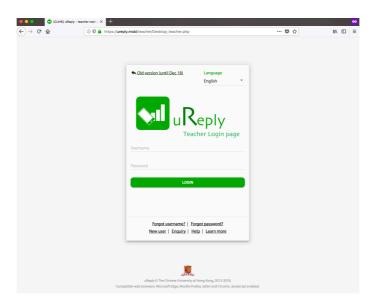
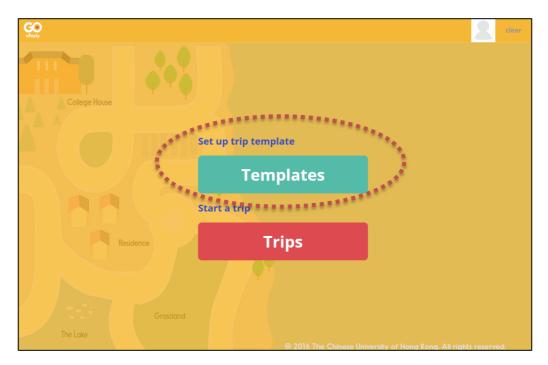
## uReply Go User Guide (For Teachers)

## Introduction

uReply GO is a platform for teachers to create learning trips or trails easily – just drag and drop action points onto an online map and then associate each of the action point with a question to ask or information to give. The effect on the student side will be – students see a map with many suggested locations they are to visit and when they arrive at each location, the pre-assigned question or information pops up.



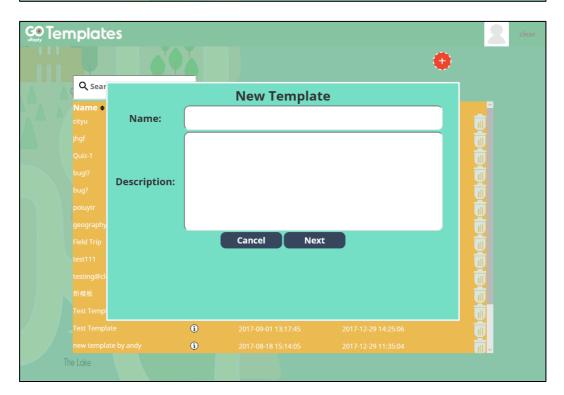
"Templates" is the place for teachers to create original trip designs/prototypes which can be used to create the actual running "trips" as many times as they want.



## Templates

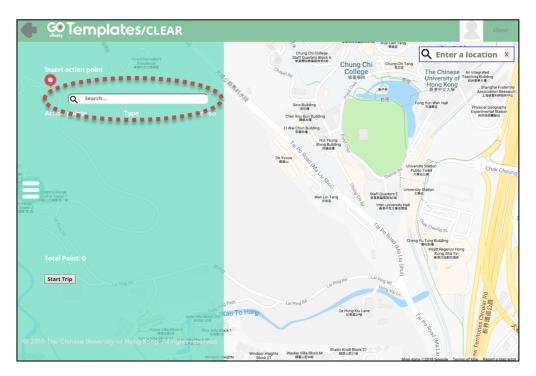
To create a new trip template, click the "+" button after getting into the "Templates" area. Give the trip template a name and some description for easy identification. Please note that the description can be read by students as well when the trip is launched.

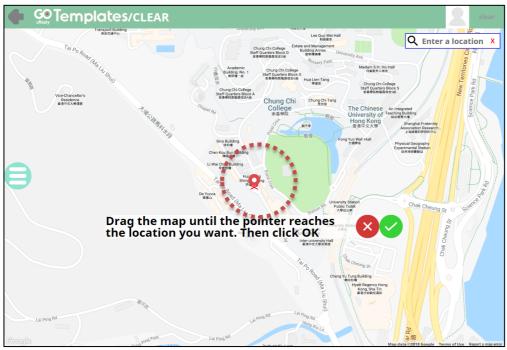
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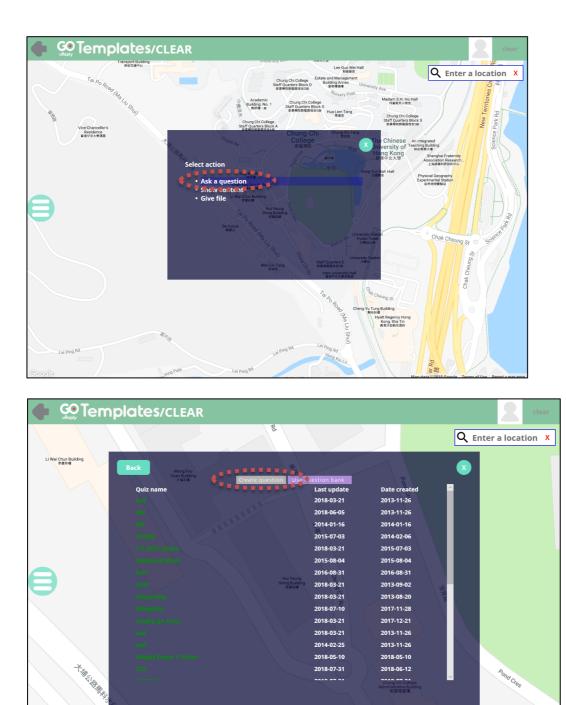
An online map will then appear, move the map around to find the place of your targeted trip. "Enter a location" lets you search for a location.

