

Adding a Level Up! Block

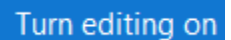
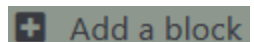
Using the Level Up! Activity to Enhance Online Learning

Level Up! promotes gamification in courseware by enabling learners to gain experience points for participating in course 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 than speaking tasks.

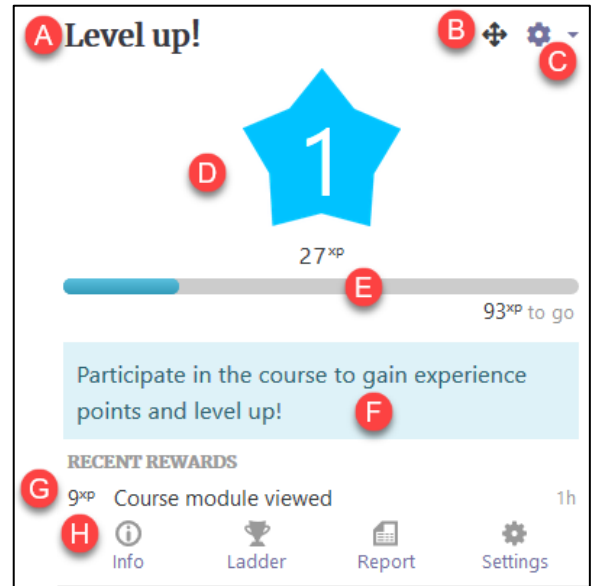
Step-by-Step Instructions for Adding the Level Up! block

1. On your course, ensure the **Navigation Drawer** is visible.
2. Click the **Turn editing on** button.
3. At the bottom of the Navigation Drawer, click on the **Add a block** link.
4. In the **Add a Block** pop up, click on the **Level Up!** option.

A blue rectangular button with the text "Turn editing on" in white.A grey rectangular button with a plus sign icon and the text "Add a block" in white.A white rectangular block with a thin black border and the text "Level up!" in a grey font.

The **Level Up!** block appears at the bottom of the blocks column, move it as needed. The following image shows the different parts of the **Level Up!** block.

- A) The **title** of the **Level Up!** block
- B) **Move block** icon
- C) **Actions menu** icon
- D) **Graphical Level indicator**
- E) **Learner points indicator**
(digital count -down & progress bar)
- F) Level Up! introduction
- G) Most **recent rewarded event**
- H) **Status** icons



5. To change the **Level Up!** block's **Title and Introduction**, click on the **Actions menu** icon.
6. In the drop-down, choose the **Configure Level Up block** option.
7. In the **Settings** section, configure the options **Title**, **Introduction** and **Display recent rewards**.



Configuring a Level up! block

▼ Settings

Title

Introduction

Display recent rewards

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

11. Click on the **Save changes** button.
12. On the **Level Up!** block, click on the **Info** icon.
13. The **Info** (Information) tab opens.



Information

Info Ladder Report Log Levels Rules Visuals Settings

Add more information

| | | | |
|----------------------------|------------------------------|------------------------------|------------------------------|
| #1 1 0 ^{xp} | #2 2 120 ^{xp} | #3 3 276 ^{xp} | #4 4 479 ^{xp} |
| #5 5 | #6 6 | #7 7 | #8 8 |

Customizing Level Up! levels

1. At the bottom of this screen is the **Customize the levels** button.
2. To change individual level attributes, click on this button.
3. The **Levels** tab opens.
4. The **Level count** option allows an instructor to change the number of levels in a course.
Note: For short courses, it is a good idea to reduce the number of levels.

Customize the levels

- 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. (recommended)

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

- Click **Show more** below the **Update and preview** button to change the algorithm. Changing these values is the quickest way to lower or increase the threshold attributes for each level.
- If a change is made for number of levels or algorithm, the instructor must click on the **Update and preview** button.

| | |
|-----------------------|-----|
| Algorithm base | 120 |
| Algorithm coefficient | 1.3 |

Note: The Level requirement (numbers) change.

- Each of the level's settings are displayed. In this example the **Level 2** settings appear.

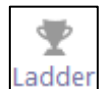
| | |
|-----------------|-----|
| Level #2 | |
| Points required | 120 |

- After instructor reviews and or alterations are made, click on the **Save changes** button.

The Leader Ladder

- Click on the Level Up! **Ladder** tab.

Note: this can be opened using the Ladder icon on the Level Up! Block.







- The Level Up! **Ladder** tab displays.

Instructors can use the **Ladder** to identify at risk learners and learner progress as a whole at specific points in the course.

- Students see the graphics, points and level numbers on their Level Up! block.

