DesignIT User Manual v3.0

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The DesignIT project aims at encouraging innovation, creativity among Higher Education students supporting them in bringing ideas into action. Our solution is providing Higher Education educators with methods and gamified tools for design thinking. We will apply Design thinking through gamified ICT deployment in the context of entrepreneurship education in formal and informal entrepreneurship education contexts as a complementary learning tool.

The DesignIT platform is designed to reproduce faithfully the Design Thinking process and help the users to interact and exchange under the supervision of a teacher that will guide them.

DesignIT aims at reducing the significant overhead costs that come with preparing and using a Design Thinking methodology by putting as much as possible of the process online and offering a place to easily exchange and communicate in real time or asynchronously about the problem at hand, with no fear of anything ever being lost.

The current manual aims to explain how to use the platform efficiently rather than describe how it was designed and goes into details about the implemented mechanisms. The exact specification can be found in the DesignIT game design document.
II. WORD OF CAUTION

The platform is a work in constant progress. This means that the online version of the tool is updated frequently in order to add new features and correct bugs, up to several times a day. So until the software reaches its very final version, this manual is also a work in progress.

You might find for example that there are some discrepancies between some screenshots and the actual images included in the manual, or maybe some features in the software are not detailed in the manual. Don’t worry, it just means that a new version of the manual is about to be published.

If you have any question, please feel free to send an email to the lead developer at this email address, he will answer you promptly: olivier.heidmann@gmail.com.
The DesignIT platform is available at this URL: designit.e-ce.uth.gr.

DesignIT has been designed to work both on desktop and mobile platforms, as being able to work on mobile can be quite an important plus for Design Thinking users. Google Chrome is the recommended browser to get the best experience out of the platform.

Once you type in the URL, you are greeted with a minimalistic introduction page. The entire platform has been designed to be as functional and easy to use as possible with very little fluff or extra features.

The black ribbon at the top is the main menu, from which you can access all the available functionalities. As we just arrived on the platform, we are offered the choice (right hand side of the screen) to login or to register if you don’t have an account already. The English flag on the top right of the screen shows the game interface is displayed in English. Clicking on the flag cycles between the available languages for this platform: English, Greek, Estonian, Portuguese, and Finnish.
The login page only contains two fields, one where the user can enter their username (or the email address they used when registering) and the other where they enter their password.

One both fields are filled, press the green Login button to proceed. If the remember me tick is selected the next time the user will access the platform they will be automatically logged in.
The Register page asks the user for a username, a valid email address, a password, their first name and their last name.

![Register page screenshot](image)

**Figure 4: The register page**

The Code field is here to register teachers. If the right code is entered in this field, the account created is automatically given teachers rights. Otherwise all accounts are created with students credentials. In order to know the special teacher code, please contact us.

In both Login and Register page, when an error occurs (for example, the user has entered a wrong password) an error message will appear at the bottom and the corresponding field will have its border turned to red to indicate visually what went wrong.
Abiding by the GDPR directive, the user also has to accept the privacy policy of the platform in order to be able to register.

Figure 5: Example where user entered the wrong password

Figure 6: DesignIT privacy policy
Once all the information fields have been filled, clicking on the green SUBMIT button proceeds to the main screen. For the following examples, we are going to be logged in as “student1” a fictional student used as an example throughout this manual.

Once logged in, the user can see on the bottom a success message that temporarily displayed (it disappears when the green bar at the bottom reaches the left hand side).

![Login success message]

**Figure 7: Login success message**

This type of success message is routinely displayed throughout the software when the user takes some actions, like editing some parameters.
A FEW WORDS ON THE PLATFORM’S TAXONOMY

The teachers using this platform will be called indifferently in this manual and in the platform teachers or gamemasters.

The students using this platform will be called indifferently in this manual and in the platform students or users. Students are working in groups called teams.

The DesignIT platform has been designed with efficiency and a minimalist credo in mind. In order for students to register to some activities (grouped in what the platform calls lobbies), they have to receive from their teacher a certain code corresponding to the lobby hosting their current task.

Lobbies are created by a teacher and are functioning as a grouping space for related activities. Those activities are called challenges and each challenge is tackled by a certain team of individual. For each challenge there is a team of people addressing it and for each team is associated to a challenge in a 1:1 correspondence, making teams and challenges functionally the same entity.

