

# Get Your Game On:

## Gamify Your Brightspace Courses

**Ms. Janice Florent**

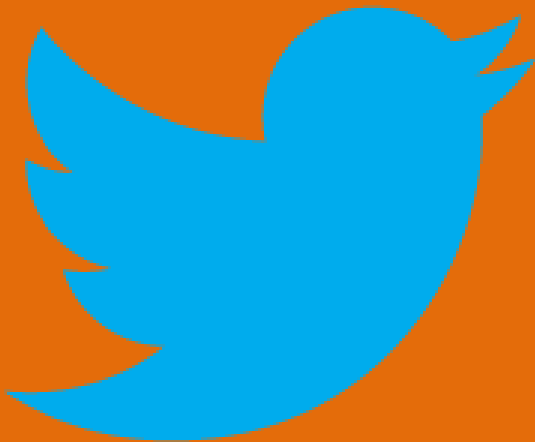
[jflorent@xula.edu](mailto:jflorent@xula.edu)

**Dr. Jason Todd**

[jtodd1@xula.edu](mailto:jtodd1@xula.edu)

# Join the Conversation

**#edtech**  
**@xulacat**



# Agenda

- Gamification in Education
- Awards Tool
- Announcements
- Replace Strings
- Release Conditions
- Intelligent Agents

# Gamification

- Use of game elements and game design techniques in non-game contexts
  - **Game elements**
    - Parts of the game: Points, Badges, Leaderboards, Avatars, Levels, Quests, Rewards, Teams, etc.
  - **Game design techniques**
    - Think like a game designer: Goals=Challenges, Participants=Players, Instruction=Tutorial, etc.

# Gamified Course Example

## Online Forestry Course



## The Gamified Syllabus

Convert your syllabus  
into engaging material

### **WELCOME TO FORESTRY 210**

#### **Your Summer Adventure in FRESHWATER ANGLING AND AQUATIC RESOURCE MANAGEMENT**

Whether you're a novice or seasoned pro, you will experience real fishing action while learning about freshwater game habitats and the threats and challenges for the future of angling.

# Gamified Course Example

Creative labeling that fits the theme

## MEET YOUR ANGLING GUIDE

Dr. John Doe is a native of Southern Illinois who grew up in Salem, IL. He received his B.S. and M.S. degrees from Department of Forestry at Your Town University in 1999 and 2001, respectively. He then pursued a PhD. Degree from the School of Forestry and Wildlife Sciences at Northwest University, IN, which he completed in 2006. John is currently employed as Associate Professor of Physical Hydrology in the Department of Forestry at Our Town University.

### HERE'S WHERE YOU CAN FIND HIM WHEN HE'S NOT FISHING

Agriculture Building, Room 1860

Office #: 555-555-5555

Office Hours: MTR 10:00 am – noon

Email: [jdoe@otu.edu](mailto:jdoe@otu.edu)

Engaging language that continues the story

## WHAT GEAR DO YOU NEED?

During your expeditions, the Angling Guide will provide links to recommended readings. Some fishing equipment, a camera (even if it's on your cell phone), the ability to tell a story, and a fish recipe or two wouldn't hurt either.

Everything else you need is in your OTU online course. Use the content browser in the left hand column of the course to find the lectures, reading materials, and activities you will need to complete.

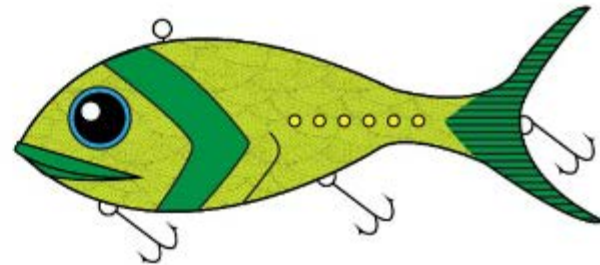


## Forestry Course Experience



### Discussions Grading Scale

Big Kahuna	90-100%
Professional Angler	80-89%
Big Mouth Bass	70-79%
Worm Drowner	60-69%
Bottom Feeder	0-59%





# Gamified Course Example

## Discussion Activities

Topic

### What's your angle? ▼

Introduce yourself to the class. Please identify what your major is and why you enrolled in this course. Feel free to share any additional information, such as your experience level in fishing, why you fish, what species you fish for, where you like to fish, and what your favorite techniques are.

### How do folks get hooked? ▼

Interview 5 fishermen, or fisherwomen, and ask them why they fish. Share the answers with your classmates here.

### "Keep it between the navigational beacons." ▼

If you have any stories reflecting boating safety, or lack thereof, share them with the class.

### Don't feed the geese! ▼

Share a story where you have witnessed unethical behavior from a fisherman, fisherwoman, or boater. Was there a conflict? How could it have been avoided? If you don't have any stories, interview a fisherman, fisherwoman, or recreational boater and ask them to identify the primary user-conflict they encounter. What is the name of the water body, and what user groups is the conflict between?

### Catch of the day ▼

Share your favorite fish recipe with the class.

### You should have seen the one that got away! ▼

To keep the class entertaining, share a weekly fish picture or two.

# Gamified Course Example

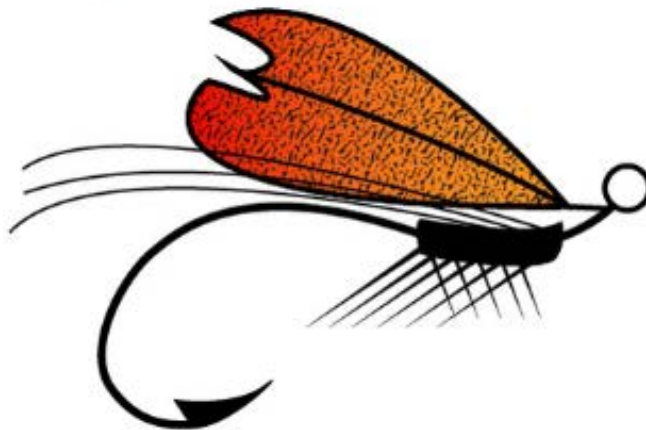
## Motivate Students to Continue

Grade Item	Points	Grade
Dock Talk (Discussions)		
What's your angle?	9 / 10	Big Kahuna
How do folks get hooked?	3 / 10	Bottom Feeder
Keep it between the navigational beacons.	6 / 10	Worm Drowner
Don't feed the geese!	7 / 10	Big Mouth Bass
Catch of the day	8 / 10	Professional Angler
You should have seen the one that got away!	10 / 10	Big Kahuna

You have earned a new badge for "Keep it between the navigational beacons" ▼

Posted Jun 9, 2015 2:48 PM  
Conditionally Released

Congratulations! You have earned a badge for your valuable contribution to the "Keep it between the navigational beacons" topic on the "Dock Talk" forum.



