Beta! Game Manager Guide – How to develop educational games based on composition of words

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Beta! is a software that lets to teachers and educators to create educational games based on composition of words by letters or syllabes. You can use it online at www.edurete.org/beta Url or download and use it on your Windows-based Pc. Games development is very easy. Create game text files (you can use Windows Notepad) following this structure:

Fig. 1 – Structure of game files

```
testoSecondi="secondes";
testoLivello="Niveau";
testoAiuto="Quel est le mot associé à la figure? Faites glisser les lettres dans la case jaune. Avez besoin d'aide? <b>cliquez sur Eddy</b>!";
autoreEVersione="Paola Ricchiardi - ver. 12.03.13";
tipoAiuto=1;
nomeVoce="Pierre";


.      nomeLivello='Niveau 1';puntiDaOttenerePerUscire=50;paroleDaEstrarre=5;numeroDiVolte=10;
AIL ["aglio.jpg"]
AMIS ["amici.jpg"]
AVION ["aereo.png"]
ARBRE ["albero.png"]
ANGE ["angelo.png"]
ALLÉE
AZUR

.      nomeLivello='Niveau 2';puntiDaOttenerePerUscire=50;paroleDaEstrarre=5;numeroDiVolte=10;
ARGENT
ACTEUR
ANANAS
ABRICOT
ANCIEN
ABEILLE
ARMOIRE
ANTENNE
AMPOULE


.      nomeLivello='Niveau 3';puntiDaOttenerePerUscire=50;paroleDaEstrarre=5;numeroDiVolte=10;
ASSIETTE
ARROSOIR
ALPHABET
ARAIGNÉE
ATTENTION
ARC-EN-CIEL
APPAREIL_PHOTO
```

File: **La lettre A.txt**
Saved in the directory **\beta**

Elements of game files are explained in the following figure:

Fig. 2 – Elements of game files

Each game level begin with a **dot** (**.**) at the begin of line

Parameters to customize language, help and authors (see Table 1)

```
testoSecondi="secondes";
testoLivello="Niveau";
testoAiuto="Quel est le mot associé à la figure? Faites glisser les lettres dans la case jaune. Avez besoin d'aide? <b>cliquez sur Eddy</b>!";
autoreEVersione="Paola Ricchiardi - ver. 12.03.13";
tipoAiuto=1;
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.      nomeLivello='Niveau 2';puntiDaOttenerePerUscire=50;paroleDaEstrarre=5;numeroDiVolte=10;
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.      nomeLivello='Niveau 3';puntiDaOttenerePerUscire=50;paroleDaEstrarre=5;numeroDiVolte=10;
ASSIETTE
ARROSOIR
ALPHABET
ARAIGNÉE
ATTENTION
ARC-EN-CIEL
APPAREIL_PHOTO
```

Remember ; at the end of configuration lines and the " to delimitate the string of text!

Words in the game will be randomly chosen from this list (you can write in small letters)

Each word will be presented with the relevant image (located in the **\beta\figure** directory). Es: AIL ["aglio.jpg"]

Parameters to customize the game level (see Table 1)

Save game files in **.txt** format (example of file name: **La lettre A.txt**) in the directory **\beta**. Then create a list of available game files and save it in a text file named **gameList.txt** in the directory **\beta**, as in the following example:

```
La lettre A
La lettre E
La lettre I
La lettre O
La lettre U
```

File: **gameList.txt**
Saved in the
directory **\beta**

   Beta! will read the files saved in the **\beta** directory and propose you a list of games.
   To start the program open the file **index.htm** with Internet Explorer 6.0 or more. Active content must be enabled on your browser. Here the main screen of the program:

Fig. 3 – Main screen

Download **Beta!** and use it offline, on your Windows Pc

Game list, read from **gameList.txt** file

Eddy, the clever dog. Starts the game and helps children during playing

Sets the voice that read letters and words during playing

Name of the speaking voice

Download and install **Speaks For Itself** plugin to hear the voice

Download and install different language voices for the speech plugin

The Guide that you are reading
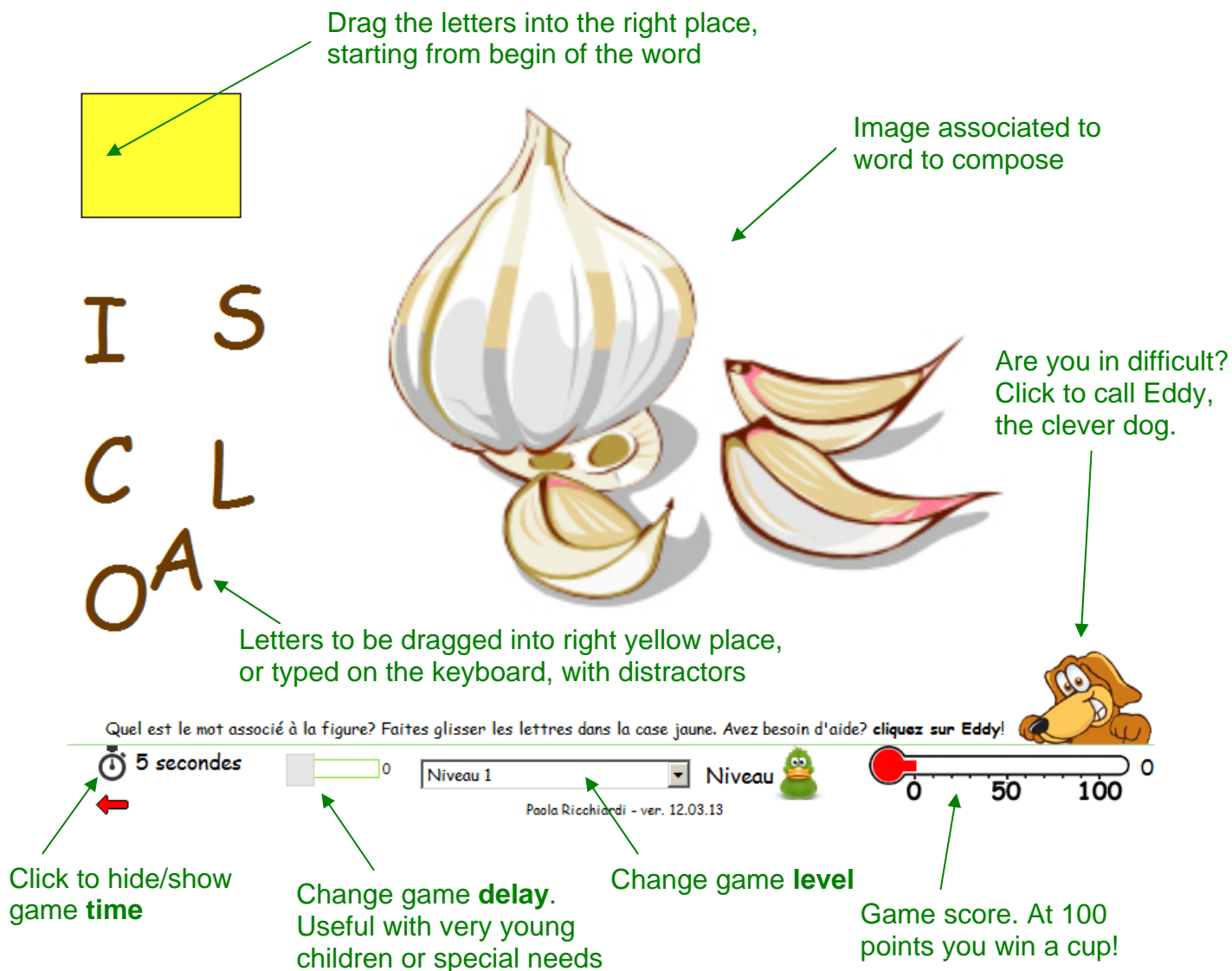
And here the game screen:

Fig. 4 – Game screen

Drag the letters into the right place, starting from begin of the word

Image associated to word to compose

Are you in difficult? Click to call Eddy, the clever dog.

Letters to be dragged into right yellow place, or typed on the keyboard, with distractors

I   S

C   L

O   A

Quel est le mot associé à la figure? Faites glisser les lettres dans la case jaune. Avez besoin d'aide? **cliquez sur Eddy!**

5 secondes   0   Niveau 1   Niveau   0   0   50   100

Paola Ricchiardi - ver. 12.03.13

Click to hide/show game **time**

Change game **delay**. Useful with very young children or special needs

Change game **level**

Game score. At 100 points you win a cup!

