

USER'S MANUAL

FOR STUDENTS



Learn **THEN** Play

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Where and how can it be used?

The app can be used on three platforms:

- To access on a computer or laptop, please use the following link: <https://learnthenplay.classyedu.eu/app/>.
- For Android devices, download the following app: <https://play.google.com/store/apps/details?id=com.Learn.classY>

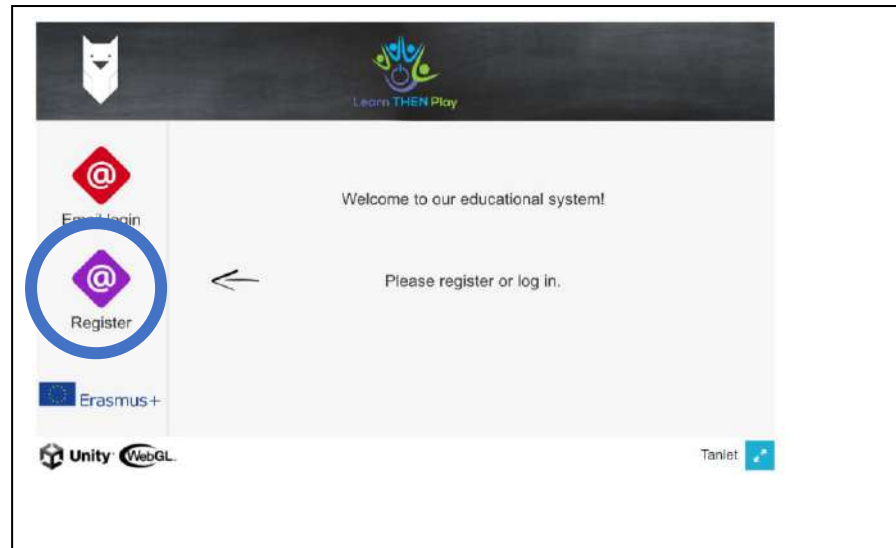
Multiple applications can be used, no need to choose between applications. When you log in to Lthp at any time, on any device, you can pick up where you left off.



Individual registration

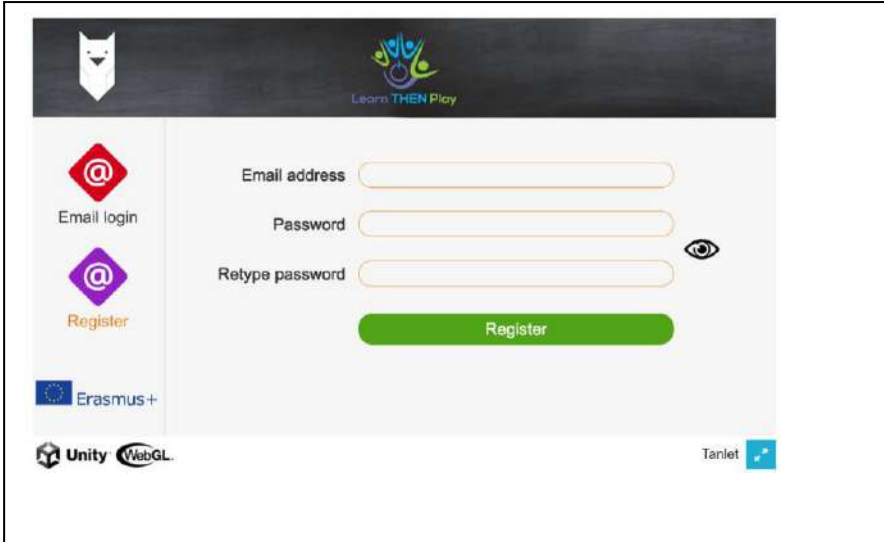
The first time you log in, you must register in the app.

1. Select the purple "Register" button on the screen!



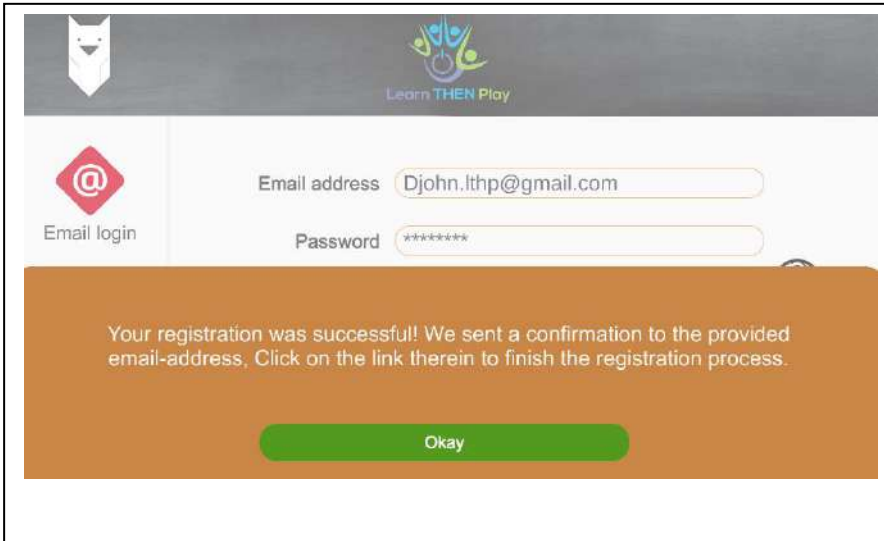
2. Enter on the next screen:
 - a. your e-mail address
 - b. and a password of your choice
 - c. confirm the password (repeat) in the bottom field!
3. Important! Remember the password, because you will need it later!

