

STUDENT MANUAL

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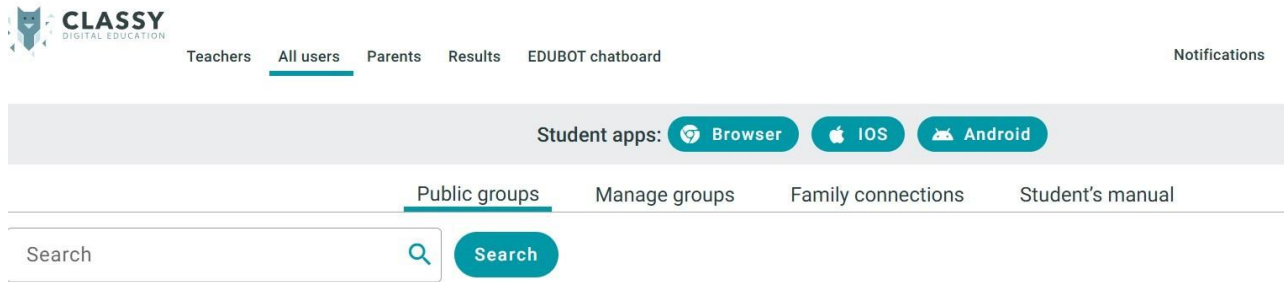
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Student manual

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Where and how can it be used?



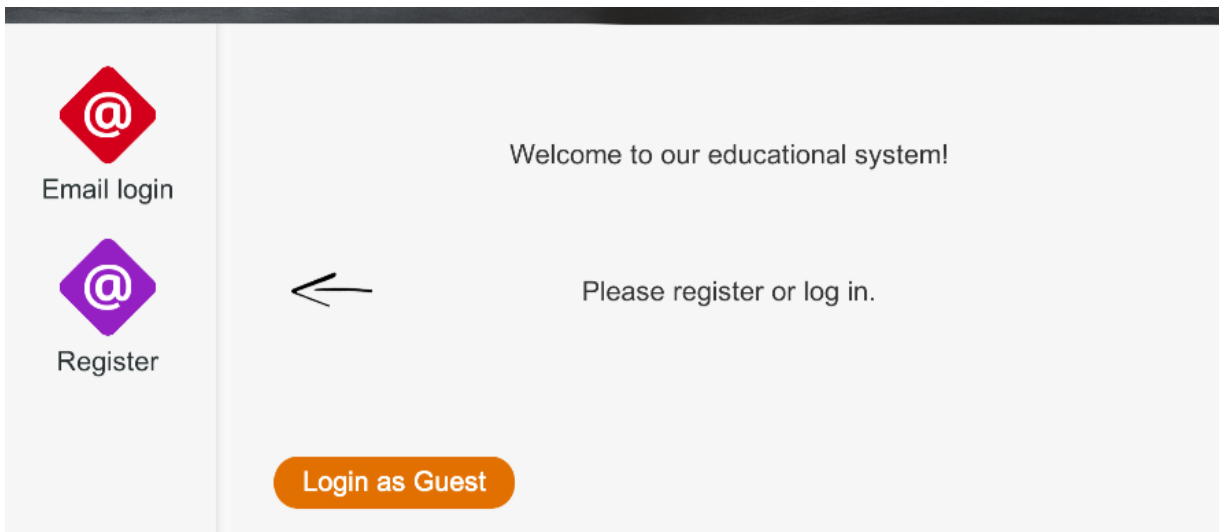
The app can be used on Android, iOS and Windows platforms. You can download the apps from the "All users" menu:

Multiple applications can be used, no need to choose between applications. When you log in at any time, on any device, you can pick up where you left off.

Individual registration

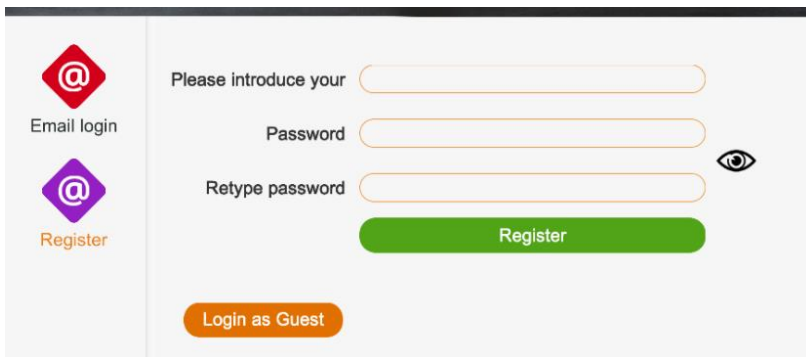
The first time you log in, you must register in the application.

1. Select the purple "Register" button on the screen.



2. On the next screen, :

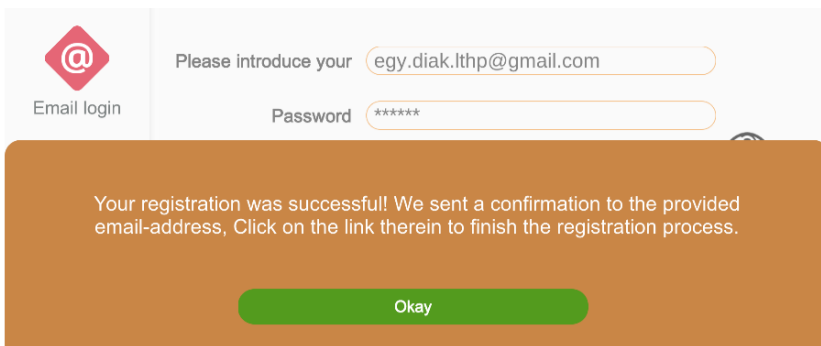
- a. your e-mail address
- b. and a password of your choice
- c. confirm the password () in the bottom field!



The registration form features a sidebar on the left with two options: 'Email login' (with a red '@' icon) and 'Register' (with a purple '@' icon). The main form area contains three input fields: 'Please introduce your' (for email), 'Password', and 'Retype password'. A green 'Register' button is positioned below the password fields, and an orange 'Login as Guest' button is at the bottom left. An eye icon is visible to the right of the password fields.

3. Important! Remember the password, because you will need it later!

Press the green "register" button! You will receive the following message (with your e-mail address, of course):

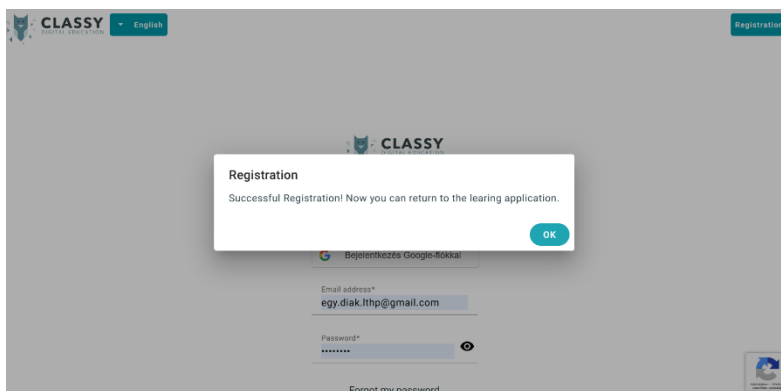


The confirmation message is displayed in a brown box with white text. It reads: 'Your registration was successful! We sent a confirmation to the provided email-address, Click on the link therein to finish the registration process.' Below the text is a green 'Okay' button.

