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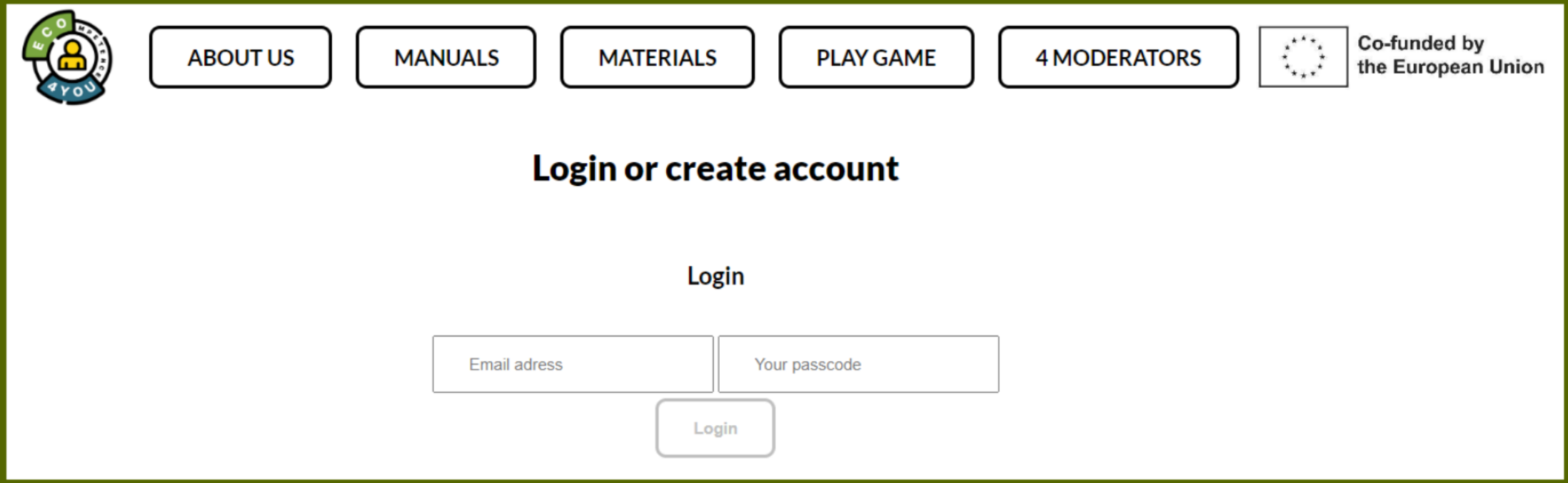
IT TOOL

MANUAL FOR MODERATORS

INTRODUCTION

IT tool has dedicated space for Moderators that allows them to define game scenarios and manage existing games.



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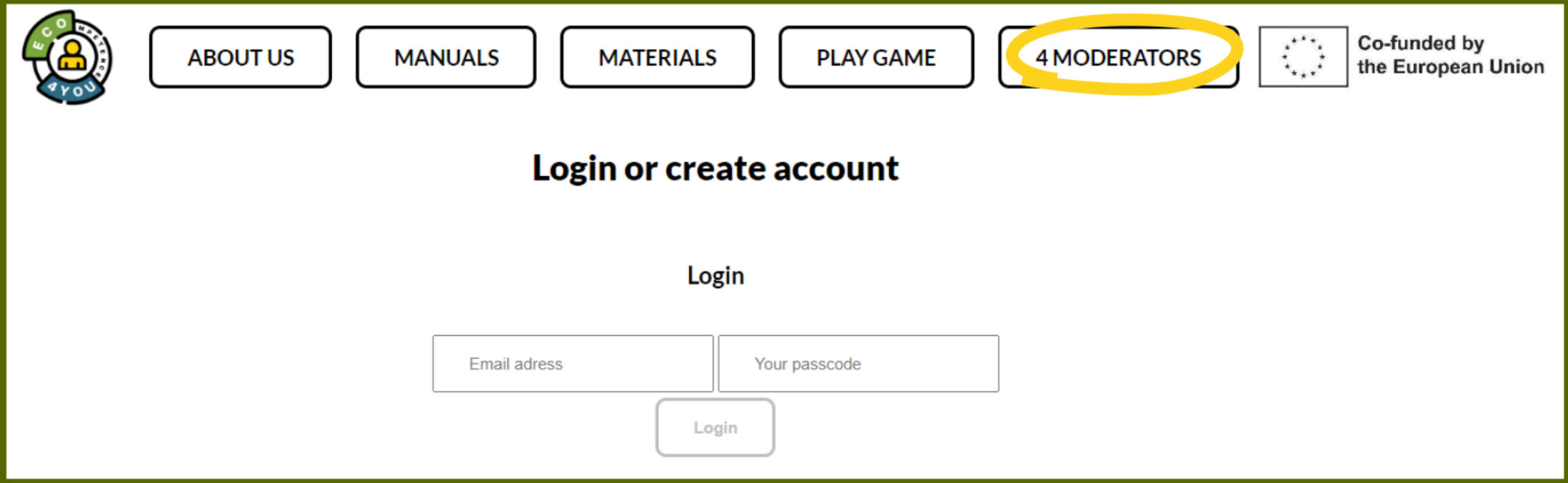

