

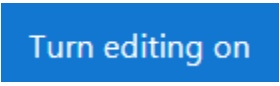
Level Up! Block

Level Up! promotes gamification in courseware by enabling learners to gain experience points for participating in courses activities. Gamification may increase engagement and participation by motivating students to progress towards the next level. Learners are rewarded for their efforts by a congratulatory message in the **Level Up!** block for reaching the next level. Instructors can use the **Level Up!** class leader board to encourage friendly competitiveness.

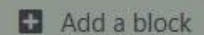
Instructors can use **Level Up!** as a means of revealing new content as students achieve higher levels. Instructors also define the weight of activity rewards in terms of points. For example, an instructor may want to reward writing tasks with more generosity that speaking tasks.

Adding a Level Up block to a course

1. On your course, click the **Turn editing on** button.



2. At the bottom of the Navigation drawer, click on the **Add a block** link.



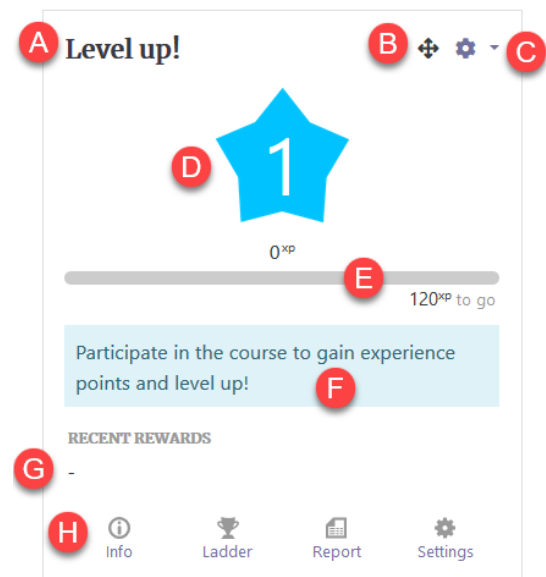
3. In the pop up, click on **Level Up! Option**.



The new **Level Up!** block appears at the bottom of the right column, with the following parts:


- A) The **title** of the Level Up! block
- B) **Move** block icon
- C) **Actions menu** icon
- D) **Graphical Level indicator**
- E) Learner **points progress bar**
- F) Level Up **instructions**
- G) **Recent Rewards**
- H) **Status** icons including

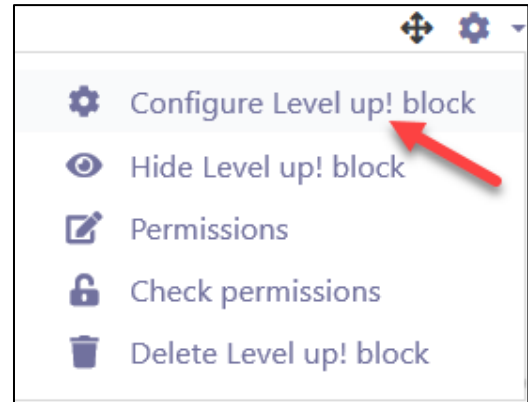
- **Info:** A brief description of the level and the required points to earn that level
- **Ladder:** A listing of all course learners in a chart format displaying top to bottom based on points earned
- **Report:** A tool that allows instructors to generate a status report of learner participation in several formats
- **Settings:** A screen proving instructors with a myriad of **Level Up!** Settings.



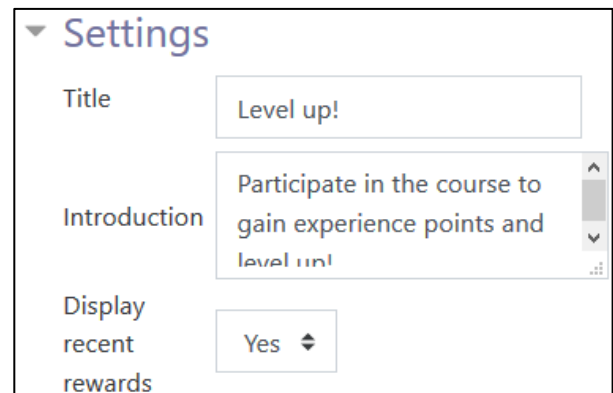
Configuring the Level Up! Block

The default setting places the **Level Up!** block on any type of course main page. To place this block on all course pages:

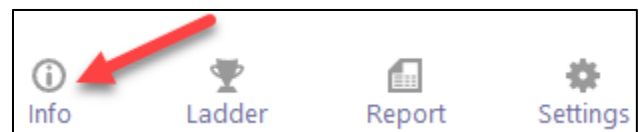
1. Click on the **Actions menu** icon in the new block. 
2. Choose the **Configure Level up! block** option.