If you have done everything correctly (you have entered a valid email address and the two passwords you have entered match), you will need to confirm your registration.

This must be done in your own email account (which you have previously provided).

1. Sign in to your email account
2. You have received an email about your registration. Click on the link in the email.
3. After confirmation, you will be redirected to the administration interface where you will be asked to accept the privacy statement. Once this is done, a window will pop up indicating successful registration.
4. You can now log in to the app with the email address and password you entered.



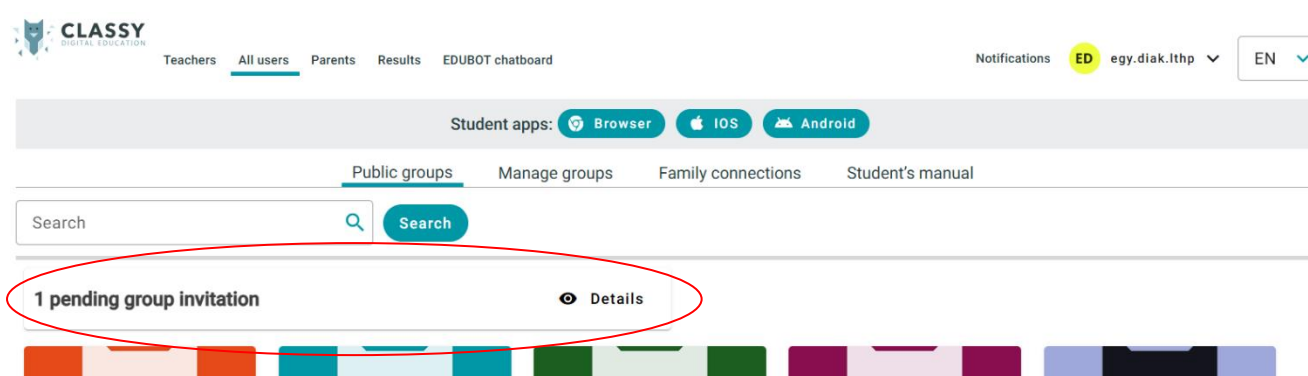
The screenshot shows the CLASSY registration page with a white pop-up window. The pop-up has the CLASSY logo and the text: 'Registration Successful Registration! Now you can return to the learning application.' with an 'OK' button. Below the pop-up, the registration form is visible with the email address 'egy.diak.lthp@gmail.com' and a masked password field. A 'Forgot my password' link is at the bottom.

Registration by invitation

If you receive an email inviting you to use the system, it means that you have been invited to join a learning group and asked to log in and join the learning.



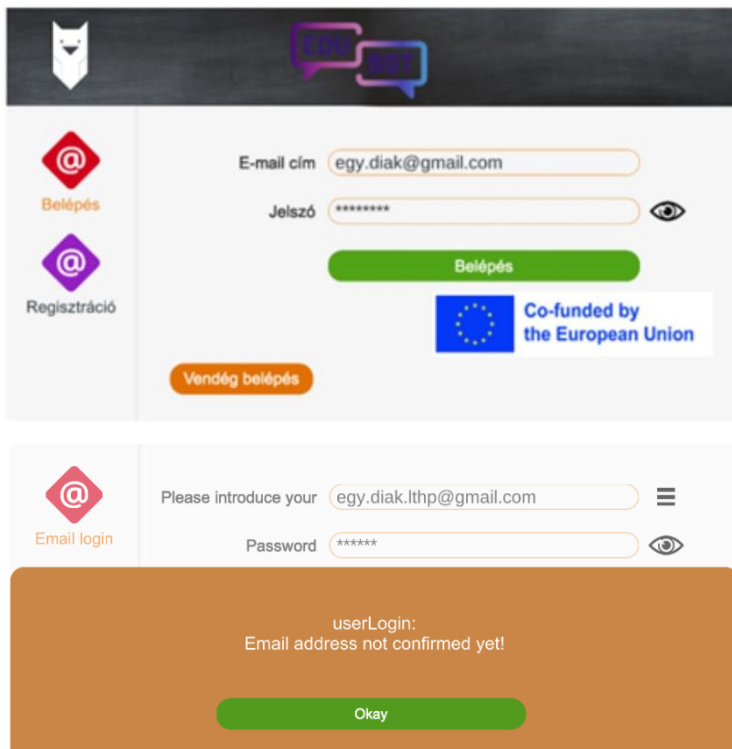
To register, please follow the instructions in the email, i.e. click on the link and you agree that you would like to register your email address in the system and in the group. Log in, click on the All users button, click on group invitation and subscribe to the group.



Access

With your email address and password, you can log in to the learning app on any platform. Of course, you must use a valid password.

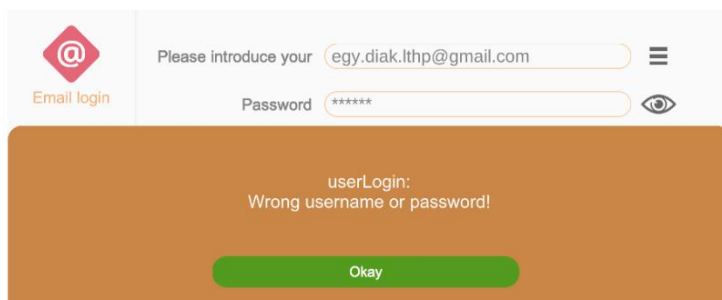
Click on the "Login" button.



If you see this screen, you have not yet confirmed your email address. In this case, log in to your email account, look for the email from the system and follow the instructions it contains.

If you see this screen, or

- typed something wrong, or
- you have entered an incorrect password.

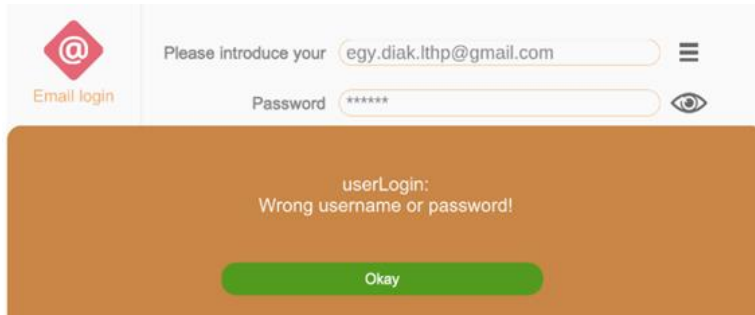


Try entering the details again, or if you cannot remember the password exactly, ask the system for a new password.

