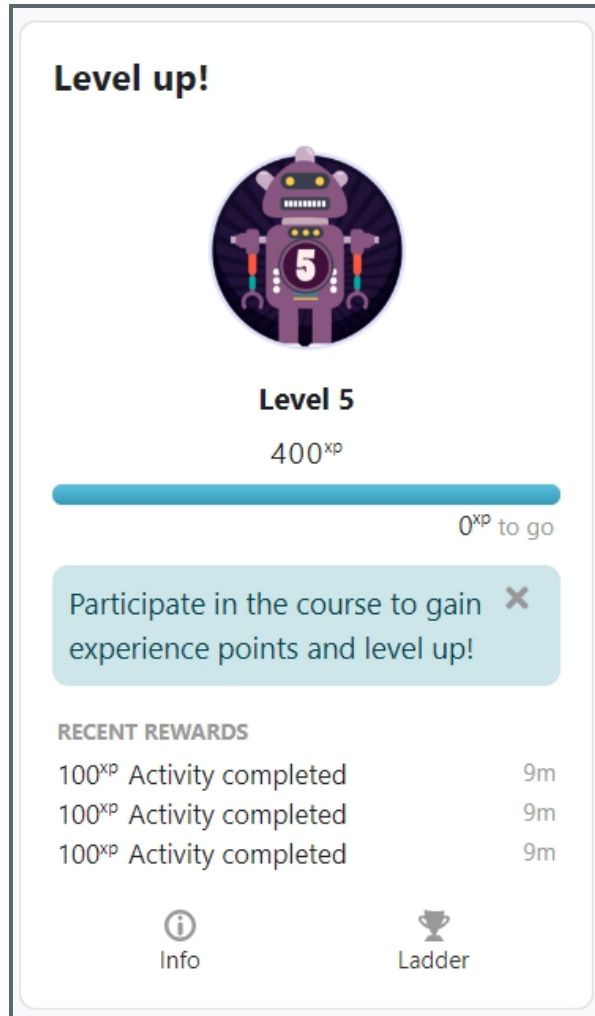


# Step 5 - Define Experience Point rules



An example of points and levels

## Overview:

This guide will show you how to define the rules and points of the level up. Please refer to the [Level-up information portal](#) for an example of the tool and best practices.

## What to know:

The final step of gamifying your Learning Mall Core module area requires you to define the rules of earning Experience Points. After working through the previous steps, you should now have a good idea of the process of using Level-Up to gamify your module area. However, just to recap, let's go over these steps again.

First, we started by enabling Completion Tracking and Level-Up Block in a module area.

Then, we created several activities and configured Activity Completion settings, defining what it means to complete an activity.

After that, we defined Levels and assigned Experience Points and a Badge to each level.

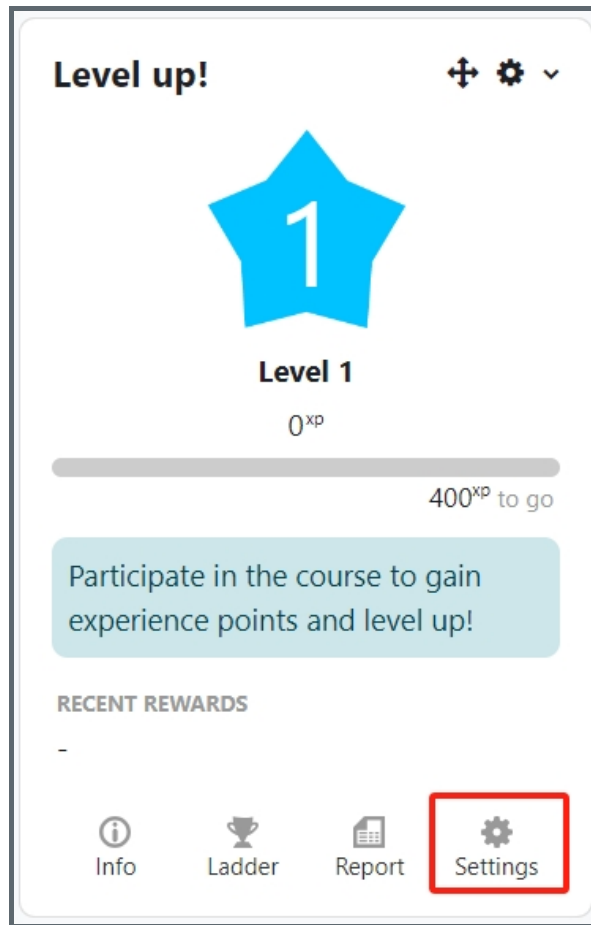
Now we are going to create the rules of earning experience points. In other words, we will tell Level-Up how many Experience points can be earned by completing a certain activity.

