

Feature Guide:

Setting Global Game Leaderboard Defaults



ONPOINT

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Table of Contents

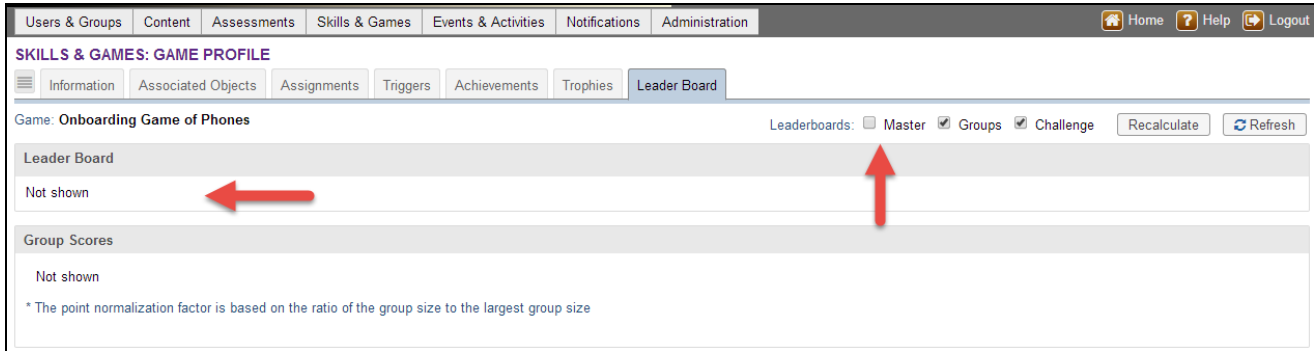
Introduction.....1

Section 1: Setting Global Leaderboard Defaults2

Section 2: Updating Leaderboard Settings within Games.....5

Introduction

In OnPoint’s Release Version 5.4, an Administrator will now have the ability to define the global leaderboard default settings for all games created in the system. There are three leaderboard options: Master, Groups, and Challenge . You can now configure the global defaults to have any of these three in use for every game, then override these settings for any specific game as desired. Prior to this release, the system would display all three options for the viewer, and these setting were not configurable.



Why might this be useful?

OnPoint’s optional gamification module allows organizations to associate points, badges and leaderboards to system objects when they are combined into a ‘game’ in the LMS. The new global default feature lets an organization decide which if any of the three leaderboard options (Master, Groups, and Challenge) they want to turn on as a standard setting for all games created in the system, so that as new games are created, Admins don’t need to worry about making the leaderboard setting decisions unless they determine it needs to be changed for a specific game they are creating.

Explain Leaderboards

Any object in the system (Course, Nugget, Assessment Set, Event, Activity, and Skill Profile) can be assigned a point value and associated with a game. When users are assigned to a game, they earn points as they complete the items in the game. Since the system is tracking points earned for each user, it can present various leaderboard listings showing who the top point earners are across everyone playing the game. This is the ‘Master’ leaderboard. The LMS also knows what groups each user belongs to, so it can also present the data for all the groups that are competing. These are the ‘Groups’ leaderboards. Finally, users can decide that they may not make it in the top five positions of the Master leaderboard, but think they can beat some of their peers in their own department, so they have the option to challenge those individual users directly. This is the ‘Challenge’ leaderboard.

The information and screen shots below will take you step by step through the process of setting global leaderboard defaults in the system, and overriding those at the individual game level.

Section 1: Setting Global Leaderboard Defaults

1. In the OnPoint Course Manager application, select the Administration main menu, then choose Configuration from the dropdown. Select Customer from the expanded menu (Figure 1).

