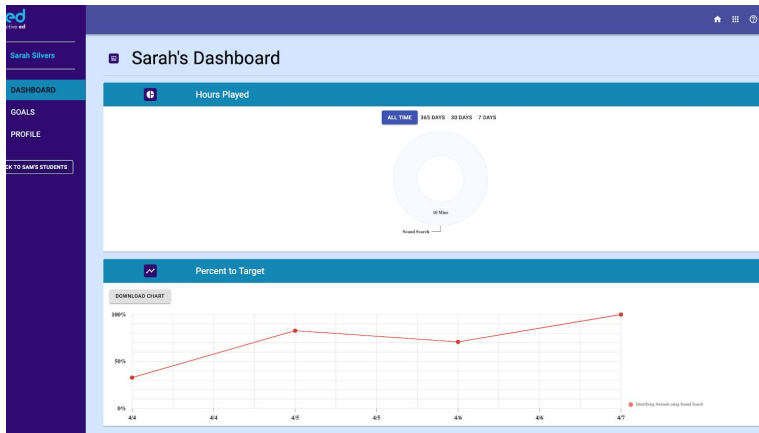


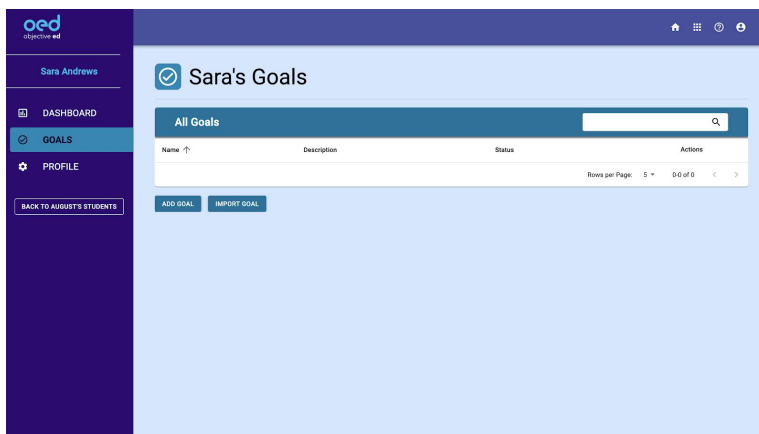
Student Dashboard (Overview)

This document will cover the various pages and options on the student dashboard

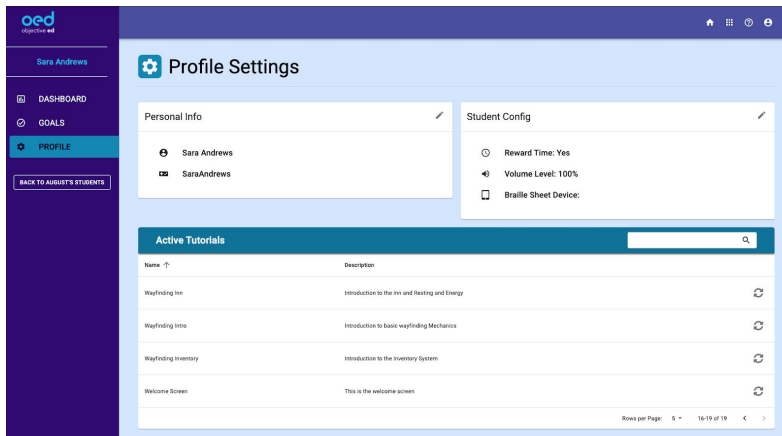
1. When you select a student from the “Students” page on your “Teacher Dashboard” this will bring you to the student’s dashboard. From here you can navigate to various different pages of the student’s profile.



The first tab is your student’s “Dashboard” here you can see how the student is performing on the “Active” skills you have assigned them to practice. All of these charts can be downloaded/exported by selecting “Download Chart” above the chart.



The Second Tab is the student’s “Goals” page. Here is where the students’ goals and skills are stored. Import or add a goal to your students account by selecting “Add Goal” or “Import Goal”



The third tab is the student's "Profile" page.