Press the green "register" button! You will see the following screen (with your e-mail address, of course):



The screenshot shows the registration page for 'Learn THEN Play'. At the top, there is a logo of a white cat and the text 'Learn THEN Play'. Below the logo, there are three options for login: 'Email login' with a red '@' icon, 'Register' with a purple '@' icon, and 'Erasmus+' with the European Union flag. The registration form consists of three input fields: 'Email address', 'Password', and 'Re-type password'. A green 'Register' button is located below the 'Re-type password' field. There is also an eye icon to the right of the password fields. At the bottom, there are logos for 'Unity WebGL' and 'Tanlet'.

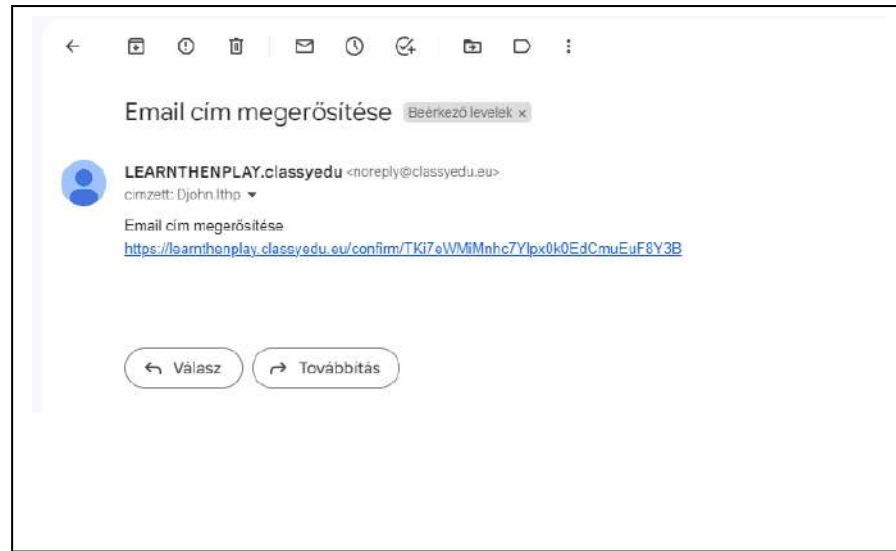
If you have done everything correctly (you have entered a valid email address and the two passwords you have entered match), you will need to confirm your registration.



The screenshot shows the successful registration confirmation screen. At the top, there is a logo of a white cat and the text 'Learn THEN Play'. Below the logo, there are two options for login: 'Email login' with a red '@' icon and 'Password' with a purple '@' icon. The registration form consists of two input fields: 'Email address' with the value 'Djohn.lthp@gmail.com' and 'Password' with the value '*****'. A green 'Okay' button is located below the 'Password' field. The background of the confirmation message is orange.

This must be done in your own email account (which you have previously provided).

1. Sign in to your email account
2. You have received an email about your registration. Click on the link in the email.
3. After confirmation, you will be redirected to the administration interface where you will be asked to accept the privacy statement. Once this is done, a window will pop up indicating successful registration.
4. You can now log in to the app with the email address and password you entered.



Registration by invitation

If you receive an email inviting you to use the system, it means that you have been invited to join a learning group and asked to log in and join the learning.

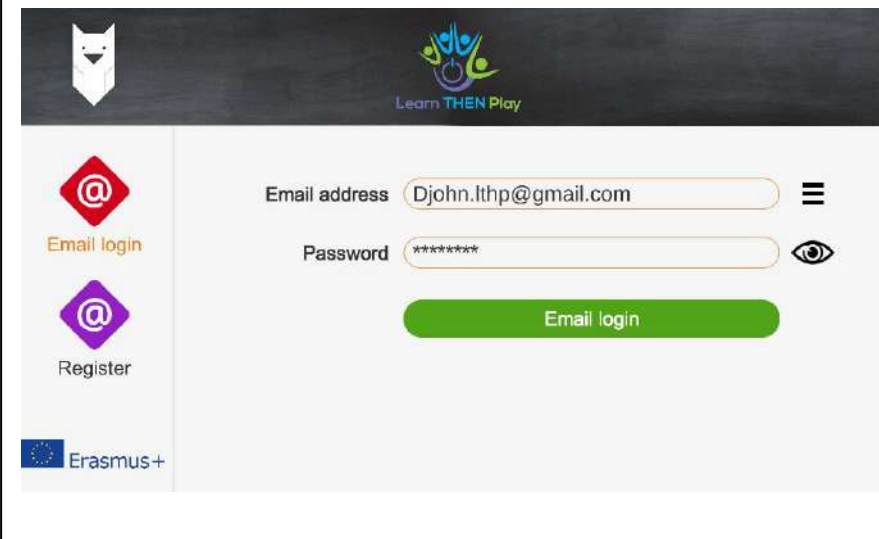
To register, please follow the instructions in the email, i.e. click on the link and you agree that you would like to register your email address in the system and in the group. Registration will be automatic and the system will jump to the Classy interface.



