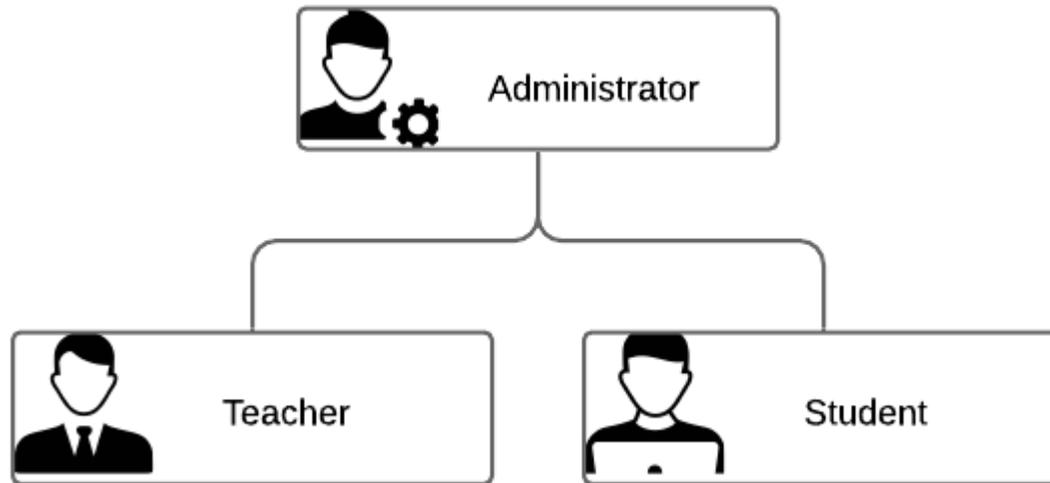


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User Roles



Administrator

Responsible for the general system, teacher administration, and creation of new content.

Teacher

Person responsible for creating and administering courses, managing students and groups.

Student

A learner enrolled in one or several courses.

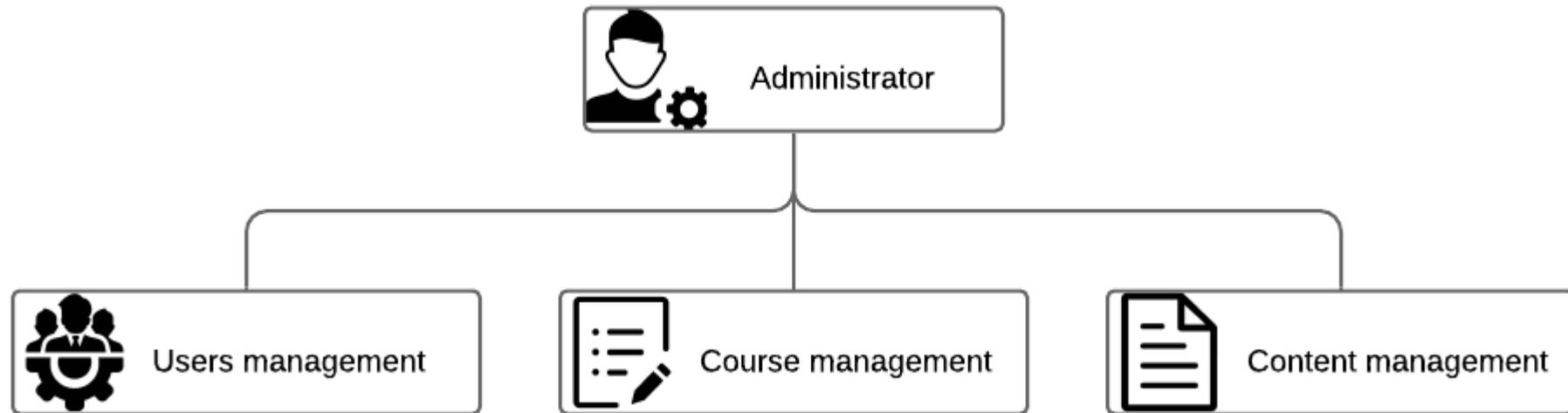
Main Interface

The login screen is the main interface for all users.



Administration Interface

The administration area is intended to allow the administrator to manage the users, courses and contents of the platform.



Users Management

Users' management interface enables administrators to control user access by creating new accounts, editing, or blocking the user.

The screenshot displays the 'Users Management' interface. At the top left is the 'GAMELET' logo. The top right shows the user 'Admin' and a language dropdown set to 'English'. A sidebar on the left contains navigation links for 'Users', 'Courses', and 'Readers Theater Scripts'. The main content area is titled 'Users' and includes an 'Add User' button. Below the title, there is a 'Show 10 entries' dropdown and a search box. The central part of the interface is a table with the following data:

Id	Name	Email	username	
216	user1 group4	group4-user16@gamelet.eu	group4-user1	✎
217	user2 group4	group4-user17@gamelet.eu	group4-user2	✎
218	user3 group4	group4-user18@gamelet.eu	group4-user3	✎
219	user4 group4	group4-user19@gamelet.eu	group4-user4	✎
220	user5 group4	group4-user20@gamelet.eu	group4-user5	✎
221	user1 group5	group5-user21@gamelet.eu	group5-user1	✎
222	user2 group5	group5-user22@gamelet.eu	group5-user2	✎
223	user3 group5	group5-user23@gamelet.eu	group5-user3	✎
224	user4 group5	group5-user24@gamelet.eu	group5-user4	✎
225	user5 group5	group5-user25@gamelet.eu	group5-user5	✎

At the bottom of the table, it says 'Showing 191 to 200 of 209 entries'. Below this is a pagination bar with buttons for 'Previous', '1', '...', '17', '18', '19', '20', '21', and 'Next'. The '20' button is highlighted in blue.

At the bottom of the page, there is a footer with the European Union logo and text: 'With the support of the Erasmus+ Programme of the European Union'. To the right of this are links for 'Legal disclosure' and 'Credits'.

Course Management

The administrator can create any number of courses. After its creation, the course is assigned to a teacher.

The screenshot shows the GAMELET Course Management interface. The top navigation bar includes the GAMELET logo, a user profile for 'Admin', and a language dropdown set to 'English'. A sidebar on the left contains navigation links for 'Users', 'Courses', and 'Readers Theater Scripts'. The main content area is titled 'Courses' and features an 'Add Course' button. Below the title, there is a search bar with the text 'Hansel' and a 'Show 10 entries' dropdown. The main part of the interface is a table with the following data:

Id	Title	Description	Visible		
3	PT - Hansel e Gretel	Portuguese version	Visible		
6	EN - Hansel and Gretel	English version	Hidden		
7	EL - Hansel and Gretel	Greek version	Hidden		
23	Cyprus - Hansel e Gretel	Greek version	Visible		

At the bottom of the table, it says 'Showing 1 to 4 of 4 entries (filtered from 55 total entries)'. There are 'Previous', '1', and 'Next' pagination buttons.

The footer of the page contains the European Union flag logo, the text 'With the support of the Erasmus+ Programme of the European Union', and links for 'Legal disclosure' and 'Credits'.

Content Management

Reader's Theater Scripts and complementary contents are introduced on the platform by the administrator.

The screenshot shows the 'Readers Theater Scripts' management interface on the GAMELET platform. The top navigation bar includes the GAMELET logo, a user profile for 'Admin', and a language dropdown set to 'English'. A sidebar on the left contains navigation links for 'Users', 'Courses', and 'Readers Theater Scripts'. The main content area features a table of scripts with columns for 'Id', 'Title', 'Visible', and 'Owner'. An 'Add Script' button is located in the top right of the table area. Below the table, a pagination control shows 'Showing 1 to 10 of 36 entries' and navigation buttons for 'Previous', '1', '2', '3', '4', and 'Next'.

Id	Title	Visible	Owner
367	Hänsel und Gretel	Visible	System
639	Hansel and Gretel	Visible	System
954	Hansel and Gretel	Visible	System
1153	Der Löwe und die Maus	Visible	System
1171	Tom Sawyer e Huckleberry Finn	Visible	System
1595	Tom Sawyer and Huckleberry Finn	Visible	System
1971	Tom Sawyer und Huckleberry Finn	Visible	System
2663	David Copperfield	Visible	System
3975	David Copperfield	Visible	System
4329	David Copperfield	Visible	System

Reader's Theater Scripts can be imported from an excel document, with a predefined structure.

The screenshot shows the 'Create RT Script' page in the GAMELET application. The header includes the GAMELET logo on the left, a user profile labeled 'Admin' with a settings gear icon, a language dropdown menu set to 'English', and a share icon on the right. The main content area features the title 'Create RT Script' and a breadcrumb trail 'Home / Create RT Script'. Below this is a section titled 'Select Excel File' with a horizontal line underneath. A file selection box contains a 'Browse...' button and the text 'No file selected.'. Below the file selection box is an orange 'Create' button. The footer contains the European Union flag, the text 'With the support of the Erasmus+ Programme of the European Union', and two links: 'Legal disclosure' and 'Credits'.

GAMELET | Admin English ↕

Create RT Script

Home / Create RT Script

Select Excel File

No file selected.

 With the support of the Erasmus+ Programme of the European Union [Legal disclosure](#) [Credits](#)

Teacher's Interface

The teacher's interface allows him/her to view the courses s/he is teaching as well as the notifications received.

The screenshot displays the Teacher's Interface for the GAMELET system. At the top left is the GAMELET logo. At the top right, there is a user profile icon labeled "Teacher", a language dropdown menu set to "English", and a share icon. The main content area is divided into two sections: "Courses" and "New Notifications".

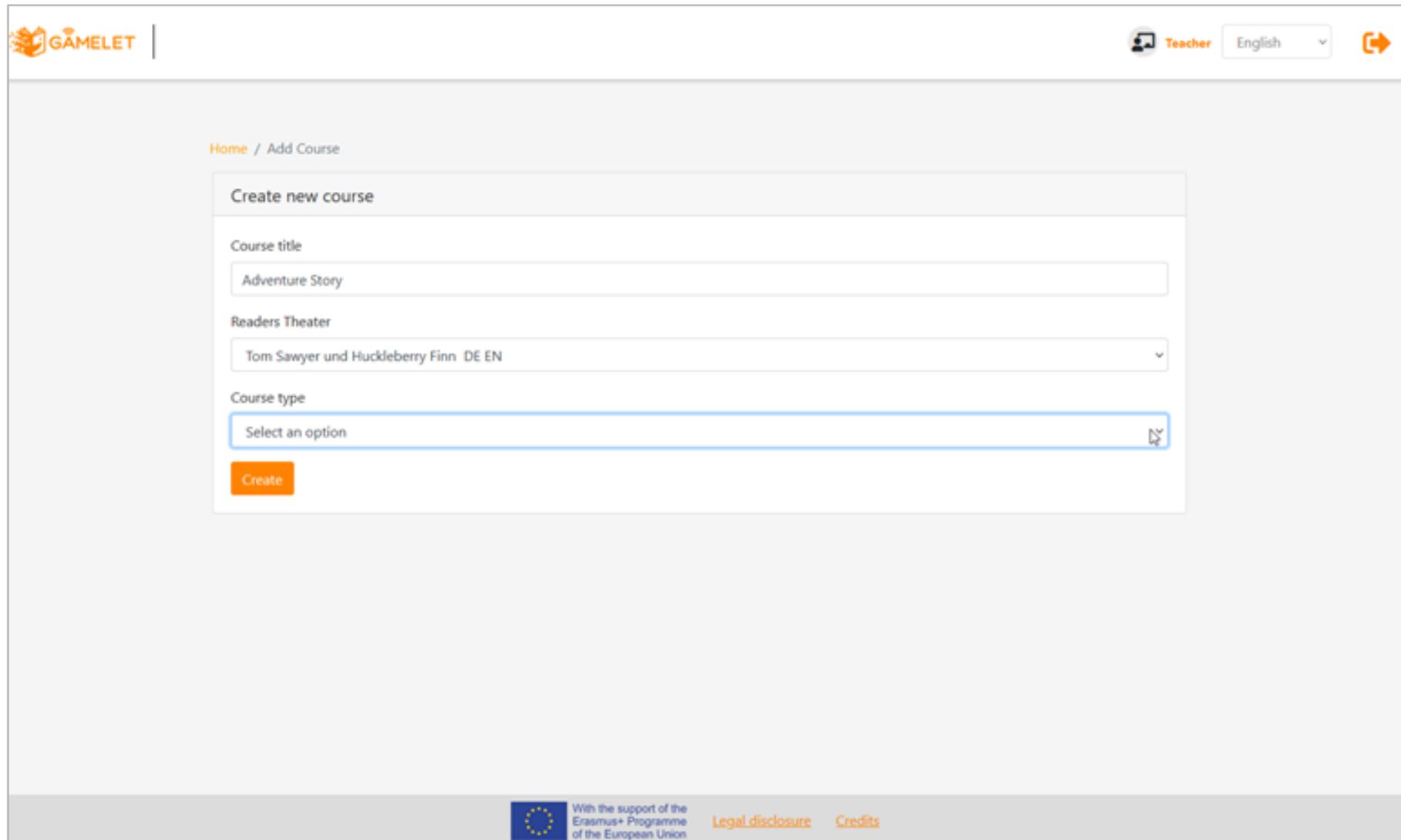
The "Courses" section features an "Add" button and a list of three courses, each with a "View course" button:

- PT - Hansel e Gretel
- Cyprus - Hansel e Gretel
- Germany - Hänsel und Gretel

The "New Notifications" section is currently empty. At the bottom of the interface, there is a footer containing the European Union flag, the text "With the support of the Erasmus+ Programme of the European Union", and links for "Legal disclosure" and "Credits".

