

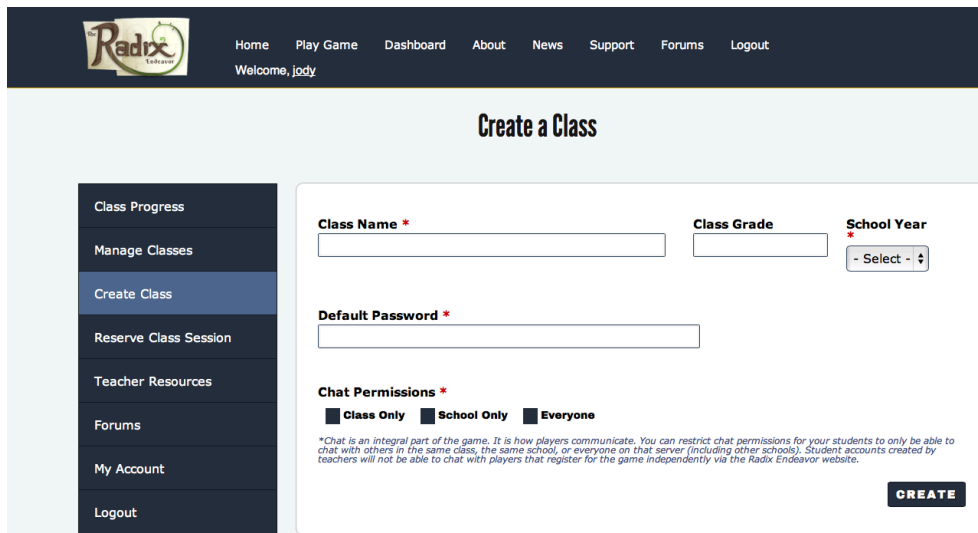
Radix Endeavor Instructions

Creating Classes, Creating Student Accounts, and Assigning Quests

I. How to Create a Class

Before creating student accounts you must first create classes within the Teacher Dashboard.

1. Click on ***Dashboard*** in the top, main menu. You will see the following view:



The screenshot shows the 'Create a Class' form in the Radix Endeavor Teacher Dashboard. The top navigation bar includes the Radix Endeavor logo and links for Home, Play Game, Dashboard, About, News, Support, Forums, and Logout. Below the navigation bar, the user is logged in as 'jody'. The main content area is titled 'Create a Class' and features a left-hand menu with options: Class Progress, Manage Classes, Create Class (highlighted), Reserve Class Session, Teacher Resources, Forums, My Account, and Logout. The main form area contains the following fields and options:

- Class Name ***: A text input field.
- Class Grade**: A text input field.
- School Year ***: A dropdown menu with a '- Select -' option.
- Default Password ***: A text input field.
- Chat Permissions ***: Three radio button options: Class Only, School Only, and Everyone.

A small disclaimer text is visible below the chat permissions options: **Chat is an integral part of the game. It is how players communicate. You can restrict chat permissions for your students to only be able to chat with others in the same class, the same school, or everyone on that server (including other schools). Student accounts created by teachers will not be able to chat with players that register for the game independently via the Radix Endeavor website.*

A **CREATE** button is located at the bottom right of the form.

2. Select "Create Class" in the left menu.
3. Enter a name for your class. This will be how you distinguish your classes in the dashboard. You can create multiple classes.
4. Enter the grade of the class and school year (e.g. 2014)
5. Enter a default password for your class. All students will share the same password. Make a note of this password!
6. Chat permissions allow you to control whether or not your students communicate with only classmates, students in your school, or all students on the School Server. The game runs on two separate servers, one for in-school students (accounts created by teachers) and another for out-of-school students (accounts created by independent players).

Radix
Endavor

Home Play Game Dashboard About News Support Forums Logout
Welcome, jody

Create a Class

- Class Progress
- Manage Classes
- Create Class**
- Reserve Class Session
- Teacher Resources
- Forums
- My Account
- Logout

Class Name * **Class Grade** **School Year ***

Default Password *

Chat Permissions *
 Class Only School Only Everyone

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CREATE

- Once you have completed the form, click on the “Create” button to save your class.
- At the top of the page you will see “Class [Class Name] was created successfully.”

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Home Play Game Dashboard About News Support Forums Logout
Welcome, jody

Create a Class

✔ Class "Biology B" was created successfully.

