



Gamification State Instructor Manual

Welcome to the Crush Game Series!

We're happy to get you started in just a few simple steps! Our instructor dashboard lets you create a "class," which automatically generates individual student user codes. You'll give each student their unique code to enter in the mobile game. Once students start playing, you can monitor their progress directly through your instructor dashboard.

To share the codes with your students, you can download a CSV (Excel) file from GamificationState.com and upload it to your learning management system (e.g., Blackboard, Canvas) so that each student can see their assigned code.

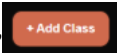
1. Getting Started: Setting Up Instructor Access

1. Visit gamificationstate.com and click on 'Request Access.'
2. A six-digit one-time passcode will be emailed to the address you provided. If you don't see it, check your spam/junk folder.
3. Enter the code in the field provided—you're in! For security, you'll receive a new code each time you log in (we don't use passwords).

2. Instructor Dashboard Usage

Create a Class



- Log in → go to "Classes."
- Click "Add Class." 
- Enter your class details: class name, semester, and an optional short description.
- Once created, you can use the ellipsis menu to delete a class. **Note: Deleted classes cannot be recovered.**

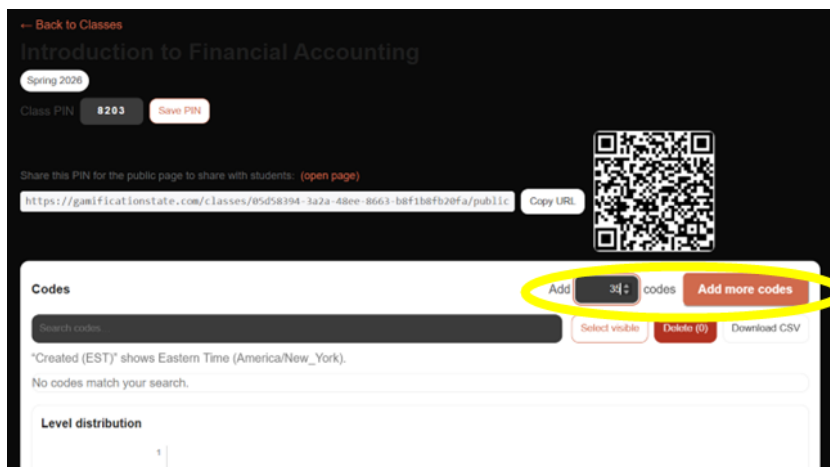


- You can add as many classes as you need!

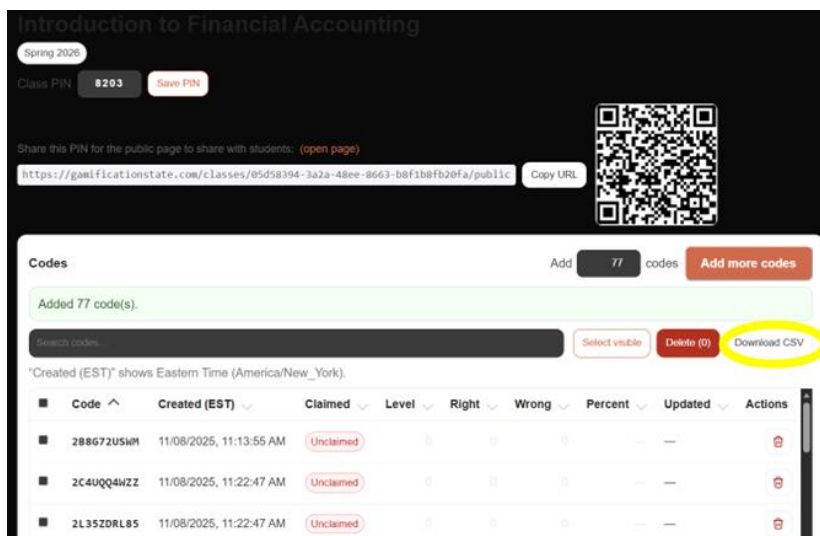
Create Student Access Codes

Students input their unique access codes into the mobile game, allowing instructors to track progress. Each access code is a unique 10-digit alphanumeric sequence.