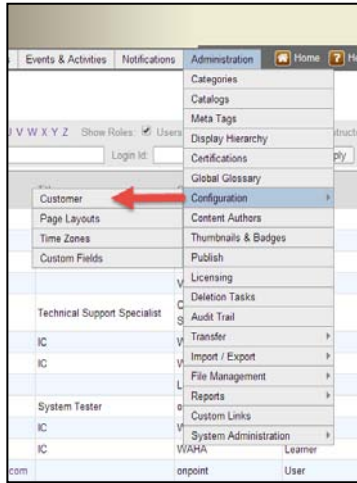


Figure 1

2. From the Administration: Configuration screen, select the Course Manager subtab and scroll down to the Gamification section. This is where you will make any changes to the Gamification defaults for the Master, Groups, and Challenge Leaderboards (Figure 2). Simply change the Y (Yes) to N (No) to turn off the global leaderboard option for all newly created games.

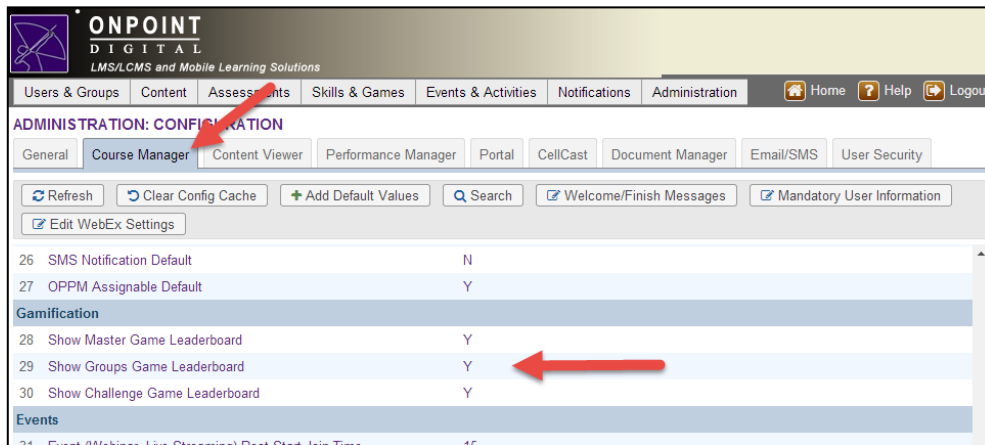


Figure 2

3. If all three of the Game Leaderboard options are set to Yes (as it is above), the Administrator will see the detail for these items under the Skills & Games: Game Profile menu selection of Course Manager – Leaderboard subtab (Figure 3).

Note: The leaderboard Challenges only appears to Users.

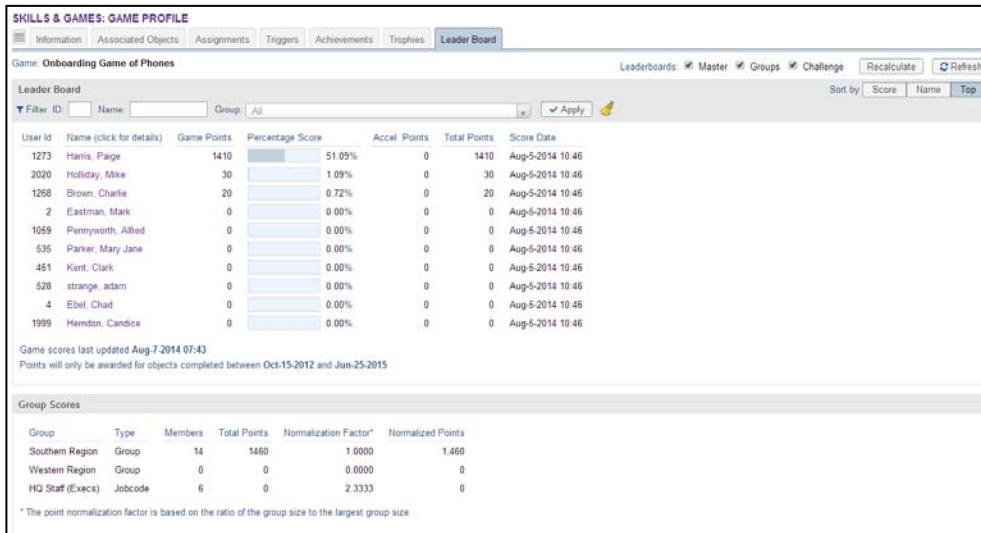


Figure 3

- The User view will have a different view than the Administrator as they will be able to view all options that are set to Yes. In this example, users would see all three leaderboard options (Figure 4).

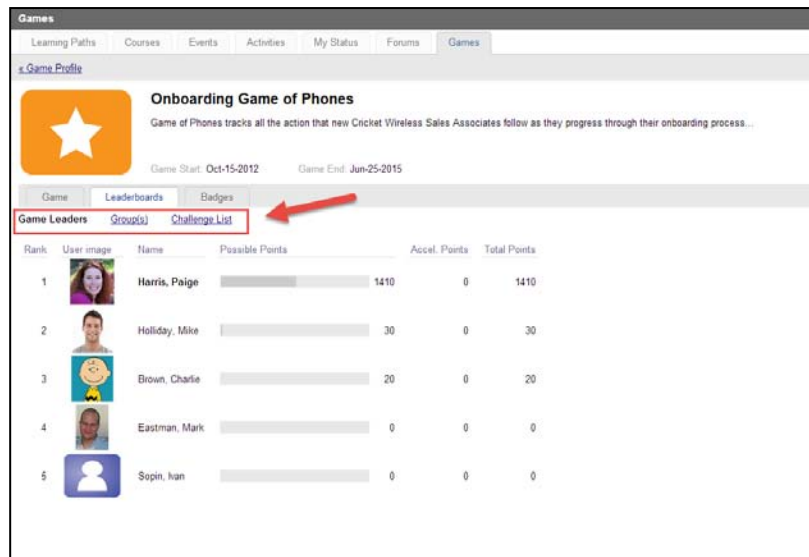


Figure 4

- If any of the leaderboard default settings are set to N (No) in the Administration: Configuration area (Figure 5), the view will change for both the Administrator and the User.

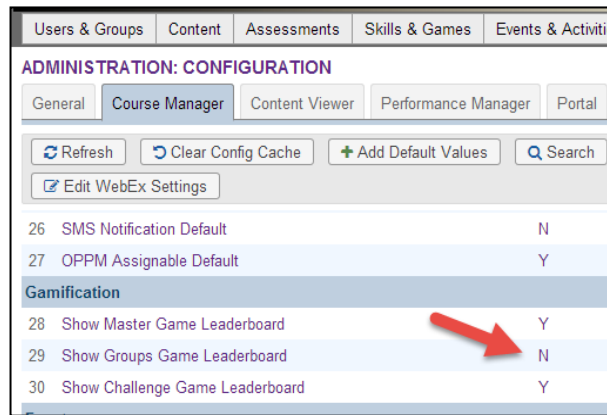


Figure 5

- Administrators would see a more limited view on the Skills & Games: Game Profile screen. The example above shows the Groups game leaderboard set to N (No) so the Administrator will not have a view of the Groups (Figure 6) where previously in Figure 3 they did.

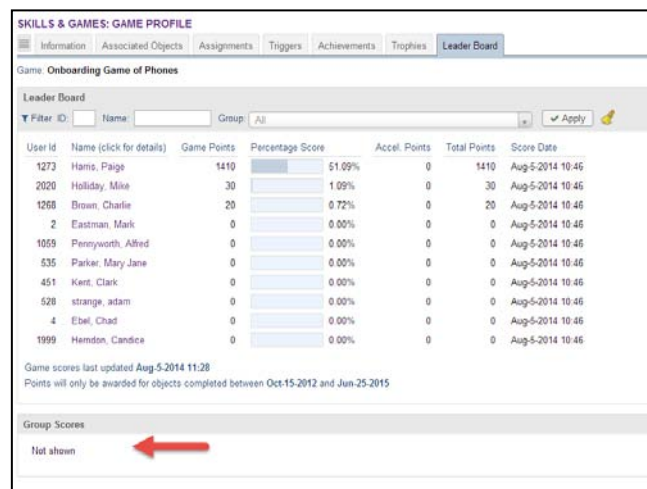


Figure 6

- The User view would also be modified (Figure 7). It would no longer show an option to view the Groups as it previously did in Figure 4.