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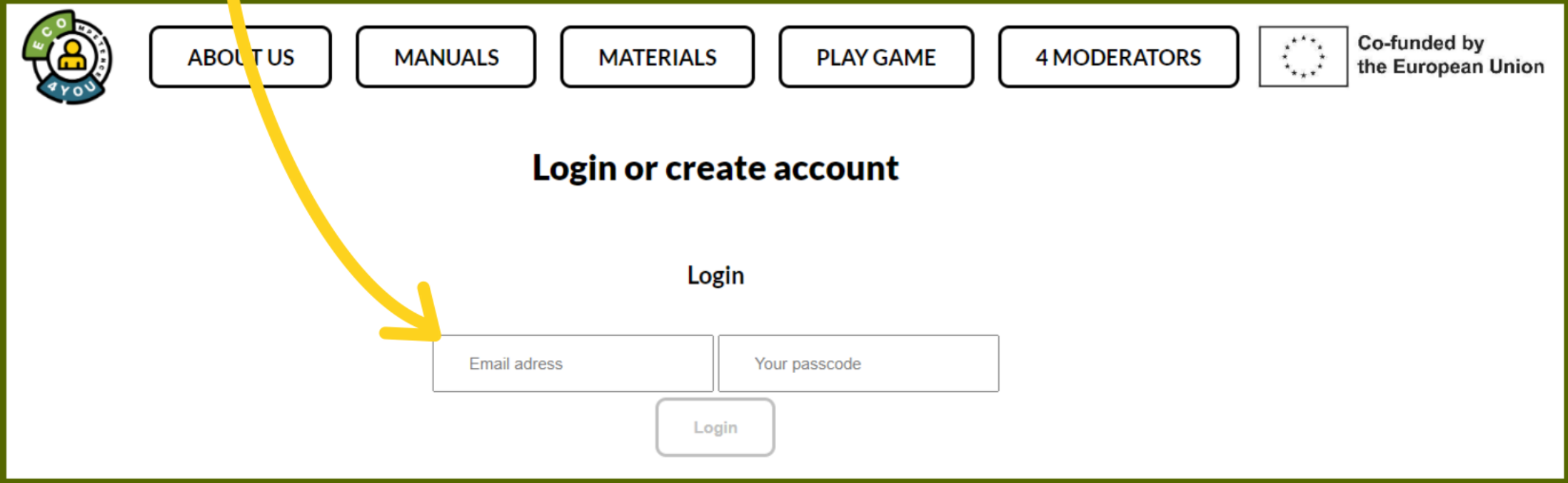

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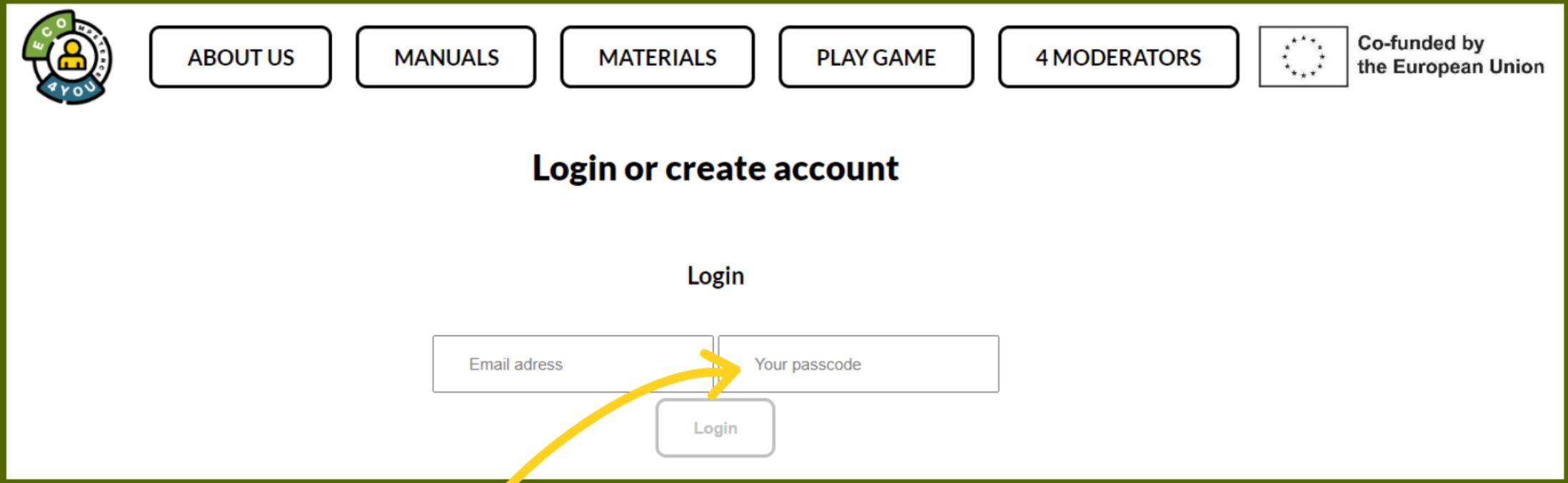


Passcode necessary to login will be sent on your email after 12 hours.

