

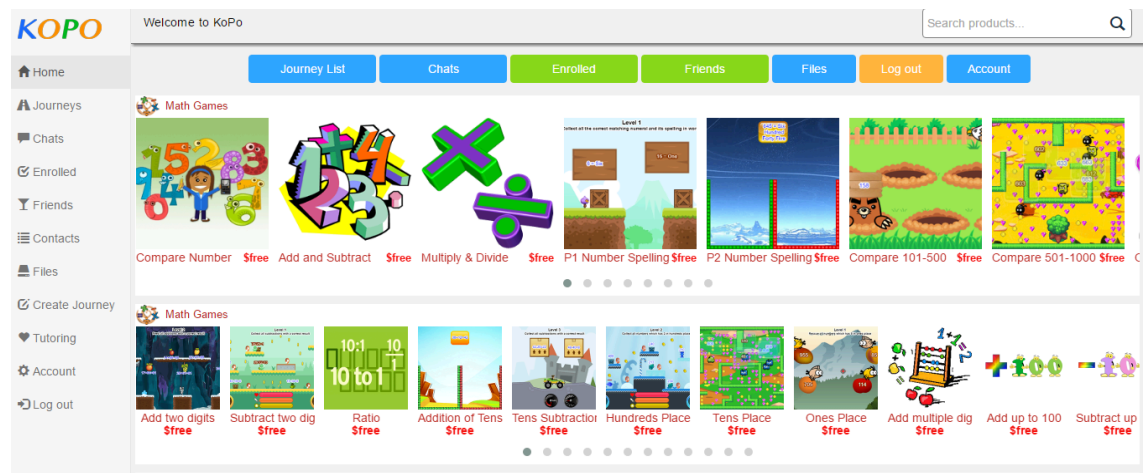
Creating Game Journeys Using Docentron Mobile Education

** Also refer to

1. the game chapter [checklist](#)
2. [Editing images and sounds tutorial](#).
3. [Video Tutorial - How to Create Account](#)
4. [Video Tutorial - How to Create Journey](#)
5. [Video Tutorial - How to Create Chapter](#)
6. [Video Tutorial - How to Find Images](#)
7. [Video Tutorial - How to Create Audio](#)
8. [Video Tutorial - How to Create Game Level](#)

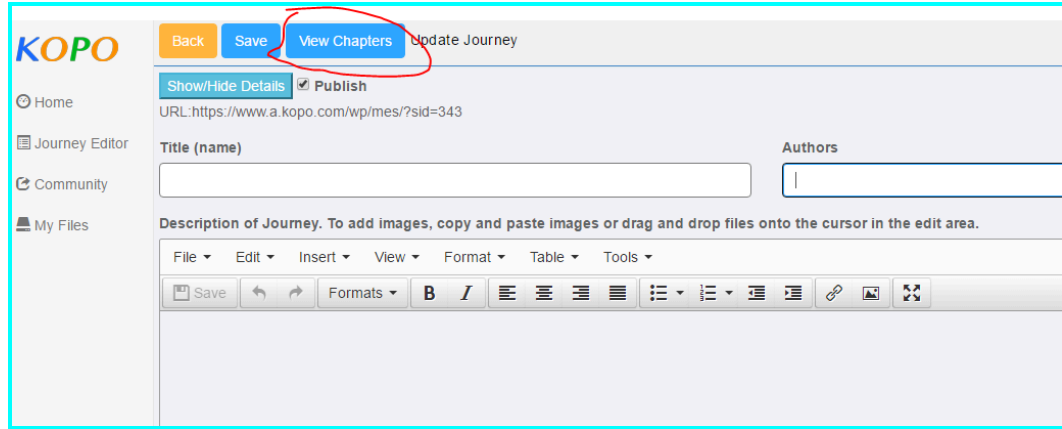
A. Introduction

KOPO Mobile Education System is an online based system to create an education game based by Singaporean education syllabus. You can visit KOPO Mobile Education System in this link: kopo.com