- Enter the number of students and click “Add More Codes.”



- Click “Download CSV” to download the codes.



- Upload the codes into your LMS (e.g., Blackboard, Canvas) so students can see their code.

To add the codes to your LMS gradebook: create a new column titled “Crush Accounting Student Code.” Download your gradebook as a CSV, copy and paste the codes from the dashboard CSV into the column, and re-upload the file. Be sure to make the column visible to students.

Tell Students to Download Crush Accounting

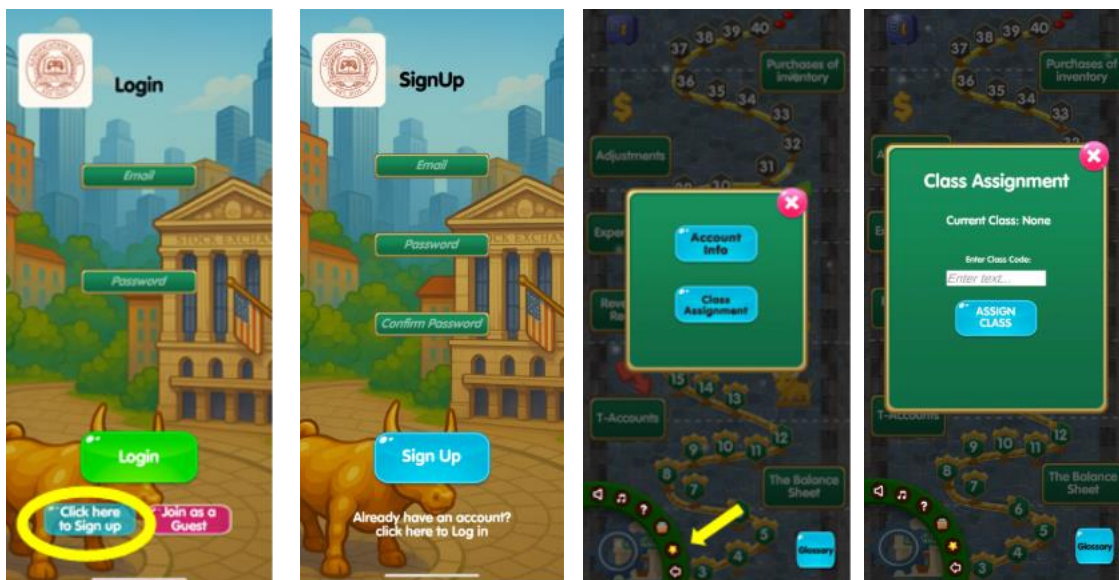
Students can download the game from:

- App Store: <https://apps.apple.com/us/app/crush-accounting/id6749856595>

- Google Play: <https://play.google.com/store/apps/details?id=com.gamification.crush>

Share Instructions with Students

Have students create an account in the mobile game and input their code.



Monitor Progress and Give Students Credit

- Use the dashboard at gamificationstate.com to view each student's level and number of correct/incorrect answers.
- When students input their code, the dashboard indicates active status (**Claimed**); if removed, it shows inactive (**Unclaimed**)—preventing code sharing.
- **We recommend** awarding credit for completing levels. For example:

Example grading table:

Level Completed	Points Awarded
Level 30	5 points
Level 90	10 points

To upload grades to your LMS: download the dashboard CSV and your LMS gradebook. Sort both spreadsheets by student code, then paste the “Level Completed” column into your gradebook CSV. You can also add a new column that converts levels into points based on your syllabus, then upload the CSV back into your LMS.