Table 1 – Configurations commands (to be inserted in text game files, as displayed before)

Command	Function	Examples
. (dot)	Indicates the begin of the list of the words that will be randomly selected and displayed in a game level	```. word1 ["figure1.jpg"] word2 ["figure2.png"] {#5} word3 ["figure3.png"] {znghl} word4 ["figure4.jpg"]```
["figurename.ext"]	Name of the image associate to the word (in the example the word AIL). You can specify more than an image. For the Italian language you can omit the image name and the program take automatically the image *aglio.jpg* or *aglio.png* located in the directory **\beta\figure**	```["aglio.jpg"] ["aglio.jpg","cipolla.jpg"]```
{axZ}	Distractors inserted by the game manager (you) instead of the automatic distractors (be careful that letters were different from word letters	```.``` `Banana {exZ}` generates distractors *e x Z* for the word *Banana*
{#number of distractors}	Generates a different number of distractors for preceding word	```.``` `Banana {#10}` generates 10 automatic

		distractors
| (vertical bar to separate syllabics)	Play game with syllabic instead letters	`ba|na|na` play the game with syllabics *Ba na na*
`autoreEVersione`	Author & version (a date) of the game	`autoreEVersione="Paola Ricchiardi - ver. 12.03.13";`
`testoLivello`	Indicates the translation for the word "Level" in the language of the game	`testoLivello="Niveau";` `testoLivello="Livello";`
`testoSecondi`	Indicates the translation for the word "Seconds" in the language of the game	`testoSecondi="secondes";` `testoSecondi="secondi";`
`testoAiuto`	Indicates the translation for the phrase "What is the word associated with the figure? Drag the letters in the yellow box. Need help? <b> click Eddy </ b>!" in the language of the game. Use Html commands to format the text (bold, italics, ecc.).	`testoAiuto="Quel est le mot associé à la figure? Faites glisser les lettres dans la case jaune. Avez besoin d'aide? <b>cliquez sur Eddy</b>!";`
`giocoParolaBucata`	Sets the game to display all the letters of the word except the letter to guess	`giocoParolaBucata="no";` `giocoParolaBucata="si";`
`modificaRitardo`	Hide/shows the delay bar (see Fig. 4)	`modificaRitardo="si";` `modificaRitardo="no";`
`modificaLivello`	Hide/shows the level selector (see Fig. 4)	`modificaLivello="si";` `modificaLivello="no";`
`puntiDaOttenerePerUscire`	Score to obtain in the current game level to exit from the level	`puntiDaOttenerePerUscire=50;`
`paroleDaEstrarre`	Number of word to randomly extract from list corresponding to current level	`paroleDaEstrarre=10;`
`numeroDiVolte`	Number of times that the game randomly extract words before exit from the current level	`numeroDiVolte=100;`
`tempoAnimazioneLettera`	Time for letter animation in delayed mode games	`tempoAnimazioneLettera=0;`
`tempoPermanenzaIniziale`	Time for showing entire word before letter animation in delayed mode games	`tempoPermanenzaIniziale=0;`
`tipoAiuto`	Aid supplied by clicking on Eddy	`tipoAiuto=1;` (Eddy only show the move) `tipoAiuto=2;` (Eddy makes the move) `tipoAiuto=3;` (Eddy shows entire word for a short time and then the scrambles the letter)
`numeroDistrattori`	Number of automatic distractors generated	`numeroDistrattori=3;`
`coloreTesto`	Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE)	`coloreTesto='#6A3B03';`
`coloreCasella`	Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE)	`coloreCasella='#ffff33';`
`coloreTestoInCasella`	Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE)	`coloreTestoInCasella='#009900';`
`carattereTesto`	Font of the letters	`carattereTesto="Comic Sans Ms";`
`dimensioneTesto`	Size of letters (in pixel)	`dimensioneTesto='64px';`
`forzaInizialiMaiuscole`	Force the words to be displayed with capital letters	`forzaInizialiMaiuscole=false;`
`forzaTuttoMaiuscole`	Force the words to be displayed in upper case	`forzaTuttoMaiuscole=false;`
`nomeVoce`	Name of the speaking voice (see Fig. 3)	`nomeVoce="Pierre";`
`nomeLingua`	Language of the speaking voice	`nomeLingua="French";`
`identificativoVoce`	Force the voice to corresponding number (see Fig. 3)	`identificativoVoce=3;`