Creating a Course

A new course can be created by the teacher by selecting the desired Reader's Theater text and the course type.



The screenshot shows the 'Create new course' form in the GAMELET interface. The form is titled 'Create new course' and is located under the breadcrumb 'Home / Add Course'. It contains three input fields: 'Course title' with the value 'Adventure Story', 'Readers Theater' with the value 'Tom Sawyer und Huckleberry Finn DE EN', and 'Course type' with the value 'Select an option'. A blue border highlights the 'Course type' field. Below the fields is an orange 'Create' button. The top navigation bar includes the GAMELET logo, a 'Teacher' profile icon, a language dropdown set to 'English', and a home icon. The footer contains the Erasmus+ logo and text: 'With the support of the Erasmus+ Programme of the European Union', along with links for 'Legal disclosure' and 'Credits'.

GAMELET | Teacher English

Home / Add Course

Create new course

Course title
Adventure Story

Readers Theater
Tom Sawyer und Huckleberry Finn DE EN

Course type
Select an option

Create

With the support of the Erasmus+ Programme of the European Union
[Legal disclosure](#) [Credits](#)

Modular Course

A modular course provides a list of links to activities. These links can be copied by the teacher and used on other platforms such as Moodle, Blackboard, Google Classroom, or any website that the class employs.

The screenshot displays a user interface for a modular course. At the top left is the 'GAMELET' logo. The top right shows the user role 'Teacher', the language 'English', and a share icon. The main content area is titled 'Hänsel und Gretel' and contains a section for 'Mission 4'. This section lists six activities, each with a 'View' button and a copy icon:

- PREPARING YOUR TEXT**: <https://localhost:3000/melt?contentid=1154&activity=184>
- READING YOUR ROLE**: <https://localhost:3000/readerstheater?contentid=1154&activity=184>
- READING WITH A DIGITAL PARTNER**: <https://localhost:3000/recordstudio?contentid=1154&activity=188>
- RECORDING YOUR ROLE AND ASKING FOR INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER**: <https://localhost:3000/recordstudio?contentid=1154&activity=189>
- GIVING FEEDBACK**: <https://localhost:3000/recordstudio?contentid=1154&activity=190>
- RECEIVING FEEDBACK**: (Link not visible)

On the right side, there are three panels:

- Notifications**: Includes a 'View all' button and a notification: 'Ask Teacher feedback all dialogs' with a green checkmark.
- Participants and Groups**: Includes an 'Edit' button and a list of groups: Weingarten, Group 1, Group 2, Group 3, Group 4, Group 5, group 1, and group 2. Each group has an eye icon.

Gamified Course

A gamified course follows a predefined narrative and students collect points according to the accomplishment of the tasks. At the end, there is a shop where students can employ the points to customize the group's Podcast.

The screenshot displays the GAMELET Moodle course interface. At the top left is the GAMELET logo. The top right shows the user role as 'Teacher' and the language set to 'English'. The breadcrumb 'Home / Course' is visible. The main content area is titled 'Germany - Hänsel und Gretel' and features a mission introduction: 'Join us on a fantastic journey towards your own podcast!'. Below this is a section for 'Mission 0' and a red banner for 'MISSION 1: Where our fantastic journey begins!'. The mission 1 section includes an 'Introduction video to Mission 1 and 1.1 a) Picture Quiz' and a video player showing a character at a desk. A right-hand sidebar contains several widgets: 'Notifications' with a 'View all' button and a list of updates; 'Shopping Area' with a 'Closed' button and a note about its functionality; and 'Participants and Groups' with an 'Edit' button. Below these are sections for 'Development' and 'Group 1'.

Participants

The teacher can create new student accounts, if these do not exist, and enroll students in the course s/he created.

Home / Course / Participants and Groups Germany - Hänsel und Gretel

Participants (without group) [Enroll Users](#) [New User](#)

Show 10 entries Search:

Name	Email	
HSRW31 Student	HSRW31@gamelet.eu	
HSRW32 Student	HSRW32@gamelet.eu	
HSRW33 Student	HSRW33@gamelet.eu	
HSRW34 Student	HSRW34@gamelet.eu	
HSRW35 Student	HSRW35@gamelet.eu	

Previous 1 Next

Groups [New Group](#)

Uminho

Members	Roles	Readers Theater
Cristina Sylla Maité	Narrator 1 Gretel Narrator 2	Hänsel und Gretel - Szene 1

Weingarten

Members	Roles	Readers Theater
Stalo Susanne Ute Alexander	The old Lady Gretel Narrator 1 Hänsel	Hänsel und Gretel - Szene 1

Groups

When creating a group, the teacher selects the scene of the reading theater the group will work on, defines the members of the group, and assigns each member a dramatic role, such as “Hänsel”, “Grethel”, and so on.

The screenshot displays the GAMELET interface for creating a new group. The main content area is titled "Participants (without group)" and shows a list of students: HSRW31 Student, HSRW32 Student, HSRW33 Student, HSRW34 Student, and HSRW35 Student. A "New Group" modal is open, allowing the teacher to define the group's details:

- Name:** Group 7
- Readers Theater Scene:** Hänsel und Gretel - Szene 3
- Members:** HSRW31 Student, HSRW32 Student, HSRW33 Student
- Member Roles:**
 - HSRW31 Student: The old Lady
 - HSRW32 Student: Narrator 2
 - HSRW33 Student: Hänsel

The background interface includes a "Participants and Groups Germany - Hänsel und Gretel" breadcrumb, a "Teacher" profile, a language dropdown set to "English", and a "New Group" button. A table at the bottom shows the details of an existing group:

Members	Roles	Readers Theater
Cristina Sylla Maitê	Narrator 1 Gretel Narrator 2	Hänsel und Gretel - Szene 1

Group Overview

The group overview allows the teacher to see which tasks have been completed by each member, as well as, if desired, unlock tasks.

The screenshot shows the GAMELET interface for a group named "Weingarten". At the top left is the GAMELET logo. At the top right, there is a "Teacher" profile icon, a language dropdown set to "English", and a share icon. Below the header, the breadcrumb "Home / Course / Group" is visible. The group name "Weingarten" is displayed on the left. To the right, under "Members", there is a list of group members: Alexander, Ute, Susanne, Stalo, Hänsel, Narrator 1, Gretel, and The old Lady. Further right, it shows "GROUP POINTS 0".

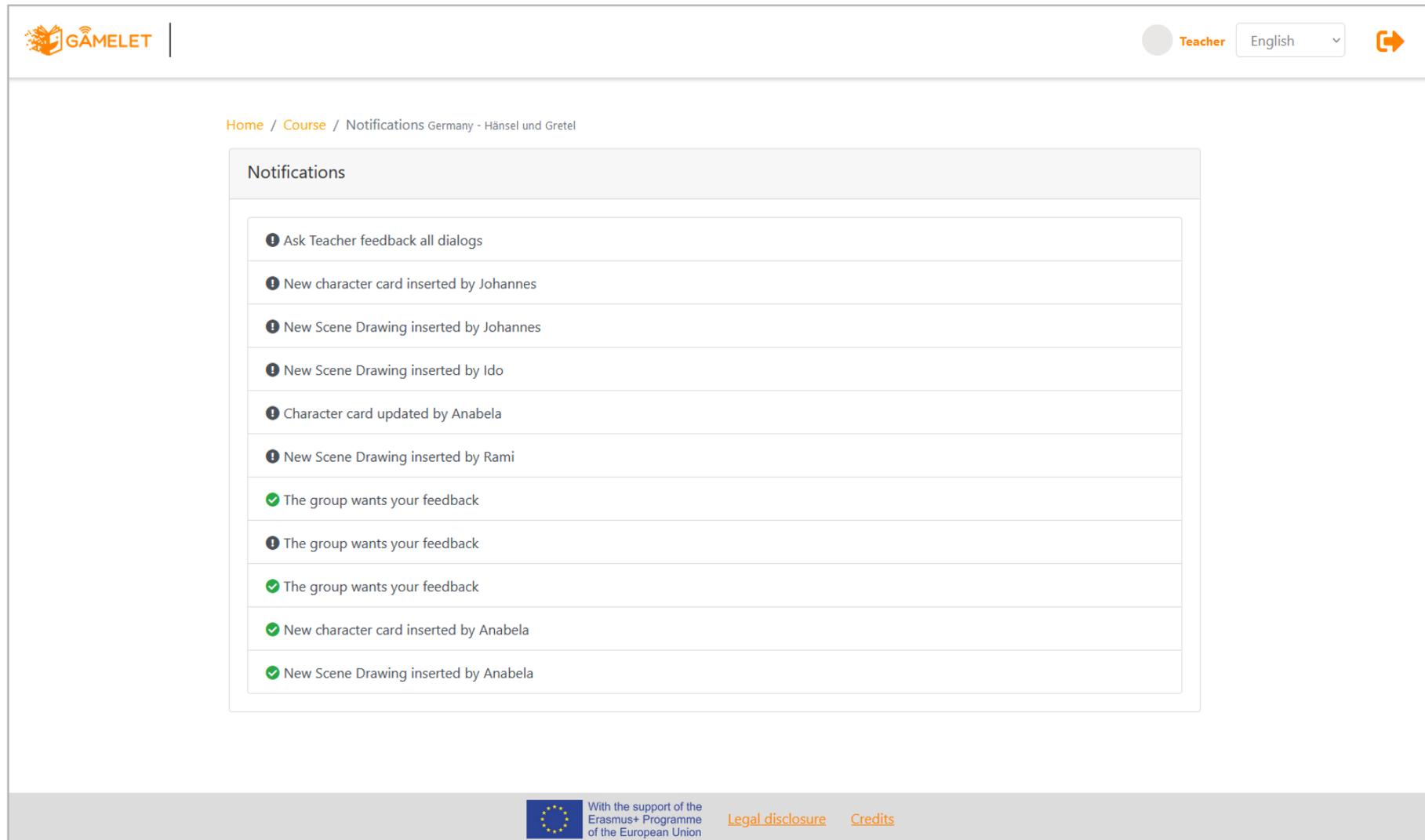
The main content area is titled "Summary" and features three mission cards:

- MISSION 1: Where our fantastic journey begins!**
 - Step 1: Picture Quiz. Alexander has completed it. Ute, Susanne, and Stalo have not. A blue padlock icon is next to each name.
 - Step 2: Order story parts. Alexander has completed it. Ute, Susanne, and Stalo have not. A blue padlock icon is next to each name. A mouse cursor is hovering over the "Unlock" button next to Susanne's name.
 - Step 3: Words and their pronunciation. Alexander has completed it. Ute, Susanne, and Stalo have not. A blue padlock icon is next to each name.
 - Step 4: Teacher reads aloud. Alexander, Ute, Susanne, and Stalo have all completed it. A blue padlock icon is next to each name.
- MISSION 2: Get to know the story of your podcast scene better.**
 - Step 1: Reading the scene. Alexander, Ute, Susanne, and Stalo have all completed it. A blue padlock icon is next to each name.
 - Step 2: WordCloud I. Alexander, Ute, Susanne, and Stalo have all completed it. A blue padlock icon is next to each name.
 - Step 3: WordCloud II. Alexander, Ute, Susanne, and Stalo have all completed it. A blue padlock icon is next to each name.
- MISSION 3: Let's get to know your characters better.**

At the bottom left, there is a small URL: "roupPage/group/76&cod=244".

