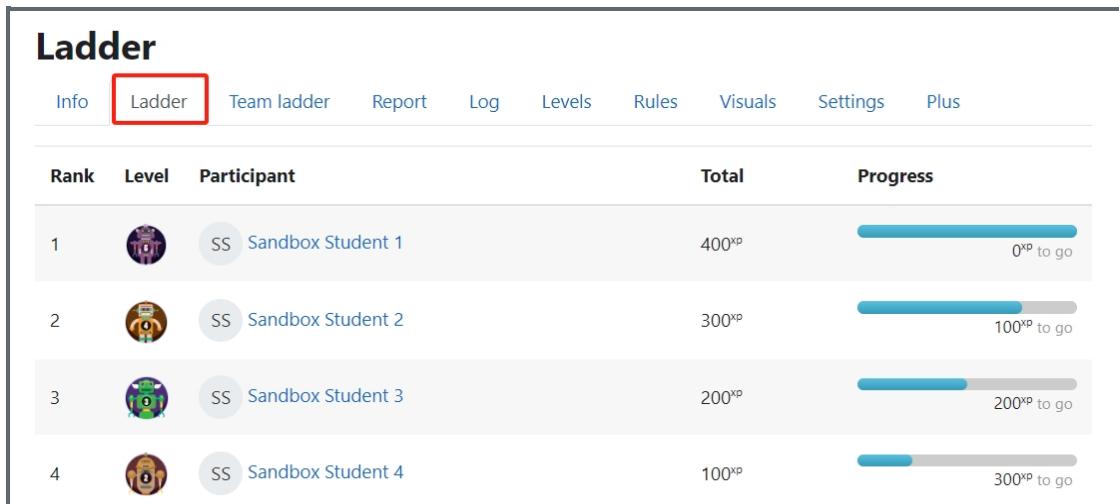


Step 6 - How to view the reports



The screenshot shows a 'Ladder' report interface. At the top, there's a navigation bar with tabs: Info, Ladder (highlighted with a red box), Team ladder, Report, Log, Levels, Rules, Visuals, Settings, and Plus. Below the tabs is a table with the following columns: Rank, Level, Participant, Total, and Progress. The table lists four students, all at the 'SS' level. Each student's progress is shown as a blue bar with a percentage and 'to go' text.

Rank	Level	Participant	Total	Progress
1	SS	Sandbox Student 1	400 ^{XP}	0 ^{XP} to go
2	SS	Sandbox Student 2	300 ^{XP}	100 ^{XP} to go
3	SS	Sandbox Student 3	200 ^{XP}	200 ^{XP} to go
4	SS	Sandbox Student 4	100 ^{XP}	300 ^{XP} to go

An example of level-up ladder

Overview:

This guide will show you how to view the student's learning reports of level up leaderboard.

What to know:

To better manage a gamified course, teachers should keep an eye on the students learning process. The reports of Level up will give some evidences of problems, or questions students may have. This will help teachers to decide how to improve the course or how to better support the learners.

Table of Contents

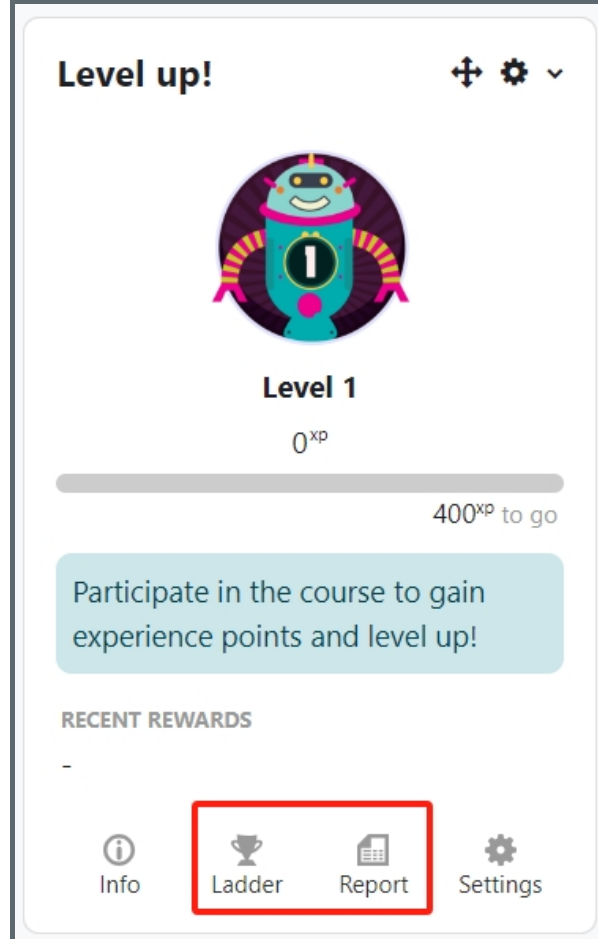
[Step 1: Go to the leader board](#)

[Step 2: View different reports](#)

Step 1: Go to the leader board

The leaderboard of the level up function are available for both teachers and students. However, teachers will see more features.

Click "Ladder" or "Reports" on the leaderboard (in fact, any of the four buttons will bring you to the same page):







Step 2: View different reports

On the new page, you will see different navigation buttons on the top. The tabs below will offer you the learning information/reports in the course.

Ladder: It shows each of the students' learning process, including the rank, level, total points received, and progress bar. If you are using groups, you can also filter to view that group information only. (Students can only see the ranks inside their own group)

Ladder

[Info](#)[Ladder](#)[Team ladder](#)[Report](#)[Log](#)[Levels](#)[Rules](#)[Visuals](#)[Settings](#)[Plus](#)

Rank	Level	Participant	Total	Progress
1		SS Sandbox Student 1	400 ^{xp}	<div><div></div></div> 0 ^{xp} to go
2		SS Sandbox Student 2	300 ^{xp}	<div><div></div></div> 100 ^{xp} to go
3		SS Sandbox Student 3	200 ^{xp}	<div><div></div></div> 200 ^{xp} to go
4		SS Sandbox Student 4	100 ^{xp}	<div><div></div></div> 300 ^{xp} to go

Team ladder: Team ladder will show you the competition information between groups based on points received in each group. (Students will also see this on their screen.)

Team ladder

[Info](#) [Ladder](#) [Team ladder](#) [Report](#) [Log](#) [Levels](#) [Rules](#) [Visuals](#) [Settings](#) [Plus](#)

Rank	Team name	Points
1	Group A	500 ^{xp}
2	Group B	300 ^{xp}
3	Group C	200 ^{xp}

Report: It shows all the students learning data, and teachers can download the spread sheet or make changes to the students' data. On the bottom, there are buttons for you to download the list, reset the whole data when a semester is end, or import points.

Course report

[Info](#) [Ladder](#) [Team ladder](#) [Report](#) [Log](#) [Levels](#) [Rules](#) [Visuals](#) [Settings](#) [Plus](#)

First name

Last name

	First name / Last name	Level ▾	Total	Progress	Manually add points to one student
SS	Sandbox Student 1	5	400 ^{xp}	<div><div></div></div> 0 ^{xp} to go	<input type="button" value="+"/> <input type="button" value="⚙️"/> <input type="button" value="🗑️"/>
SS	Sandbox Student 2	4	300 ^{xp}	<div><div></div></div> 100 ^{xp} to go	<input type="button" value="+"/> <input type="button" value="⚙️"/> <input type="button" value="🗑️"/>
SS	Sandbox Student 3	3	200 ^{xp}	<div><div></div></div> 200 ^{xp} to go	<input type="button" value="+"/> <input type="button" value="⚙️"/> <input type="button" value="🗑️"/>
SS	Sandbox Student 4	2	100 ^{xp}	<div><div></div></div> 300 ^{xp} to go	<input type="button" value="+"/> <input type="button" value="⚙️"/> <input type="button" value="🗑️"/>
SS	Sandbox Student 5	-	-	<div><div></div></div> 400 ^{xp} to go	<input type="button" value="+"/> <input type="button" value="⚙️"/>

Download table data as

Comma separated values (.csv) ▾

Download

Reset course data

Import points

Log: It shows the details Log information in this course.

Course log

[Info](#)
[Ladder](#)
[Team ladder](#)
[Report](#)
[Log](#)
[Levels](#)
[Rules](#)
[Visuals](#)
[Settings](#)
[Plus](#)

First name

All

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

Last name

All

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

Event time	First name / Last name	Reward
5/02/24, 15:56	Sandbox Student 4	100 ^{xp} Activity completed Assignment: Assignment for level up
5/02/24, 15:56	Sandbox Student 3	100 ^{xp} Activity completed Forum: Forum for level up
5/02/24, 15:56	Sandbox Student 3	100 ^{xp} Activity completed Assignment: Assignment for level up
5/02/24, 15:55	Sandbox Student 2	100 ^{xp} Activity completed File: File for level up
5/02/24, 15:55	Sandbox Student 2	100 ^{xp} Activity completed Forum: Forum for level up

There are some other buttons in this page, they are for defining the rules, levels or badges. If you are interested, please check our guides of:

[Define the Levels](#)

[Create badges](#)

[Define the points and rules](#)

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Online URL: <https://knowledgebase.xjtlu.edu.cn/article/step-6-how-to-view-the-reports-264.html>