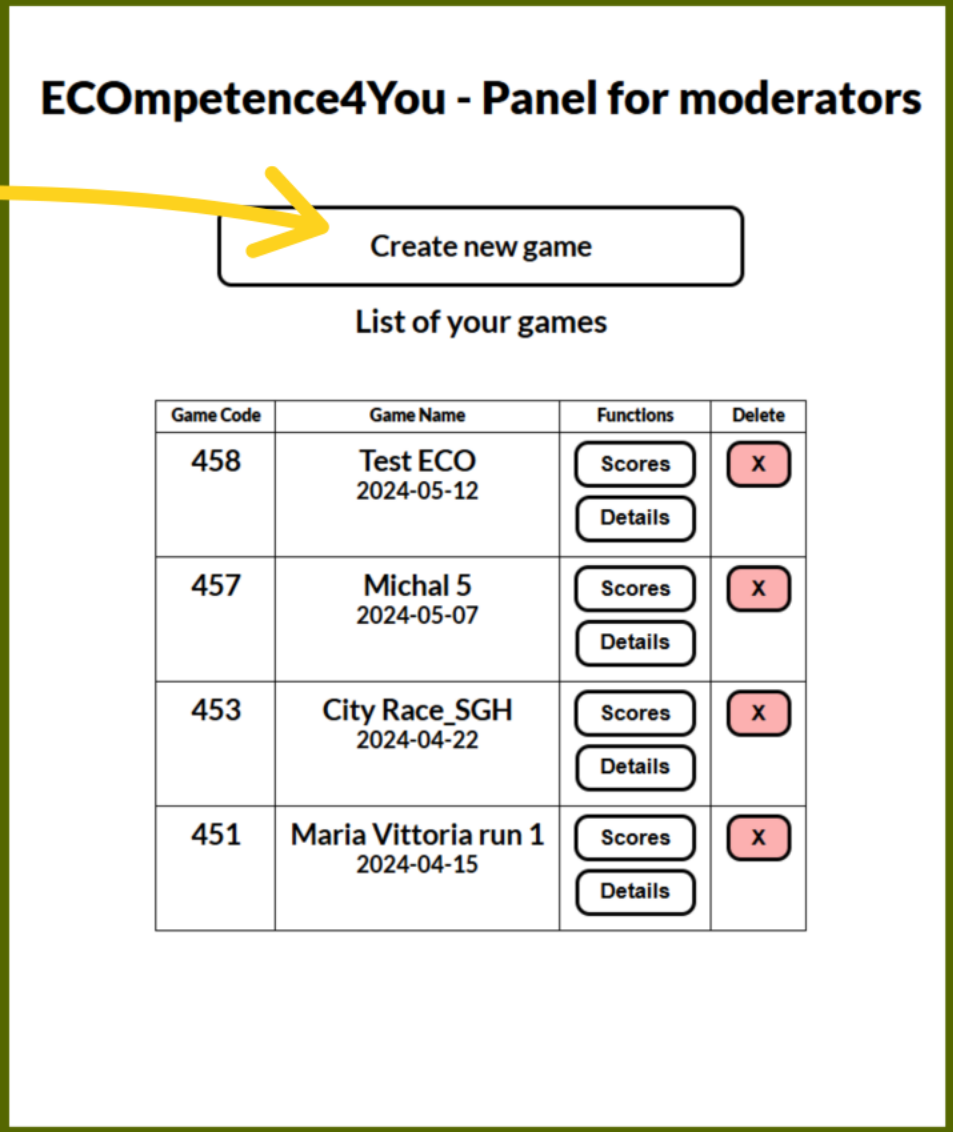
DASHBOARD

Dashboard consists of 2 main Modules:
1. *Create new game.*
2. *List of Moderator's games.*

Moderator can manage games by using available functions and Game Name.

In order to start competition with youth, Moderator must remember Game Code, that is required in **IT Tool for Players.**

Every game on the list can be used many times by Moderator, just by using the same Code.



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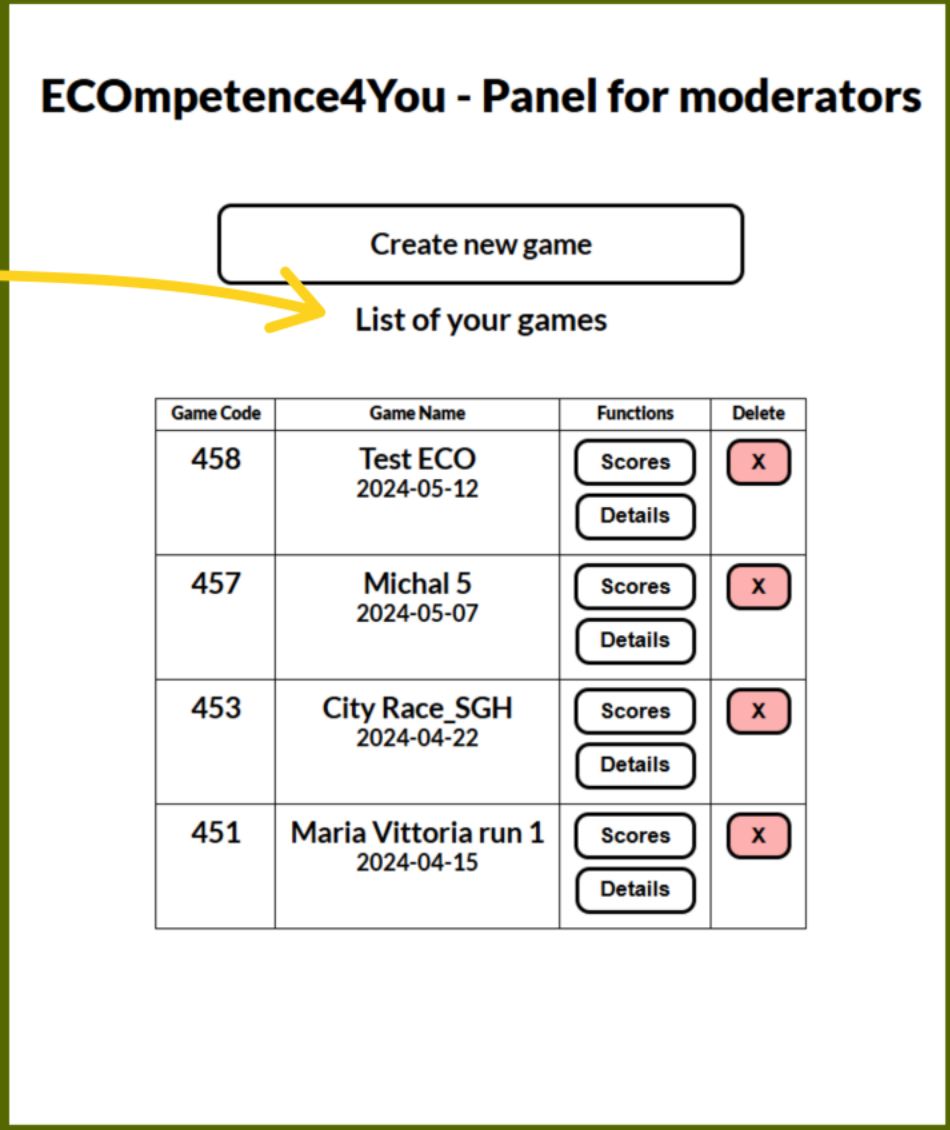