Notifications

The teacher receives notifications when the student submits an assignment or requests feedback.



The screenshot shows the GAMELET interface for a teacher. The top navigation bar includes the GAMELET logo, a user profile icon labeled "Teacher", a language dropdown menu set to "English", and a share icon. Below the navigation bar is a breadcrumb trail: "Home / Course / Notifications Germany - Hänsel und Gretel". The main content area is titled "Notifications" and contains a list of 11 notification items, each with an icon and text:

- ! Ask Teacher feedback all dialogs
- ! New character card inserted by Johannes
- ! New Scene Drawing inserted by Johannes
- ! New Scene Drawing inserted by Ido
- ! Character card updated by Anabela
- ! New Scene Drawing inserted by Rami
- ✓ The group wants your feedback
- ! The group wants your feedback
- ✓ The group wants your feedback
- ✓ New character card inserted by Anabela
- ✓ New Scene Drawing inserted by Anabela

The bottom footer contains the European Union logo, the text "With the support of the Erasmus+ Programme of the European Union", and two links: "Legal disclosure" and "Credits".

Giving Feedback

When viewing an assignment submission, the teacher can provide feedback via text message and award points according to the student's performance.

The screenshot displays the GAMELET interface with a feedback modal open. The modal is titled "Give your feedback" and contains the following elements:

- Header:** "Hänsel und Gretel - Szene 1"
- Student Name:** "Johannes"
- Image:** A cartoon illustration of a girl in a blue dress and a boy in a grey shirt standing in a forest. Below the image is the text "Hänsel and Gretel are lost!".
- Comment:** A text input field containing "Nice picture, but too short description."
- Points:** A slider control labeled "Give points [0-50]" with a value of 40.
- Buttons:** "Send Feedback" (orange) and "Close" (black).

The background interface shows a sidebar with "Notifications" and a top navigation bar with "Teacher" and "English" options.



When giving feedback to an individual recording activity, the teacher can send a text message as well as fill out the feedback sheet so that the student can see where he or she needs to improve.

The screenshot shows the GAMELET interface with a 'Give your feedback' modal open. The modal is titled 'Hänsel und Gretel - Szene 1' and contains three audio recording snippets from narrators. Below the recordings is a 'Message from Anabela' section with a request for feedback. A 'Feedback Sheet' table allows rating performance on four criteria: Volume, Accuracy, Expression, and Speed, with options for SUPER, GOOD, or NEEDS WORK. A 'Text message' field and a 'Send Feedback' button are also present.

Give your feedback [Close]

Hänsel und Gretel - Szene 1

Narrator 1
Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

Narrator 2
Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.

Narrator 1
Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.

Message from Anabela
Can you give me your opinion about my recordings?

Feedback Sheet

	SUPER	GOOD	NEEDS WORK
Volume	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Expression	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Speed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Leave your opinion

Text message

[Text input field]

Send Feedback

Close

Shopping Area

After completing all tasks students can access the shopping area to customize their Podcast. The teacher can open and close access to this area.

The screenshot displays the GameLet Moodle course interface. At the top left is the GameLet logo. The top right shows the user role as 'Teacher' and the language set to 'English'. The breadcrumb trail indicates 'Home / Course'. The main content area is titled 'Germany - Hänsel und Gretel' and includes a mission overview and a list of activities with 'View' buttons: 'MISSION 0', 'MISSION 1: Where our fantastic journey begins!', 'PICTURE QUIZ', 'ORDER STORY PARTS', 'WORDS AND THEIR PRONUNCIATION', 'TEACHER READS ALOUD', and 'MY PROFILE'. On the right, a 'Notifications' sidebar lists recent updates. A 'Shopping Area' notification box is overlaid on the page, indicating that the shopping area is currently closed and that students will be notified of any changes.

Germany - Hänsel und Gretel

Join us on a fantastic journey towards your own podcast!

Important: The rights to the use of the videos remain with GameLet (made by University of Education Weingarten/Germany) and are not transferable. It is not permitted to download, film or exploit the videos or parts thereof in any other form for use in a context other than the GameLet Moodle course.

Mission 0

MISSION 1: Where our fantastic journey begins!

PICTURE QUIZ [View](#)

ORDER STORY PARTS [View](#)

WORDS AND THEIR PRONUNCIATION [View](#)

TEACHER READS ALOUD [View](#)

MY PROFILE [View](#)

Notifications [View all](#)

- Ask Teacher feedback all dialogs
- New character card inserted by Johannes
- New Scene Drawing inserted by Johannes
- New Scene Drawing inserted by Ido
- Character card updated by Anabela

Shopping Area

Closed

This functionality open/closes the shoping area.
Students are notified about this change!

Participants and Groups [Edit](#)

Development [View](#)

Tasks

Some tasks require the intervention of the teacher for their initialization or to allow them to visualize different information.

WordCloud

The teacher has the possibility to see the WordCloud generated by the class.

The screenshot displays the GAMELET WORDCLOUD I interface for the story 'Hänsel und Gretel - Szene 1'. The interface includes a top navigation bar with the GAMELET logo, the title 'WORDCLOUD I Hänsel und Gretel - Szene 1', and user information for 'Teacher' in 'English'. Below the navigation bar, there are buttons for 'AUDIOSAT', 'Szene 1', 'Szene 2', and 'Szene 3', along with 'POINTS', 'TASK', 'MY GROUP', and 'NOTIFICATIONS' icons. The main content area shows a list of dialogue bubbles with character avatars on the left. The dialogue includes German and English text. A 'Task description' panel on the right provides instructions for reading and using the word cloud. A 'Task completed' button is visible at the bottom left.

unsanften

Save to PNG | Class wordcloud

Task completed

Task description

To read your story well, you will certainly need to understand the dialog and events in the story.

- While reading your scene:
 - highlight in **red** any unknown English words and words you have difficulties reading.
 - highlight in **yellow** at least 4 English words that are important for the story
 - Double-click on the words that you do not know/cannot read
 - Click Word Cloud
 - Choose red as the color
 - Then click "Save", This will send the word to your Word Cloud.
- Print your Word Cloud sheet to keep handy after saving it as a picture by clicking "Save". This will download your sheet and you will then be able to print it.

EmojiTales

Before students can carry out the task, the teacher must select the text on which they should work.

GAMELET | EMOJI TALES
Hänsel und Gretel - Szene 1

Teacher English English

SUCCESSES

Szene 1 Szene 2 Szene 3

POINTS TASK MY GROUP NOTIFICATIONS

Task description

EN DE

In this task, you must pay attention to the expression of the model reading and the emotions conveyed by the text. You are allowed three attempts!

1. Read the first highlighted turn.
2. Then listen carefully to the audio model reading.
3. Think about what emotion is conveyed.
4. Click on the highlighted word and select the correct emoji.
5. If it is the wrong emoji, read the tip and try again. You have 3 attempts.
6. Do this with all the highlighted turns.

NARRATOR 1: Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

HÄNSEL: "What on ? earth... where are we? What happened? Gretel, wake up! GRETEL!"

NARRATOR 2: Mit einem sehr ? unsanften Wackrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.

GRETEL: "Don't be so loud. I am not deaf, you little... ? wait, where are we!"

HÄNSEL: "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"

NARRATOR 1: Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.

NARRATOR 2: Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.

Task completed

After selecting the text snippet, the teacher must indicate the correct emotion as well as three learning tips that will be shown to students in case of a wrong answer.

The screenshot displays the 'GAMELET EMOJI TALES' interface for the story 'Hänsel und Gretel - Szene 1'. A 'New emotion' dialog box is open, allowing a teacher to select a mood and provide learning tips. The dialog includes a 'Color' dropdown (set to orange), a 'mood' dropdown, and a row of nine emotion emojis. A 'learning tip 1' field is active, and a 'Don't select a mood' warning is visible. The background shows a chat interface with characters like NARRATOR 1, HÄNSEL, and GRETEL, and a 'Task description' panel on the right with instructions and a 'Task completed' button.

New emotion

Color orange mood neutral

learning tip 1

learning tip 2

learning tip 3

Don't select a mood

Abort Save

Task description

In this task, you must pay attention to the expression of the emotion in the model reading and the emotions conveyed by the text. You are allowed three attempts!

1. Read the first highlighted turn.
2. Then listen carefully to the audio model reading.
3. Think about what emotion is conveyed.
4. Click on the highlighted word and select the correct emoji.
5. If it is the wrong emoji, read the tip and try again. You have 3 attempts.
6. Do this with all the highlighted turns.

Task completed

Recording Studio

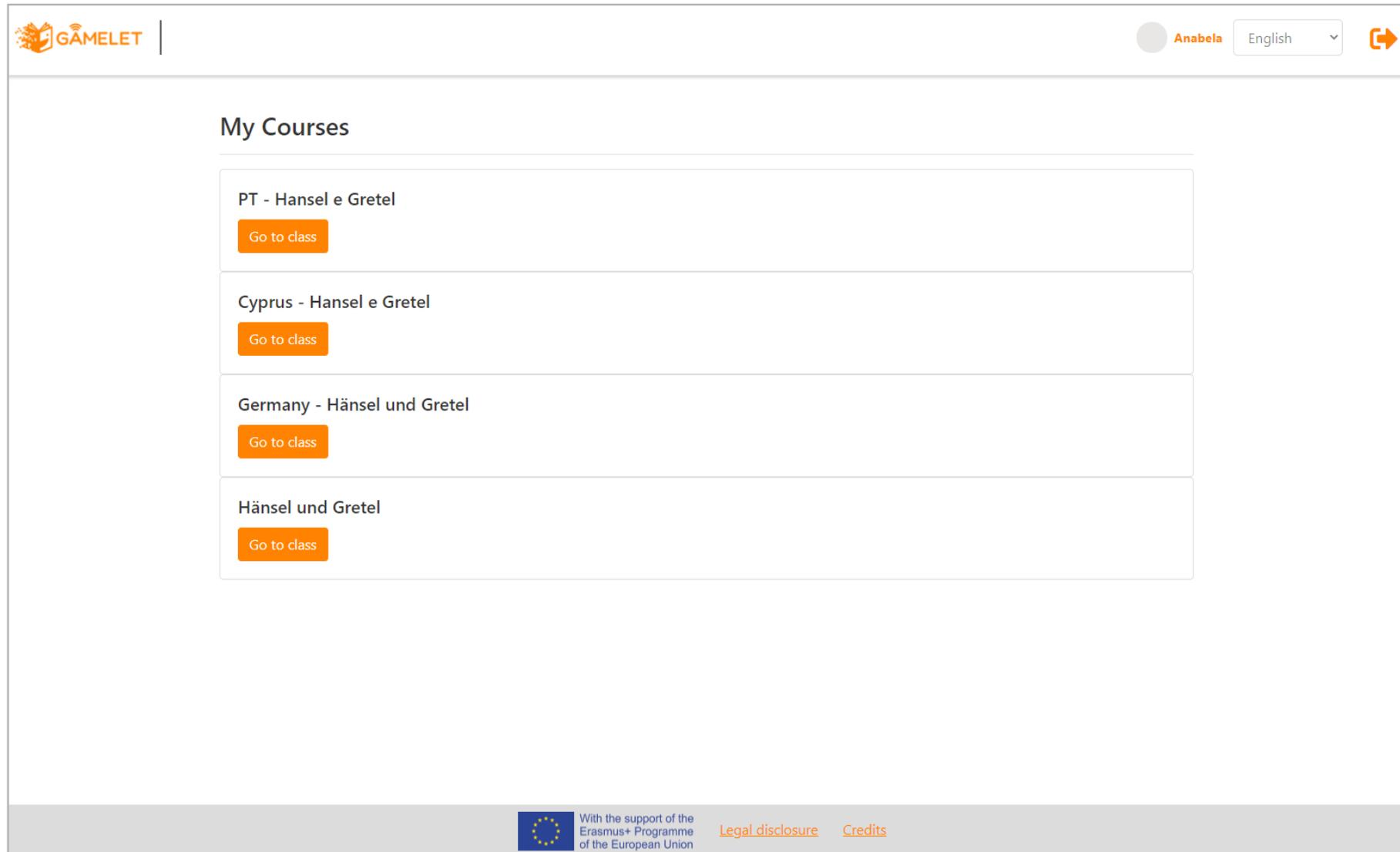
In the Recording Studio, the teacher can switch between the different scenes, as well as record some or all of the turns and use these recordings as a model reading.