# Gamified Course Example






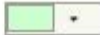



## Dock Talk Grade Scheme

### General

Name \*

Dock Talk Grade Scheme

### Ranges

#	Symbol*	Start %*	Color	Assigned Value %	Remove
1	<input type="text" value="Bottom Feeder"/>	0		<input type="text" value="55"/>	
2	<input type="text" value="Worm Drowner"/>	<input type="text" value="60"/>		<input type="text" value="65"/>	
3	<input type="text" value="Big Mouth Bass"/>	<input type="text" value="70"/>		<input type="text" value="75"/>	
4	<input type="text" value="Professional Angler"/>	<input type="text" value="80"/>		<input type="text" value="85"/>	
5	<input type="text" value="Big Kahuna"/>	<input type="text" value="90"/>		<input type="text" value="95"/>	

# THE *Gamification* OF EDUCATION

Gamification\* has tremendous potential in the education space. *How can we use it to deliver truly meaningful experiences to students?*

\*Gamification [n]: the use of game design elements in non-game contexts

“Game players regularly exhibit persistence, risk-taking, attention to detail, and problem-solving, all behaviors that ideally would be regularly demonstrated in school.” — *The Education Arcade at MIT*





What elements of gaming can we harness for educational purposes?

## PROGRESSION – See success visualized incrementally

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**Levels:** Ramp up and unlock content.



**Points:** Increase the running numerical value of your work.

## INVESTMENT – Feel pride in your work in the game

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**Achievements:** Earn public recognition for completing work.



**Appointments:** Check in to receive new challenges.



**Collaboration:** Work with others to accomplish goals.



**Epic Meaning:** Work to achieve something sublime or transcendent.



**Virality:** Be incentivized to involve others.

What elements of gaming can we harness for educational purposes?

## CASCADING INFORMATION THEORY-

Unlock information continuously



**Bonuses:** Receive unexpected rewards.



**Countdown:** Tackle challenges in a limited amount of time.



**Discovery:** Navigate through your learning environment and uncover pockets of knowledge.



**Loss Aversion:** Play to avoid losing what you have gained.



**Infinite Play:** Learn continuously until you become an expert.



**Synthesis:** Work on challenges that require multiple skills to solve.

# Game Language for NOObS

- **NOOb** – Someone new to something. Newbie, lacks skill and experience
- **Avatar** – Online representation of user in game or social network
- **Easter Egg** – Hidden feature or prize in the game that can only be found by careful observation
- **XP** – Experience Points given to players as a reward for accomplishing a task in order to level up



# Awards Tool

- Enables instructors to provide merit-based awards to learners
  - Badges
  - Certificates



# What is a Badge?

- Digital markers that represent an accomplishment determined by the instructor

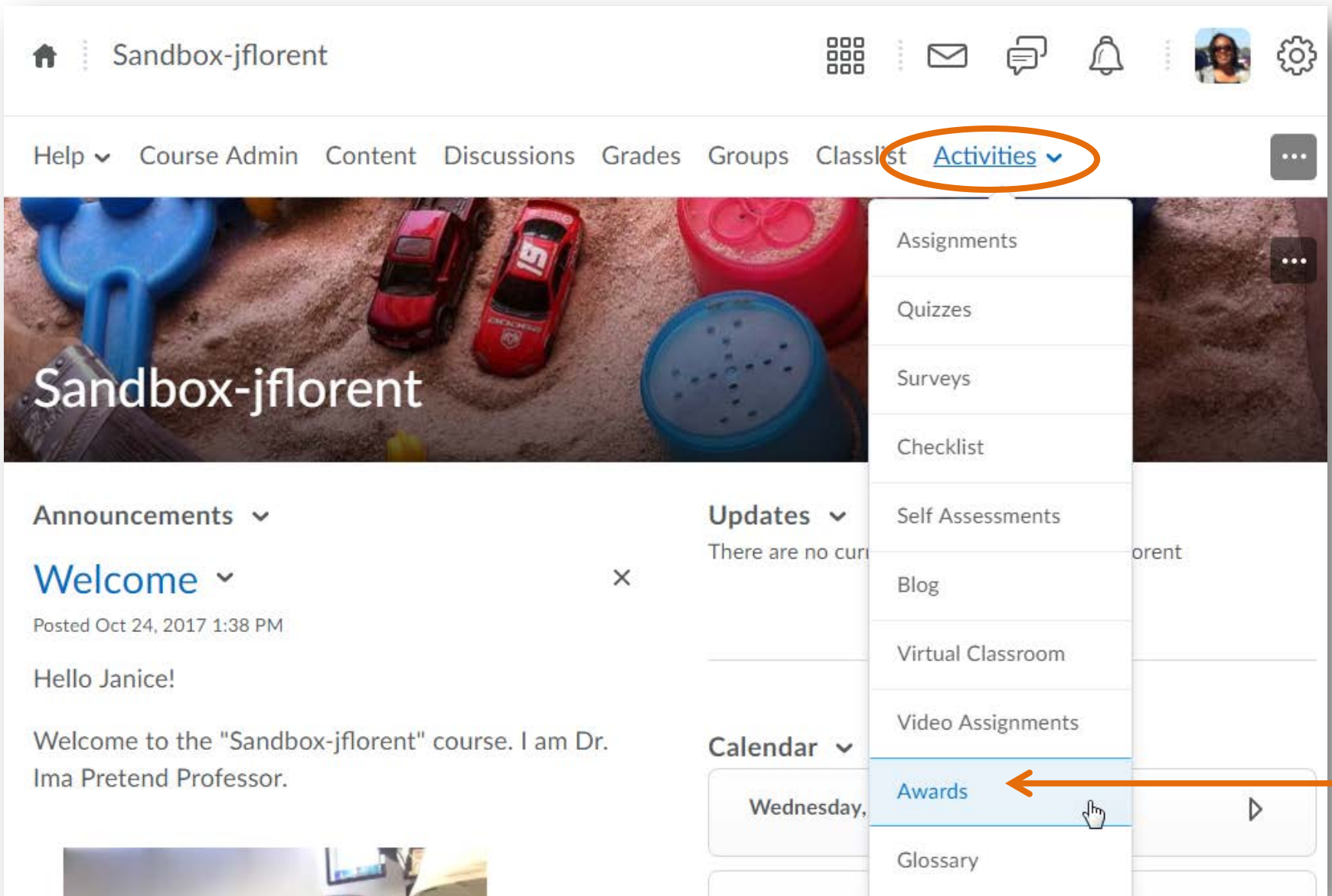


# What is a Certificate?

- Certificates are similar to Badges; however, they include a PDF that users can print. They also typically indicate an official statement of certification.



# Awards Tool



Home Sandbox-jflorent

Help ▾ Course Admin Content Discussions Grades Groups Classlist **Activities ▾** ⋮

**Sandbox-jflorent**

**Announcements ▾**

**Welcome ▾**

Posted Oct 24, 2017 1:38 PM

Hello Janice!

Welcome to the "Sandbox-jflorent" course. I am Dr. Ima Pretend Professor.

**Updates ▾**

There are no current updates.