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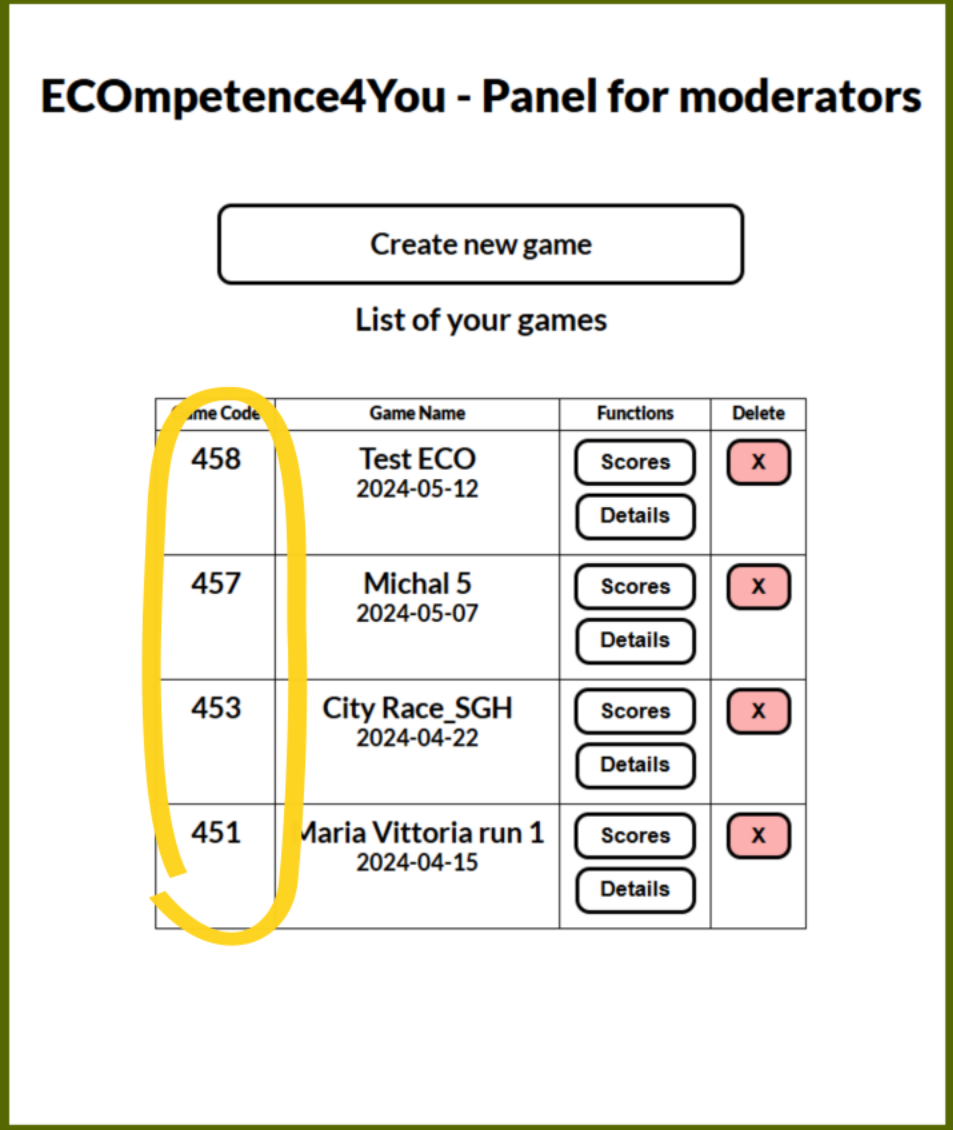