The screenshot shows the Recording Studio interface in the GAMELET application. The top bar includes the GAMELET logo, the title "RECORDING YOUR ROLE AND ASKING FOR INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER", and the subtitle "Hänsel und Gretel - Szene 1". On the right, there is a "Teacher" profile, a language dropdown set to "English", and a share icon. Below the top bar, there is a navigation area with "AUTOPLAY" and three scene tabs: "Szene 1" (highlighted in orange), "Szene 2", and "Szene 3". A checkbox labeled "Use my recordings as model" is checked. To the right of the scene tabs are icons for "POINTS" (50), "TAREFA", "O MEU GRUPO", and "NOTIFICATIONS". The main area displays a list of dialogue turns with speaker avatars and names on the left and text in speech bubbles on the right. The turns are as follows:

- NARRATOR 1:** Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.
- HÄNSEL:** "What on earth... where are we? What happened? Gretel, wake up! GRETSEL!"
- NARRATOR 2:** Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen. (This turn has microphone and mute icons on the right.)
- GRETSEL:** "Don't be so loud. I am not deaf, you little... wait, where are we?"
- HÄNSEL:** "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"
- NARRATOR 1:** Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.
- NARRATOR 2:** Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden. (This turn has microphone and mute icons on the right.)
- GRETSEL:** "That witch! She wants to get rid of us!"

Student's Interface

The Student's Interface allows students to access all the courses they are enrolled in.



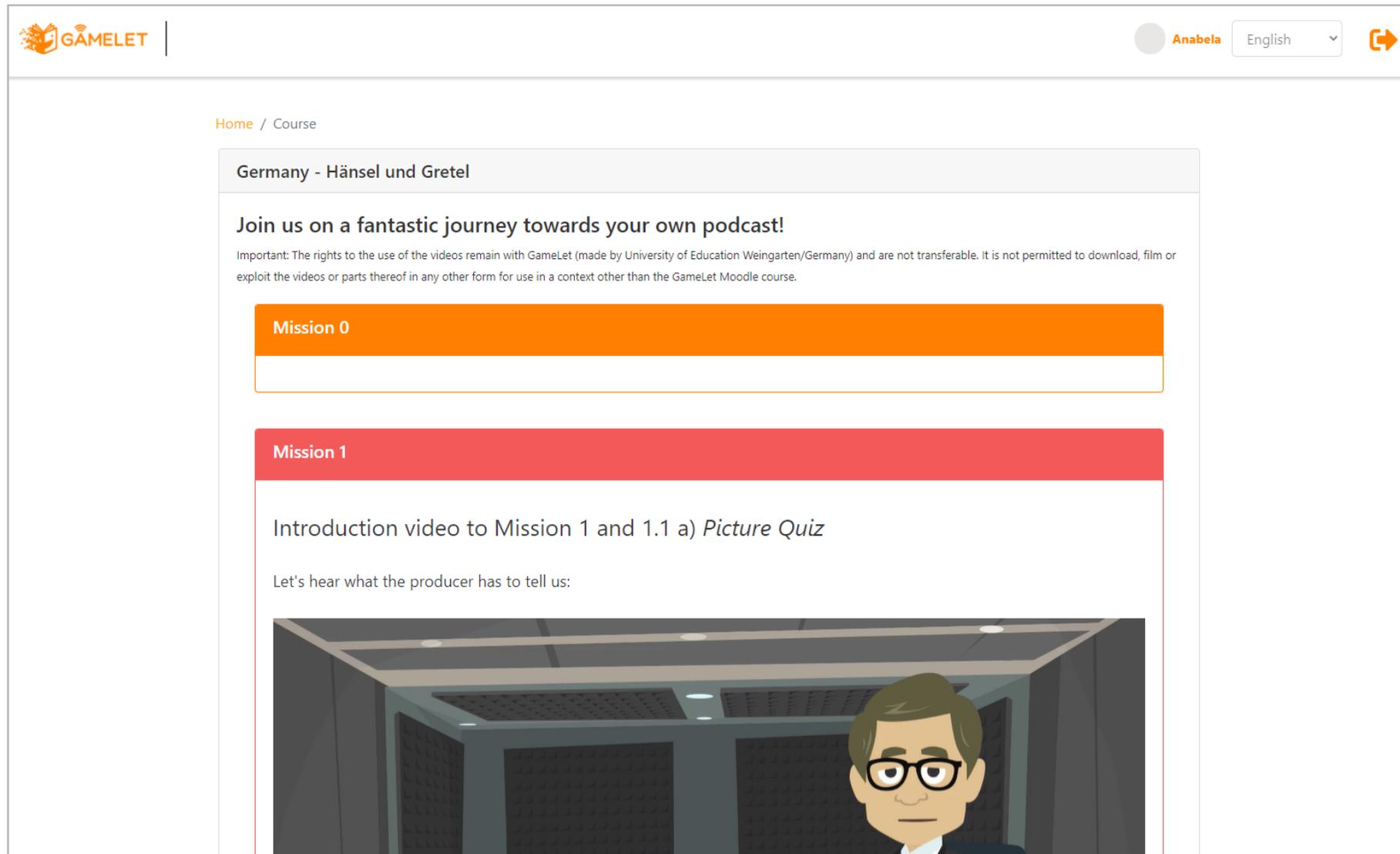
The screenshot displays the 'My Courses' section of the Student's Interface. At the top left is the GAMELET logo. At the top right, there is a user profile icon for 'Anabela', a language dropdown menu set to 'English', and a refresh icon. The main content area lists four courses, each with a 'Go to class' button:

- PT - Hansel e Gretel
- Cyprus - Hansel e Gretel
- Germany - Hänsel und Gretel
- Hänsel und Gretel

At the bottom of the interface, there is a footer containing the European Union flag logo, the text 'With the support of the Erasmus+ Programme of the European Union', and two links: 'Legal disclosure' and 'Credits'.

Course Screen

The course page allows the student to access the game narrative as well as the tasks.



The screenshot shows a web interface for a course. At the top left is the 'GAMELET' logo. At the top right, there is a user profile for 'Anabela', a language dropdown menu set to 'English', and a share icon. Below the header, there is a breadcrumb trail 'Home / Course'. The main content area is titled 'Germany - Hänsel und Gretel'. A prominent heading reads 'Join us on a fantastic journey towards your own podcast!'. Below this, a disclaimer states: 'Important: The rights to the use of the videos remain with GameLet (made by University of Education Weingarten/Germany) and are not transferable. It is not permitted to download, film or exploit the videos or parts thereof in any other form for use in a context other than the GameLet Moodle course.' The content is organized into two mission sections. 'Mission 0' is shown as an orange bar with a white box below it. 'Mission 1' is shown as a red bar. Under 'Mission 1', the text reads 'Introduction video to Mission 1 and 1.1 a) *Picture Quiz*'. Below this text, it says 'Let's hear what the producer has to tell us:' followed by an illustration of a man with glasses in a recording studio.

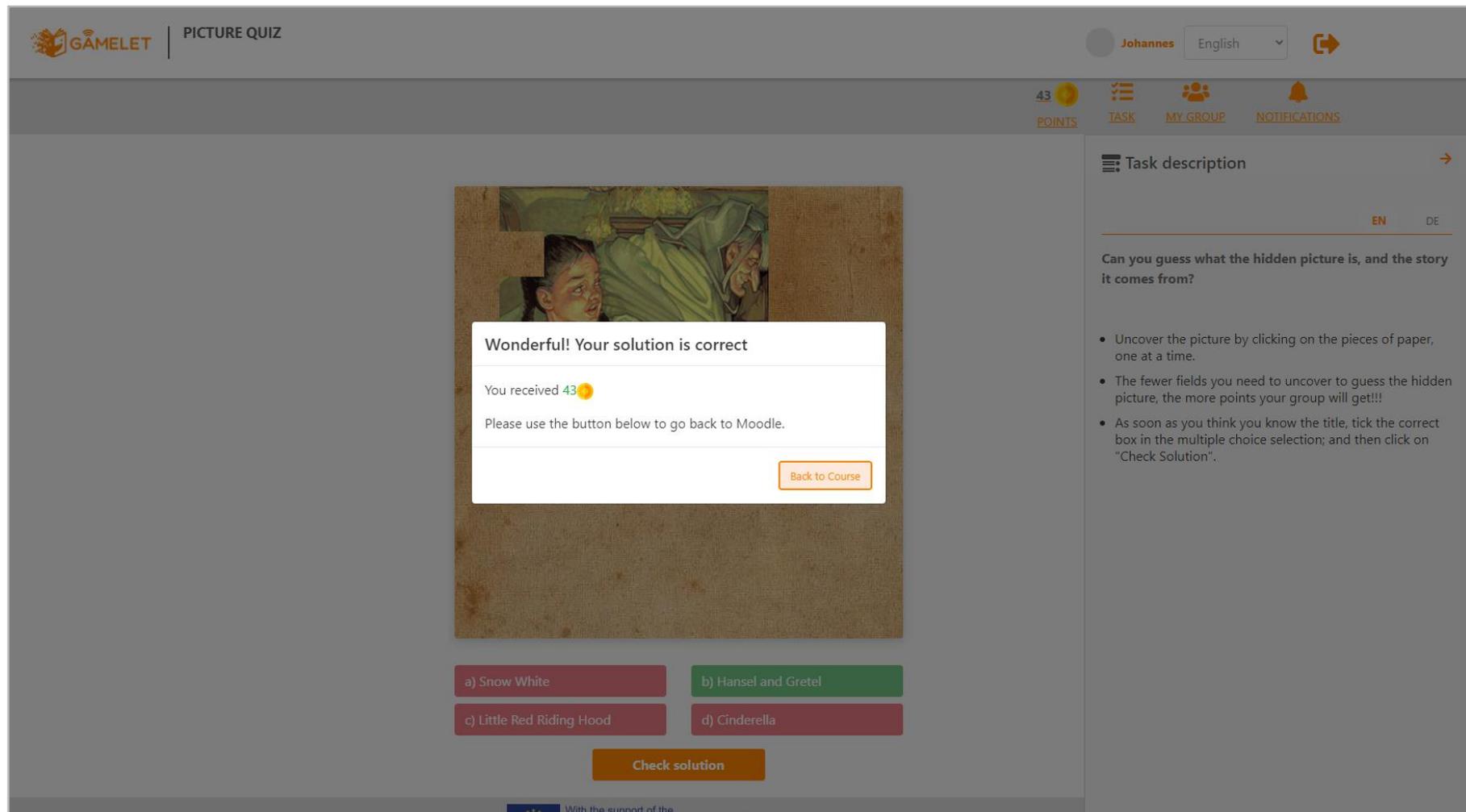
Tasks

All tasks have the screen organized in the same way. On the left side the task description, and in the central area the text or main content of the task. When starting a task for the first time, messages are shown to the user that help them to know how to use the platform.

The screenshot displays the GAMELET PICTURE QUIZ interface. At the top left, the logo 'GAMELET' and the title 'PICTURE QUIZ' are visible. The top right shows the user's name 'Johannes', the language 'English', and a share icon. Below this, a navigation bar includes '60 POINTS', 'TASK', 'MY GROUP', and 'NOTIFICATIONS'. The main content area features a large, textured brown square representing a hidden picture. A white tooltip with the text 'Please read the task description first!' and an orange 'Next' button is positioned over the top right of the picture. Below the picture are four multiple-choice options: 'a) Snow White', 'b) Hansel and Gretel', 'c) Little Red Riding Hood', and 'd) Cinderella'. A brown 'Check solution' button is located at the bottom center. On the right side, a 'Task description' panel is open, showing the question 'Can you guess what the hidden picture is, and the story it comes from?' and three bullet points: 'Uncover the picture by clicking on the pieces of paper, one at a time.', 'The fewer fields you need to uncover to guess the hidden picture, the more points your group will get!!!', and 'As soon as you think you know the title, tick the correct box in the multiple choice selection; and then click on "Check Solution".'. The panel also has language options 'EN' and 'DE'.