Drag the action point On the green area and place it at the exact location you want students to go. You will be asked to select one of the three actions: ask a question, show content or give file – meaning that when students get there, they will be asked a question, given some content to read, or given a file to download. Choose the action appropriate to your trip design.





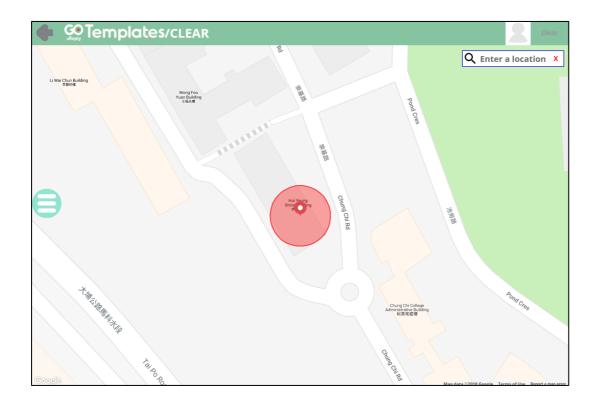
If you choose "Ask a question", your Question Bank will appear. Pick a quiz and then select an item in it. If the question is not in the Question Bank yet, you can also choose to create the question by clicking the "Create question" tab.



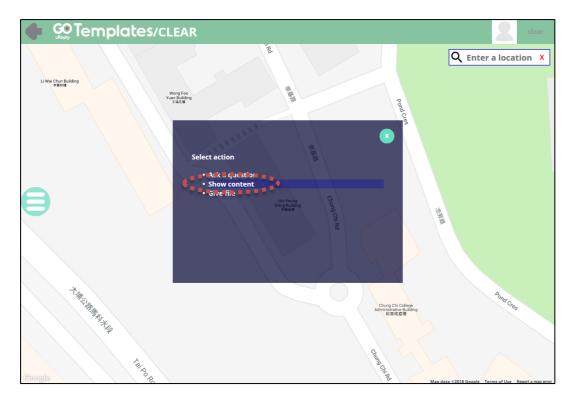
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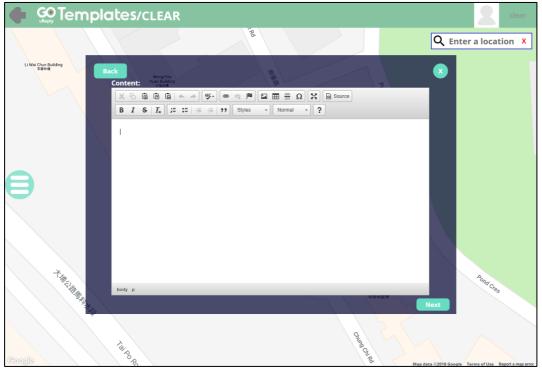
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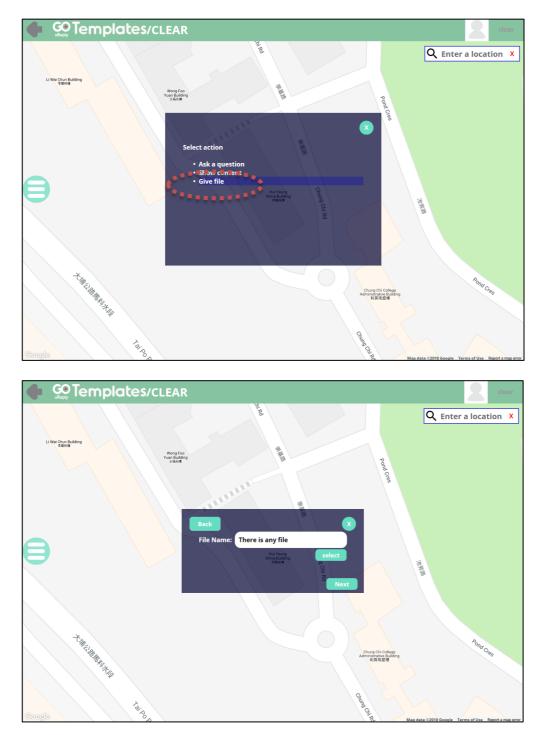


If you choose "Show content", a text box will appear for you to type (or copy and paste) content into it. The text area accepts formatting and insertion of multimedia files.