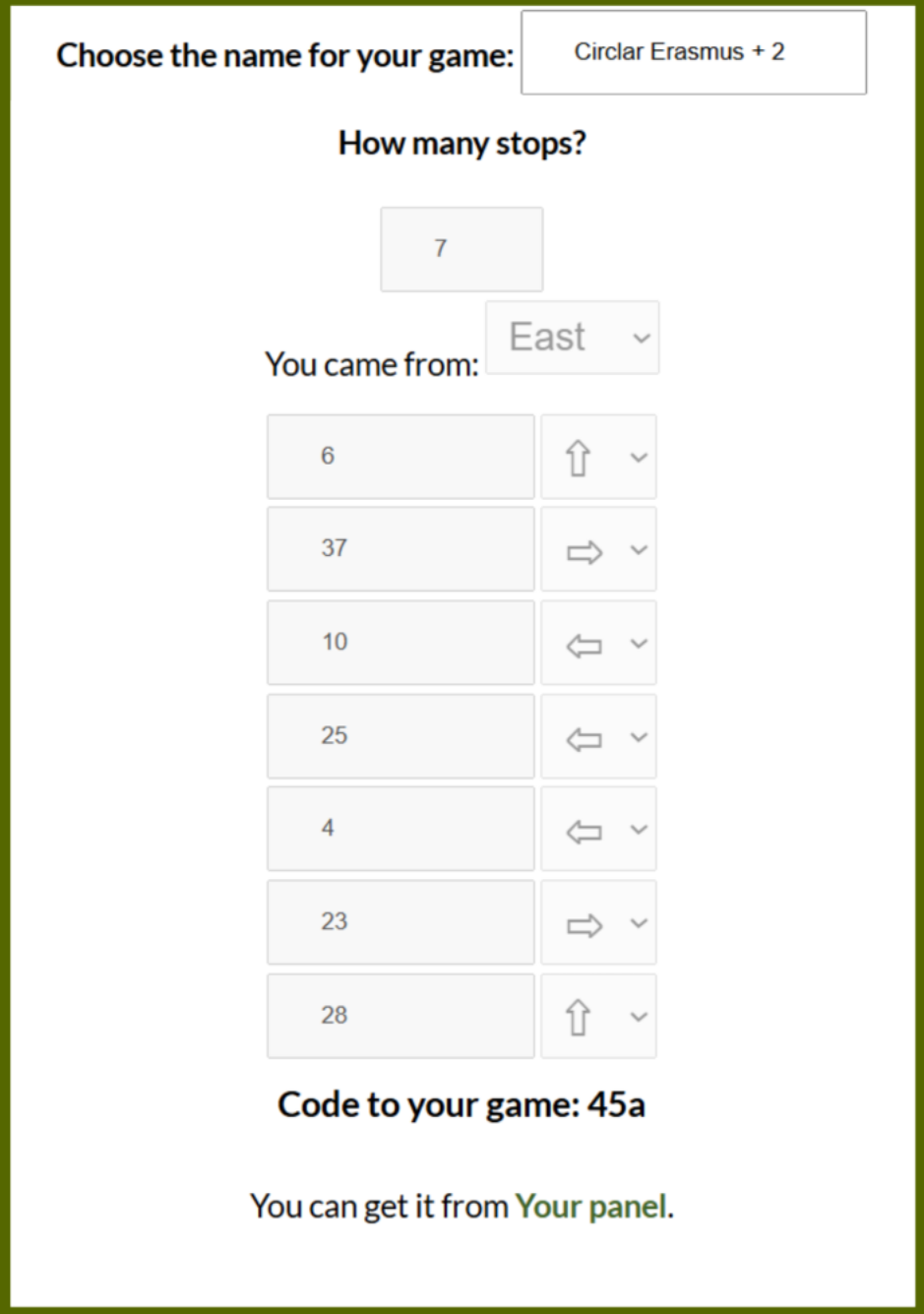
CREATE NEW GAME

When pressing „**CREATE NEW GAME**” Moderator receives short instruction how to do that.

Key elements are:

- title
- number of stops that are planned in the scenario.

Once the number is defined, the Moderator will see empty list of required amount of points.



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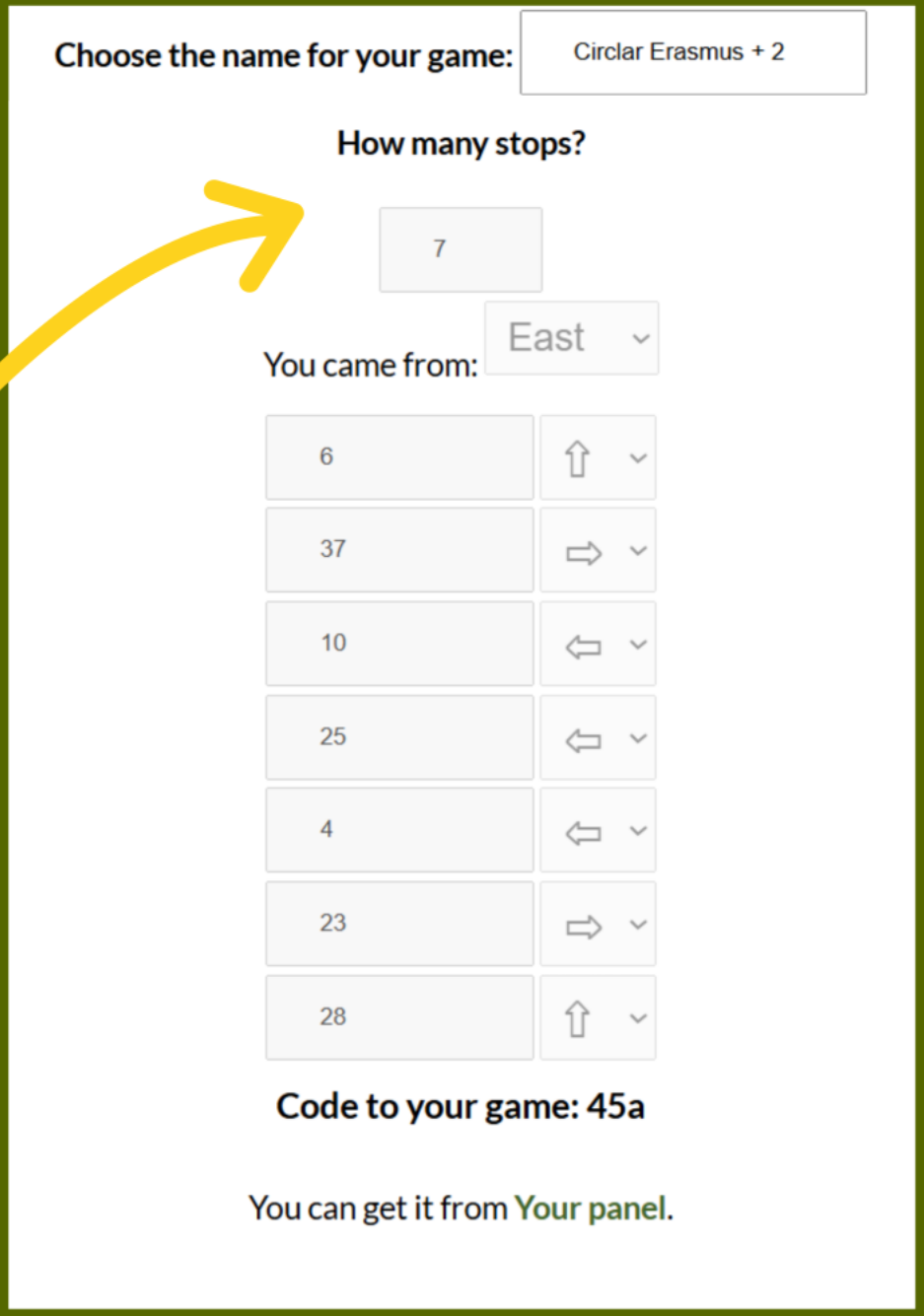

