MobLab: Getting Started for Instructors

Summary

MobLab brings games to life in the classroom, allowing students to experience games and markets – helping them to develop a deeper understanding and to bring new energy to the course. Use this article to learn how to begin using MobLab as an Instructor.

Step-by-step guide

To begin using MobLab:

When you create your instructor account, be sure to use the populated School or Organization field to associate your account with your institution’s Canvas settings.

1. Create your MobLab class and from the newly created Class Dropdown, select Set up Canvas. *NOTE: To update or change your institution affiliation, click on the account icon at the top-right of the instructor console.

2. Authorize MobLab in your Canvas instructor account.

3. Select the desired class to link.
4. Now that your class is linked, again click the Class Dropdown menu to load the roster. In the roster pop-up, use the Invitations button at the top-right to import your Canvas Roster and send invitations to students.

*NOTE: This is an important step to ensuring students are using the correct email for their MobLab student accounts.

5. After you have completed some games or surveys and your MobLab grade columns are created, you may Sync your MobLab gradebook to Canvas.
Help us improve

Your Rating: ★★★★★  Results: ★★★★★  11 rates

Related articles

Page: MobLab: Instructors - Enrolling Students into a Class
Page: MobLab: Instructors - Creating Classes
Page: MobLab: Getting Started for Instructors
Page: MobLab: Student Registration Through Web Browser
Page: MobLab: Student Registration Through Canvas