- Class Progress
- Manage Classes
- Create Class**
- Reserve Class Session
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- My Account
- Logout

Class Name * **Class Grade** **School Year ***

Default Password *

Chat Permissions *
 Class Only School Only Everyone

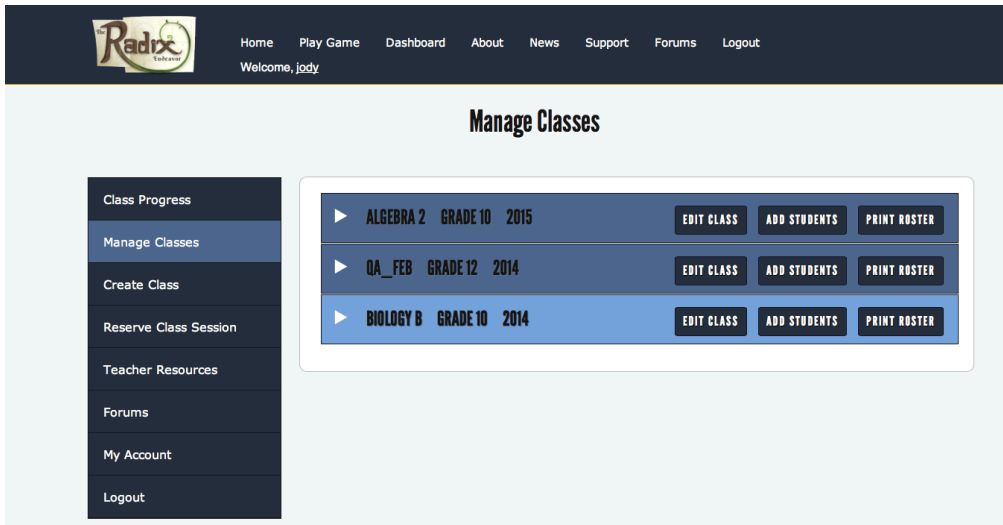
*Chat is an integral part of the game. It is how players communicate. You can restrict chat permissions for your students to only be able to chat with others in the same class, the same school, or everyone on that server (including other schools). Student accounts created by teachers will not be able to chat with players that register for the game independently via the Radix Endavor website.

CREATE

- Now you are ready to add students and create their usernames! Continue this tutorial to add and create student accounts.

II. Manage Classes—Adding Students and Creating Student Accounts

- Click on “Manage Classes” in the left hand menu options.

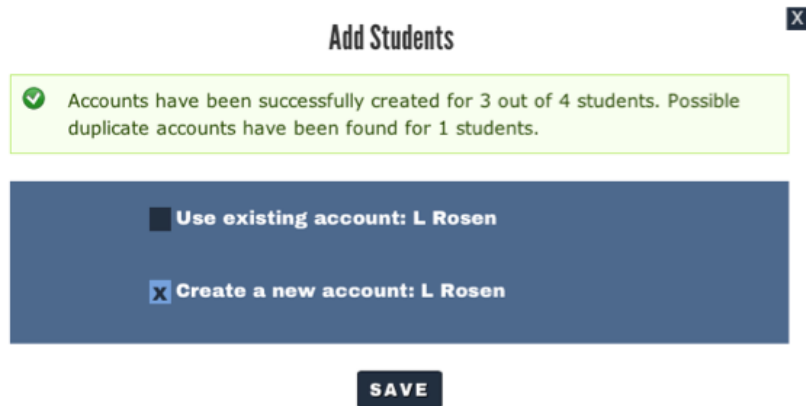


2. Locate the class you are working on. Click “Add Students.”
3. You will see pop up window. Enter your student(s) info using the given formatting requirements. You can copy and paste student information from a .doc or .xls file

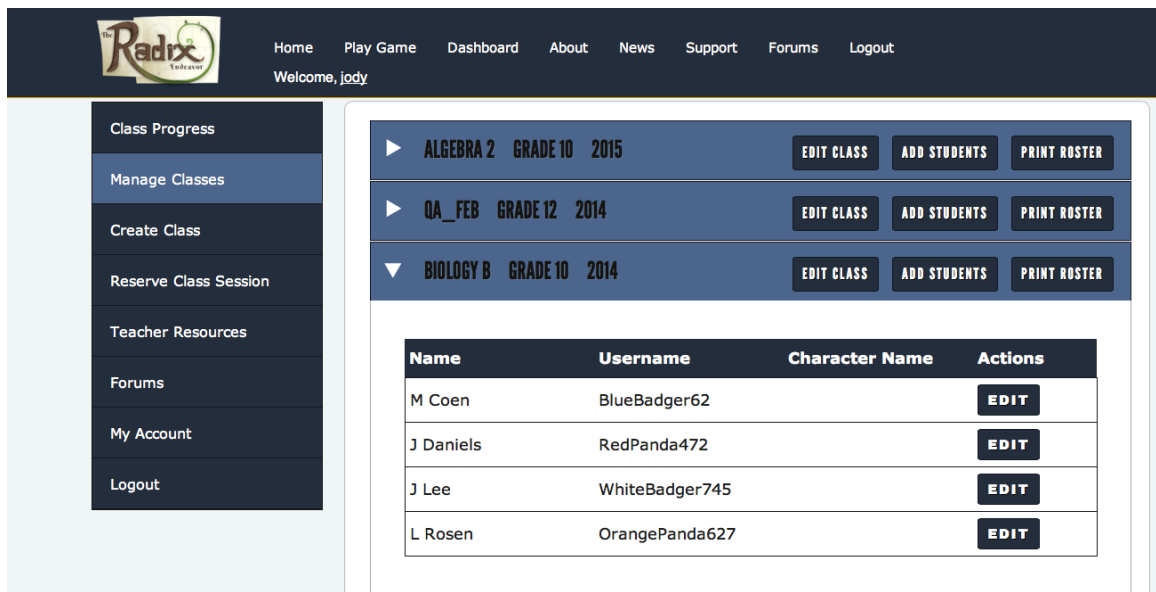
Format: FirstInitial LastName Gender Age. For example: J Clarke F 15