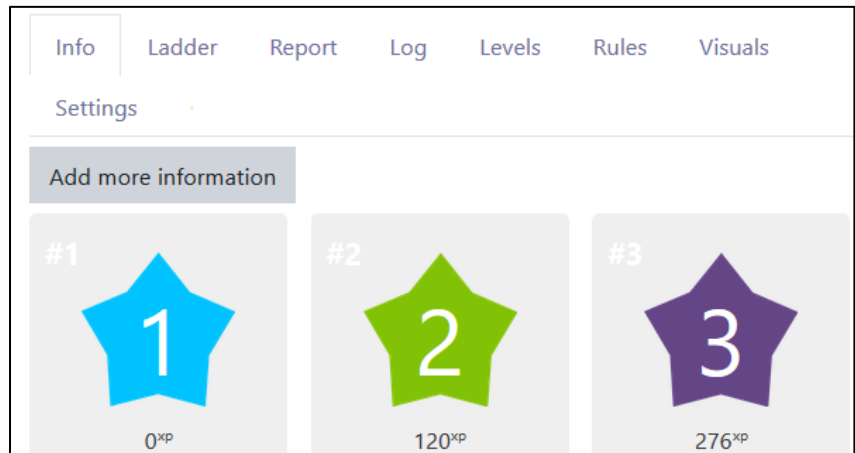


3. Change the **Title** to match your course.
4. Change the **Introduction** text if necessary.
5. To show the reward to the learners, choose **Yes** for **Display recent rewards**.



6. Click on the **Save changes** button.
7. On the **Level Up!** block, click on the **Info** icon.



8. The **Information** tab opens

Other **Level Up!** tabs are available under the **Information** section.

Individual level details including the graphical image points required and a description, if input previously by the instructor, are displayed under the tabs.

Instructors can use the **Customize the levels** button underneath the graphical images to tweak the **Level Up!** Levels.

The screenshot shows the 'Information' tab in the Avenue interface. The tab name 'Information' is highlighted with a red box and labeled 'Tab name'. Below the tab name are navigation options: Info, Ladder, Report, Log, Levels, Rules, and Visuals. There is also a 'Settings' option with a star icon and a 'Plus' button. A button labeled 'Add more information' is located below the navigation options. The main content area displays ten level cards, each with a star icon, a level number, and an XP value. The level cards are arranged in a grid: levels #1 through #9 are in three rows of three, and level #10 is in a separate row. A red box labeled 'level attributes' points to the level cards. At the bottom of the level cards, there is a button labeled 'Customize the levels', which is also pointed to by a red box labeled 'Change level attributes'.

Level	XP
#1	0 ^{XP}
#2	120 ^{XP}
#3	276 ^{XP}
#4	479 ^{XP}
#5	743 ^{XP}
#6	1,086 ^{XP}
#7	1,532 ^{XP}
#8	2,112 ^{XP}
#9	2,866 ^{XP}
#10	3,846 ^{XP}

Customizing Level Up! levels

1. Click on the **Customize the level** button.

2. The **Levels** tab opens.
3. The **Level count** option allows an instructor to change the number of levels in a course.
Tip: It is a good idea to reduce the number of levels for shorter courses.
4. In the option **Use the algorithm**, choose either **Yes** or **No**.

Yes allows **Level Up!** to calculate each level's point requirements based on the number of levels and course completion total points.

No allows the instructor to manually define each level's point requirements.

Scroll down to **Show more** (below the **Update and preview** button) to change the algorithm. **Level #1** is set to "0" **Points required** by default. For the other **Levels**, changing the values is the quickest way to lower or increase the threshold attributes for each level.

Algorithm base !	<input type="text" value="120"/>	Changing these either lowers or raises the attributes for all levels.
Algorithm coefficient !	<input type="text" value="1.3"/>	

5. Each of the level's settings are displayed separately, in this example the **Level #2** settings appear.

Level #2	
Points required	<input type="text" value="120"/>
Level name	<input type="text"/>

If a change is made for the number of levels or the algorithm, the instructor must click on the **Update and preview** button.

