



HYBRI *Hybrid Mystery*

Education in **VET**

TEACHER'S MANUAL

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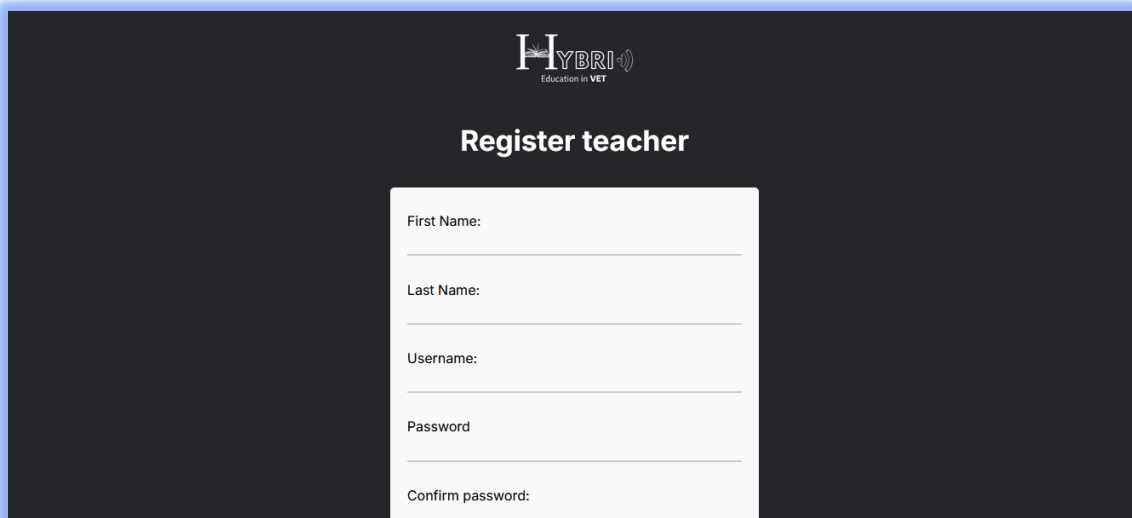
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REGISTRATION

The teacher registration form for the gamified platform Hybrid Mystery allows educators to create their account by providing basic details such as first name, last name, username, and password. Additional information like email, phone number (optional), and country is required to complete the registration, enabling personalized experiences for educators on the platform. It is processed via:

<https://registration.hvetgame.eu>




Education in VET

Register teacher

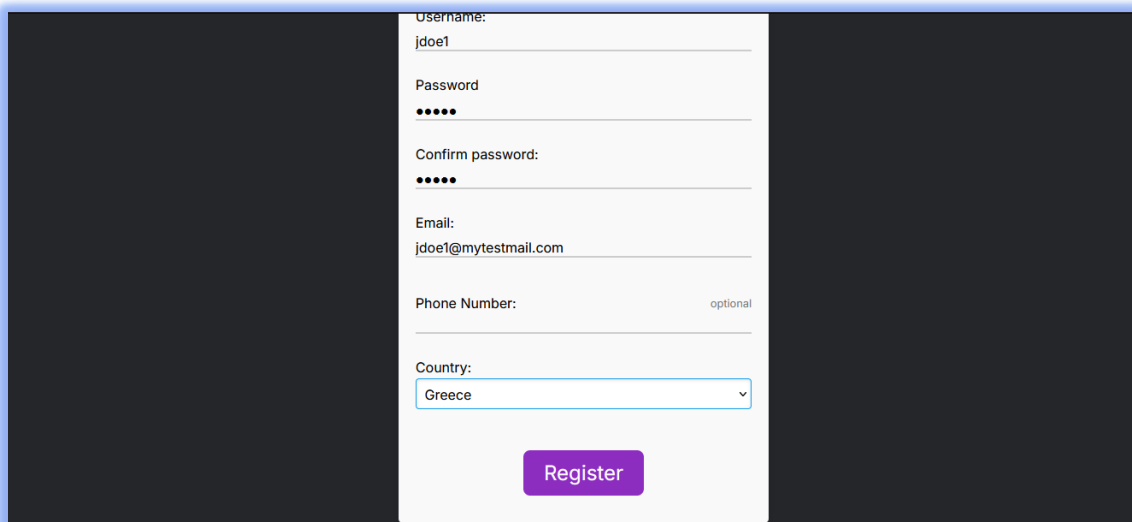
First Name:

Last Name:

Username:

Password

Confirm password:



Username:
jdoe1

Password
•••••

Confirm password:
•••••

Email:
jdoe1@mytestmail.com

Phone Number: _____ optional

Country:
Greece

Register

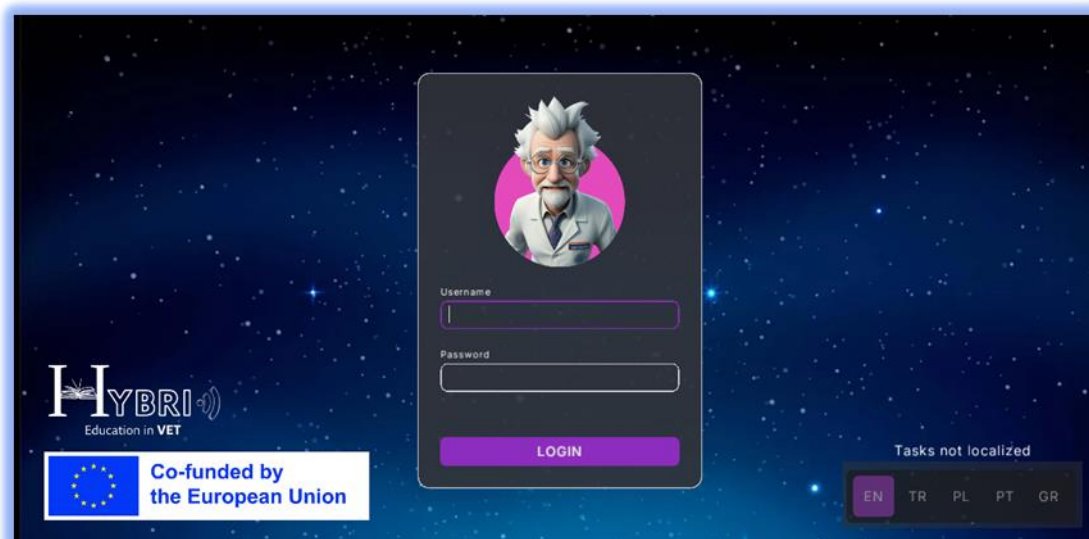


LOG IN

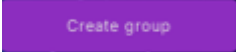
The hybrid platform is available for both teachers and students on:

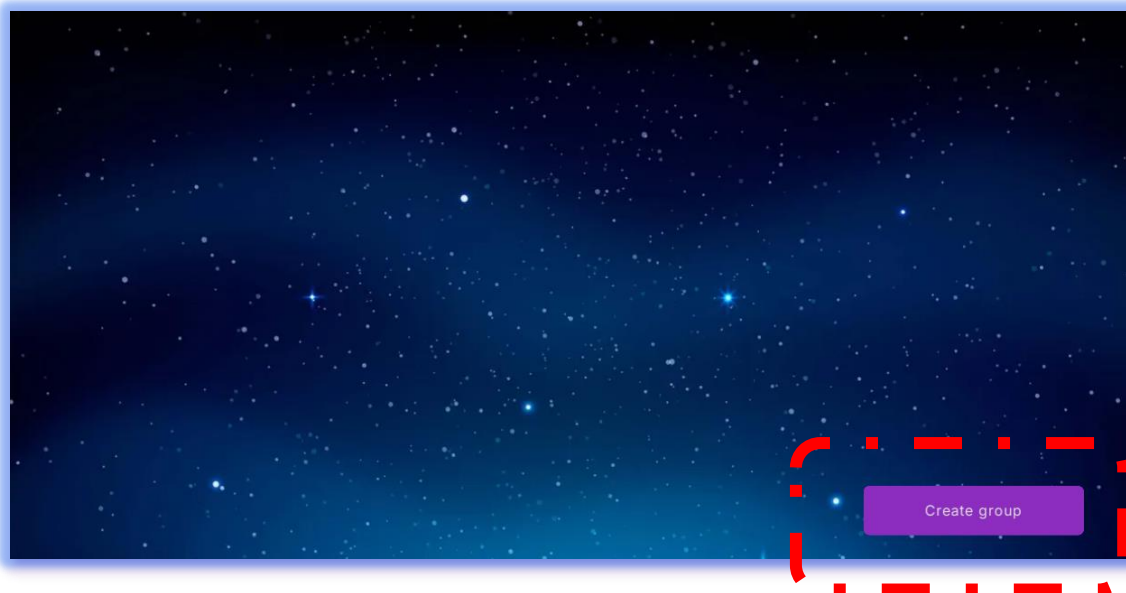
<https://game.hvetgame.eu>

Teachers **log in using the credentials** created via the registration form.




GROUP CREATION

Using the  button in the bottom right corner teachers can create new groups.



When a teacher creates an account for a group on the platform, they are prompted to provide the following inputs:

- **Group Image/Avatar:** A visual representation or symbol for the group, such as an image or icon. This avatar helps identify the group in the platform and adds personalization.
- **Group Login Name:** A unique name or identifier that the group members will use to log in. This serves as a specific credential for group access. In order to identify between groups with the same display name, this is also shown in the public/online lists
- **Group Display Name:** The name that is publicly visible to the platform. It's how the group will be recognized by students and other users.
- **School Name:** The official name of the school to which the group belongs. This links the group to a specific institution for context and tracking purposes. This might either be selected via the existing listed or added as a new school using the  button
- **Class Name:** The name or title of the specific class that the group represents (e.g., "Grade 5 Science"). This defines the educational context of the group.
- **Group Description:** A brief summary or explanation of the group's purpose, objectives, or student names. It helps provide context and clarity for group members and external viewers.



The screenshot shows a dark-themed modal window for creating a group profile. At the top left is a circular icon with a picture symbol. Below it are several input fields: 'Group login name', 'Group display name', 'School:' (with a dropdown menu and a '+' button), 'Class:' (with a dropdown menu and a '+' button), and a larger 'Group description' text area. At the bottom left is a purple 'Create' button, and at the bottom right is a purple 'Create group' button. The background of the modal is a dark blue space with white stars.

During school and class registration in the group profile creation screen, teachers will be asked to provide:

- School description
- Group description

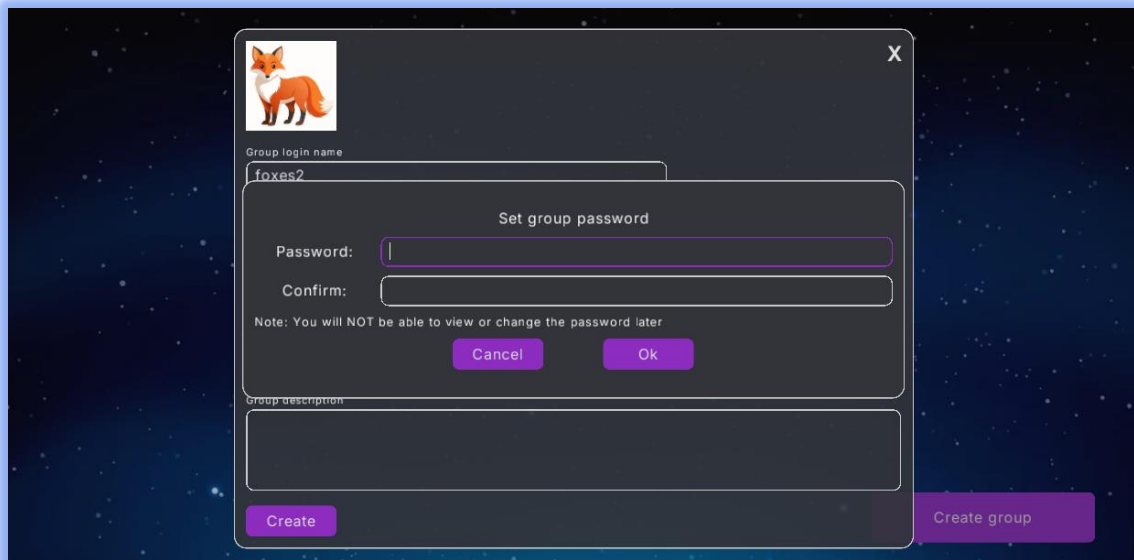
Please include any important public information other teachers should have about your school and/or class such as:

- Contact email
- Website
- School/Class Information

This screenshot shows the same group profile creation modal as above, but with a list of existing groups visible in the background. The list includes entries like 'group2', 'g3', 'group1', and 'group4', each with a trash icon. The form fields are now populated with example data: 'School A' in the 'School:' field and 'A1' in the 'Class:' field. The 'Create' and 'Create group' buttons remain at the bottom.



After completing the group's information, teachers will be asked to assign a password, so that the group will be able to log in using the group login name AND the group password.

