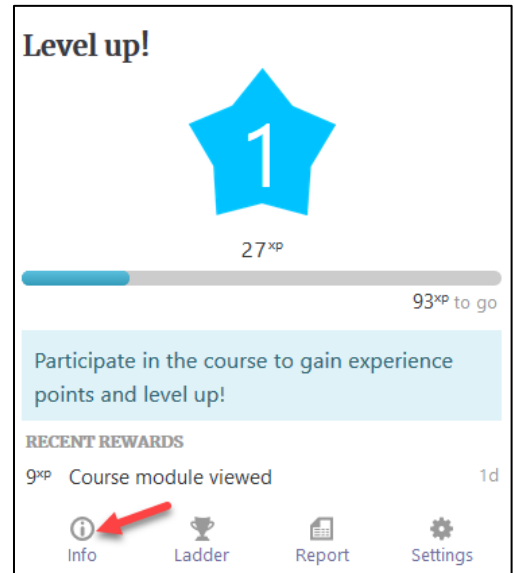


Adding Level Up! Visuals

Step-by-Step Instructions for customizing the visuals

1. On the **Level Up!** block, click on the **Info** icon.
2. The Information tab opens.
3. Choose the **Visuals** tab.
4. The **Level Up! 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.



5. At bottom of the **Course Visuals** screen a preview of the selected **Level Up!** visuals (badge theme) appears.

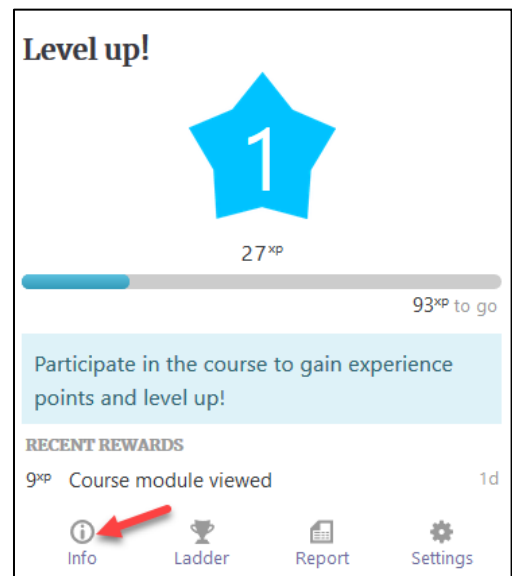


Change the Level Up! visuals

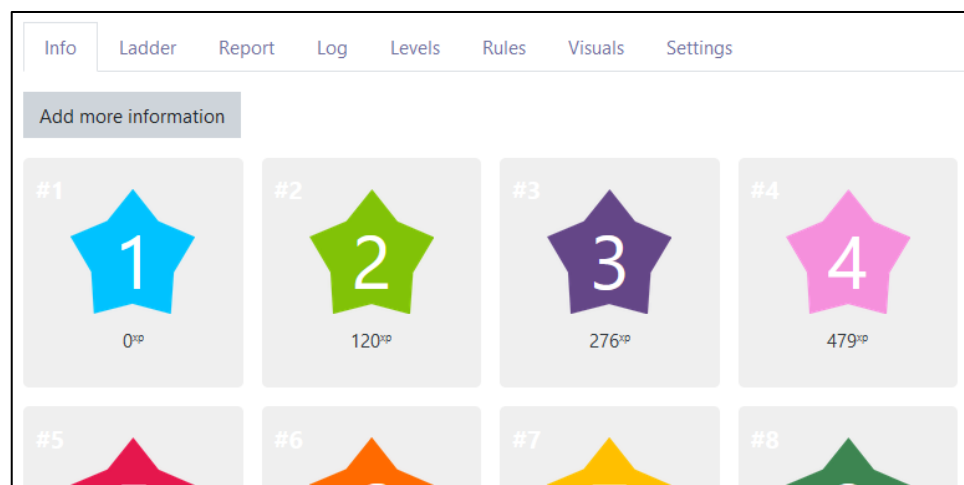
The Level Up Visuals feature allows instructors to map images of their choice to the Level Up! levels in their course by adding their own visuals or manipulating the default visual sets.

