



The Training Arcade®

Instructor-Led Game Technical Instructions

Using Instructor-Led Games in a Live, AV Environment

This is a technical guide for best practices when using The Training Arcade® for in-person, live, instructor-led, facilitated, hosted, Audio Visual (AV) events.

Hardware Requirements

EQUIPMENT CHECKLIST

Personal computer (PC): a laptop or similar device with HDMI/DisplayPort connectivity, 2nd PC Game Board (optional), 1 x Admin PC required

Display/monitor/projector: for room-wide sharing of game content

HDMI/display port cable: for display/monitor/projector connection to PC

Event Wifi (router): see *Network Requirements* for more information

(Optional) iPad, mobile phone, or other tablet: to share the QR code amongst learners

HARDWARE BEST PRACTICES

- ▶ All PCs should be plugged into a power source during the event.
- ▶ Make sure no PCs can go to sleep. Disable the sleep function on the PCs prior to the event.
- ▶ Disable any notifications or pop-ups on the PCs for increased privacy and an immersive learning experience.
- ▶ All PCs being used to host the game session can be initialized prior to the event. This will help speed up any process when the event is happening. Please note, any game content changes during play will break an initialized game session; be sure all final changes have been made before the game session is initialized.

Network Requirements

BANDWIDTH

For the best possible experience, we recommend 10 Mbps (megabits per second) of data transfer available at the event facility, per learner, at any live event.

For example, if you are expecting 200 players at an event, you will want 2 Gbps connection (200 players x 10 Mbps = 2,000 Mbps = 2 Gbps).

CONNECTIVITY

To increase the functionality of the game session experience, the admin PCs and learners should connect to separate networks. Having admin PC's and learners connected to the same network can lead to issues with data transfer, and cause latency with the projected game.

Also, the PCs function best when hard-lined to their internet source, rather than a WiFi network.

NETWORK BEST PRACTICES

- ▶ Please ensure the event facility's access points are equipped to handle all your learners simultaneously. Due to the nature of how learners will answer game questions, game data will be sent through the network in big chunks, also known as bulk-loading, at the same time.
- ▶ Ensure that the Admin PC and the Game Board PC are on the same Network.
- ▶ For optimum performance, learners' devices should be connected to the event WiFi rather than using cellular data.

GAME INITIALIZATION CHECKLIST

An Admin/Author logs into The Training Arcade® Admin Portal.

In the Admin Portal, select the “Instructor” tab on the left navigation panel.

Select the title of the desired game to be facilitated from the list of games.

In the top right corner, click the “+ New Session” button.

Select from the drop-down under “Instructor Mode” the option for “in-person.”

(Optional) Add a name in the “Session Name” field.

Select the “Initialize Session” button to generate the game session and session link.

- ▶ **NOTE:** If a game session is initialized before the game is finished, the game will not work as designed during the session. Please make all edits to a game before the session, saved and ready to go, and only then share the game link with the learners.

Share the link generated by the session with all learners via chat, text, email, QR code, or Bitly link.

- ▶ **WARNING:** If using a QR code, be aware: some QR code apps can spoof the link and bring your learners to malicious sites. Remind all learners, before scanning the QR code with an app, what to expect on the game registration page before starting the game.

ACCESSING GAME SESSION

The Admin/Instructor/Facilitator/Host can access the game session using the following process:

On the PC connected to the display/monitor for the game screen, open a browser window.

Log into The Training Arcade® Admin Portal.

On the left navigation panel, select the “Instructor” tab.

From the list of games, select the title of the desired game.

Select the green “Instructor” button on the associated game to launch the session.

Right-click on the iFrame game window, hover over “This Frame” from the list, and select “Open Frame in New Window.” Optionally, select the “Cast” button on the iFrame game window, if available. Note, the browser you’re accessing this game on will affect where you can find these settings and what they look like.

Once the new game board window has been opened, either:

Drag the newly opened game board window onto the desired projecting display/monitor. (Applicable if only one PC is used for this event)

Copy the URL from the newly opened game board window, and open that link in a browser of the Game Board PC. (Applicable if two PCs are used for this event.)

On a Windows PC, press F11, and on a Mac PC, press Control + Command + F to make the game board window full screen.

GAME CONTENT BEST PRACTICES

- ▶ Keep the game small. A 100-puzzle game can be more network intensive than a 10-puzzle game.
- ▶ Reduce audio and visual content in the game. If there are 10 puzzles with images, the game will process slower and be more network intensive than a game with 3 puzzles with images and 7 puzzles with text.
- ▶ Be sure **all desired content changes are made before the event** so you can host the game session without any potential content issues. A game will not work as expected if you change content after the game session has begun.