**Calendar ▾**

Wednesday, October 25, 2017

Assignments

Quizzes

Surveys

Checklist

Self Assessments

Blog

Virtual Classroom

Video Assignments

**Awards**

Glossary

# Sample Awards



## Welcome Back

Congratulations! Your badge is a type of recognition of accomplishment awarded to you for completing this course. Keep up the good work and earn more badges. You can also share your badges with others. Welcome to the course. Welcome to the course.

**Course Name:** Instructor Training

**Expiry Date:** Never

**Release Conditions:**

- Visits the content modules and topics: Brightspace Instructor Training Course Overview and

**Issuer:** Janice Florent via Brightspace

Close



## Profile Picture

This badge is given to learners who have completed Brightspace by uploading their profile picture!

**Course Name:** Brightspace Instructor Training

**Expiry Date:** Never

**Issue Date:** Thursday, October 12, 2018 10:30 AM

**Issuer:** Janice Florent via Brightspace

**Credit:** 10

**Evidence:**

Congratulations! You've received this badge because you have personalized Brightspace with your profile picture!

Close

Print



## Level 2: Content Conqueror

You are an official Content Conqueror! This badge is awarded to participants who have visited all of the Content topics within the course. Just as a few brave individuals have surmounted Mount Everest, you have conquered all of the Content topics within this course. Please feel free to take a moment and celebrate your domination over the course.