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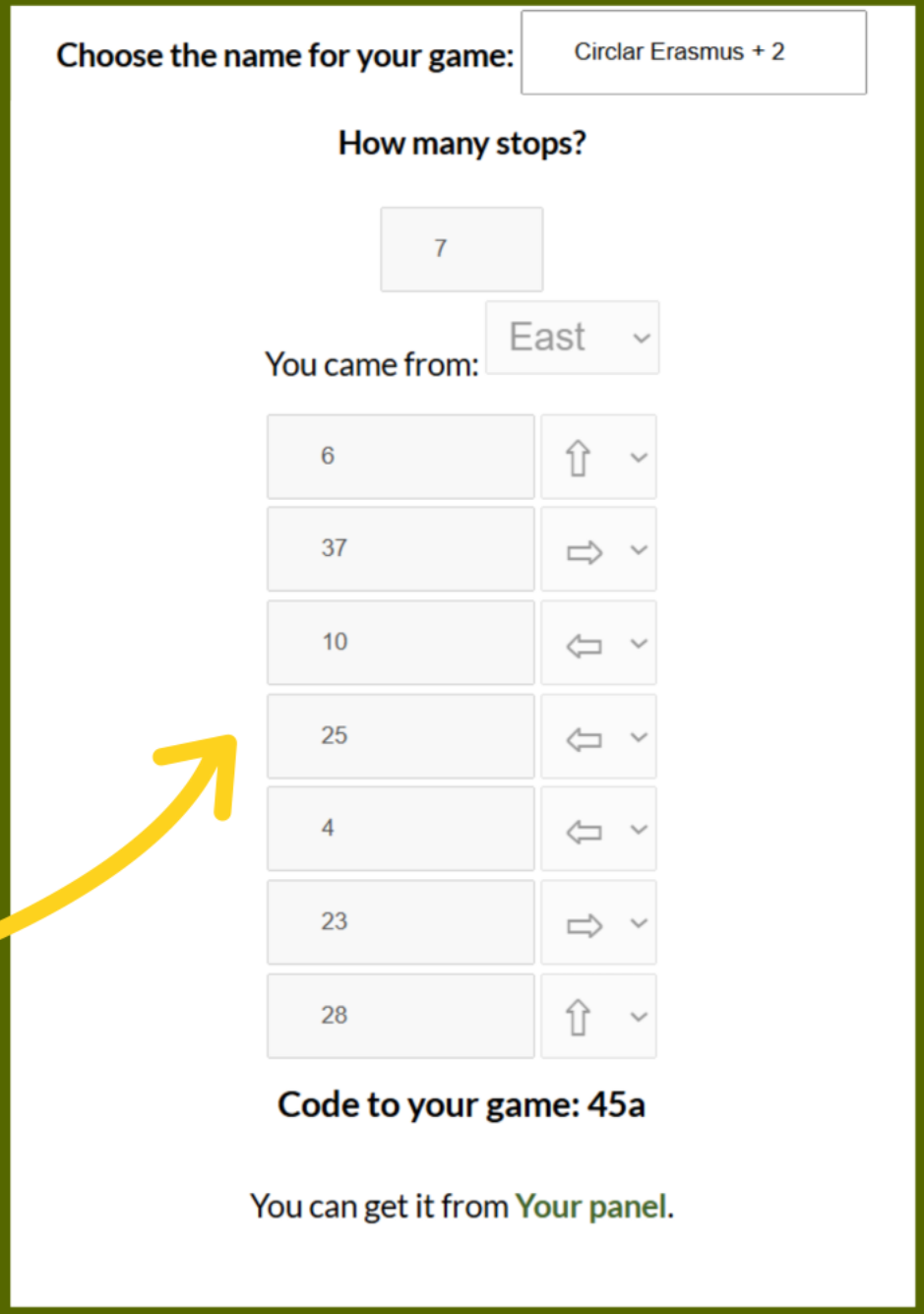
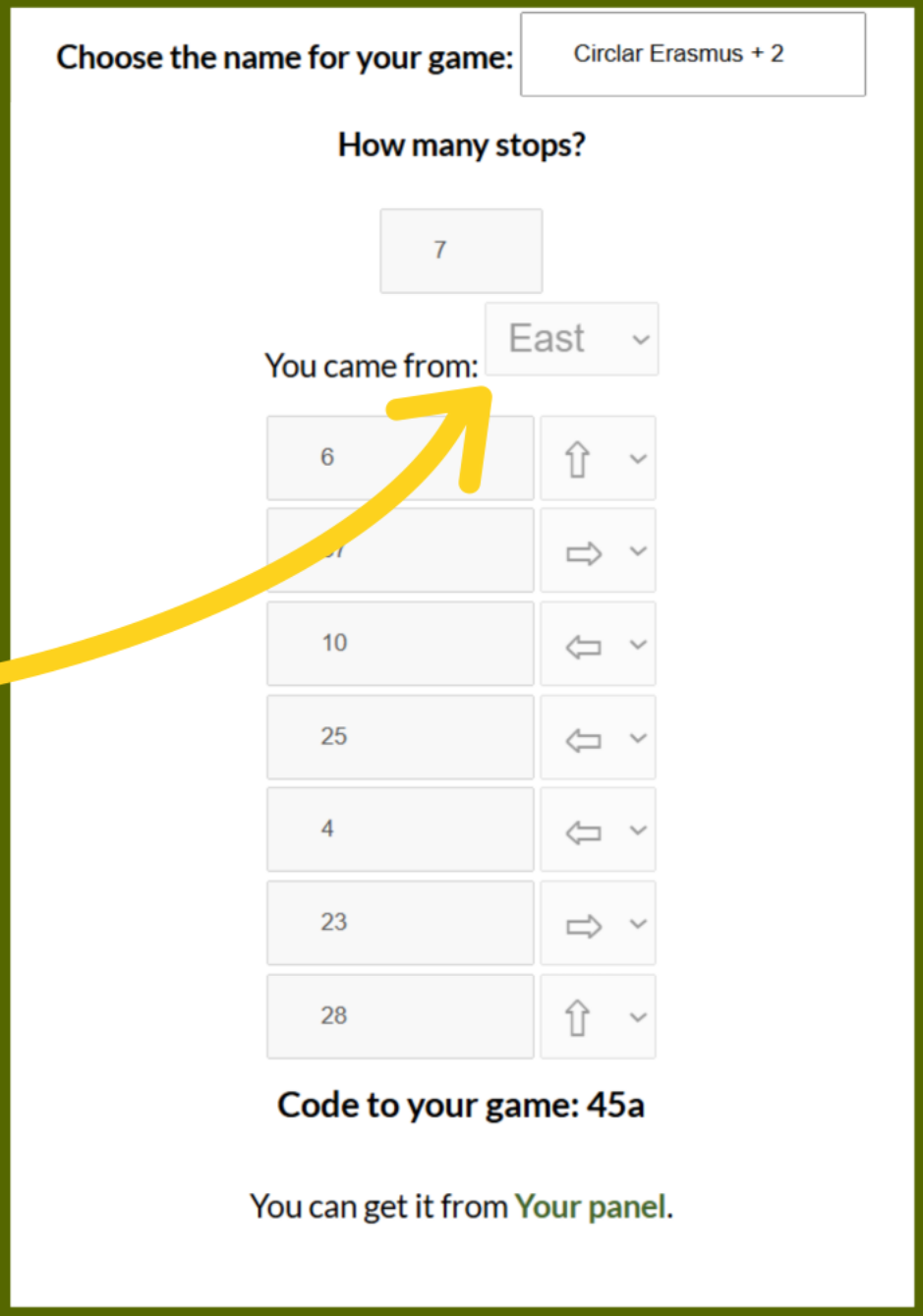


