

SERIOUS GAME

LMS installation
& other FAQs

About this manual

This manual was designed to assist in the preparation and management of the MAAT Serious Game training.



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LET'S START IT!

PREPARE THE LEARNING EXPERIENCE

For the installation and preparation of the MAAT Social Game on a Learning Management System (LMS), the responsible person will receive the training kit.

WHAT IS A TRAINING KIT (FILE MAAT_PACKAGE.ZIP)?

The kit (MAAT_package.zip) includes:

- MAAT Admin (admin.zip);
- SCORM training package (scorm.zip);
- bd-structure.sql file, that will be used in the BD installation;
- This manual guide of the entire process.

Download the kit to your computer and extract it.

WHAT ARE THE TECHNICAL REQUIREMENTS FOR INSTALLING THE GAME?

You will need to have MySQL and PHP knowledge. We recommend that the installation is carried out by an IT specialist.

ADMIN INSTALLATION INSTRUCTIONS

The Admin is the management panel of the MAAT Serious Game. It will be used to configure the game period.

HOW TO INSTALL THE ADMIN?

To install the Admin, follow these steps:

- File extraction (zip)



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1. Locate the folder "admin.zip" inside the kit ("MAAT_package.zip") and unzip the "admin.zip";
2. Find the bd-structure.sql file and save it – you will need it later!

■ Database creation

1. On your hosting, create a database and a user for that database. This data (db name, user and password) must be saved. You will need them later!
2. Once you have the database created, import the "bd-structure.sql" file you saved earlier into the database;
3. After importing "bd-structure.sql", you will see that you have all the tables related to the game;
4. The database import process is completed.

■ Uploading and editing Admin files

1. Now, upload the folder "admin" to a directory on your hosting.
2. In the "admin" folder open the "db-connect.php" file. Edit the variables \$username, \$password and \$bd. Place the data you saved when you created the database;
3. Open the "index.php" file and change the username and password that will give access to the admin area;
4. Save the Absolute URL where the admin was placed, as you will need it later. Example: <https://yourdomain.com/admin/api.php/>
5. Test the database connection by accessing the Admin area and changing the game start date.



HOW DO I ACCESS THE ADMIN ZONE?

IN the installation process you can access the admin area by using the Absolute URL you created, and going into the “index.php” file:

<https://yourdomain.com/admin/index.php/>

Inside the game, press down the word “admin” on your keyboard. This will open a new window, in which you can change the starting date of the project. This page has a direct connection with your database and will update the start date there.

After performing all the previous steps and checking that the Admin is working properly, follow the instructions below to install the SCORM package.

SCORM PACKAGE INSTALLATION INSTRUCTIONS

As it is a social game, it is necessary to prepare the SCORM package before its installation on an LMS platform.

HOW TO INSTALL THE SCORM PACKAGE?

To install the course, follow these steps:

- **Unzip the SCORM package**
 1. Start by extracting (unzipping) all the files from the SCORM package (scorm.zip).

- Upload the api folder to your hosting
 2. Just like you uploaded the admin folder to your hosting service, you need to upload the api folder too. Open the folder “resource” to find the api one.
 3. Save the Absolute URL where the api was placed, as you will need it later. Example: <https://yourdomain.com/api/api.php/>
- File configuration (change of game parameterisation)
 1. After extracting the files (step above), open the folder "resource" “lang” > "config" > "config.js";
 2. In "config.js", find the line "apiURL" and “apiURLAdmin” at the end of the document. Replace them with the URLs you created.
 3. In the api folder, in the “db-connect.php” file, update the db name, user and pass, just like you did before on the admin folder.
- Zip package (compress)
 1. Navigate to the root folder of the "course" package. Make sure you are in the correct folder; this folder should only contain 5 files and the "resource" folder;
 2. Select all the files and the resource folder and make a ZIP with the selected files;
 3. Once you have the ZIP file (new SCORM package), upload it to the LMS.



OTHER FAQs

WHAT IS THE RECOMMENDED LMS PLATFORM TO INSTALL THE SCORM PACKAGE?

Any LMS platform can be used to install the MAAT Serious Game, however we recommend using Moodle or Cornerstone, platforms used in the testing phase of the game.

CAN THE LEARNER TAKE THIS COURSE ON A COMPUTER OR MOBILE PHONE?

Yes, however, it is recommended to play the MAAT Serious Game on a computer, as the game is optimised for this type of screen.

WHICH BROWSERS ARE RECOMMENDED TO BE USED BY THE TRAINEE?

We recommend using Google Chrome or Microsoft Edge.

THE GAME IS OVER AND WE INTEND TO RUN A NEW VERSION OF THE MAAT SERIOUS GAME WITH A NEW DATE. HOW TO PROCEED?

In Admin, change the date to the new one you want, this automatically change the starting date in your database. After this, upload your SCORM package once again to your LMS platform.



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WHEN THE LEARNER ENTERS THE COURSE, THEY ONLY SEE THE “WAITING SCREEN”. WHAT TO DO?

Firstly, the learner should log out of the course and log back in.

If the problem persists, check:

1. If the game star date has been set in the Admin (it should be set).

I HAVE A DIFFERENT PROBLEM THAN THE ONES ABOVE. WHAT DO I DO?

Please report the problem:

1. Right-click on the faulty screen;
2. In the new window, click on "Console";
3. Screenshot the window;
4. Send the screenshot with a detailed description of the problem to maria.moreira@isqe.com. If you consider it convenient, take a video screenshot and send it, together with a detailed description.

A TRAINEE CONTACTED ME WITH QUESTIONS ABOUT THE RULES OF THE GAME. WHAT SHOULD I DO?

The rules of the game are presented within the game. The trainee can review them by clicking on the information button in the top right corner.

If you have any questions about the game that are not included in this manual, please contact the Social Game responsible: maria.moreira@isqe.com



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