Challenges are themselves divided into levels. These levels each host a big whiteboard (well here technically a beigeboard given the color of the background we are using) where all the students can exchange and collaborate about the challenge at hand.

Those levels can correspond to the usual Design Thinking admitted taxonomy (level 1 = Empathize, level 2 = Define, level 3 = Ideate, level 4 = Prototype, level 5 = Test) or can reflect any structure the teachers might want to use in their courses. Each levels provides a place of exchange for the students. They can place post-its (akin to what is done in the real-life process) on a board to pin ideas down. But those post-its can be made of text (enriched or not), images or video, offering an innovative flexibility. Furthermore, anything one student does on a level, even if it’s something as mundane as simply moving around one post-it, is immediately seen by all the members of the group or anyone else seeing this level at the same time. This allows for students to work in a perfectly synchronized fashion even if they are far apart or working at different times.

Not all levels are accessible from the start for the teams. Typically a starting date and an ending date as to be associated to each of their level during the creation of the challenge, which means all levels are time-locked. If the team has finished its work early or wishes to continue before the time a level is supposed to unlock they can ask for it to the teacher which might unlock level at their discretion.

Levels also offer 3 possible actions for teams in need of some kind of help or feedback:

- **Ask for help**: it allows the teams to chat with the teacher on some issue or trouble they might be facing when trying to solve the challenge. A chat box unlocks when help is asked and students and teachers can start talking together.
- **Ask for review**: when a team is satisfied with their work or want to progress in further levels, they can ask for a review. This opens the possibility for other teams to see the level that was asked to be reviewed and leave comments. Those comments can be upvoted and downvoted and dialogs can be held. Teachers also get the possibility of failing or passing the level, thus unlocking the next level for the team.
- **Ask for a brainstorm**: when a team wants to require the help or input of the other teams, they can ask for a brainstorm. A special level (level 0) of the challenge unlocks, that everyone enrolled in the lobby can access and create post-its on.
When teachers create a lobby they can decide all the defining parameters of this lobby (maximum number of challenges, maximum number of team member per challenge, etc.) but challenges can be created both by teachers or users.

**Gamification** has also been introduced into the DesignIT platform in several forms. There is a system of currency (called coins), earned by teams and individuals for performing simple and natural tasks like posting something on the board. Owning this currency allow the team to unlock a certain number of features such as the 3 actions described above which each have a currency cost.

There is also a system of points, earned alongside the currency which allows to create a leaderboard of all the users of the software.

Finally achievements have been created, each of them corresponding to a milestone in the usage of the platform. A more detailed description of those achievements can be found further below.

A summary of the rules used for gamification can be found below, a much wider explanation can be found in the specification for the platform authored.

<table>
<thead>
<tr>
<th>Individual Player Experience</th>
<th>Points</th>
<th>Frequency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create Challenge</td>
<td>5</td>
<td>Once per lobby</td>
</tr>
<tr>
<td>Write Review</td>
<td>2</td>
<td>Once per canvas</td>
</tr>
<tr>
<td>Vote Review</td>
<td>0.5</td>
<td>Once per review</td>
</tr>
<tr>
<td>Write answer to brainstorm</td>
<td>4</td>
<td>Once per brainstorm</td>
</tr>
</tbody>
</table>

