MobLab: Instructors - Game Information

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 for helpful information regarding running, monitoring, and ending games in MobLab.

Step-by-step guide

To run a game, you must first add the game to your playlist:

1. To add a game to your playlist, select the playlist on the left-most column.
2. Select the game you want to add from the “Game Library” in the right-most column.
3. Click the “Add” button or simply drag and drop the game to the middle panel:

4. You can add as many games to your playlist as you like. Students won't be able to see your compiled list of games.

Before running a game, you have many options:

1. Set parameters by clicking the drop down arrows listed below the game
2. Copy the game to the same playlist so you can run the game multiple times
3. Click “Instructions” to send to your students
4. Preview the game to see if it is suitable for your class:

Monitoring the Game:

1. In a MobLab game, a student interacts only with those students in their group.
2. As students join a game, they are added to the current group. When the group fills, MobLab automatically starts a new group.
3. You can see the status of each group in the "Monitor" tab.
4. In most MobLab games, an incomplete group cannot proceed past the game’s initial stage. If the final group has too few players click "Add Robots" to complete the group with virtual players.
5. Before beginning the game, you can monitor how many students are logged in to play the game:

6. You can then select "Run Game" and your game will begin:

**Ending the Game and Exporting the Results:**

1. If you are done running the game before the allotted time frame you set, you can select "End Game" at the top of the game screen:

2. After ending the game, select "Return to Console" to return to the main screen

3. You will then be able to view the results of the game and export them into an Excel file
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