

BLOXELS®

edu

Educator Quick Start Guide

Bloxels app v2.9.3 • March 2023

Welcome

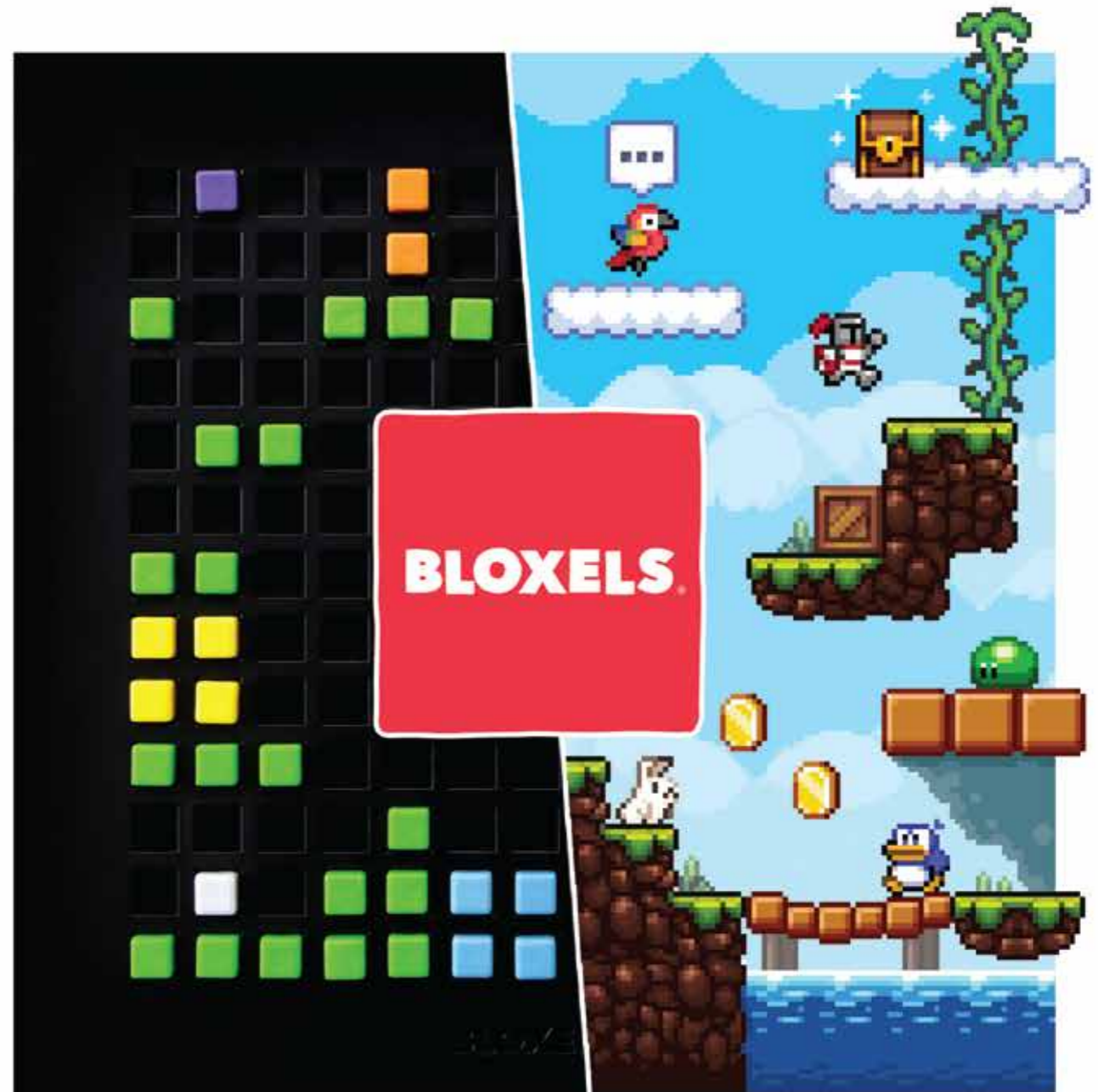
What will your students build? Get ready to find out!

If you are new to Bloxels, there are a few steps to getting your Bloxels class set up for your students to login. There's a lot of features and possibilities with Bloxels- this guide is just to get you started quickly.

Everything starts with the EDU Hub. The EDU Hub is where you'll first login as an educator, activate your account, and set up your first class for Bloxels. Students then can login to your class through the Bloxels app.

You might want to bookmark this link!

hub.bloxels.com

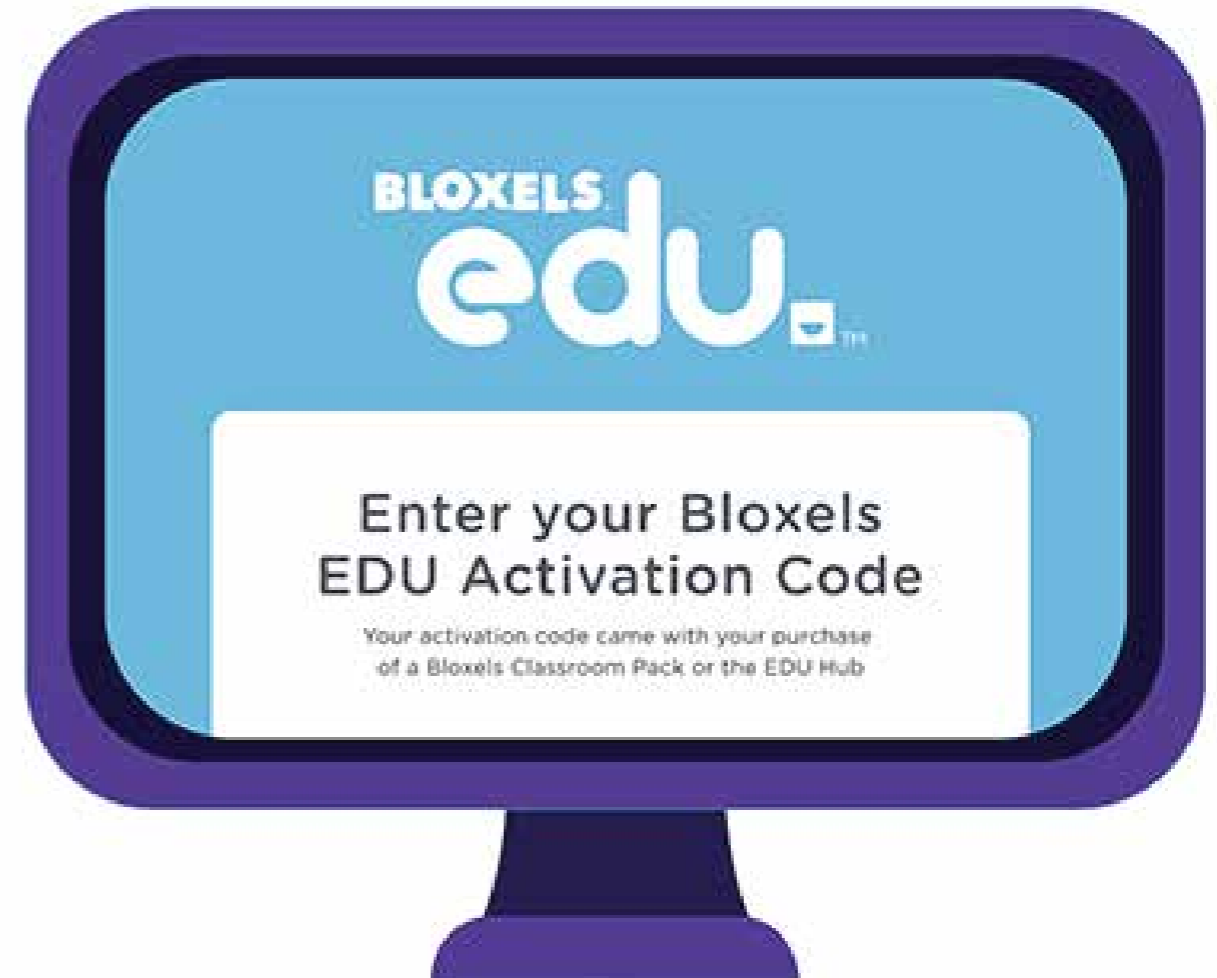


Activate Your Account

The first step is to activate your Bloxels EDU account. You will need your activation code for this step, which was emailed to you at the time of purchase, or included in your kit(s). Activation codes look like this:

EDU-XXXXXX-HUB

Enter your code and create your account at <http://hub.bloxels.com/registerCode>



Go to <http://hub.bloxels.com/registerCode> and enter your code.