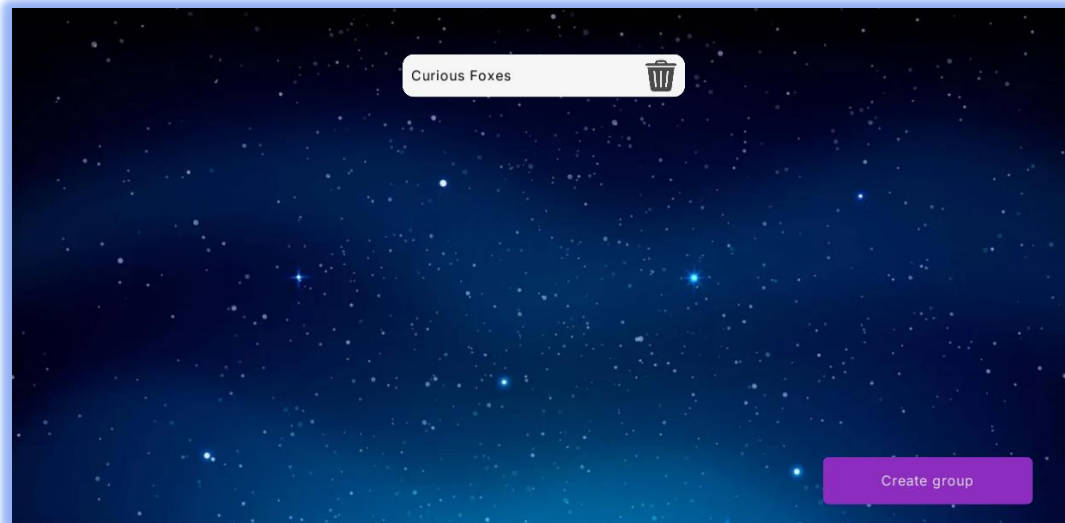


The screenshot shows a dark-themed user interface for creating a group. At the top left, there is a small icon of a fox. Below it, the text "Group login name" is followed by a text input field containing "foxes2". A modal window titled "Set group password" is overlaid on the form. This modal contains two password input fields labeled "Password:" and "Confirm:". Below these fields is a note: "Note: You will NOT be able to view or change the password later". At the bottom of the modal are two buttons: "Cancel" and "Ok". Below the modal, there is a "Group description" text area. At the bottom left of the form is a "Create" button, and at the bottom right is a "Create group" button.



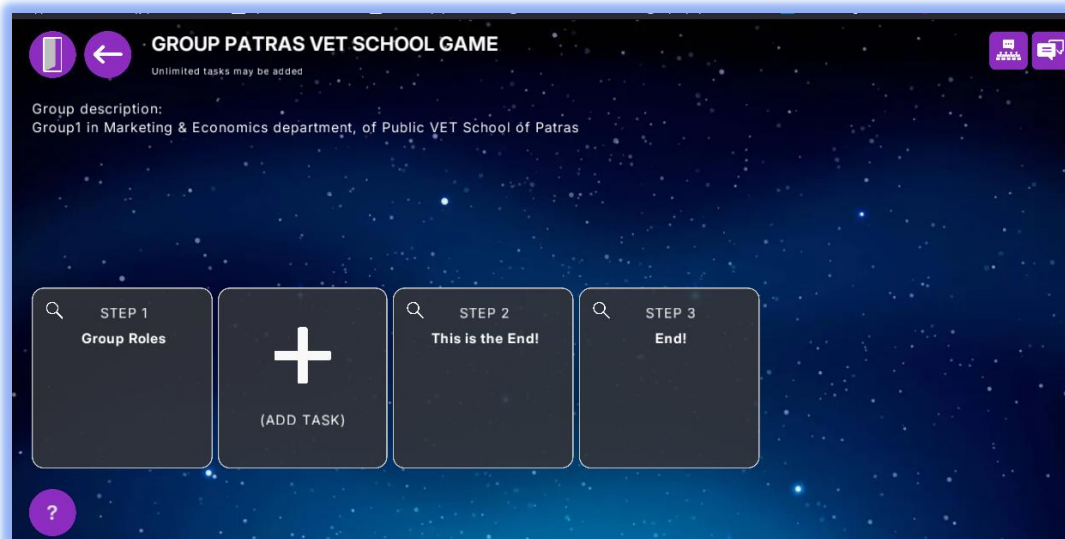
GAME CREATION

After creating a group, teachers will be able to view and manage all groups in their main screen:



For each group teachers can create a game with as many tasks as needed.

To view and manage a group's game teachers need to click on the group's name in the group list.




All games have by default a mandatory first and the last 2 tasks:

- **First Step:** Group Roles
- **Last Step:**
 - This is the End
 - End!

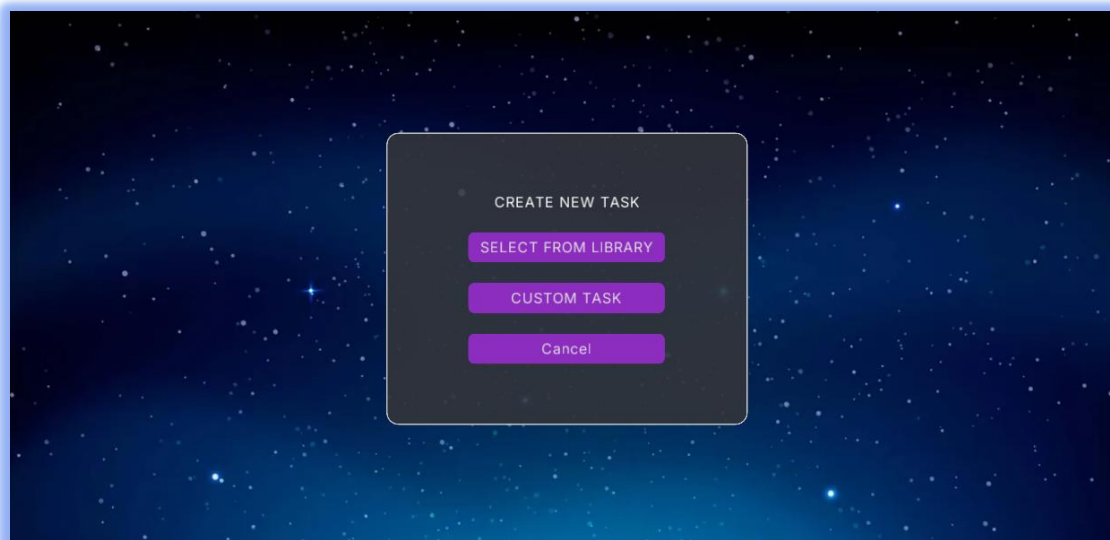
Teachers may add as many tasks as needed in between but the game will always start with task 1 and will be considered as completed when last task (End!) is completed.