6. After reviewing and/or making alterations, click on the **Save and display** button.
7. Return to the course using the **breadcrumbs** menu.

Leader Ladder

1. On the **Level Up!** block, click on the **Ladder icon**.
(or click on the **Ladder** tab)



2. The course **Ladder** tab opens.

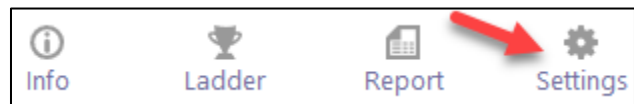
Rank	Level	Participant	Total	Progress
1	3	 Maria Gupta	297 ^{XP}	 182 ^{XP} to
2	2	 Jorge Garcia	258 ^{XP}	 18 ^{XP} to
3	2	 Teresa Renfrew	243 ^{XP}	 33 ^{XP} to
4	2	 Beverley Davies	198 ^{XP}	 78 ^{XP} to
5	2	 Eduardo Garcia	180 ^{XP}	 96 ^{XP} to

3. Instructors can use the **Ladder** to identify at risk learners and learner progress as a whole at specific points in the course.
4. Return to the course using the **breadcrumbs** menu.

Report Generation

On the **Level Up!** block, click on the **Settings icon**.

1. The course **Settings** tab opens.
2. This screen displays four sections:
 - General**
 - Ladder**
 - Cheat Guard**
 - Block appearance**



3. In the **General** section, three functions can be enabled or disabled.

Instructors can disable points gain if **Enable points gain** is set to **No**.

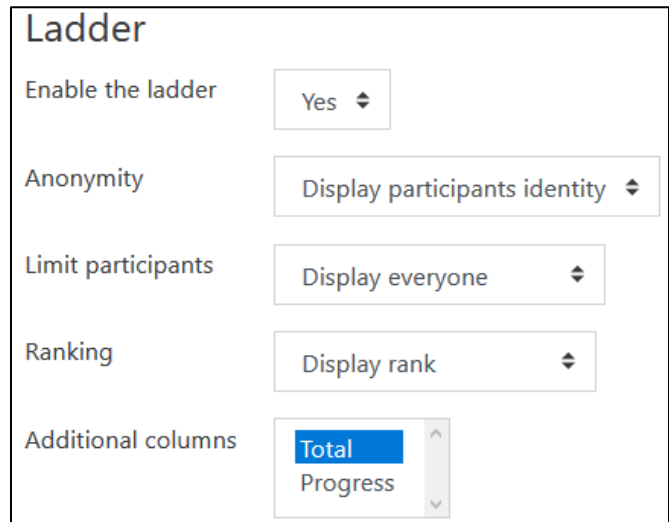
Learners will not be able to view the information page if **Enable info page** is set to **No**.

If **Enable level up notification** is set to **Yes**, a popup will be displayed for students congratulating them for the new level reached, otherwise the current level is displayed on the **Level Up!** block.

4. In the **Ladder** section, five functions can be enabled or disabled.

If **Enable the Ladder** is set to **No**, students will not be able to view the ladder

The **Anonymity** setting controls whether participants can see each other's name on the Ladder.



Ladder	
Enable the ladder	Yes
Anonymity	Display participants identity
Limit participants	Display everyone
Ranking	Display rank
Additional columns	Total Progress

The **Limit participants** setting controls who is displayed to individual learners in the ladder. Neighbours are the participants ranked above and below the current user. For instance, when choosing **Display 2 neighbours**, only the two participants ranked directly higher and lower than the current user will be displayed.

The **Ranking** setting controls the ranking of the **Ladder**. Instructors can hide the ranking numbers from learners, display the ranking numbers or display the ladder with a relative point differentiation between students.

The **Additional columns** setting potentially allows instructors to add more columns to the

Ladder. There are only two columns: **Total** and **Progress**.

5. In the **Cheat guard** section, learners are prevented from earning experience points by repeating learning events or clicking through the same event in a short period of time.

We recommend setting the **Enable cheat guard** to **Yes**, otherwise students will artificially raise their point through "sneaky" tricks.

Set the **Max. actions in time frame** which sets the maximum number of points that can be earned during the time frame given. Any subsequent action will be ignored. When this value is empty, or equals to zero, it does not apply.

Set **Time required between identical actions** which sets the minimum time required before an action that already happened previously is accepted again. An action is considered identical if it was placed in the same context and object. For example, reading a forum post will be considered identical if the same post is read again. When this value is empty, or equals to zero, it does not apply.