## Table of Contents

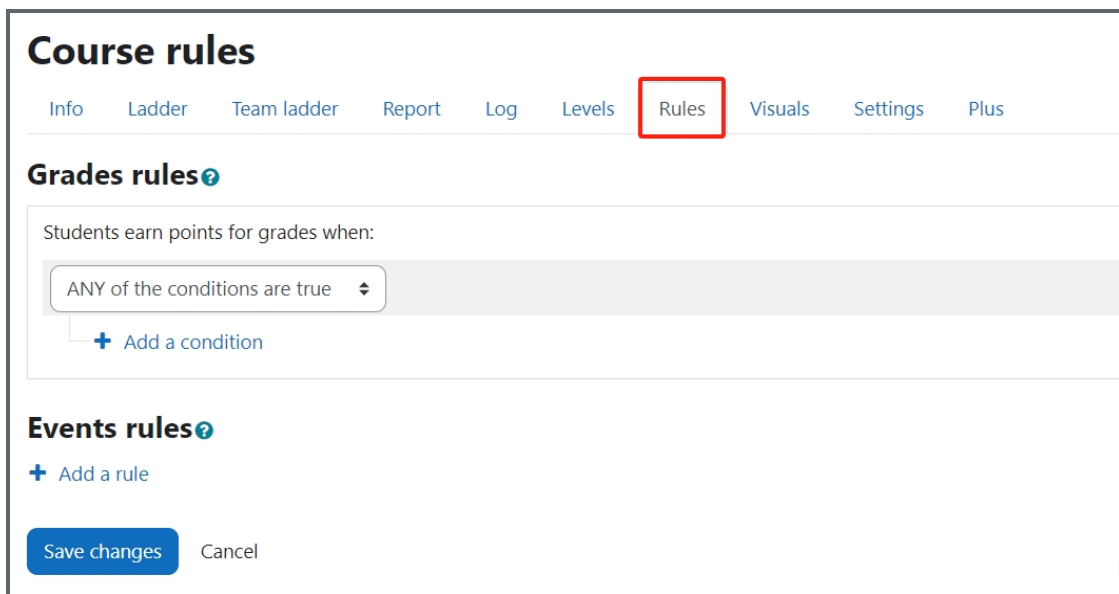
[Step 1: Go to the visual settings](#)

## Step 1: Go to the visual settings

Navigate to the Level Up block and click the "setting" button:



On the setting page, please click the "Rules" tab on the top:



## Step 2: Set the rules

There are currently two types of Rules you can add.

Grades Rules, on the other hand, are based on a grade for a specific activity such as a Quiz or any other activity which supports grading.

Events Rules are based on a specific event (e.g. submitting an assignment, viewing a resource etc.) or completing a specific

activity (e.g. Quiz, Forum, Glossary, Assignment).

The screenshot shows two sections: 'Grades rules' and 'Events rules'. The 'Grades rules' section has a title 'Grades rules' with a help icon, followed by the text 'Students earn points for grades when:'. Below this is a dropdown menu set to 'ANY of the conditions are true' and a '+ Add a condition' link. The 'Events rules' section has a title 'Events rules' with a help icon, followed by a '+ Add a rule' link. At the bottom of the 'Events rules' section are two buttons: 'Save changes' and 'Cancel'.

All rules consist of conditions that can be combined into sets with advanced logic. Currently, Level-Up includes over 200 specific events you can use to create conditions and you can explore these in your own time. In the example below, we are going to create an Event Rule for completing a specific activity (which we defined Activity Completion for in the previous steps) and assign 300 experience points upon meeting ALL of the conditions.

The screenshot shows the 'Events rules' configuration interface. At the top, there is a title 'Events rules' with a help icon and a '+ Add a rule' link. Below this, there is a section titled 'Rules' with a '+ Add a rule' link. The main rule is highlighted with a red border and contains the following elements: a '+ Add a rule' link, a text input field containing '300' followed by 'points are earned when:' and a trash icon, a dropdown menu set to 'ALL of the conditions are true', and a list of conditions. The first condition is 'An activity or resource was successfully completed' with a help icon and a trash icon. The second condition is 'Activity name is equal to' followed by a dropdown menu set to 'Watch the Video' and a help icon and a trash icon. At the bottom of the conditions list is a '+ Add a condition' link.

As mentioned before, Level-Up includes over 200 specific events you can base your Experience Point rules on. In addition, it also offers a great deal of flexibility by allowing you to create rule sets and includes multiple conditions within one rule to express complex logic. For instance, you can create one condition per level or combine several conditions for one level. The possibilities here are endless which makes it a very powerful and flexible tool!

# Pick a condition type



## Specific event

Choose the action that users must perform out of a curated list of events.

## Activity or resource

This condition requires that the action takes place in a specific activity or resource.

## Activity name

Specifies the name of the activities or resources in which the action must occur.

## Activity completion

This condition matches when a student completes an activity or resource.

## Course completion

This condition matches when a student completes a course.

## Event property

This condition is for power users with a technical understanding of the events and their properties.

## Set of conditions

Combine multiple conditions into one.

For more information about creating Grades Rules please visit the Guide [Reward based on grades received](#)

### Tips:

This is the last step of creating the level-up function on a module. Now it will be ready for students to explore the page if we did all the basic steps as we suggested. Some advanced settings you may want to explore on your own include:

Level-Up Block appearance

Leader Board settings

Generating reports

Manually Assigning Experience Points

Please refer to the [Level-up information portal](#) for an example of the tool and best practices.

Basic steps about using Level-Up to gamify your page:

1. [Enable Completion tracking on the module](#)
2. [Add the level up Block](#)
3. [Define activity Completion](#)
4. [Define the levels in level up setting](#)
5. [Create badges - Level up](#)
6. [Define Experience Point rules - Level Up](#)