

REVAS

INSTRUCTOR ACCOUNT

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HOW TO ORDER & MANAGE MY GAMES



INSTRUCTOR ACCOUNT

Ordering your games

- Order selected simulation for a given number of teams and students

Managing your games

- Move game to the next round
- Lock access
- Read only mode

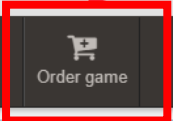
Using extra features

- Team preview
- E-mails to participants
- Financial awards and penalties



Instructor panel

Order new games here



Institution license information

Licences
Revas: Time-based (2019-09-26 - 2033-09-13)

List of your ordered games

Start date	Game name	Game type	Game language	Number of teams	Current round	Archive	License keys
2019-11-25 09:12:38	ESZC_2019_Ela_testy_rejestracja	Bio design	Polski	2	1	Archive this game	[Search icon] Enter
2019-11-20 08:27:21	ESZC_2019_testy_cen_uslug	Accounting office	Polski	2	2	Archive this game	[Search icon] Enter
2019-11-14 15:45:34	ESZC_2019_First_Step_Into_The_Future	Travel agency	English	4	8	Archive this game	[Search icon] Enter

License keys list.
Download the license keys to distribute to the students and check who already joined the game.

Archive the game once you finish the course

Enter the game to manage it – move rounds, lock access etc.



Ordering a new game

01

Use the „Order game“ button

02

Choose the game type

03

Provide details:

- game name e.g. name of the course or group
- game language
- number of teams (max. 8 in one game)
- number of students in one team (max. 5 students)



Important! If your groups have uneven number of students (e.g. 3 and 4 people in a team) order the game for the bigger number (4 players in a team)

The screenshot shows the REVAS Business Simulation Games interface. At the top, there is a navigation bar with icons for 'Your gam...', 'Profile', 'Contact f...', and 'Order game'. The 'Order game' button is highlighted with a red box. Below this, there is a section for 'Licences' with the text 'Revas: Time-based (2019-09-26 - 2033-09-13)'. A table lists previous game orders with columns for 'Start date' and 'Game name'. The main area shows a grid of game type icons: 'Car Garage', 'Hair Salon', 'IT SERVICE', 'TRAVEL AGENCY', 'SHIPPING COMPANY', and 'wlasna firma'. The 'TRAVEL AGENCY' icon is highlighted with a red box. Below the grid, there is a form for 'Game settings' with fields for 'Game type', 'Institution', 'Game name', 'Game language', 'Number of teams', and 'Number of players in team'. The 'Game type' is set to 'Travel agency', 'Institution' to 'Revas', 'Game name' to 'ESZC_2019_ game name', 'Game language' to 'Polski', 'Number of teams' to '1', and 'Number of players in team' to '1'. The interface also includes a search bar, a 'Show archive games' toggle, and a 'License keys' table.



How to start using Revas Business Simulations **in your class**

01

Students register accounts

Every student creates an account at www.revas.online (student's account)

Students will use these accounts throughout the whole simulation course to access the game

02

Instructor distributes the license keys to students

Each student needs to get the game ID (the same for all students in one game) and an individual license key.

Important! License keys connect students into teams in the system. Make sure that students do not mistake them e.g. print and cut individual license keys and hand them to individual students.

03

Students join the game

Students use the ID and license key just once to join the game. Later they just log in to their student account and enter the game from their game list.

!

IMPORTANT!

You decide how many teams you want to have in your game. If some students are absent in the first class make sure the students who are present join all game teams.

E.g. you have 20 students and divide them into 5 teams. In your first class 5 students are absent. Students who are present should start all 5 teams. Those who were absent can join at later rounds but they should join existing teams, not empty ones.



Game ID & license keys for students

- 01 After ordering a new game license keys are sent to your instructor e-mail address
- 02 You can also check and download them from the instructor account (green key button on the list of games)
- 03 Use the green key button also to check who already joined the game and find the license keys for students who join later

Revas - order confirmation

Revas [Pokaż historię](#) Do: **mnie** Kosz

Dear Elzbieta,

your simulation ESZC_2019_ZIBAT_2 is ready and you can start using it with your students. Here are the license keys:

Team	Player	ID	License key
Team 1	Player 1	2393	SNFAYx
Team 1	Player 2	2393	G6VYIB
Team 2	Player 1	2393	2EoBU1
Team 2	Player 2	2393	ord5fC
Team 3	Player 1	2393	hYyUFt
Team 3	Player 2	2393	wYBAeE
Team 4	Player 1	2393	aDyW6j
Team 4	Player 2	2393	KZf6mi

REVAS
BUSINESS SIMULATION GAMES

Your gam... Profile Contact f... Order game

Licences
Revas: Time-based (2019-09-26 - 2033-09-13)

Show archive games NO

Search:

Start date	Game name	Game type	Game language	Number of teams	Current round	Archive	License keys	Enter
2019-11-25 09:12:38	ESZC_2019_Ela_testy_rejestracja	Bio design	Polski	2	1	<input type="checkbox"/>		Enter
2019-11-20 08:27:21	ESZC_2019_testy_cen_uslug	Accounting office	Polski	2	2	<input type="checkbox"/> Archive this game		Enter
2019-11-17 15:45:34	ESZC_2019_First_Step_Into_The_Future	Travel agency	English	4	8	<input type="checkbox"/> Archive this game		Enter
2019-11-15 12:10:31	ESZC_2019_BeZee					<input type="checkbox"/> Archive this game		Enter
2019-11-12 17:19:26	ESZC_2019_szkolenie_ce					<input type="checkbox"/> Archive this game		Enter
2019-11-04 09:46:54	ESZC_2019_ZIBAT_2					<input type="checkbox"/> Archive this game		Enter
2019-11-04 09:45:17	ESZC_2019_ZIBAT_1					<input type="checkbox"/> Archive this game		Enter

