

Level Up! Block Rules

How are experience points calculated?

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

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

Note: Actions **triggered** by guests, non-logged in users or administrators are ignored.

Note: 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** class, for example, is rewarded with points. **Event** points are awarded for micro tasks. The overall reward is for small interactions rather than a few larger interactions.

Experience Points 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.
4. In the first section, there are several options.
 - A) Add a rule
 - B) Customize experience points conditions
 - C) Add a condition

Events rules

+ Add a rule **A**

0 points are earned when:

ANY of the conditions are true

- The event is Book: Course module viewed
- B** 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**

Adding New Experience Points Rules

Note: It is not recommended that instructors change the experience points without consultation of their mentors.

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.
4. Click on the **+Add a rule** link.
5. An **Add Rule** form appears.
6. In the **points are earned when** box enter a value.

0 points are earned when:

ANY of the conditions are true

[+ Add a condition](#)

7. Click on the **Conditions** drop-down option.
8. Ensure that **ANY of the conditions are true** option is chosen.
9. Click on the **+ Add a condition** option.
10. The **Pick a condition** type pop-up appears.
11. Choose the **Specific event** from the options listed below.

ANY of the conditions are true

ALL of the conditions are true

ANY of the conditions are true

NONE of the conditions are true

- Specific event
- Activity or resource
- Event property
- Set of conditions

PICK A CONDITION TYPE

Specific event

Activity or resource

Event property

Set of conditions

12. **The event is** drop down option appears
13. Click on the drop-down menu **Course: Course viewed**.
14. A long listing of events appears.
15. Scroll down the list and choose **HotPot module attempt submitted**.
16. More conditions can be added if required.
17. Click on the **Save Changes** button.

ANY of the conditions are true

The event is

Course: Course viewed

18. The new experience points **Event** is now added to your course.

What is **CRUD**?

- C** create
- R** read
- U** update
- D** delete

In the second section, there are 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**.
- F) Click on the **Save changes** button.

The screenshot shows a user interface for configuring experience points rules. It features a vertical list of four rules, each with a plus sign and the text 'Add a rule'. Each rule consists of a point value in a text box, followed by 'points are earned when:', a trash icon, and a dropdown menu. The dropdown menus are set to 'Event CRUD'. Below each dropdown is a comparison operator 'is equal to' and a character in a text box. Red circles A-F highlight the following elements:

- A**: The plus sign and 'Add a rule' text for the first rule.
- B**: The character 'c' in the dropdown menu for the first rule.
- C**: The character 'r' in the dropdown menu for the second rule.
- D**: The character 'u' in the dropdown menu for the third rule.
- E**: The character 'd' in the dropdown menu for the fourth rule.
- F**: The 'Save changes' button at the bottom.

At the bottom of the interface, there are two buttons: 'Save changes' (blue) and 'Cancel' (grey). A red circle **F** highlights the 'Save changes' button.

In the **Danger zone** section at the bottom of the **Course rules** page, use the **Reset course rules to defaults** to undo any unwanted changes to the Level Up! Course rules.

Danger zone

Reset course rules to defaults