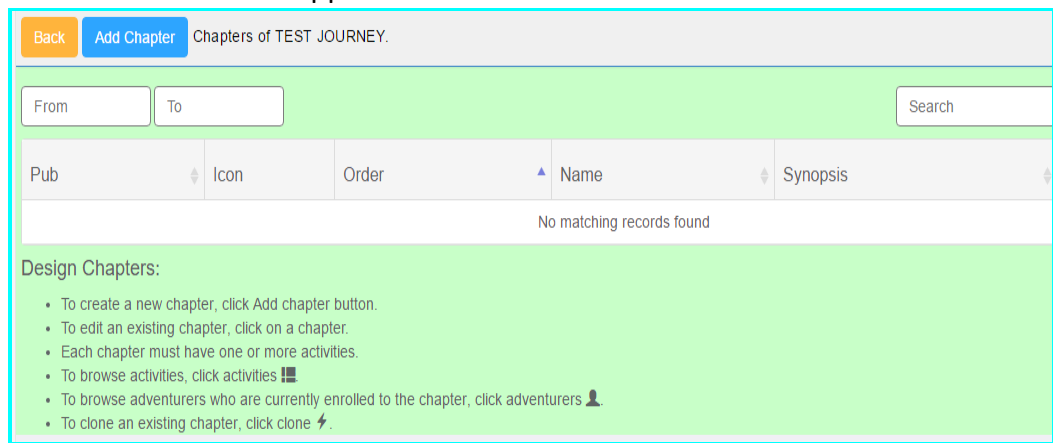


Here's the screenshot of a.kopo.com homepage. You can see there are some of math game journeys. Your jobs is to make a journey like that, and the steps to create game journeys are as follows:

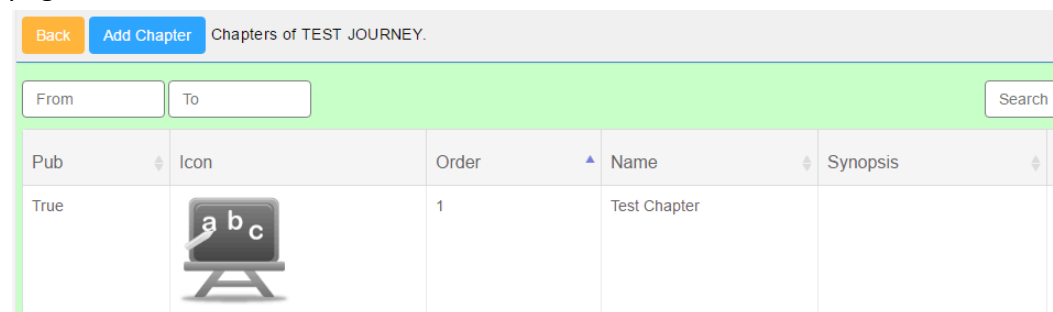
1. [Create a journey](#) as shown in [Section B: How to Make a Journey](#).
2. Click "View Chapters"



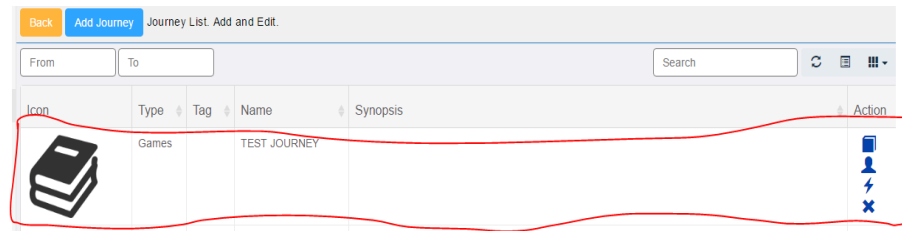
3. The screen below will appear:



4. [Create a chapter](#) by following the steps shown in [Section C: How to make Chapter](#).
5. Click "Edit Activities".
6. [Create a game level](#) by following the steps shown in [Section D: How to make Game Level](#).
7. In the page of with list of game levels created (end of D), repeated step 6 for the other game levels.
8. After created all the desired game levels, click "Back" to get back to Chapter page.