Picture Quiz

In this task, the student must find out what the name of the story is, uncovering as few pieces as possible. When finished, s/he is informed of the points s/he has earned.



The screenshot displays a Moodle interface for a "Picture Quiz". At the top left, the "GAMELET" logo and "PICTURE QUIZ" title are visible. The user's name "Johannes" and language "English" are shown in the top right. A navigation bar includes "POINTS" (43), "TASK", "MY GROUP", and "NOTIFICATIONS".

The main content area features a partially obscured image of a scene from a story. A white notification box is overlaid on the image, stating: "Wonderful! Your solution is correct", "You received 43", and "Please use the button below to go back to Moodle." with a "Back to Course" button.

Below the image are four multiple-choice options: "a) Snow White", "b) Hansel and Gretel", "c) Little Red Riding Hood", and "d) Cinderella". A "Check solution" button is positioned below these options.

On the right side, a "Task description" panel is open, showing the question: "Can you guess what the hidden picture is, and the story it comes from?". It includes instructions: "Uncover the picture by clicking on the pieces of paper, one at a time.", "The fewer fields you need to uncover to guess the hidden picture, the more points your group will get!!!", and "As soon as you think you know the title, tick the correct box in the multiple choice selection; and then click on 'Check Solution'".

Putting the Story in the Right Order

The student finds the parts of the story, places them on the right side, and must find the correct order.

The screenshot shows the GAMELET interface for a task titled "PUTTING THE STORY IN THE RIGHT ORDER". The user is logged in as "Anabela" in "English". The interface includes a top navigation bar with "POINTS" (50), "TASK", "MY GROUP", and "NOTIFICATIONS". The main area features a forest scene with a cabin, a witch, a snowflake, a bird, and a tree stump. A text box is overlaid on the scene with the text: "The door opened and a very old woman came out, Hansel and Gretel were scared. But the old woman said: 'Come in and stay with me, and nothing bad will happen to you'". To the right, there is a dashed box for placing text parts, with a "Check solution" button. A "Task description" panel on the right provides instructions: "Someone has cut the text into lots of small parts, put the text in the right order." and lists steps: "Click on the images with the mouse or your finger.", "Drag the displayed story parts into the field, on the right.", "Put the text in the right order.", and "You can change the order of the passages; then, when you think the text is in the right order click 'Check Solution'". A "Task completed" button is visible in the bottom left. The footer includes the European Union logo and text: "With the support of the Erasmus+ Programme of the European Union", along with links for "Legal disclosure" and "Credits".

Words and Their Pronunciation

In this task the student practices the pronunciation and writing of some words.

 WORDS AND THEIR PRONUNCIATION

Anabela English

50 POINTS TASK MY GROUP NOTIFICATIONS

1 2 3 4 5



^ Listen to the explanation

Please listen carefully to the explanation.

00:00 / 00:00

Let's practice the pronunciation together.

Spelling and translation

Let's practice!

Previous Next

With the support of the Erasmus+ Programme of the European Union

[Legal disclosure](#) [Credits](#)

Teacher Reads Aloud: Listening Comprehension

After listening to the teacher's reading, the student answers a questionnaire to check his listening comprehension.

The screenshot displays the 'Teacher Reads Aloud' interface on the GAMELET platform. The top navigation bar includes the GAMELET logo, the title 'TEACHER READS ALOUD', and user information for 'Anabela' in 'English'. A secondary bar shows '50 POINTS', 'TASK', 'MY GROUP', and 'NOTIFICATIONS' icons.

The main content area is titled 'Listening Comprehension' and shows a progress indicator '1/6'. The question is: 'Wer konnte sich in dem kleinen Dorf nicht ausstehen?' (Who couldn't stand in the small village?). Three answer options are provided in a list:

- Der radfahrende Hänsel und die Rock'n'Roll-Braut Gretel
- Der coole Longboard fahrende Hänsel und die Heavy-Metal-Braut Gretel** (highlighted in green)
- Der langweilig aussehende Hänsel und das hübsche kleine Mädchen Gretel

Below the options, the feedback 'Great!' is shown, followed by a 'Next' button. A 'Task completed' button is visible in the bottom left corner.

On the right side, a 'Task description' panel is open, showing instructions in English (EN) and German (DE). The instructions are:

Step 1: Listen to the text and get to know more about your podcast story.

- Click on the audio to start listening to the text.
- You can stop the recording at any time and listen to it again, as many times as needed.

Step 2: Check your understanding of the text.

- Now click on the button "start".
- Answer each question by ticking the appropriate answer box/answer. Each question has only one possible answer.
- If you are unsure about the correct answer, you may listen to the text again.
- If you answers wrong, you will have start the quiz again from the start

My Profile

The student can check the progress, and know the total points of the group as well as the points that each member of the group collected.

GAMELET | MY PROFILE Johannes English ↕

Johannes

My group

Anabela	Narrator 1	Narrator 2
Johannes		Gretel
Ido		Hänsel

MY POINTS 1143

GROUP POINTS 3053

Summary

MISSION 1: Where our fantastic journey begins!

1	2	3	4
Picture Quiz	Order story parts	Words and their pronunciation	Teacher reads aloud
Anabela 60	Anabela 60	Anabela 60	Anabela 60
Johannes 43	Johannes 43	Anabela 60	Johannes 43
Ido	Ido	Johannes 43	Ido
		Ido	

MISSION 2: Get to know the story of your podcast scene better.

1	2	3
Reading the scene	WordCloud I	WordCloud II
Anabela 0	Anabela 0	Anabela 0

Reading the Scene

First reading task, summaries of previous scenes are also available.

The screenshot shows the GAMELET interface for a reading task. At the top, the logo 'GAMELET' is on the left, and 'READING THE SCENE Hänsel und Gretel - Szene 1' is in the center. On the right, there's a user profile for 'Anabela', a language dropdown set to 'English', and a share icon. Below the header, a navigation bar includes an 'AUTOPLAY' button, a 'POINTS' indicator showing '50', and icons for 'TASK', 'MY GROUP', and 'NOTIFICATIONS'. The main content area is split into three columns. The left column has tabs for 'Summaries EN' and 'Summaries DE', with 'Summaries EN' selected. It contains a 'Summary' section with a red 'X' icon, followed by 'Scene 1' and 'Scene 2' descriptions. The middle column displays a sequence of speech bubbles from different characters: NARRATOR 1, HÄNSEL, NARRATOR 2, GRETEL, HÄNSEL, NARRATOR 1, and NARRATOR 2. The right column is titled 'Task description' and has language tabs for 'EN' and 'DE'. It contains a section 'Read your whole scene' with three bullet points: 'Use the built-in dictionary for help if there are words that you don't understand.', 'Read first the [summary of scene 1](#) and then your scene if your group works on scene 2.', and 'Read first the summaries of [summaries of scene 1 and 2](#) and then your scene if your group works on scene 3.'

WordCloud I

The student creates a WordCloud with the words he considers difficult or does not know.

The screenshot shows the GAMELET interface for a lesson titled "WORDCLOUD I" about the story "Hänsel und Gretel - Szene 1". The interface includes a top navigation bar with the user's name "Anabela", language "English", and icons for points, tasks, group, and notifications. A central area displays a story scene with dialogue bubbles from various characters: NARRATOR 1, HÄNSEL, GRETEL, and NARRATOR 2. A word cloud tool is visible over the dialogue, with a tooltip that says "Word Cloud". On the left, a box contains the word "unsanften" and a "Save to PNG" button. On the right, a "Task description" panel provides instructions for reading the scene and creating the word cloud.

WORDCLOUD I
Hänsel und Gretel - Szene 1

Task description

To read your story well, you will certainly need to understand the dialog and events in the story.

- **While reading your scene:**
 - highlight in **red** any unknown English words and words you have difficulties reading.
 - highlight in **yellow** at least 4 English words that are important for the story
 - Double-click on the words that you do not know/cannot read
 - Click Word Cloud
 - Choose red as the color
 - Then click "Save". This will send the word to your Word Cloud.
- **Print your Word Cloud sheet to keep handy after saving it as a picture by clicking 'Save'. This will download your sheet and you will then be able to print it.**

WordCloud II

After training the words or searching for their meaning, the student removes from WordCloud the words they already feel comfortable with.

The screenshot displays the GAMELET WORDCLOUD II interface for the story "Hänsel und Gretel - Szene 1". The interface includes a top navigation bar with the user name "Anabela", language "English", and icons for "POINTS", "TASK", "MY GROUP", and "NOTIFICATIONS". A central area shows a list of audio clips with speaker icons and text in German and English. A "Word Cloud" dialog box is open in the center, featuring a "Color" dropdown menu and three buttons: "Abort", "Delete", and "Save". The "Delete" button is highlighted with a mouse cursor. On the right side, a "Task description" panel provides instructions for practicing and removing words from the word cloud.

Task description

Step 1: Practice your words

- Check if you know the meaning of the words in your *Word Cloud*
- Listen to the audio models of the words 3-5 times
- Read the words aloud and record them with your smartphone or tablet
- Compare your pronunciation with the audio model
- If you know the meaning of the words and your pronunciation is now good, underline the words in your printed *Word Cloud*

Step 2: Remove the words from the *Word Cloud*
If your pronunciation is good and you know the meaning of the words, you can remove them from the *Word Cloud*:

- Click on a word that you have highlighted in red
- Then click "Delete". This will remove the word from your *Word Cloud*.

Drawing Your Scene

The student creates an image that represents the scene, as well as an advertisement. When submitting, the teacher is notified and can give feedback.

GAMELET | DRAWING YOUR SCENE
Hänsel und Gretel - Szene 1

Johannes English

50 POINTS TASK MY GROUP NOTIFICATIONS

Upload your drawings

1. Upload your image

2. Describe your scene

Hänsel and Gretel are lost!

Save

Task completed

Task description

EN DE

Create a podcast advertisement

Step 1: Read your scene again. Think about what could make people interested in your podcast.

Step 2: Draw a black & white or a coloured sketch or picture that shows something interesting/funny/... in your scene.

Step 3: Take a photo of your drawing, or scan it.

Step 4: Upload your advertisement drawing into the left menu box titled "Upload your drawings", on the left side of the screen.

Step 5: Describe the advertisement scene in English and enter your description in the left menu box titled "Describe your scene". Then click on the 'Save' button.

Step 6: Write 3-5 sentences of the key points in your advertisement. And now choose a title. Your teacher will look at your results and then give you feedback.

Do you need language help? These phrases might help you:

Intro:

- The drawing shows a scene from...

Dialogue:

NARRATOR 1: Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

HÄNSEL: "What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"

NARRATOR 2: Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.

GRETEL: "Don't be so loud. I am not deaf, you little... wait, where are we?"

HÄNSEL: "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"

NARRATOR 1: Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.

NARRATOR 2: Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.

GRETEL: "That witch! She wants to get rid of us!"

GRETEL: "I wouldn't be that sad, if she just get rid of you. But me? How can she?"

The student can also see the advertisement created by members of their group as well as the teacher's feedback to each one.



50
POINTS

TASK

MY GROUP

NOTIFICATIONS

Upload your drawings

My group's scenes

Anabela



holidays!!!!

Teacher

Bela imagem!!!!

Rami



teste



NARRATOR 1

Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.



HÄNSEL

"What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"



NARRATOR 2

Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.



GRETEL

"Don't be so loud. I am not deaf, you little... wait, where are we?"



HÄNSEL

"Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"



NARRATOR 1

Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.



NARRATOR 2

Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.



GRETEL

"That witch! She wants to get rid of us!"

Task description

EN DE

Create a podcast advertisement

Step 1: Read your scene again. Think about what could make people interested in your podcast.

Step 2: Draw a black & white or a coloured sketch or picture that shows something interesting/funny/... in your scene.