Forgotten password

If you see this screen,

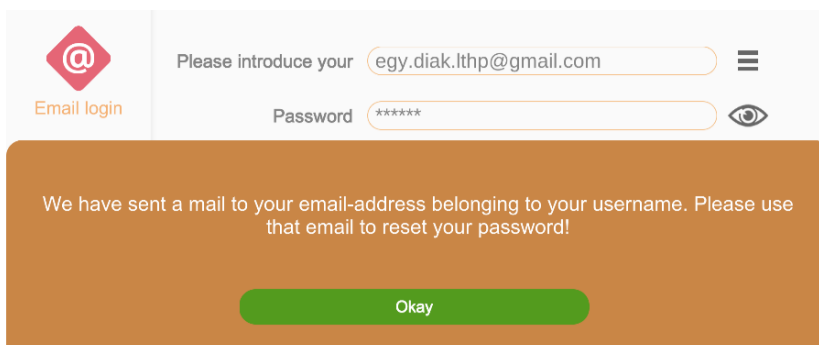
- or has typed something,
- or you have entered an incorrect password.



Click on the "OK" button.

Try entering the data again. Click on the "eye" next to the Password window to check if you entered the password correctly.

If you have forgotten your password, click on the "Forgot password" button; the system will send a login link to your email account, which you can click to create a new password.



Edit profile

You can also edit your user profile on the web interface <https://edubot.classyedu.eu/>

After logging in, the user name appears in the top right corner of the main screen. Click on the small triangle next to it to edit the user profile.



Which you can edit here:

- Password change
- Detailed description, personal data, information
- Cancel registration.

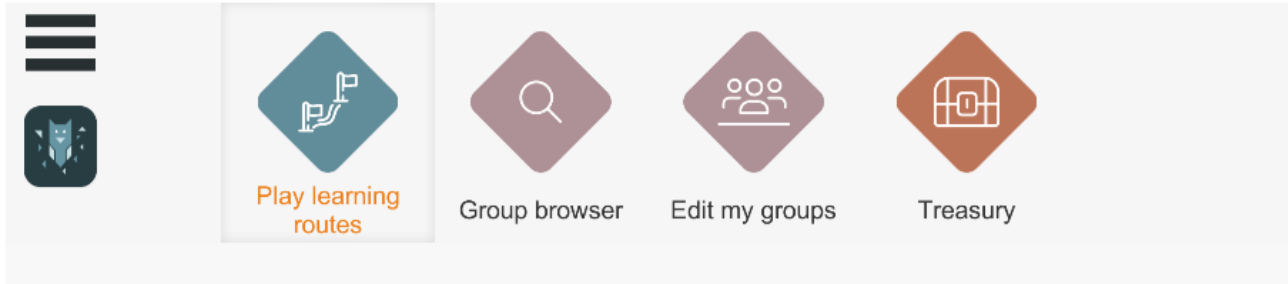
If you do not change any of my details, you can back out by clicking on the "back" arrow in the browser. Changes must be saved in order to be stored by the system.

A screenshot of the CLASSY user profile editing page. The page is divided into two main sections: 'Személyes profil' (Personal profile) and 'Beállítások' (Settings). The 'Személyes profil' section includes a profile picture (a blue circle with 'TA'), the user's name 'tanlettesztemail2', the registration date 'Csatlakozva 2022-09-28', and the email address 'tanlettesztemail2@gmail.com'. There is a 'Szerkesztés' (Edit) button next to the name. The 'Beállítások' section includes a 'Leírás' (Description) field. Below the profile section, there are two password change forms. The first form is for changing the current password, with fields for 'Írja be a jelszót *', 'Jelszó újra *', and 'wizardProfile.currentPassword *', and a 'Mentés' (Save) button. The second form is for deleting the registration, with a field for 'Jelenlegi jelszó *' and a 'Regisztráció törlése' (Delete registration) button.

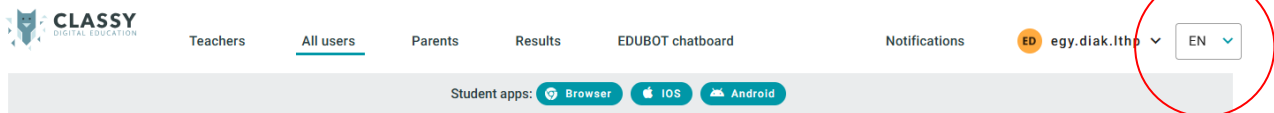
Language choice

The app is available in several languages. Choose the one that suits you best.

1. click on the owl
2. The application jumps to the web interface
3. login

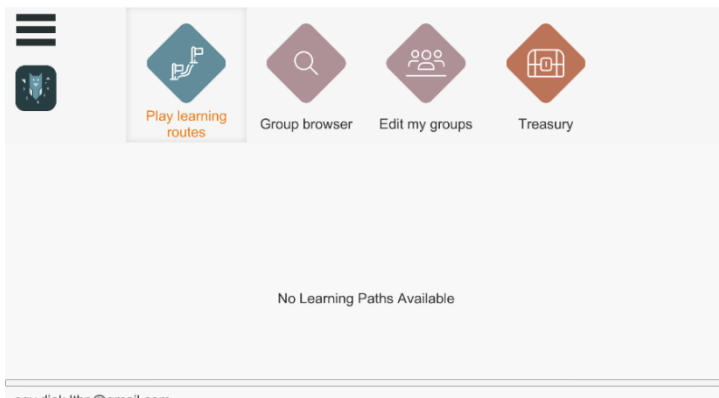


1. Click the small triangle next to the tongue in the top right corner
2. Choose your language

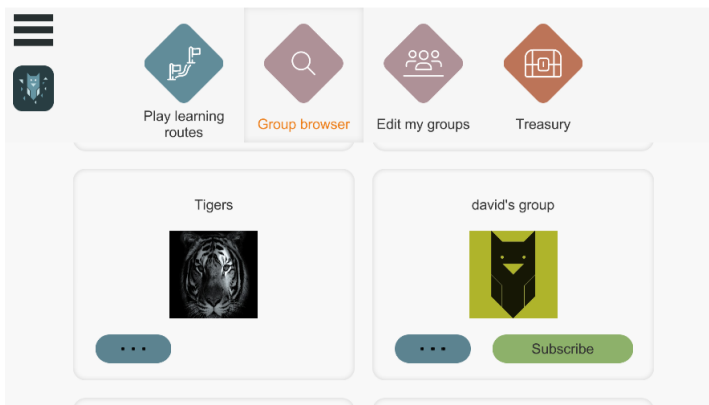


Join a group

If you launch the app and see a blank screen, you have not yet joined a study group.

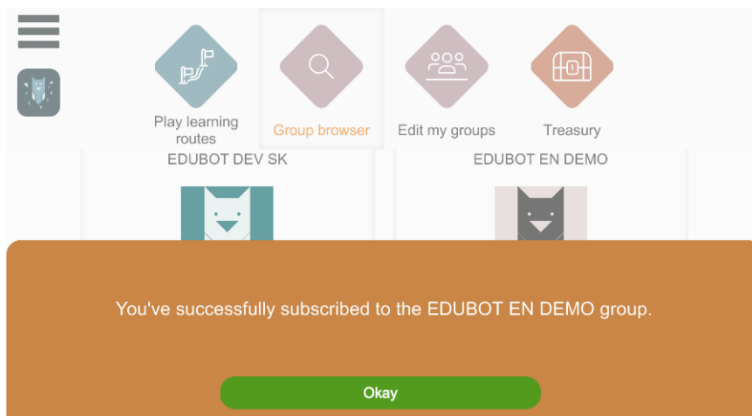


To join a new group, find out where you want to join. You can browse the groups by clicking on the GROUP BROWSER button. The screen can be scrolled. Select where you want to join.