TASK CREATION

When the Add Task  button is pressed, teachers may add:

- **Library Tasks:** These are pre-defined tasks in the platform, aiming to address specific competencies and learning objectives.
- **Custom Tasks:** These are custom made tasks where the teacher has to provide a task or a question to the group.



INVITATION & CHAT FEATURE

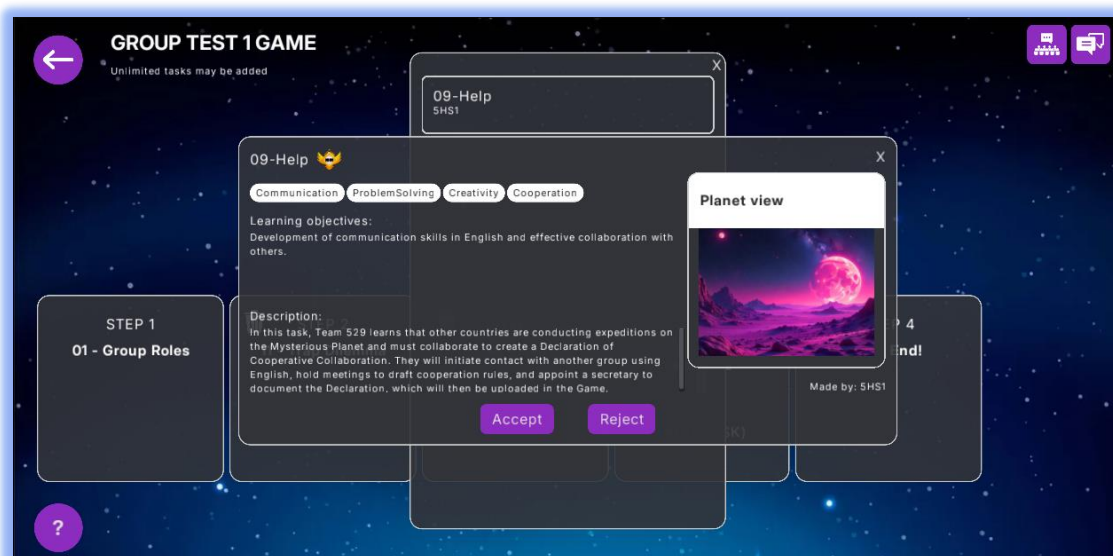
Once a group has been selected, the teacher may access from the top right corner:



Invitation List: All incoming international tasks invitations are listed here. A teacher may accept or decline an invitation for the selected group



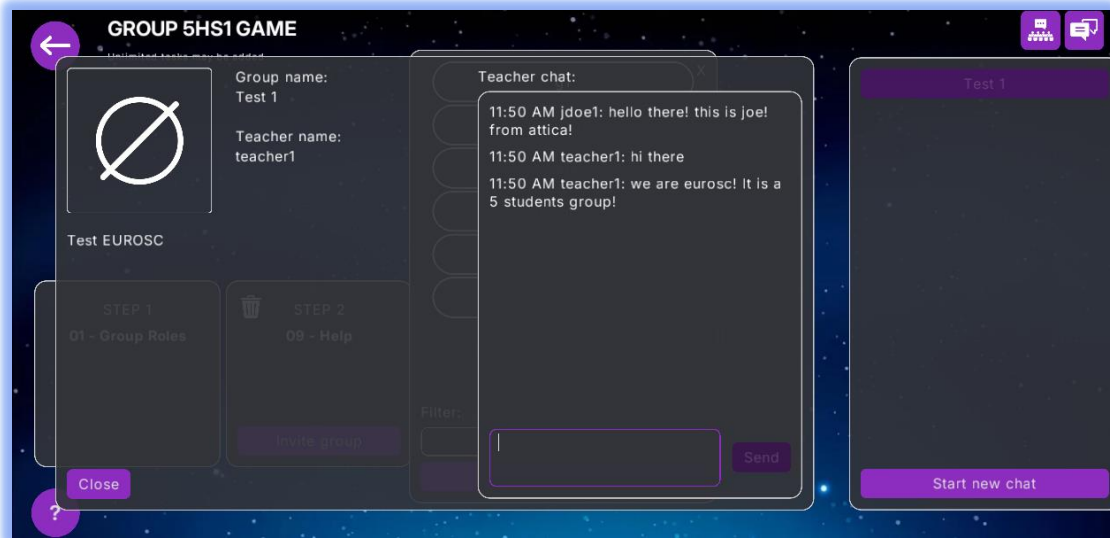
A red invitation list button indicates that a new invite in international task is pending.



Chat Feature: Teachers may start a new chat by selecting an online group. Group names are shown in the online chat list, but the contact is always made with the group's teacher.

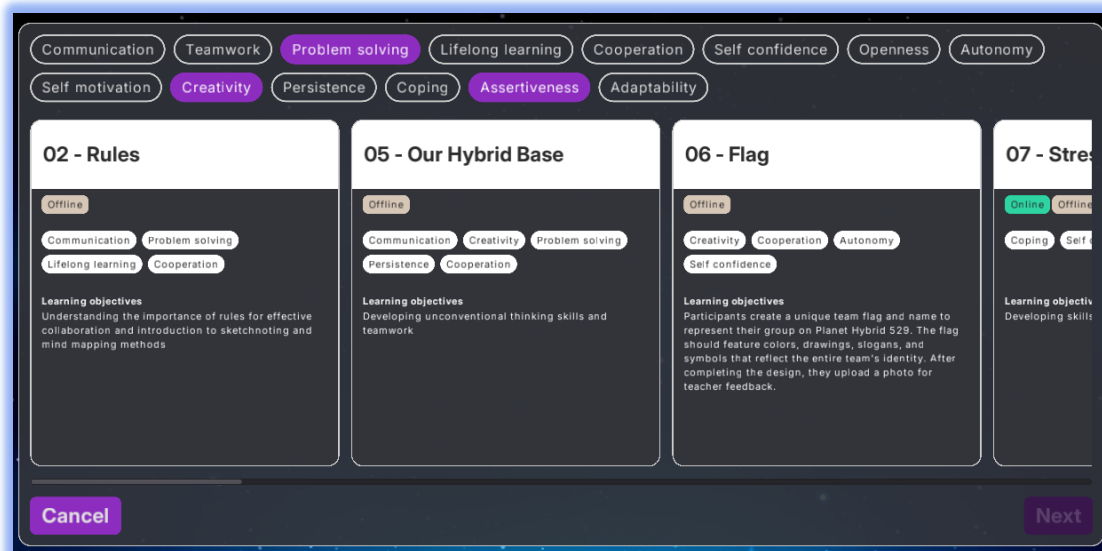
Only groups that their teacher is currently online and has their game open are shown in the chat box.