On this page you can,

- 1). Assign a Gamertag and Password for the student. This will be what they use to log in to the ObjectiveEd Games Application. You can edit the Personal Info Tab by pressing the edit button (Pencil icon) in the top right of the box.

Personal Info

First Name
Sara

Last Name
Andrews

Gamer Tag
SaraAndrews
Student must have a Gamer Tag to log in

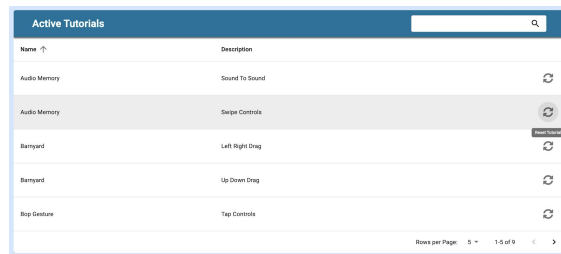
Should this student be able to log in?






Password

Confirm Password

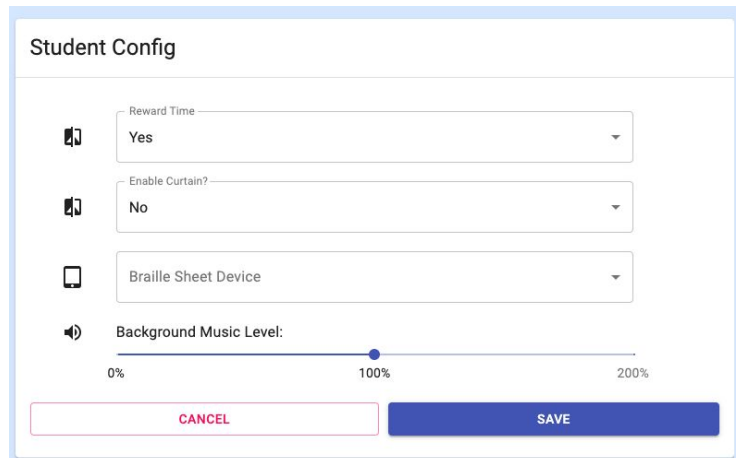
CANCEL SAVE

2). You can reset any tutorials the student has completed. All of our games have tutorials. The first time a student plays they will be prompted to complete a tutorial. Once they complete that tutorial it will appear in the “Active Tutorials” table on their “Profile” page. Students can always replay tutorials in the ObjectiveEd Games App. But if you want to require that the student replays a tutorial. Find it in the table and press the “Reset Tutorial” button (Spinning wheel) next to the tutorial you wish to reset.





Name ↑	Description	
Audio Memory	Sound To Sound	
Audio Memory	Swipe Controls	
Bamyard	Left Right Drag	
Bamyard	Up Down Drag	
Big Gesture	Tap Controls	


Student Config:




Student Config

 Reward Time: Yes

 Enable Curtain?: No

 Braille Sheet Device

 Background Music Level: 100%

You can edit the “Student Config” by pressing the edit button (Pencil icon) in the top right of the “Student Config” box.

Reward Time: This determines whether or not a student has access to our reward game (Sky Runner). This field is set to “Yes” or “No.” When set to “Yes” the student will have an icon for Sky Runner on their app and they can unlock access to it by playing 3 levels of their other games. After unlocking it they will have 5 minutes to play before they will need to unlock it again (Please see the guide on playing Sky Runner for more information on how to play) If set to “No” the student

will not have access to the game and the icon will not appear with their other games.

Enable Curtain: This allows you to obscure the visuals of our games with a curtain for the student. While all of our games rely on audio prompts some teachers prefer that there are no visuals. You can use the curtain feature to obscure the visuals. You can also adjust the opacity of the curtain.



Curtain On

Curtain Off

Background Music Level: You can use this slider to turn off the background music in our games. Some students prefer that there is no background music or that the music is quieter when they are receiving instructions. The default is 100%.