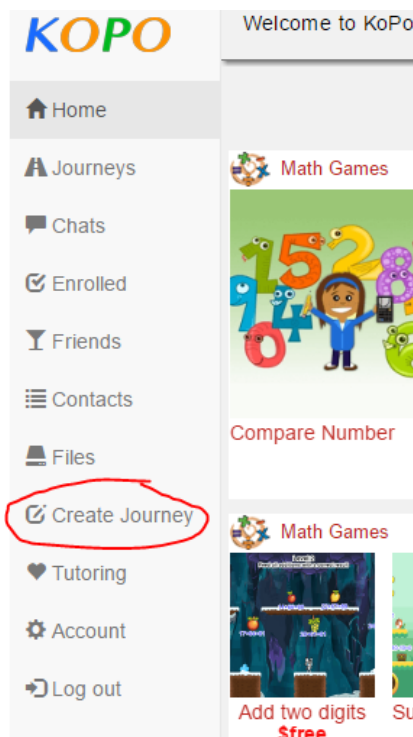
- Repeat steps 4 to 8 for the other chapters.
- After created the desired same chapter, click “Back” to get back to journey page, and click “Save” to save the journey. Click “Back” again and done.



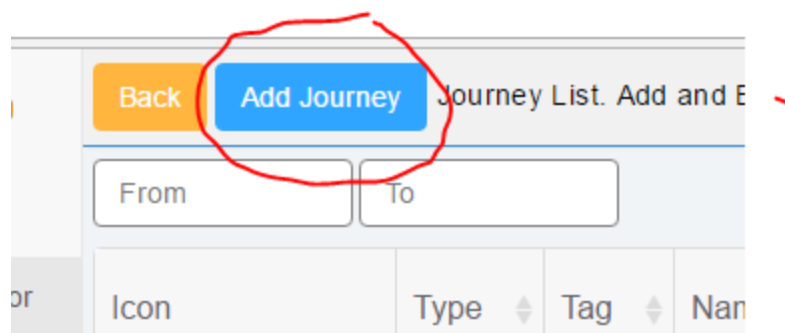
B. How to Make a Journey

In this part, we are going to explain how to make a game journey with **a.kopo.com**. First you have to log in to a.kopo.com account. To start creating a journey, follow this steps:

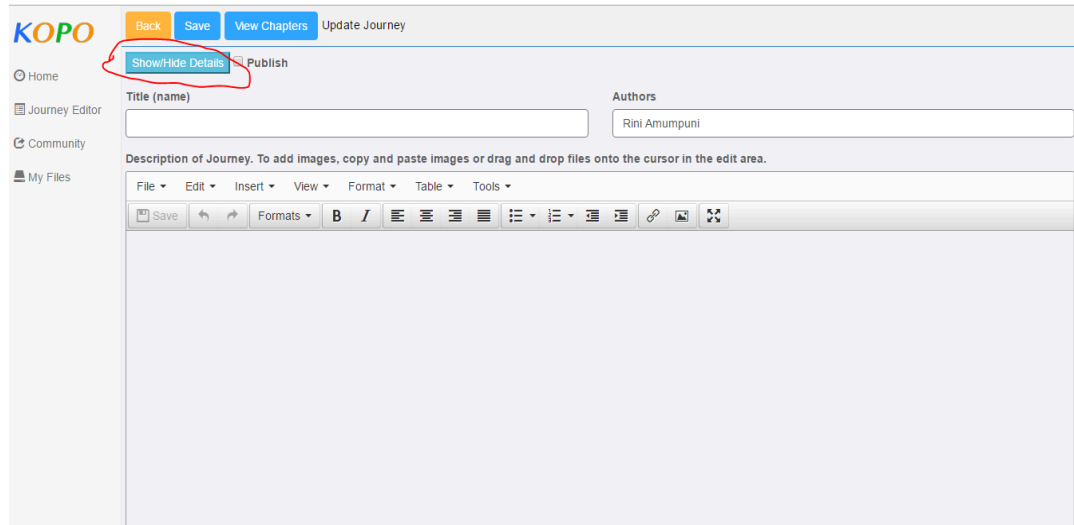
- Choose “Create Journey” button in the left page.