**Course Name:** Brightspace Instructor Training

**Expiry Date:** Never

**Issue Date:** Thursday, April 5, 2018 11:30 AM

**Issuer:** Janice Florent via Brightspace

**Evidence:**

Visits all content modules and topics: Brightspace Instructor Training Course





# Brightspace Training Courses

## Student's Perspective



**Brightspace Instructor  
Training**

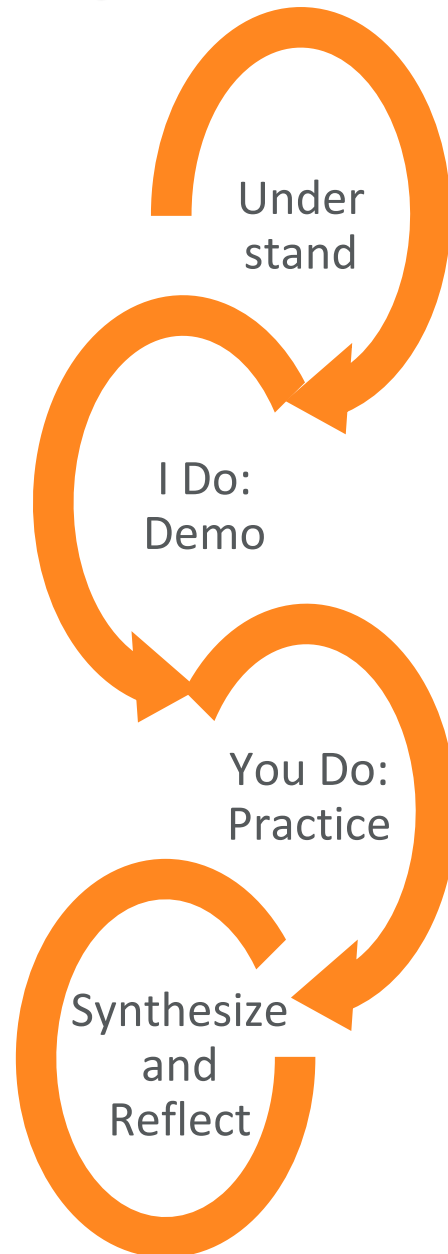
## Instructor's Perspective



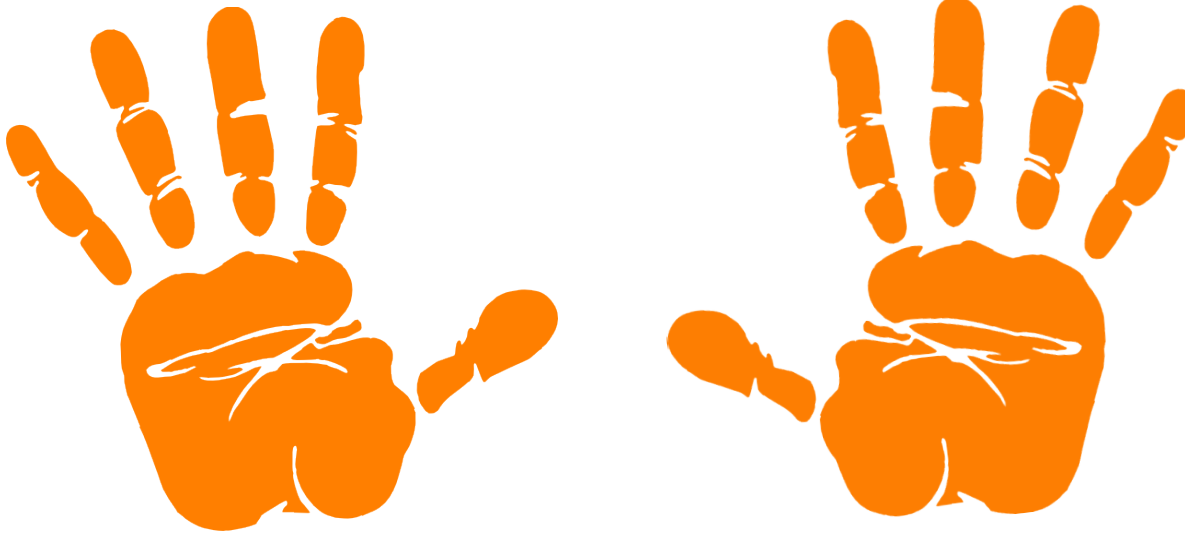
**“Sandbox-username”**



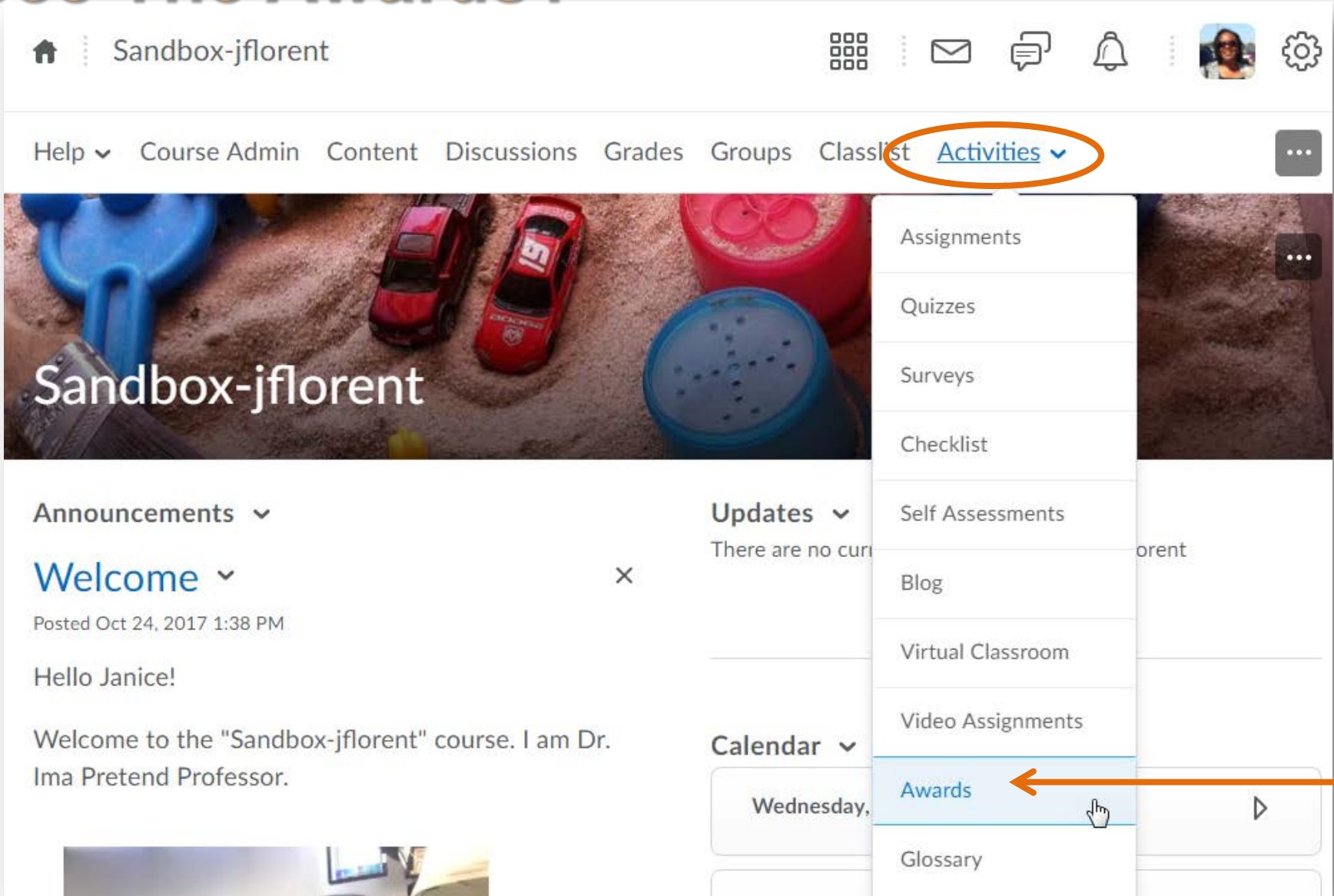
# Hands-on Activity Structure



# Hands on Activity



# How Can Award Recipients See The Awards?



The screenshot shows the Brightspace course interface for 'Sandbox-jflorent'. The top navigation bar includes a home icon, the course name 'Sandbox-jflorent', and icons for grid view, email, chat, notifications, user profile, and settings. Below this is a secondary navigation bar with links for Help, Course Admin, Content, Discussions, Grades, Groups, Classlist, and **Activities** (which is circled in orange). A dropdown menu for 'Activities' is open, showing options: Assignments, Quizzes, Surveys, Checklist, Self Assessments, Blog, Virtual Classroom, Video Assignments, **Awards** (highlighted with a blue bar and an orange arrow pointing to it), and Glossary. The main content area features a header image of toy cars in sand with the course name 'Sandbox-jflorent'. Below the header, there are sections for 'Announcements' (with a 'Welcome' post from Oct 24, 2017) and 'Updates' (showing 'There are no current updates'). A 'Calendar' section is partially visible at the bottom.

# Sharing Awards

🏠 Brightspace Instructor Training



Help ▾ Content Discussions Grades Groups Classlist Activities ▾

My Awards

[View Available Awards](#)

Search awards



All

Badges

Certificates



Include awards from other courses

## Badges

Welcome Ba...



Getting Start...



Profile Picture



🔗 Share

🔗 Share

🔗 Share

**Awards can be shared to**

- Brightspace Profile
- ePortfolio
- Mozilla Backpack

# Badging Considerations

- Questions to consider:
  - What will the learners earn badges for?
  - Which badges are predictable, which are not?
  - How often will the learners earn badges?
  - How much is too much?
  - Why should the learner care about the badges?



# Badge Design Tips

- Link badge requirements to course goals
- Decide if badges should be
  - Issued based on skill/knowledge
  - Expected or unexpected



# Badging Ideas

Purpose/Skill	Issued Manually	Issued Automatically
Class attendance	✓	
Score on a certain quiz		✓
Score on a set of quizzes (i.e. All "A"s on all quizzes)		✓
Grade on certain assignment or paper		✓
Visiting all content topics in the course		✓
Excellent team work	✓	
Excellent discussion contributions	✓	



# Badging Tips

- Explain to learners
  - How badges work
  - How to earn badges
  - How to display badges
- Provide an initial badge for a simple task, such as
  - Logging into the course for first time
  - Uploading a profile picture



# Badging Tips

- Use a range of badge types:
  - Based on skill/knowledge
  - Based on completion of a task
  - Predictable and unpredictable badges
  - Issued automatically and issued manually
    - Badges issued automatically will reduce instructor workload



# Badging Tips

- Credits
  - Students sometimes confuse credits given for badges with grade points
  - Leave badge credit blank if students won't receive a grade or XP (experience points) for earning the badge



# Badging Tips

- Avoid:
  - Overbadging
    - Offering a badge for everything
  - Zero Challenge Badges
    - Too many, easily earned badges
  - Meaningless Badges
    - Consider whether badge has meaning or relevance (Do you have difficulty describing what the badge represents?)



# Announcements



# Announcements

- Can be used to gamify your courses!



# Make the Announcements Tool Work for You



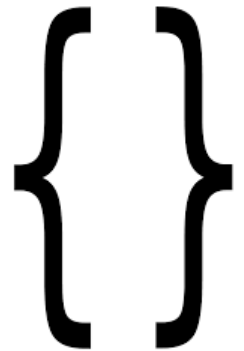


# Personalize Your Announcements

- Replace Strings
  - {FirstName}
  - {LastName}
  - {UserName}
  - {OrgUnitName} – Name of the course



# Replace Strings



**Tip:** Verify that you do not have any **spelling mistakes** or **spaces** in your replace string.

# Replace Strings Example

## General

Headline \*

Congratulations! You Have Received a Reward

Content \*



{FirstName},

By completing the [Gamification Learning Challenge](#) the [Educause](#) article, "[7 Things You Should Know](#)

The unlocking of this announcement based upon development. We will discuss how you can use [On: Gamify your Brightspace Courses](#) workshop