1. Access

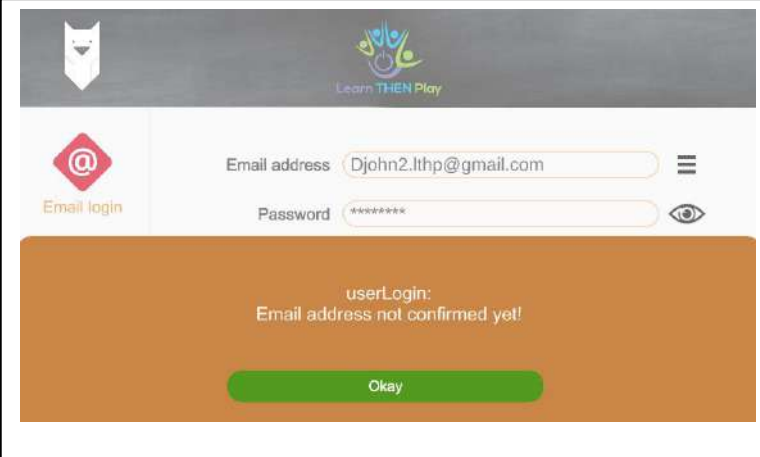
With your email address and password you can log in to the learning app on any platform.
Of course, you must use the valid password: if you have already changed it, the new password of your choice, if not, the one you received by email.

Click on the "Login" button.



The screenshot shows the login interface for the 'Learn THEN Play' app. At the top, there is a dark header with a white cat logo on the left and the 'Learn THEN Play' logo on the right. Below the header, on the left side, there are two buttons: a red '@' icon labeled 'Email login' and a purple '@' icon labeled 'Register'. At the bottom left of this section is the Erasmus+ logo. The main area contains two input fields: 'Email address' with the value 'Djohn.lthp@gmail.com' and 'Password' with masked characters '*****'. To the right of the password field is an eye icon for toggling visibility. A green 'Email login' button is positioned below the password field.

If you see this screen, you have not yet confirmed your email address. In this case, log in to your email account, look for the email from `learnthenplay.classyedu.eu` and follow the instructions.

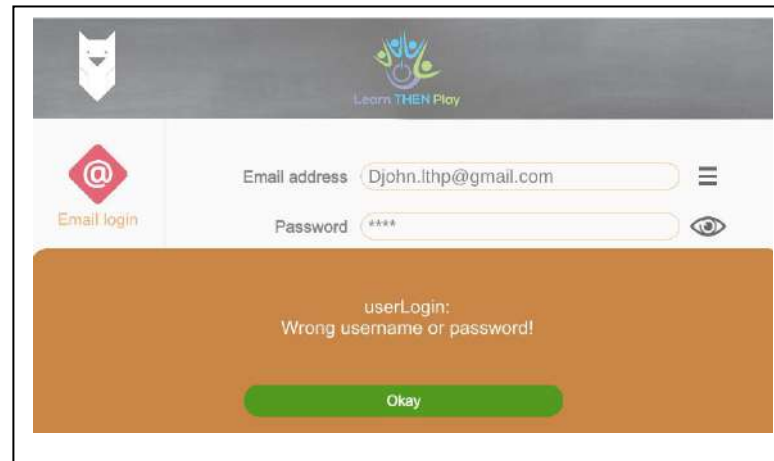


The screenshot shows the same login interface as above, but with an error message displayed in a brown banner at the bottom. The error message reads: 'userLogin: Email address not confirmed yet!'. Below the banner is a green 'Okay' button. The input fields for 'Email address' (Djohn2.lthp@gmail.com) and 'Password' (*****), along with the eye icon, are visible above the banner.

If you see this screen, or

- typed something wrong, or
- you have entered an incorrect password.

