Labster

Teachers' manual

teachingsupport@uu.nl

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1. Introduction Labster

Labster can help transform your science teaching by providing your students with an engaging experience that increases their understanding of complex concepts, training them in practical skills and lab techniques and exposing them to the use of modern lab equipment.

For students, the following summary provides a summary of Labster:
Labster virtual labs are simulated learning environments where you can perform realistic lab experiments without physically being in a lab. Labster works like a story-driven game. As you progress through each scenario, Labsters's teaching assistant, a drone called Dr. One, provides you with information to help you make decisions and answer embedded quiz questions.

The use of Labster is accessible, because the tool is web based, so fully online and no programmes must be downloaded. As teacher, you will obtain your own account within Labster, in which you can view students' progress and more.

This manual provides an introduction in the use of Labster and can be used as reference book for further use. Furthermore, Teaching Support could be reached for further didactical and practical support, via teachingsupport@uu.nl

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2. Getting started

As Labster offers more than 200 labs, it is necessary to choose the lab demo you want.
By using the following information, you can see each individual lab:

- First fill out the contactform of Educate-it to gain access to Labster within your Blackboard course.
- After activation of the plug-in you are able to view and use multiple laboratory simulations. Access is possible by adding 'Labster' through the 'Build Content' option in your Blackboard course environment.

3. First Login

After receiving access, it is time to log in for the first time.

Figure 1 Starting page

Click on the Labster Simulation in your course and you will be directed to the online simulation overview. See figure 1.

4. Viewing student progress

By clicking on 'Dashboard', you will be directed to the student data. Note: the data is available once the students have started using the simulations.

There are 3 buttons available:

- First attempt/Best attempt: this button sorts the student data by time(first) or by points(best) to determine the highest individual student score.
- Export: The data can be exported in a .xlsx format for further statistical processing. A choice must be made between survey and course data.
- Settings: via this button, you can access student performance for all simulations in your course. You can select individual labs to view in the dashboard.
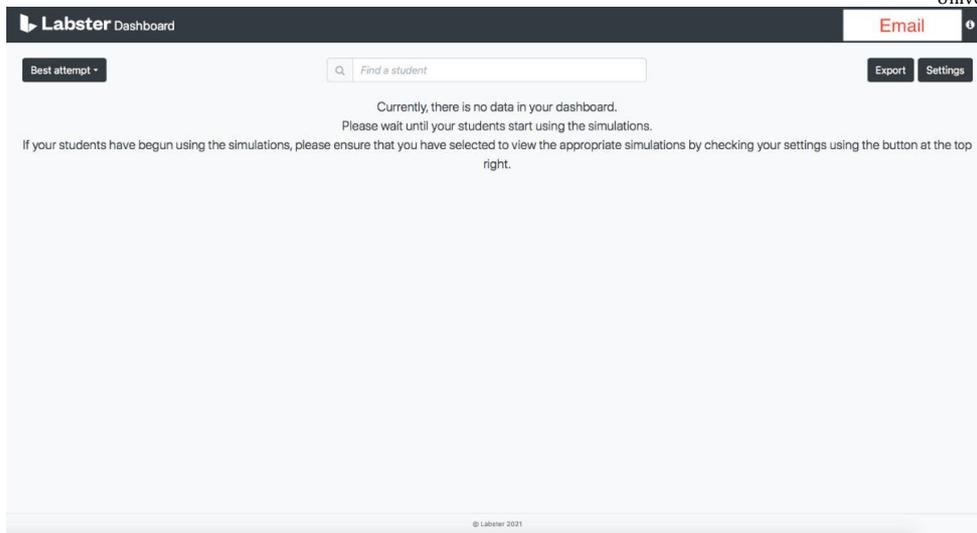
See also figures 2 and 3

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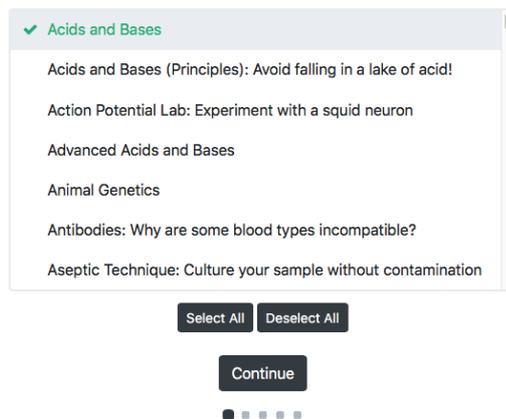*Figure 2 Dashboard page with student progress*

Figure 3 Settings button: select different labs to view student data

5. Contact and further information

In case you have more questions on how to use Labster, please contact Teaching Support(teachingsupport@uu.nl) or visit https://help.labster.com/en/.