MobLab: Student Registration Through Web Browser

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 a Student. You will find instructions for registering for MobLab through a Web Browser. Chrome or Firefox is the preferred browser of MobLab. If you are using a mobile device (iOS - both iPhone or iPad, Android or KindleFire), use the MobLab app downloadable from the device’s app store.

Step-by-step guide

Registering for MobLab through a Web Browser:

2. Fill out the required information, be sure to use your Yale email address when prompted for the information:

![Student Sign Up](image)

Already signed up? Click here!
Are you an instructor? Sign up here!

The email you have entered is invalid. Please enter a valid email before submitting.

Name (Private)  
First  Last

Email (Username)

Confirm Email
kristina.sanchez@yale.edu

Password

Enter Password  Confirm Password

I agree to the Terms and Conditions

Sign Up
3. Join your MobLab course by entering the Class Code provided to you by your instructor. (The code should have been sent via email):

4. To participate in a game, you will need an internet-connected device.

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