Try entering the details again, or if you cannot remember the password exactly, ask the system for a new password.



see also:

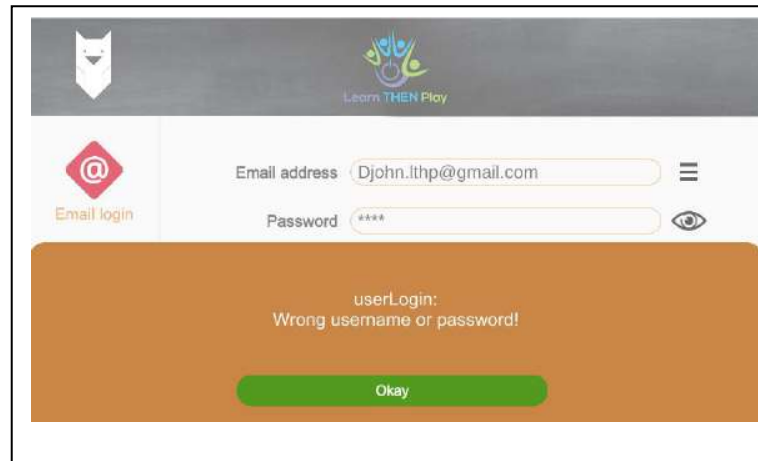
- registration
- forgotten password
- application - platforms

1.1 Forgotten password

If you see this screen, or

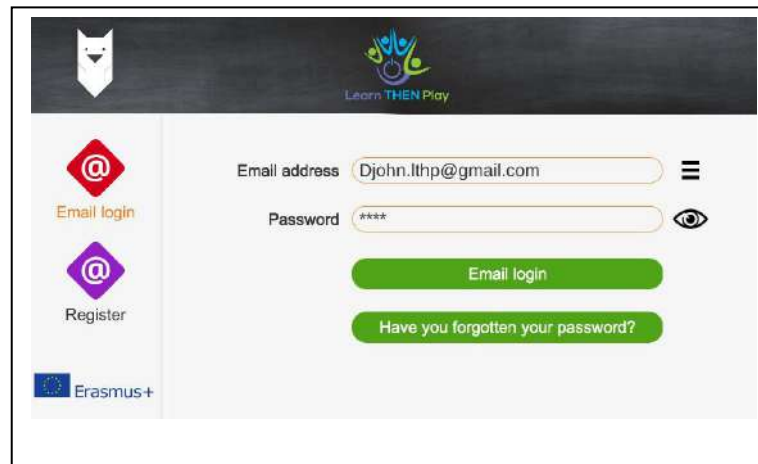
- typed something wrong, or
- you have entered an incorrect password.

Click on the "OK" button.



Try entering the data again. Click on the "eye" next to the Password window to check if you entered the password correctly.

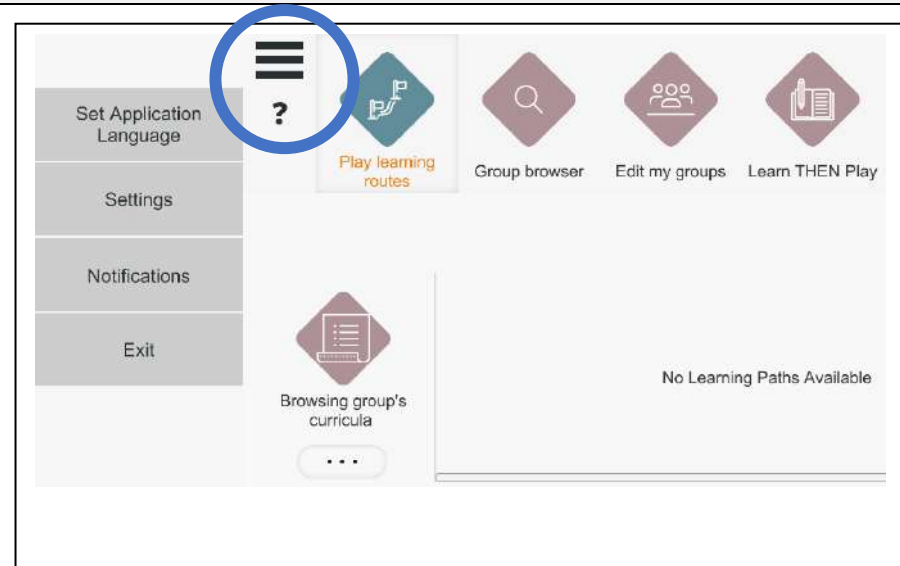
If you forgot your password, click on the "Forgot password" button; the system will send a login link to your email account, which you can click to create a new password.



1.2.1 Language selection in the app

The app is available in several languages. Choose the one that suits you best.