**Be sure to review the "[7 Things You Should Know](#)"**  
**We will use the article as our starting point for t**

## Announcements ▾

Congratulations! You Have Received a Reward

Conditionally Released



Janice,

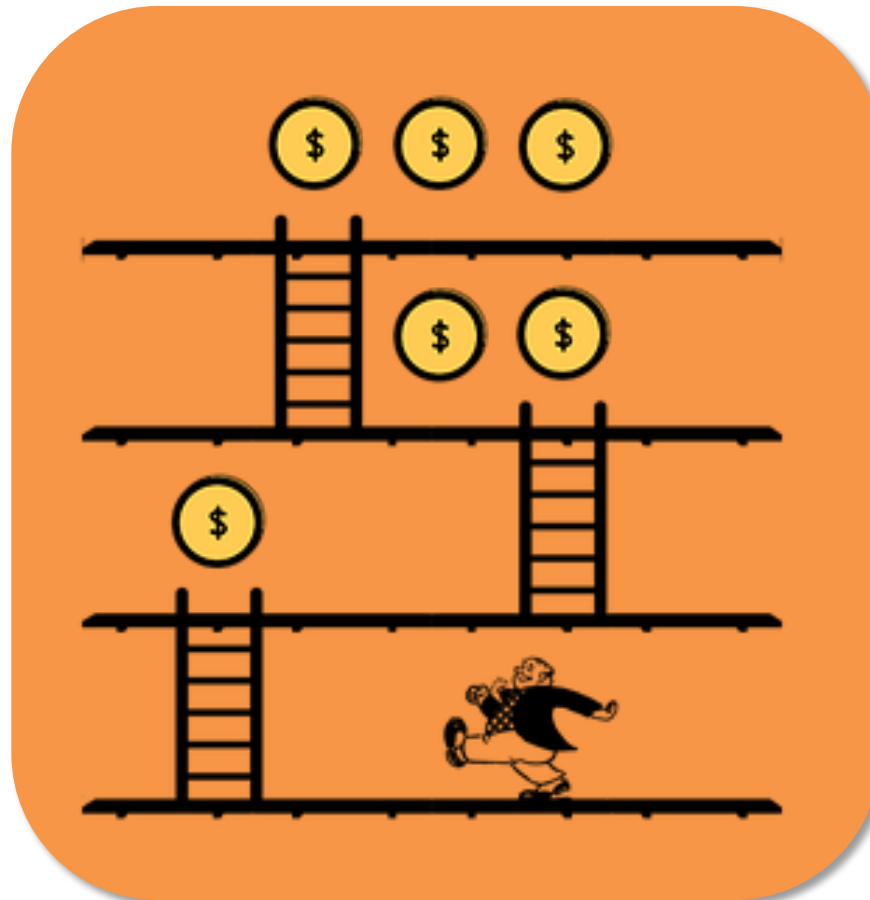
By completing the Gamification Learning Challenge, you have unlocked this announcement which contains a link to the Educause article, "[7 Things You Should Know About...Gamification](#)"!

# Release Conditions



# Release Conditions

- Can be used to gamify your courses!



# Use Release Conditions To

- Create custom learning paths through the materials in your course
- Control the delivery of assessments
- Regulate the distribution of communications
- Require learners to perform specified tasks prior to attempting a learning activity





# About Release Conditions

- A release condition created in one tool can be applied in any tool that supports release conditions by **browsing existing release conditions**
- Multiple release conditions can be applied to an item



# About Release Conditions

Variables that trigger Release Conditions:	Items that can be released:
<ul style="list-style-type: none"><li>• Checklist completion</li><li>• Classlist enrollment</li><li>• Competencies</li><li>• Content topic or all topics visited</li><li>• Survey attempt</li><li>• Discussions authored/scored</li><li>• Assignment submission/feedback/score</li><li>• Grades</li><li>• Quiz score/attempt</li></ul>	<ul style="list-style-type: none"><li>• Checklists</li><li>• Content modules and topics</li><li>• Assignment submission folders</li><li>• Grade items/categories</li><li>• Announcements</li><li>• Custom widgets</li><li>• Quizzes</li><li>• Surveys</li><li>• Discussion forums and topics</li></ul>

# Release Conditions

## Activity Details

✓ Required: Automatic ▼

View this topic to complete the activity

Add dates and restrictions...

Name of Course:

## Activity Details

Learning C

✓ Required: Automatic ▼

View this topic to complete the activity

Start Date

Due Date

End Date

Add start date...

Add due date...

Add end date...

### Release Conditions

Create

Browse

Update

Cancel

# Release Conditions

Properties **Restrictions** Assessment Objectives Submission Views

## Dates and Restrictions

Status

Active ▼

Due Date

☐ Has Due Date

4/16/2018 10:50 PM Now

United States - Chicago

Availability

☐ Has Start Date

4/9/2018 5:50 PM Now


United States - Chicago

☐ Has End Date

4/16/2018

☐ Display In Calendar

Additional Release Conditions

Attach Existing Create and Attach  Remove All Conditions

There are no conditions attached to this item.





# Is the force with you?



Hello and welcome to this Brightspace Gamification training. Hopefully you were paying attention.

It's time for a pop quiz.  
Are you ready?



# Hands on Activity



# Better Practices for Release Conditions

- Set up conditions before students access course
  - Once item is released it can't be unreleased
- Avoid
  - Unnecessary conditions
  - Circular references
  - Impossible conditions
  - Contradictory conditions



# Better Practices for Release Conditions (continued)

- Release content in stages
- Release content based on learning ability and course performance
- Customize content for groups within a course
- Use a checklist to organize activities
  - Set release conditions based on users checking off items from their checklist

# Better Practices for Release Conditions (continued)

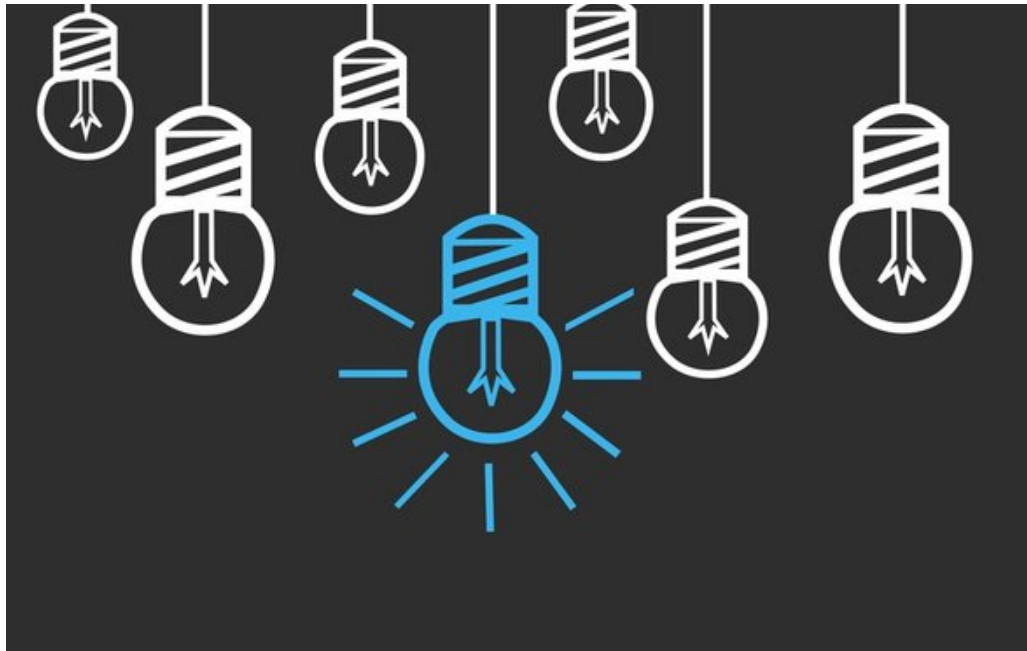
- Inform students that content will be released based on their actions
- Use intelligent agents to monitor user activity or non-activity

