



## A QUICK START GUIDE

Welcome to Classroom, Inc.'s *Community in Crisis*! This **Quick Start Guide** provides top-level guidance so that you and your students can begin working with the program immediately.

### LOGGING IN

Navigate to [www.thecgcenter.org](http://www.thecgcenter.org) to begin.

- Enter student login and password in the appropriate fields.
- Select an **episode** by advancing the arrows on screen until you see the episode you wish to play.
- Episode 1: “In The Dark” should be played first, however subsequent episodes may be played in any order.

### BASIC NAVIGATION

*Please Note: Community in Crisis is meant to encourage exploration and discovery; these tips should not be provided to students in advance, but rather used on an as needed basis.*

- Click on game characters to talk to them.
- Mouse over items to see if they are active **hotspots**; click on them to explore further.
  - Different hotspots may be active in different moments and episodes of the game.
- Mouse over doorways to see if they are active; click on them to move to other locations in the game.
  - Different locations may be active in different episodes of the game.
- If you're unsure of what to do next, talk to other characters or check your **To Do List** on your phone (accessible through the phone icon in the upper left-hand corner of the game screen)—both will provide hints of what still needs to be accomplished in the current episode.



## PHONE TOOLS

Your phone contains four basic tools: a **To Do List**, a **Message Inbox**, a **Glossary**, and a **Notepad**.

- The **To Do List** is your guide to what actions need to be completed in a given episode of the game. This list will open and animate once an item on it has been completed.
- A message alert will appear on the **Message Inbox** icon when a text message is waiting to be read.
- Any word that appears in the game **Glossary** may be looked up in the tool's search box or by clicking on the word, in blue-green, in game text.
- The **Notepad** tool saves the player's written notes across a given episode of the game.
  - Click "Edit" to begin taking notes; click "Review" after entering notes to save them.

## ASSESSED ACTIVITIES

**Embedded assessment activities appear in the form of digital texts or presentations. They are always introduced by a game character.**

- An episode **assessment** appears as an item in the To Do List for each episode. This item will mark as completed only when the entire assessment has been completed.
- Depending on the episode, an **assessed activity** may appear on any of several devices in the office, such as the laptop in the Director's office or the electronic whiteboard in the classroom. Click on the device to access the activity.
- The **multiple-choice** activities feature one of two possible interactions: fill in the blank or replace text. Click on a blank or the item to be replaced, then select an answer from the list of options on the right.
- In **multimedia** activities, click on the space asking for content, e.g., "Your opinion goes here." Then select an item from the options that appear on the right.
- In **highlighting** activities, use multiple colored highlighters to mark text for the different purposes given in the activity Help.
- To submit each answer, click the green checkmark. Submitting the last item will complete the activity. (All completed activities and scores will appear in the Teacher Dashboard.)
- A **QuickWrite** appears at the end of each episode activity. Type in the space provided on the right and click on "Send" when finished. (All completed writing and associated prompts will appear in the Teacher Dashboard.)



## COMPLETING THE GAME

After you complete all To Do List items, work colleagues will encourage you to go get a snack.

- Navigate to the Hub and click on the snack tray to activate the end-of-episode sequence.
- Click on “Later That Day” to exit back to the Hub.
- Go to the Visitor’s Area, then click on assembled staff to meet with them and conclude the episode.

## GENERAL TECHNICAL HINTS

Below are basic setup and troubleshooting guidelines for the best experience with *Community in Crisis*. If you experience any technical issues that you cannot resolve with the help of these tips, please contact us at [cisupport@classroominc.org](mailto:cisupport@classroominc.org).

- We encourage the use of **Google Chrome** for the best possible web experience.
  - If this browser is not available, we also support Microsoft Internet Explorer 9.x and higher, and Apple Safari 5.x and higher.
- If you are having difficulty logging into the application, your login information is likely incorrect. Please check that you are using the correct username and password. (Contact Classroom, Inc. if you need to confirm or update your login credentials.)
- Do not use browser buttons during gameplay or you may lose your progress (e.g., back/forward buttons, refresh page button, etc.).
- If your game screen is appearing too small or too large, or if the text is difficult to read, use the browser’s zoom feature to make the game’s window size fit your needs.
- Log out of the game and Teacher Dashboard before closing your browser windows or you may remain logged in.
- If you are experiencing general performance issues, clear the browser’s cache and reload the game. Alternatively, open the game in an incognito, or private, window.