If you have trouble locating your code, please contact us at education@bloxelsbuilder.com with your order information and we will help you out!

Check Your Firewall

Please send this information to your IT Department!

Bloxels requires an Internet connection. If your firewall is blocking access to Bloxels servers, you will not be able to use the app or EDU Hub. Here is the information you (or your IT department) needs to configure a firewall to connect to Bloxels.

After whitelisting the Bloxels domains, browse to the following link, you should see a message reading "ok": <https://api.bloxels.io>

If you cannot, or a different message appears, then something is still being blocked in your internal settings. You can send us the message at [support \[at\] bloxelsbuilder.com](mailto:support@bloxelsbuilder.com) and we can look into it for you.

WHITELIST THESE DOMAINS

The following domains should be whitelisted, and allow HTTPS connections supporting OPTIONS, GET, PUT, POST and DELETE:

[http\[s\]://*.bloxels.io](http[s]://*.bloxels.io)

[http\[s\]://*.bloxelsbuilder.com](http[s]://*.bloxelsbuilder.com)

[http\[s\]://*.bloxels.com](http[s]://*.bloxels.com)

[http\[s\]://*.bloxels.co](http[s]://*.bloxels.co)

[http\[s\]://bloxels-app-resources.s3-accelerate.amazonaws.com](http[s]://bloxels-app-resources.s3-accelerate.amazonaws.com)

[http\[s\]://bloxels-web-resources.s3-accelerate.amazonaws.com](http[s]://bloxels-web-resources.s3-accelerate.amazonaws.com)



You're in!

When you first login to the Hub, you'll see the RESOURCES page. Here's where you can find links to latest tutorial videos, activities, and updates. The first thing we'll do is create a class. Click on CLASSES in the navigation.

To create a new class, select CLASSES



BLOXELS edu.

RESOURCES

TUTORIALS

ACCOUNT

CLASSES

SUPPORT

RESOURCES

Watch on YouTube

Remote Guide for Online Learning

DOWNLOAD

Tutorials

Start here! Download step-by-step instructions to get started with your first class, and access video how-tos to show to your students around the different features of the app.

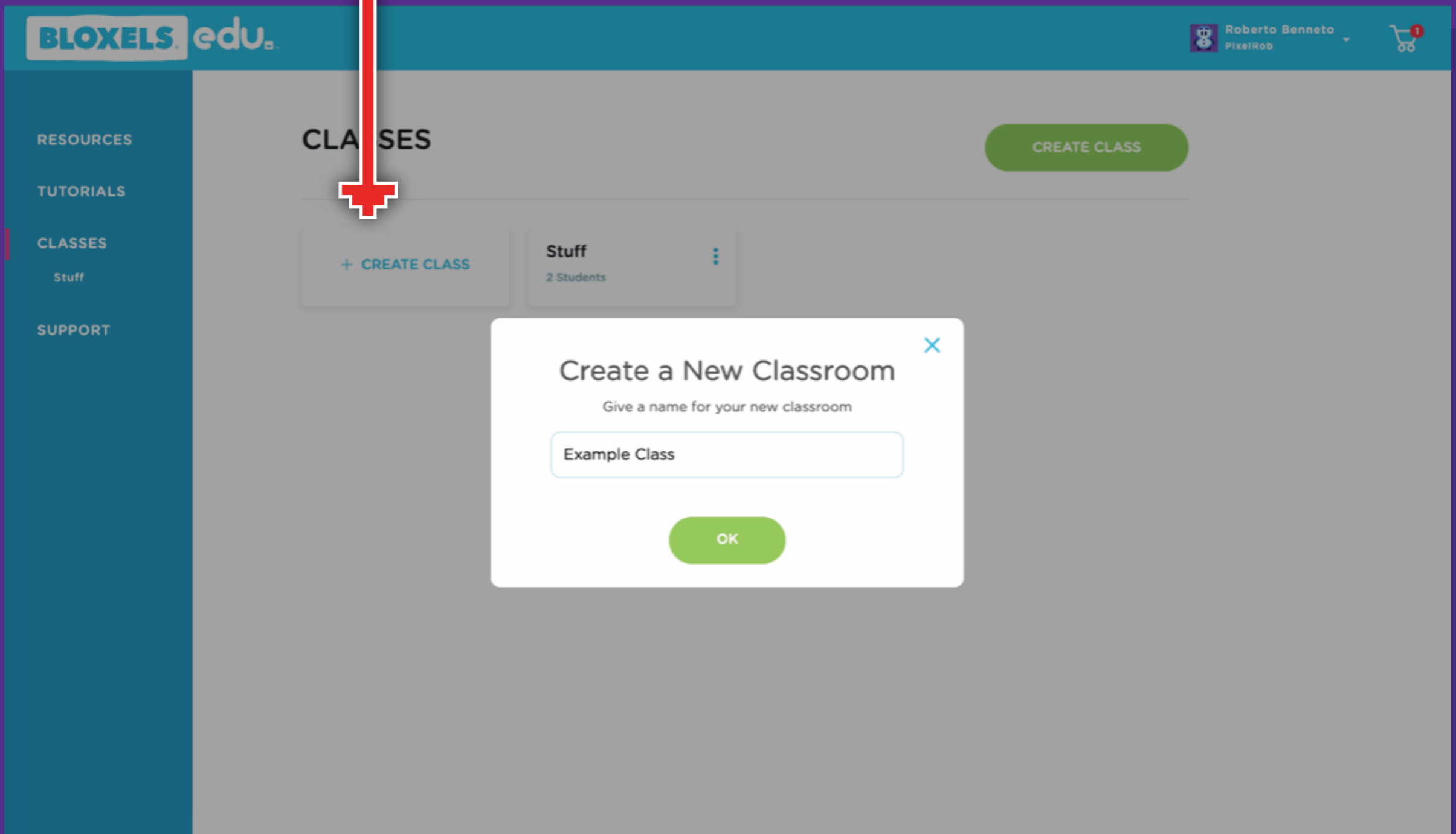
TUTORIALS

Educator Handbook

BLOXELS edu.
STUDENT WORKBOOK

Creating a Classroom

You don't have any classes yet- but we'll fix that. Select CREATE CLASS and give it a name.



The screenshot shows the BLOXELS edu. website interface. The top navigation bar includes the logo, a user profile for Roberto Benneto (PixelRob), and a shopping cart icon. The main content area is titled 'CLASSES' and features a '+ CREATE CLASS' button. A modal dialog titled 'Create a New Classroom' is open, prompting the user to 'Give a name for your new classroom' with a text input field containing 'Example Class' and an 'OK' button. A red arrow points to the 'CLASSES' header.

Adding Students

Next you will add student accounts to your class.
Select **ADD STUDENTS**.

A Class Code has been generated for you. Your students will need this to login. You can change it anytime by clicking on it.