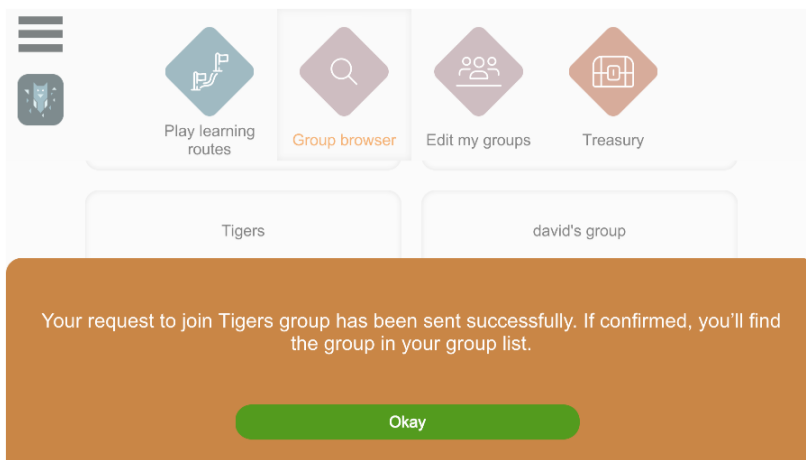


For more detailed information about the groups, click on the three dots below the picture. If this is the group you are looking for, request a recording by clicking on the SUBSCRIBE button.

If it's an open group, the sign-up is instant. You will receive a confirmation of this.



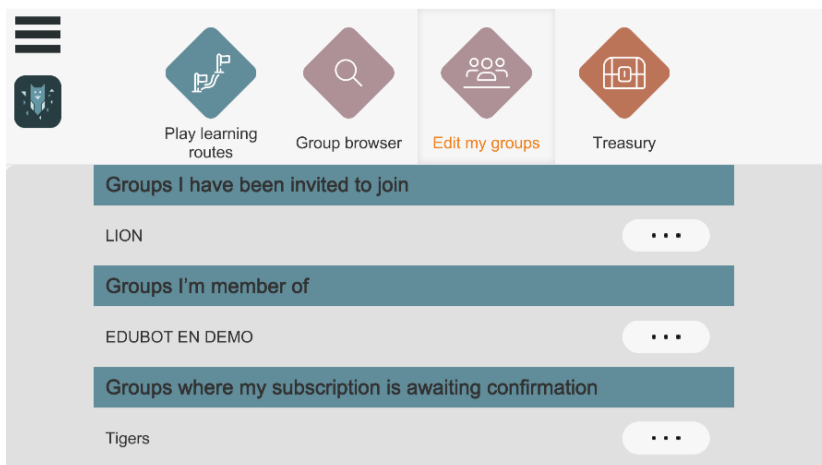
If it is a closed group, the group leader must authorise the connection. Until approval is given, you will not be able to play the lesson.



Managing my groups

On the main screen, click on the EDIT MY GROUPS button to see your activity related to groups:

- Where you are already a member
- Where have you applied
- Where have you been invited
- And what is its "status".

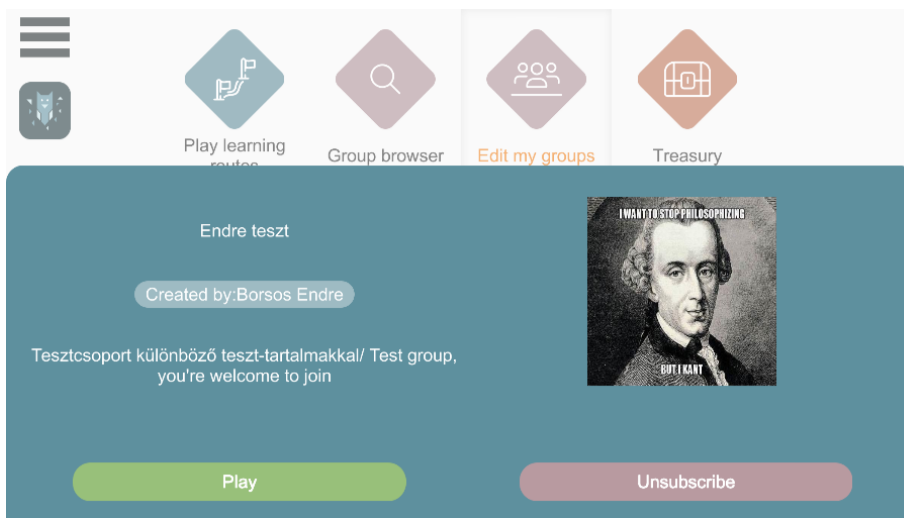


Group membership management

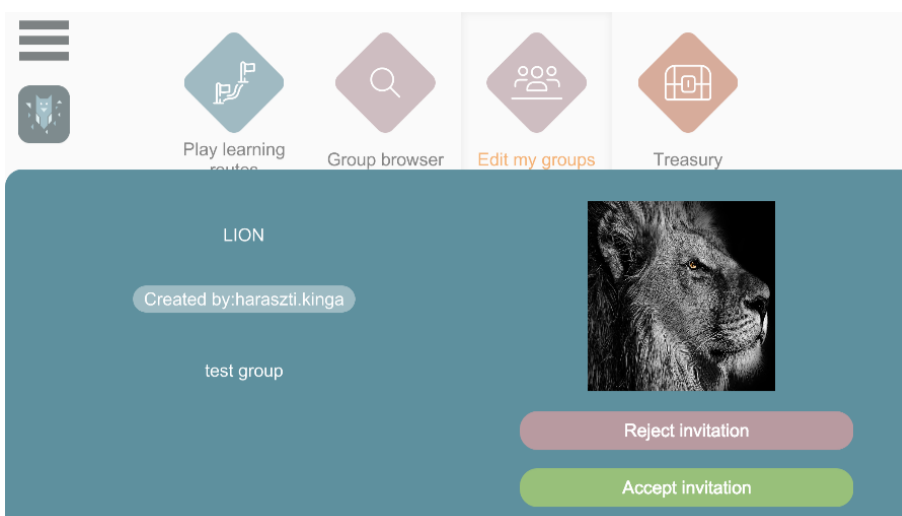
If you are already a member of a group, you can manage your membership by clicking on the three dots next to the group name.