Step 3: Take a photo of your drawing, or scan it.

Step 4: Upload your advertisement drawing into the left menu box titled "Upload your drawings", on the left side of the screen.

Step 5: Describe the advertisement scene in English and enter your description in the left menu box titled "Describe your scene". Then click on the 'Save' button.

Step 6: Write 3-5 sentences of the key points in your advertisement. And now choose a title. Your teacher will look at your results and then give you feedback.

Do you need language help? These phrases might help you:

Intro:

- The drawing shows a scene from...

Emoji Tales

The marked parts of the text correspond to an emotion that the student has to find.

GAMELET | EMOJI TALES
Hänsel und Gretel - Szene 1

Johannes English

AUTOPLAY POINTS TASK MY GROUP NOTIFICATIONS

NARRATOR 1
Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

HÄNSEL
"What on ? **earth... where are we**? What happened? Gretel, wake up! GRETEL!!"
Select the emoji that represents the feeling expressed in this sentence.

angry happy neutral sad surprised ironic commanding questioning

NARRATOR 2
Mit einem sehr ? **unsanften Wachrütteln** wachte auch Gretel auf und rieb sich verschlafene Augen.

GRETEL
"Don't be so loud. I am not deaf, you little... ? **wait, where** are we?"

HÄNSEL
"Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"

Task description

EN DE

In this task, you must pay attention to the expression of the model reading and the emotions conveyed by the text. You are allowed three attempts!

1. Read the first highlighted turn.
2. Then listen carefully to the audio model reading.
3. Think about what emotion is conveyed.
4. Click on the highlighted word and select the correct emoji.
5. If it is the wrong emoji, read the tip and try again. You have 3 attempts.
6. Do this with all the highlighted turns.

Task completed

When selecting the wrong emotion, the student receives a learning tip to help them find the right solution.

The screenshot shows the GAMELET EMOJI TALES interface for the scene "Hänsel und Gretel - Szene 1". The user is Anabela, and the language is English. The interface includes a top navigation bar with "AUTOPLAY", "POINTS", "TASK", "MY GROUP", and "NOTIFICATIONS" buttons. The main content area displays a dialogue between characters: NARRATOR 1, HÄNSEL, NARRATOR 2, GRETEL, and HÄNSEL. The first turn from NARRATOR 1 is highlighted in orange and contains the text: "? Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich." Below this text is a feedback message in a pink box: "Sorry, this is not the correct solution. Please read the text again carefully." Below the feedback message is a row of eight emotion options: angry, happy, neutral, sad, surprised (highlighted in red), ironic, commanding, and questioning. The right sidebar shows the "Task description" in English and German, with instructions for the task. A "Task completed" button is visible in the bottom left corner.

GAMELET | EMOJI TALES
Hänsel und Gretel - Szene 1

Anabela English

AUTOPLAY POINTS TASK MY GROUP NOTIFICATIONS

NARRATOR 1

? Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf.
Verwirrt schaute er um sich.

Sorry, this is not the correct solution.
Please read the text again carefully.

angry happy neutral sad surprised ironic commanding questioning

HÄNSEL

What on earth... where are we? What happened? Gretel, wake up! GRETEL!!

NARRATOR 2

Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.

GRETEL

"Don't be so loud. I am not deaf, you little... wait, where are we?"

HÄNSEL

? Our beloved stepmother, that old dragon, just abandoned us into the woods! ? Here, read that!

Task description

EN DE

In this task, you must pay attention to the expression of the model reading and the emotions conveyed by the text. You are allowed three attempts!

1. Read the first highlighted turn.
2. Then listen carefully to the audio model reading.
3. Think about what emotion is conveyed.
4. Click on the highlighted word and select the correct emoji.
5. If it is the wrong emoji, read the tip and try again. You have 3 attempts.
6. Do this with all the highlighted turns.

Task completed

If the correct emotion is found the student can earn points. The more attempts he requires, the less points s/he receives.

The screenshot displays the 'EMOJI TALES' interface for 'Hänsel und Gretel - Szene 1'. The user 'Johannes' is logged in, and the language is set to 'English'. The interface includes a top navigation bar with 'AUTOPLAY', 'POINTS' (10), 'TASK', 'MY GROUP', and 'NOTIFICATIONS'. The main content area shows a dialogue between characters: NARRATOR 1, HÄNSEL, NARRATOR 2, GRETEL, and HÄNSEL. A task description panel on the right provides instructions and a list of steps. A 'Task completed' button is visible in the bottom left.

GAMELET | EMOJI TALES
Hänsel und Gretel - Szene 1

Johannes | English

AUTOPLAY | 10 POINTS | TASK | MY GROUP | NOTIFICATIONS

NARRATOR 1
Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

HÄNSEL
"What on earth... where are we? What happened? Gretel, wake up! GRETSEL!"

Well done, you chose the correct emoji!

angry happy neutral sad surprised ironic commanding questioning

NARRATOR 2
Mit einem sehr ? lnsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.

GRETEL
"Don't be so loud. I am not deaf, you little... ? wait, where are we?"

HÄNSEL
"Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"

Task description

EN DE

In this task, you must pay attention to the expression of the model reading and the emotions conveyed by the text. You are allowed three attempts!

1. Read the first highlighted turn.
2. Then listen carefully to the audio model reading.
3. Think about what emotion is conveyed.
4. Click on the highlighted word and select the correct emoji.
5. If it is the wrong emoji, read the tip and try again. You have 3 attempts.
6. Do this with all the highlighted turns.

Task completed

Preparing Your Text

Using the annotation tool, students can add notes to their text to help improve their performance.

The screenshot displays the GAMELET interface for a text preparation task. The top navigation bar includes the GAMELET logo, the title 'PREPARING YOUR TEXT' with the subtitle 'Hänsel und Gretel - Szene 1', and user information for 'Anabela' in 'English'. Below this, there are icons for 'AUTOPLAY' and 'NOTES', along with a 'POINTS' counter showing 50. The main content area features a vertical list of character roles: GRETEL, HÄNSEL, NARRATOR 1, NARRATOR 2, GRETEL, HÄNSEL, GRETEL, and NARRATOR 1. Each role is associated with a speech bubble containing text. The first speech bubble from GRETEL has a pink highlight on the phrase 'Don't be so loud.' and a small icon of a person with a speech bubble. The third speech bubble from GRETEL has a blue highlight on the phrase 'She wants to get rid of us!'. A context menu is open over the second speech bubble from HÄNSEL, offering options: 'New note', 'Listen', 'Define', and 'Translate'. A 'Task completed' button is visible in the bottom left corner. On the right side, a 'Task description' panel is open, showing instructions in English and German, and a list of tasks to be performed while reading the script.

Task description

EN DE

Before students practise reading their role aloud, they identify the various kinds of moods that are a part of their texts. They check and make marks in their text where they need to sound angry, sad, happy, relaxed, etc.

Read your script and take notes on:

- how to emphasize certain words, or parts of sentences,
- your character's mood,
- when to use pauses,
- how to pronounce difficult words.

Reading Your Role Aloud

Students have available tools to help them understand the text, by searching for a definition, translation or listening to the word.

The screenshot displays the 'READING YOUR ROLE ALOUD' interface for the story 'Hänsel und Gretel - Szene 1'. The interface includes a top navigation bar with the Gamelet logo, user name 'Johannes', and language 'English'. Below this is a toolbar with 'AUTOPLAY' and 'NOTES' buttons, and a status bar showing '50 POINTS', 'TASK', 'MY GROUP', and 'NOTIFICATIONS'.

The main content area features a vertical list of roles on the left: NARRATOR 1, HÄNSEL, NARRATOR 2, GRETEL, HÄNSEL, NARRATOR 1, NARRATOR 2, and GRETEL. Each role has a corresponding text box with a speaker icon. The text boxes contain the following dialogue:

- NARRATOR 1: Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.
- HÄNSEL: "What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"
- NARRATOR 2: Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.
- GRETEL: "Don't be so loud. I am not deaf, you little... wait, where are we?"
- HÄNSEL: "Our beloved stepmother, that old dragon, just **abandoned** us into the woods! Here, read that!"
- NARRATOR 1: Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.
- NARRATOR 2: Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.
- GRETEL: "That witch! She wants to get rid of us!"

A tooltip menu is visible over the word 'abandoned' in the Hansel role's text, offering options: 'New note', 'Listen', 'Define', and 'Translate'. A 'Task completed' button is located in the bottom left corner.

On the right side, there is a 'Task description' panel with a language selector (EN/DE) and the following instructions:

Reading your role several times is an excellent way to improve your reading fluency. Follow the task steps in GameLet:

1. Use the script you have prepared in the previous activity.
2. Read all of your role/character turns aloud. Pay attention to expression, volume, pauses, speed, and pronunciation.
3. Read all of your role/character turns aloud at least three times.

The student uses the dictionary tool to obtain the definition of a word or expression.

The screenshot shows the GameLet interface for the activity "READING YOUR ROLE ALOUD" (Hänsel und Gretel - Szene 1). The user "Johannes" is logged in, and the language is set to "English". The interface includes a top navigation bar with "AUTOPLAY" and "NOTES" buttons, and a right sidebar with "POINTS", "TASK", "MY GROUP", and "NOTIFICATIONS" icons. A "Task description" panel on the right provides instructions for the activity. The main content area displays a script with character roles (NARRATOR 1, HÄNSEL, NARRATOR 2, GRETEL) and their dialogue. A "Task completed" button is visible in the bottom left. A "Define" popup window is open in the center, displaying the definition of "Wachrütteln" (noun) and "wachen" (verb).

Define

We have found 4 entries for "Wachrütteln wachte"

[1] Wacht (noun)

- das Bewachen als Wache
- verwendet zur Bezeichnung einer Organisation, die Menschen in Notsituationen hilft

[2] wachrütteln (verb)

- jdm etw. Unrechtes bewusst machen

[3] wachen (verb)

- wach bleiben und auf jdn / etw. aufpassen

[4] Wächter (noun) Wächterin (noun)

- jd, der etw. / jdn bewacht
- jd, der dafür sorgt, dass nichts Verbotenes o. Ä. geschieht

Close

Task description

EN DE

Reading your role several times is an excellent way to improve your reading fluency. Follow the task steps in GameLet:

1. Use the script you have prepared in the previous activity.
2. Read all of your role/character turns aloud. Pay attention to expression, volume, pauses, speed, and pronunciation.
3. Read all of your role/character turns aloud at least three times.

Task completed

Reading With a Digital Reading Partner

To practice reading, the student has the possibility to read the scene together with the system.

The screenshot shows the GAMELET interface for a digital reading activity. The title is "READING WITH A DIGITAL READING PARTNER" for the scene "Hänsel und Gretel - Szene 1". The user is logged in as "Johannes" in "English". The interface includes a top navigation bar with "AUTOPLAY" and "NOTES" buttons, and a right sidebar with "POINTS" (50), "TASK", "MY GROUP", and "NOTIFICATIONS".

The main content area displays a list of roles and their corresponding dialogue lines:

- NARRATOR 1**: Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.
- HÄNSEL**: "What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"
- NARRATOR 2**: Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafen die Augen.
- GRETTEL**: "Don't be so loud. I am not deaf, you little... wait, where are we?"
- HÄNSEL**: "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"
- NARRATOR 1**: Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.
- NARRATOR 2**: Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.
- GRETTEL**: "That witch! She wants to get rid of us!"
- HÄNSEL**: "I wouldn't be that sad, if she just got rid of you. But me? How can she?"

The right sidebar shows the "Task description" in German (DE) and English (EN). The English text reads: "In this task, you read your role with the digital reading partner who reads the other roles." The steps are:

1. Start the autoplay:
2. The system reads your group member roles. Read along silently.
3. When it is your turn, you read your own role aloud.

Recording Your Role and Asking for Individual Feedback from Peers and Teacher

The student records his turns multiple times to improve his performance.

The screenshot displays the GAMELET interface for a role-playing activity. The title is "RECORDING YOUR ROLE AND ASKING FOR INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER" for the scene "Hänsel und Gretel - Szene 1". The user "Johannes" is logged in, and the language is set to "English". The interface includes an "AUTOPLAY" button, a "POINTS" counter (50), and navigation links for "TASK", "MY GROUP", and "NOTIFICATIONS".