The screenshot shows a web interface for class management. At the top right is a green button labeled "CREATE CLASS". Below it, the page title is "CLASS S" followed by "← Example Class" and a gear icon. A horizontal navigation bar contains "STUDENTS", "CLASS LIBRARY", "ASSET PACKS", and "ARCADE". The "STUDENTS" tab is active. Below the navigation bar, the "Class Code:" is displayed as "JECNE5" in a blue box. To the right is a "Show Passwords:" toggle switch set to "OFF". Below the class code is a search bar labeled "Search:" with a magnifying glass icon and the placeholder text "LAST NAME OR USERNAME". To the right of the search bar are two dropdown menus for "Sort:" with options "Last Name" and "A-Z". At the bottom, there is a large white box with a blue plus sign and the text "ADD STUDENTS", which is highlighted by a red box. To its right is a student card with a pixelated butterfly icon, the text "New Student", and "NewStudent3". A red arrow points from the top text down to the "CLASS LIBRARY" tab, and another red arrow points from the top text down to the "ADD STUDENTS" button.

Adding Students

Click “CREATE NEW STUDENTS”

START ADD EXISTING CREATE NEW REVIEW SELECTION

How would you like to add students?

From here you can add existing students from your [community](#), create new students one-at-a-time, or upload a CSV file with your students' information.

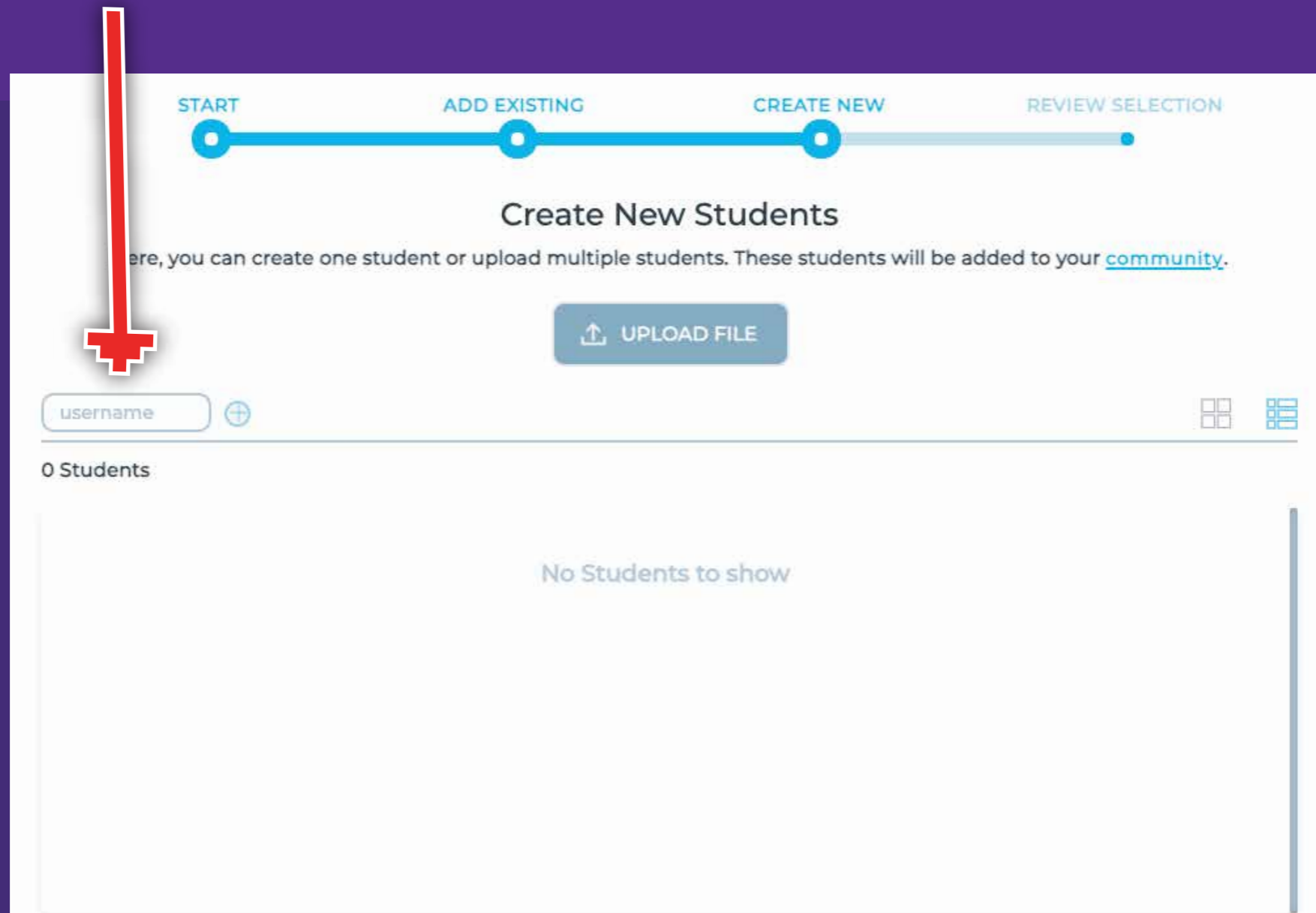
ADD EXISTING STUDENTS

CREATE NEW STUDENTS

0 students selected out of 13 available seats

Adding Students

Create new students one at a time by giving them a user name and clicking the “+”



The screenshot shows a progress bar at the top with four steps: START, ADD EXISTING, CREATE NEW, and REVIEW SELECTION. The 'CREATE NEW' step is currently active. Below the progress bar, the heading 'Create New Students' is displayed. A text instruction reads: 'Here, you can create one student or upload multiple students. These students will be added to your [community](#).' Below this text is a blue button labeled 'UPLOAD FILE' with an upload icon. Underneath the button is a text input field containing the placeholder text 'username' and a small blue '+' icon to its right. To the right of the input field are two icons: a 2x2 grid and a list view icon. Below the input field, the text '0 Students' is shown. A large red arrow points from the top left towards the '+' icon in the input field. The main content area below is empty, displaying the text 'No Students to show'.

Adding Students

You should now see your student in the roster.
You can add more students, or Click “NEXT” when you’re done.

The screenshot displays the 'Create New Students' interface. At the top, a progress bar shows four steps: 'START', 'ADD EXISTING', 'CREATE NEW' (which is the current step), and 'REVIEW SELECTION'. Below the progress bar, the title 'Create New Students' is centered, followed by the instruction: 'Here, you can create one student or upload multiple students. These students will be added to your [community](#).' A blue 'UPLOAD FILE' button is positioned below the instruction. A search bar with the placeholder text 'username' and a plus icon is located below the button. To the right of the search bar are two icons: a grid and a list view. Below the search bar, the text '1 Students' is displayed. A table with three columns: 'Selected', 'Username', and 'New or Existing' contains one row. The 'Selected' column has a green checkmark, the 'Username' column has a small robot icon followed by 'TestStudent2', and the 'New or Existing' column has the text 'New'. At the bottom right of the table area, the text '1 students selected out of 9 available se' is partially visible. At the bottom of the interface, there are two buttons: a blue 'BACK' button on the left and a blue 'NEXT' button on the right. The 'NEXT' button is highlighted with a red rectangular border, and a red arrow points to it from the right side of the screen with the text 'CLICK NEXT'.

Selected	Username	New or Existing
<input checked="" type="checkbox"/>	TestStudent2	New

1 students selected out of 9 available se

BACK NEXT

Adding Students

This is just a quick review screen. Review & click “FINISH”

START ADD EXISTING CREATE NEW REVIEW SELECTION

Review Your New Students

Review your new students before submitting.