*Table 1: Individual player experience reward*
<table>
<thead>
<tr>
<th>Team Experience</th>
<th>Points</th>
<th>Frequency</th>
<th>Team Level</th>
<th>Experience Points Required</th>
<th>Other Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Upload Canvas</td>
<td>2</td>
<td>Once per canvas</td>
<td>Level 1</td>
<td>None</td>
<td>After the challenge is confirmed by the gamemaster</td>
</tr>
<tr>
<td>Upload Image</td>
<td>1</td>
<td>Once per canvas</td>
<td>Level 2</td>
<td>16</td>
<td>None</td>
</tr>
<tr>
<td>Upload Sound</td>
<td>1</td>
<td>Once per canvas</td>
<td>Level 3</td>
<td>17</td>
<td>First canvas passed by the gamemaster</td>
</tr>
<tr>
<td>Upload Video</td>
<td>1</td>
<td>Once per canvas</td>
<td>Level 4</td>
<td>18</td>
<td>Second canvas passed by the gamemaster</td>
</tr>
<tr>
<td>Confirm canvas before deadline</td>
<td>5</td>
<td>Once per canvas</td>
<td>Level 5</td>
<td>18</td>
<td>Third canvas passed by the gamemaster</td>
</tr>
<tr>
<td>Ask Teacher's Help</td>
<td>5</td>
<td>No restrictions</td>
<td>Level 6</td>
<td>18</td>
<td>Fourth canvas passed by the gamemaster</td>
</tr>
<tr>
<td>Start Brainstorm</td>
<td>5</td>
<td>Twice per lobby</td>
<td>Level 7</td>
<td>18</td>
<td>Fifth canvas passed by the gamemaster</td>
</tr>
<tr>
<td>*Gamemaster passed canvas</td>
<td>25</td>
<td>Once per canvas</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*Optional</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 2: Team experience reward

<table>
<thead>
<tr>
<th>Coin System</th>
<th>Earn</th>
<th>Spend</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beginning of the challenge</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>For each unlocked canvas</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>For each brainstorm</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>For asking teacher's help</td>
<td>-1</td>
<td></td>
</tr>
</tbody>
</table>

Table 3: Coin reward system
2. STATISTICS

DISPLAYING STATISTICS

There are a limited amount of options available in the black ribbon menu on top of the screen, namely:

- Home, the current welcome message
- Lobbies, listing all the lobbies the user has currently access to
- The user login name, showing personal statistics and gamification information

Clicking on the user's login name displays the statistics screen.

The personal statistics screen displays by default the statistics of the player for the entire platform but by clicking on the Per Challenge tab, the user can access statistics per challenge they are enrolled in.

The available statistics are presented in two forms: a table with numbers corresponding to certain usage data and a table with all the achievements earned by the user. Those statistics have been designed to provide a certain level of gamification to the platform, effect which is further reinforced by the use of achievements corresponding to milestones in the use of the platform.

Usage data pertains to the following information:

- **Rank**: the rank of the user, obtained by comparing his/her stats to the ones of all other users.
- **Experience**: a personal score computed according to a formula aggregating several key functionalities of the platform (writing a post-it note, asking for help, etc.).
- **Reviews**: the number of reviews performed by the user.
- **Upvotes Received**: number of upvotes received for messages posted by the user.
- **Downvotes Received**: number of downvotes received for messages posted by the user.
- **Upvotes Given**: number of upvotes given by the user for messages posted.
- **Downvotes Given**: number of downvotes given by the user for messages posted.
- **Files Uploaded**: number of images and videos uploaded by the user.

In addition to those statistics, the user can also unlock achievements (displayed as trophies) by performing certain key actions a fixed number of times.

![Personal statistics screen, per challenge](image)

*Figure 9: Personal statistics screen, per challenge*

The list of achievements is the following:

- **First review**: awarded the first time the user writes a review of another team canvas
- **10 reviews written**: awarded after the user has written 10 of such reviews
- **First completed challenge**: awarded the first time the user has completed (gone through all the levels) a challenge
- **10 challenges completed**: awarded after the user has completed 10 of challenges
- **10 challenges created**: awarded after the user has created 10 challenges
- **10 challenges completed with all levels being positively reviewed**: awarded the first time the user has completed (gone through all the levels) a challenge, with each of the level being passed by the teacher
- **10 upvotes received**: awarded after the user has received 10 upvotes for messages written
- **10 levels passed**: awarded after the teacher has passed 10 levels from challenges from which the user was a part of the team
- **Finish a challenge while asking for help**: awarded the first time the user has completed (gone through all the levels) a challenge while asking at least once for help to the teacher
- **Finish a challenge while asking for brainstorm**: awarded the first time the user has completed (gone through all the levels) a challenge while asking at least once for a brainstorm with all the other users
- **Finish a challenge while asking for help and brainstorm**: awarded the first time the user has completed (gone through all the levels) a challenge while asking at least once for help to the teacher and for a brainstorm with all the other users
- **Set a challenge name**: awarded the first time the user changed the name of the their team
- **Reach top 5 in rank as player**: awarded the first time the user rank reaches 5 or less
- **Complete all achievements**: awarded the first time all the achievements described above have been awarded

![Achievements obtained by the user](image)

**Figure 10: Achievements obtained by the user**

![Achievement unlocked](image)

**Figure 11: Message for getting an achievement**
3. LOBBIES

Lobbies are a collection of logically linked challenges. Each challenge presents a problem that a team has to solve.