# Dr. Jason Todd

## Digital Badges



# Intelligent Agents





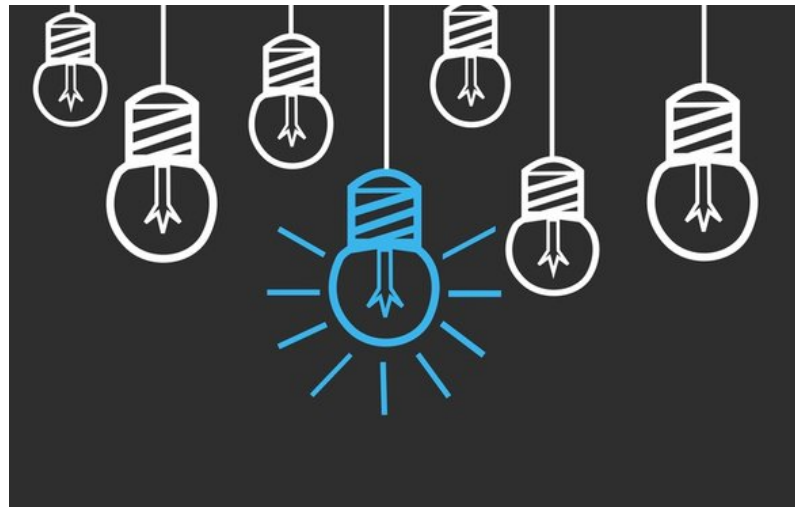
# What are Intelligent Agents?

- An automated communication tool
- Intelligent Agents trigger an automatic email to be sent when certain conditions have been met
  - Log-in Activity
  - Course Activity
  - Release Conditions



# Benefits of Intelligent Agents

- Maintains user contact as class sizes increase
- Instructor presence
- Learner engagement

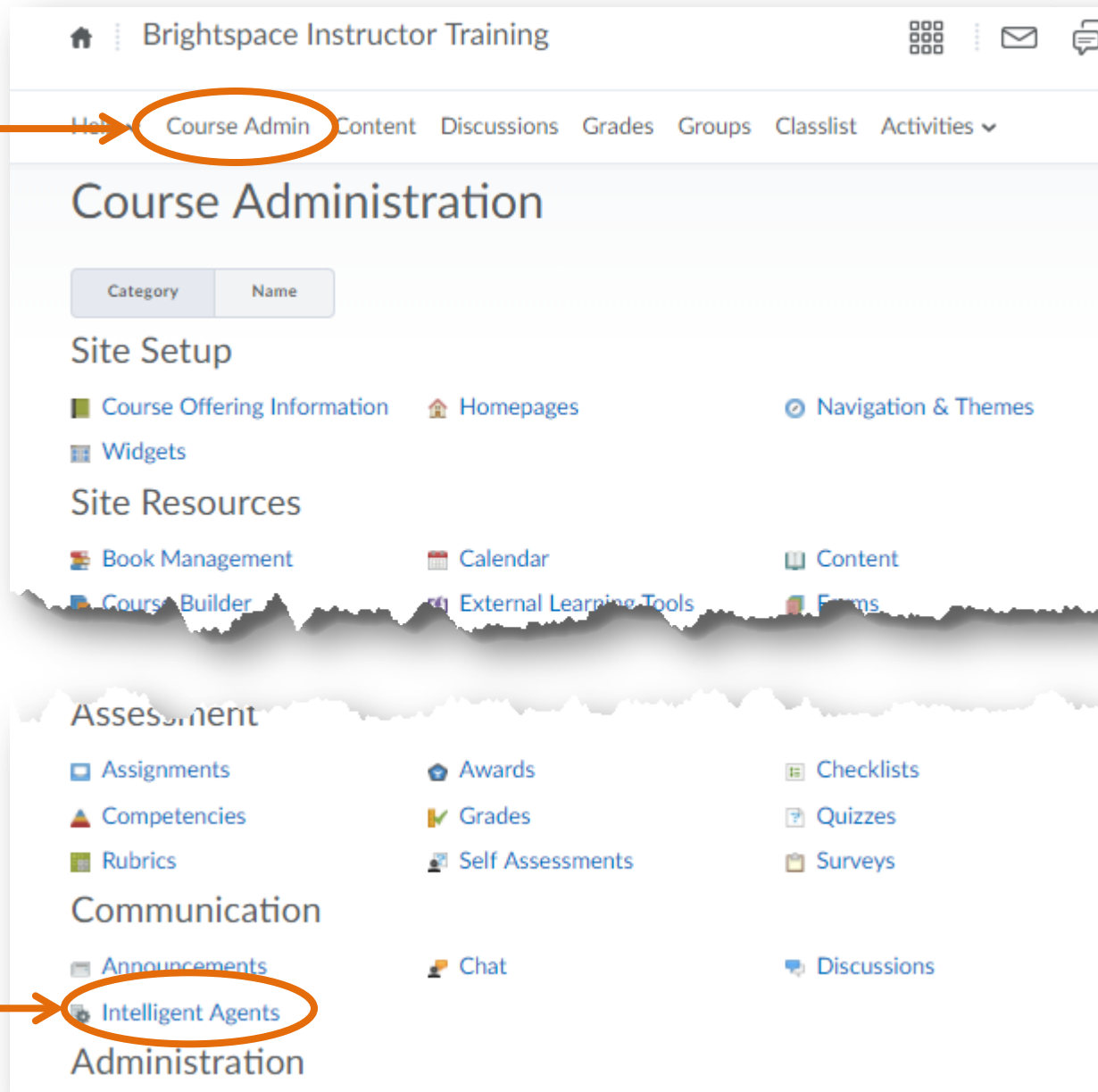


# Intelligent Agents

- Use Cases:
  - Welcome to the course
  - Learner hasn't logged into the course
  - Learner logged into course and hasn't accessed the syllabus
  - Falling behind in the first week
  - On pace in the first week (pacesetter)
  - Thank you for submitting an end-of-course survey



# Intelligent Agents



The screenshot displays the Brightspace Instructor Training interface. At the top, the title bar reads "Brightspace Instructor Training" with navigation icons for home, grid, email, and chat. Below this is a horizontal menu with items: Home, Course Admin, Content, Discussions, Grades, Groups, Classlist, and Activities. An orange arrow points to the "Course Admin" item, which is also circled in orange. The main content area is titled "Course Administration" and features a search bar with "Category" and "Name" filters. It is organized into several sections: "Site Setup" (including Course Offering Information, Homepages, Navigation & Themes, and Widgets), "Site Resources" (including Book Management, Calendar, Content, Course Builder, External Learning Tools, and Forms), "Assessment" (including Assignments, Awards, Checklists, Competencies, Grades, Quizzes, Rubrics, Self Assessments, and Surveys), "Communication" (including Announcements, Chat, and Discussions), and "Administration" (including Intelligent Agents). An orange arrow points to the "Intelligent Agents" option under the "Administration" section, which is also circled in orange.

