Setting Up your Free Trial

This video explains how to set up your free trial account with the link provided by your STEMbassador.

Visit the trial URL that your STEM expert has given you. Click on **Create a free account**, confirm your age, then fill out the required information. When finished, click **Sign Up**.

If you already have an account with Blocksmith, you may begin your trial by logging in. Select the **Log In** link underneath the **Sign Up** button to sign in to your existing account.

Once signed in, you will receive an email from no-reply@blocksmithxr.com with instructions to activate your account. Click the link in the email to activate your Blocksmith account. Make sure to check your spam and junk folders if you don't see your activation email in your inbox.

Once your account is activated, return to the **Pricing & Plans** page. Under **Education Subscriptions**, choose **Start Trial** under the Free account option.

Next, you'll create a domain. This gives your students a distraction-free area to upload their work and collaborate with their peers. Choose a name for your domain. The name can be anything, as long as it is not already taken, such as your school, mascot, or class. Once finished, select **Build my domain**.

Once your domain is created, you will have access to most of Blocksmith's features and will be able to explore the program and decide for yourself if it's a great fit for your learning environment. To continue your account setup by adding students and downloading the Blocksmith builder, select **Go to my Domain Dashboard**.

For help with account setup and getting started with quests, check out the next video linked here and in the description, or visit edventures.com/blocksmith-free-trial.

Installing the Blocksmith Builder

You've created your Blocksmith account, and now you're ready to download the builder application.

If you have a paid license, navigate to your domain's dashboard. You can find your dashboard under your username in the top right, or you can visit blocksmithxr.com/dashboard. Then, in the left menu, select **Your Domain [Admin]**. Then select Licensed Downloads in the left menu. Download the file for your operating system. This automatically applies your premium license to the download. You'll complete this installation on all of your classroom or facility's computers.

For free accounts and Free Trial accounts, visit blocksmithxr.com/download, then select the **Builder Download** for your operating system.

On a Mac: select **macOS**, then select **Download** from the pop-up window. Save the file, then open the zip file. Click **BlocksmithXR Builder.app** and drag it into your **Applications** folder.

Your Mac's security settings may block the Blocksmith app from opening at first. If this window pops up when you try to open the Blocksmith app, click **Cancel**. Navigate to your **System Preferences**, then select **Security & Privacy**. Under the **General** tab, select **Open Anyway** next to BlocksmithXR Builder.app. Select **Open** on the pup-up window. You may have to enter your computer's password. Once finished, BlocksmithXR Builder should be approved and you can open the application as usual from here on.

Windows installation will be similar, simply follow the instructions in the installation wizard. If prompted by your virus protection, select "Open Anyway."

On Chromebooks, use the link to the online version of BlocksmithXR Builder. This grants you access to the same builder through your web browser.

Now, you can open the Blocksmith Builder and begin building 3D games, either from scratch or by following one of Blocksmith's detailed Quest curriculums!

For help adding students to your account and assigning Quests, check out the next video linked here and in the description, or visit edventures.com/blocksmith-free-trial.

Adding Students

You've set up your BlocksmithXR account and your classroom domain. Now, it's time to add students to your account so you can track their progress and assign them Quests.

When you are logged into your admin account, visit your dashboard. You can find your dashboard under your username in the top right, or you can visit blocksmithxr.com/dashboard. Then, in the left menu, select **Your Domain [Admin]**.

In the left menu, select **Students and Classes**. Here, you can manage your students, collaborators, and teachers. There are two ways to add students to your account.

If your students do not already have Blocksmith accounts, have them sign up under your domain using the provided link. By default, the only information students need to create their account is a unique username and a password. This can be changed in the **Admin Corner**.

Once your students create their new Blocksmith accounts, you will need to approve them. Navigate to your domain's dashboard. Either click on the **Approve Here!** link, or select **Students and Classes**, then **Access Requests** to reach the **Access Requests** page. Approve or reject users by selecting **Approve** or **Reject** to the right of their name. Now, your students will appear under the **Users** page.

From the **Users** page, you can promote users to **Teacher** or **Collaborator**, remove users, and create classes. You can use classes to organize your students, or assign Quests to each student individually.