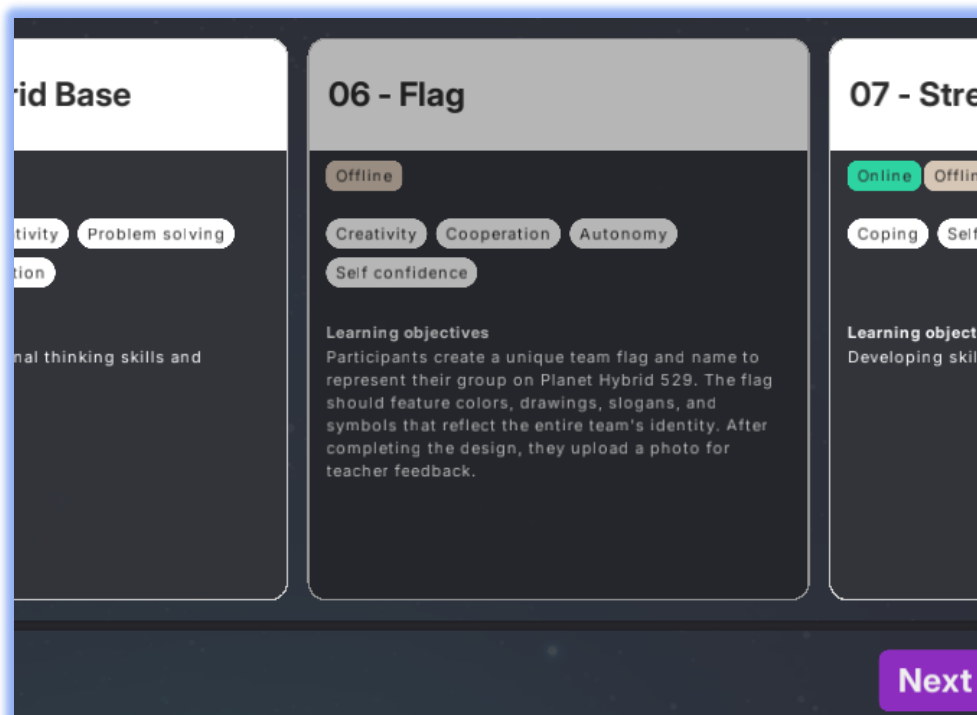


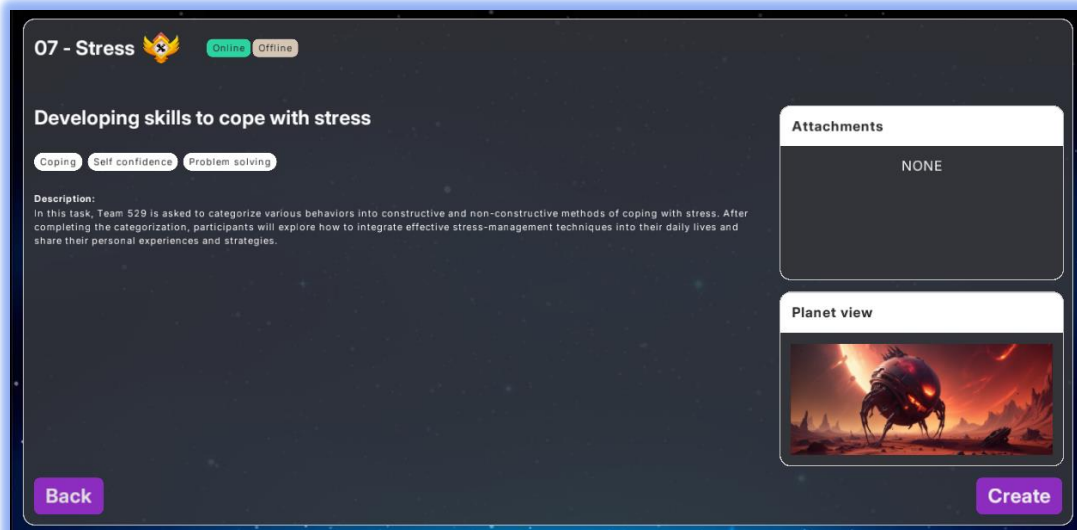
LIBRARY TASKS

Library Tasks can be filtered based on the competences they include.



To select a task, teachers may click in its description and proceed by pressing the button “Next”





In the next step, the task's learning objectives, competencies and descriptions are shown. Also, teachers may see the attachments and the view of the planet that the students will have during a specific task.

Tasks are tagged either as Online, Offline, or both, depending on the context of the activities they include. A task consists of 1,2 or up to 3 steps.

Each step may include text, video, question, file download, file upload, table input, or drag and drop quiz.

- **Online Tasks:** These tasks are prompting students to complete tasks that are automatically scored by the platform's system, such as the drag n drop quizzes.
- **Offline Tasks:** These tasks are prompting students to complete tasks that are scored by the teacher and include uploading a file to the system or completing an in-person/in-class activity.



INTERNATIONAL TASKS

Tasks tagged with the “International” tag, are enabling the invitation of other groups, allowing classes to cooperate in order to finish the task.



Once an international task has been added in the game sequence, it appears with an invite button. By clicking the international task’s “Invite Group” Button teachers may:


- Contact another group’s teacher, in order to inform them about the activity and discuss or arrange the invitation.
- Invite another group, so that the groups cooperate to complete the task.

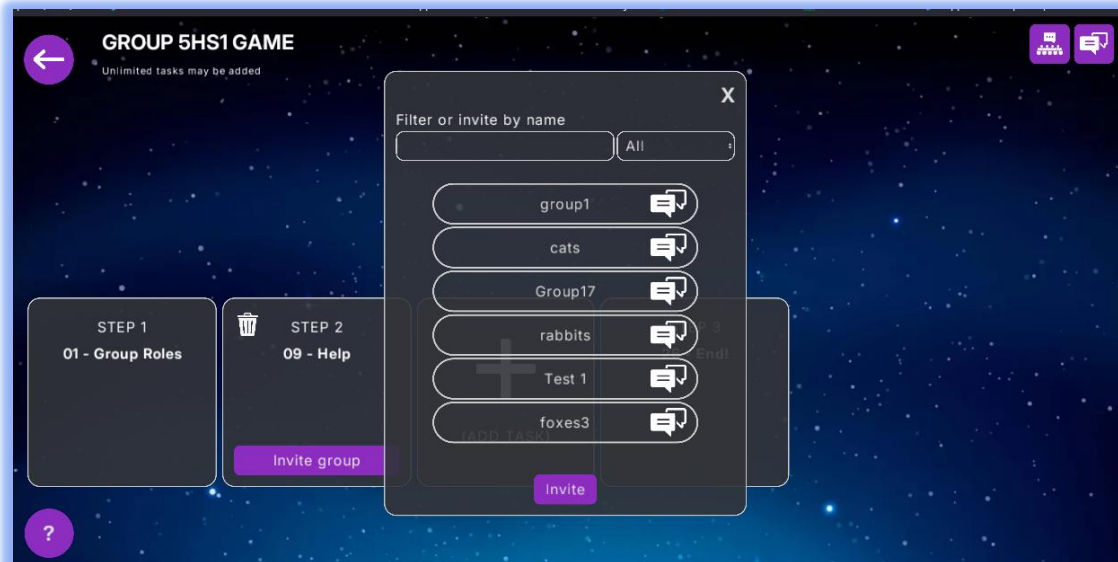
International tasks include a prompt (either from the system when from library, or from the teacher when custom) and require an answer by one of the international teams that have joined the task. Teams may use the task’s chat in order to communicate either with the other group, or with the teachers.