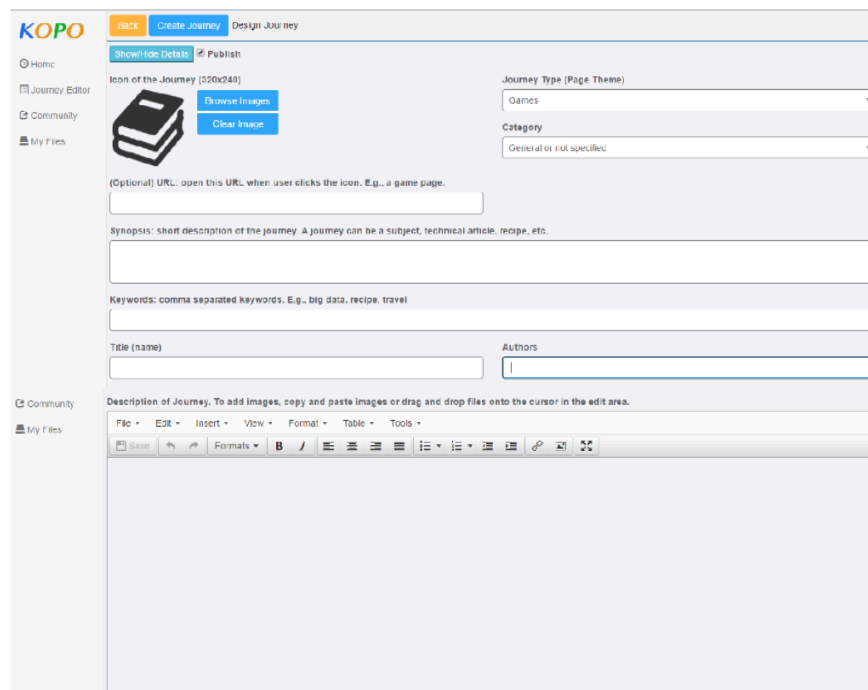
- After you choose “Create Journey” button, click “Add Journey” to add a new journey.



3. You will see a screen like this, click the “Show/Hide Detail” button :

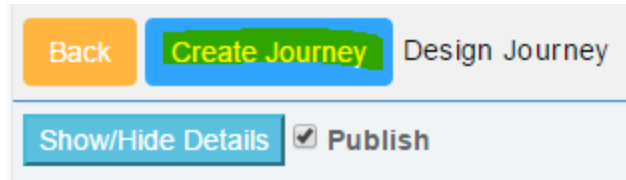


4. The screen will show the detail like this :



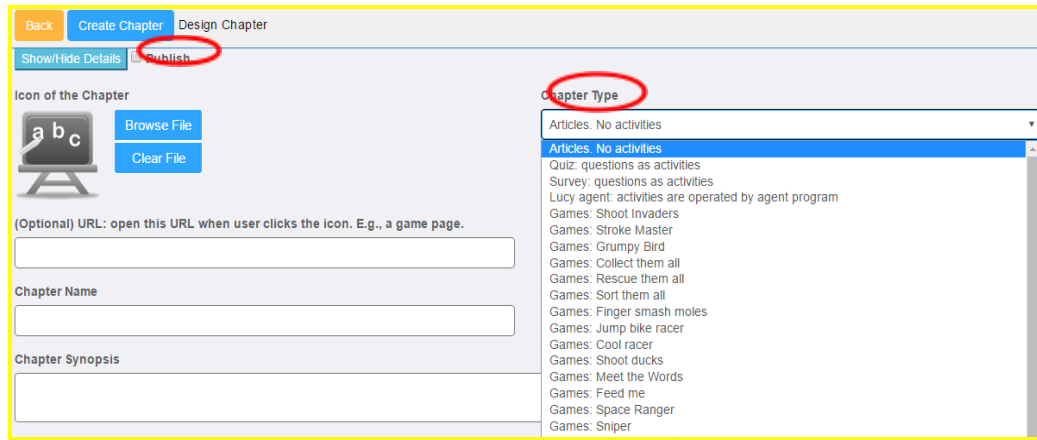
Change the journey type to “Games”. Fill in the details of the journey: Journey title, journey icon, synopsis, keywords, author names, and journey description.