Lobbies accesses are unlocked through the usage of a certain code, given to the students by their teacher. If you haven’t been issued any code, you won’t be able to access any lobby. The lobby screen presents a box where you can enter lobby codes and also displays which lobbies are currently available, or in other terms the ones already unlocked previously. Clicking on an unlocked lobby will bring you to the lobby screen.

![Image of lobby screen]

**Figure 12: The lobby screen, student view**

The principle of pairing a lobby with an access code gives us an elegant way to deal with a host of usual issues in that kind of platform (such as scheduling, rights, etc.) as you can only access a lobby if you have the code for it and you need nothing more than your code and an account to access the data you need. It’s akin to a subscription system. In order to unsubscribe from a lobby, you simply have to click on this little icon.

For teacher accounts, where lobby creation is possible, you can’t unsubscribe from the lobbies created by this account. So the lack of this icon indicates the lobbies created by this account and the only way to unsubscribe is to delete completely the entire lobby, which of course will delete all the challenges associated with it and any progress made in it (canvases, post-it etc).

A cursory glance at the lobbies list also gives details about what is going on in the lobby itself through a series of icon denoting a status effect.

The 🔄 tag signals one (or several) challenges in the lobby have asked for a review.
The **Help** tag signals one (or several) challenges in the lobby have asked for teacher's help.

The **Brainstorm** tag signals one (or several) challenges in the lobby have asked their colleagues from all teams for a brainstorm.

![Figure 13: The lobby screen, teacher view](image)

Teachers have one more tidbit of information added to their view of the lobby: the **Verify** tag, indicating if there is only challenged that needs to be verified in the lobby. Students can create challenges as they want, but their creation needs to be verified by a teacher before it becomes usable.
4. CHALLENGES

Inside a lobby, the user can see a collection of challenges, the ones currently active and not finished.

The lobby displays a name, a description, the name of its creator and also the associated code.

Figure 14: The lobby screen, student view

Figure 15: The lobby screen, teacher view
In the example shown in figure 10 and 11, the lobby is called Test Lobby 123, its code is test, it was created by the user teacher1 and its description reads Lobby for testing purposes.

Teachers have a bit more information at their disposal as they can also see which challenge/team has asked for help and they can click on the Lock lobby button in order to disallow any new challenge to be created.

There is a small tick box on the top right hand side which allows turning on or off the display of all the challenges created in the lobby, including the ones already completed.

![Image](image.jpg)

**Figure 16: Displaying completed challenges**

The box describing the challenge (figure 13) contains the following information from top to bottom:

- The name of the challenge on top, in white on black
- A description of the challenge underneath
- Colored boxes showing if any number of action is currently required on this challenge (brainstorm, review, help, verification)
- How many levels contains this challenge and what level the team tackling the challenge is at currently
- The number of members in the team currently tackling the challenge
- The name of the team currently tackling the challenge in the middle of the lower grey ribbon
- The possibility to Join the team if there is still some space or to Start the challenge is the user is already a member of the team. If the challenge is expired, instead the View text appears.
Figure 17: The challenges information boxes

Clicking on the lower grey ribbon on the number of team members pops up a new window where the user can edit the name of the team and see the names of the people already enrolled in the team. The user can also leave the team by clicking on the red LEAVE button.

Figure 18: Editing team settings window

This pop up can be closed by clicking on the grey cross on the top right side of the white window.

By clicking on the button on the top left of the screen, you can also see the different settings used to create the lobby, including:

- A name
- A description
- Learning objectives
- Maximum number of players
- Maximum number of teams
- Minimum team size
- Maximum team size

If the user seeing this screen is not the author of the lobby, they can't change any parameter, only consult them.

![Lobby Settings](image)

Figure 19: Lobby settings info

Any type of user registered in a lobby can create their own challenge by clicking on the button on the lobby screen. The following information is required:

- Name
- Challenge Description
- Starting Date
- The end date of each of the challenge's levels.