Ladder

Info Ladder Report Log Levels Rules

| Rank | Level | Participant | Total |
|------|-------|--|---------------------|
| 1 | 7 |  Ahmed Ali | 1,734 ^{XP} |
| 2 | 3 |  Eduardo Garcia | 417 ^{XP} |
| 3 | 2 |  Maria Gupte | 219 ^{XP} |
| 4 | 2 |  Lee Chan | 162 ^{XP} |

Report generation

- Click on the Level Up! **Report** tab.

Note: this can be opened using the Report icon on the Level Up! Block.



- The course **Report** tab opens.

*The data is similar to the **Ladder**; however, this feature allows instructors to **download** learner performance data in 5 formats.


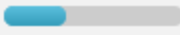






CSV: Comma separated values are used by many programs including Excel

XLS: Microsoft Excel is a standard spreadsheet application

HTML table: A "clean" table that displays on a web browser

JSON: Javascript Object Notation is alternate means of transferring digital data

ODS: OpenDocument, the spreadsheet application for the Open Office suite

| First name / Surname | Level ▼ | Total | Progress |
|--|---------|---------------------|---|
|  Ahmed Ali | 7 | 1,734 ^{xp} |  378 ^{xp} to go |
|  Eduardo Garcia | 3 | 417 ^{xp} |  62 ^{xp} to go |
|  Maria Gupte | 2 | 219 ^{xp} |  57 ^{xp} to go |
|  Lee Chan | 2 | 162 ^{xp} |  114 ^{xp} to go |

- Take time to choose the format which is best for your purposes.
- The **HTML table** format appears as below.

| Full name | Level | Total | Progress |
|----------------|-------|-------|-----------|
| Ahmed Ali | 7 | 1734 | 202 / 580 |
| Eduardo Garcia | 3 | 417 | 141 / 203 |
| Maria Gupte | 2 | 219 | 99 / 156 |
| Lee Chan | 2 | 162 | 42 / 156 |
| Beverly Davis | 1 | 45 | 45 / 120 |

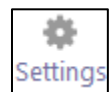
- All student data may be reset by clicking on the **Reset course data** button. This is not recommended during a term.

[Reset course data](#)

- Return to the course using the **breadcrumbs** menu.

Settings

- Click on the Level Up! **Settings** tab.
Note: this can be opened using the Settings icon on the Level Up! Block.



2. The course **Settings** tab opens.
3. This screen displays four sections:
 - General
 - Ladder
 - Cheating Guard
 - Block appearance
4. In the **General** section, three **Level Up!** functions can be enabled or disabled.

General

| | |
|------------------------------|-------|
| Enable points gain | Yes ▾ |
| Enable info page | Yes ▾ |
| Enable level up notification | Yes ▾ |

- 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**, students will be displayed a popup congratulating them for the new level reached, otherwise the current level is displayed on the **Level Up!** block.
5. In the **Ladder** section, **Level Up!** 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 and avatar on the **Ladder** board.
 - 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**. At this time there are only two columns **Total** and **Progress**.

Ladder

Enable the ladder: Yes

Anonymity: Display participants identity

Limit participants: Display everyone

Ranking: Display rank

Additional columns: Total, Progress

6. In the **Progress bar** section, set **Display progress towards**
 - **The next level** to visualize the work to be accomplished before the next level is achieved.
 - **The ultimate level** to visualize the work to be accomplished before the final level is achieved.
7. In the **Team ladder** section, students can be grouped into clusters and ranked.
 - The **Team up students using** setting allows instructors to group students or set groups of students into cohorts that appear on the Level Up! **Ladder**.
 - The **Anonymity** setting allows group members to be hidden or available to others on the course.
 - The **Order by** setting allows groups to be ranked by the sum of the group's **Points** or the overall **Progress** of each member completing all of the course levels.
8. 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.
 - Set the **Enable cheat guard** to **Yes**.
 - Note: It is recommended that the **Cheat guard** is set to **Yes**, otherwise students will artificially raise their point through "sneaky" tricks.
 - Set the **Max.** maximum number action in a **time frame** that will count for points 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 require between identical actions** which set 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, 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.

- Set the **Max. points in time frame** which sets the maximum number of points that can be earned during the time frame given. When this value is empty, or equals to zero, it does not apply.
9. 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**.
 10. Click on the **Save changes** button.

Level Up! Rules

1. Choose the **Rules** tab.
2. The **Level Up! Rules** feature makes use of the **Events** to attribute points to actions performed by the learners. See the **Setting Level Up! Rules document** to add your own rules and view the default rules.

Level Up! Visuals (images)

1. Choose the **Visuals** tab.
2. The **Level Up! Visuals** feature allows instructors to map images of their choice to the **Level Up!** levels in their course. See the **Level Up! Visuals document** to add your own visual or to manipulate the default visuals.



Resources

[Moodle Documents: Level up! Block](https://docs.moodle.org/39/en/Level_up!)
<https://docs.moodle.org/39/en/Level_up!>