Select All SEARCH BY STUDENT USERNAME Sort By: Username [Grid Icon] [List Icon]

1 Students

New [Avatar] ✓

TestStudent2

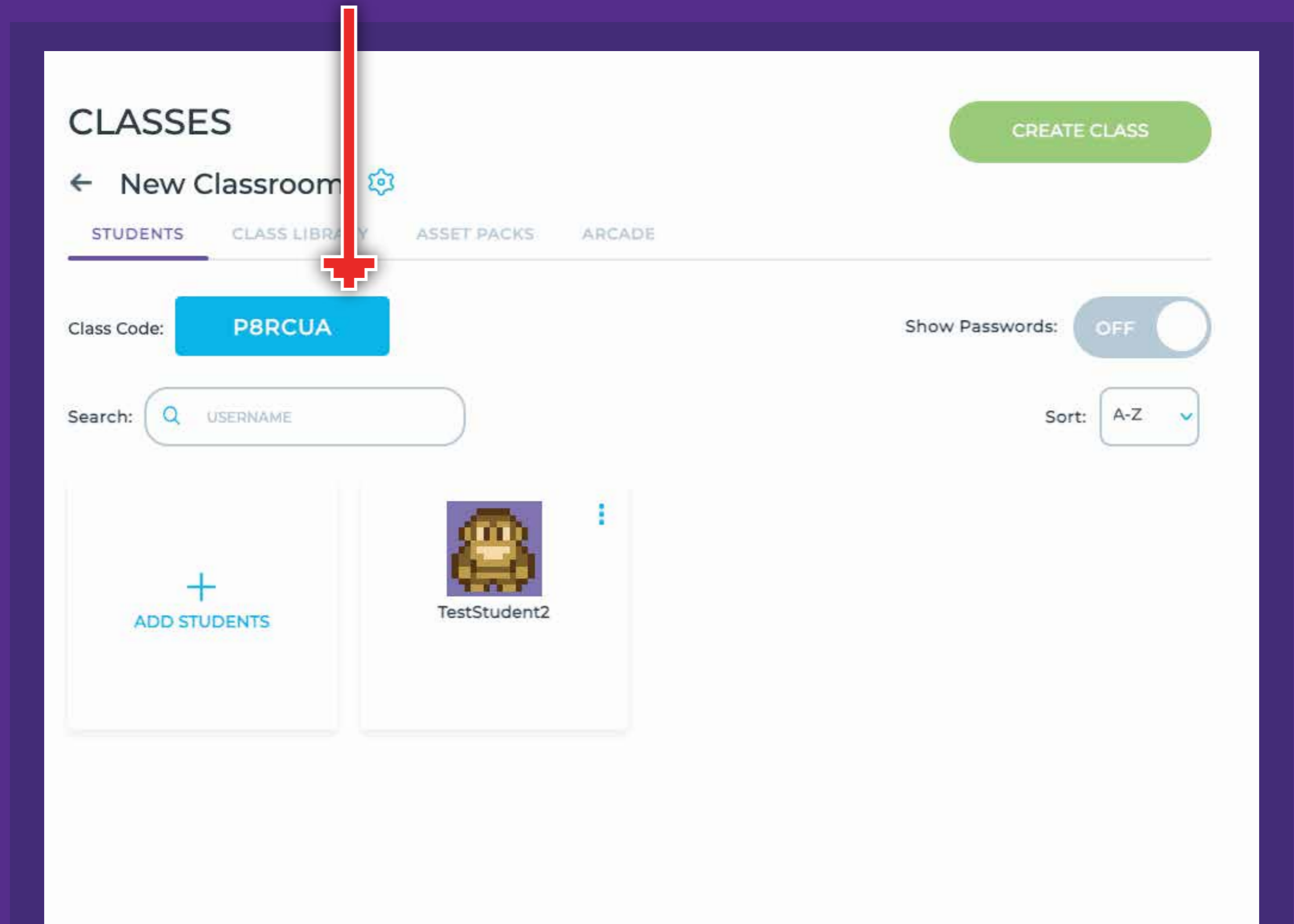
1 students selected out of 9 available se

BACK FINISH

CLICK
FINISH

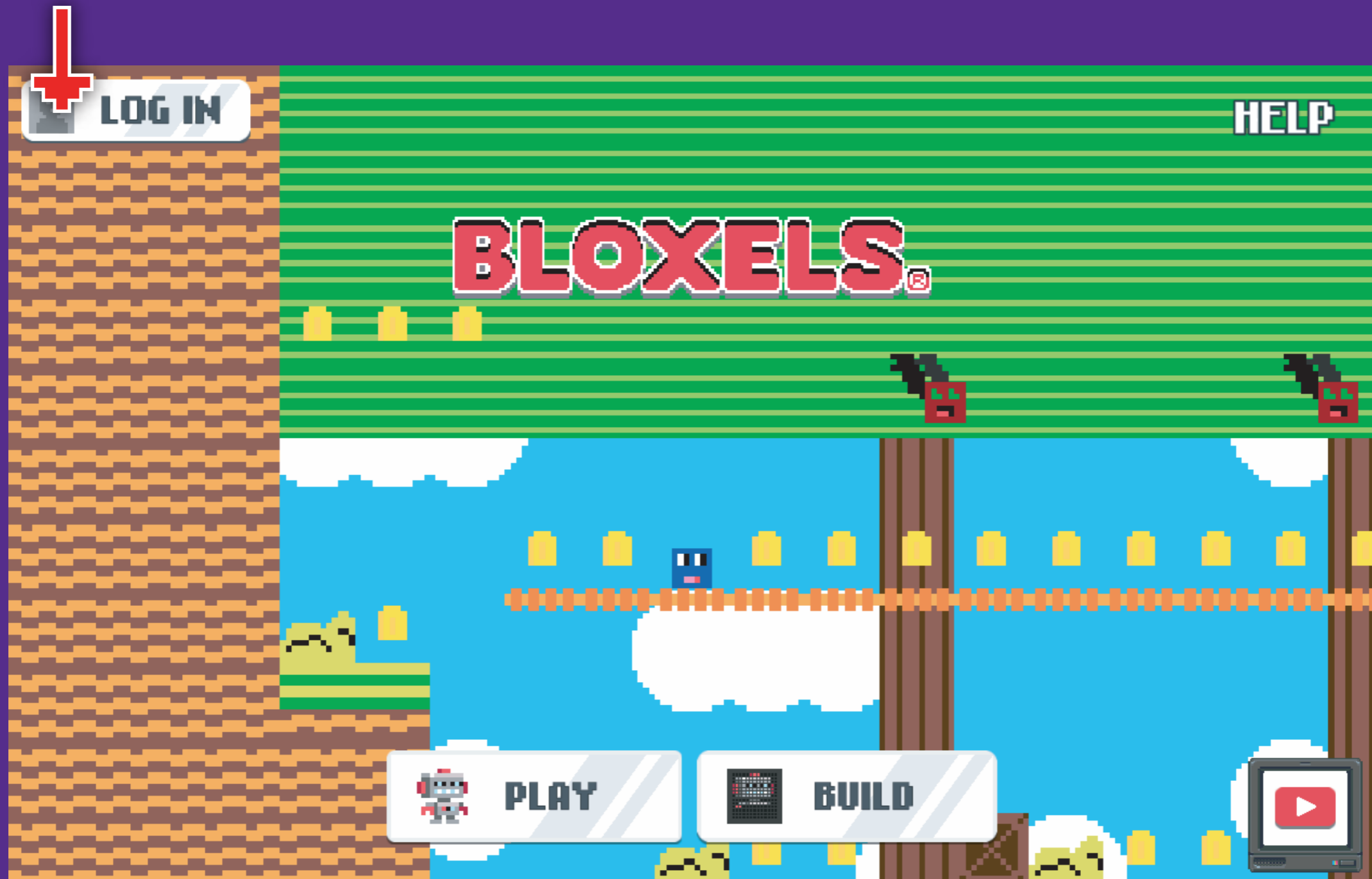
Adding Students

You're ready! Your students can now login to the app using the Class Code. When they first login, they will set their own password/pin.



Bloxels EDU App - Logging In

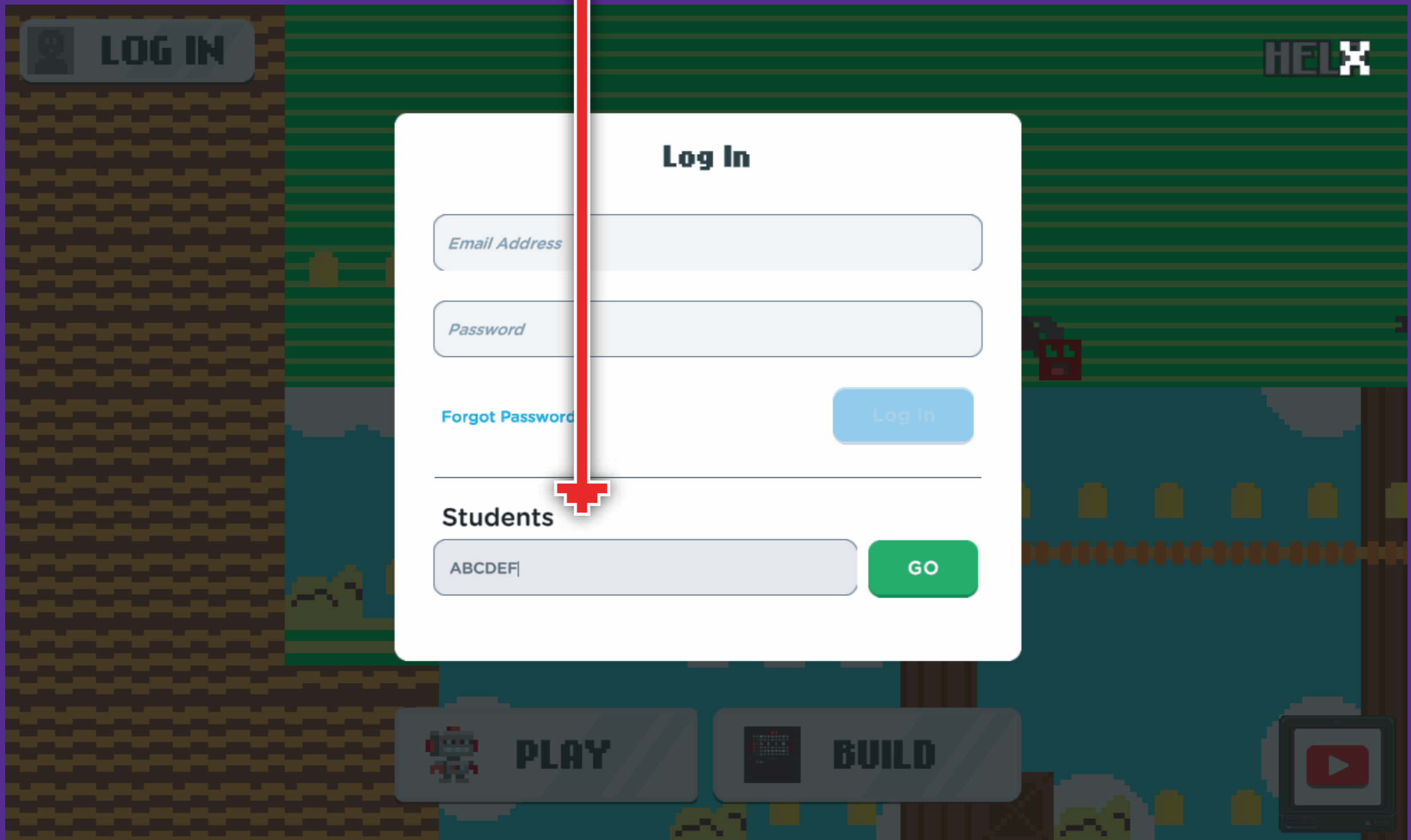
Students login to the Bloxels app using STUDENT LOGIN and the Class Code.



Bloxels is available on the web at <http://play.bloxels.com>
and download links are at <http://www.bloxelsbuilder.com/download>

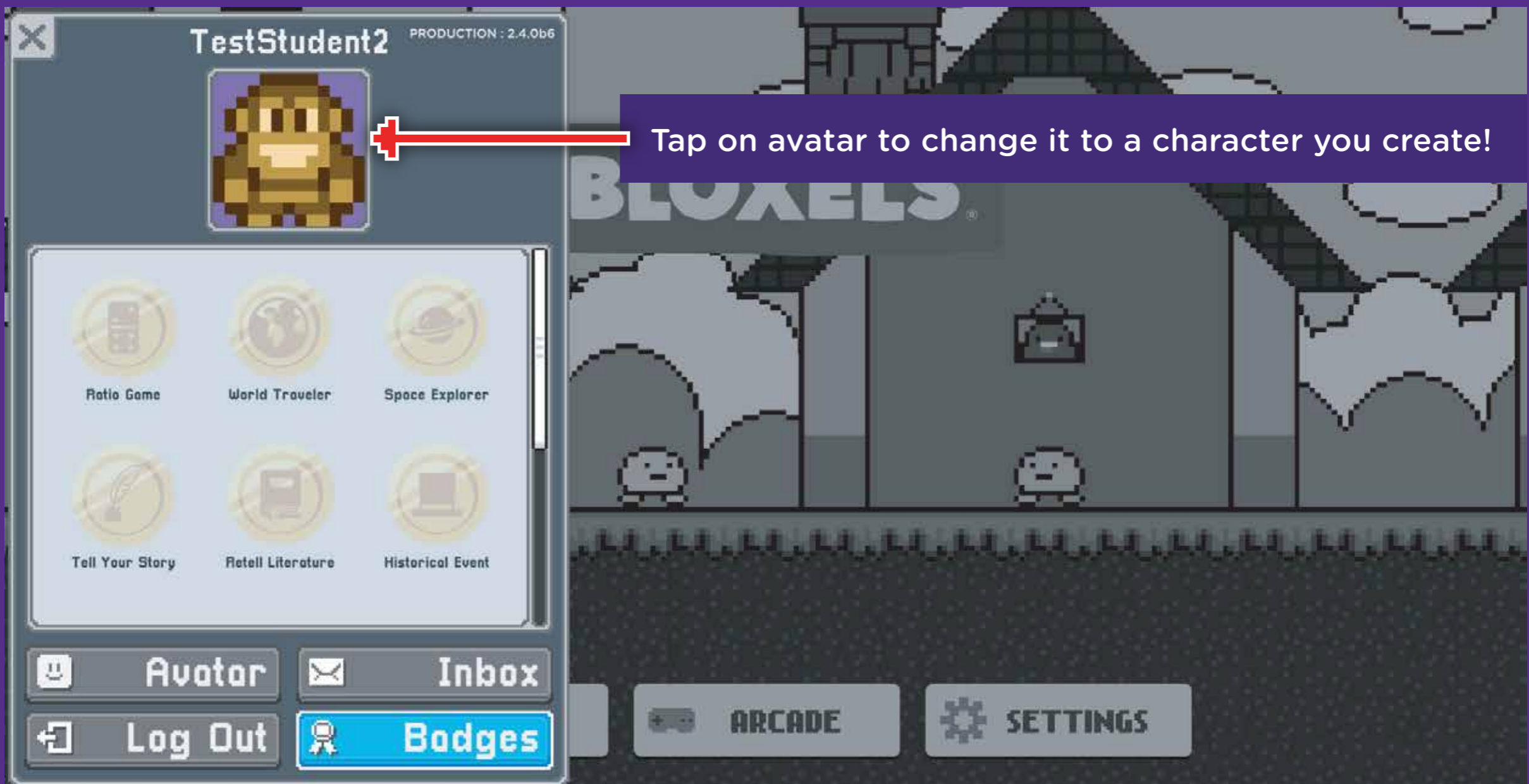
Bloxels EDU App - Logging In

Login as student with the class code you set up.