5. If you already done those steps, click the grey box of “Publish” box, and click “Create Journey” button.



C. How to make Chapter

1. To start creating a chapter, click “Add Chapter” button. After you clicked it, the new screen will appear.

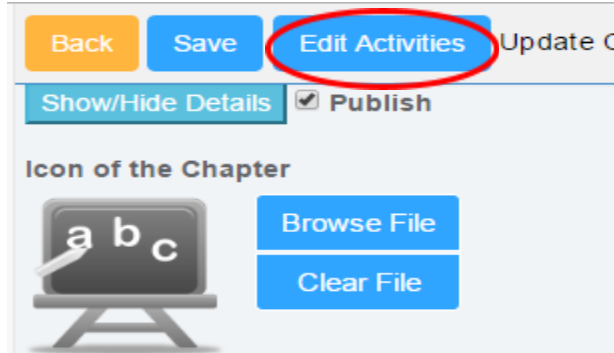


This is where you will design your chapter.

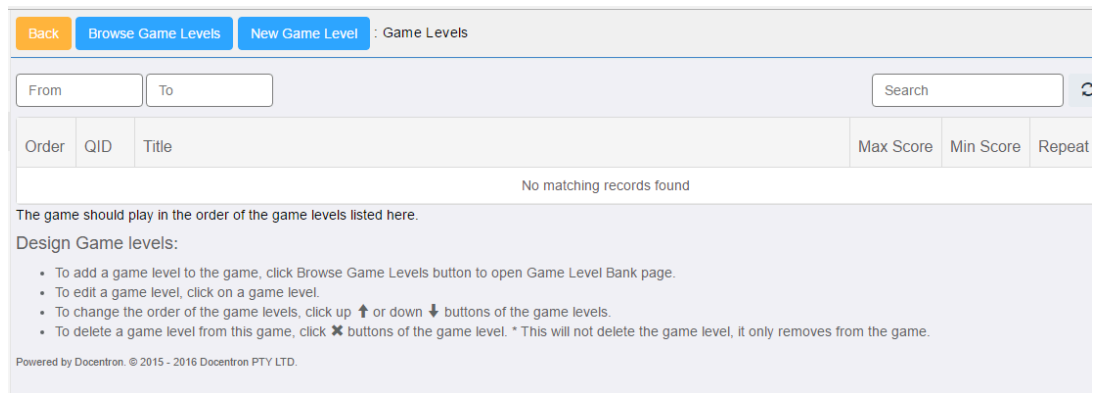
2. Select the chapter type among the game chapters, which are: Feed Me, Meet the Words, Shoot Invaders, Finger Smash Moles, and Dragon Knight.
3. Fill in the details of your chapter. Click the grey box of the “Publish” and then click “Create Chapter”.

D. How to make Game Level

1. After you completed those steps, now we are going to create levels for your chapter. Each chapter should has at least 3 levels. Click “Edit Activities” button.