Codes

Add

10

codes

Add more codes

Search codes

Select visible

Delete (0)

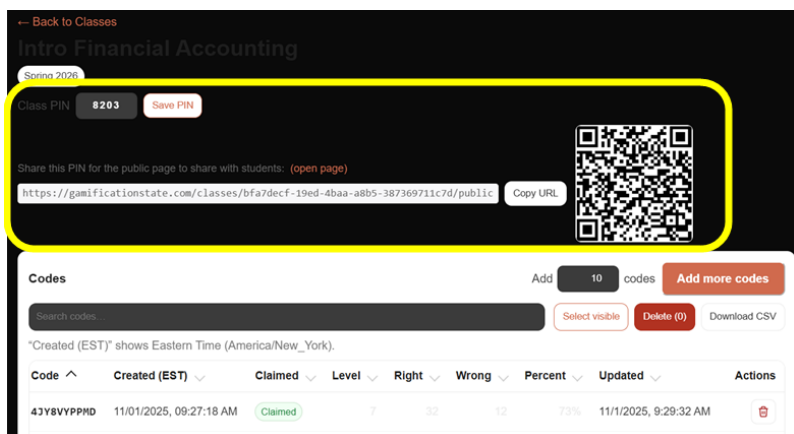
Download CSV

Created (EST) shows Eastern Time (America/New_York).

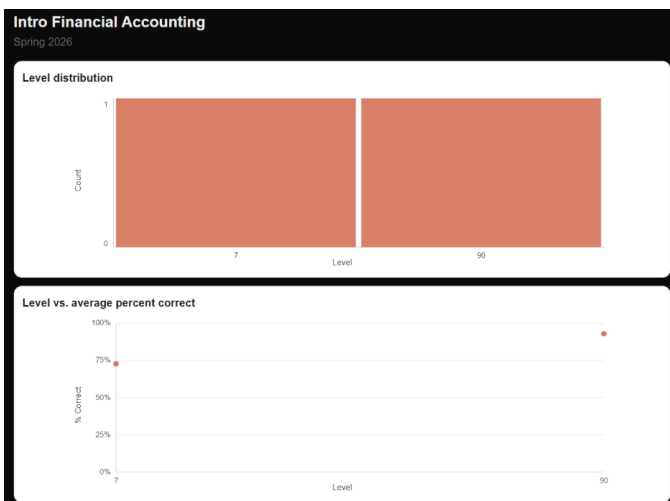
■	Code ^	Created (EST) v	Claimed v	Level v	Right v	Wrong v	Percent v	Updated v	Act
■	43Y8VYPMD	11/01/2025, 09:27:18 AM	Claimed	7	32	12	73%	11/1/2025, 9:29:32 AM	
■	DCMXHNUSRB	11/01/2025, 09:27:18 AM	Claimed	90	402	34	93%	11/8/2025, 10:42:34 PM	

Increase Gamification with Class Leaderboards

- Provide students with the class PIN and class URL or QR code at the top of the class screen.



- The class PIN is editable and can be reset at any time.
- Students will then see an anonymous leaderboard showing how they compare to their classmates.



3. For your Syllabus

Gamified Practice: Crush Accounting

This course uses the *Crush Accounting* mobile game to provide additional practice and reinforcement of course concepts in a fun, interactive format. The game includes multiple levels of accounting questions and challenges that align with our course material.

Each student will be provided with a unique game access code in Blackboard/Canvas where you see your course grades. After downloading *Crush Accounting* from the App Store or Google Play, you will enter this code when creating your account. Your instructor can then

monitor your progress in the game. See this document for a step-by-step instructions to enter your code.

Learning Objective:

This activity helps you review key accounting concepts, apply knowledge in interactive settings, and receive immediate feedback while engaging in a gamified learning experience.

Assessment and Credit:

Credit is awarded based on the highest level completed by the due date:

- Level 30 (first 5 chapters) = 5 points
- Level 60 (first 10 chapters) = 8 points
- Level 90 (full game) = 10 points

Progress is verified through the instructor dashboard at gamificationstate.com. Codes are individual and non-transferable.