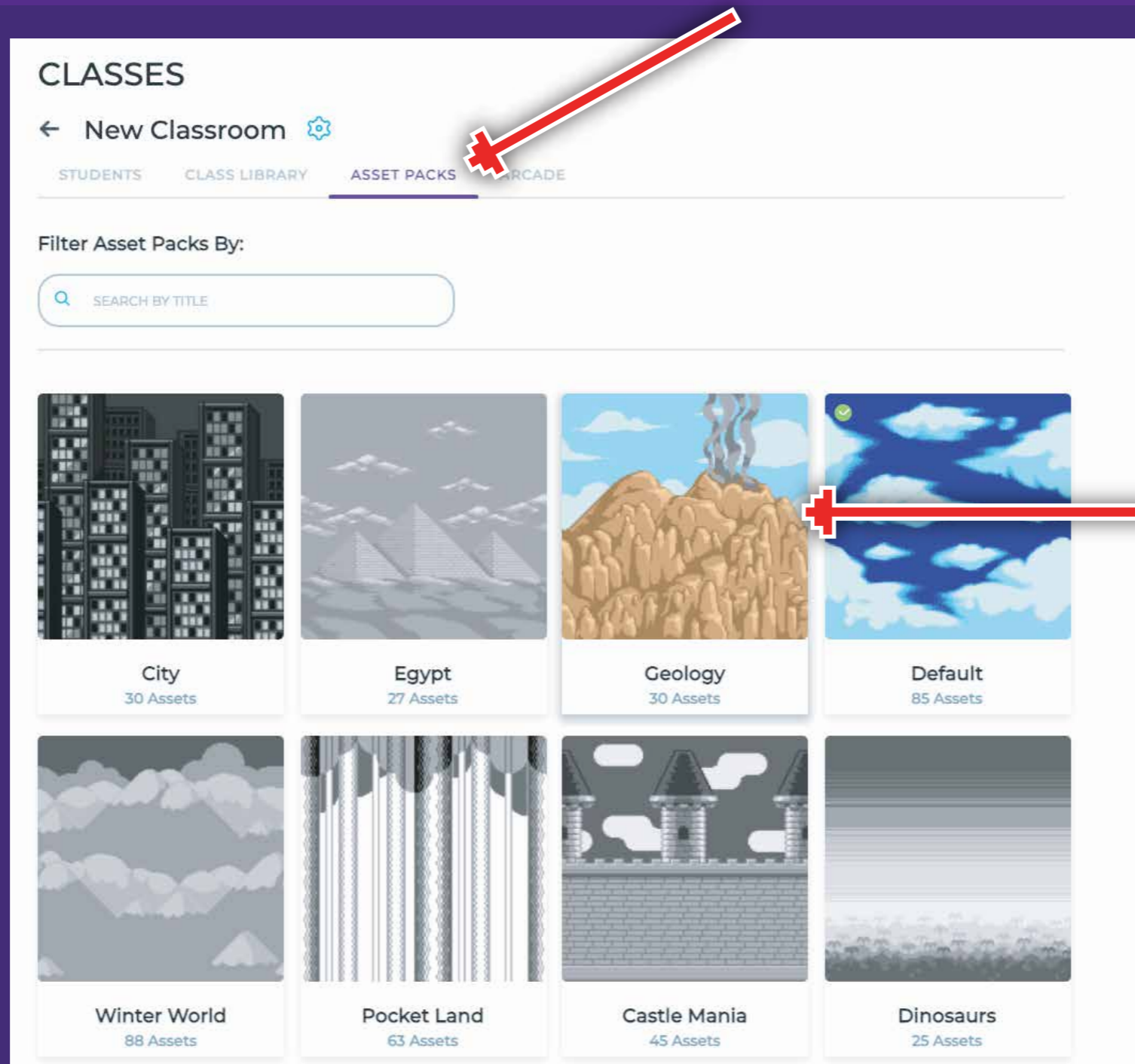
Success!

Once a student is logged into your class, they're ready to build! They can view their info by clicking on their avatar- on this panel they can also change their avatar to a character they create.



While you're here...

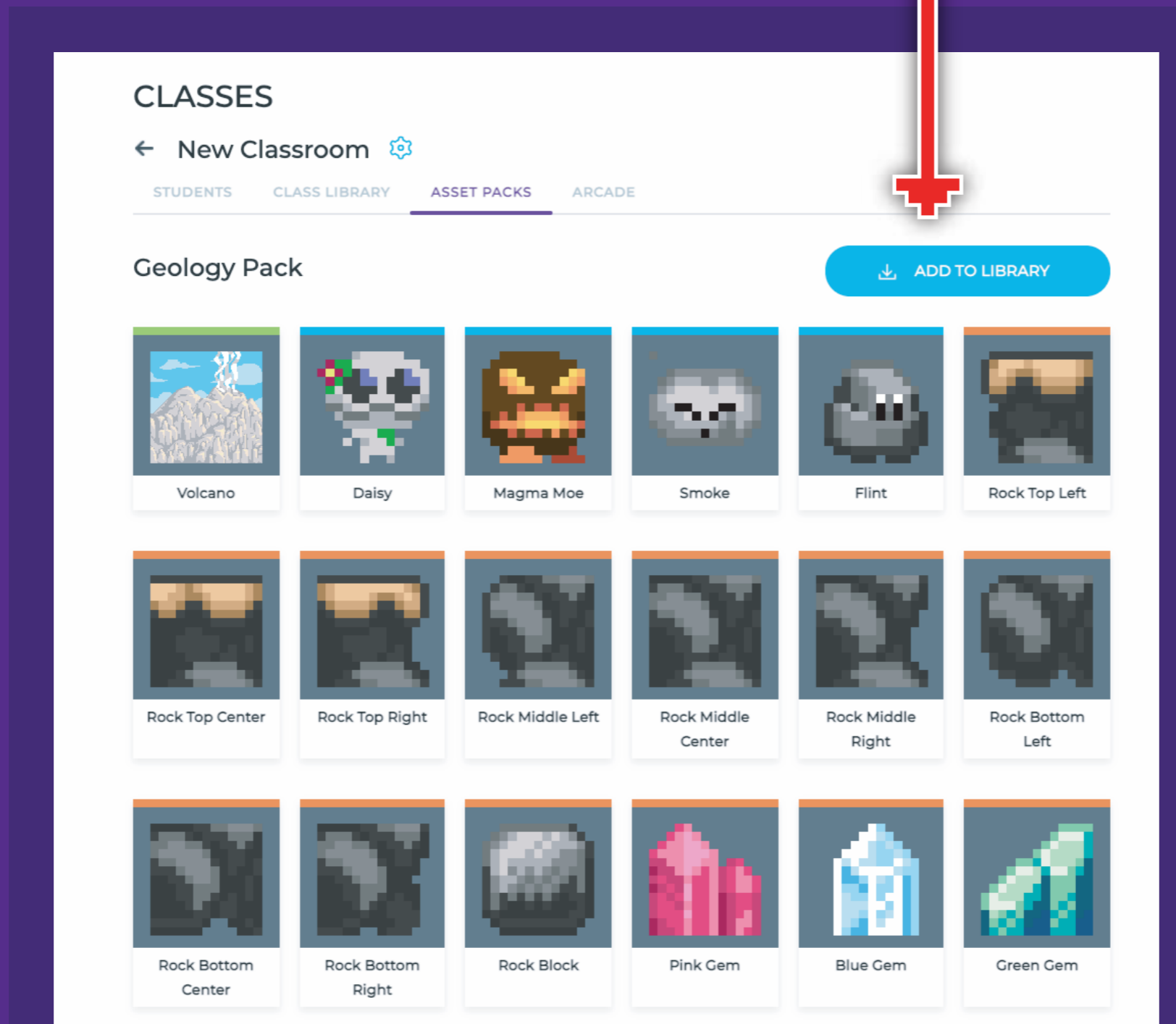
When you're setting up your class for the first time, it's a good idea to take a look at adding some asset packs for your students to use. These are under ASSET PACKS in the Class view.