Figure 7

Section 2: Updating Leaderboard Settings within Games

Follow these steps to override the global default settings for a specific game.

1. In the OnPoint Course Manager application, select the Skills & Games main menu, then choose Game Profiles from the dropdown. The resulting list will display all the games that are currently in your database (Figure 8). Select the game you wish to update.

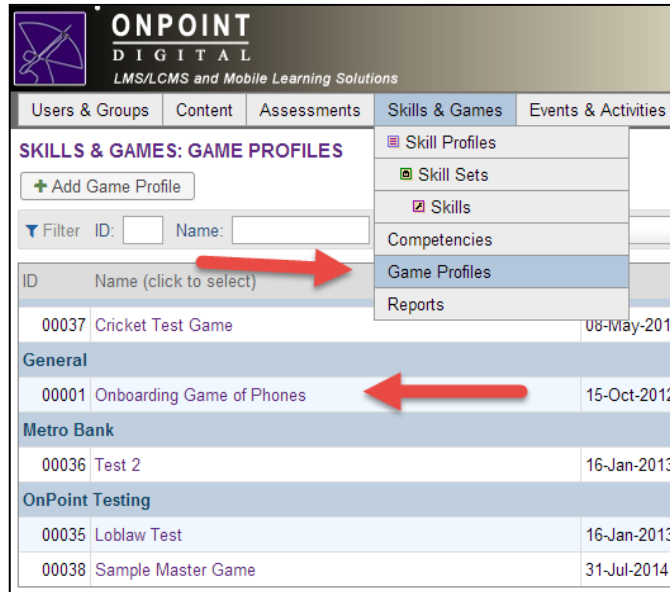


Figure 8

2. Once you have selected the game, the next screen will display all the specific information about this game. Select the Leaderboard subtab. Notice in the upper right hand of the screen there is a new option to select which of the three leaderboards this specific game will display: Master, Groups, and Challenge (Figure 9). The global default settings will be reflected via the checkbox selections.

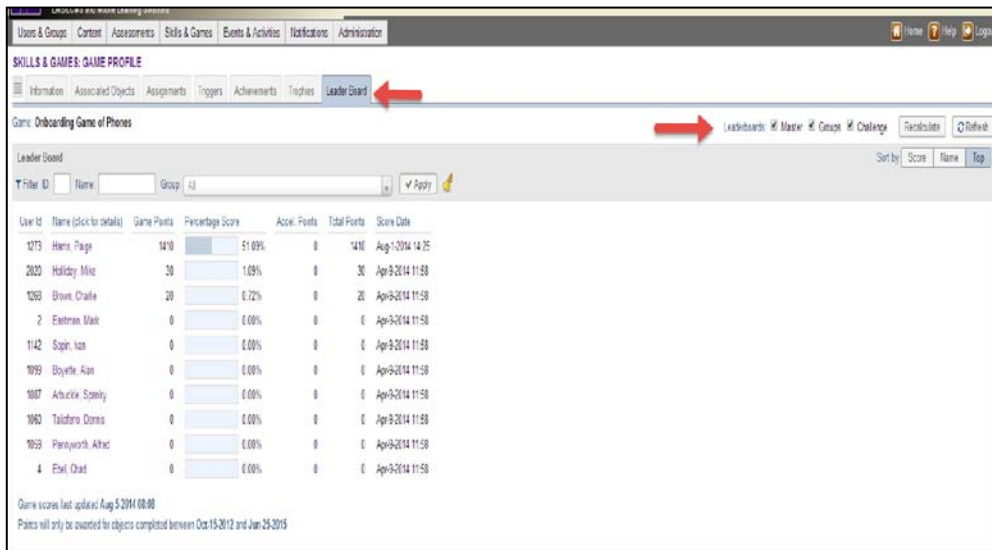


Figure 9

- The options that are checked will determine the views that Administrators and Users will have of the leaderboards for this particular game. For example, if the option for the master is un-checked, the below image is what the Administrator would see (Figure 10) Under the Skills & Games area, where the User ID and scoring details no longer appear as they did in Figure 9.

