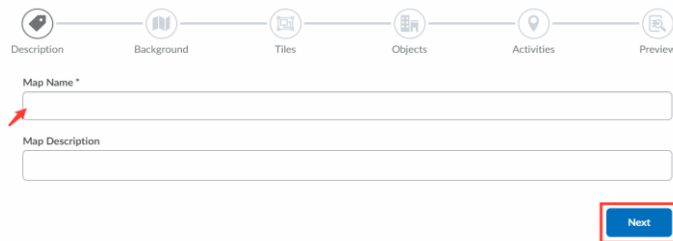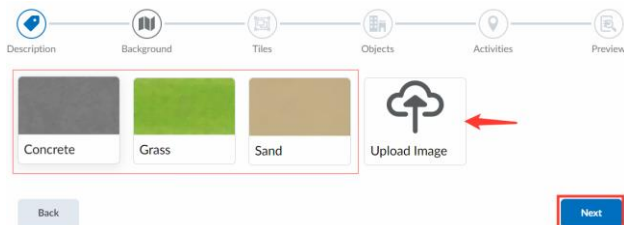# Game Based Learning

Set up a Game Map

1. From the top navigation panel of your course, go to **Course Tools > Edit course**.
2. In the **Course Administration** Page, sort the items as Categories. Then under the section **Site Resources** click on **Game Based Learning**.
3. In the **Course Game Maps**, click on **New Game Map** to create a new game map. You will be taken to **Create Game Map** page.
4. In the step - **Description**, give the game map a name in the section **Map Name**. After that click **Next**.
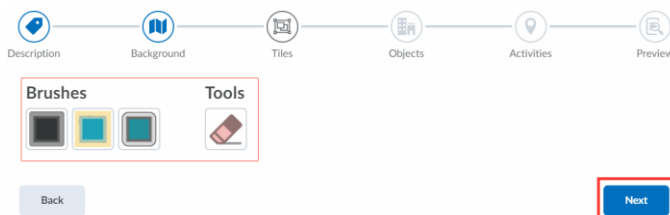

> **Note:** The next three steps are for designing you Game Map. These steps are **Not Necessary** for you Game map to work. You can ignore these steps if you prefer.

5. In the next step – **Background**, choose a background of your liking. You can choose one of the three default ones, or you can upload your own image using the **Upload Image** button. After that click on **Next**.


6. In the next step – **Tiles,** select from the available brushes and click on the map background to place items on the map. You can use the **Tools** to remove any tile. Once, all tiles are added, click **Next**
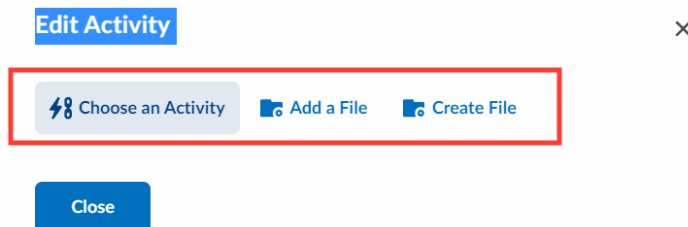
7. In the next step – **Objects,** select from the available objects and click on the map background to place them on the map. You can use the **Tools** to remove any object. Once all objects are added, click **Next**.

8. In the next step - **Activities**, you will assign activities into different places in the Map.

   a. Locate the ⬆ **Start** and 🚩 **Finish** nodes on either side of the map.

   b. Drag and drop the nodes to place them in their desired positions.

   c. Click ⬆ **Start**, then click ✏ **Edit** to edit the activity and add a **Name** and **Description**.

   d. Click ➕ **Add** to add a new activity node.

   e. Click an activity node's ✏ **Edit** option to **Choose an activity** (quiz or assignment), **Add a file**, or **Create file**.
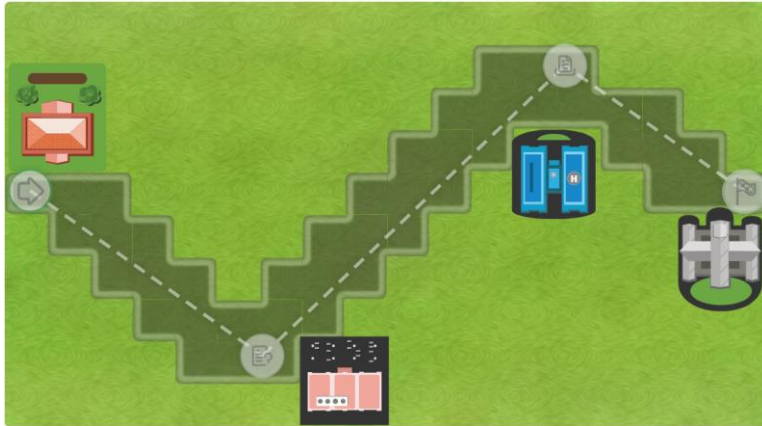

   f. Drag and drop the ⛓ **Branch** from one node to another to create a branching path. This gives learners more than one route through the activities to complete the Game Map.

   g. Use 🗑 **Delete** to remove unwanted nodes or connections between nodes.

   h. Use ⛓ **Branch** to connect the final activities to the 🚩 **Finish** node.

   Once you have created all nodes and connections, and linked each node with an activity or file, click **Next**.

9. Any nodes that do not have associated activities, or do not include a name they are listed above the map for the instructor to correct before continuing.

10. Preview the Game Map to ensure the nodes and activities are linked properly and click **Save**.

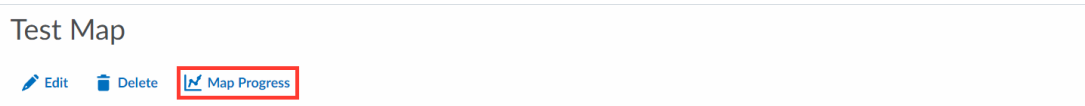Here is an example of a Game Map

Add a Game Map in a module of the course content

1. Go to **Content** from the top navigation panel in your course and navigate to the module where you wan to add the game map.
2. To create a new game map from here click on **New** and from the dropdown menu select **New Game Map**.
3. To add an existing Game Map, click on **Add Existing Activities** and select **Game Map**.

Track learner progress in Game Maps

1. From the top navigation panel of your course, go to **Course Tools > Edit course**.
2. In the **Course Administration** Page, sort the items as Categories. Then under the section **Site Resources** click on **Game Based Learning**.
3. Below the game map you want to examine, click **Map Progress**.

Further Support

If you need further support with Game Based Learning, please contact the **Software and Application Support Centre** at sas@smu.ca.

Regular hours: Monday – Friday, 9AM – 5PM.
Summer hours: Monday – Friday, 9AM – 4:30PM