A new level can be added by clicking the button found below the levels list. A visual feedback for date validation is used here, turning the border of the invalid fields to red. This will happen if the starting date is set later than the end date of the first level, if the end date of the first level is later than the one of second level etc.
If the total amount of challenges in the lobby is already equal to the maximum of challenges set in the lobby options, no new challenge can be created, not by the students nor the teacher. The maximum challenge value of the lobby has then to be modified by the creator of the lobby to be able to add further challenges.

Sometimes a teacher will need to create many identical challenges in preparation for a course, one per number of teams the students will be enrolled in. This can be very time consuming and to minimize this we have added a little functionality to help in creating several identical challenges. If you have created a first challenge in a lobby, when you create a second one the name, description and starting date used in the first lobby will be automatically filled in order to avoid you to type them again.
5. PLAYING A CHALLENGE

When you are part of a team assigned to a challenge, you have the option to click on the **Start** button in the challenge description box. This triggers the display of the current level of the challenge.

LEVELS

The level window contains a lot of different information, each one contained in its own tab to make the interface cleaner. Let’s detail everything seen in this screen by taking figure 21 as an example. We can see the followings zones (coded by numbers on figure 21):

1. On the top left, the **Back to Lobby** button allows us to go back to the lobby, viewing all the challenges
2. On top the name of the challenge, here **(30) AlphaZeta**
3. Just underneath it, all the created levels in this challenge. All those levels might not be available immediately when the challenge starts; some levels can be still locked. There is also level 0, a level which has been designed to be the place where brainstorming happens. To access them the user just has to click on the desired number. The currently selected and displayed level number is displayed in bold. Passed levels are marked with a green tick next to them and failed ones (levels that players asked to be reviewed and the teacher didn’t pass them) with a red X (example: ![✓](✓) ![✗](✗))
4. The chat zone where the team members and teachers can communicate when the team asks for help.
5. A list of special actions available at the click of a button to team members and described above in the manual. Teams can ask for help, for a review or a brainstorm.
6. The amount of coins, the gamification currency, owned by the team for the moment.
7. The list of the team members, with a green or red dot nearby according if they are online at this moment or not
8. The Review tab, off by default, where the other users in the lobby can comment on the current level when a review has been asked for by the team.
9. The Canvas tab, on by default, where the board is placed. Either one of the Review tab or the Canvas tab is displayed at a given time.
10. The button ![Add new note](Add new note) used to add a new post-it note.
11. Post-it note that have been pinned. They can be customized in many ways.
12. The board where the user can pin post-its containing text, photo or video.
Figure 21: Displaying a challenge
Figure 22: Members panel

Figure 23: Help panel
POSTITS

By default the default post-it note is only text, with the message “Edit me Double Click me” displayed. “Edit me” is in italic and “Double click me” is in bold, showcasing from the get-go the formatting capacities of the post-it text engine.

In order to avoid issues with users concurrently working on the same canvas, when a user adds a new note, the note won’t appear directly on the canvas but it will open a pop-up instead. There, the post-it can be modified as it was directly on canvas and by clicking save it will show up to all the other users too.
To change this text the user has to double click on the post-it (double tap on mobile) on the pen icon on the bottom left and to destroy the post-it the user has to click on the trashcan icon on the bottom right. In order to confirm deletion, the button has to stay pressed for a certain amount of time before the note is deleted. Once the blue bar on top of the screen is full, the post-it is deleted. This mechanism has been introduced to avoid any possible accidental deletion.

When clicking on the text editing button, new icons appear on the bottom of the text, one for adding a photo and one for adding a video. By clicking on the floppy disk icon the user will change any modifications that been done. Clicking on the color disk at the bottom will change accordingly the post-it color.
All the changes done to a post-it are immediately shown to all the other members of the team if they are consulting the same level at the same time.

When the user wants to add a photo, they are prompted with a button asking them to select a file from their hard drive. The said file will be automatically and transparently be displayed on the screen, being uploaded to Imgur for hosting purposes.

The icon at the right of the camera icon is a text icon, in case the user wants to go back to a text only post.