You can:

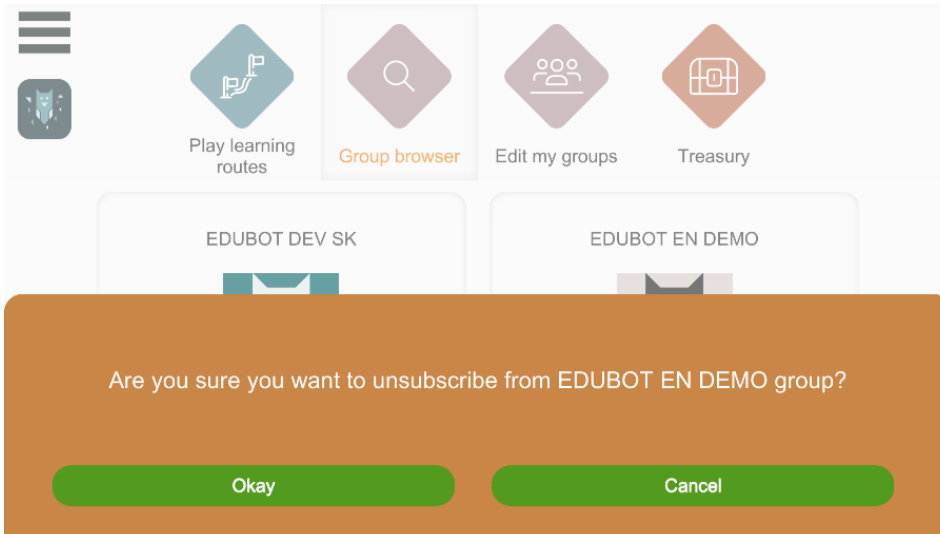
- Start (or continue) learning by clicking on the PLAY button
- Leave the group by clicking on the UNSUBSCRIBE button.



"Groups to which you have been invited" means that a teacher has invited you to a study group, but you have not yet read the invitation email, where you have not confirmed your participation. Accept or reject the invitation.



To leave the group, click on the UNSUBSCRIBE button. The system will ask for a confirmation message before permanently deleting your group membership.



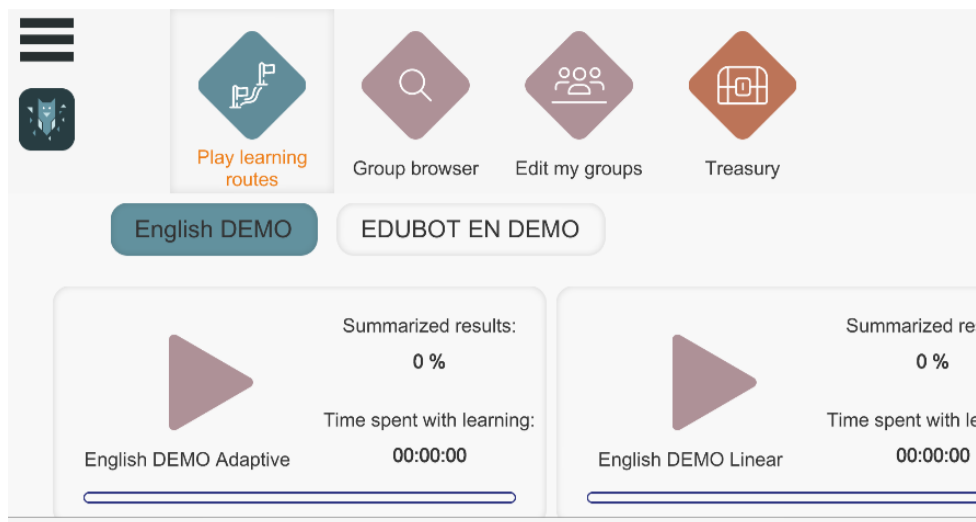
Learning, start-up, switching between subjects in a group

Once you have successfully logged in, you can use the big arrows on the main screen to launch the paths (learning materials) you have access to. Only the routes that are in a group you are already connected to are available.

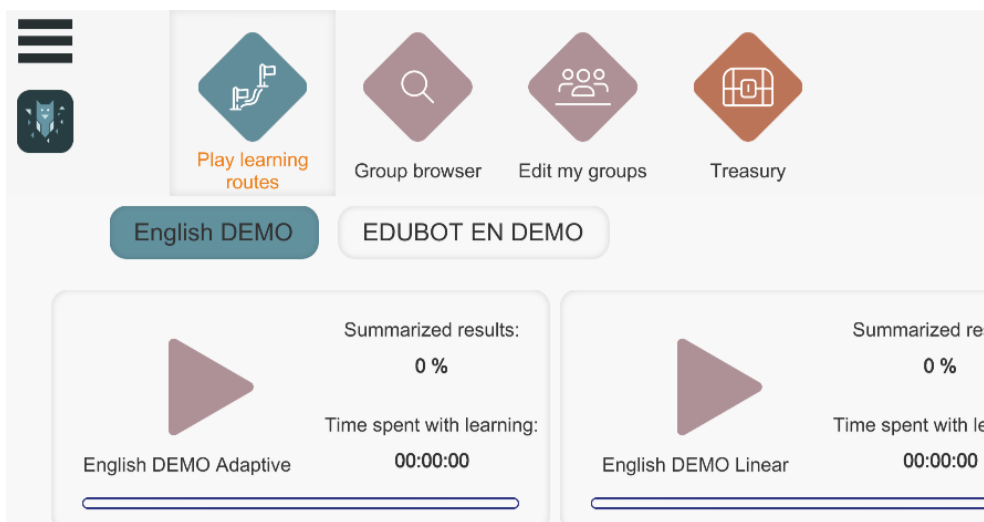
You can scroll through the lessons and routes on the screen by dragging and holding the right mouse button.

Learning paths can be started with the large start buttons.

You can see the routes that belong to the currently active group. The sample picture shows the ones that are part of the curricula of the English DEMO group.



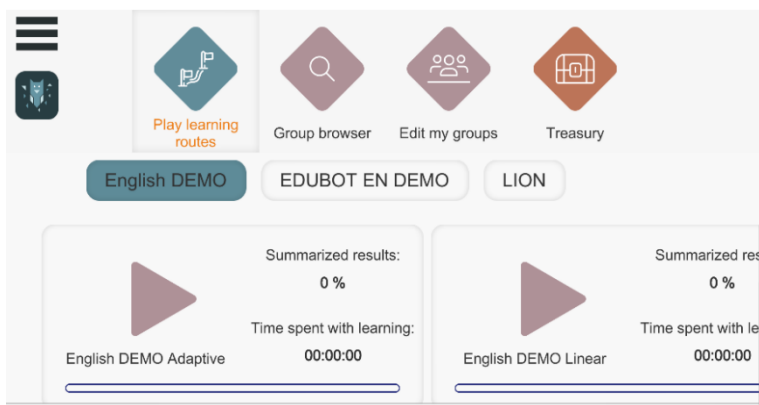
If you want to start assignments for another group, simply click on the button of the other group (e.g. EduBot SIC in the picture) and you will see the learning materials for this group.



The learning process in a nutshell - next task, wrong answer, exit

Once you have successfully logged in, you can use the large arrows on the main screen to launch the paths (learning materials) you have access to. You will not see the course materials of groups where your application has not yet been accepted in the playable routes.

Click on the big purple arrow to start the course. The course will automatically continue from where you left off the previous time.



The system will jump to the next task after a successful solution, but it is also possible that the user has to jump to the next learning unit.

Solve the task.

The hourglass (or clock) on the right side of the screen shows the time taken to complete the task.