CREATE NEW GAME

Moderator code the path in the scenario by adding numbers from the map and directions using **arrows**.

At the beginning it is necessary to define direction from which players arrive to the first point *(East, West, North or South).*

Once the list is completed and accepted, the Moderator receives confirmation by code number and sees the game on the list.



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LIST OF YOUR GAMES

Every game has detailed description including:

1. Defined list of points on the path.
2. Names and links to case studies on every point.
3. Coordinates from Navigation Matrix – these are also correct answers for every case.
4. Navigation directions of every point.

Moderator also sees a list of cases defined for other points on the map.
Remember: IT Tool automatically links cases with points. There is no chance to change it.

Details can be easily transferred to 

file.

Points on your path:

Point	Case	Answer	Direction
6	MacRebur	E1	S
37	BUNDLES	E3	R
10	WHOM	B5	L
25	LOOP	E4	L
4	SPARE	E4	L
23	ID.EIGHT	B1	R
28	SIERRA ARAGONA	B4	S

Other points on this map:

Point	Case	Answer	Direction
1	AirBnB	E2	L
2	EcoBean	E1	S
3	EVERDROP	C1	S
5	IKEA Systems B.V.	E5	L
7	CLEANNY	E3	R
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SCORES

„**Scores**” Module collects data sent by every team after competition.

All parameters are presented in table.

The Algorithm requires calibration, that is why Moderator is asked to define priorities for competition dividing 100% between two scoring elements: **Education and Credits.**

Scores

Game: Maria Vittoria run 1 (gamecode:451)

date	Group name	total moves	wrong moves	positive moves	check for credits	credits at the end	time
2024-04-25	1	7	2	5	0	100	00:00:03
2024-04-25	2	7	3	4	1	60	00:00:01
2024-05-12	Michal1	6	1	5	1	120	00:07:22

Scoring calibration

Education:	70
Credits:	30
Number of credits on Start:	150

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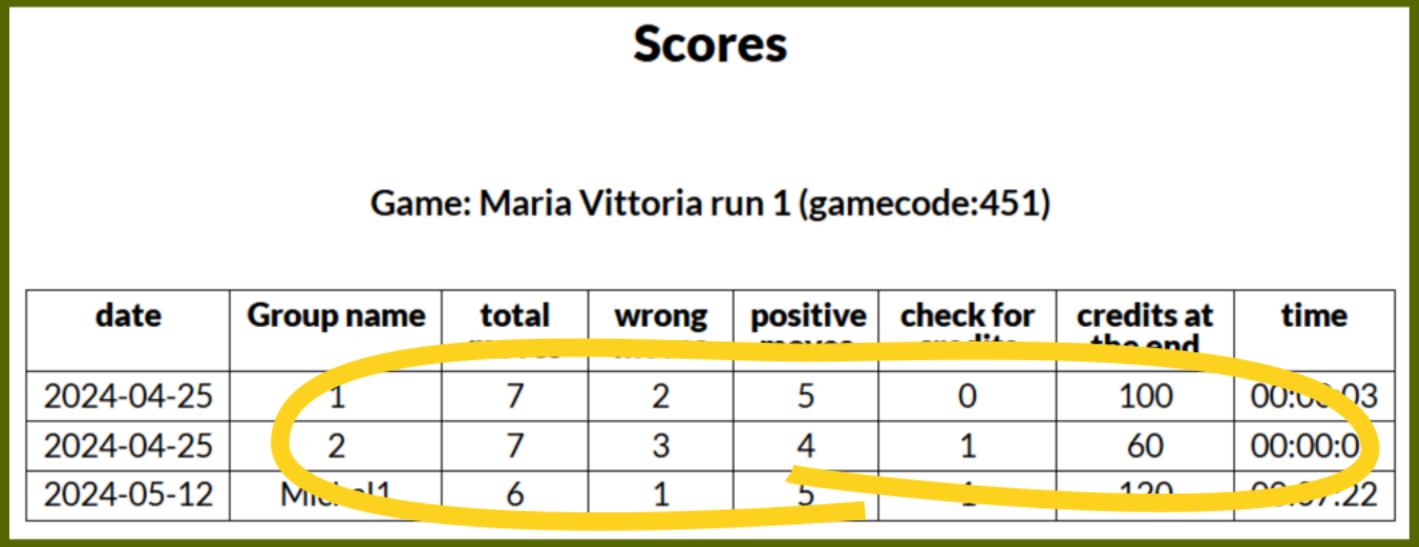

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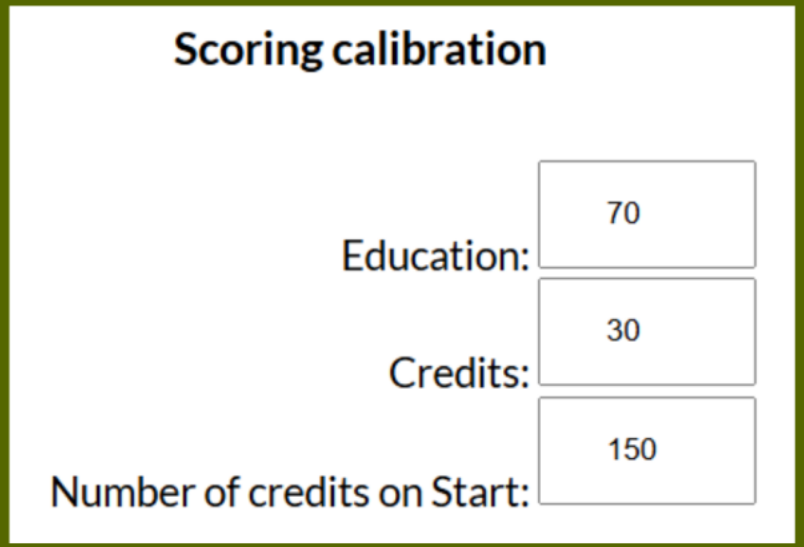