ESZC_2019_ZIBAT_2

ID: 2393

Team	Player	License key	Name	Surname	Mail
Team 1	Player 1	SNFAYx	Revas	Demo	revasdemo+64@gmail.com
Team 1	Player 2	G6VYIB			
Team 2	Player 1	2EoBU1	Revas	Demo	revasdemo+71@gmail.com
Team 2	Player 2	ord5fC	Revas	Demo	revasdemo+101@gmail.com
Team 3	Player 1	hYyUFt	Revas	Demo	revasdemo+61@gmail.com
Team 3	Player 2	wYBAeE			
Team 4	Player 1	aDyW6j	Revas	Demo	revasdemo+66@gmail.com
Team 4	Player 2	KZf6mi			
Team 5	Player 1	b5Z8XY	Revas	Demo	revasdemo+70@gmail.com
Team 5	Player 2	ndXgaW			



Managing **simulations**

Move the game to the next round.
The game is advanced to all teams at once. It is not possible to move only selected teams.
If some teams do not make all decisions, system will calculate the result on the basis of what has been done.

Lock access to the game for students. They be informed that the game is processing and will not be able to make any decisions or see results.

Set readonly mode.
Students will only see results tabs and will not be able to make any decisions. Useful for results analysis.

The screenshot shows the REVAS Business Simulation Games interface. At the top, there is a navigation bar with icons for Home, Results, Instructor, Financial, E-mails, and Return. Below this, the simulation name 'ESZC_2019_ZIBAT_2' is displayed along with 'AVERAGE INCOME' (EUR 54801.34, +25%) and 'AVERAGE RESULT' (0.17, +245%). A blue info box states 'Info: Not all teams have completed the round.' Below this, three buttons are highlighted with red boxes and arrows: 'Advance to next round' (green), 'Lock' (yellow), and 'Set readonly mode' (yellow). At the bottom, a table lists five teams with their current round progress, results, and status.

Company name	Current round	Current result	Status	Teams with a completed round	Players	
Braintrust	Round: 4 33%	0.443	inactive			Team preview
Jmou Travel	Round: 4 33%	0.302	inactive			Team preview
Kalu travel	Round: 4 33%	0.128	inactive			Team preview
RBF_TRavel	Round: 4 33%	0.000	inactive			Team preview
Travelstar	Round: 4 33%	0.000	inactive			Team preview



Managing simulations

Optional: give financial rewards or penalties to all or selected team

Optional: send e-mail to all or selected teams

Use **team preview** to enter the game from student's perspective to e.g.:

- present on screen and explain the decisions
- present on screen results
- check team's decisions
- play the game as a students (e.g. for own testing)

Scorecard & cumulative scorecard

The screenshot shows the REVAS interface for a simulation named 'ESZC_2019_ZIBAT_2'. At the top, there is a navigation bar with icons for Home, Results, Instructor, Financial, E-mails, and Return. Below this, summary statistics are shown: AVERAGE INCOME (EUR 54801.34, +25%) and AVERAGE RESULT (0.17, +245%). A status bar indicates 'Info: Not all teams have completed the round.' and provides buttons for 'Advance to next round', 'Lock', 'Rewind', and 'Set readonly mode'. The main part of the interface is a table with the following columns: Company name, Current round, Current result, Status, Teams with a completed round, and Players. The table lists five teams: Braintrust, Jmou Travel, Kalu travel, RBF_TRavel, and Travelstar. Each team row includes a progress bar for the current round (Round 4, 33%), a numerical result, a status of 'inactive', a 'Team preview' button, and an eye icon. The 'Travelstar' row has a green checkmark in the 'Teams with a completed round' column.

Company name	Current round	Current result	Status	Teams with a completed round	Players
Braintrust	Round: 4 33%	0.443	inactive	<input type="checkbox"/>	<input type="checkbox"/> Team preview
Jmou Travel	Round: 4 33%	0.302	inactive	<input type="checkbox"/>	<input type="checkbox"/> Team preview
Kalu travel	Round: 4 33%	0.128	inactive	<input type="checkbox"/>	<input type="checkbox"/> Team preview
RBF_TRavel	Round: 4 33%	0.000	inactive	<input type="checkbox"/>	<input type="checkbox"/> Team preview
Travelstar	Round: 4 33%	0.000	inactive	<input checked="" type="checkbox"/>	<input type="checkbox"/> Team preview

List of teams

Current round and result from the scorecard

Information if team is currently active (logged in)

Information if teams submitted decisions

Check who is playing in each team



FAQ

Can I take the game back to the previous round?

No. If the game is moved to the next round, the instructor cannot take it back to the previous round. In case of any problems, contact Revas.

If students are absent in the first class with the game, can they join the game later?

Yes. Use the green key button on your game list to check available (empty) license keys and give one to the student. Students will then join game in the current round. They cannot go back to previous rounds.





Contact us when:

- you have a technical problem
- you do not know how to explain some decisions to students
- you need help analyzing students' results
- you want to share your feedback about the game 😊



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