In case of a wrong answer, the system will not allow you to proceed when you click (usually indicated in red). If you fail to complete a task on time, you will get help to solve it and can return to the task again. If you still fail, you can continue with an easier task.

Step between tasks, exit

Click on the owl to see this button, and click to NEXT TASK button, or to arrow to move back, or exit.



If the task type is a PDF, you may click to the arrow on the button to move forward.

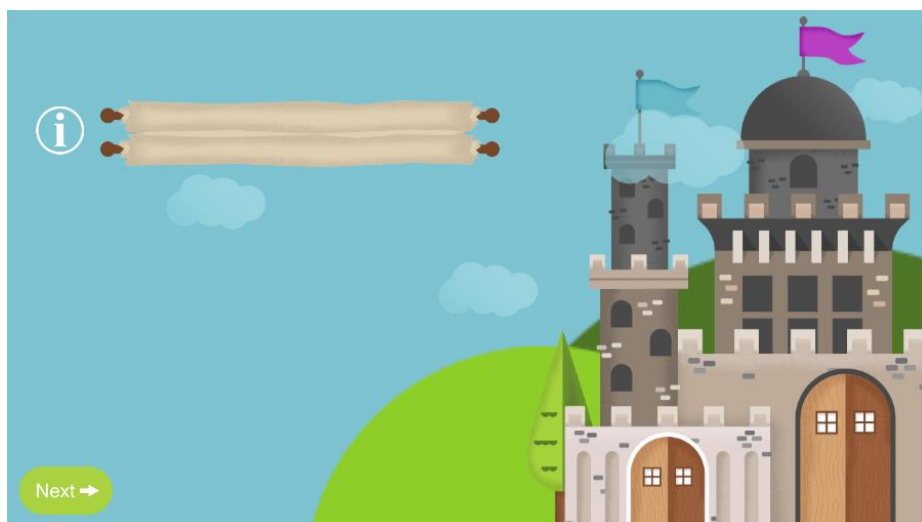
A screenshot of a task page. At the top left is a person icon and the text "BUSINESS MODEL CANVAS- BMC". Below this is a text block: "Over the next two weeks, you will be working with the Business Model Canvas (BMC). The material for the topic was compiled based on the 2010 Business Model Generation book by Alexander Osterwalder and Yves Pigneur. The canvas as a means has since been used by tens of thousands of innovative businesses to design, visualize, validate and redesign their business model." To the right is a book cover for "Business Model Generation". Below the text and book cover is a red circle containing a white double-down arrow icon.

Frame game

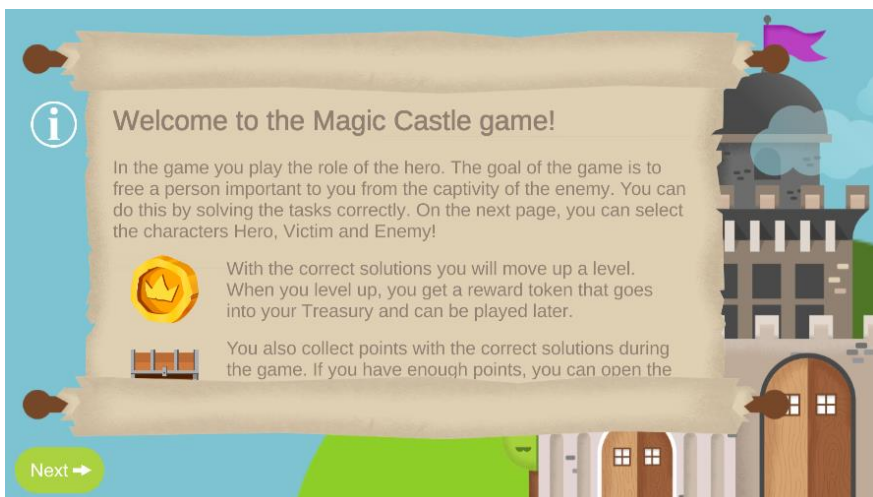
The framework game motivates you to make the learning process more enjoyable. It's the teacher's (group leader's) choice - if it's on, there's no option not to use it. You can see if there is a frame game on the main screen (the icons next to the purple arrow):

A screenshot of a learning management system interface. At the top is a navigation bar with icons for a menu, owl, "Play learning routes", "Group browser", "Edit my groups", and "Treasury". Below this is a section titled "EDUBOT EN DEMO" with a purple play button icon. To the right of the play button are the following statistics: "Summarized results: 0 %" and "Time spent with learning: 00:00:00". At the bottom left of the demo section is a small icon of a building and the text "Edubot EN demo". At the bottom of the page is the email address "eav.diak.ltho@gmail.com".

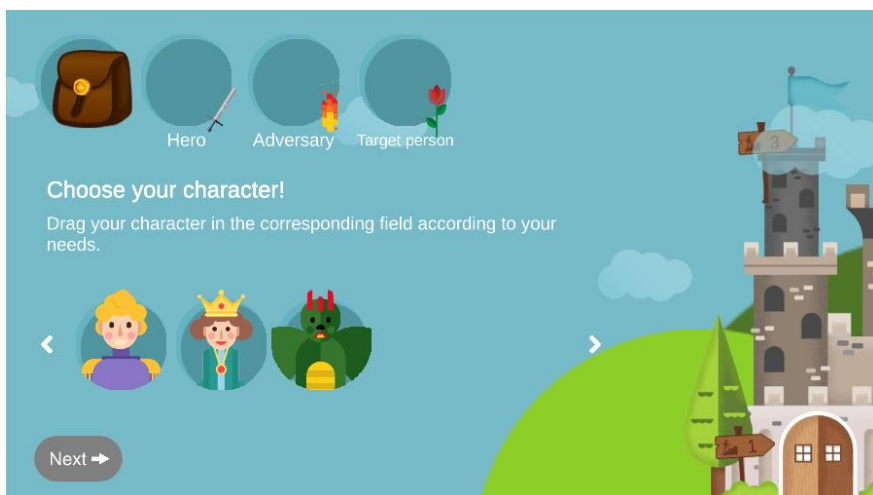
If the lesson starts with this screen, you will see the frame game. Click on the reel, the description of the frame game is here.



If the text is long, drag the mouse pointer upwards. You will see that you are the hero in the frame game!

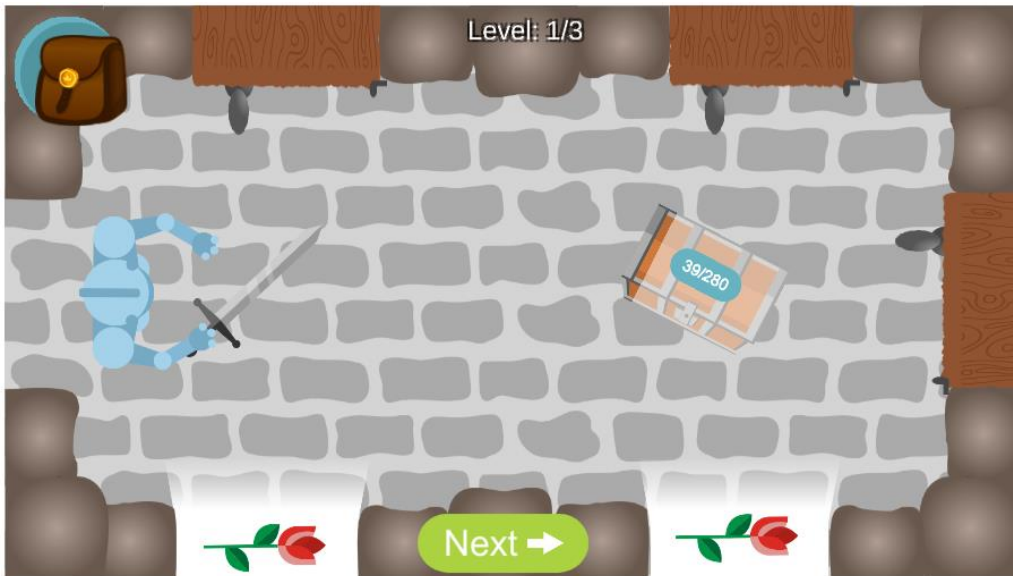


When you have read the description, click on the next button and select the actors! Once you have chosen your actors, click on the next button and start learning!

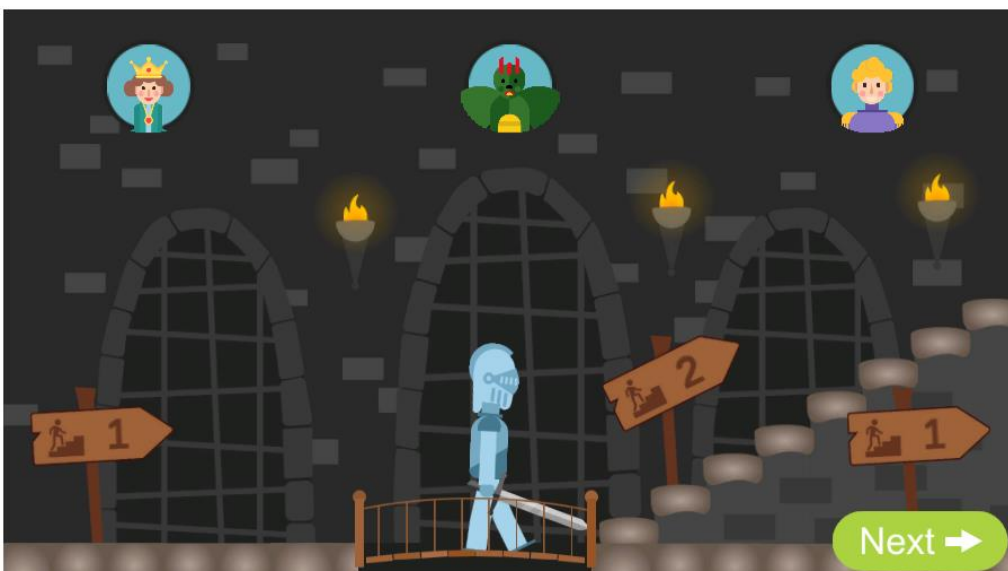


When you have solved a task and stayed level, you may encounter this screen. You can open the bag to see what you have collected so far and what you can use it for. You can click on the bag to go back to learning.

Here you can choose which route to take: click on one of the flowers!



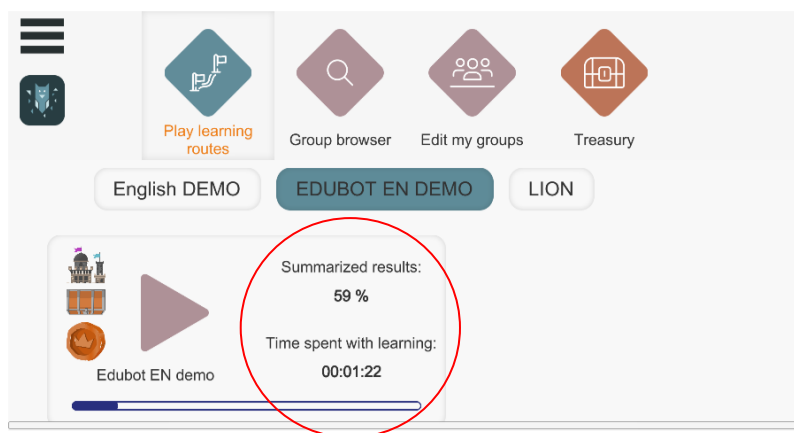
If you see this screen after completing the task and the hero moves up, you can move on to the harder tasks. If he falls down, he hasn't mastered the material to the required extent, he will be given easier tasks.



Exit during the learning process

By clicking on the owl and selecting the CANCEL option, you can stop learning at any time. When you quit, the system remembers where you left off and returns you to the same place the next time.

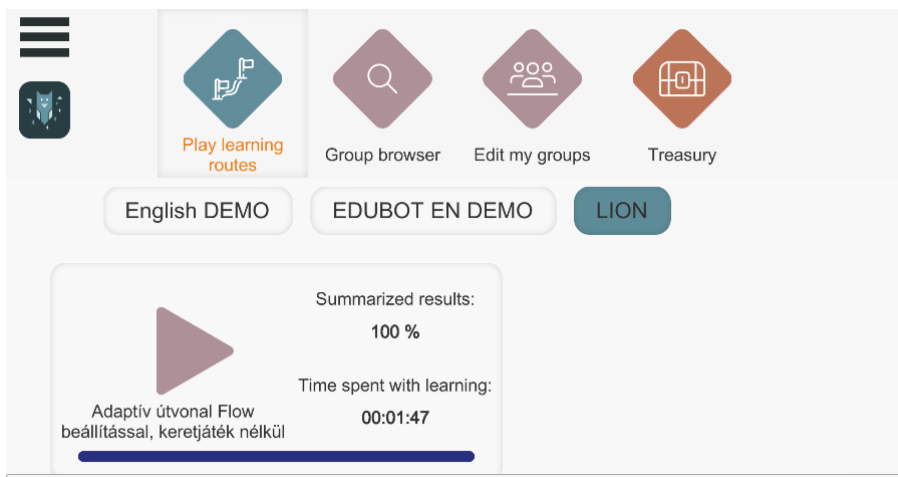
When you exit, you can see the result and the time spent learning on the screen at the learning object. This information is also visible to the group leader (teacher).