Click to view the assets in the pack

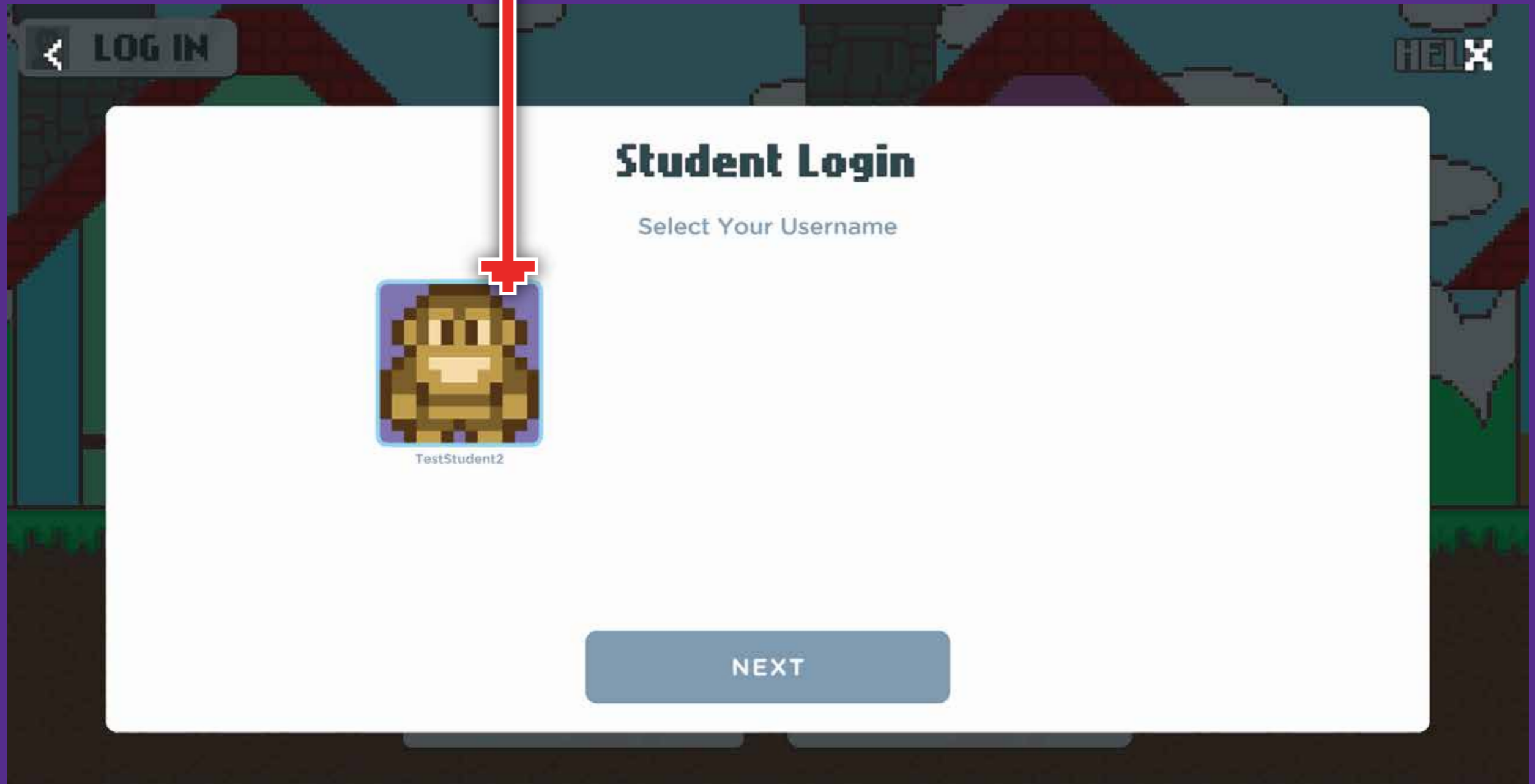
Add an Asset Pack

Click ADD TO LIBRARY. These assets will show up in your Class Library for students to use (and remix) in the app.



Bloxels EDU App - Logging In

Students select their username/account to login to.







The Arcade

Click on the ARCADE tab in your class view.

Here you can see all student games published to the Arcade.

You can toggle student access to the Arcade on and off here.

The screenshot shows the 'CLASSES' interface for a class named 'GameJam'. The 'ARCADE' tab is selected, and the 'Arcade' toggle is turned 'ON'. A table lists four student games with their titles, creators, play counts, and status.

GAMES	CREATED BY	PLAYS	STATUS
 "Michyael made this"	Boyle	23	✓
 "coin collector (fixed) (at the he beging now)"	Galileo	13	✓
 "The Ghost in the Dungeon"	Bohr	7	✓
 "Coragooze Slime's adventure!"	Design27	22	✓

The Arcade

You can click on any game to see its details.

Here you can see all student games published to the Arcade.

Status

Play the game or copy the link to it.

Story text, also downloadable as a PDF

CLASSES

← The Ghost in the Dungeon

STUDENTS CLASS LIBRARY ASSET PACKS **ARCADE**

PUBLISHED

The Ghost in the Dungeon
Created By Bohr
7 plays

PLAY

URL: arcade.bloxels.co/26518710

Story Block Text: [DOWNLOAD PDF](#)

1 Greetings. I took you here. You will be a ghost until you escape this horrid place.

2 You: Why did you take me here?

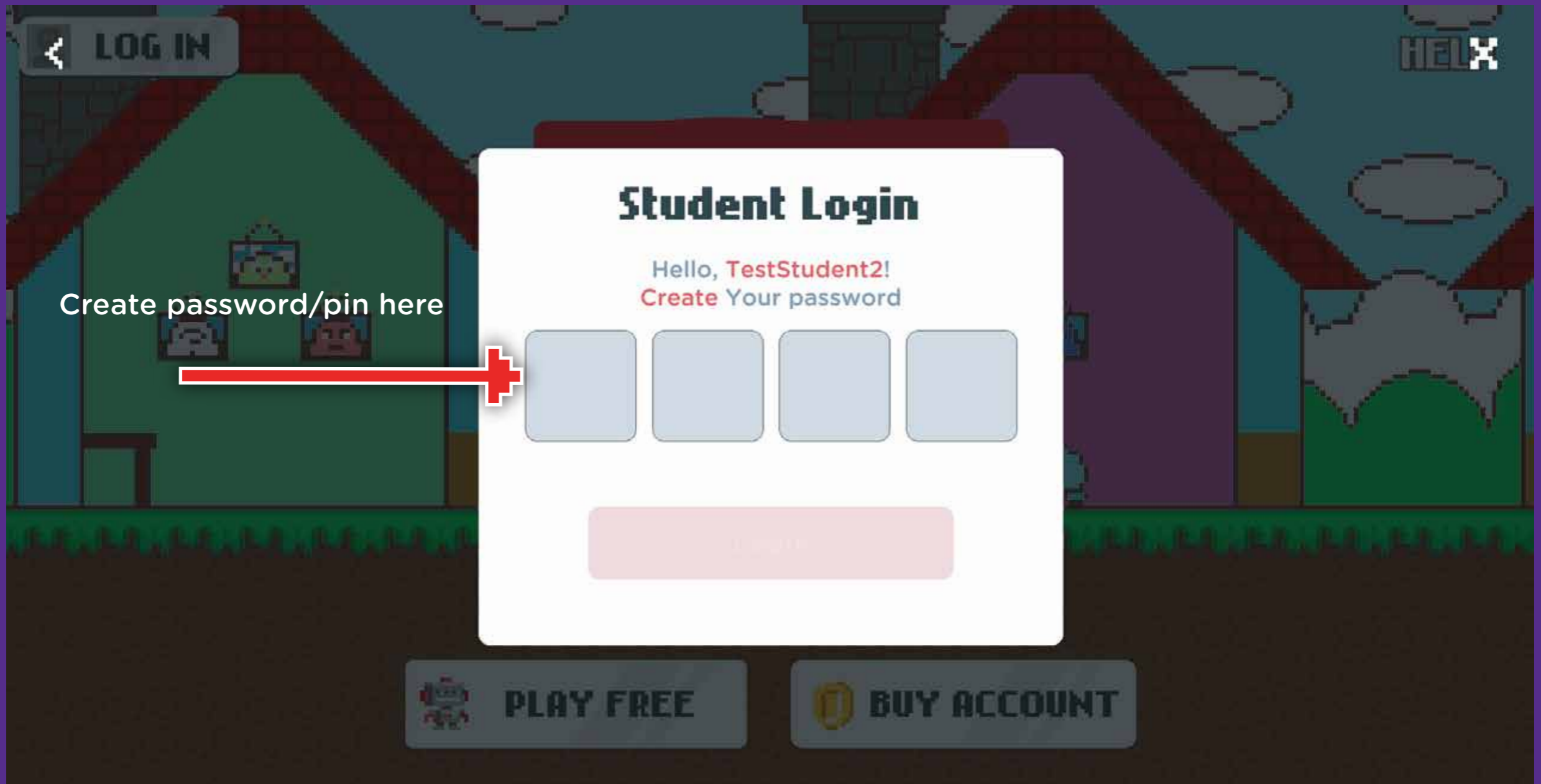
At the bottom of the game details you also have the option to send a message to a student or to reject the game from the Arcade.