If the user wants to insert a video, they are prompted with a message asking them to copy here the URL of the video. Youtube, Vimeo and Dailymotion are supported at the moment.
At the bottom right of the post-it we can see a padlock icon. It is open when the post-it is editable or locked when the post-it cannot be edited. Only teachers have the possibility of locking and unlocking post-its, students can only know if a post is locked or not without being able to act on it.

Teachers also benefit from a slightly larger choice of colors compared to the students, with black, white and two levels of grey added.

Grabbing the little triangle symbol at the bottom left of a post-it allows to resize the post it to the desired size. This is especially useful if the post-it contains a huge photo or a long text, as otherwise the content will just overflow the post-it.
To avoid such overflow, please re-dimension your post-it accordingly.

**POST-ITS ENRICHED TEXT RULES**

The complete reference for the enrich text rule is available at this URL: [https://github.com/adamp/markdown-here/wiki/Markdown-Cheatsheet](https://github.com/adamp/markdown-here/wiki/Markdown-Cheatsheet).

Note: not all functionalities described on this web page have been implemented in DesignIT.

Headers can be defined by using # symbols (the more # there are, the smaller the header’s text) or alternatively by underlining the text with the = symbol.

Emphasis (italic, bold, bold and italics or strike through) can be obtained by placing the text between * and _. If we write *italics* or _italics_ the post-it will display *italics*, **strong** or __strong__ are displayed as **strong**, and **italics strong** are displayed as *italics strong*. Finally ~~strike~~ is displayed as strike.
The system also supports bullet point lists, numbered lists and hypertext links (see the linked URL above for more details).

Figure 37: A post-it containing lists
**IMPROVED DESIGN**

Thanks to the feedback of our partners and early users, the design of the interface has been improved compared to what was just described. The mobile compatibility of the platform has been especially enhanced.

The screen having seen the bigger changes is the one displaying levels of a challenge. In order to streamline the interface and improve readability on smaller screens, many elements of the interface (Reviews, Members, Help and Special Actions) are now available through tabs, see figures below.

![Figure 38: DesignIT new interface on mobile](image)

![Figure 39: DesignIT new interface on desktop](image)

Everything described before concerning the UI elements still applies, all the elements have simply moved to tabs to reduce the amount of space necessary to display the entire UI. Some text has also been modified to improve instinctive comprehension of the UI and some labels changed colors and icons were better placed to help make everything clearer.
6. FEEDBACK AND ANALYTICS

All the users have access on the menu ribbon on top of the screen to a feedback page. In order to fill a feedback form, two boxes have to be filled, one for the type of feedback (bug or feature), one for the exact description of the feedback.

Please be as specific and verbose as possible when you are filling a feedback form.

All feedback will be read but that doesn’t mean all suggestions will be followed.

![Image of feedback page](image)

Figure 40: The feedback page

Teachers also have the possibility of downloading raw analytics (in .csv form) table corresponding to the lobby they have created. Those analytics contains all the possible data the system has recorded on a specific subject. Analytics can be obtained by lobby, by challenge or by user.

In order to obtain those analytics, a teacher has to click on their login name on the top ribbon. For a student this would display the gamification information related to the student. For a teacher this opens a window where download options are available via the download icon.

![Image of analytics window](image)

Figure 41: Analytics window
Three of those icons are available:

- One near the name of the lobby to download all the data linked to the lobby
- One near the name of each challenge to download all the data relative to the challenge
- One near the name of each team member to download all the data pertaining to the team member

On the top there is a dropdown menu that contains the lobbies created by the current user. You can use this menu to navigate quickly between lobbies that you want analytics for.

When the download icon is clicked, the platform will start the download of a file to your computer or phone. Be mindful that in some browsers you will first need to confirm this download for security reasons, otherwise it will never happen.

The data obtained is a direct dump of the platform’s database and is only available in raw format. No visualization tool is provided to display it and it is most suitable for research purposes.
Figure 44: Example of data obtained
# TABLE OF FIGURES

<table>
<thead>
<tr>
<th>Figure</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Figure 1</td>
<td>The home page</td>
<td>5</td>
</tr>
<tr>
<td>Figure 2</td>
<td>Home page on mobile</td>
<td>6</td>
</tr>
<tr>
<td>Figure 3</td>
<td>The login page</td>
<td>6</td>
</tr>
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