End of learning - Successful completion of the route (curriculum)

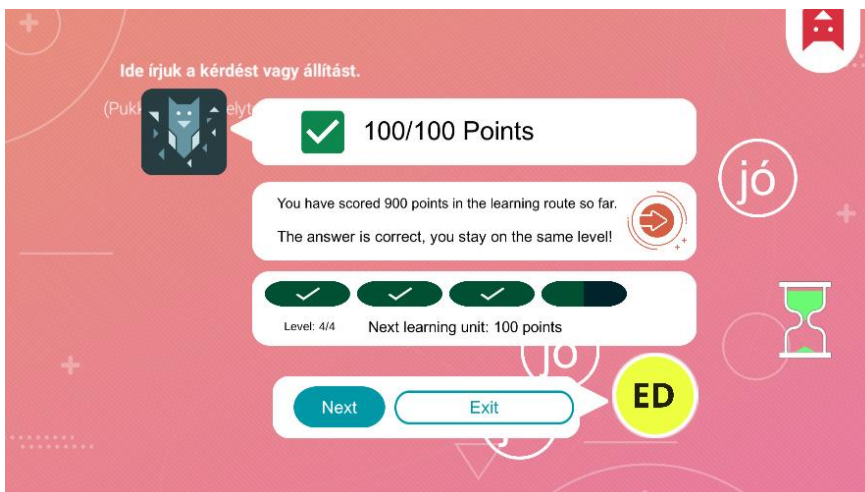
At the end of the lesson, a pop-up window will indicate successful completion and automatically exit the path.

On the main screen, you can see your overall score and the time spent on the course material after you exit. 100% completion is also indicated by the blue progress bar.



Results

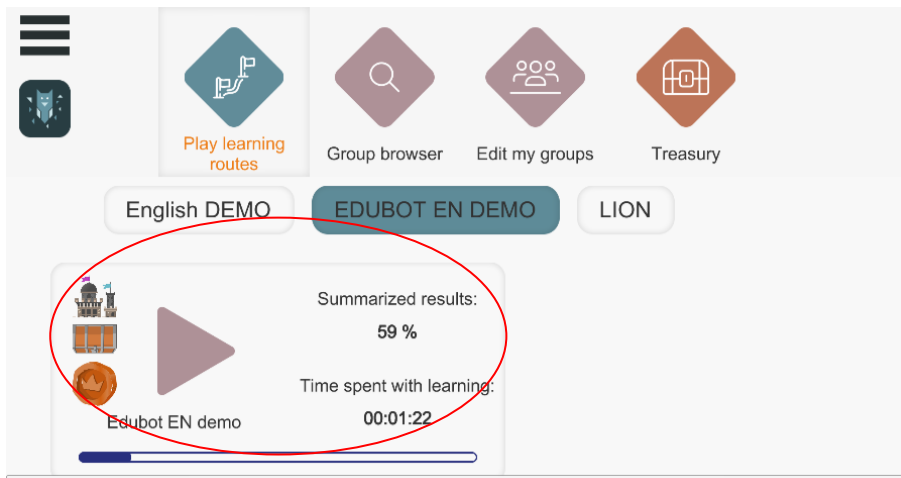
You can get immediate feedback on your results after answering a task.



When you leave the learning process, you will receive immediate feedback on the results.

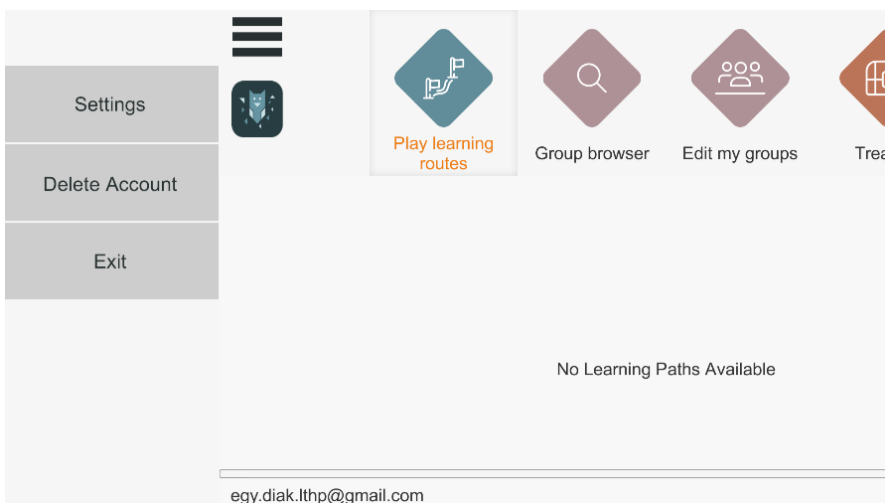
On the main screen, you can see a summary of the time spent learning and the percentage of time achieved.

The progress indicator shows you where you are in the curriculum.



Exit the app

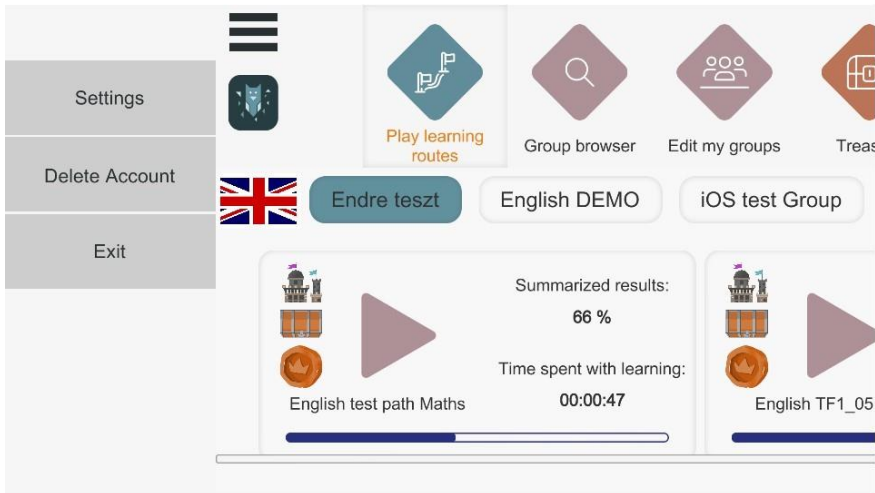
On the main screen, you can exit the app by clicking on the three lines in the top left corner and selecting EXIT.



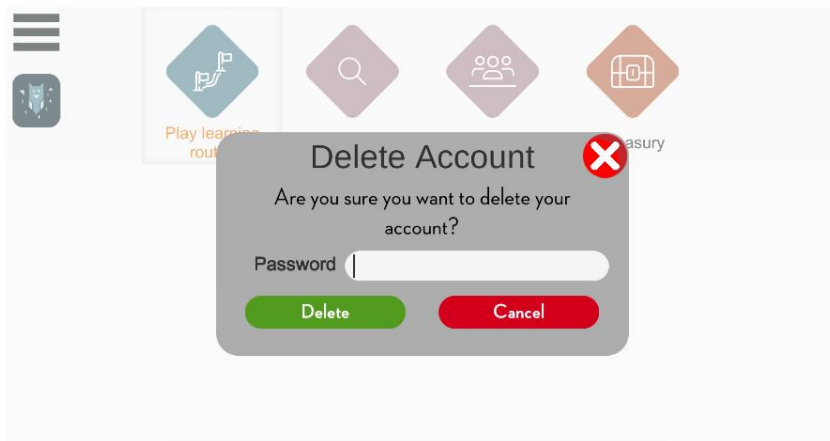
Delete an account

Click on the three lines in the top left corner:

Tap the "Delete account" option.



You must confirm the cancellation, as it has irrevocable consequences.



If you click on confirm, your personal data will be permanently deleted from EDUBOT's server. You will not be able to log in again with your username/password and we will not be able to retrieve your data.