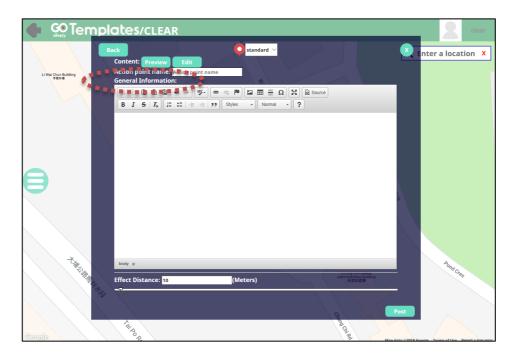




If you choose" Give file", you will be asked to search and upload the file you want to the system.

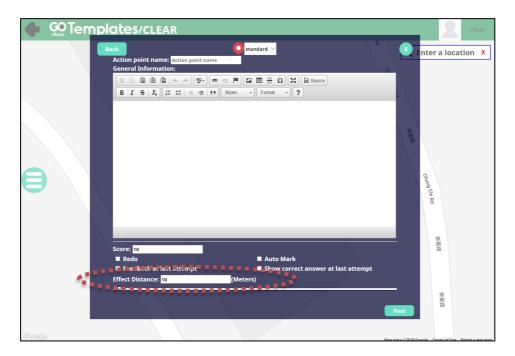


Then, give the action point a name for easy identification. "General Information" is additional information you would like to give students about this point. Information entered here is viewable by students even when they are not at the location yet. Use "General Information" wisely to explain the locations and give students incentives to go there.



If the item is an MC question with a pre-assigned correct answer, you will see some scoring options. First of all, you can define the score to give, default is 10. Secondly, you can decide whether you allow students to re-attempt the same question and the maximal number of attempts allowed. Default is no re-doing allowed. Thirdly, you can decide whether you show the correct answer to students when they have finished all the attempts and/or show them additional message/feedback at that point.

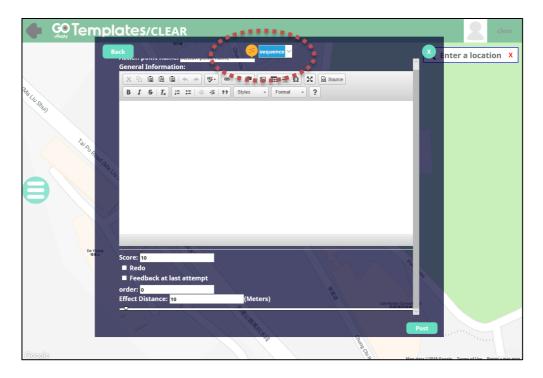
"Effect Distance" is the distance (1m to 500m) to the location for activating the action assigned to the point. Please be more general (e.g. 50m or more) if GPS signals are known to be not strong in the locations such as indoor areas. For best effect, we advise using uReply GO for outdoor trips only.



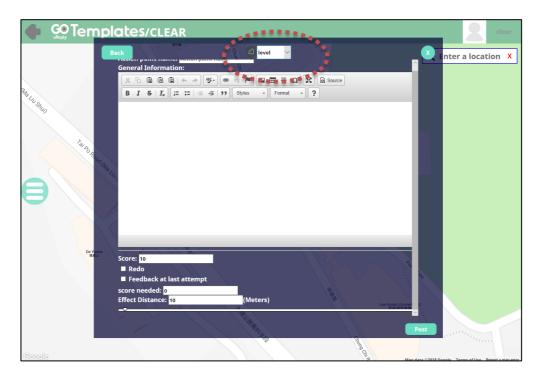
"Standard", "timed", "level", and "sequence" further define the behaviours or modes of the action point you are creating.

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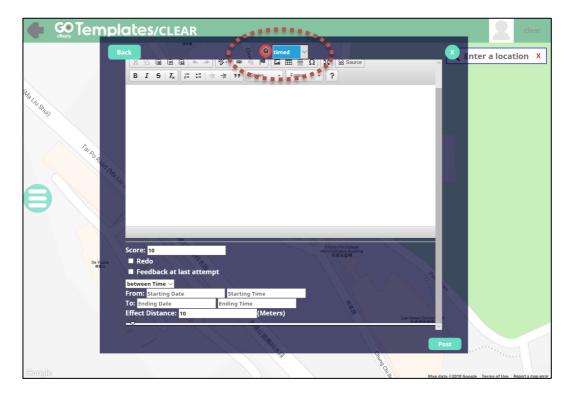
"Sequence" action points require students to finish the points in order. Give the point an order number. Questions in lower-numbered order should be attempted first (regardless of scores obtained) before attempting the higher-ordered ones. Multiple items can have the same order number.



