

Scottie Go! Dojo

USER MANUAL

PROGRAM A WORLD OF NEW POSSIBILITIES WITH SCOTTIE GO! DOJO!

The product in your hand is an extension of the well-known Scottie Go! product series. It was created in response to our users' opinions and reactions, as they expressed the need for a new educational tool which would allow them to create their own teaching materials.

The Dojo application is a state of the art quest creator. Now everyone can create and modify a quest (or design a quest for a specific solution) in the world of Scottie Go!. Examples of quest boards and their modifications can be found in the Quests Workbook, included in the Scottie Go! Dojo set. You can always try to play and complete the quest you created to test it out. Once the quest is ready and tested by you, share it with your pupils and ask them to complete it. Your pupils can also create quests of their own and share them with their classmates. All you have to do to share your quests with others is copy and share (scan) a QR quest code, generated in the application.

In the world of Scottie Go! Dojo Scottie's next adventure depends entirely on the players (in other words, on you and your pupils). It is for you to decide who and what Scottie meets on his path and what challenges he will have to face. Creating new quests and their solutions can be a perfect complement to your classes or constitute a basis for after-school activities and coding competitions.

The content you create with the use of the Scottie Go! Dojo application can be used for the evaluation of your pupils' progress, so that you can make sure the newly acquired knowledge is going to last. You can also use Scottie Go! Dojo to create quizzes or "coding competitions". The application supports pupils working on multiple devices. Hence, they have the possibility of continuing their work at home.

BeCREO
TECHNOLOGIES

In order to complete quests created in Scottie Go! Dojo, you will need the coding tiles, which can be found in the Scottie Go! educational sets.

In the Scottie Go! Dojo application you can create and edit quests using all types of objects and environments from the Scottie Go! Edu application and more! More information about our products and applications can be found here: scottiego.com.

To ensure that your pupils can access the application, you will have to first create an account on the Scottie Go Platform: portal.scottiego.com.



WHAT DO YOU NEED TO WORK WITH SCOTTIE GO! DOJO ?

- Scottie Go! coding tiles (e.g. included in the Scottie Go! for Education, Scottie Go! Basic and Scottie Go! Magnetic Tiles),
 - a mobile device with the Scottie Go! Dojo application installed,
 - a license key (included in the set),
 - a Scottie Go! Platform account (where tutors and educators can create and manage Scottie Go! Dojo user profiles)*.
- * the account can be created on www.portal.scottiego.com.



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SCOTTIE GO! DOJO SET COMPONENTS

Each folder contains the following:

1. License key
2. Quests Workbook
3. User manual
4. Stickers
5. Quick Start Guide



HOW TO DOWNLOAD THE SCOTTIE GO! DOJO APPLICATION?

OPTION 1

If your device is running on Windows 8.1 or newer, download the application for Windows at: <http://scottiego.com/dojo/downloadApp>.



OPTION 2

Open the **Google Play/App Store** application on your device. Next, enter "**Scottie Go! Dojo**" in the search field and find the application icon. Select the **Install/Download** option. Enter the password which will allow you to download the game if necessary.

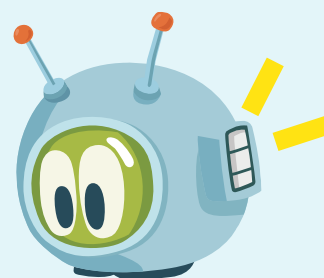


OPTION 3

If you have a QR code scanner application installed, you can simply scan the code below. The system will automatically redirect you to the store, where you can download the game. Select the **Install/Download** option. Enter the password which will allow you to download the game if necessary.



RUNNING THE SCOTTIE GO! DOJO APPLICATION FOR THE FIRST TIME

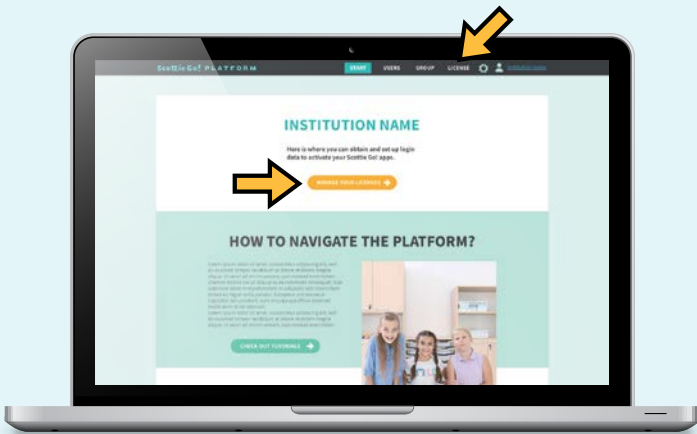


Working with Scottie Go! Dojo is intuitive and easy. All you have to do is follow the four steps described below (if you need more details and examples you can find them on the following pages of the manual):

1. CREATE AN ACCOUNT ON THE SCOTTIE GO! PLATFORM

The Platform is intended for teachers, educators and persons managing educational institutions (e.g. for directors, administrators). The Scottie Go! Platform is where they can manage pupils' work and access to the application, as well as monitor their learning progress.