Teachers may communicate to arrange an international task or an indication, using the chat feature.



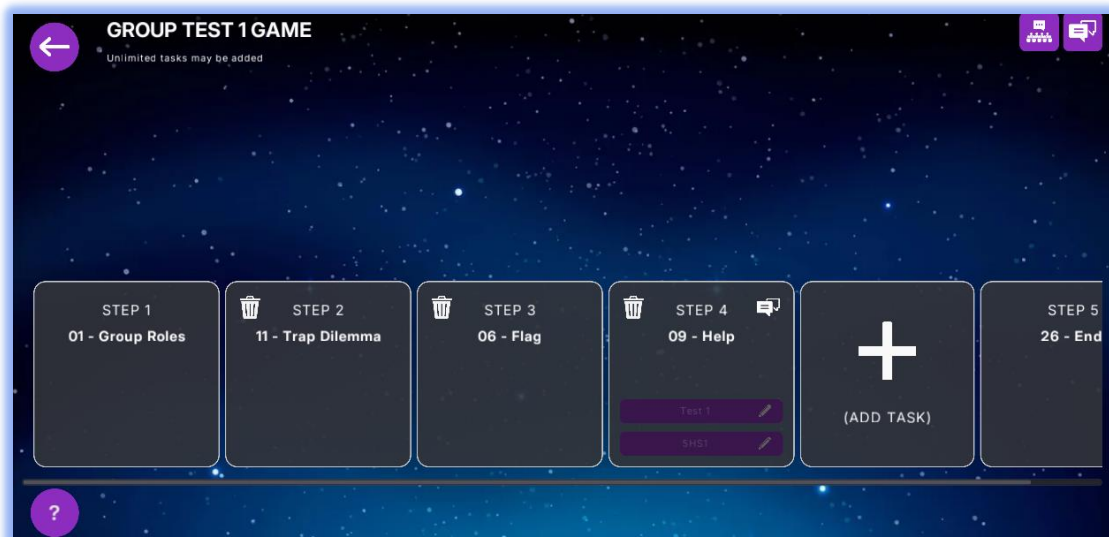
INTERNATIONAL TASKS: INVITATION

Using the Invite group button , teachers can select to invite or chat with the group's teacher before inviting.



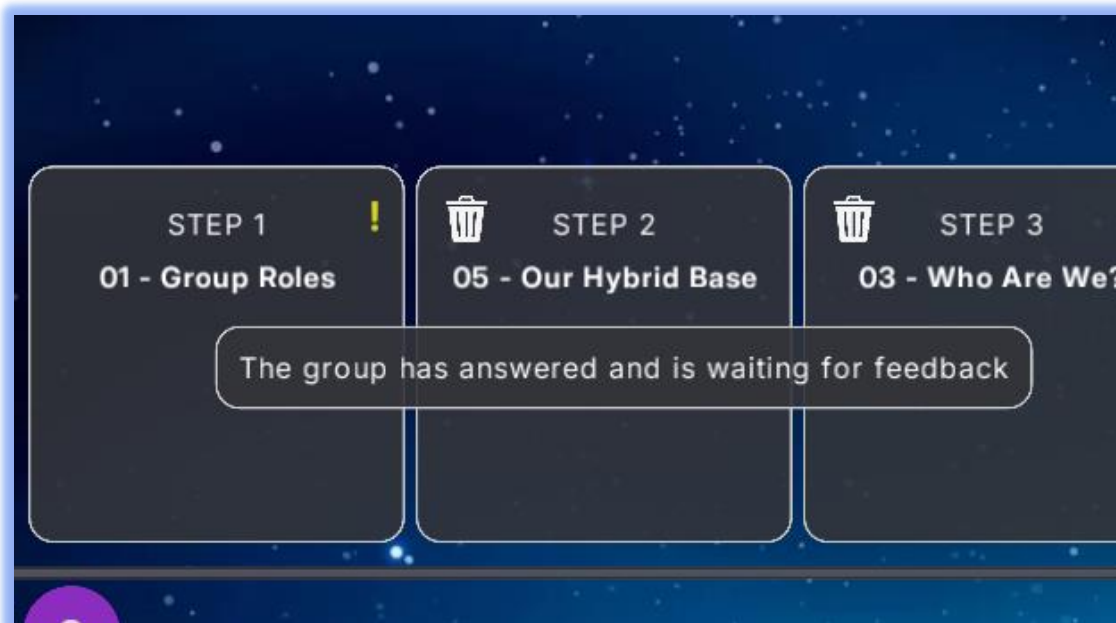
When the invite group button is pressed, the invited group's teacher receives a notification in the invite list button .

Once the invite is accepted, the task is added in both groups' task list and students may join forced to solve together the international task. Both groups' teachers need to give feedback in order the international task to be considered as complete.

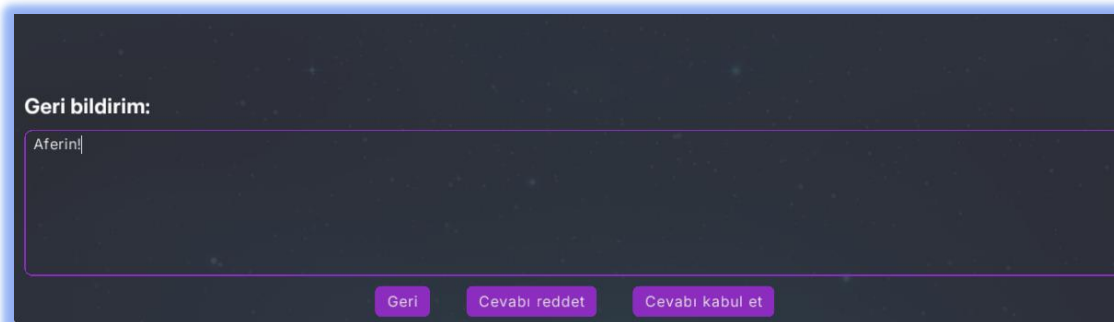


FEEDBACK SYSTEM


When a task that requires feedback is completed by a group, the group's teacher will need to review and accept or reject their answer. Task completion by the group is indicated by a notification with a yellow exclamation mark.