The chat log shows the following messages:

- NARRATOR 1:** Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.
- HÄNSEL:** "What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"
- NARRATOR 2:** Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.
- GRETEL:** "Don't be so loud. I am not deaf, you little... wait, where are we?"
- Gretel:** 05-10-2021 20:12
- Gretel:** 05-10-2021 20:11
- Gretel:** 05-10-2021 20:11
- HÄNSEL:** "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"
- NARRATOR 1:** Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.
- NARRATOR 2:** Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.

Recording icons (microphone and document) are visible next to the Gretel message.

The student asks his group members for feedback. A text message can be added to ask for help on specific issues.

The screenshot shows the GAMELET interface for a role-playing activity titled "RECORDING YOUR ROLE AND ASKING FOR INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER" for the scene "Hänsel und Gretel - Szene 1". The user "Johannes" is logged in, and the language is set to "English". The interface includes an "AUTOPLAY" button, a "POINTS" counter (50), and navigation buttons for "TASK", "MY GROUP", and "NOTIFICATIONS".

The main area displays a list of roles and their corresponding text messages:

- NARRATOR 1:** "Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich."
- HÄNSEL:** "What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"
- NARRATOR 2:** "Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen."
- GRETEL:** "Don't be so loud. I am not deaf, you little... wait, where are we?"
- HÄNSEL:** "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"
- NARRATOR 1:** "Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien."
- NARRATOR 2:** "Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden."

A "Task completed" notification is visible in the bottom left corner.

An "Ask Feedback" overlay is open, providing instructions and a feedback sheet:

Ask Feedback
 Your feedback request will be sent to all your group members. Your teacher can always see your request. You can only ask for feedback for this turn again when you receive feedback from one of your group colleagues.

	Super	Good	Needs work
Volume	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Expression	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Speed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Message (optional):
 Do you think I'm pronouncing the words correctly?

Buttons: Ask Feedback, Close

When s/he finishes recording all his/her turns, the student can ask the teacher for feedback.

GAMELET RECORDING YOUR ROLE AND ASKING FOR INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER
Hänsel und Gretel - Szene 1

Anabela English

AUTOPLAY 50 POINTS TAREFA O MEU GRUPO NOTIFICATIONS

Get Teacher Feedback

Select ♥ records ✓

Message (optional)

Can you give me your opinion about my recordings?

Ask Feedback

Task completed

NARRATOR 1
Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

Narrator_1 16-08-2021 09:45

HÄNSEL
"What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"

NARRATOR 2
Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafen die Augen.

Narrator_2 16-08-2021 09:46

GRETEL
"Don't be so loud. I am not deaf, you little... wait, where are we?"

HÄNSEL
"Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"

NARRATOR 1
Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.

Narrator_1 16-08-2021 09:46

NARRATOR 2
Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.

Giving Feedback

The feedback request is received by the group members. It can be viewed in the notifications area.

GAMELET | **GIVING PEER FEEDBACK**
Hänsel und Gretel - Szene 1

English

50 POINTS | TAREFA | Q. MEU GRUPO | NOTIFICATIONS

Get Teacher Feedback
Your request was sent!

Task completed

NARRATOR 1
Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

HÄNSEL
"What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"

NARRATOR 2
Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.

GRETTEL
"Don't be so loud. I am not deaf, you little... wait, where are we?"

HÄNSEL
"Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"

NARRATOR 1
Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.

NARRATOR 2
Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.

GRETTEL
"That witch! She wants to get rid of us!"

GRETTEL
"I wouldn't be that sad, if she just got rid of you. But me? How can she?"

Notifications:
Johannes wants your feedback. 05/10 20:33
New comment on Drawing Your Scene 20/07 22:22
New comment on Receiving Feedback From Teacher, Improving Reading and Recording Final Version 20/07 22:11
Rami wants your feedback. 19/07 09:14
New comment on Recording and Asking for Feedback in Groups 15/07 20:19
New comment on Digital Character Card 07/07 23:34

After listening to the colleague's recording, the student gives feedback by filling out the feedback sheet, and s/he can also add an audio or text message.

GIVE YOUR FEEDBACK

Hänsel und Gretel - Szene 1

GRETEL "Don't be so loud. I am not deaf, you little... wait, where are we?"

Message from Johannes
Do you think I'm pronouncing the words correctly?

FEEDBACK SHEET

Volume	<input type="radio"/> Needs work	<input checked="" type="radio"/> Good	<input type="radio"/> Super
Accuracy	<input type="radio"/> Needs work	<input checked="" type="radio"/> Good	<input type="radio"/> Super
Expression	<input checked="" type="radio"/> Needs work	<input type="radio"/> Good	<input type="radio"/> Super
Speed	<input type="radio"/> Needs work	<input checked="" type="radio"/> Good	<input type="radio"/> Super

I think you need more expression in your reading.

Record an audio message

Send Feedback

Task description

Give feedback to at least two other students. Try to help as many students as possible.

1. Look for feedback requests:
2. Open the feedback request
3. A window for your feedback opens. To give feedback on the recording, tick the boxes and write a text message or record an audio message. (English or school language).
4. Send your feedback.

Receiving Feedback from Peers and Teacher

The student is notified when s/he receives feedback.

The screenshot displays the GAMELET interface for a story scene titled "RECEIVING INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER" (Hänsel und Gretel - Szene 1). The interface includes a top navigation bar with the user name "Johannes", language "English", and a share icon. Below this is a secondary bar with "AUTOPLAY", "50 POINTS", "TAREFA", "O MEU GRUPO", and "NOTIFICATIONS" (with a red notification badge). The main content area shows a sequence of story events with character avatars and text boxes. The fourth event, featuring Gretel, is highlighted in orange and includes a feedback notification icon (a speech bubble with a red '1'). Below this event, three feedback messages from Gretel are listed, each with a timestamp of "05-10-2021 20:11" and a set of interaction icons (play, heart, trash, share, and comment). The right side of the interface features a microphone icon and a notification icon with a red '1'.

GAMELET | RECEIVING INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER
Hänsel und Gretel - Szene 1

Johannes | English | Share

AUTOPLAY | 50 POINTS | TAREFA | O MEU GRUPO | NOTIFICATIONS

NARRATOR 1: Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich.

HÄNSEL: "What on earth... where are we? What happened? Gretel, wake up! GRETSEL!"

NARRATOR 2: Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen.

GRETSEL: "Don't be so loud. I am not deaf, you little... wait, where are we?"

Gretel 05-10-2021 20:12 [Feedback Icon]

Gretel 05-10-2021 20:11

Gretel 05-10-2021 20:11

HÄNSEL: "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"

NARRATOR 1: Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.

NARRATOR 2: Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.

The student inspects the feedback received from the group member or teacher.

The screenshot shows the GAMELET interface for a task titled "RECEIVING INDIVIDUAL FEEDBACK FROM PEERS AND TEACHER" in the scene "Hänsel und Gretel - Szene 1". The user is logged in as "Johannes" in "English". The interface includes a top navigation bar with "AUTOPLAY", "POINTS" (50), "TASK", "MY GROUP", and "NOTIFICATIONS" (1). A central modal window titled "Feedback received" displays the following content:

Recording Your Role and Asking for Individual Feedback From Peers and Teacher

Gretel "Don't be so loud. I am not deaf, you little... wait, where are we?"

Your message
Do you think I'm pronouncing the words correctly?

Received comments

Anabela	I think you need more expression in your reading.
Volume	Good
Accuracy	Good
Expression	Needs Work
Speed	Good
Final Result	Good

A "Close" button is located at the bottom right of the modal. In the background, a "Task completed" notification is visible, and the main interface shows a list of characters (Narrator 1, Hänsel, Narrator 2, Gretel, Hänsel, Narrator 1) and a text box with the following content:

Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien.

Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden.

Recording and Asking for Feedback in Groups

After recording the scene as a group, students can upload the audio file. They can then listen to the recording, add comments as well as ask the teacher for feedback.

The screenshot shows the GAMELET interface for a task titled "RECORDING AND ASKING FOR FEEDBACK IN GROUPS" (Hänsel und Gretel - Szene 1). The interface is divided into several sections:

- Top Bar:** Includes the GAMELET logo, the task title, the user name "Johannes", and the language "English".
- Navigation:** Buttons for "AUTOPLAY", "NOTES", "POINTS", "TASK", "MY GROUP", and "NOTIFICATIONS".
- Group Recording Section:**
 - Section: "Group Recording"
 - Text: "Upload your record"
 - File selection: "Escolher arquivo" (Nenhum arquivo selecionado) and an "Upload" button.
 - Audio 1: "Feedback requested" (dropdown arrow)
 - Group recording 1: "Group recording_1"
 - Ask for feedback: "Ask for feedback"
 - Comment box: "comment" with a "Post" button.
 - Comments: "Anabela is ok?", "Johannes I think is good"
 - Audio 2: "Feedback requested" (dropdown arrow)
- Task Description Section:**
 - Section: "Task description" (with a right arrow)
 - Language: "EN" (selected) and "DE"
 - Text: "Your group will read the whole scene at least twice and record the readings until you and your group feel the recording is very good. Then you select your best recording and send it to the teacher to get feedback."
 - Section: "Meet your group in a video conference."
 - List of instructions:
 1. Everyone reads their scene roles aloud.
 2. Practice until you are happy with the results (at least 2 times).
 3. Record your whole scene: Use your mobile phone or a video conference tool (e.g. Zoom).
 4. Check the sound quality.
 5. Select your favourite recording.
 6. Upload your recording and ask your teacher for feedback.
- Recording Log:** A vertical list of recordings with speaker icons and text:
 - NARRATOR 1: "Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich."
 - HÄNSEL: "What on earth... where are we? What happened? Gretel, wake up! GRETEL!!"
 - NARRATOR 2: "Mit einem sehr unsanften Wachrütteln wachte auch Gretel auf und rieb sich verschlafene Augen."
 - GRETEL: "Don't be so loud. I am not deaf, you little... wait, where are we?"
 - HÄNSEL: "Our beloved stepmother, that old dragon, just abandoned us into the woods! Here, read that!"
 - NARRATOR 1: "Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien."
 - NARRATOR 2: "Gretels Augen wurden immer größer als sie den Brief durchlas. Wütend warf sie den Brief zu Boden."
 - GRETEL: "That witch! She wants to get rid of us!"

Student inspects the feedback sent by the teacher.

The screenshot displays the GAMELET interface for a task titled "RECORDING AND ASKING FOR FEEDBACK IN GROUPS" (Hänsel und Gretel - Szene 1). The interface includes a top navigation bar with the user's name "Johannes" and language "English". Below this, there are icons for "AUTOPLAY", "NOTES", "POINTS", "TASK", "MY GROUP", and "NOTIFICATIONS".

The main content area is divided into three sections:

- Group Recording:** Features an "Upload your record" section with a file selection button ("Escolher arquivo") and an "Upload" button. Below this, there are audio tracks for "Audio 1" (Feedback requested) and "Audio 2" (Feedback requested), along with a "Post" button.
- Task description:** Contains instructions for the group recording activity, including a list of steps: "1. Everyone reads their scene roles aloud.", "2. Practice until you are happy with the results (at least 2 times).", "3. Record your whole scene: Use your mobile phone or a video conference tool (e.g. Zoom).", "4. Check the sound quality.", "5. Select your favourite recording.", "6. Upload your recording and ask your teacher for feedback."
- Recording Interface:** Shows a central area with a play button and a "Received comments" section. A comment from the "Teacher" is displayed: "I think you need more expression in your reading." The comment is enclosed in a white box with a "Close" button.

The background also shows a list of recording entries with speaker icons and text in German, such as "Nach einer sehr ungemütlichen Nacht auf dem nassen Moos wachte Hänsel auf. Verwirrt schaute er um sich." and "Hänsel übergab Gretel den Brief der Stiefmutter, stand auf und versuchte seine Hose von dem Dreck des Waldbodens zu befreien."