4. Once you click “Add”, accounts will be created. You will then receive notification of how many accounts were created.
5. If you have students with the same last name and first initial, you will need to distinguish them. One option: "M Smith1" vs. "M Smith2"

- If there the system detects a potential duplicate entry for a student (same school, same student information) you will be prompted to either create a new account (recommended) or use an account created by another teacher in your school. Make your selection and click "Save" to continue.



- When you have created student accounts, you can click on a class name to view the list of student accounts within that class.



- You will see that each student has an automatically generated username. (e.g. BlueBadger62) The Character Name field will remain blank until the student enters the game and creates the Character Name.
- Recall your class password from when the class was first created. If need be, you can always reset a students password to the class default via edit (details to be covered later).

10. If you want to print a class roster, click “Print Roster.” A new window opens with your class information. You can print this page and cut up slips to hand to students.

Print Roster

First Name	Last Name	Username	Default Password
J	Daniels	RedPanda472	bio123
M	Coen	BlueBadger62	bio123
J	Lee	WhiteBadger745	bio123
L	Rosen	OrangePanda627	bio123

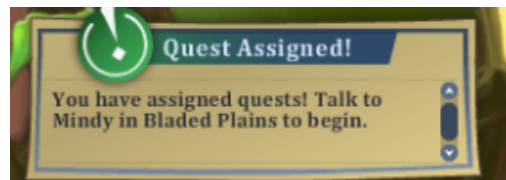
11. You are now ready to assign quest lines to your students! Continue the tutorial to assign quest lines.

III. Class Progress: Assigning Questlines

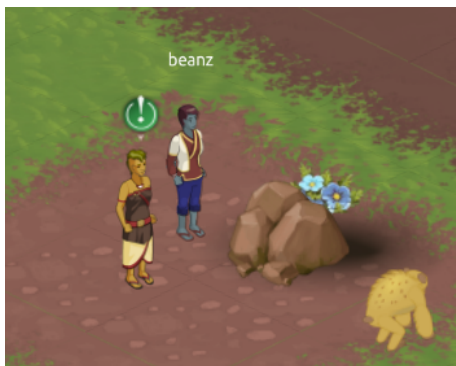
While all quests are available to all students, there are two advantages to assigning quests:

i. Direct students toward specific goals:

Students log in to Radix and see that you have assigned them a quest.



Assigned quests are green and regular quests are blue.

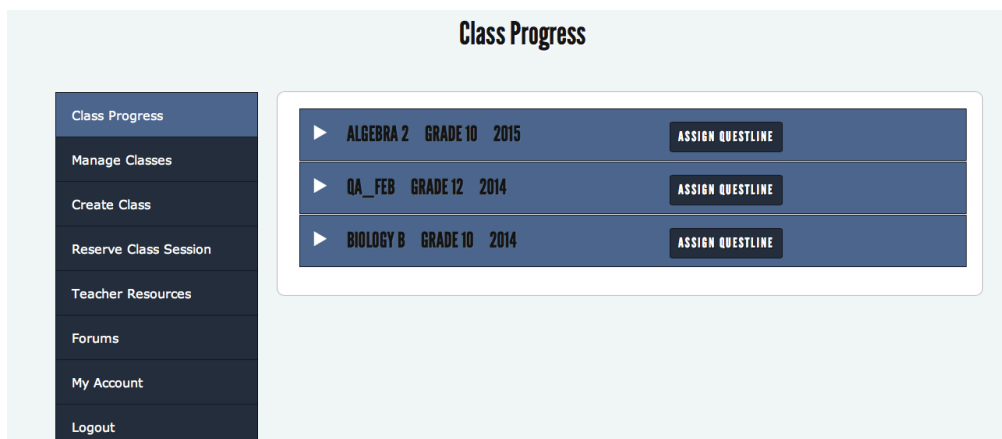


ii. Easier classroom management:

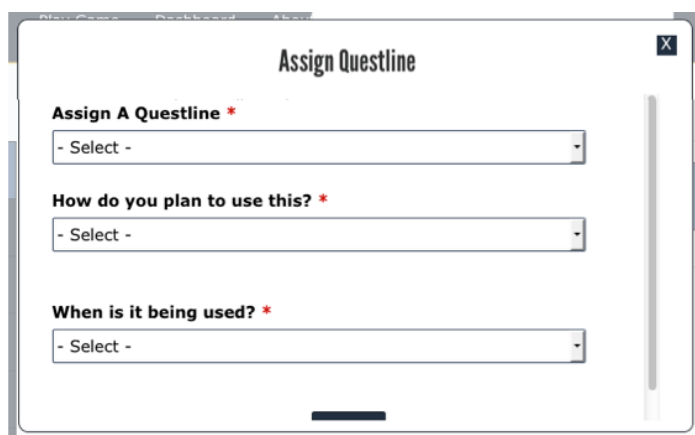
You can track your students' progress when you assign questlines.

Steps to assigning quest lines:

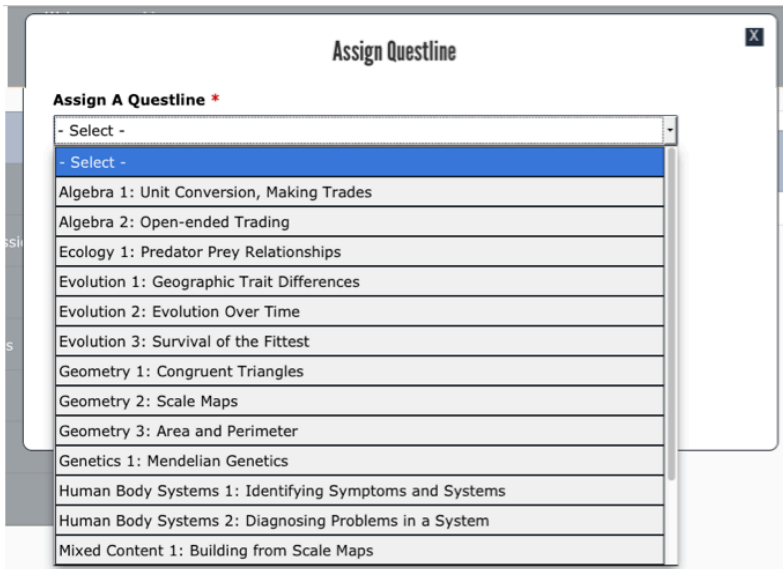
1. Click on “Class Progress” on the left menu
2. You will see a list of your classes. Click “Assign Questline” for one of your classes.



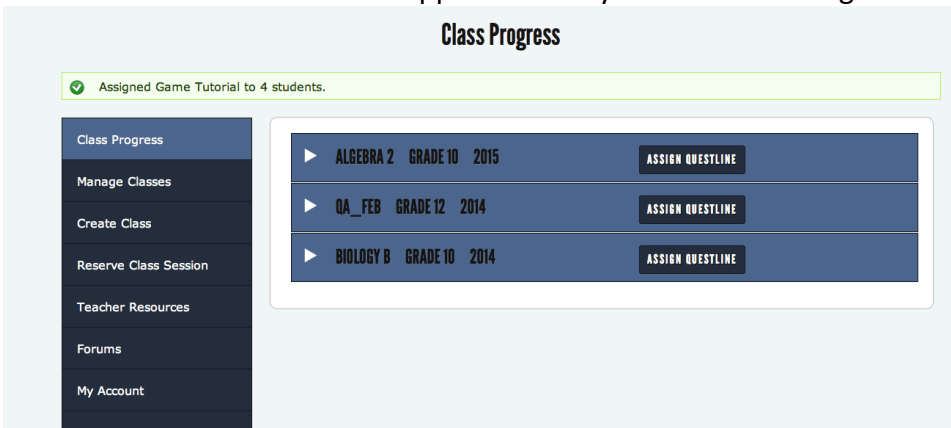
3. A pop up window with three drop-downs will appear:



4. Select which questline you want to assign from the dropdown menu:



5. Please note it is best to start with Game Tutorial. The Tutorial Questline guides the player through basic tools and game mechanics that will help players get comfortable within the game world quickly.
6. Respond to the questions of how you plan to use Radix for this particular quest, will students be doing it as homework or in class?
7. Respond to the question of when it is being used (prior to a unit, during a unit, or after a unit as review). For the Tutorial, answer these questions as you would quests assigned for content.
8. Once you have made your selections, scroll down to click “Save” assign the questline.
9. You will see notification in the upper left that your class was assigned to the quest.



10. Repeat these steps for each quest line you want to assign.