6. In the **Block appearance** section, change the **Title** to match your course.

Change the **Introduction** text if necessary.

To show the reward to the learners, choose **Yes** for **Display recent rewards**.

7. Click on the **Save changes** button.

Level Up! Rules

How are experience points calculated?

On your course, **Level Up!** "listens" to events triggered by learner actions and notes these according to pre-defined rules. **Level Up!** then attributes experience points based on the information contained in the event.

Note that:

- It is not recommended that instructors change the experience points without consulting with their instructional peers.
- Actions triggered by guests, non-logged in users or administrators are ignored.
- Repeated actions within a short time interval are ignored to prevent cheating.

- **Events** are small bits of information describing something that happened in Moodle. Student events are the result of their actions while on the course. There are scores of possible student events. A few examples are:
 - blog entry added
 - comment created
 - course module viewed
 - discussion created
 - question viewed
 - question answered
 - BigBlueButton meeting joined
 - BigBlueButton meeting left
 - SCORM launched

This may seem confusing at first, as leaving a BigBlueButton meeting is rewarded with points. Event points are awarded for micro tasks. The overall reward is for small interactions rather than a few larger interactions.

Events Rules default settings

1. On the **Level Up!** block, click on the **Info icon**.
2. The **Info** tab opens on the **Information** screen.



3. Choose the **Rules** tab.

Events rules ?

+ Add a rule **A**

0 points are earned when:

ANY of the conditions are true

- B** The event is Book: Course module viewed
- The event is Forum: Discussion subscription created
- The event is Forum: Subscription created
- Event name contains assessable_submitted
- Event name contains assessable_uploaded

+ Add a condition **C**

4. In the **Events rules** section, there are several options.

The first option has three main parts:

- A) Add a rule
- B) Customize conditions
- C) Add a condition

5. In the **points are earned when** box, enter a value.

Tip: It is not recommended that instructors change the experience points without consultation with their instructional peers.

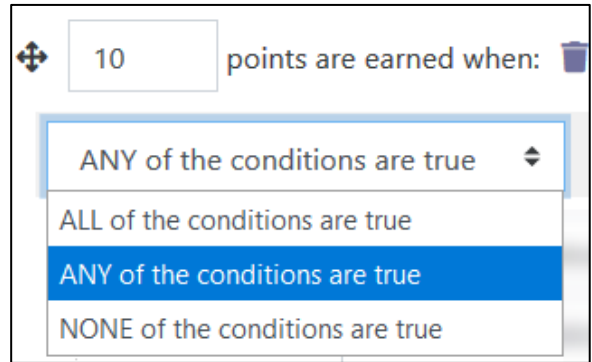
6. Click on the **Conditions** drop down option.

0 points are earned when:

ANY of the conditions are true

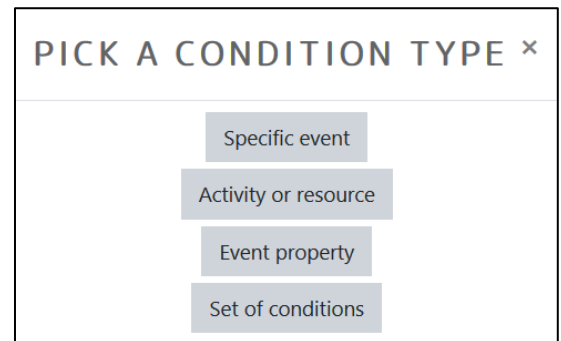
+ Add a condition

7. Ensure that the **ANY of the conditions are true** option is selected.



8. Click on the **+ Add a condition** option.

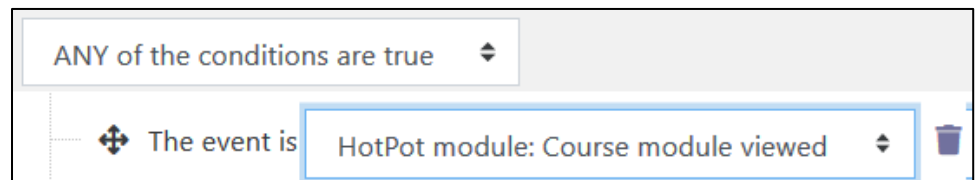
9. The **Pick a condition type** pop-up appears.



Choose the **Specific event** from the options listed below.

The event is drop down option appears.