When the notification is selected, the teacher is asked to write feedback and either accept or reject the answer.



Feedback may also be given to any file attachments uploaded in the task.

Attachments are shown in the right bar and may be downloaded by clicking the download arrow. 





Group answer:

Attachments
person.jpg ↓

Feedback:

Cancel Reject answer Accept answer

Resposta do grupo:

Anexos
eikona.png ↓

Feedback:
bom trabalho!

Voltar Rejeitar resposta Aceitar resposta



CUSTOM TASKS

When creating a new, Custom Task, for a group, teachers are required to provide:

- Task name
- Task description
- Learning objectives
- Competences
- International Functionality: if not selected, the group will not have the invite option and will be available only for the selected group.

The screenshot shows a form for creating a custom task. The fields are as follows:

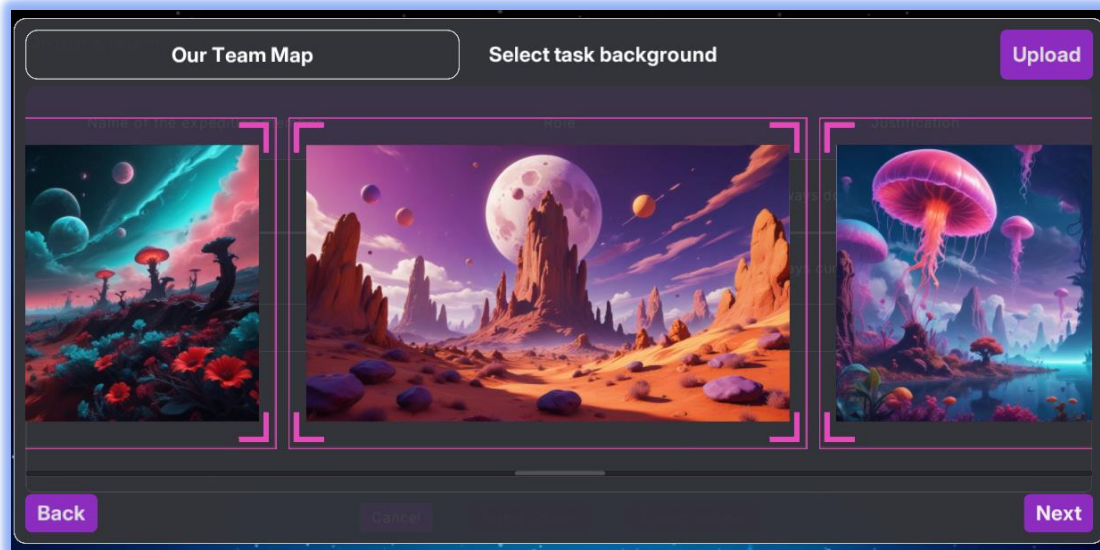
- Name:** "Our Team Map"
- Description:** "Students will create a fantasy map"
- Learning objectives:** "To communicate and work together. Become creative!"
- Competencies:** A grid of buttons including Communication, Teamwork, Problem solving, Lifelong learning, Self confidence, Openness, Autonomy, Self motivation, Adaptability, Cooperation, Creativity, Persistence, Coping, and Assertiveness.
- International:** A toggle switch that is currently turned off.
- Buttons:** "Cancel", "Next", and a faint "Back" button.

- Badge: it can be selected from the existing library, or a new one may be uploaded

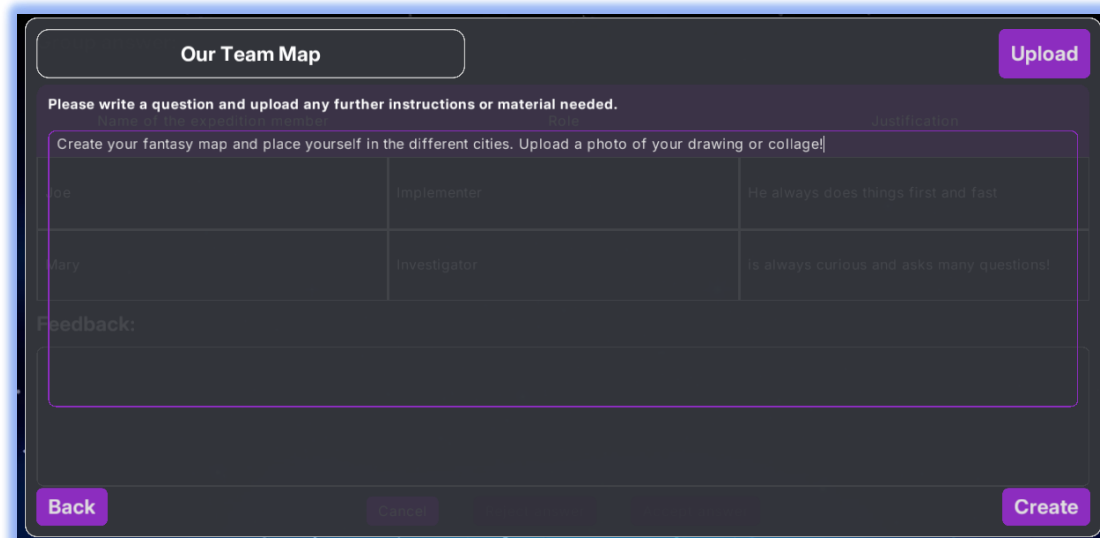
The screenshot shows a badge selection screen. The title is "Our Team Map" and the subtitle is "Select task badge". There is an "Upload" button in the top right corner. The main area contains a grid of 12 different badge icons, each featuring a yellow shield with wings and a central icon. The icons include symbols like a house, a gear, a person, a flag, a speech bubble, a recycling symbol, and a soccer ball. At the bottom, there are "Back", "Next", and "Cancel" buttons.



- Destination background: it can be selected from the existing library, or a new one may be uploaded



- Task instructions for the group: This is what the group will see once they start the ta custom task.