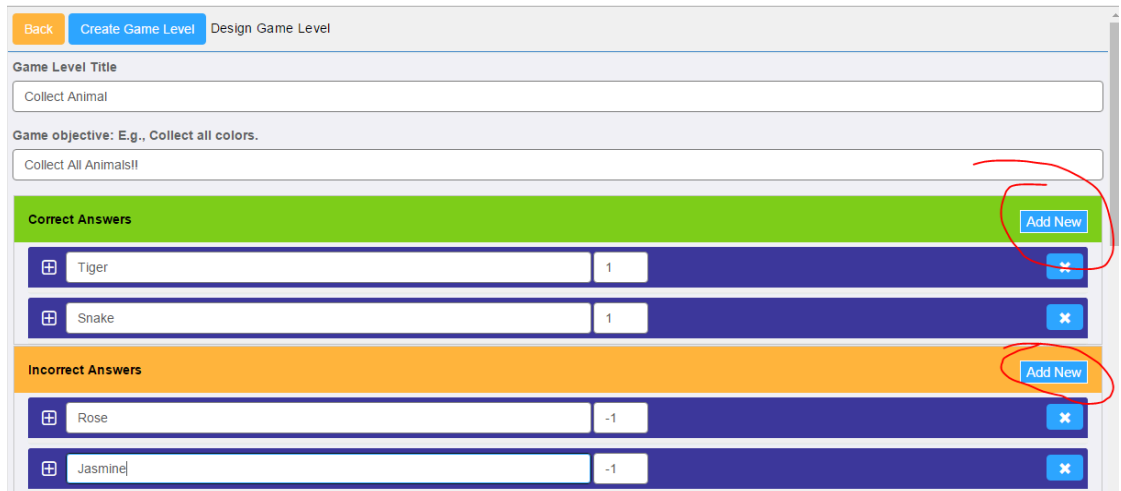


After you clicked it, a new screen like this will appear:



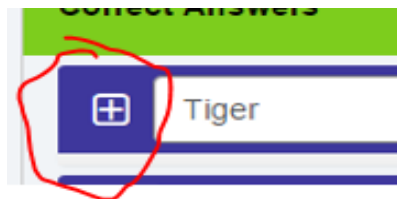
Click “New Game Level” to create a new level of your chapter.

2. After that, a new screen like this will appear.



Fill in the game level title and the objectives, like shown in the image above (Collect All Animal). Put the correct and incorrect answers in the available places like shown above. To add new answers choose "Add New" button (The circled one). Each level must has at least 5 correct and incorrect answers.

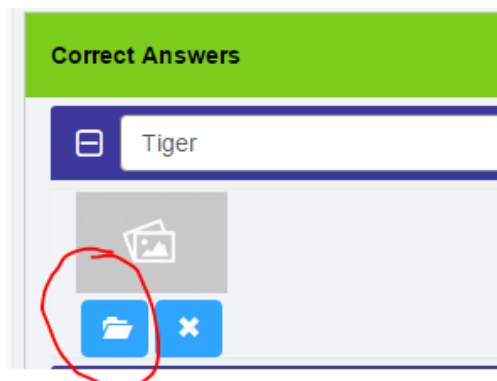
3. Each answers must have images and sound. To add image and sound, click + button beside the answer text.

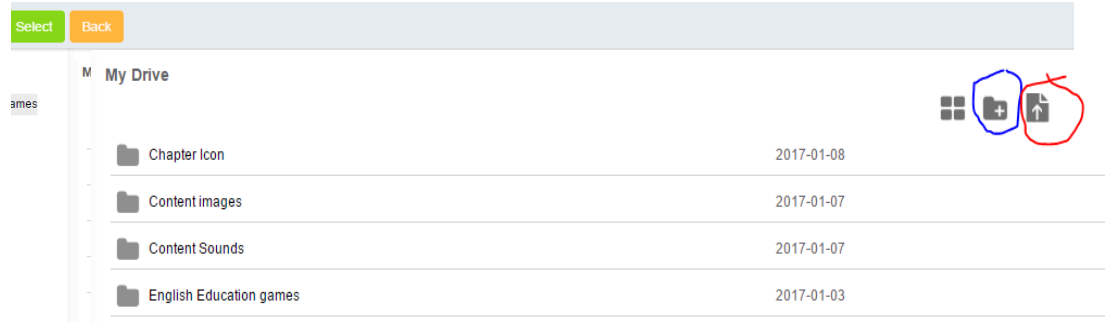


4. After you clicked it, it will become like this.

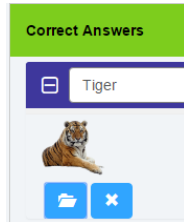


5. To add image click this button (You have to collect copyright free images without watermark from google images before you upload your image). For example you can take the image from pixabay.com.

