

# DimensionU Upgrade Training Notes

Prepared by CASE Lead Instructors  
Joelle Shostell & Linda May

October 7, 2010

## **Instructional Module Missions:**

1. No changes to this program component with the exception of the webpage layout. On the homepage, click on the green colored "M" in the orbit. Scroll down the page and click on Instructional Modules.

**Dimension Single-Player (SP):** No changes.

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## **DimensionU Multi-Player (MP):**

1. The Locker Room is a new feature used in all of the MP games where you can build your avatar and purchase powerups with tokens that you will earn in the games.
2. The tokens you earn for playing the math games will not be credited to your account until the next day after you play.
3. The curriculum alignments are now complete for each game.
4. Upon logging into the MP games, you may get a window that states "Can't Connect to Update Server." Just continue on by clicking the "Launch" button to play.
5. Remember to click on the green-colored "m" to be transported to the Math component of DimensionU.
6. You will need to select your curriculum pack (Elementary School, Middle School or High School) prior to clicking on the "Transport" button.
7. You can now customize your controls, which means that you can change the key of a particular function, such as moving forward from a "w" to a key that may be more efficient for you to use, such as "b" (or any other key that is not already assigned to another function).
8. There is a Q&A log at the end of each MP game that will be available for the student to review each math question that was presented to her/him during the game and her/his individual results for each question. The teacher will still have access to this data in the Educator Portal; however, this immediate feedback for the student is very useful.

## ***Meltdown:***

1. The powerbar timer above the tunnel must be reset with your gooping tool.
2. You can only use a jetpack if you purchase the powerup from the Locker Room and select to use it before you click on the "Ready" button to join the game.

3. When you have been gooped, you can click on the “c” key to answer a math question to become cleansed. You will not lose your points or your spheres; in fact, you will actually gain points!

**Swarm:**

1. You cannot use your jetpack if you do not purchase and select that powerup.
2. You cannot divide down your opponent to send them back to the base.
3. You can “cleanse” yourself if you have been gooped, so you do not have to be sent back to your base.
4. You can charge the billboard from any side as long as you have selected the color of the correct answer.

**Velocity:** This is a new game that will be introduced today.

**Tower Storm:** No changes. There is an additional version of Tower Storm called “Tower Storm Solo” that is for a single player, which imports computer-generated avatars as competitors in the game. We will review this in the training.

**NOTE:** *The old versions of the MP games are no longer being supported by Tabula Digita. You can still utilize these; however, the educator portal will only calculate data for the most current version of the MP.*

**Educator Portal:**

1. To access the portal from the homepage, click on “Click Here (in blue) for Educator Portal” found to the left of the center picture.
2. The Educator Portal now requires that you add your email account to your login information as a security measure in confirming your identity and accessing information from the portal. Contact Linda ([linda.may@garrettcollege.edu](mailto:linda.may@garrettcollege.edu)/724-812-7685) if you do not know the email address used to set up your account.
3. To make changes to your profile, click on “MyDimensionU” in the upper left corner of the webpage. Click on “Edit My Profile” and click on “Personal Information.” Be sure to save changes. Information on tokens purchased, etc., can be found in MyDimensionU.
4. The Teacher Guide to DimensionU Reports is an excellent resource to understanding the reports available in the portal.

**NOTE:** *CASE is here to assist you in making the best use of DimensionU. PLEASE contact us immediately if you cannot access the games or instructional module; if you cannot get a report and you know your students should have data available; or if you just need some assistance. The only way we can trouble-shoot is to know there is an issue. At the same time, we also want to hear about your positive, Ah! Ha! moments, and pictures are always welcome.*