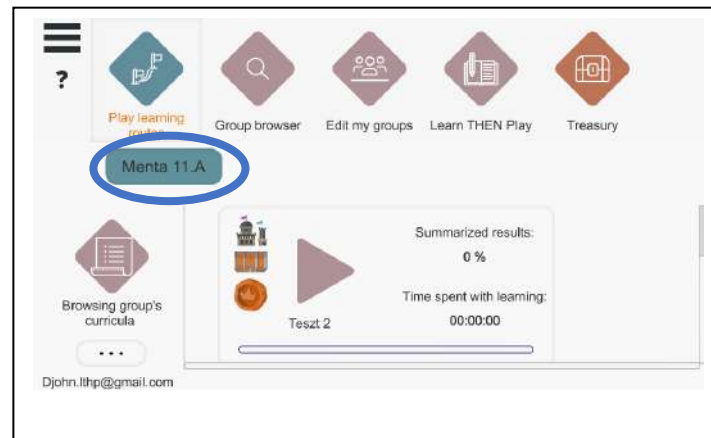
1. click on the three stripes
2. click on "Set application language"
3. choice of language



2. Groups

2.1 Joining a group in a web application

When you launch the app on the web (<https://learnthenplay.classyedu.eu/app>), you can see immediately in the middle of the page which group you are already a member of.

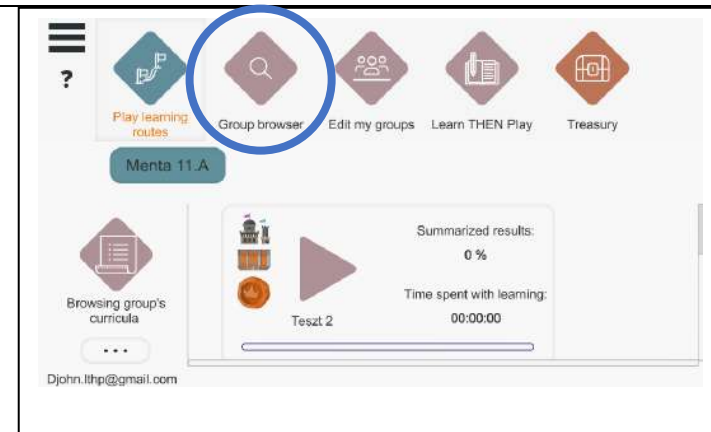


If you haven't joined anywhere yet, find out where you want to join.

You can browse the groups by clicking on the MAIN SITE GROUP ADDITION button. The screen can be scrolled. Select where you want to join.

For more detailed information about the groups, click on the three dots below the picture.

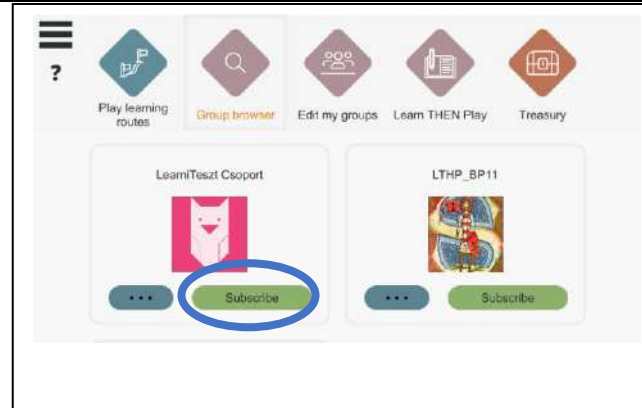
You can request to join by clicking on the Subscribe button.



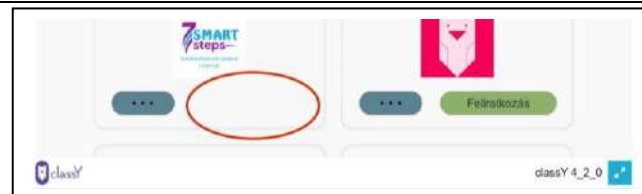
Click on the three dots to display the group details. If this is the group you are looking for, request the recording by clicking on the SUBSCRIBE button.



1. If it is an open group, the sign-up is immediate. In this case, the SUBSCRIBE button will appear below the group picture (on the main screen).



2. If it is a closed group, the group leader must authorise the connection. Until this approval is given, the DISABLE button will not appear below the group view.



see also:

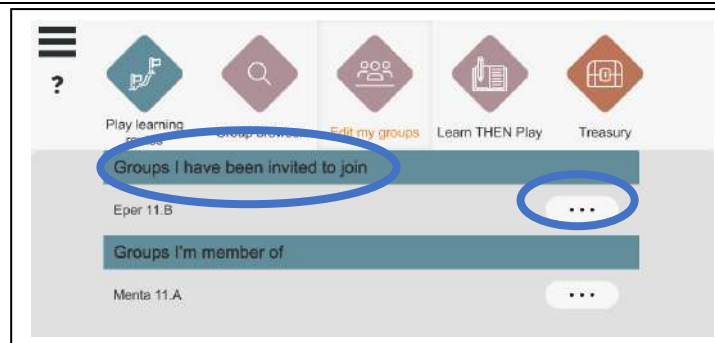
- Edit my groups

2.2 Accepting a group invitation

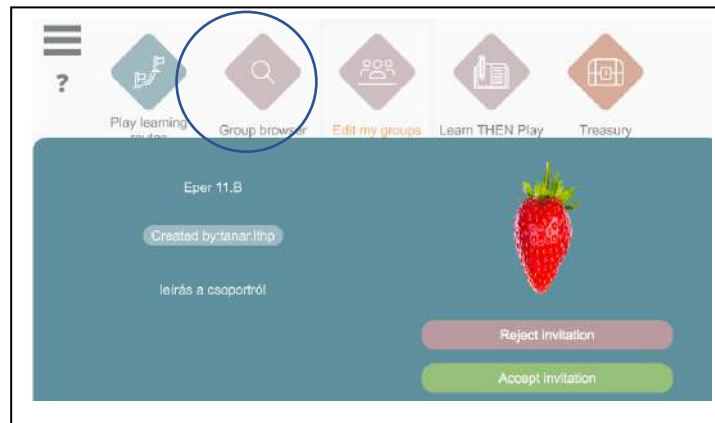
Sometimes a teacher invites you to a group where you have never been a member before. You can see this immediately on the top.



Click on the three dots to check where you have been invited.



Click on the ACCEPT or REJECT button.



If all went well, you will receive a successful connection notification.



At the Edit my groups button you will see the active subscription.



see also:

- Edit my groups
- Group types

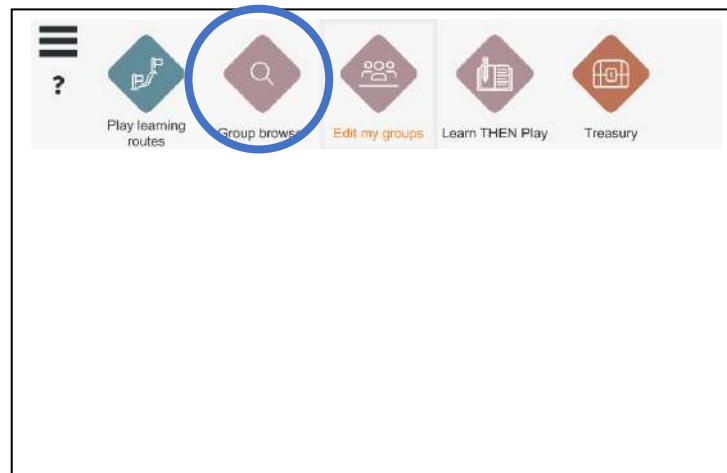
2.3 Managing my groups

On the main screen, click on the EDIT MY GROUPS button to see your activity related to groups:

- Where member
- Where have you applied
- Where were you invited to
- And what is its "status".



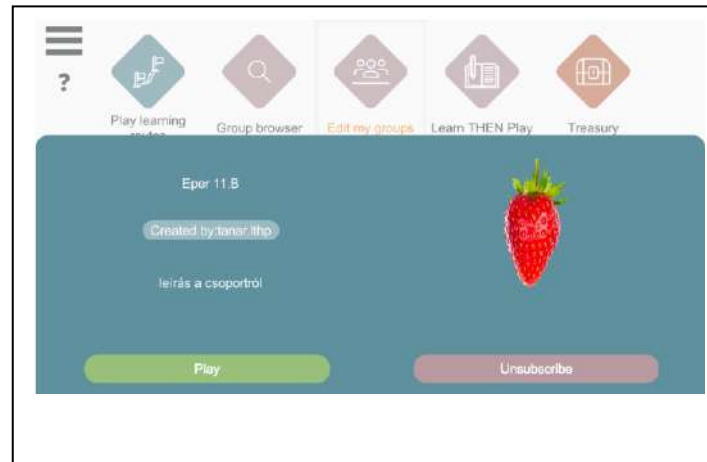
If you're not connected to anything yet, you'll be presented an empty screen. Find out where you want to join. Click on the Group browser button to scroll the screen. Select where you want to join.



If you are already a member of a group, you can manage your membership by clicking on the three dots next to the group name.

You can:

- Start (or continue) learning by clicking on the PLAY button
- To leave the group, click on the UNSUBSCRIBE button.



To leave the group, click on the LEAVE button. The system will ask for a confirmation message before permanently deleting your group membership.



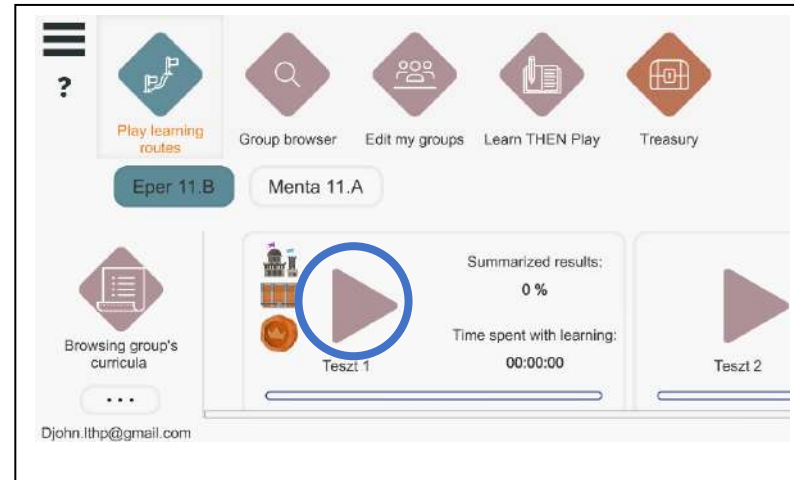
3. Learning, start-up, switching between group subjects

Once you have successfully logged in, you can use the large arrows on the main screen to launch the paths (learning materials) you have access to.

