Labster

Students' manual

teachingsupport@uu.nl

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1. Introduction Labster

Labster virtual labs are simulated learning environments where you as a student can perform realistic laboratory experiments without being physically in a lab. Labster works as a story-driven game. As you go through each scenario, Labsters' 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 completely online and no programs need to be downloaded.

This guide introduces the use of Labster and can be used as a reference work for further use. Furthermore, educational support can be achieved for further didactic and practical support, through teachingsupport@uu.nl

2. Getting started

The teacher has activated the Labster plugin in blackboard. As a student you can find the link to Labster in the menu on the left. The image below is for illustration. The labster link can also be found under course content or assignments.
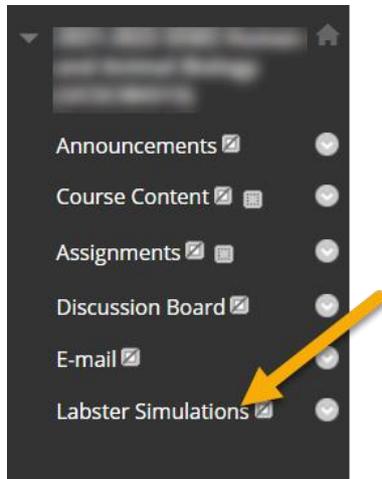
3. Start with the lab simulation

After receiving access, it's time to log in for the first time. You will be directed to the lab that the teacher has selected, in the example below that is polymerase chain reaction.

Figure 1 Home page

At the top left of the screen is some personal data. By pressing 'Start', you start with the assignment. With the text box the bottom right, you can contact support from Labster itself.

4. Contact and further information

For questions or further Labster you can contact the teacher of the course. If it is a technical problem, please contact Labster support (fastest) or you can contact Teaching Support (teachingsupport@uu.nl) or visit https://help.labster.com/nl/

Versterk je onderwijs
met Educate-it