Challenge Report
Hackathon Aubay 2024

Challenge 7 - Integration of Games into the Chamilo Platform

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Introduction

Gamification has proven to be an effective tool for increasing student engagement and motivation in online learning environments. Adding games to the Chamilo LMS 1.11.28 platform can enrich the educational experience, making it more interactive and dynamic. This report provides a step-by-step guide for integrating gaming functionality into the platform using the Ludiscape Game Hub, without the need to modify the source code, aligning with recommended best practices.
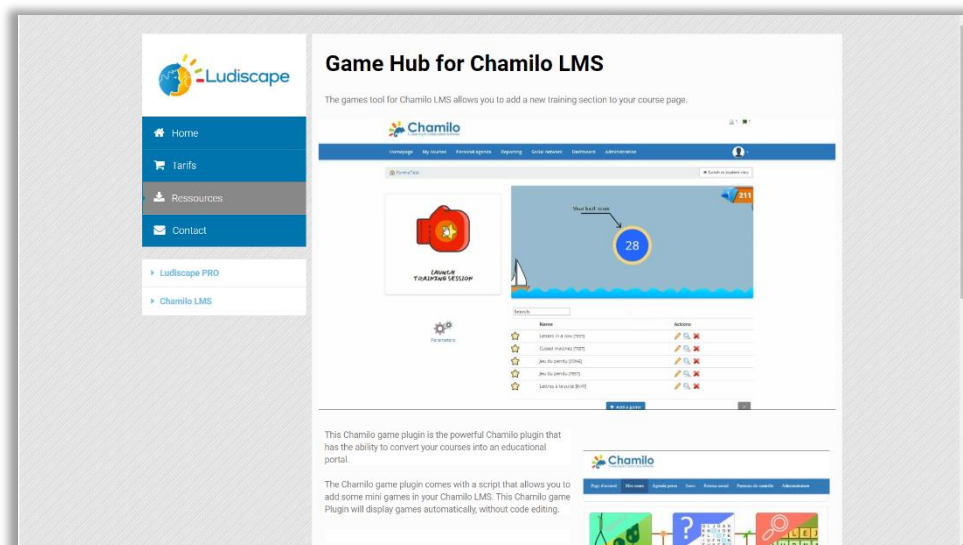
Step-by-Step Implementation Guide

Pré-requisites:

-**Administrative access** to the Chamilo LMS platform.

- **Internet connection** to download necessary resources.

- **Chamilo LMS** version: 1.11.28

1. Access the Ludiscape Website

- Open your web browser and visit: Game Hub for Chamilo - Ludiscape.

- Familiarize yourself with the features and benefits offered by Game Hub.

2. Download the Game Hub Plugin

- On the Ludiscape website, locate the download section for the plugin compatible with Chamilo 1.11.28.

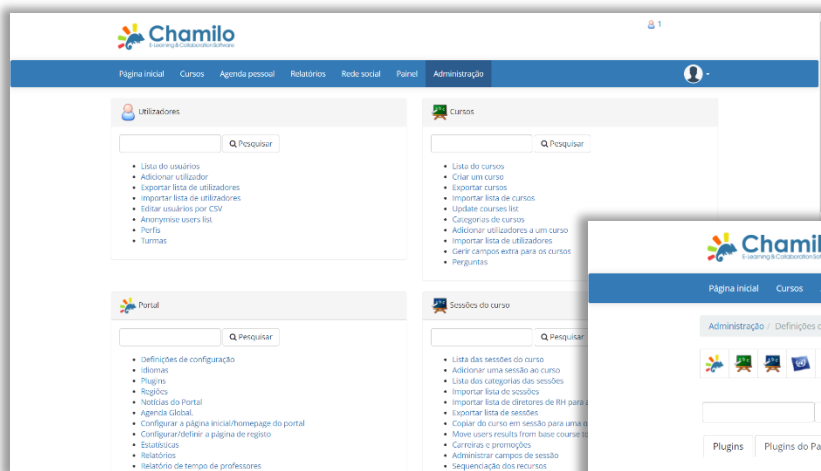- Download the file (typically in .zip format) to your computer.

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3. Access the Chamilo Administration Panel

- Log into the Chamilo platform with your **administrator** account.