Only routes that are in a group where you are already a member (for a closed group: where your membership request has been accepted) are available.

Learning paths can be started with the large start buttons.

You can scroll through the lessons and routes on the screen by dragging and holding the right mouse button.



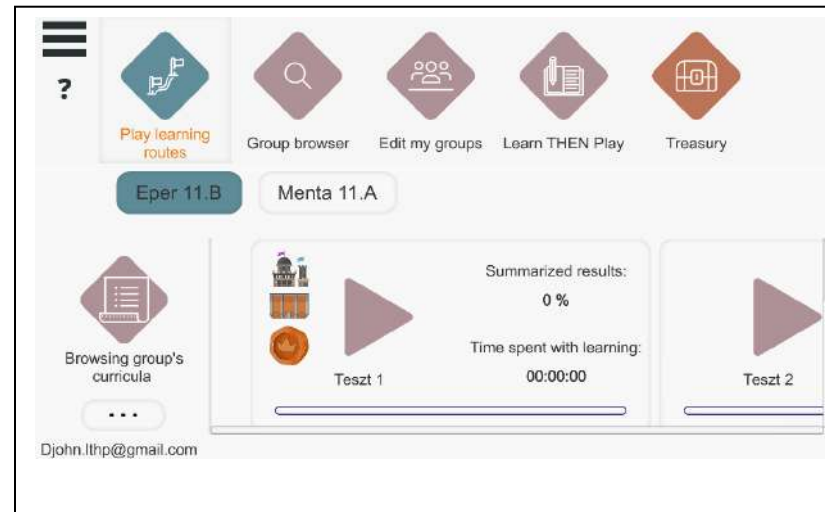
You can see the routes that belong to the currently active group.

In this example, the Menta 11.A group has a single route.



3.1 Learning in brief - next task, wrong answer, exit

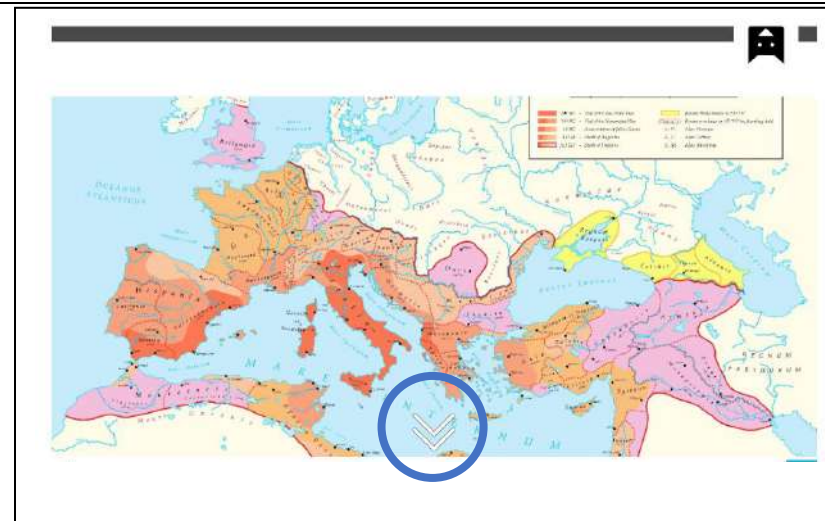
Once you have successfully logged in, you can use the large arrows on the main screen to launch the paths (learning materials) you have access to.



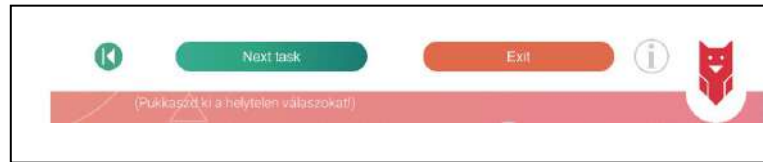
The system jumps to the next task after a successful solution, but it is also possible that the user has to jump to the next learning unit.

Click on the NEXT COURSE button. This button will always be at the bottom of the screen, which you can either

- by dragging the mouse,
- or with the down arrows you will find.



You can also move between units by clicking on the owl in the top right corner.



The hourglass on the right side of the screen shows the time taken to complete the task.