Step by Step instructions for customizing Level Up! visuals

1. On the **Level Up!** block, click on the **Info** icon.
2. The Information tab opens.
3. Choose the **Visuals** tab.
4. The **Level Up! 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



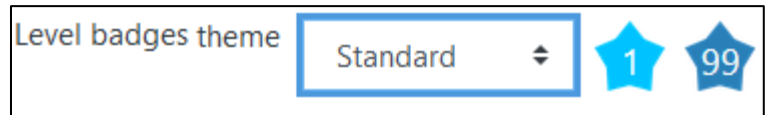
5. At bottom of the **Course Visuals** screen a preview of the selected **Level Up!** visuals (badge theme) appears.



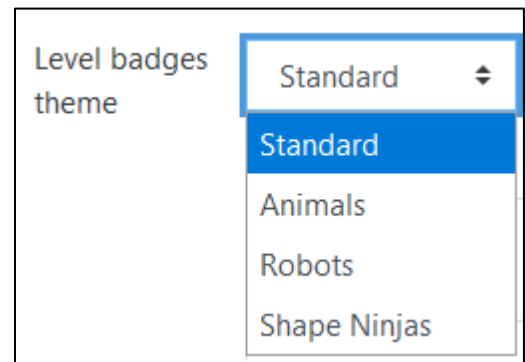
Change the Level Up! visuals - Badge Theme

Level Up! offers four badge themes. You can also create your own themes; these define the appearance of the badges on a course.

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



2. The four badge themes are: **Standard** (Stars), **Animals**, **Robots** and **Shape Ninjas**.



These appear as:



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



4. Click on the **Save change** button.

Note: the badge theme for the Level Up levels is applied to the course.

Create a Level Up! visuals - Custom Theme

Level Up! offers four badge themes. You can also create your own themes; these define the appearance of the badges on a course.

To change the Level Up! visuals -

To create your own original Level Up! 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 there are 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)

This **transport** theme was generated using the Stamp feature using **Snagit**.



2. Drag the files into the **Level badges override** Files widget.

Level badges override

<input type="checkbox"/>	Name	Last modified	Size	Type
<input type="checkbox"/>	 1.jpg	20/07/20, 16:34	1.9KB	Image (JPEG)
<input type="checkbox"/>	 10.jpg	20/07/20, 16:34	2.4KB	Image (JPEG)
<input type="checkbox"/>	 2.jpg	20/07/20, 16:34	4.3KB	Image (JPEG)
<input type="checkbox"/>	 3.jpg	20/07/20, 16:34	3.6KB	Image (JPEG)
<input type="checkbox"/>	 4.jpg	20/07/20, 16:34	4.1KB	Image (JPEG)
<input type="checkbox"/>	 5.jpg	20/07/20, 16:34	3.5KB	Image (JPEG)
<input type="checkbox"/>	 6.jpg	20/07/20, 16:34	3.4KB	Image (JPEG)
<input type="checkbox"/>	 7.jpg	20/07/20, 16:34	3.4KB	Image (JPEG)
<input type="checkbox"/>	 8.jpg	20/07/20, 16:34	3.7KB	Image (JPEG)
<input type="checkbox"/>	 9.jpg	20/07/20, 16:34	3KB	Image (JPEG)


- Click on the **Save changes** button.
At the bottom of the screen a **Preview** appears.


Preview


Points


3,256^{XP}


Levels


#1



#2



#3



#4



#5


#6


#7



#8


#9


#10


6. The result appears in the **Level Up!** block.
This is Ahmed Ali's **Level Up!** block progress.

My Progress




1,734^{xp}


378^{xp} to go

Participate in the course to gain experience ✕
points and level up!

RECENT REWARDS

9 ^{xp}	Course module viewed	4d
9 ^{xp}	H5P content viewed	4d
9 ^{xp}	Course module viewed	4d


Info


Ladder