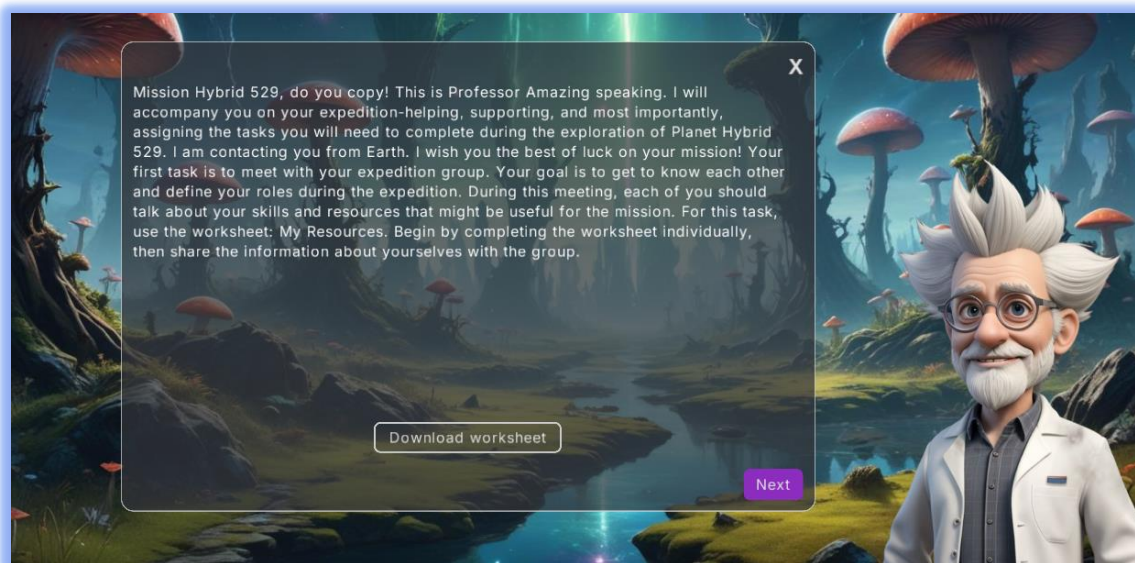


STUDENTS VIEW

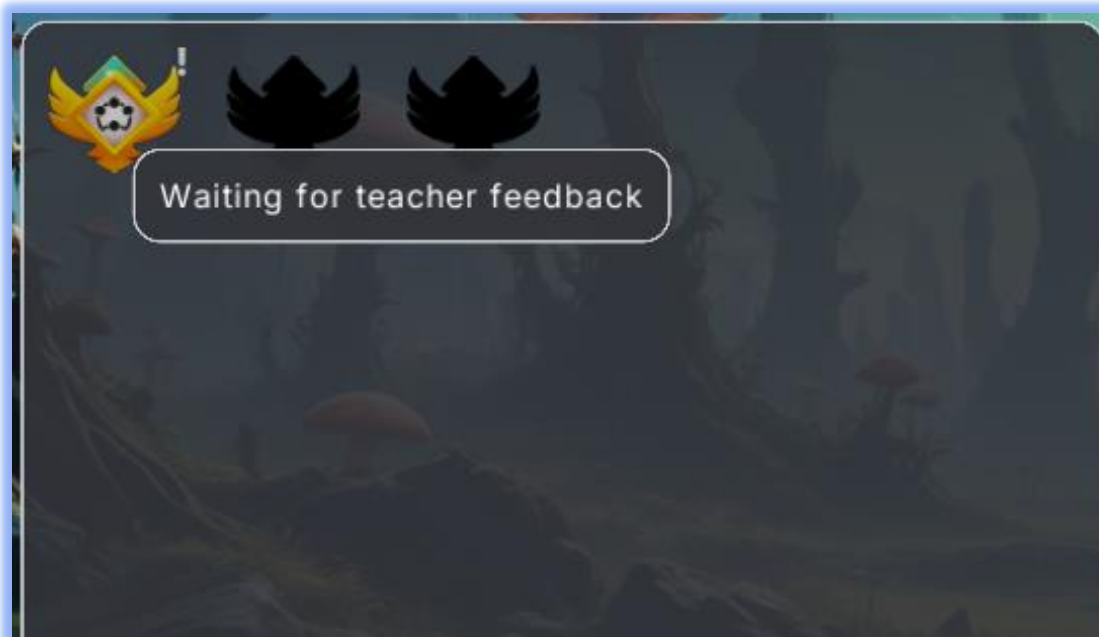
The following view is what student group see when logging in the system for the first time.



Depending on each task, groups may be asked to proceed with different activities.



If a task is finished and the teacher has not yet provided feedback, the group will be waiting for it, on their last destination (task background).

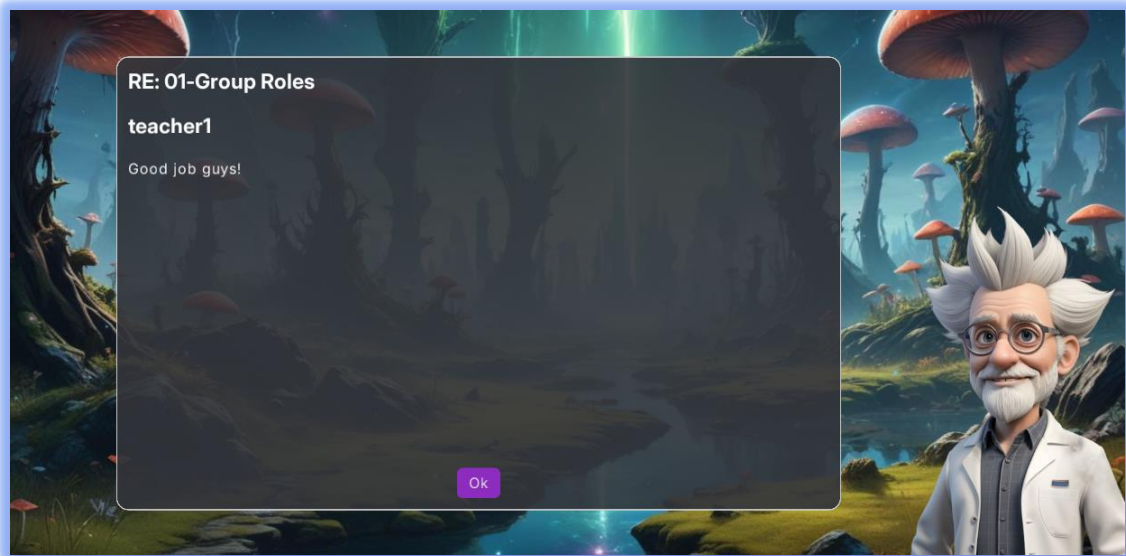


Once the teacher has provided feedback and has either accepted or rejected the answer, students will be notified.

In case of rejection, the group will see the teacher's message and they will have to go through all the task again in order to be able to receive again feedback and proceed.

When the task is accepted, the group can see the teacher's feedback and the next task/destination is unlocked.





Other task examples of what groups see:

