

Educational Technology Lab

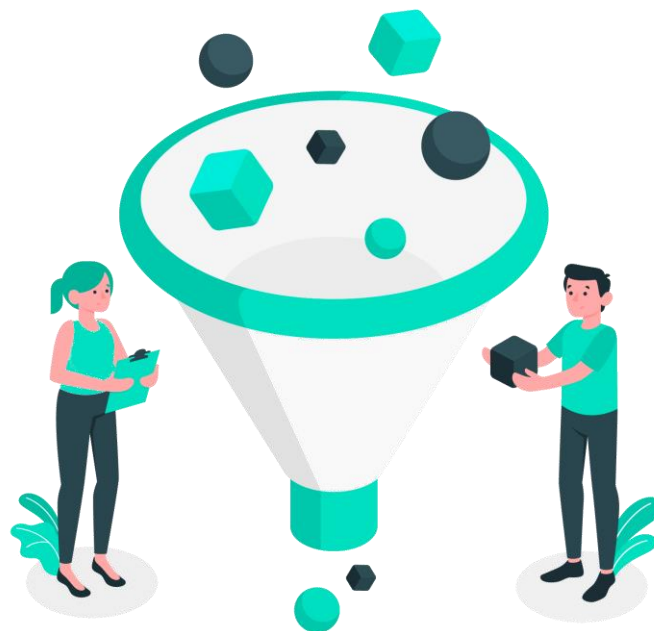


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“Sor.B.E.T.” User Manual

<http://etl.ppp.uoa.gr/Sor.B.E.T./>



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What is Sor.B.E.T.?

Sor.B.E.T. (Sorting Based on Educational Technology), aims to function as a "game generator", supporting teachers who are not familiar with the programming part to create their own educational sorting games. Sor.B.E.T. offers two different modes: the game mode ("Play Mode"), where each player has the possibility to play an already saved game, and the design mode ("Design Mode"), where everyone can design a new game or modify an existing one using the special tools available in this Digital Software.

Sor.B.E.T. Games Rationale:

The logic is similar to that of the classic game "TETRIS", where objects fall at a certain rate and the player tries to place them in the right position. Where objects, in the case of Sor.B.E.T, can be text, images or shapes, and where "appropriate point", are the categories into which they can be classified.

Software's Home Page

The first page (Homepage) you encounter when accessing the address [http://etl.ppp.uoa.gr/Sor.B.E.T./](http://etl.ppp.uoa.gr/Sor.B.E.T/) is the one below (Figure 1).

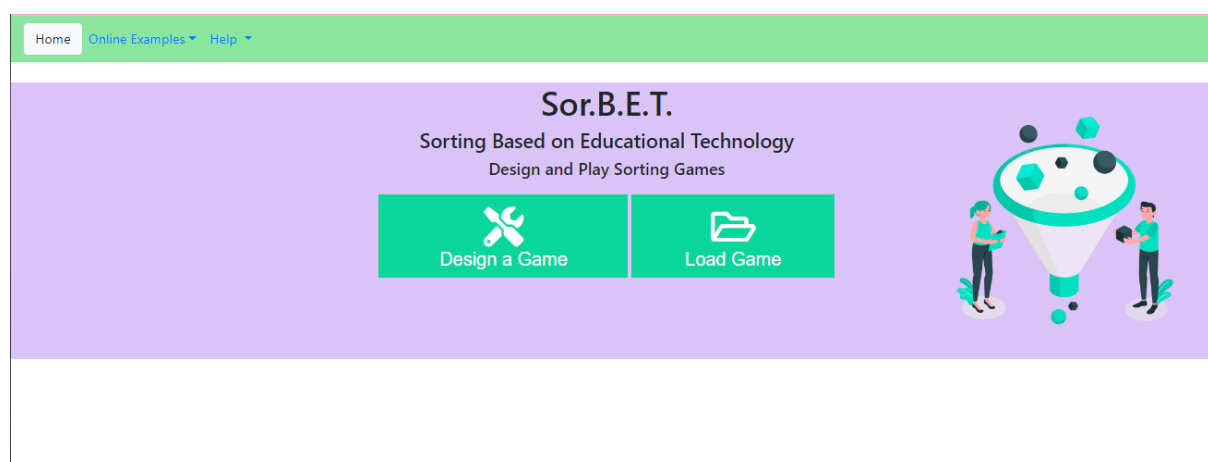


Figure 1: Sor.B.E.T. Homepage

On the top left, from the "Online Examples" option, you can open an existing game by selecting one of the titles that appear in the drop-down menu (Figure 2).

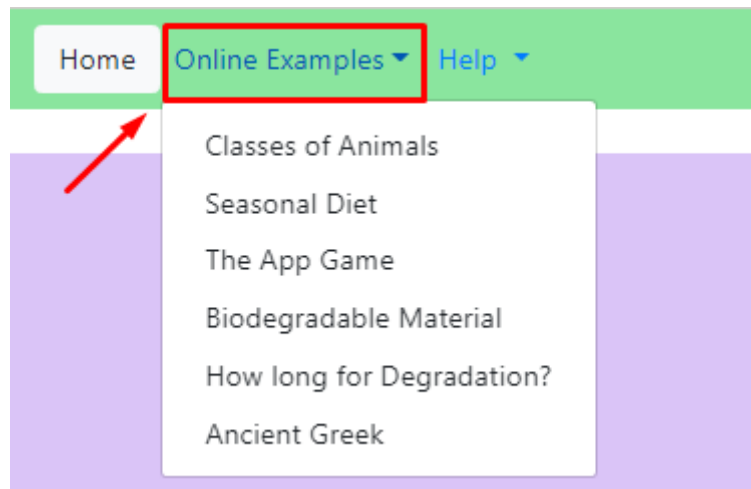


Figure 2: Existing Online Games

From the “Load Game” option (Figure 3), you can load a game from your local computer files, which is in “.json” format. Condition for that, is that a game has previously been created/saved.

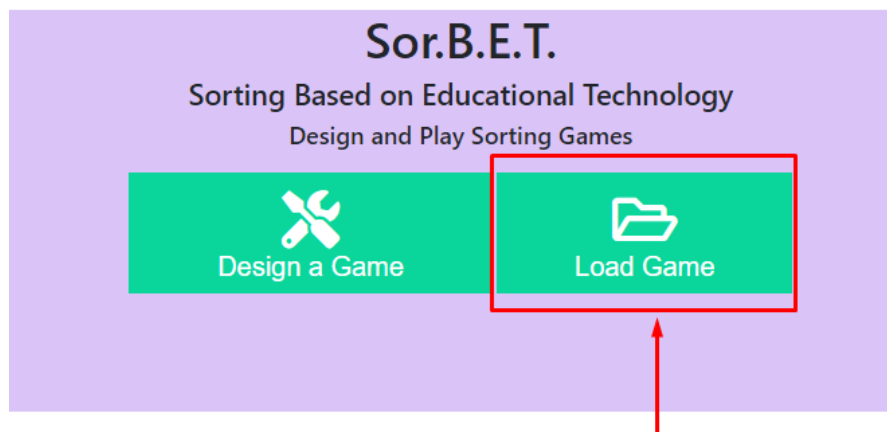


Figure 3: Load Game option

From the “Design a Game” option (Figure 4), the environment turns into design mode, from where you can start creating a new game.

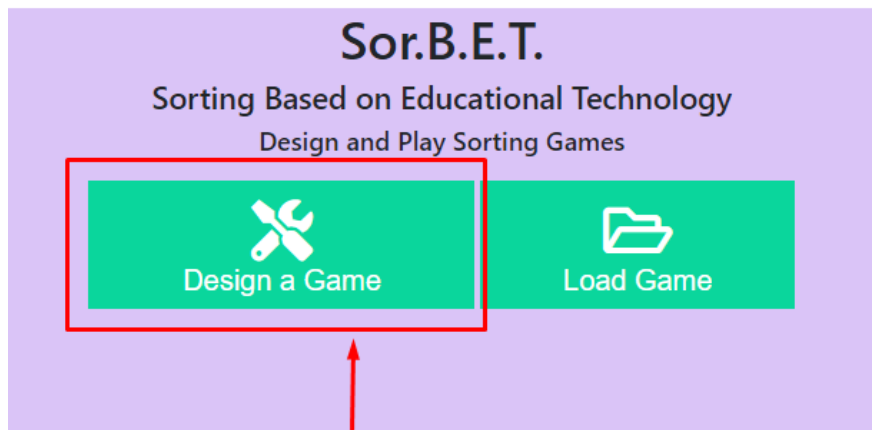


Figure 4: Design a Game Option

New Game Design - Design Mode

By choosing to create a game, the home screen changes and you are taken to the design environment of Sor.B.E.T., and the role of the designer (Figure 5). The key element here is a table, which includes **columns**, whose fields correspond to the **categories** of the game, and **rows**, which correspond to the **objects** to be sorted in the game.

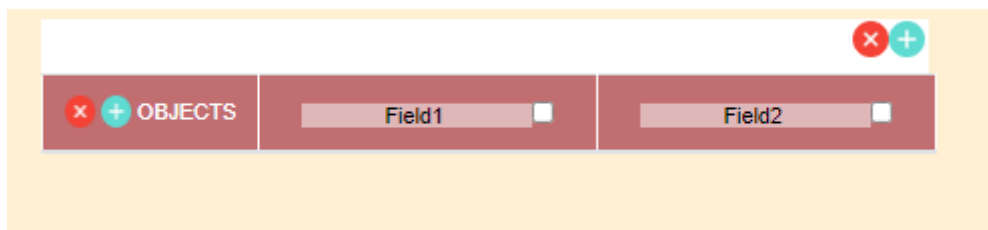




Figure 5: Table from the Design Environment of Sor.B.E.T.

The icon  means adding a column or row to the table. If clicked on the top left, it's going to add a new column (category), while if clicked on the left next to the word OBJECTS, it's going to add a new row (object).

Accordingly, the icon  means to remove the selected rows or columns respectively. To select one or more lines or columns, just click on the white checkbox next to their name (Figure 6).

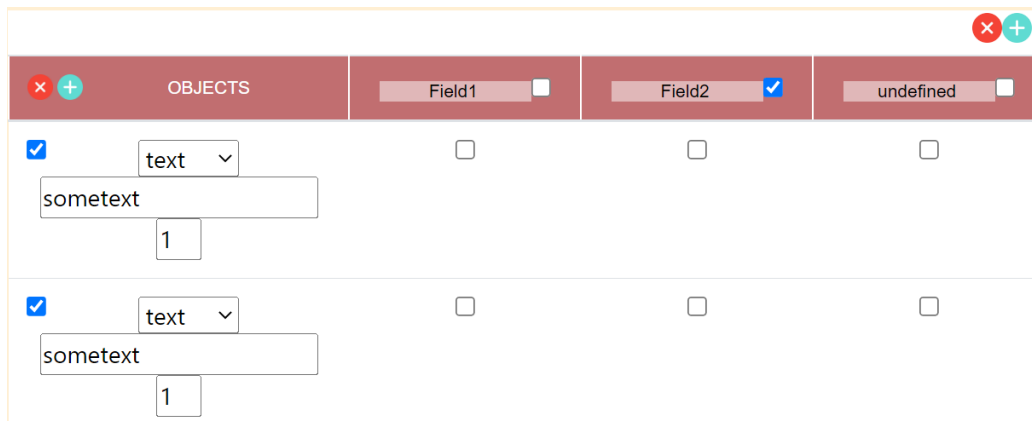


Figure 6: Example of selected rows and columns

As for naming the categories, you have the ability to give a name with a written text, e.g. Mammals, Ovipositors. For defining the objects, there is the option to be simple text, an image or a geometric shape (Figure 7).

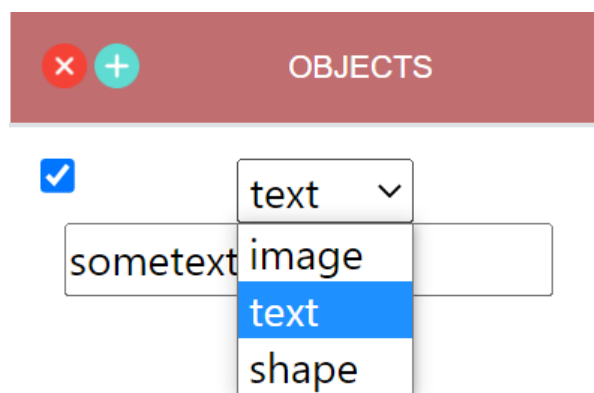


Figure 7: Available options for defining objects

By selecting the “text” option, you can fill in the textbox with the word or sentence you wish to add as an object .

By selecting the “image” option, and secondly pressing the “Choose” button (Figure 8), the program loads your computer's file management window so you have to select a specific image file (.img, .ico, .png) that you wish to add as an object.

The condition is that the image file is already saved in your device.

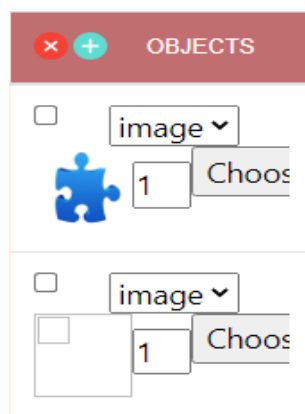


Figure 8: Choose button in the "Image" object category

By choosing the "shape" option (Figure 9), a pop-up menu appears and you can select a geometric shape between a circle and a rectangular.

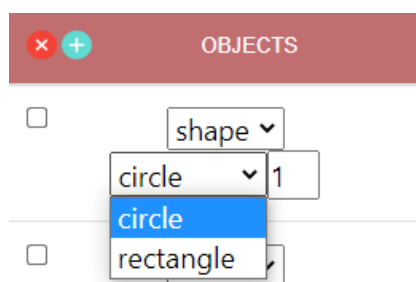
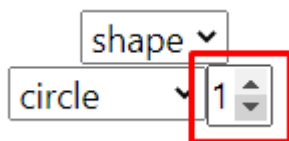


Figure 9: Shape selection menu



Next to each object _____ there is an integer number. This number refers to the quantity of appearances of the specific object during the game.

Once you have added the objects and categories as rows and columns to the table, you should choose in which category each object belongs to (Figure 10). You can choose from one to all categories, depending on the type of game, by clicking on the corresponding box that connects a column and a line.

Note: this match is also the one that the system perceives as correct, when the specific game is then played.

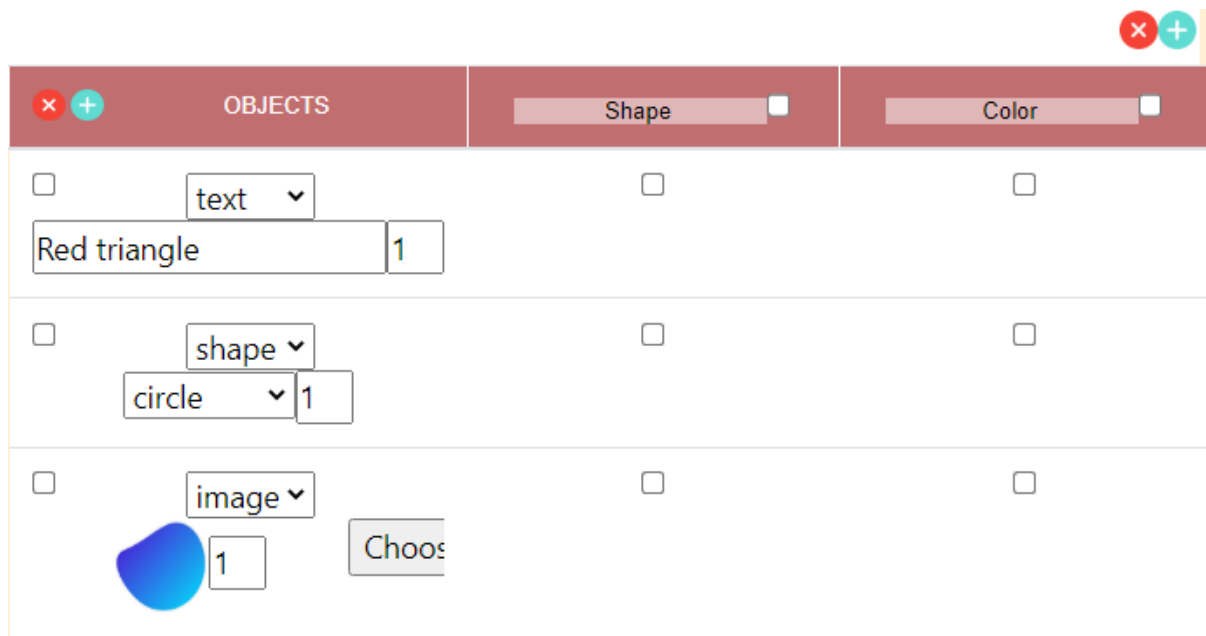

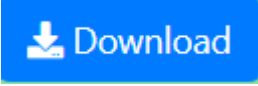


Figure 10: Example of matching objects to categories

Once you complete the creation of the game, you can either play it directly by

selecting the button , or save it to your device as a .json file by selecting the button  (Figure 11).

Before downloading, the system asks you for providing a name to the game you just created (Figure 12).

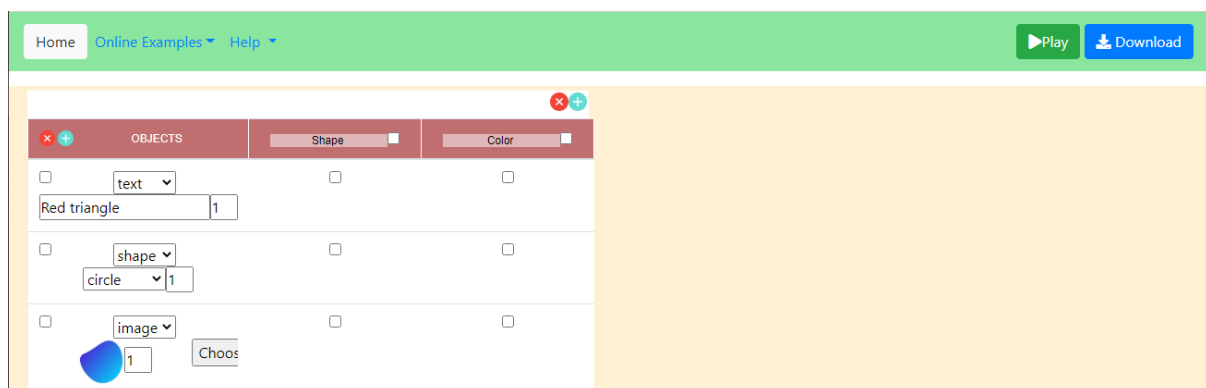


Figure 11: Software Environment showing "Play" & "Download" buttons

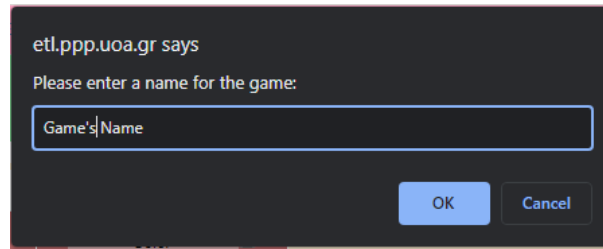


Figure 12: Name-giving box

Choosing an Existing Game - Game Mode

Either by selecting one of the online games, or by loading one from a local file, the software gets into Play Mode and you get the player role (Figure 13).

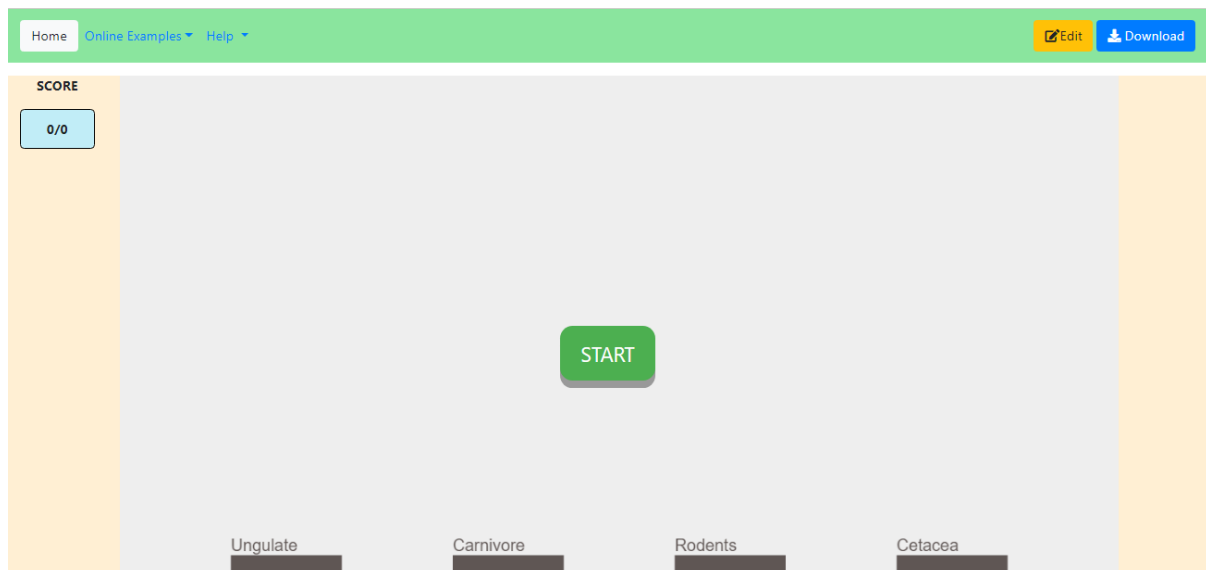


Figure 13: Play Mode

By pressing the “START” button, the game begins with objects (words, pictures or shapes) start falling at a certain rate. At the bottom of the screen, gray bars visualize the categories into which the objects should be classified. When an object is correctly classified into the category, then the bar will turn green (Figure 14) and the score will increase by 1. In case the object is classified into the wrong category, the bar will turn red (Figure 15) and the score will not be affected.

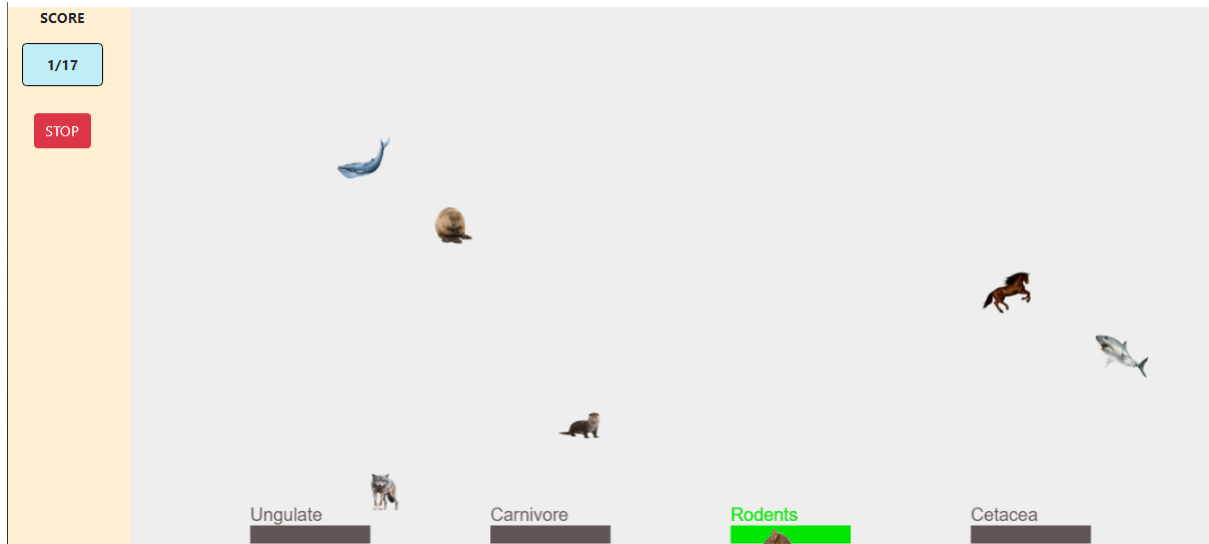


Figure 14: Example of a correctly classified object

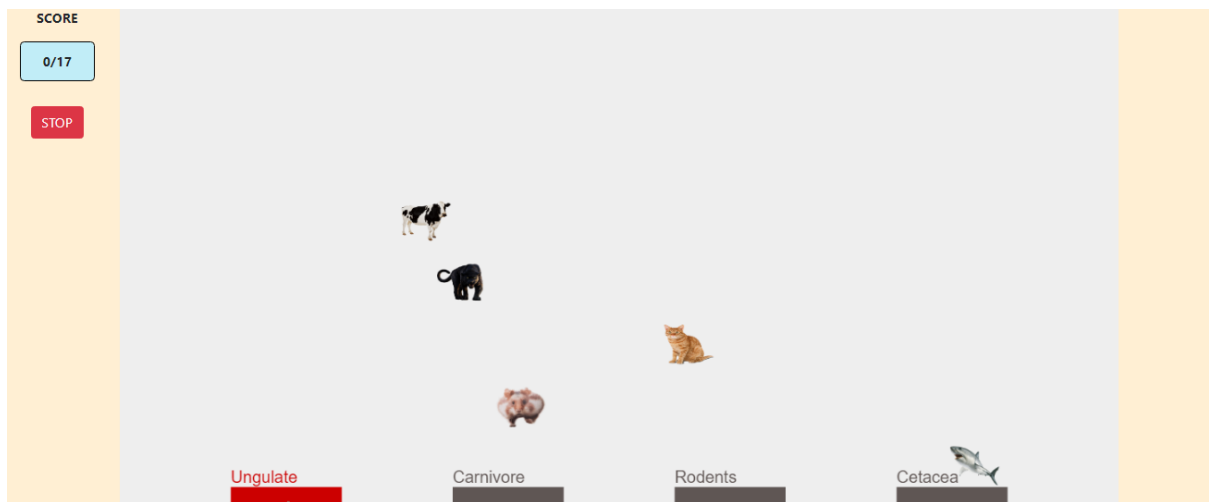


Figure 15: Example of a misclassified object

The score counter is at the top left of the screen (Figure 16) and has the form of x/y , where x is the number of objects correctly sorted and y is the number of total objects to be sorted.



Figure 16: Score Counter

End Game

The game normally ends when they have fell all objects to be sorted. At any time you



STOP

like, you can end the game by just pressing the button which appears up left of the screen.

Then the following notification box (Figure 17) appears, where you can choose to display the scores and statistics of the game in detail (Show Score and Statistics) (Figure 18), download your score in table format in a .PDF file (Download Score) and close the window (Close).

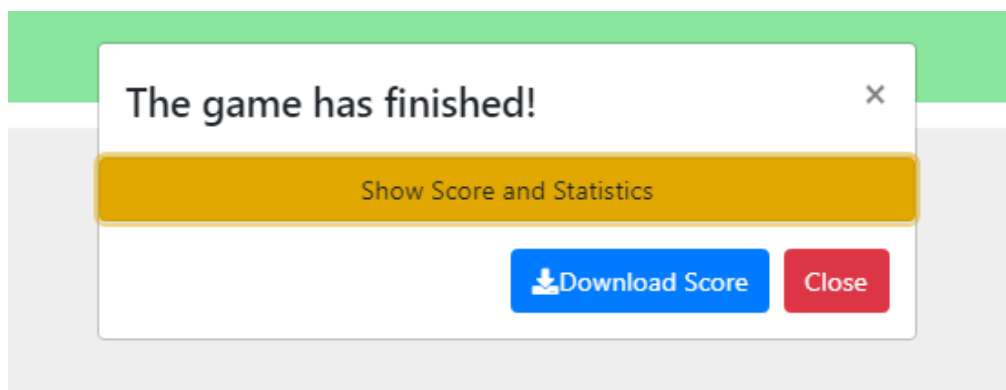


Figure 17: Game over notification box

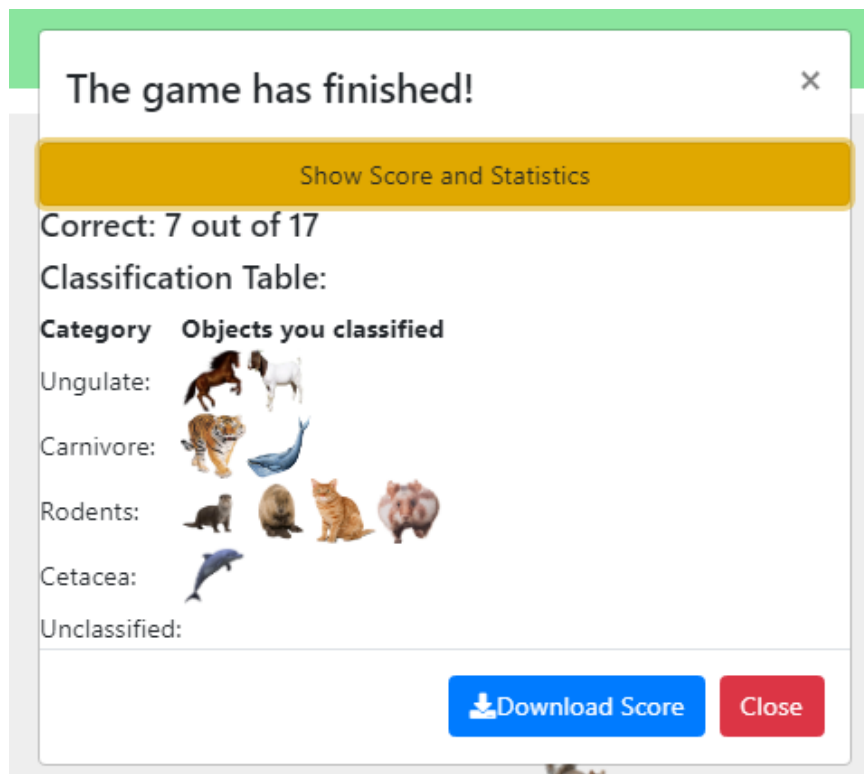


Figure 18: Showing Analytical Score and Game Statistics

Editing an existing Game - Edit Mode

If you intend to edit the settings of a ready-made game that is online on the platform, or one saved on his device, you should first open it or load it (Load Game) and then select the “Edit” button on the top right (Figure 19).

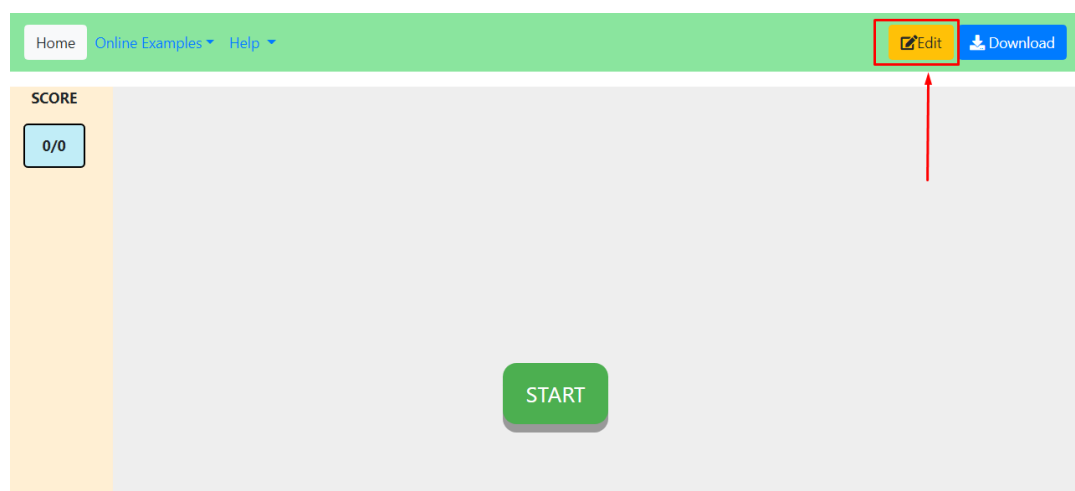


Figure 19: Edit Game Selection

Then, the table mentioned in the "Game Design" section will open, and you will be able to edit the existing elements, adding and removing objects and columns, changing the display number of the objects, and also the correspondence of classifying them into categories.