If your students already have an account, you can add them directly from the Users page. Enter their username or email address in the **Add here** field and click **Add**.

For help with quests and Blocksmith's credit system, check out the next video linked here and in the description, or visit edventures.com/blocksmith-free-trial.

Quests and Credits in BlocksmithXR

You have your Blocksmith account set up with your domain and all of your students are added. Every computer has the BlocksmithXR Builder installed, and your students are ready to dive into some curriculum!

Curriculum, or **Quests**, are purchased with Credits.

If you have a free trial, it does not come with any credits, but it does come with access to the first chapters of the Classic Games Quest. To claim this Quest, visit the **Blocksmith Market**.

To access the Market, click on the link in the **Start Here** banner in your domain overview, then click on **Blocksmith Market**. Alternatively, you can click on the small yellow **Blocksmith icon** in the top right corner next to your username, or visit (your domain name).blocksmithxr.com/market.

Click on the **Classic Games Quest**. Then, select **Try with my students**. When asked to confirm, select **OK**.

Next, you'll need to assign this quest to your students so they can access it from their builders. Select **Manage Quests** in the pop-up window.

From this screen, select **Quest Management Settings**. This allows you to choose how the selected Quest is assigned to your students. To automatically assign this quest to all users on your domain, select the first option and click **Save**.

To manually choose which users are assigned to this quest, select the second option and click **Save**. If you have your students organized into Classes, you can select **Assign to Class** to assign the quest to an entire class. Otherwise, select **View Progress and Manage Users**. Type in or copy-and-paste a user's username and select **Assign**. This assigns them to the course and allows you to quickly view their progress. For a more detailed view of student progress, click on their username to see what lessons they have completed.

Now, students will be able to access the Classic Games Quest in their BlocksmithXR Builder application!

For help accessing Quests from the Builder application, check out the next video linked here and in the description, or visit edventures.com/blocksmith-free-trial.

Accessing Quests and Tracking Progress

Once you have assigned Quests to your students, they will be able to access those lessons within their BlocksmithXR Builder application.

To access a Quest that was assigned to you, first launch the Blocksmith builder. If this is your first time using the Builder, click on the yellow **Learn** icon to complete a quick tutorial and learn the basic controls of BlocksmithXR.

Then, in the top right, select the **Login** button and enter your username and password. In the bottom left, click on the **Quest Hub** icon.

Select the Quest you wish to load, then click **Start Quest**. Expand the Quest window by clicking the three dots and dragging them upward.

Quests provide step-by-step instruction and animated help links that guide students through the curriculum. They'll start with the most basic of concepts and work their way up to creating their own 3D games at their own pace. This allows instructors to assign different Quests to different groups of students at the same time, tailoring the experience to student interests.

Once you are ready to save or publish your experience, select **File > Save**, or click on the green **Save** icon in the top left. Name the file and add a description, then select **Save**. To publish the game for other users to view or edit, select a location to publish the file to. You can also share the experience with specific users. Click **Done!** when finished.

Once students have begun progressing through their Quests, as a teacher or admin, you can view their progress and access their published work.

To view a student's progress, navigate to your domain's dashboard. Select **Quests**, then click on **View Progress and Manage Users** on the Quest you want to look at. Here, you'll see a quick view of all of your students' progress. For a detailed view of one student's progress, click on their username.

To access the work that a student has published to your domain, click on their username from the **Student Progress** window. To view all of the work your entire class has published to your domain, select **Student Creations** on the left side bar, then click **Experiences**.

To load a saved experience into the Blocksmith builder, select the green **Load** button at startup or the yellow Load icon in the top left corner. This will allow you to pick up where you left off, or view or edit another user's experience.

For help with Blocksmith's functions and features, check out the rest of our help videos linked here and in the description, or visit edventures.com/blocksmith-free-trial.

If you're interested in implementing Blocksmith into your classroom, check out PCS Edventures's all-in-one package, *Discover Blocksmith: 3D Coding and Design*, that comes with Blocksmith licenses, a printed instructor's guide, VR equipment, and training to immerse yourself and your students into the world of VR and AR STEAM applications.