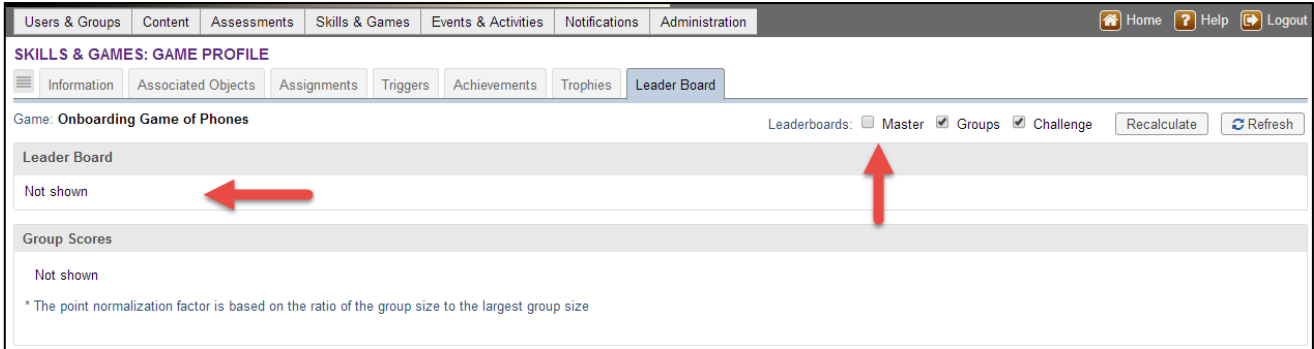


Figure 10

- Using the same example as above, the Users' view will also change (Figure 11) wherein they will no longer see the Master leaderboard (called 'Game Leaders') as they did in Figure 7. but will still see the other options (Group(s) and Challenge (called 'Challenge List')).

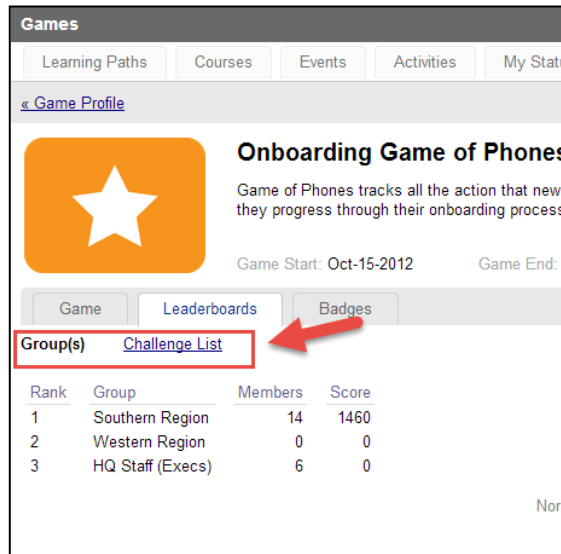


Figure 11

Tips: If you create a game and are looking to only use it for point generation, please contact OnPoint for a discussion of how the points aggregator utility works. This function can provide total points earned for a user to their portal or mobile interface.

Tips: Unless you are sure you will NOT use a particular type of leaderboard, the best practice is to default all three leaderboard options to Y (Yes) in the Administration: Configuration area, then simply override these settings for individual games where desired. The less an Admin has to deal with decisions at the unique game level, the better, and the more consistency you can bring to each and every game, the better experience you will provide to your users.