EDU MAKE

D2.8. EDUBOX DIY software toolkit

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V0.2	22/09/2023	How to-Content added	Pieter Van Eynde, Quinten Mares (VRT)
V0.3	25/09/2003	Picture It added	Erwin Bergmans (Tree)
V0.4	29/09/2023	Final modifications for submission	Tim Van Lier (VRT)

D2.8. EDUBOX DIY software toolkit

1. General introduction

EDUbox is a learning experience that combines storytelling, pedagogy, and technology. In every EDUbox we integrate interaction to stimulate learning-by-doing. During the last 5 years we have already developed several digital tools & apps. In this project it is our ambition to make some of these digital tools re-usable. These tools are also part of the EDUbox DIY toolkit.

To easily allow the consortium partners and newly attracted partners to create their own EDUboxes, a DIY toolkit will be developed. The DIY toolkit will consist of all templates, software packages and manuals needed to easily allow others to kickstart the creation of their own EDUbox.

In this deliverable we will only focus on the digital tools and how we will make them re-usable.

During the project we foresee the following activities:

Activity 1: developing a structure and common software architecture for the EDUbox DIY toolkit.

Activity 2: Next, the plan is to package and open source all software components of the EDUbox. Those software packages will be published on an appropriate open-source software distribution platform.

In this deliverable we thus focus on activity 2 where we give an overview of the different software packages for the different digital tools.

First, we give a brief description of the purpose of the tools.

Next, we provide more information about the main setup and the URLs to the different tools.

In the last chapter, we go more in depth into the different tools and describe how the tools work.

2. Brief description EDUbox tools

a. Co-op game

The co-op game has its origin in an educational context where collaborative problem solving (CPS) is researched and analysed. In this game, these CPS principles are applied and gamified. The creators can create different thematical contexts (eg a spacecraft going to Mars) where the players need to co-operate and colaborate to accomplish missions on their way to the end goal. This end goal is quantified by introducing a resource that needs to be managed and kept as high as possible (eg oxygen in the spacecraft).

b. Puzzle game

In the puzzle game the user is given 2 areas in front of him, in the first and largest area there are several cards arranged in a grid. In the second area there are no items in the initial phase, but by playing the game, the user will unlock items here. The tool's progression consists of clicking on 2 or more items related to each other. When the user has indicated items that are a match, these tickets will disappear from the first area and a ticket will appear in the second area. After this the game can be continued. By clicking on the item in the second area, users can learn more about the match they have found. The game is done when all items from the first area disappear and all items in the second area are visible.

c. Lecture-app

The Lecture game has a similar technical architecture as the co-op game. There is one central screen (eg a PC) and multiple players who log in with their smartphone. The idea is that a theme is given, and players take turns talking and listening to each other to comprehend the message.

d. Interactive video

The interactive video contains a layer that looks at the time code of a video. When the video reaches a predetermined time code, a screen will be displayed in front of the video where the user will see one or more buttons. Clicking on these buttons will give the video a new start time. This allows you to guide the user through a story or let the user create their own story.

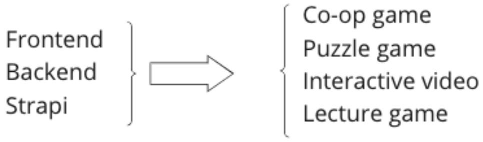
e. PictureIt

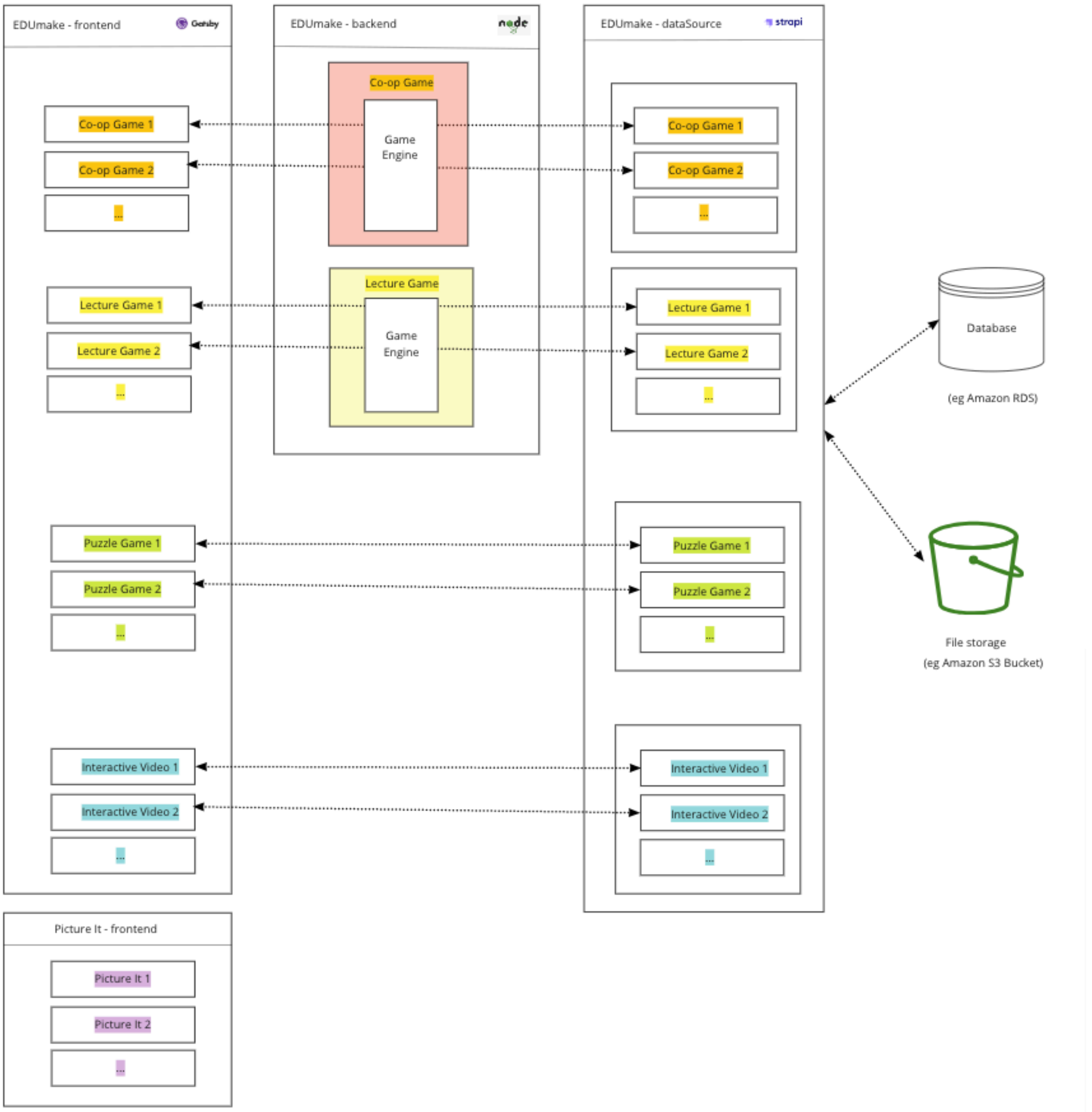
Picture it allows users (students) to give input by means of one or more photos. To each photo, they can add some textual context. The input per group comes together on a virtual photo board that the teacher can present. The overview of photos can then initiate class conversation, and be explored further by using filters (e.g., filter by color, sociodemographic …).

3. EDUbox Tools: how to – setup

a. Intro

Technical trinity: 3 entities combined create a full stack application where the different tools are accessible.





Brief description

- Frontend:

  - the UI where everything comes together and where the end user interacts with

  - Repo: https://bitbucket.org/vrt-prod/vi-edubox-games-fe/src/master/

  - Online example: https://tools.vrtinnovatie.be/EDUbox/games/co-op-game/?game-id=road-to-mars-nl

  - More info in paragraph "3.d. Frontend"

- Backend:

  - the server where game-rooms are created and game-engine and game-state control game logic for the co-op-game and lecture-game

  - Repo: https://bitbucket.org/vrt-prod/vi-edubox-games-api/src/master/

  - Online example: https://d28jjqpn894ni1.cloudfront.net/

  - More info in paragraph "3.c Backend"

- Strapi:

  - the content management system, where content creators can log in and create new games and tools.

  - Repo: https://bitbucket.org/vrt-prod/edubox-games-strapi/src/master/

  - Online example: https://dudwpkgwkyw9w.cloudfront.net/admin/

  - Installation and setup start here, so this is the next paragraph: "3.b Strapi"

Setup & installation

Each of the three parts needs to be installed for the application to function. They can be installed in diverse ways:

- separately, either through
  - manual build and deployment,
  - a ci/cd-pipeline
  - a docker container
- together, in a single command via docker-compose

Detailed instructions can be found in the readme files of each repo. Config files for cd/cd deployment and docker installation files are included in every repo's root folder.

Entry point for installation instructions is the readme of the Strapi repo (paragraph "3.b Strapi")

b. Strapi

# Edubox-games-strapi

Used as a part of 3 repositories to create a full stack application.

- Frontend: [Bitbucket](https://bitbucket.org/vrt-prod/vi-edubox-games-fe/src/master/)

- Backend: [Bitbucket](https://bitbucket.org/vrt-prod/vi-edubox-games-api/src/master/)

- Strapi: [Bitbucket](https://bitbucket.org/vrt-prod/edubox-games-strapi/src/master/)

- Branches:

    - master: production

    - dev: development

- Miro: https://miro.com/app/board/o9J_l7CHgkk=/

# Strapi-Development

- when content types need to be edited

- admin panel: http://localhost:1337/admin

1. non dockerized development

- set .env file like .env.example

- ` yarn`

- ` yarn dev`

- uses sqlite database

- or via local mysql ` docker run --name edumake-strapi -e MYSQL_ROOT_PASSWORD=xxx -d -p 3306:3306 mysql:8.0`

2. in docker

- only strapi (not frontend or backend)

- start: ` docker-compose -f docker-compose.strapi.dev.yml up -d`

- uses local dockerized mysql database by default

- database-config in .env with fallback in folder ` ./config/env/development`

- script created by: [strapi-tool-dockerize](https://github.com/strapi-community/strapi-tool-dockerize#readme)

- stop + remove docker containers + data (!): ` docker-compose -f docker-compose.strapi.dev.yml down`

# Strapi-Production

- only strapi (not frontend or backend)
- when content types are stable, suitable for online, public use
- non dockerized (local) build and serve:
    - ` yarn build`
    - ` yarn start`

# Deployment full project in docker

- full stack: strapi + frontend (fe) + backend (api)
- also includes edumake frontend and backend
- environment variables:
    - set in folders for fe, api, strapi
    - fe: set .env.production file like .env.example
    - api: set .env file like .env.example
- strapi: database-config in .env with fallback in folder ` ./config/env/production`
- uses local dockerized mysql database by default
- start: ` docker-compose -f docker-compose.edumake.prod.yml up -d`
- stop + remove docker containers + data (!): ` docker-compose -f docker-compose.edumake.prod.yml down`

# Strapi configuration after deployment

- create admin user (+ optionally other users)
- settings > users & permissions plugin > roles > public > permissions > find and check permissions 'find' and 'findone' for all co-op content types
- import road-to-mars-nl-content.json as an example via the import/export plugin
- create new co-op content

# CI/CD Deployment to AWS-EB

- (one time) configure AWS: Elastic Beanstalk environment (with env vars), RDS (database), S3 (file storage), S3 (builds folder), AWS credentials in Bitbucket
- merge dev in master branch, push to master-origin

c. Backend

# Edumake-be

Used as a part of 3 repositories to create a full stack application.

- Frontend: [Bitbucket](https://bitbucket.org/vrt-prod/vi-edubox-games-fe/src/master/)
- Backend: [Bitbucket](https://bitbucket.org/vrt-prod/vi-edubox-games-api/src/master/)
- Strapi: [Bitbucket](https://bitbucket.org/vrt-prod/edubox-games-strapi/src/master/)

- Nodejs backend for Edumake
- Continuation of edubox-games-api and steamsroom
- Uses: typescript, express, socket.io, ...
- 2 branches: master/dev
- Miro: https://miro.com/app/board/o9J_l7CHgkk=/

# Use

- set .env file like .env.example
- dev:
    - ` npm install`
    - ` npm run dev`
- local build and serve:
    - ` npm run build`
    - ` node dist/src/index.js`
- single docker:
    - ` docker build -t edubox-games-api .`
    - ` docker run -p 5000:5000 edubox-games-api`
- deployment full project in docker:
    - see readme in edubox-games-strapi

# Environment variables:

- ` PORT` is the port for the express server to listen to (e.g., 5000)
- ` HOST` is the full public path to the server (e.g., http://onderwijs.vrt.be/edubox-games-api/)
- ` DATASOURCE` is the full public path to Edumake CMS (edumake-strapi)

d. Frontend

# Edubox-games-fe

Used as a part of 3 repositories to create a full stack application.

- Frontend: [Bitbucket](https://bitbucket.org/vrt-prod/vi-edubox-games-fe/src/master/)
- Backend: [Bitbucket](https://bitbucket.org/vrt-prod/vi-edubox-games-api/src/master/)
- Strapi: [Bitbucket](https://bitbucket.org/vrt-prod/edubox-games-strapi/src/master/)

- Branches:
    - master: production
    - dev: development
- Miro: https://miro.com/app/board/o9J_l7CHgkk=/

# Use

- development:
    - set .env file like .env.example
    - ` yarn install`
    - ` yarn dev`
- local build and serve:
    - set .env.production file like .env.example
    - ` yarn build`
    - ` npm serve -s build -l 3000`
- run as single docker:
    - set .env.production file like .env.example
    - ` docker build -t edubox-games-fe .`
    - ` docker run -p 80:80 edubox-games-fe`
- deployment full project in docker:
    - see readme in edubox-games-strapi

e. Online examples

Strapi:

- Web interface:
  - https://dudwpkgwkyw9w.cloudfront.net/admin/
  - Reviewer login details:
    - Username: edumake-reviewer@vrt.be
    - Password: RUE.nyk2
- Public API endpoints:
  - https://dudwpkgwkyw9w.cloudfront.net/api/co-op-games/road-to-mars-nl
  - https://dudwpkgwkyw9w.cloudfront.net/api/co-op-games/Road-to-consensus
  - https://dudwpkgwkyw9w.cloudfront.net/api/puzzlegames/duurzaamheid
  - https://dudwpkgwkyw9w.cloudfront.net/api/interactive-videos/testontwikkeling
  - https://dudwpkgwkyw9w.cloudfront.net/api/puzzlegames/duurzaamheid
  - …

Backend:

- https://d28jjqpn894ni1.cloudfront.net/

Frontend:

- Co-op
- https://tools.vrtinnovatie.be/EDUbox/games/co-op-game/?game-id=road-to-mars-nl
- Interactive video
- https://tools.vrtinnovatie.be/EDUbox/games/interactive-video/?game-id=testontwikkeling
- Puzzle game
- https://tools.vrtinnovatie.be/EDUbox/games/puzzlegame/?game-id=duurzaamheid
- https://tools.vrtinnovatie.be/EDUbox/games/puzzlegame/?game-id=cybersecurity-nl
- Lecture game
- https://tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=pandemie
- https://tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=cultuur
- https://tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=cultuur-hr
- https://tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=cybersecurity
- https://tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=cybersecurity-fr
- https://tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=gezondheidszorg
- https://tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=identiteit

4. EDUbox Tools: how to – content creation

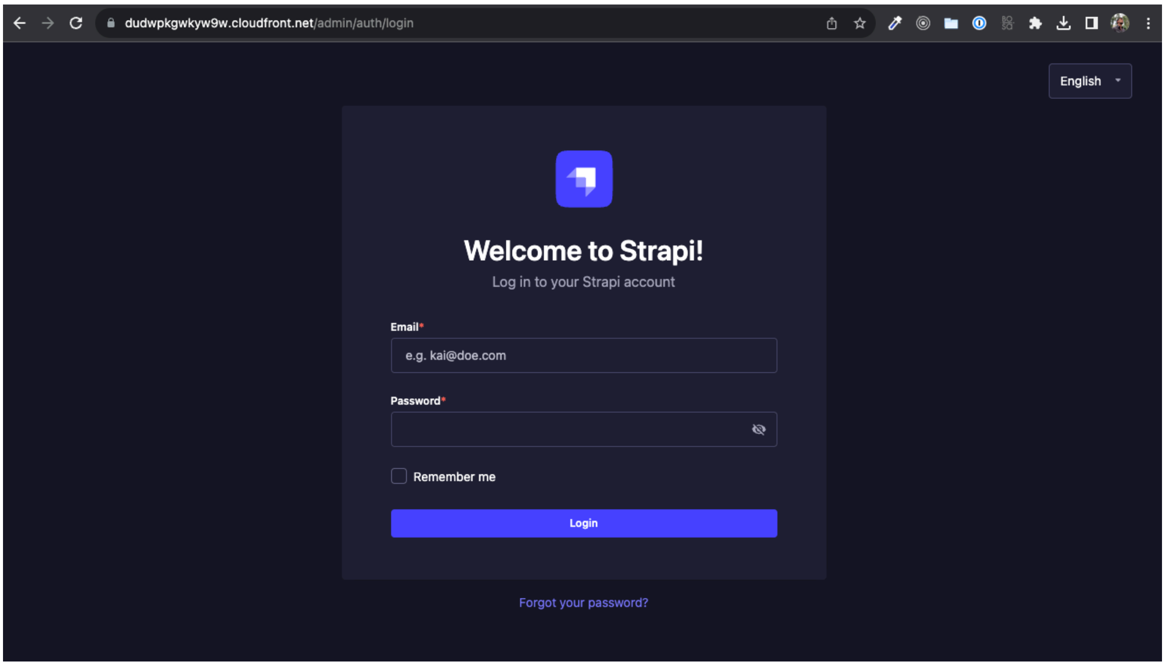
a. Co-op game

Login in Strapi

On initial installation, an admin strapi user is created, which in turn can create new users, if desired with specific roles and rights.

These users can then login to the Strapi web interface at https://strapi_base_url/admin/ like for example: https://dudwpkgwkyw9w.cloudfront.net/admin/

You will then be prompted for login details:



dudwpkgwkyw9w.cloudfront.net/admin/auth/login

English

Welcome to Strapi!

Log in to your Strapi account

Email*

e.g. kai@doe.com

Password*

□ Remember me

Login

Forgot your password?

Note: new users can be created by an admin user via settings > administration panel > roles (create rights) > users (create user) > get/send invitation link

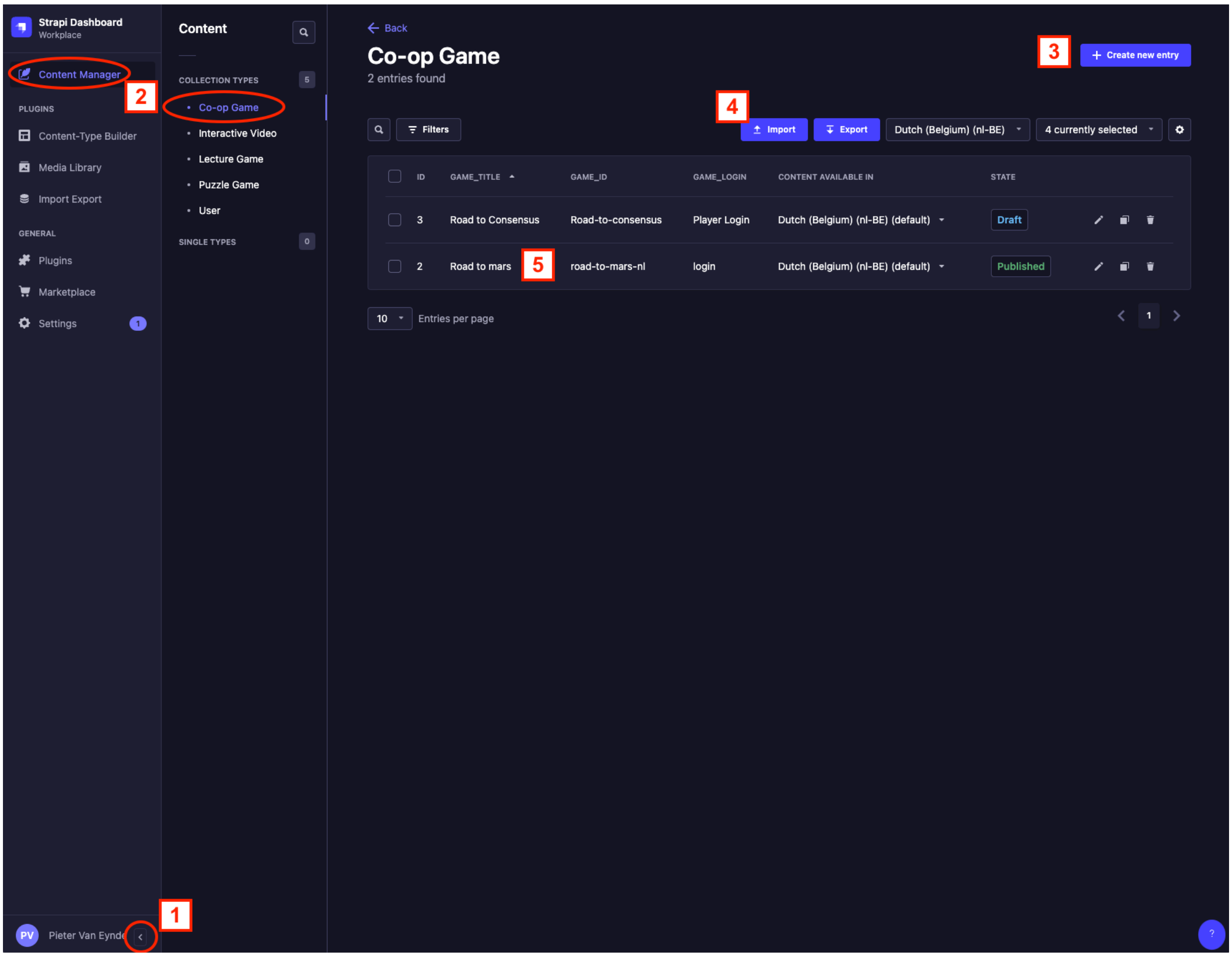
Navigate to a (new) co-op game:

After login you can

1. Open the sidebar
2. Go to the content manager and select “Co-op game”

You can then either

3. create a new game
4. import an existing game from a json file
5. Open an existing game



Co-op Game

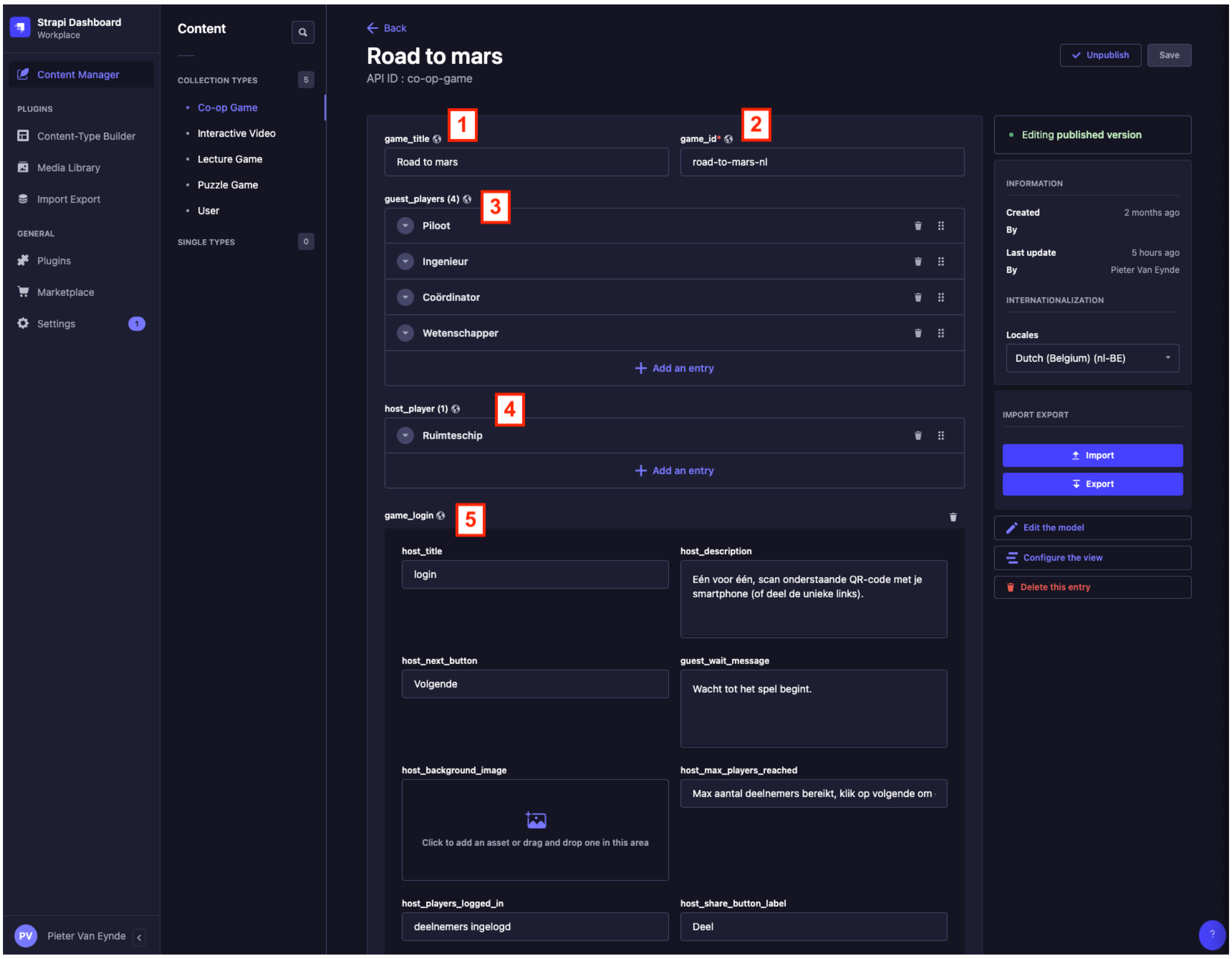
2 entries found

ID	GAME_TITLE	GAME_ID	GAME_LOGIN	CONTENT AVAILABLE IN	STATE
3	Road to Consensus	Road-to-consensus	Player Login	Dutch (Belgium) (nl-BE) (default)	Draft
2	Road to mars	road-to-mars-nl	login	Dutch (Belgium) (nl-BE) (default)	Published

Co-op game content

Once inside a (new) co-op game you get a detailed view of all the content of that specific co-op-game. It starts with:

1. **game_title**: will be displayed on different screens in the game and as page title
2. **game_id**: is used as unique identifier in the url
3. **guest_players**: used on many screens
4. host_player: used on many screens
5. game_login: the login screen



Road to mars

API ID : co-op-game

game_title: Road to mars

game_id*: road-to-mars-nl

guest_players (4): Piloot, Ingenieur, Coördinator, Wetenschapper

host_player (1): Ruimteschip

game_login

host_title: login

host_description: Eén voor één, scan onderstaande QR-code met je smartphone (of deel de unieke links).

host_next_button: Volgende

guest_wait_message: Wacht tot het spel begint.

host_background_image

host_max_players_reached: Max aantal deelnemers bereikt, klik op volgende om

host_players_logged_in: deelnemers ingelogd

host_share_button_label: Deel

INFORMATION

Created: 2 months ago

By

Last update: 5 hours ago

By: Pieter Van Eynde

INTERNATIONALIZATION

Locales: Dutch (Belgium) (nl-BE)

Other mayor building blocks (components) in the game are:

- game_intro
- rounds
- game_outro
- game_resource
- game_defaults
- game_colors
- round_redistribute

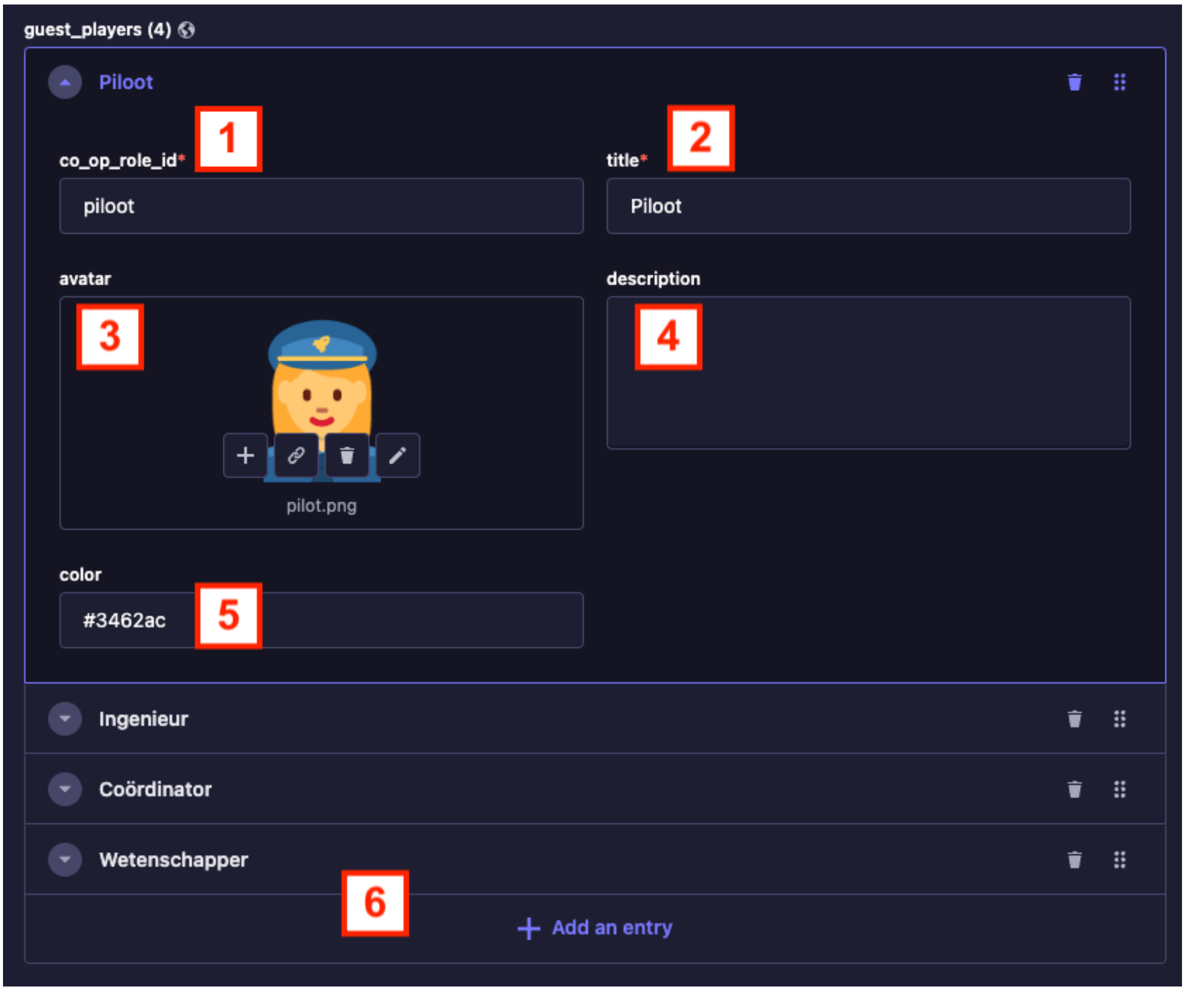
Components and repeatable components

A component can be expanded to reveal detail fields as a part of that component

For example, a guest_player consists of following fields:

1. co_op_role_id
2. title
3. avatar
4. description
5. Color

6. Also, the field "guest_players" is an array of those components, so you can add as many as you want, it is a "repeatable component"



guest_players (4)

Piloot

co_op_role_id*: piloot

title*: Piloot

avatar: pilot.png

description:

color: #3462ac

Ingenieur

Coördinator

Wetenschapper

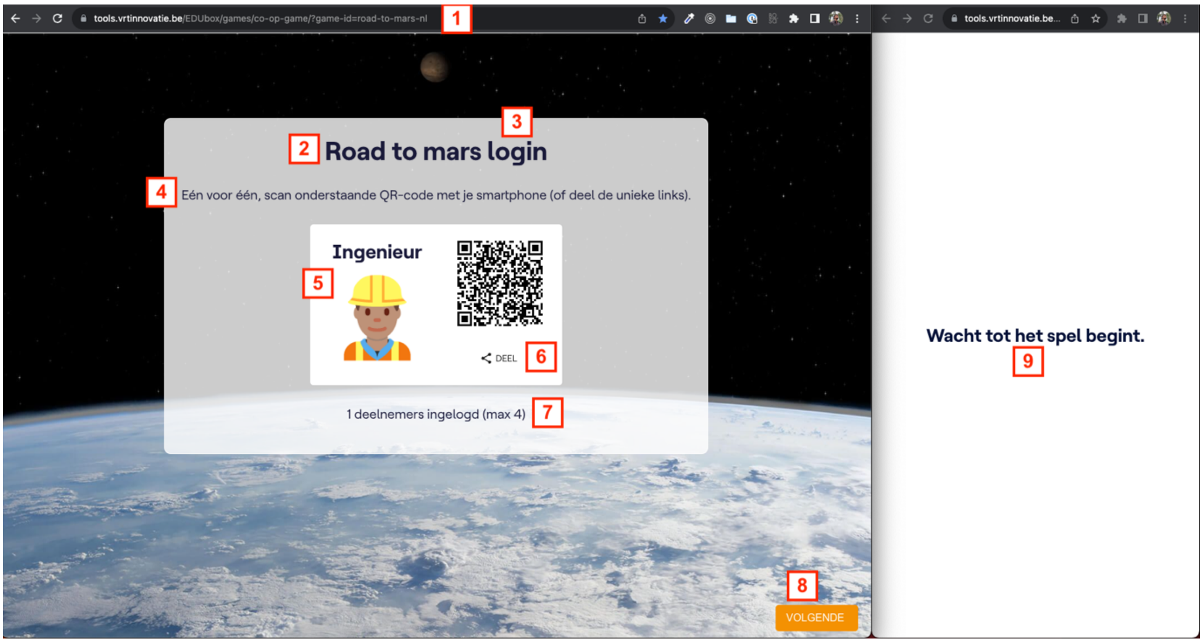
Fields are being displayed, directly in the frontend

Where components and field names are displayed should be self-explanatory based on their names. The name of the component often refers to a phase in the game, related to a game state. Also, many times a field name starts with “host” when it is displayed on the main screen and “guest” when it is used on the player screens.

An example:

The login screen:

1. game_id
2. game_title
3. game_login > host_title
4. game_login > host_description
5. guest_players > title + avatar
6. game_login > host_share_button_label
7. game_login > host_players_logged_in
8. game_login > host_share_button_label
9. game_login > guest_wait_message



tools.vrtinnovatie.be/EDUbox/games/co-op-game/?game-id=road-to-mars-nl

Road to mars login

Eén voor één, scan onderstaande QR-code met je smartphone (of deel de unieke links).

Ingenieur

DEEL

1 deelnemers ingelogd (max 4)

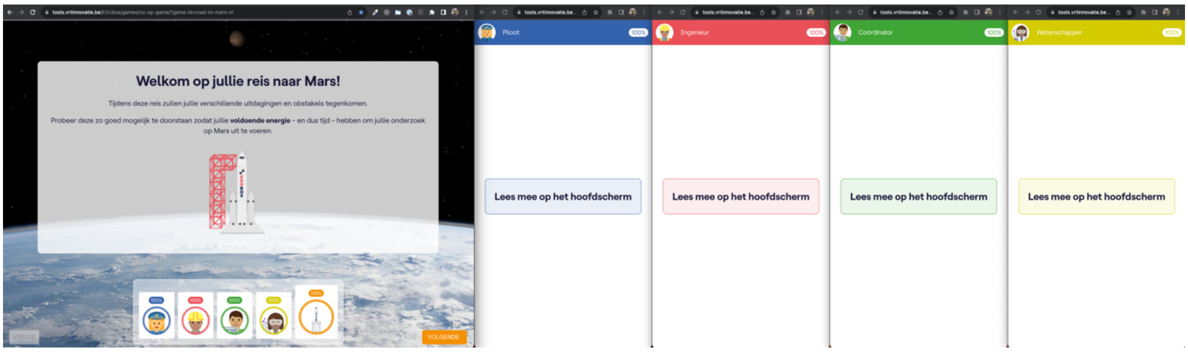
VOLGENDE

tools.vrtinnovatie.be...

Wacht tot het spel begint.

And in this manner, all text, numbers, images, colors, … that are displayed in the frontend have a logically named field in the Strapi content management system. A few more examples and a full list of fields can be found below.

Frontend examples:

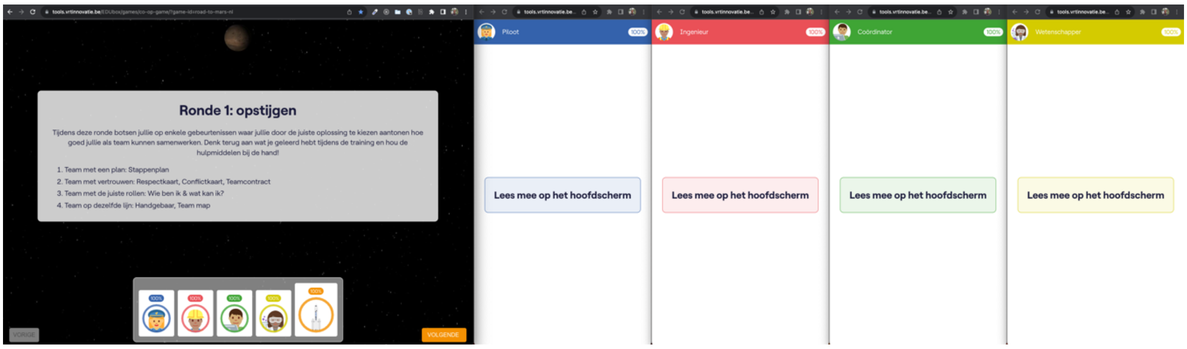


Welkom op jullie reis naar Mars!

Tijdens deze reis zullen jullie verschillende uitdagingen en obstakels tegenkomen.

Probeer deze zo goed mogelijk te doorstaan zodat jullie **voldoende energie** - en dus tijd - hebben om jullie onderzoek op Mars uit te voeren.

tools.vrtinnovatie.be/EDUbox/games/co-op-game/?game-id=road-to-mars-nl
100%
VORIGE
VOLGENDE
Piloot
Ingenieur
Coördinator
Wetenschapper
Lees mee op het hoofdscherm
Lees mee op het hoofdscherm
Lees mee op het hoofdscherm
Lees mee op het hoofdscherm

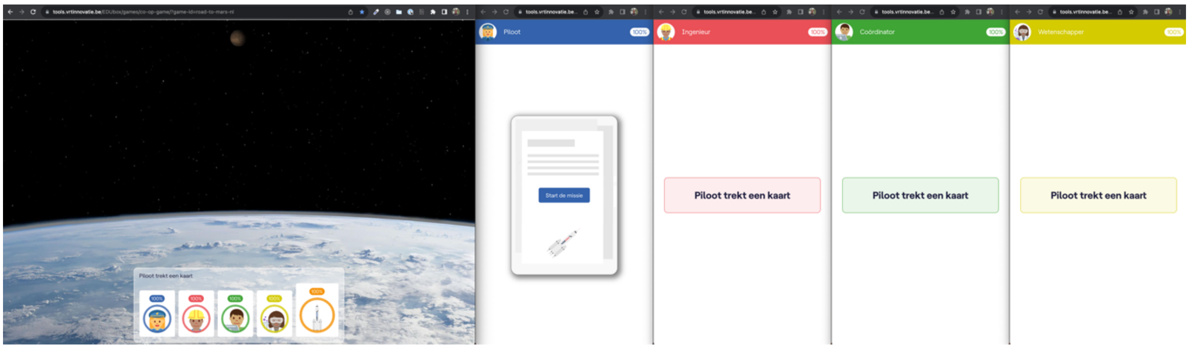


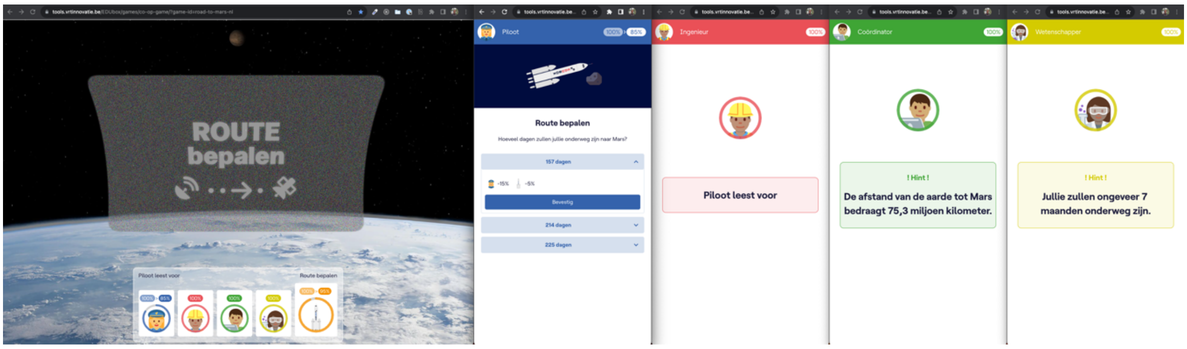
Ronde 1: opstijgen

Tijdens deze ronde botsen jullie op enkele gebeurtenissen waar jullie door de juiste oplossing te kiezen aantonen hoe goed jullie als team kunnen samenwerken. Denk terug aan wat je geleerd hebt tijdens de training en hou de hulpmiddelen bij de hand!

1. Team met een plan: Stappenplan
2. Team met vertrouwen: Respectkaart, Conflictkaart, Teamcontract
3. Team met de juiste rollen: Wie ben ik & wat kan ik?
4. Team op dezelfde lijn: Handgebaar, Team map

tools.vrtinnovatie.be/EDUbox/games/co-op-game/?game-id=road-to-mars-nl
100%
VORIGE
VOLGENDE
Piloot
Ingenieur
Coördinator
Wetenschapper
Lees mee op het hoofdscherm
Lees mee op het hoofdscherm
Lees mee op het hoofdscherm
Lees mee op het hoofdscherm





Route bepalen

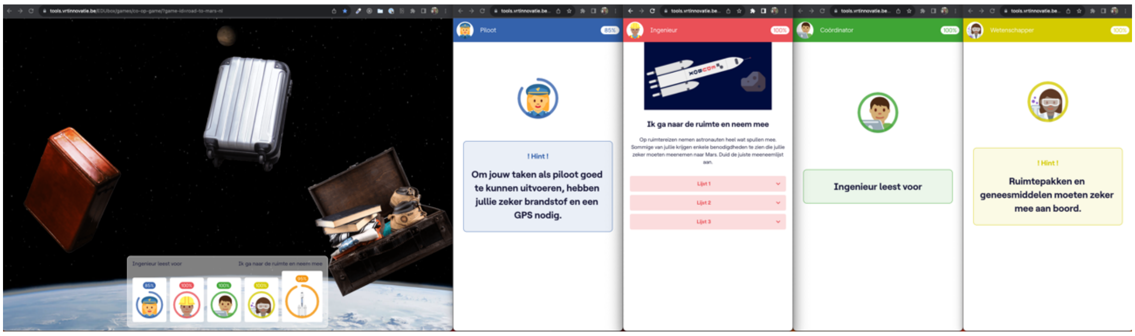
Hoeveel dagen zullen jullie onderweg zijn naar Mars?

! Hint !

De afstand van de aarde tot Mars bedraagt 75,3 miljoen kilometer.

! Hint !

Jullie zullen ongeveer 7 maanden onderweg zijn.


tools.vrtinnovatie.be/EDUbox/games/co-op-game/?game-id=road-to-mars-nl
Ingenieur leest voor
Ik ga naar de ruimte en neem mee
85%
100%
100%
100%
95%
Piloot
Ingenieur
Coördinator
Wetenschapper
Lijst 1
Lijst 2
Lijst 3

! Hint !

Om jouw taken als piloot goed te kunnen uitvoeren, hebben jullie zeker brandstof en een GPS nodig.

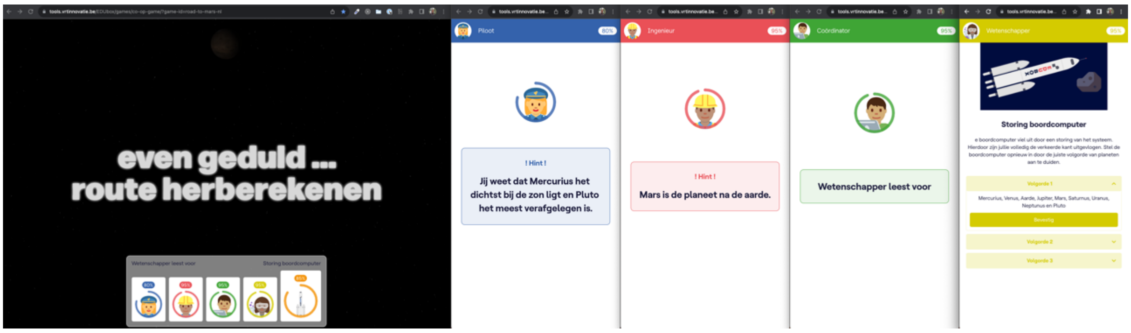
Ik ga naar de ruimte en neem mee

Op ruimtereizen nemen astronauten heel wat spullen mee. Sommige van jullie krijgen enkele benodigdheden te zien die jullie zeker moeten meenemen naar Mars. Duid de juiste meeneemlijst aan.

Ingenieur leest voor

! Hint !

Ruimtepakken en geneesmiddelen moeten zeker mee aan boord.



! Hint !

Jij weet dat Mercurius het dichtst bij de zon ligt en Pluto het meest verafgelegen is.

! Hint !

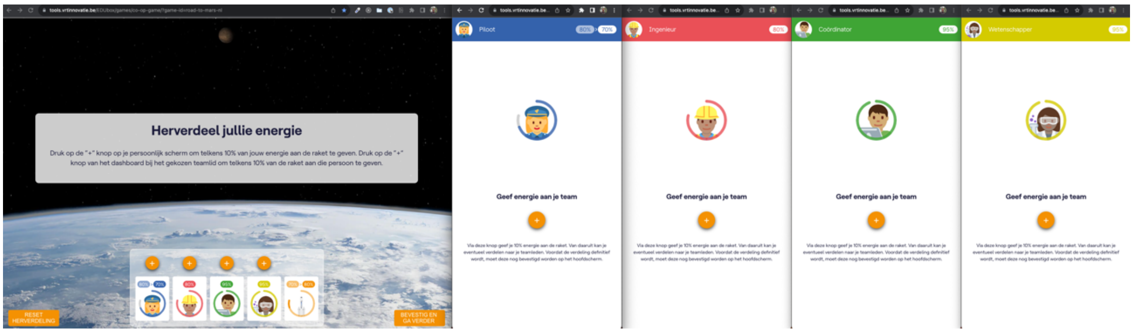
Mars is de planeet na de aarde.

Wetenschapper leest voor

Storing boordcomputer

e boordcomputer viel uit door een storing van het systeem. Hierdoor zijn jullie volledig de verkeerde kant uitgevlogen. Stel de boordcomputer opnieuw in door de juiste volgorde van planeten aan te duiden.

Mercurius, Venus, Aarde, Jupiter, Mars, Saturnus, Uranus, Neptunus en Pluto

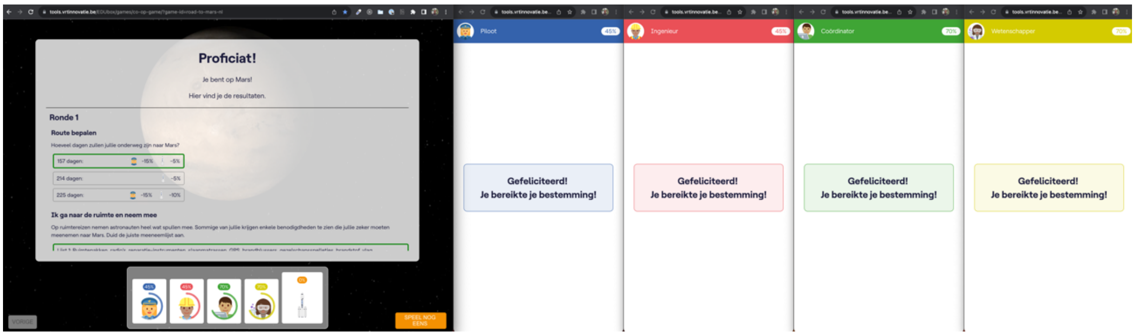


Herverdeel jullie energie

Druk op de "+" knop op je persoonlijk scherm om telkens 10% van jouw energie aan de raket te geven. Druk op de "+" knop van het dashboard bij het gekozen teamlid om telkens 10% van de raket aan die persoon te geven.

Geef energie aan je team

Via deze knop geef je 10% energie aan de raket. Van daaruit kan je eventueel verdelen naar je teamleden. Voordat de verdeling definitief wordt, moet deze nog bevestigd worden op het hoofdscherm.



Proficiat!

Je bent op Mars!

Hier vind je de resultaten.

Ronde 1

Route bepalen

Hoeveel dagen zullen jullie onderweg zijn naar Mars?

157 dagen:	-15%	-5%
214 dagen:		-5%
225 dagen:	-15%	-10%

Ik ga naar de ruimte en neem mee

Op ruimtereizen nemen astronauten heel wat spullen mee. Sommige van jullie krijgen enkele benodigdheden te zien die jullie zeker moeten meenemen naar Mars. Duid de juiste meeneemlijst aan.

Lijst 1: Ruimtepakken, radio's, reparatie-instrumenten, slaapmatrassen, GPS, brandblussers, gezelschapsspelletjes, brandstof, vlag

Gefeliciteerd!
Je bereikte je bestemming!

Complete list of components and fields

- game_title: Text
- game_id: Text
- guest_players: Component (repeatable)
    - co_op_role_id: Text
    - title: Text
    - description: Text
    - avatar: Media
    - color: Text
- host_player: Component (repeatable)
    - co_op_role_id: Text
    - title: Text
    - description: Text
    - avatar: Media
    - color: Text
- game_login: Component
    - host_title: Text
    - host_description: Text
    - host_next_button: Text
    - guest_wait_message: Text
    - host_background_image: Media
    - host_max_players_reached: Text
    - host_players_logged_in: Text
    - host_share_button_label: Text
    - host_share_button_description: Text
- game_intro: Component
    - host_intro_slides: Component (repeatable)
        - title: Text
        - description: Rich text
        - media: Media
        - youtube_link: Text
    - host_start_game_button: Text
    - host_skip_intro_button: Text
    - guest_welcome_message: Text

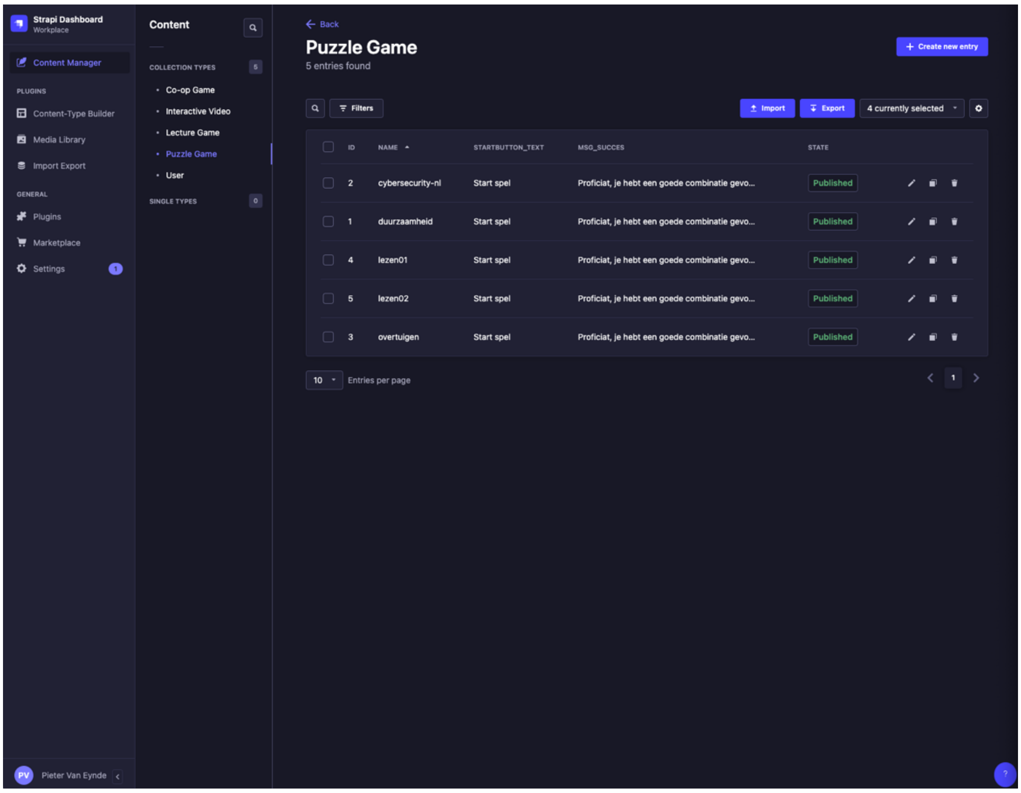
```
        - host_background_image: Media
- rounds: Component (repeatable)
        - round_name: Text
        - host_background_image: Media
        - round_intro: Component
                - host_slides: Component (repeatable)
                        - title: Text
                        - description: Rich text
                        - media: Media
                        - youtube_link: Text
                - host_last_slide_button: Text
        - turns: Component (repeatable)
                - turn_title: Text
                - turn_type: Enumeration
                - turn_role_if_normal: Text
                - turn_question: Component
                        - guest_question: Text
                        - guest_question_image: Media
                - turn_options: Component (repeatable)
                        - guest_title: Text
                        - guest_description: Text
                        - impact: Component (repeatable)
                                - co_op_role_id: Text
                                - impact: Number
                - turn_hints: Component (repeatable)
                        - co_op_role_id: Text
                        - guest_description: Text
        - turn_host_screen: Component
                - host_title: Text
                - host_description: Text
                - host_question_image: Media
                - host_background_image: Media
                - turn_show_impact_preview: Boolean
```

  - round_outro: Component
    - host_slides: Component (repeatable)
      - title: Text
      - description: Rich text
      - media: Media
      - youtube_link: Text
    - host_last_slide_button: Text
    - show_round_redistribute: Boolean
- game_outro: Component
  - host_outro_slides: Component (repeatable)
    - title: Text
    - description: Rich text
    - media: Media
    - youtube_link: Text
  - host_end_game_button: Text
  - host_results_button: Text
  - guest_outro_message: Text
  - host_background_image: Media
- game_resource: Component
  - name: Text
  - unit: Text
  - min: Number
  - max: Number
  - my_resource_label: Text
- game_defaults: Component
  - guest_read_along: Text
  - guest_default_question_image: Media
  - host_default_background_image: Media
  - host_next_button: Text
  - host_previous_button: Text
  - turn_player_draws_card: Text
  - turn_player_reads_card: Text
  - turn_player_confirms_option: Text
  - turn_player_draw_card: Text

- round_redistribute: Component
    - host_title: Text
    - description: Rich text
    - host_slides: Component (repeatable)
        - title: Text
        - description: Rich text
        - media: Media
        - youtube_link: Text
    - host_last_slide_button: Text
    - host_reset_button: Text
    - host_confirm_button: Text
    - guest_button_title: Text
    - guest_button_explanation: Rich text
- game_colors: Component
    - host_background: Text
    - host_text_primary: Text
    - host_text_accent: Text
    - host_button_background: Text
    - guest_background: Text
    - guest_text_primary: Text
    - guest_text_accent: Text
    - host_button_text: Text
    - host_centerpiece_background: Text
    - host_button_border: Text
    - host_centerpiece_border: Text
    - host_players_background: Text
    - host_players_border: Text
    - host_player_background: Text
    - host_player_border: Text

b. Puzzle game

Puzzle game login, navigation content, game_id, components & fields principal function the same as the co-op game.