- In the main menu, select **"Administration."**

4. Install the Game Hub Plugin

- Within the administration, choose the **"Extensions"** or **"Plugins"** option.

- Click on **"Upload plugin."**

- Use the **"Upload plugin"** option and select the .zip file for Game Hub that you downloaded.
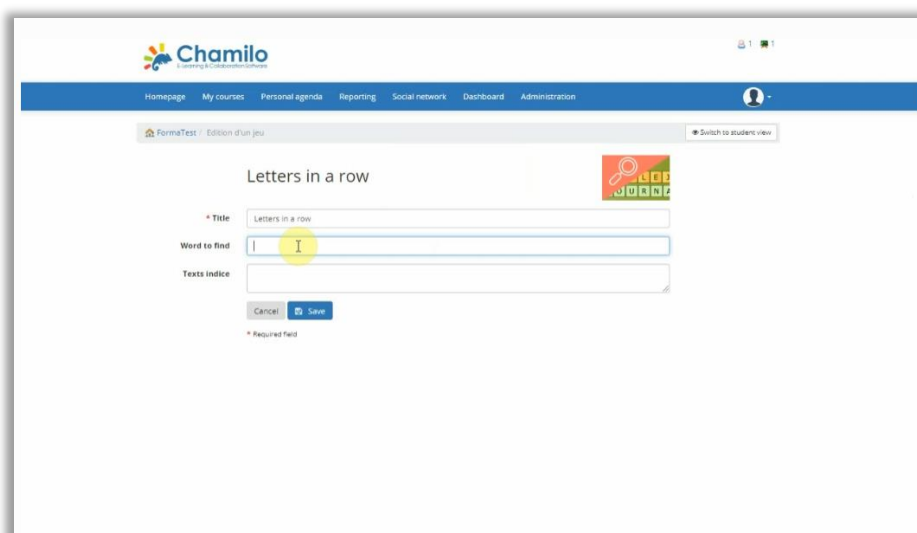
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5. Activate the Plugin

- After installation, check if the plugin appears in the list of available plugins.

- Ensure that the plugin is activated. If necessary, click **"Activate"** next to the plugin.

6. Configure the Game Hub

- Access the Game Hub plugin **settings.**

- Adjust the settings according to the platform's needs:

  - Access Permissions: Define which profiles (students, teachers) will have access to the games.

  - Display Options: Customize how games will be presented in courses.

  - Specific Preferences: Configure additional options provided by the plugin.

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7. Adding Games to Courses

- Navigate to the course where you want to add a game.

- In the course menu, click on **"Add Content"** or **"Resources."**

- Select **"Game Hub"** or **"Games"** from the list of available activities.

- Choose the desired game from the library offered by Game Hub.

- Configure the game options, such as:

  o **Maximum score**
  o **Time limit**
  o **Number of attempts**

- Save the changes to insert the game into the course.

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8. Testing the Functionality

- Access the course as a **student** (you may create a test account for this purpose).

- Navigate to the added game and verify its functionality.

- Ensure that all settings are operating as expected.

9. Training and Communication

- Inform **instructors** about the new functionality available.

- Provide a brief guide or organize a training session on how to add and configure games in their courses.

- Encourage the integration of games into lesson plans to enhance student engagement.

10. Maintenance and Updates

- Monitor the use of games on the platform and gather user **feedback.**

- Periodically check for updates to the Game Hub plugin and proceed with installation.

- Ensure that the plugin remains compatible with future versions of Chamilo.

Conclusion

Implementing the Game Hub in Chamilo LMS 1.11.28 enables a playful and interactive component within courses, increasing student engagement and motivation. This guide provides a simple and effective method for integrating games without requiring source code changes, thus facilitating maintenance and ensuring system stability. Adopting gamification strategies represents a significant step forward in enhancing the learning experience offered by the platform.

References

Ludiscape Game Hub for Chamilo:
https://www.ludiscape.com/ressources/resources-elearning-en/game-hub-for-chamilo/

Documentação Oficial do Chamilo LMS:
https://chamilo.org/en/documentation/

Suporte da Ludiscape:
https://www.ludiscape.com/contact/

Práticas de Gamificação em E-learning: Artigos e recursos sobre a aplicação de jogos na educação online.