# Intelligent Agents Examples

## Agent List

 Settings

New

More Actions ▼

View: All agents ▼

Apply

✓ Enable ✗ Disable 🗑 Delete

<input type="checkbox"/>	Agent ▲	Results of Last Run	Last Run Date	Next Run Date
<input type="checkbox"/>	<p><a href="#">Welcome to Course</a> ▼ ✗</p> <p>Purpose - The agent sends an email to all students before the 1st day of class welcoming them to the course and providing them with information they need to know to hit the ground running. Audience - the email will be sent to instructors and students. Work Schedule - provide notification email once for learners who meet criteria (with notification to be sent seven days before semester start through last day of add/drop).</p>		-	-

# Intelligent Agents Examples

## Agent List

 Settings



New

More Actions ▼

View: All agents ▼

Apply

 Enable  Disable  Delete

<input type="checkbox"/>	Agent ▲	Results of Last Run	Last Run Date	Next Run Date
<input type="checkbox"/>	<p><b>Never Logged In</b> ▼ </p> <p>Purpose - agent will scan the system to identify learners who have not logged into the course within the first week of the semester. Audience - the email will be sent to instructors and students. Work Schedule - provide notification email once for learners who meet criteria.</p>		-	-
<input type="checkbox"/>	<p><b>Syllabus Not Accessed</b> ▼ </p> <p>Purpose - The agent will scan the system to identify learners who have logged into the course but have not accessed the syllabus more than three days after semester start. Audience - the email will be sent to instructors and students. Work Schedule - provide notification email once for learners who meet criteria.</p>	<p>1 users identified</p>	yesterday at 11:07 AM	-



# Intelligent Agents Examples

## Agent List

 Settings

New

More Actions ▼

View:

All agents ▼

Apply

✔ Enable ✖ Disable 🗑 Delete

<input type="checkbox"/>	Agent ▲	Results of Last Run	Last Run Date	Next Run Date
<input type="checkbox"/>	<p><b>Progress Check RM</b> ▼ ✖</p> <p>Purpose - agent will scan system for students who did not log in that week Audience-sent to both instructors and students. Work schedule-weekly from beginning to end of the course.</p>		-	-
<input type="checkbox"/>	<p><b>Students Falling Behind</b> ▼ ✖</p> <p>Purpose - The agent will scan the system to identify learners who are falling behind have not accessed the course in the last two weeks. Audience - the email will be sent to instructors and students. Work Schedule - from the beginning to the end of the course.</p>		-	-

# Effective Practices for Intelligent Agents

- Use Intelligent Agents when there isn't a better way of communicating
  - Would a D2L Notification work better?
  - Would an Announcement work better?
  - Would a personally crafted email work better?
  - Would a discussion board posting work better?

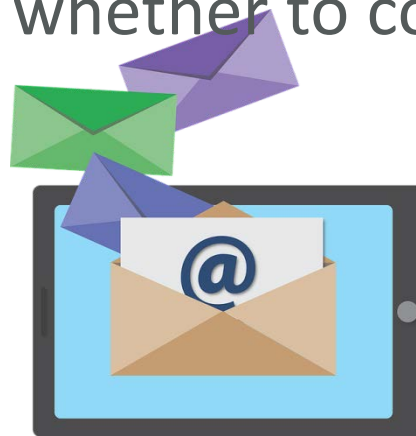


# Effective Practices for Intelligent Agents

- Use Intelligent Agents sparingly
  - Repetitive emails may lose effectiveness
  - Reserve use for the most important items
- Carefully consider the implications of Manual versus Automatic running
  - Automatic Agents will run as scheduled
  - Manually triggering the Agent allows you to determine when the timing is right

# Effective Practices for Intelligent Agents

- Think carefully about whether you want the agent to send an email to the student, or to you, or both
  - There are times where you may NOT want to automatically send an email to the students
  - Sending email to yourself gives you one more chance to decide whether to contact the student, or not



# Effective Practices for Intelligent Agents

- Use the Agent Name and Description fields to your own benefit
  - Describe what the Agent is intended to do and when it will be used
  - Add a reminder to yourself about info that needs to be changed from term to term (due dates, office hours, etc.)



# More About Replace Strings



# Replace Strings that work in Announcements

- {FirstName}
- {LastName}
- {UserName}
- {OrgUnitName}





# Replace Strings that work in Certificates

{CourseStartDate}	{AwardDate}
{CourseEndDate}	{AwardExpiryDate}
{CourseName}	{AwardName}
{UserFirstName}	{AwardDescription}
{UserLastName}	{AwardEvidence}
{UserEmail}	{IssuerName}
{UserName}	{IssuerContact}
{OrgDefinedID}	{AwardCreditValue}



# Replace Strings that work in Intelligent Agents

{OrgName}

{OrgUnitCode}

{OrgUnitName}

{OrgUnitStartDate}

{OrgUnitEndDate}

{OrgUnitId}

{InitiatingUser}

{InitiatingUserFirstName}

{InitiatingUserLastName}

{InitiatingUserUserName}

{InitiatingUserOrgDefinedId}

{LoginPath}

{LastCourseAccessDate}

{LastLoginDate}



# {Replace Strings}

- Replace Strings do not work in all areas of Brightspace
- There may be different Replace Strings for tools
  - Use the Replace Strings that work with that specific tool