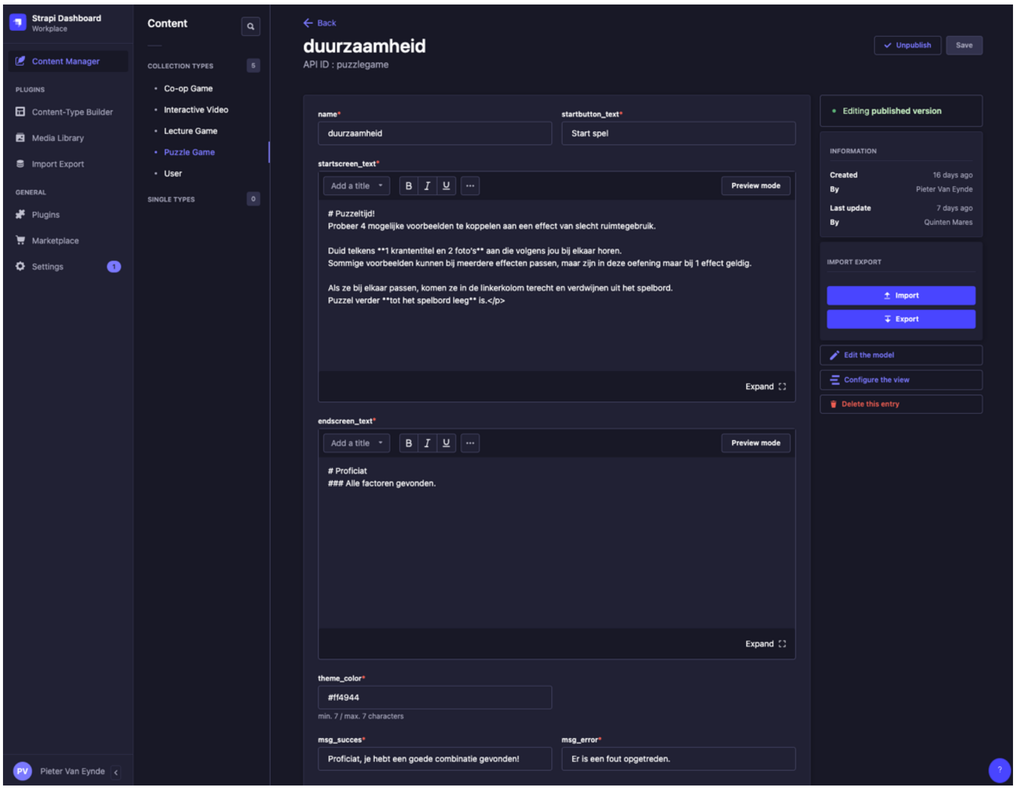


Puzzle Game

5 entries found

ID	NAME	STARTBUTTON_TEXT	MSG_SUCCES	STATE
2	cybersecurity-nl	Start spel	Proficiat, je hebt een goede combinatie gevo...	Published
1	duurzaamheid	Start spel	Proficiat, je hebt een goede combinatie gevo...	Published
4	lezen01	Start spel	Proficiat, je hebt een goede combinatie gevo...	Published
5	lezen02	Start spel	Proficiat, je hebt een goede combinatie gevo...	Published
3	overtuigen	Start spel	Proficiat, je hebt een goede combinatie gevo...	Published

10 Entries per page



duurzaamheid

API ID : puzzlegame

name*: duurzaamheid

startbutton_text*: Start spel

startscreen_text*:

```
# Puzzeltijd!
Probeer 4 mogelijke voorbeelden te koppelen aan een effect van slecht ruimtegebruik.

Duid telkens **1 krantentitel en 2 foto's** aan die volgens jou bij elkaar horen.
Sommige voorbeelden kunnen bij meerdere effecten passen, maar zijn in deze oefening maar bij 1 effect geldig.

Als ze bij elkaar passen, komen ze in de linkerkolom terecht en verdwijnen uit het spelbord.
Puzzel verder **tot het spelbord leeg** is.</p>
```

endscreen_text*:

```
# Proficiat
### Alle factoren gevonden.
```

theme_color*: #ff4944

min. 7 / max. 7 characters

msg_succes*: Proficiat, je hebt een goede combinatie gevonden!

msg_error*: Er is een fout opgetreden.

Editing published version

INFORMATION

Created	16 days ago
By	Pieter Van Eynde
Last update	7 days ago
By	Quinten Mares

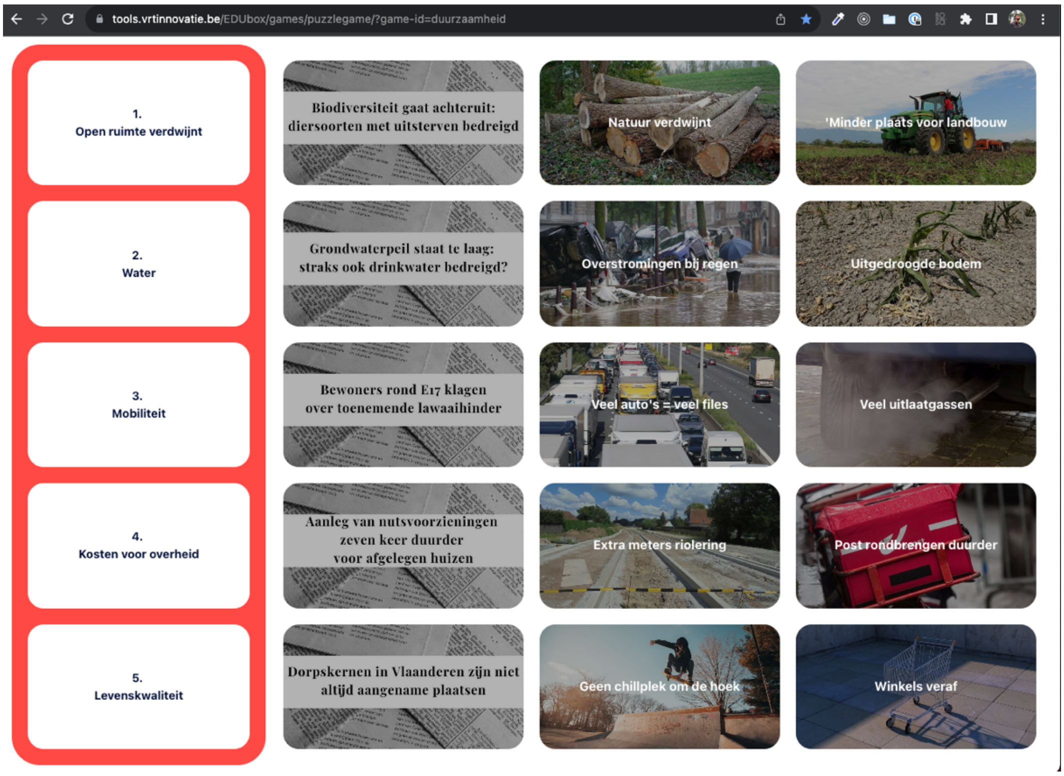
Puzzeltijd!

Probeer 4 mogelijke voorbeelden te koppelen aan een effect van slecht ruimtegebruik.

Duid telkens **1 krantentitel en 2 foto's** aan die volgens jou bij elkaar horen. Sommige voorbeelden kunnen bij meerdere effecten passen, maar zijn in deze oefening maar bij 1 effect geldig.

Als ze bij elkaar passen, komen ze in de linkerkolom terecht en verdwijnen uit het spelbord. Puzzel verder **tot het spelbord leeg** is.

Start spel



tools.vrtinnovatie.be/EDUbox/games/puzzlegame/?game-id=duurzaamheid

1. Open ruimte verdwijnt	Biodiversiteit gaat achteruit: diersoorten met uitsterven bedreigd	Natuur verdwijnt	'Minder plaats voor landbouw
2. Water	Grondwaterpeil staat te laag: straks ook drinkwater bedreigd?	Overstromingen bij regen	Uitgedroogde bodem
3. Mobiliteit	Bewoners rond E17 klagen over toenemende lawaaihinder	Veel auto's = veel files	Veel uitlaatgassen
4. Kosten voor overheid	Aanleg van nutsvoorzieningen zeven keer duurder voor afgelegen huizen	Extra meters riolering	Post rondbrengen duurder
5. Levenskwaliteit	Dorpskernen in Vlaanderen zijn niet altijd aangename plaatsen	Geen chillplek om de hoek	Winkels veraf

Complete list of components and fields

name: Text

startbutton_text: Text

endscreen_text: Rich text

startscreen_text: Rich text

msg_succes: Text

msg_error: Text

theme_color: Text

game_columns: Number

game_rows: Number

results_visible: Number

game_random: Boolean

results_random: Boolean

puzzlegame_card: Component (repeatable)

- card_title: Text
- card_content_alttext: Text
- card_content: Media
- card_id: Number
- resultcard_id: Number

puzzlegame_resultcard: Component (repeatable)

- resultcard_title: Text
- resultcard_content: Media
- resultcard_content_alttext: Text
- resultcard_id: Number
- resultcard_text: Rich text

msg_fault: Text

msg_fault_dubble: Text

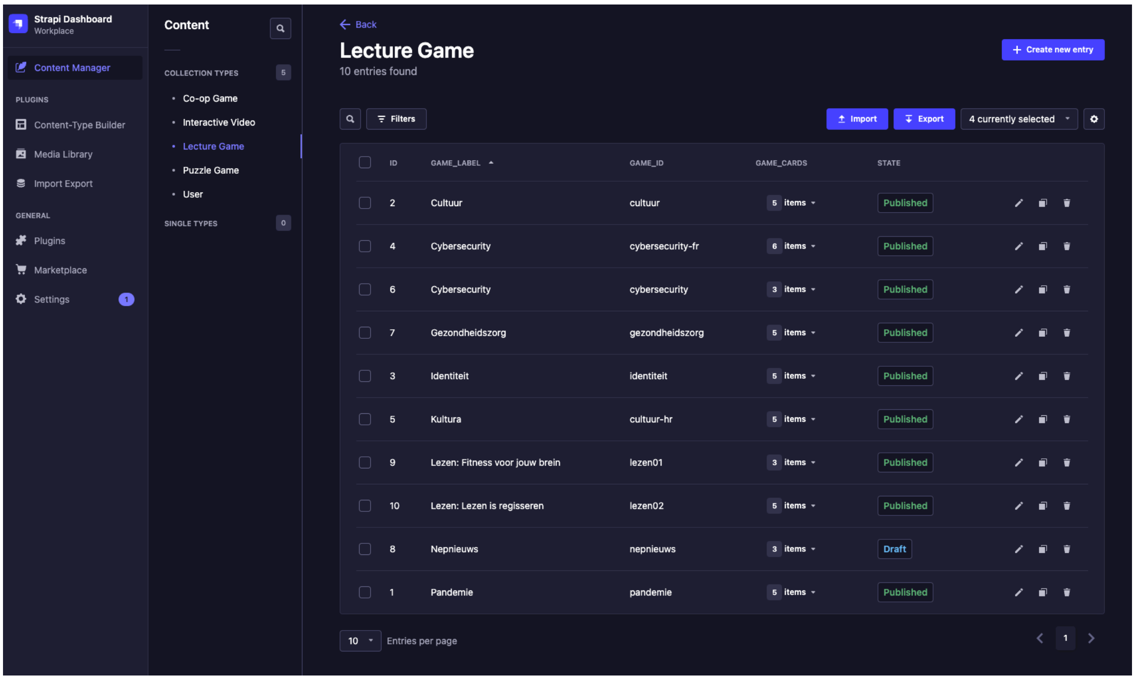
gamescreen_close_text: Text

unknown_error: Text

game_id: Text

c. Lecture-game

Lecture game login, navigation content, game_id, components & fields principal function the same as the co-op game and the puzzle game.



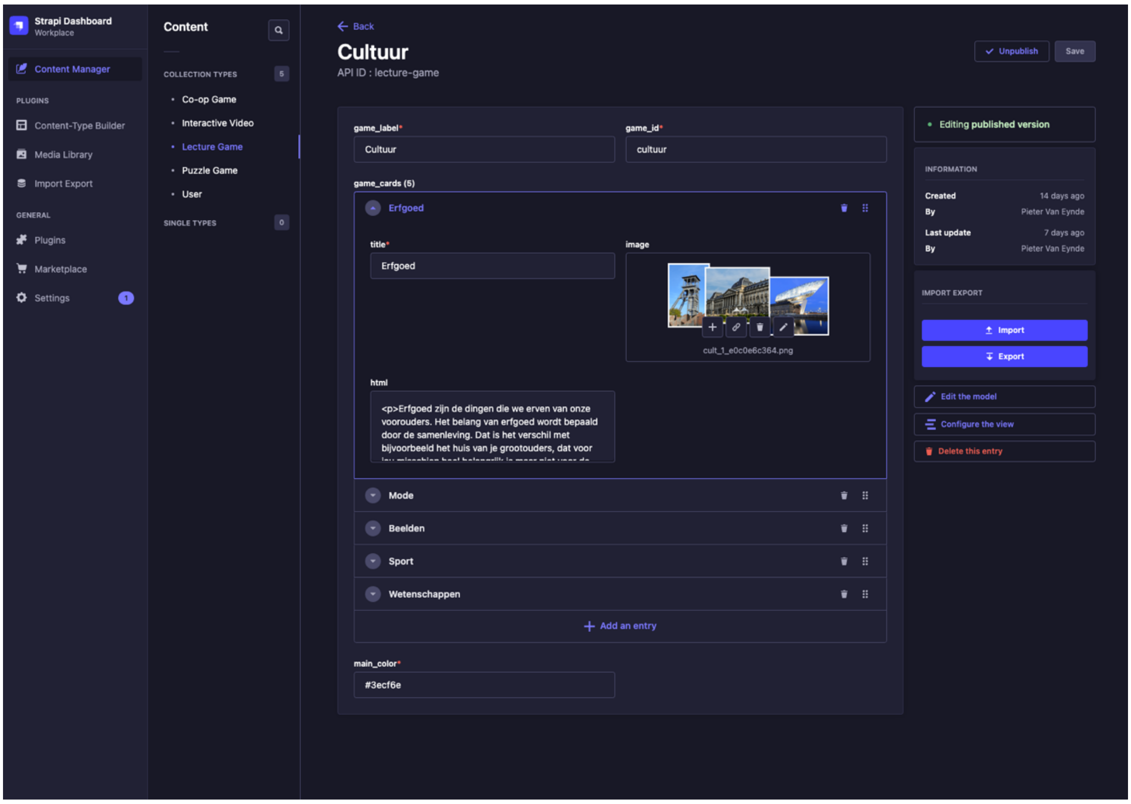
Lecture Game

10 entries found

ID	GAME_LABEL	GAME_ID	GAME_CARDS	STATE
2	Cultuur	cultuur	5 items	Published
4	Cybersecurity	cybersecurity-fr	6 items	Published
6	Cybersecurity	cybersecurity	3 items	Published
7	Gezondheidszorg	gezondheidszorg	5 items	Published
3	Identiteit	identiteit	5 items	Published
5	Kultura	cultuur-hr	5 items	Published
9	Lezen: Fitness voor jouw brein	lezen01	3 items	Published
10	Lezen: Lezen is regisseren	lezen02	5 items	Published
8	Nepnieuws	nepnieuws	3 items	Draft
1	Pandemie	pandemie	5 items	Published

10 Entries per page

1



Cultuur

API ID : lecture-game

game_label*: Cultuur

game_id*: cultuur

game_cards (5)

Erfgoed

title*: Erfgoed

image: cult_1_e0c0e6c364.png

html:

<p>Erfgoed zijn de dingen die we erven van onze voorouders. Het belang van erfgoed wordt bepaald door de samenleving. Dat is het verschil met bijvoorbeeld het huis van je grootouders, dat voor jou misschien heel belangrijk is maar niet voor de

Mode

Beelden

Sport

Wetenschappen

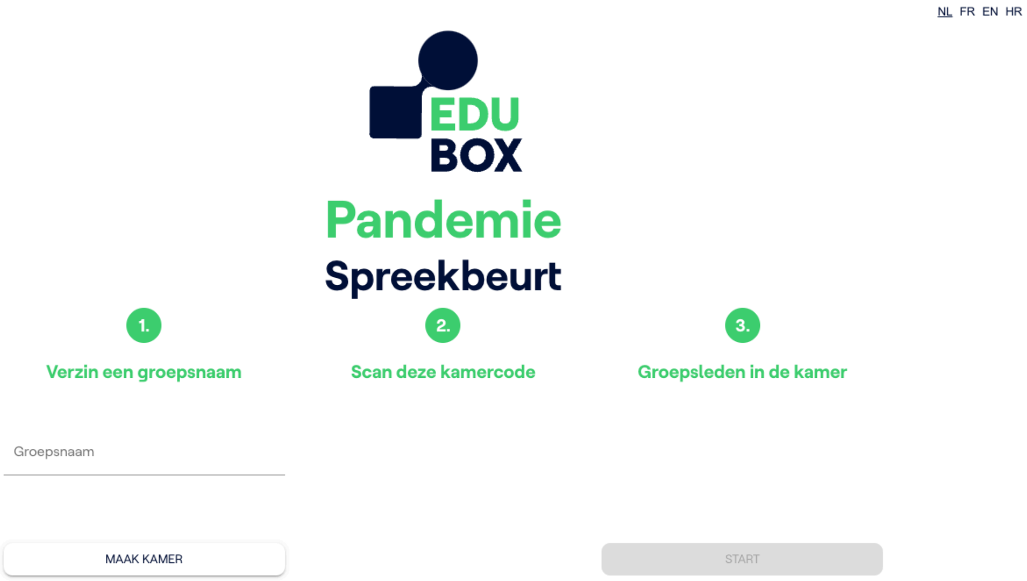
main_color*: #3ecf6e

Editing published version

INFORMATION

Created	14 days ago
By	Pieter Van Eynde
Last update	7 days ago
By	Pieter Van Eynde

IMPORT EXPORT

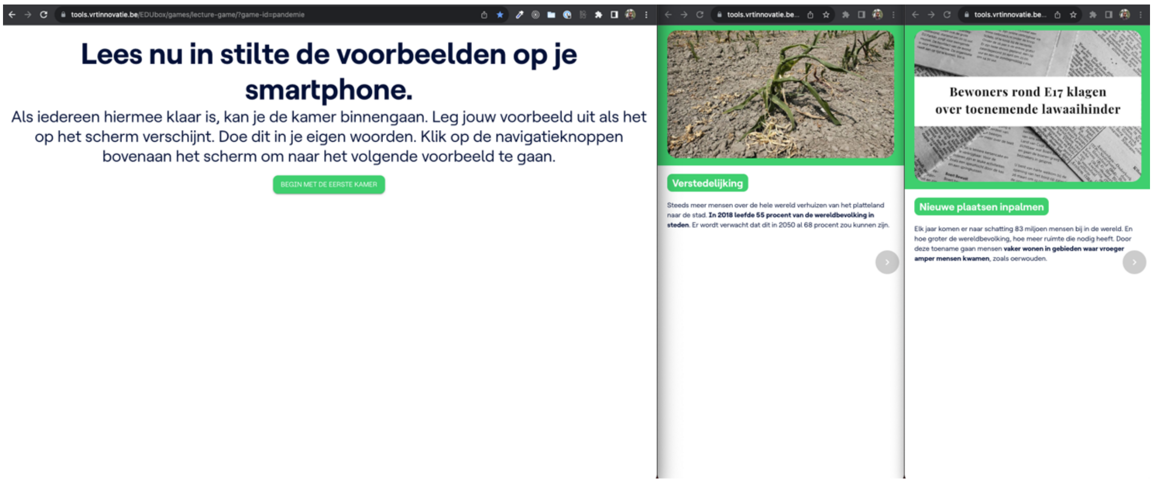


Pandemie

Spreekbeurt

1. Verzin een groepsnaam
2. Scan deze kamercode
3. Groepsleden in de kamer

Groepsnaam


tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=pandemie
tools.vrtinnovatie.be...
tools.vrtinnovatie.be...

Lees nu in stilte de voorbeelden op je smartphone.

Als iedereen hiermee klaar is, kan je de kamer binnengaan. Leg jouw voorbeeld uit als het op het scherm verschijnt. Doe dit in je eigen woorden. Klik op de navigatieknoppen bovenaan het scherm om naar het volgende voorbeeld te gaan.

BEGIN MET DE EERSTE KAMER

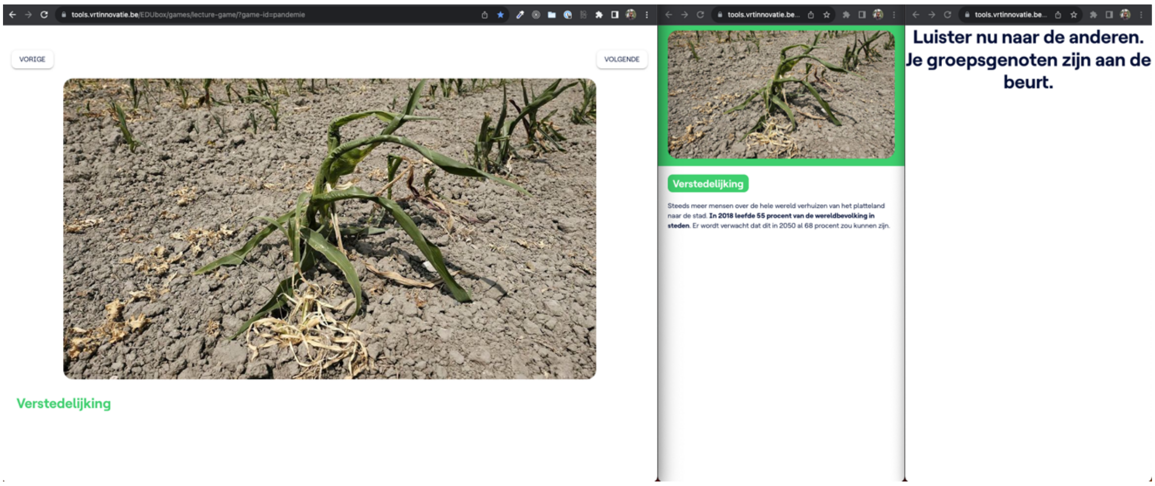
Verstedelijking

Steeds meer mensen over de hele wereld verhuizen van het platteland naar de stad. **In 2018 leefde 55 procent van de wereldbevolking in steden**. Er wordt verwacht dat dit in 2050 al 68 procent zou kunnen zijn.

Bewoners rond E17 klagen over toenemende lawaaihinder

Nieuwe plaatsen inpalmen

Elk jaar komen er naar schatting 83 miljoen mensen bij in de wereld. En hoe groter de wereldbevolking, hoe meer ruimte die nodig heeft. Door deze toename gaan mensen **vaker wonen in gebieden waar vroeger amper mensen kwamen**, zoals oerwouden.


tools.vrtinnovatie.be/EDUbox/games/lecture-game/?game-id=pandemie
VORIGE
VOLGENDE
tools.vrtinnovatie.be...
tools.vrtinnovatie.be...

Verstedelijking

Verstedelijking

Steeds meer mensen over de hele wereld verhuizen van het platteland naar de stad. **In 2018 leefde 55 procent van de wereldbevolking in steden**. Er wordt verwacht dat dit in 2050 al 68 procent zou kunnen zijn.

Luister nu naar de anderen. Je groepsgenoten zijn aan de beurt.

Complete list of components and fields

game_label: Text

game_id: Text

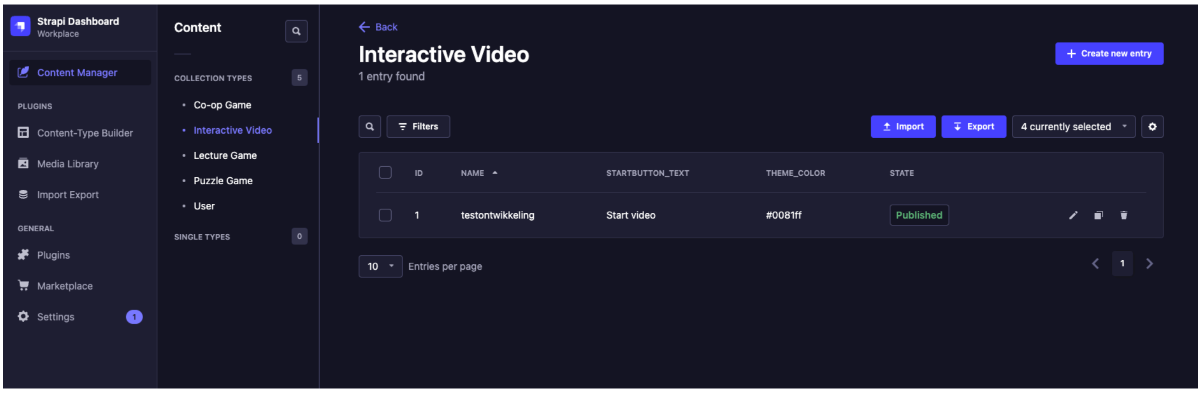
game_cards: Component (repeatable)

- title: Text
- image: Media
- html: Text

main_color: Text

d. Interactive video

Lecture game login, navigation content, game_id, components & fields principal functions the same as the co-op game, the puzzle game, and the lecture game.



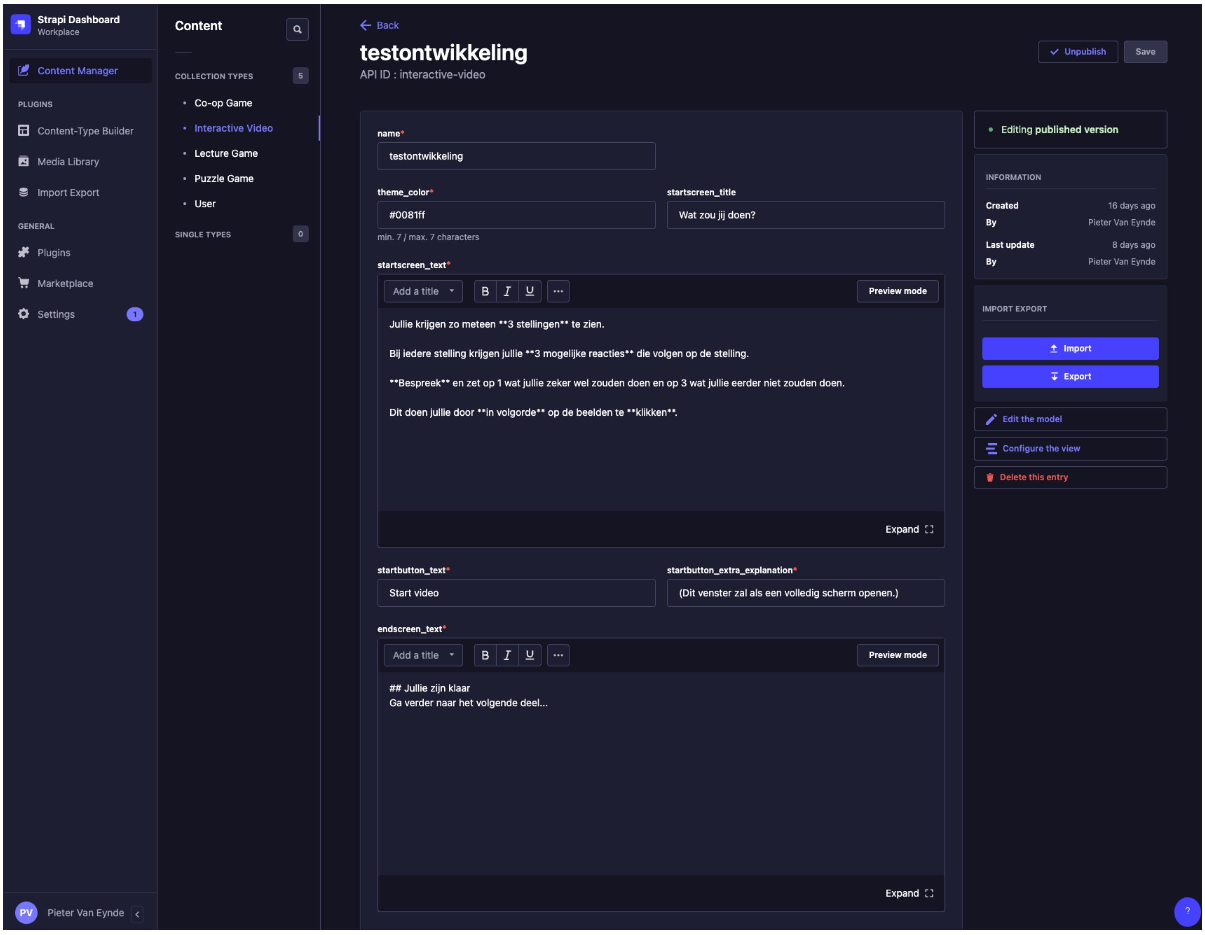
Interactive Video

1 entry found

□	ID	NAME	STARTBUTTON_TEXT	THEME_COLOR	STATE
□	1	testontwikkeling	Start video	#0081ff	Published

10 Entries per page

1



testontwikkeling

API ID : interactive-video

Editing published version

INFORMATION

Created	16 days ago
By	Pieter Van Eynde
Last update	8 days ago
By	Pieter Van Eynde

IMPORT EXPORT

name*: testontwikkeling

theme_color*: #0081ff

min. 7 / max. 7 characters

startscreen_title: Wat zou jij doen?

startscreen_text*:

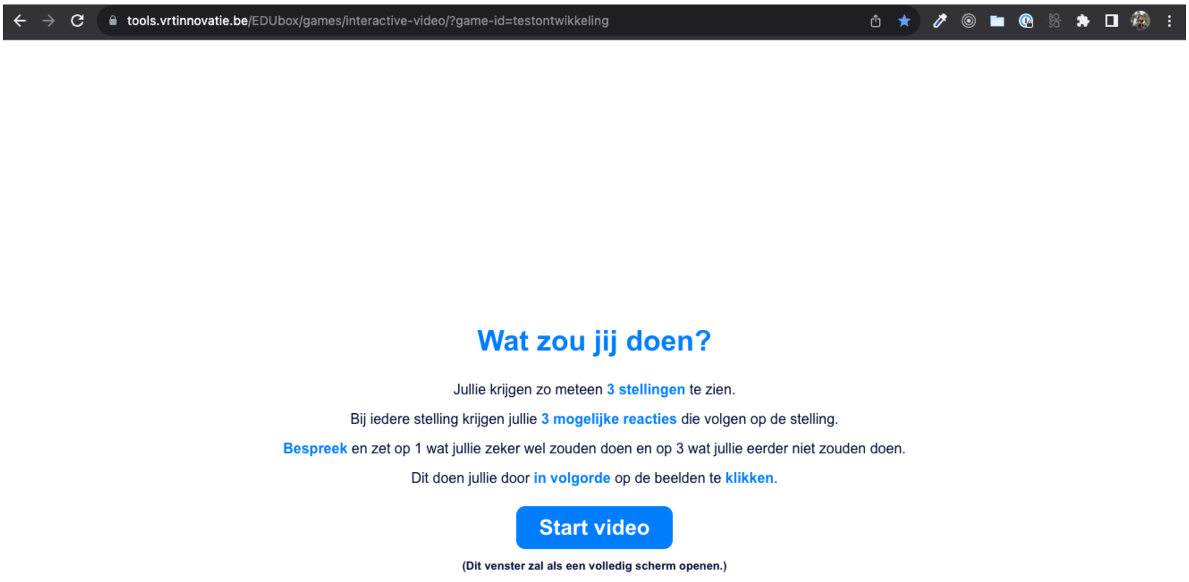
```
Jullie krijgen zo meteen **3 stellingen** te zien.

Bij iedere stelling krijgen jullie **3 mogelijke reacties** die volgen op de stelling.

**Bespreek** en zet op 1 wat jullie zeker wel zouden doen en op 3 wat jullie eerder niet zouden doen.

Dit doen jullie door **in volgorde** op de beelden te **klikken**.
```

startbutton_text*: Start video

startbutton_extra_explanation*: (Dit venster zal als een volledig scherm openen.)

endscreen_text*:

```
## Jullie zijn klaar
Ga verder naar het volgende deel...
```


tools.vrtinnovatie.be/EDUbox/games/interactive-video/?game-id=testontwikkeling

Wat zou jij doen?

Jullie krijgen zo meteen **3 stellingen** te zien.

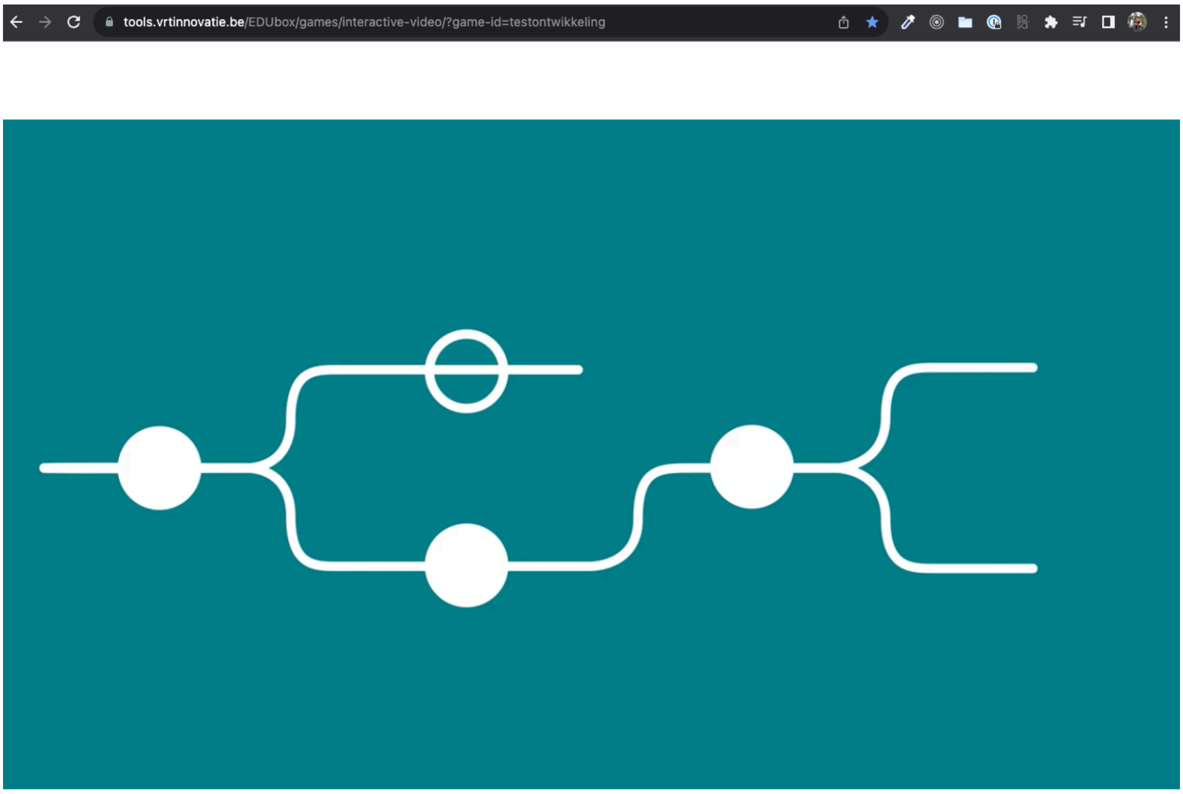
Bij iedere stelling krijgen jullie **3 mogelijke reacties** die volgen op de stelling.

Bespreek en zet op 1 wat jullie zeker wel zouden doen en op 3 wat jullie eerder niet zouden doen.

Dit doen jullie door **in volgorde** op de beelden te **klikken**.

Start video

(Dit venster zal als een volledig scherm openen.)


tools.vrtinnovatie.be/EDUbox/games/interactive-video/?game-id=testontwikkeling

Complete list of components and fields

```
name: Text
startbutton_text: Text
startscreen_text: Rich text
endscreen_text: Rich text
theme_color: Text
interactive_video_screen: Component (repeatable)
        screen_start_display_time: Number
        screen_end_display_time: Number
        screen_title: Text
        screen_text: Rich text
        Interactive_video_screen_buttons: Component (repeatable)
                Interactive_video_screen_button_title: Text
                Interactive_video_screen_button_starttime: Number
        video_action: Enumeration
youtube_video_id: Text
startscreen_title: Text
video_type: Enumeration
video_file: Media
startbutton_extra_explanation: Text
game_id: Text
```

e. Picture It

ADMIN – BACKEND

The admin has two types of users: admins and superadmins.

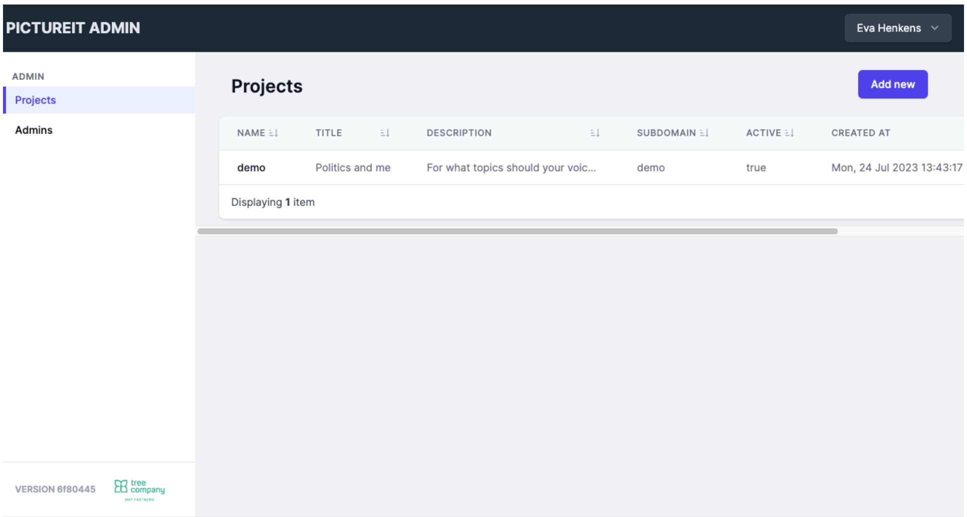
- Admins only have access to selected projects.
- Superadmins have access to all projects and settings. Only superadmins can create other admins or superadmins and change their roles.

To avoid confusion, all admins can see all projects in the overview, but are not able to see the details for projects they do not have access to.

If you want to use Picture it, you can choose an existing project or create your own project from scratch.

Go to https://admin.pictureit.forestry.be/admins/sign_in

After logging into the admin backend, you get an overview of all projects for Picture it.

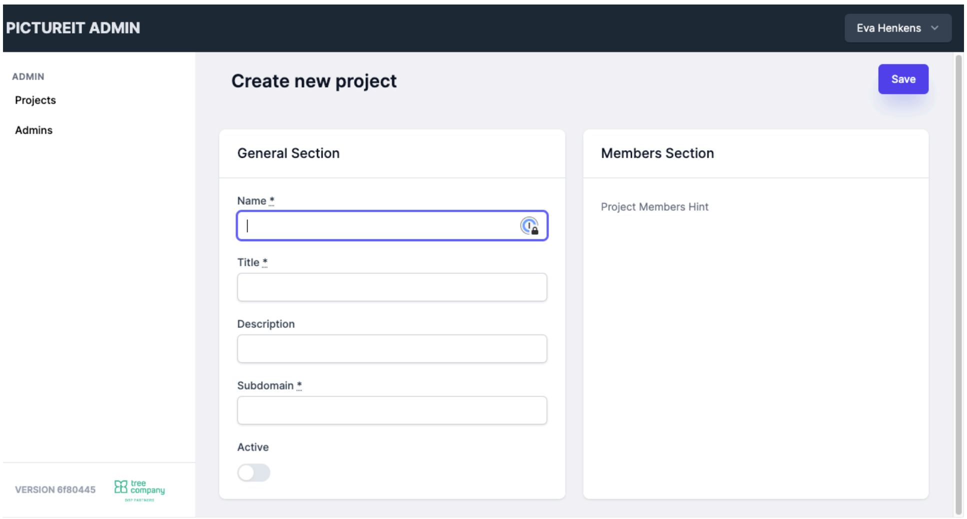


Projects

NAME	TITLE	DESCRIPTION	SUBDOMAIN	ACTIVE	CREATED AT
demo	Politics and me	For what topics should your voic...	demo	true	Mon, 24 Jul 2023 13:43:17

Displaying **1** item

Click on 'Add new' to add a new project and fill in all the information.



