



Provide connection information to participants

1. Give the link wegas.albasim.ch and the access key of your session

A recent web browser is required (Microsoft Internet Explorer is too old). If necessary, download the latest version of Firefox, Google Chrome, Safari or Microsoft Edge.

2. Each participant logs in with a personal account

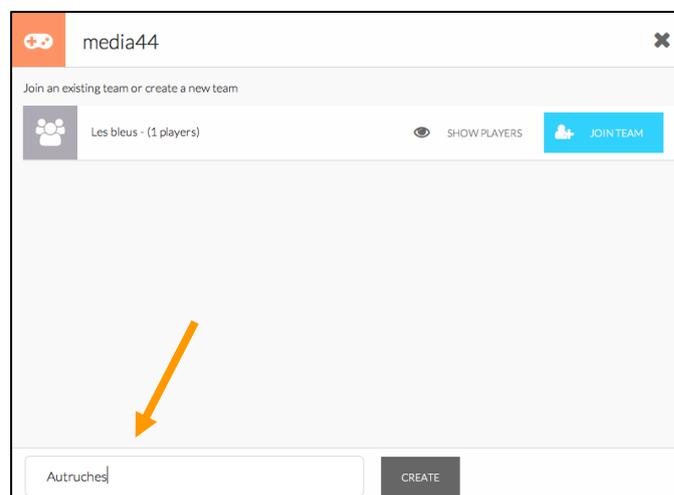
Each participant will have to create a personal account the first time.

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

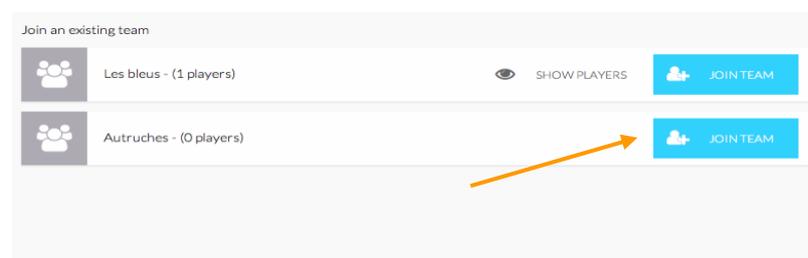
3. Create and join team

→ Each participant enters the access key for this session

→ One of the team members creates the team:



→ Each participant joins the relevant team:



Leading the training session

Overview

The screenshot shows a monitoring interface for a training session. It includes a status bar at the top with 'Monitoring', 'Impacts', and 'Actions' tabs. Below this is a table with columns for 'currentPhase', 'Time left', 'Support', 'Info', 'Indicators', 'Exercise', and 'history'. A 'Test team' is listed with 'Company' 2, a score of 53, and 0. A 'Test player' is listed with a score of B and a note 'Clever team, relevant questions.'. The interface also features a 'No players have joined yet' message, a 'Details' link, and several action icons (refresh, edit, email, simulation) in the 'Actions' column. Callouts explain these actions: 'Click to refresh information' points to the refresh icon; 'Impact this team's simulation' points to the simulation icon; 'Send a real email to the team' points to the email icon; 'Open this team's simulation' points to the simulation icon; 'View details about the team and edit the trainer's personal notes' points to the 'Details' link and the note field.

Click to refresh information

Impact this team's simulation

Send a real email to the team

Open this team's simulation

No players have joined yet

Monitoring

Impacts

Actions

currentPhase Time left Support Info Indicators Exercise history

Test team

Company 2 53 0

Test player

B I

Clever team, relevant questions.

Details

View details about the team and edit the trainer's personal notes

Game options

Overview Game options

Options applied to all players :

Forbid exceeding the Time budget

Authorize proceeding up to :

Step 1 (Company)

Step 2 (Process & Energy)

Step 3 (Strategy)

Step 4 (Finance)

Step 5 (Communication)

Forbid exceeding the time budget

This option should normally remain enabled, unless you have special needs such as testing the game or making a demo.

Advancement limit

Check the periods that should be accessible, leaving the following ones unchecked, if you want to prevent participants from progressing too far.

Need help as a trainer ?

Send an email to the development team: albasim@heig-vd.ch