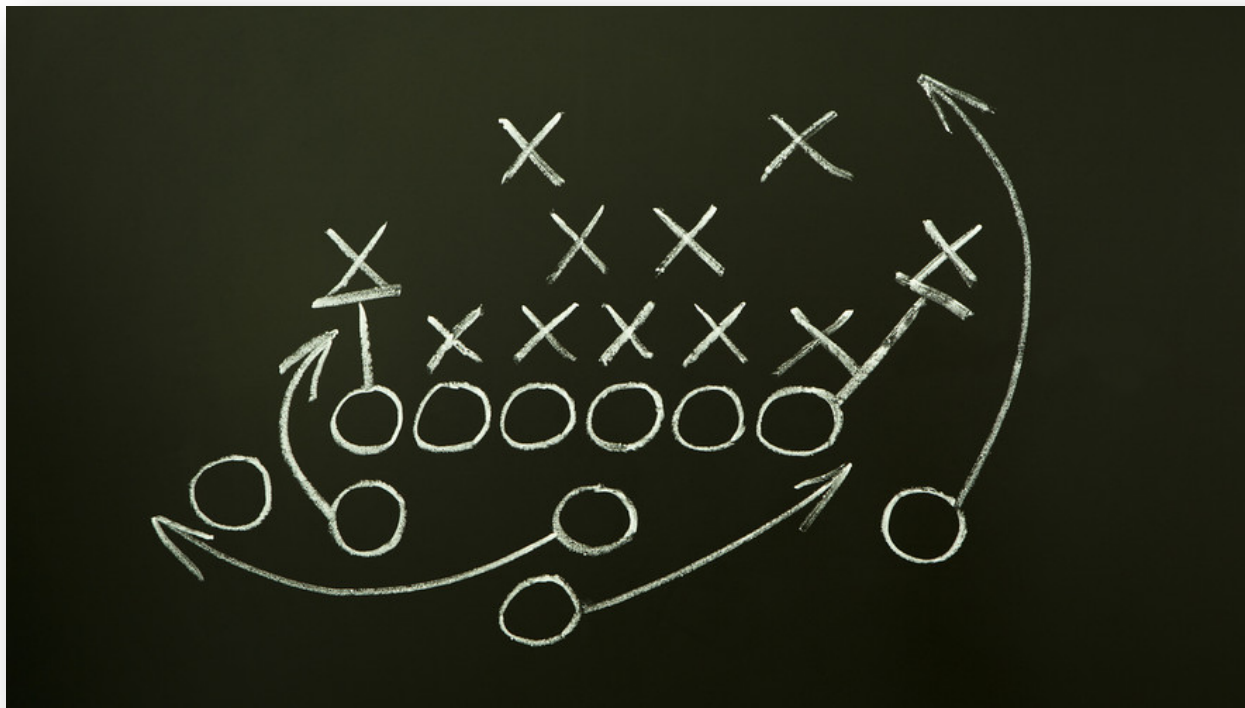
# {Replace Strings}

- Currently do not work when sending email inside your course
- Would you like to have this feature?
  - Voice your opinion via Product Ideas Exchange (PIE)  
[community.brightspace.com](https://community.brightspace.com)

# It's All Downhill From Here...



# Get a Game Plan





# Building a Game Plan

1. Start with why you want to gamify
2. Define the gamification experience
3. Design the gamification activities
4. Motivate students to continue
5. Organize the gamification experience





CAT FooD

(for thought)

SUBSCRIBE

ABOUT THIS BLOG

## Brightspace Tip #16: Help Resources



As you work on setting up your courses you may have questions. Here is a list of Brightspace help resources you can use to get answers to your questions.

- [Brightspace How-to Documents](#)
- [Frequently Asked Questions \(FAQs\)](#)
- [Brightspace Training Recaps](#)
- [Brightspace Tips](#)
- [Brightspace Instructor Training Course](#)
- [Brightspace Help \(on D2L's website\)](#)
- [Brightspace Community](#)



Search

## BLACKBOARD

### BLACKBOARD DOCUMENTS

- [Guide to Taking Tests in Blackboard](#)
- [Collaborate](#)
- [Record, Upload, and Share Video on YouTube](#)

### BLACKBOARD FAQ

- [Respondus Monitor FAQ](#)
- [Respondus LockDown Browser FAQ](#)
- [VoiceThread FAQ](#)

## BRIGHTSPACE

### BRIGHTSPACE FAQ

### BRIGHTSPACE DOCUMENTS

## TOPICS

Select Category ▼

## ARCHIVES

Select Month ▼

## TAGS



#edtech  
@xulacat

# Training & Help for Students

- Please point your students to help resources
  - Student Resources  
**In the NavBar on main landing page**
  - CAT FooD  
**[cat.xula.edu/food](http://cat.xula.edu/food)**
  - D2L's Documentation  
**[documentation.brightspace.com](http://documentation.brightspace.com)**
  - 24/7 End-user Support
    - Email**
    - Live Chat**



# System Updates

- Continuous Delivery Updates
  - No downtime required
- Routine Maintenance Window
  - Second Sunday each month, midnight – 6:00 am
  - **Avoid assignment due dates in this window**





CAT FooD

(for thought)

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ABOUT THIS BLOG

## Brightspace Tip #22: Known Issues

Janice Florent • February 28, 2018 • [Leave a comment](#)



We created this [Brightspace Known Issues](#) page to provide you with information about known Brightspace issues and resolutions. Reviewing the Brightspace known issues page will inform you of known issues with the Brightspace system and their workarounds. This known issues page will be updated as issues are identified.

### Want more information?

[Brightspace Help Resources](#)

View all the [Brightspace training recaps](#)

[Brightspace Known Issues](#)

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# Instructional Continuity

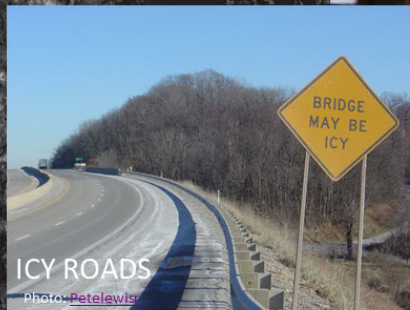
The threat of disasters is real...



PANDEMIC



FIRES



ICY ROADS



MEDICAL  
EMERGENCY



TORNADOS

HURRICANES



# Next Steps

- Sign up for Brightspace training
- Experiment and explore Brightspace features and functions
- Build your courses/organizations



# Master Course Shells

- Faculty can:
  - Build a new course
  - Build out your course before the actual courses are made available for the upcoming semester
- Fill out request form







## Brightspace Tip #17: Copy Course or Copy Components

Janice Florent • December 20, 2017 • [Leave a comment](#) • [Edit](#)



There are a some situations where you may want to copy components of a Brightspace course OR copy an entire Brightspace course into another one. For example,

- You have a migrated course that you have tweaked and now would like to copy the course contents into your empty spring course shell.
- You have a Master Course Shell that you input content into and would like to copy the course contents into your empty spring course shell.
- You are teaching multiple sections of a course, you created all the content in one Brightspace course section and want to copy the content into the other sections.
- You created content in one course (e.g. rubrics, discussions, quizzes, etc.) and would like to copy that specific content from one Brightspace course into another.

<https://cat.xula.edu/food/brightspace-tip-17-copy-course-or-copy-components/>

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# Product Ideas Exchange (PIE)

- Submit new ideas for product changes
- Vote on existing ideas
- **Goto [community.brightspace.com](https://community.brightspace.com) and click on Products Ideas Exchange link**



# Additional Resources

- One-to-one help through CAT+  
Appointment: [jflorent.youcanbook.me](https://jflorent.youcanbook.me)  
Email: [jflorent@xula.edu](mailto:jflorent@xula.edu)  
Phone: **ext. 7418**
- CAT+ training sessions  
[cat.xula.edu/events](https://cat.xula.edu/events)





# Brightspace Faculty Share Showcase

Coming soon to the  
Orange Room

# Follow CAT+FD



@xulacat

# Photo Credit

- No Internet by Marcelo Gracioli
- Help by Neal Sanche

# Questions