Create new project

General Section

Name *

Title *

Description

Subdomain *

Active

Members Section

Project Members Hint

Name: Internal name (not visible for students)

Title: Title of the project

Description: Add a welcome text for the students. This will appear on the first screen.

Subdomain: Add a unique subdomain. The url for the student will be https://YOURSUBDOMAIN.pictureit.forestry.be/

Active: Choose if the project is already visible or not. Only an active project can be used by students

Click 'Save' in the top right corner to make your project.

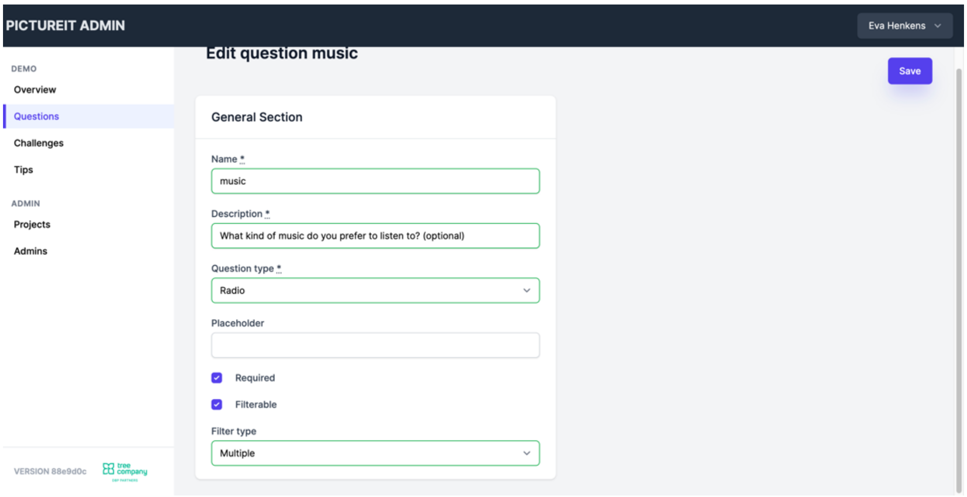
You can now add **questions**, **challenges, and tips** for your project. To do this, first select the project.

In the left menu, you can select different options to change for your selected project.

For the project to work in the frontend, you need to add at least one challenge.

QUESTIONS

Some extra info you want to get from students



Edit question music

General Section

Name *: music

Description *: What kind of music do you prefer to listen to? (optional)

Question type *: Radio

Placeholder

☑ Required

☑ Filterable

Filter type: Multiple

Name: internal name

Description: Ask the question you want to ask the students

Question type: Choose the right type for the data you want to gather

Placeholder: Add temporarily text

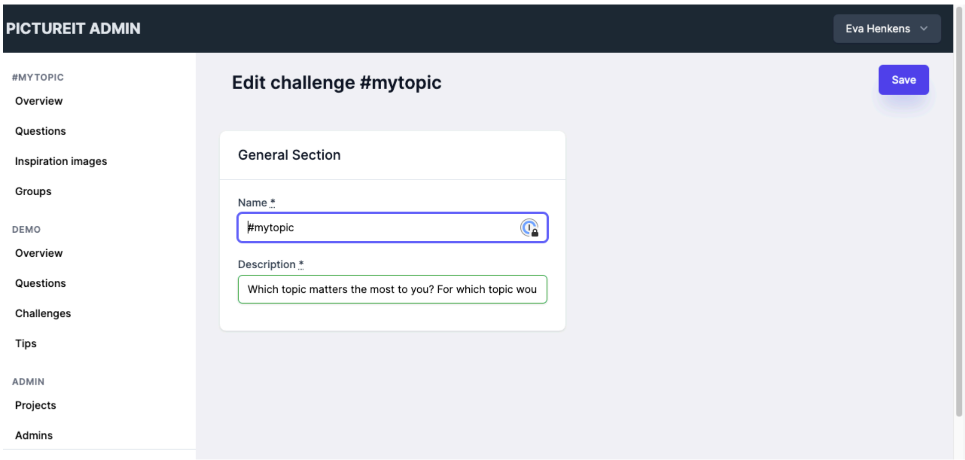
Required: should students be required to fill in this question? (select yes if you are going to use this as filter)

Filterable: Use this question as a filter when presenting all photos?

Filter type: How does this question appear on the photoboard? Select multiple or select single?

CHALLENGES

Add one or more challenges, where students can upload their images



Edit challenge #mytopic

General Section

Name *: #mytopic

Description *: Which topic matters the most to you? For which topic wou

Name: Name of the topic (visible for students)

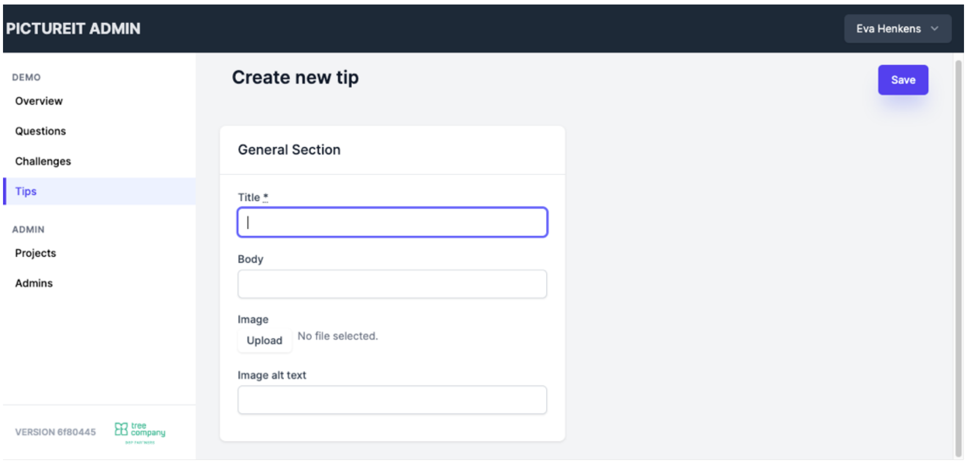
Description: Add the main question you want to ask the students.

A new menu item has opened. You can create

- Extra questions
- Add inspiration images (to create a photolibrary where students can select images instead of making images themselves)
- See an overview of all groups that were created, or you can make a new group

TIPS

If you want to, you can give some tips to your students (on how to use pictures, more info about the challenges…)



Create new tip

General Section

Title *

Body

Image: No file selected.

Image alt text

Title: Add a title to your tip

Body: Add your tip

Image: Add an image to support your tip

Image alt text: Add an alt text to your image, for screen-readers to describe the image

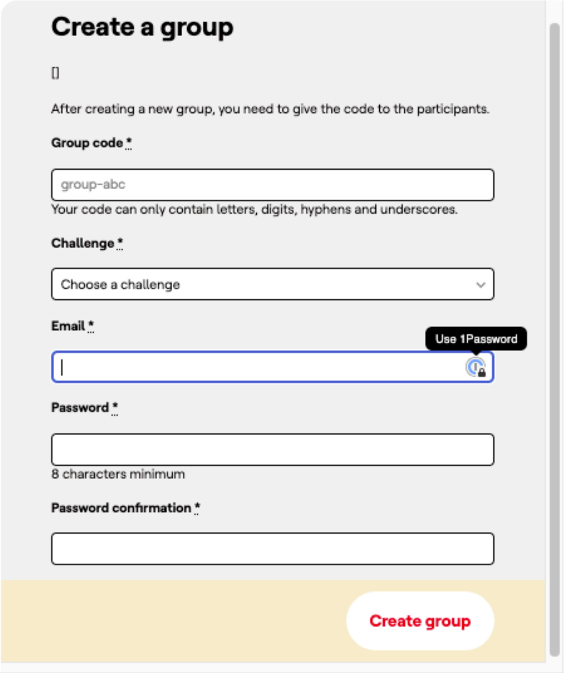
PICTURES

Picture it works with post-moderation. This means that a picture that has been sent in by students appears on the photoboard. If needed, you can reject pictures that you do not want to be published.

In the admin backend, you can see all the pictures for a project, or per challenge. You can see the current moderated status (published – this is the standard) and change the status to 'rejected' if necessary. Rejected pictures will **not** show up on the supervisor interface.

SUPERVISOR INTERFACE

If your preparation is done, or you will start an existing project, you can log into the supervisor interface by creating a supervisor account. Non-admins can also log into this interface and create supervisor accounts. https://YOURDOMAIN.pictureit.forestry.be/supervisor/sign_up



Create a group

[]

After creating a new group, you need to give the code to the participants.

Group code *

group-abc

Your code can only contain letters, digits, hyphens and underscores.

Challenge *

Choose a challenge

Email *

Password *

8 characters minimum

Password confirmation *

Group code: create a unique group code. This is what students will have to fill in to get started.

Challenge: Choose a challenge you added in the admin for students to complete

Email: Your email adress

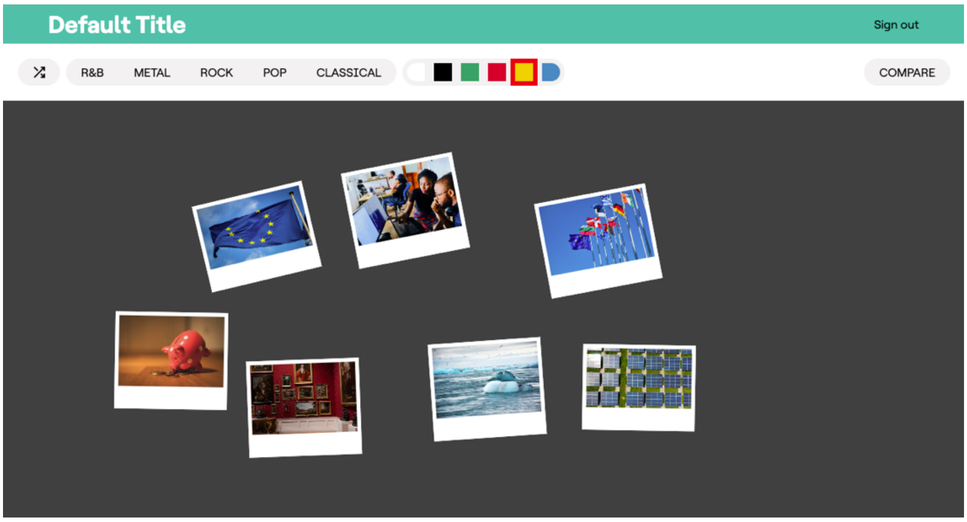
Password: Create password

Password confirmation: Confirm password

Click on 'Create group' when you fill in all the info.

Coming back later? Go to https://YOURDOMAIN.pictureit.forestry.be/supervisor/sign_in to see the photoboard.

When logged in as supervisor, you get to see the photoboard where all pictures of your group are gathered. Only supervisors can see this screen for their groups. To start a group discussion with your students, you will have to share this screen.



You can drag and drop them anywhere you want on the board.

By clicking on the photos, you can show the input of the student (answer to the challenge)

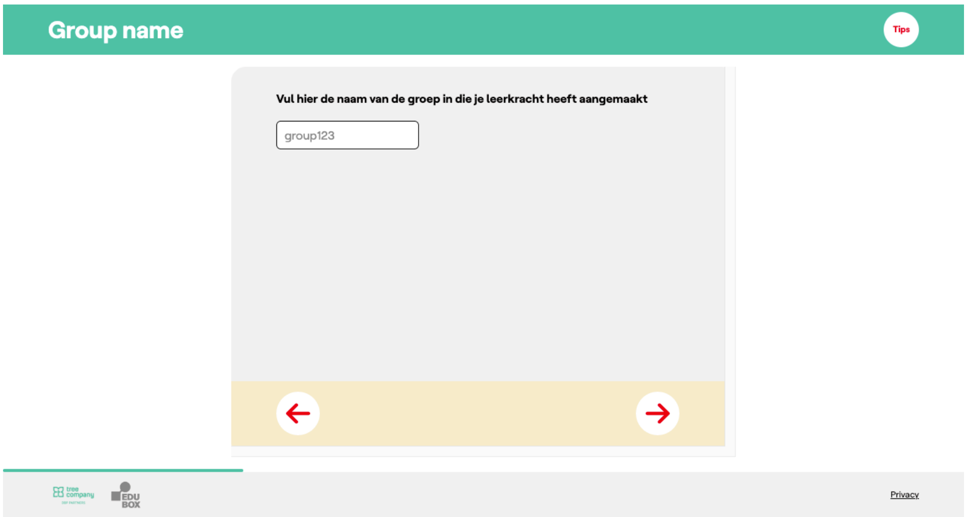
On top of the board, you can

- Shuffle the images
- Select a filter (based on questions you asked students)
- Select a filter, based on color
- Compare with other groups for the same project (who use the same challenges)
- Report an image if it is not appropriate. Once an image is reported, it will no longer show up in the supervisor interface. In the admin interface, reported pictures can be put back to approved if needed.

STUDENT INTERFACE

Students surf to https://YOURDOMAIN.pictureit.forestry.be/

Click on 'Start' and fill in the name of the group you created as supervisor.



Vul hier de naam van de groep in die je leerkracht heeft aangemaakt

group123

Students now see all the questions and challenges you prepared for them. All their input (pictures) will appear on the supervisors photoboard.