"Level' action points allow teachers to set a minimum score that the student should obtained before attempting the item. That means students have to attempt the items with a lower score demand first and have to earn scores by answering correctly before going to the more demanding locations.



"Timed" action points allow teachers to set a range of time for the action point to activate or deactivate. In so doing, students need to get to the locations only at suggested time.



The "Standard" mode is the default mode. Students can go to the locations at any time and in any order.

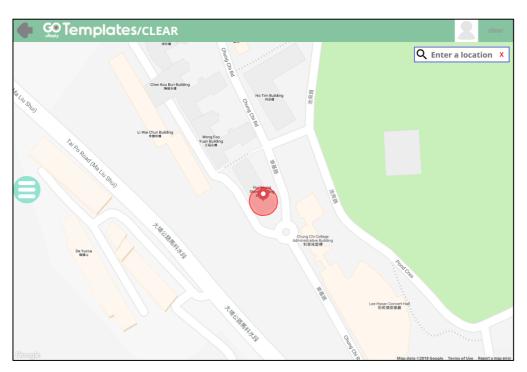
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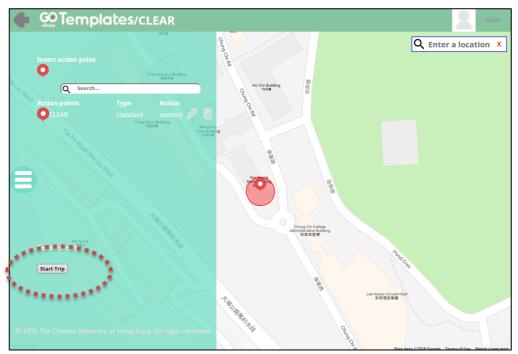
Click "Post" to confirm setting up of the action point.

Continue to develop your learning trip template by inserting more action points

## Trips

When the learning trip template is ready, launch it and let it be accessible by students. If you are still in the "Templates" area, find and click the "Start Trip" button at the bottom left corner. Otherwise, you enter the system front page again and go to the "Trips" area after logging in.





The "Trips" area shows records of ongoing and ended trips you have used before. Click the "+" button to start and run a new trip. Then, choose a template to run the trip.

Search							Ð.,
Ongoing Trips							
Trip Number	Trip Name	Template Name	Number of Points	Start	End		^
G409	jhgf	jhgf		2018-08-30 11:24:00		Enter End	
G408	jhgf	jhgf		2018-08-30 11:24:00		Enter End	
G407	jhgf	jhgf		2018-08-29 12:23:00		Enter End	
G406	jhgf	jhgf		2018-08-29 12:08:00		Enter End	
G405	jhgf	jhgf	2liff	2018-08-29 11:52:00		Enter End	
G388	Quiz-1	Quiz-1	0	2018-08-20 10:11:00		Enter End	
G386	bug?	bug?		2018-07-25 11:48:00		Enter End	
G384	bug?			2018-07-25 10:58:00		Enter End	<b>~</b>
Ended Trips							
Trip Number	Trip Name	Template Name	Number of Points	Start	End	Report	^
G424	cityu	cityu		2018-09-20 11:54:00	2018-09-20 11:55:55	Regular Map-style	

Giving this running trip a name (this can be different from the template name used; for example, you can add year and course information specific to this trip). Set start time or end time. The default is the trip starts immediately and will not end automatically. You may also input additional description, so that students learn more about the trip, on top of the description you already have about the template.

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A specific session number will be assigned to each opened trip and this session number will stay valid and unchanged until the trip is ended (reached the autoend date/time or the teacher ends it manually).

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number. Ask students to type in their names and student id when logging in.

To play, give students two pieces of information: the URL of uReply and the session

Enter each ongoing trip to see who attempted the trip, where they have gone, as well as their answers and scores. You can always end an ongoing trip manually (the "end" button) even if the trip has an auto-end date/time. When it is ended, the session number is no longer valid.

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G409	jhgf	jhgf		2018-08-30 11:24:00		Enter End	
G408	jhgf	jhgf		2018-08-30 11:24:00		Enter End	
G407	jhgf	jhgf		2018-08-29 12:23:00		Enter End	
G406	jhgf	jhgf	2liff	2018-08-29 12:08:00		Enter End	
G405	jhgf	jhgf	2	2018-08-29 11:52:00		Enter End	
G388	Quiz-1	Quiz-1	0	2018-08-20 10:11:00		Enter End	
G386	bug?			2018-07-25 11:48:00		Enter End	
nded Trips							

When a trip is ended, teachers also see more information in the report, such as the whole route each of the student has taken (red line), analyses of students' activities in each action point, and a ranking table depicting the overall scores each student has earned.