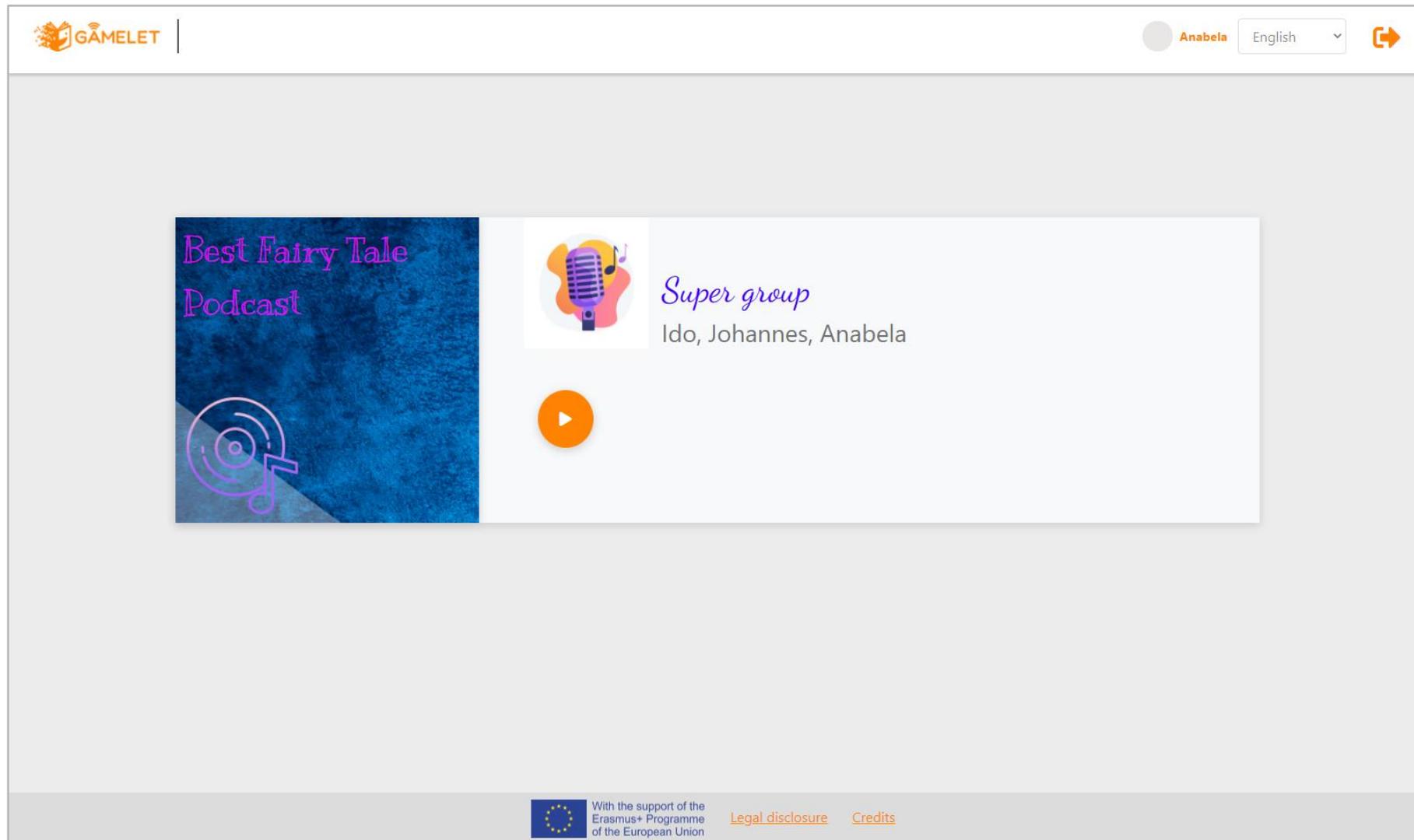
Podcast Shop

In the podcast shop students can, as a group, purchase elements to customize their podcast. By selecting the desired elements they can immediately preview the result of the Podcast.

The screenshot displays the 'Podcast Shop' interface. At the top left is the 'GAMELET' logo. The main title 'PODCAST SHOP' is centered. On the top right, the user's name 'Anabela' is shown next to a 'TEAM POINTS' counter displaying '6363'. Below the title, there are four tabs: 'PROFILE', 'COVER', 'MUSIC', and 'STAMP', with 'COVER' being the active tab. A balance of '600' coins is shown in the top right corner. The 'AVATAR' section is titled 'CHOOSE AN AVATAR FOR YOUR GROUP!' and includes the instruction 'Choose one of the images below'. It features four avatar options, each with a radio button and a price in coins: 50, 100, 150, and 150. The third option, featuring a microphone and musical notes, is selected. Below this is the 'COVER' section, titled 'CHOOSE A COVER TO YOUR PODCAST' with the instruction 'Choose one of the images below'. It shows four cover image thumbnails. On the right side, a preview area shows the selected 'Super group' avatar and a blue textured cover with the text 'Best Fairy Tale Podcast'. At the bottom of the preview are 'Reset' and 'Submit' buttons.

Podcast Area

The podcast area lists podcasts from all groups.



The screenshot displays the Podcast Area interface. At the top left is the GAMELET logo. At the top right, there is a user profile for 'Anabela', a language dropdown menu set to 'English', and a share icon. The main content area features a podcast card for 'Best Fairy Tale Podcast'. The card has a blue textured background with a purple microphone icon and the text 'Best Fairy Tale Podcast'. To the right of the image, the title 'Super group' is written in a purple script font, followed by the names 'Ido, Johannes, Anabela'. Below the title and names is a large orange play button icon. At the bottom of the page, there is a footer with the European Union flag, the text 'With the support of the Erasmus+ Programme of the European Union', and two links: 'Legal disclosure' and 'Credits'.

GAMELET

Anabela English

Best Fairy Tale Podcast

Super group
Ido, Johannes, Anabela

With the support of the Erasmus+ Programme of the European Union

[Legal disclosure](#) [Credits](#)

How to Access GameLet

GameLet is a web platform that can be accessed on <https://recordingstudio.gamelet.eu/>. It can be used in three different ways:

GameLet Gamified Course

This is the standard, recommended version. In this version, all gamification and story elements are fully present. This version is a website that does not require external sources such as Moodle, because it provides the normally necessary learning management features by itself, thus ensuring a seamless and most easily accessible experience.

GameLet Modular Course

This version is more flexible than the Gamified Course. It is appropriate if the teacher wants to employ some parts of the GameLet platform only, or if further integration with platforms such as Blackboard, Google Classroom, Moodle etc. is needed. The story and point-based gamification framework are not available in this version, because they require a fixed order of elements.

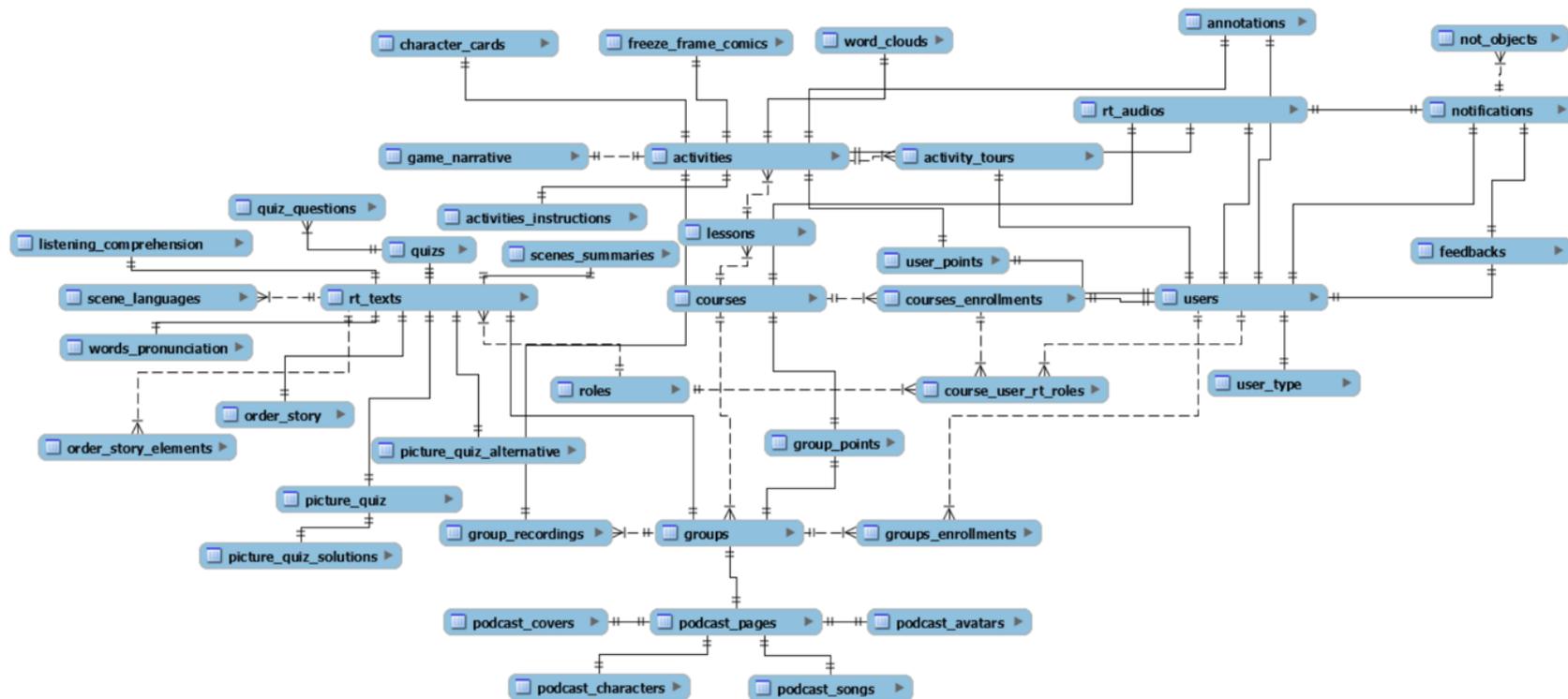
Moodle Course

This version uses a predefined course in Moodle that employs the Learning Tools Interoperability (LTI)-Interface that allows it to integrate the GameLet platform as an external tool. This version is similar to the Gamified Course-version, insofar it offers all gamification and story elements in a fixed order. The narrative is presented in Moodle, and the tasks are performed on the GameLet platform. This version is suitable if usage of Moodle, together with all the story and gamification elements, is important. The UX is slightly more demanding than the Gamified Course-version because the users have to deal with interfaces both in Moodle and in the GameLet-platform.

To use any of the versions a temporary access must be requested, by email. As an alternative, it is possible to download and install the whole platform, with the server infrastructure and GameLet-platform, in a school, for instance. The installation is relatively easy, but still requires some administration skills.

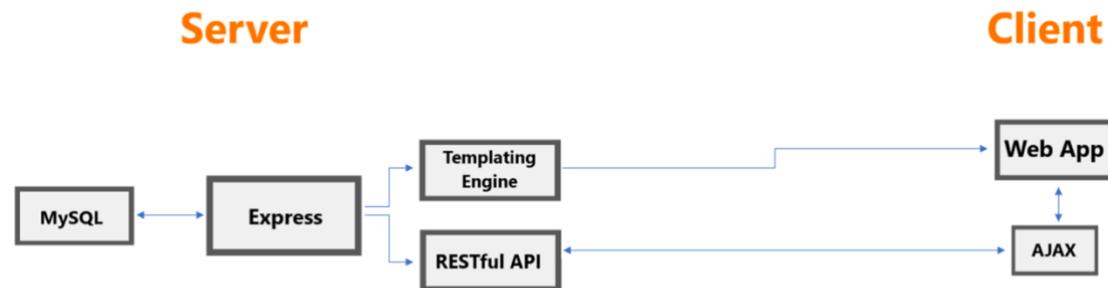
GAMELET SOFTWARE ARCHITECTURE

The Gamelet Environment is a Node.js based application that uses server-side rendering in conjunction with client side jQuery powered DOM Manipulation on the client to deliver an interactive and modern web application. For persistent data storage a relational Database (MySQL) is used.



The Application also exposes a RESTful API that the client can access using AJAX during a session to dynamically update the currently viewed webpage's contents without needing to render a completely new HTML view, thus creating a fluent & interactive user experience.

The server-side rendering is realized via the EJS templating engine. Both rendering and API are managed via the Express Framework.



Authentication & authorization is solved via the passport library. Users can authenticate directly in the app or using Moodle LTI authentication.