In case of a wrong answer, the system will not allow you to proceed when you click (usually indicated in red).

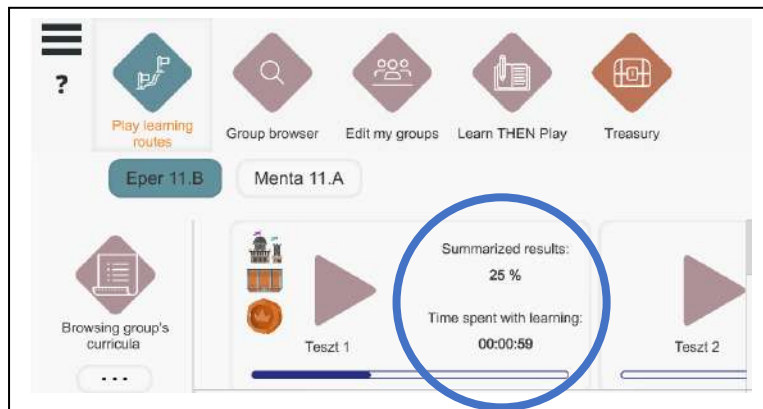
If you don't finish on time, you'll get help to solve the problem and can go back to the task again. If you still fail, you can continue with an easier task.



By clicking on the owl and selecting the CANCEL option, you can stop learning at any time.

When you exit, the system remembers where you left off and returns you to the same place next time.

When you exit, you can see the result and the time spent learning on the screen at the learning object. This data is also visible to the group leader (teacher).

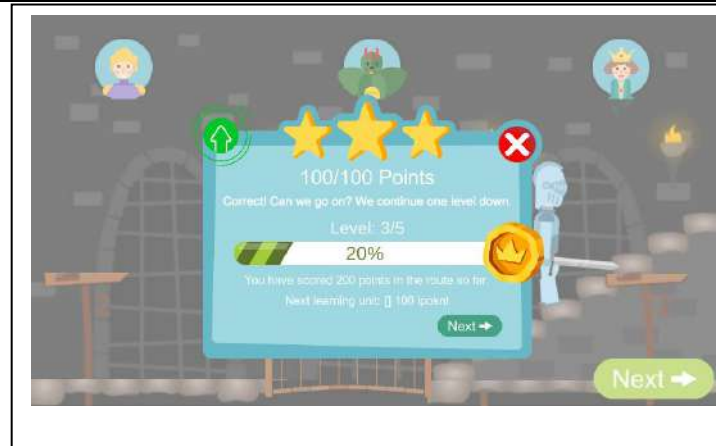


4. Finish, exit

4.1 Successful completion of the route (curriculum)

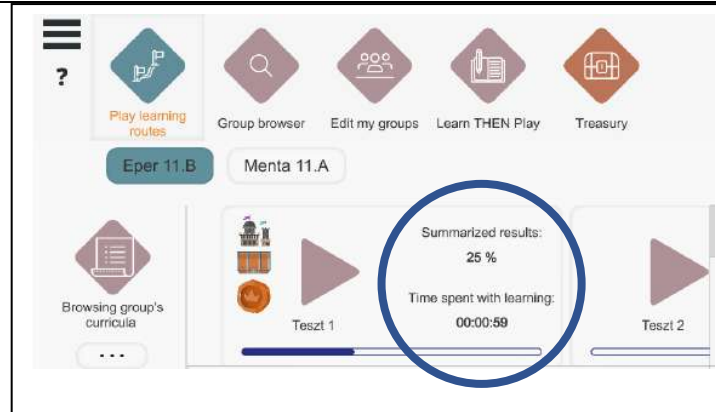
At the end of the lesson, a pop-up window will indicate successful completion and automatically exit the path.

Note: You can also interrupt learning by using the owl; in this case, the system will resume the learning in the same place the next time you enter.



On the main screen, you can see the overall result and the time spent on the course material at the route.

100% completion is also indicated by the blue progress indicator.



4.2 Results.

On the main screen, you can see the overall result and the time spent on the course material at the route.

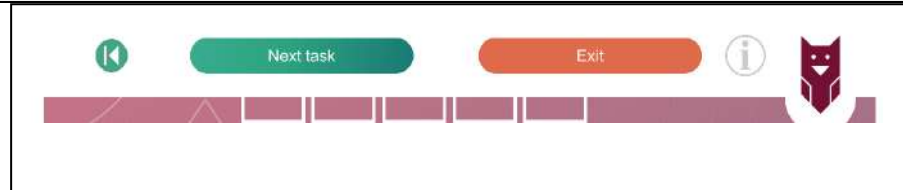
100% completion is also indicated by the blue progress indicator.



4.3 Exit during route (curriculum)

You can stop learning and quit by clicking on the owl.

On the next login, the system will return to the point where learning was interrupted.



4.4 Exit the app

On the main screen, you can exit the app by clicking on the three lines in the top left corner and selecting EXIT.