10. Click on **Hotpot module: Course module viewed** in the drop-down menu.



11. More conditions can be added if required.

12. In the second section of the **Events rules** tab, there are also several options.

- A) Add a new rule.
- B) Customize experience points value **CRUD event c**.
- C) Customize experience points value **CRUD event r**.
- D) Customize experience points value **CRUD event u**.
- E) Customize experience points value **CRUD event d**.

+ Add a rule A

45

points are earned when: 🗑️

Event CRUD

is equal to

c B

+ Add a rule

9

points are earned when: 🗑️

Event CRUD

is equal to

r C

+ Add a rule

3

points are earned when: 🗑️

Event CRUD

is equal to

u D

+ Add a rule

0

points are earned when: 🗑️

Event CRUD

is equal to

d E

+ Add a rule F

Save changes

Cancel

Note: Event **CRUD** refers to: **C** for create, **R** for read, **U** for update, and **D** for delete

Note: In the default experience points setting, activities that involve:

- **Creation** earn 45 points
- **Reading** earn 9 points
- **Updating** earn 3 points
- **Deleting** earn 0 points.

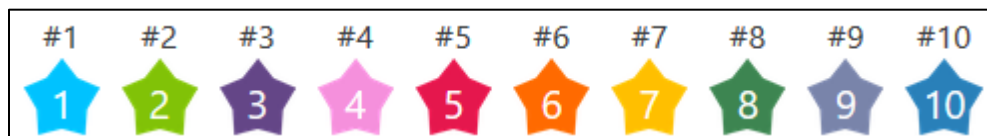
13. Click on the **Save changes** button when you have added all rules.

14. The new rules are now added to your course.

Level Up Images

1. On the **Level Up!** block, click on the **Info icon**.
2. The **Info** tab opens on the **Information** screen.
3. Choose the **Visuals** tab.
4. The **Visuals** feature allows instructors to map images of their choice to the **Level Up!** levels in their course by adding their own visuals or manipulating the default visual sets.

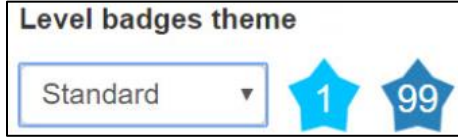
At the bottom of the **Course Visuals** screen a preview of the selected **Level Up!** visuals or badge themes appears.



To change the Level Up! visuals - Badge Theme

Level Up! offers a few badge themes. These define the appearance of the badges on a course.

1. Click on the **Level badges theme** drop down menu.



- At this time, there are four options: **Standard** (Stars), **Animals**, **Robots** and **Shape Ninjas**.
Note: These may not be available on your courseware.



These appear as:



- Choose one of the **options** (in this example Ninjas).



- Click **Save changes** for the badge theme to be applied to the course.

To change the Level Up! visuals - Custom Theme

To create your own original badge themes you will have to create or legally acquire a series of images and follow these steps to define the appearance of the badges on your course.

1. Ensure that you have the requisite number of images of similar dimension, quality and theme in a digital folder.

Note: Files should have height and width dimensions close to 100 x 100 pixels and file names corresponding to a level (eg: 1.jpg, 2.jpg,10.jpg).


2. Drag the files into the **Level badges** drag and drop area.

3. Click **Save changes**.

Upload images to customise the appearance of the levels.

Level badges Maximum size for new files: 2GB

Files



You can drag and drop files here to add them.

Accepted file types:

- Image (GIF) .gif
- Image (JPEG) .jpg
- Image (PNG) .png
- Image (SVG+XML) .svg

Name the files [level].[file extension], for instance: 1.png, 2.jpg, etc... The recommended image size is 100x100.

Save changes Cancel

The result appears in the **Level Up! Block**.

4. Optional: With the **Points Symbol** setting the visual representation of the points can be customized. It will be displayed next to the amount of points each user has as a substitute for the reference to **experience points**. For instance, an image of a pencil can represent one level in a sequence of similar pencils for the users to be rewarded for their actions. Images must be smaller than 19 pixels in height. This optional feature is not recommended.

Video Resource

Level Up Moodle Module

<https://youtu.be/h1C4aORmTA4>

Resources

[Moodle Documents: Level Up! Plug in guide](#)

<https://moodle.org/plugins/block_xp>

[Moodle Documents: Level Up! Quick Guide](#)

<https://docs.moodle.org/39/en/Level_up!_quick_guide>