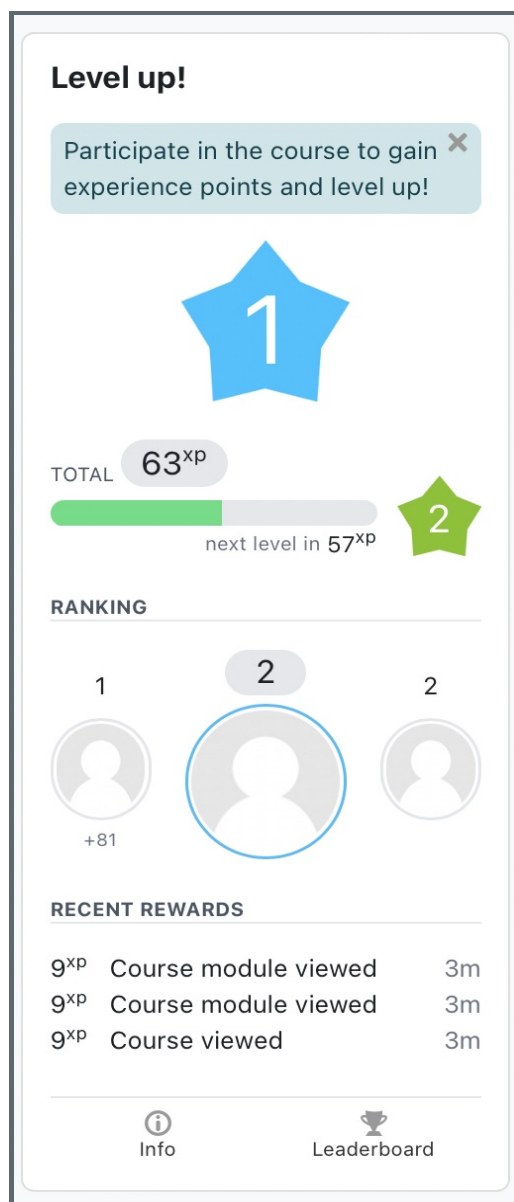


How to learn in a Gamified course



An example of Level Up leaderboard

Overview:

This guide will show you how to learn in a gamified course, including the features it has if the page is using Level Up feature.

What to know:

Students will need to manage their time and learning pace themselves, when learning in a course under the design of gamification. Teachers will support students like a facilitator when they have questions, that is different from traditional course in which the teachers will lead all the learning process from the beginning to the end.

Table of Contents

- [Step 1: What is gamified course page](#)
- [Step 2: How to own points/badges/level up](#)
- [Step 3: How to unlock a content](#)
- [Step 4: How to view my classmates progress](#)

Step 1: What is a gamified course page

A gamified course page is designed by teachers who want to motivate students in learning. Learning in the module, you will:

1. Mainly have a Self-learning process that you can control your learning time/pace with some help from the teacher.
2. You will receive points by doing tasks like reading paper resources, watching video resources, submitting coursework, discussing with classmates and doing online tests.
3. Your learning are tracked by the system.
4. Receive a badge/reward when you achieve some points.
5. As the points increasing, you will also achieve new levels.
6. Some content may be restricted if you didn't reach the requirements. On the other side, if you matches the requirement, the new content will be unlocked.
7. You can see others learning progress.

Step 2: How to own points/badges/level up

You can get points by doing the tasks. The progress bar will also be show on the module page. When the point bar reaches the end of that level, you will move to a new level and new badge. Here a screenshot of the leaderboard:

The screenshot displays a gamified course interface. At the top, a 'Level up!' notification states: 'Participate in the course to gain experience points and level up!'. Below this, a progress bar shows 'TOTAL 63^{xp}' and 'next level in 57^{xp}'. A blue star with the number '1' is awarded, and a green star with the number '2' is shown next to the progress bar. The 'RANKING' section shows three users: the first with a score of '+81', the second (the user) with a score of '2', and the third with a score of '2'. The 'RECENT REWARDS' section lists three rewards: '9^{xp} Course module viewed 3m', '9^{xp} Course module viewed 3m', and '9^{xp} Course viewed 3m'. At the bottom, there are 'Info' and 'Leaderboard' buttons.

The total points and current badge I received and how much points to go for the next level


The most recent 3 times of Points receiving

What's the rank for me and how my classmates performed

Detailed for the course levels


Step 3: How to unlock a content

Some learning content or sections may be locked with some restriction. Please read the restriction and try hard to meet the requirements so that it will be unlocked:



QUIZ
Quiz

Opened: Tuesday, 29 August 2023, 1:59 PM
Closes: Friday, 29 September 2023, 1:59 PM

 Not available unless: You are level 5 or greater.







Step 4: How to view my classmates progress

You can always check the others' learning progress by clicking "Ladder" on the leaderboard:

Level up!

Info | **Leaderboard**









Participants | Teams

Rank	Level	Participant	Total	Progress
1		 Student Three	306 ^{xp}	<div><div style="width: 75%;"></div></div> remaining 294 ^{xp}
2		 Student Two	45 ^{xp}	<div><div style="width: 10%;"></div></div> remaining 555 ^{xp}
3		 Student Five	9 ^{xp}	<div><div style="width: 2%;"></div></div> remaining 591 ^{xp}

You can also see the team ladder information by clicking "Team Ladder" on the top:

Team ladder

Info | Ladder | **Team ladder**

Rank	Team name	Points
1	group 100	6,891 
2	1 half group-onsite	4,665 
3	Group B	4,275 
4	Group submission B	3,576 
5	Group3	3,537 
6	1 half group-online	3,354 
7	group 1	2,616 
7	Group submission A	2,616 

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Online URL: <https://knowledgebase.xjtlu.edu.cn/article/how-to-learn-in-a-gamified-course-263.html>