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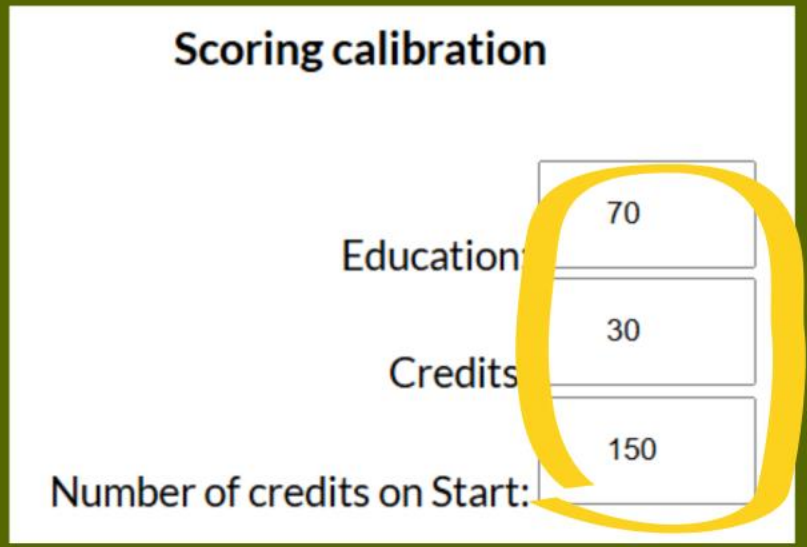

SCORES

It is necessary to define the amount of Credits on Start as well. After calibration, scores are presented in tables on the bottom of the page.

Scores can be easily transferred to  file.

Scoring

Group name	Score
1	100
2	62
Michal1	112

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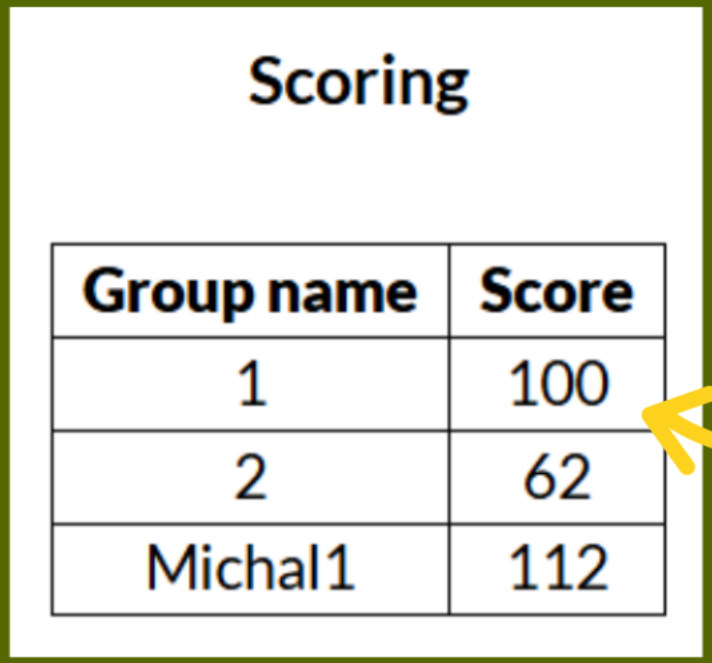

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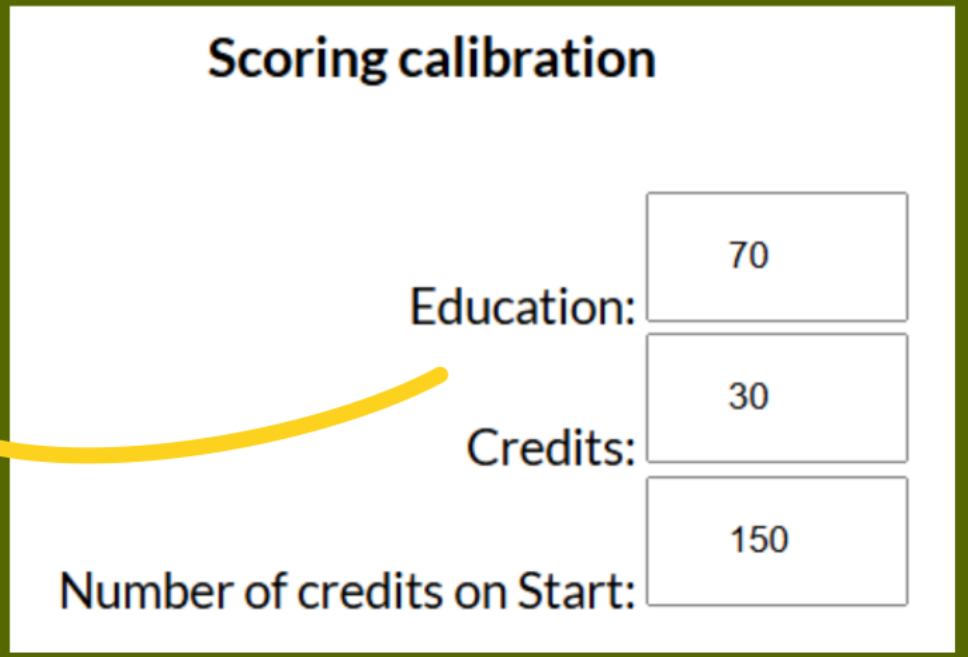

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