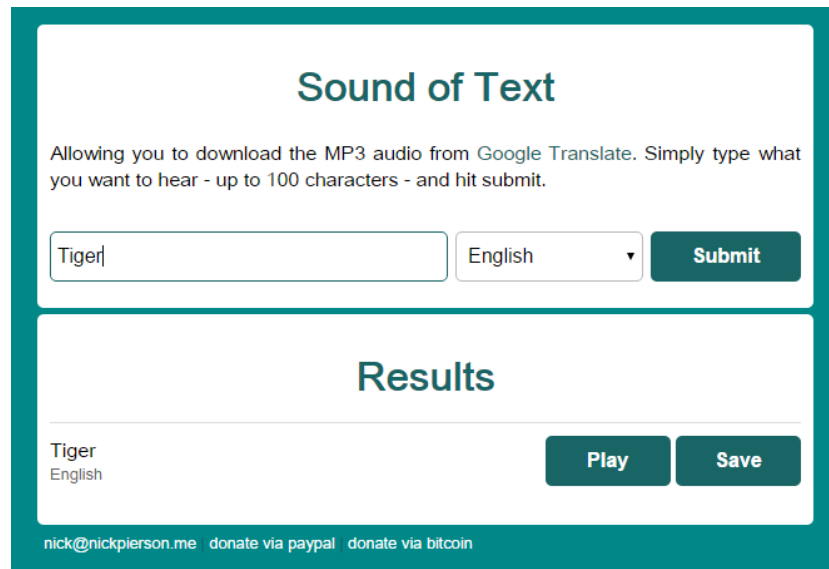




6. You can make a new folder as you like click the blue circled button to create a new folder. Upload your saved image to your new folder by clicking the red circled button. Click select after that. The max size of content images is 80 Kb. Resize the image to 100x100.



7. After you add the content image, the next step is adding sound. To record sound, use soundoftext.com. Type your answers text in the available place, and save it.



8. To add sound, click this button



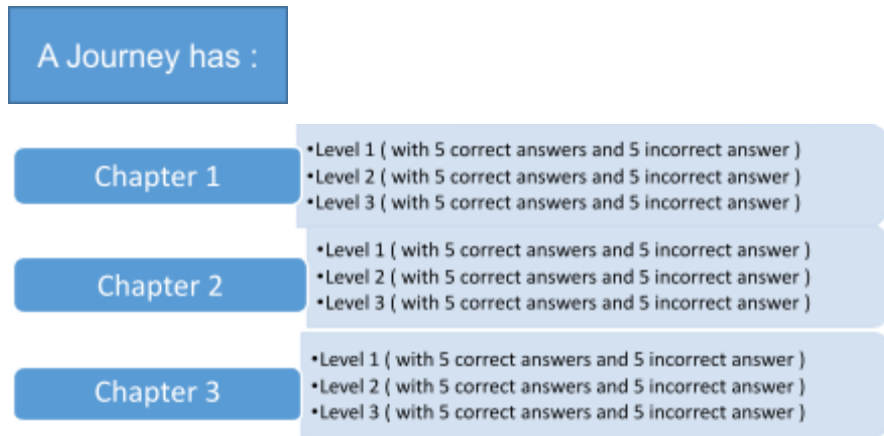
Upload the sound you saved from soundoftext.com. The uploading steps are same as when you are uploading images. Continue those steps for the rest answers.

9. After you completed, save your level. The completed level will be shown here

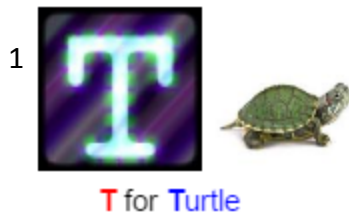
Game Levels				
From		To		Search
Order	QID	Title	Max Score	Min Score
1	772	Collect Animal	100	1

E. Guidelines

It is good to have some standards set for each type of education contents to ensure quality. Here is an example guideline for the normal game level type:



1. Each Journey has minimum 3 chapters
2. Each chapter has minimum 3 levels
3. Each chapter description beside describe the aim and the instruction of the game also lists all correct answers with picture for students learn.
4. Each journey description describes at least a half page description with some samples images from the chapters
5. Each level has 5 correct answers and 5 incorrect answers
6. Each answer has an image and audio (about up to 5 seconds. Shorter better)
7. Each image also must has short text at the bottom. See example



8. Put in the list all the chapters which is meet the criteria and useable.

No	Checked	Payment	Comments	Link	Author	Language	Name of the Journey	Name of the Chapter	Game Type	Other Detail

9. The Project Manager will check it.