MESSAGE

REJECT

Student Passwords

Students set their own password (4 digit PIN) when they first login. You can view these in the EDU Hub, or reset them if needed.



Student Passwords

In the EDU Hub, you can view the passwords or reset them as needed.

The screenshot shows the BLOXELS edu. interface. On the left is a navigation sidebar with sections for RESOURCES, TUTORIALS, and CLASSES. The CLASSES section is active, showing a list of classes including 'Events', 'Game Jam McHenry', 'class Ice18', 'Game Jam 11/14', 'Taylorville Jam', 'Troy Game Jam', 'BIOME2019', 'Tulsa Training 3/14', 'testy', and 'Think Camp Jam'. The main content area is titled 'CLASSES' and shows the 'Events' class selected. The class code is 'P8RCUA'. There are tabs for 'STUDENTS', 'CLASS LIBRARY', 'ASSET PACKS', and 'ARCADE'. A search bar is present with the placeholder 'LAST NAME OR USERNAME'. A 'Show Passwords' toggle is turned ON. Below this, a grid of student accounts is displayed. Each account has a unique avatar, a name (e.g., 'Tester 1'), a username (e.g., 'Tester1'), and a password (e.g., '1111'). A red arrow points to the 'Show Passwords' toggle, and another red arrow points to the password '1111'. A third red arrow points to the three vertical dots next to the student cards, with a note indicating that clicking these dots allows for password resets.

See passwords toggle

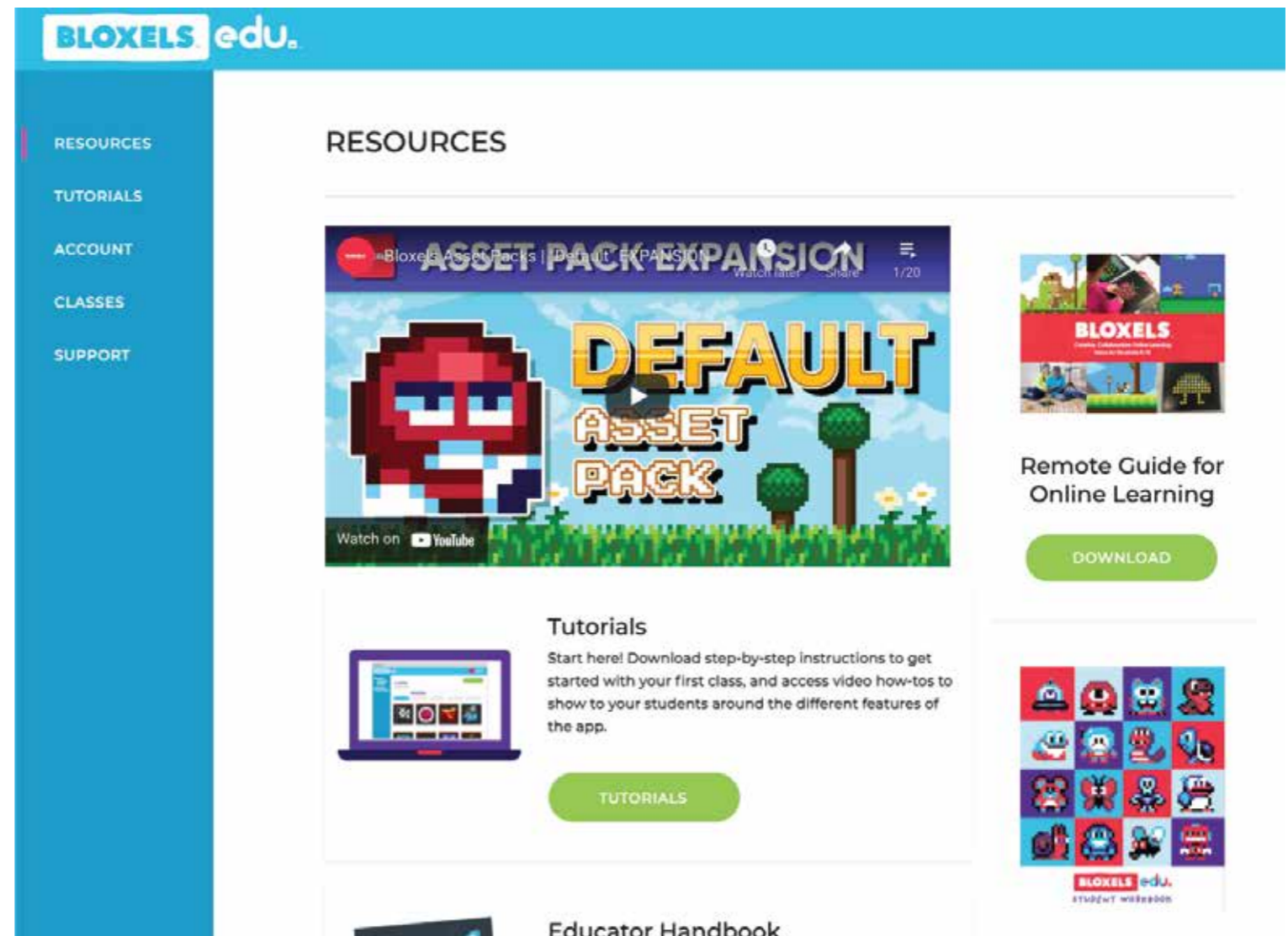
Password/PIN

To reset a password, click on the dots for more options

That's it!

You now have a class that students can login to, and from here they can start building.

For ideas on your first activity, or how to run a game jam, check out the RESOURCES page in the EDU Hub. It's also a good idea to check out the basic tutorial videos for students on building in the app!



The screenshot shows the BLOXELS edu. website interface. On the left is a blue sidebar with navigation links: RESOURCES, TUTORIALS, ACCOUNT, CLASSES, and SUPPORT. The main content area is titled 'RESOURCES' and features a large video player for 'ASSET PACK EXPANSION' with a 'DEFAULT' asset pack. Below the video is a 'Tutorials' section with a laptop icon and a 'TUTORIALS' button. To the right, there is a 'Remote Guide for Online Learning' section with a 'DOWNLOAD' button and a grid of character icons.

Go to <http://tutorials.bloxels.com> for videos and more.