To set up an account, go to: portal.scottiego.com. When registering, you can choose to create either an individual account or institutional account. You can read more about the Platform on page 12 of this user manual.



2. ADD THE LICENSE KEY

1. After logging into your Platform account, click on the **Manage licenses** button or select the **Licenses** tab.
2. Next, click on the **Add license** button.
3. A new field will pop up, where you need to enter and confirm the license key. You will find the key in the license leaflet, included in the Scottie Go! Dojo set.

3. SET UP A SCOTTIE GO! DOJO USER PROFILE

1. Once the license key has been added to your Platform account, choose the **Users** tab.
2. Next, click on the **Add user** button.
3. A new field will pop up where you can enter and confirm a user profile name of your choice and, optionally, a password.
4. Click on the **Login data** button placed next to the newly created user profile in order to access the login details. Download and print out the QR login code (or display it on another device).

4. DOWNLOAD AND START THE SCOTTIE GO! DOJO APPLICATION

The Scottie Go! Platform is intended only for teachers and educational institution administrators or representatives. Pupils work solely in the Scottie Go! Dojo application. You can learn how to download the application on the previous page.

1. Start the Scottie Go! Dojo application and then tap the **Scan QR code** button on the login screen.
2. Next, scan the QR login code, generated through the **Users** tab on the Scottie Go! Platform (the code must be printed out or displayed on the screen of another device).

Users can access their user profiles and use the application on multiple devices.

Every user can be assigned to one or more groups (e.g. we can assign a pupil to a class, grade and to an after-school activities club)

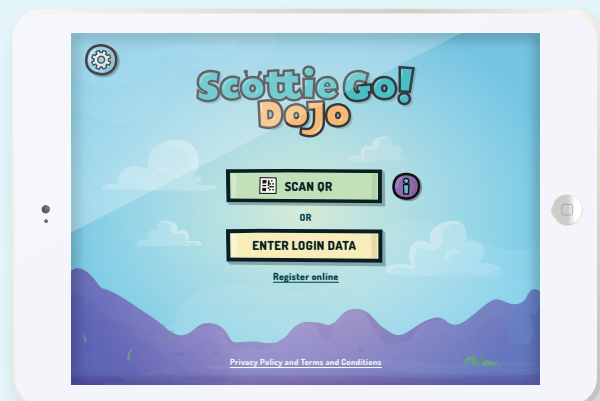
SCOTTIE GO! DOJO APPLICATION - GENERAL INFORMATION

In the application you can create, modify, save, and share your quests. After finishing the work, remember to synchronize your progress with the cloud (this applies to both pupils and teachers).

If you want to start your work with the application right after setting up a Scottie Go! Platform account, refer to the Quick Start Guide, included in the set. You can also copy the Guide and give it to your pupils.

LOGIN SCREEN

Working with the Scottie Go! Dojo application requires an application user profile. **Pupils should receive login information for their profiles from their teacher.**



Login data for pupil profiles takes the form of either a QR code, which a pupil can scan on the application login screen, or three pieces of information listed below:

- the Scottie Go! Platform account ID or account name,
- the profile name,
- the profile password.

Creating a user profile (i.e. for pupils) requires registering a Scottie Go! Platform account.

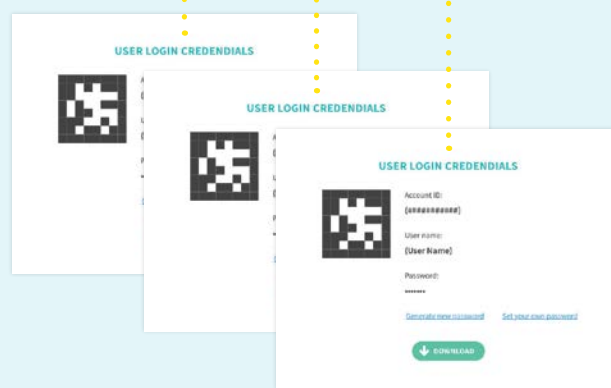
The Platform account should be set up by a teacher or an administrator of an educational institution. It enables them to create user profiles (including pupils' profiles) and obtain the user profiles login data.

Read more about the Platform on page 12 of this user manual.

Scottie Go! PLATFORM

Every user needs internet access to log into the Scottie Go! Dojo application. Each time users log in, the application downloads their data from the Scottie Go! Platform, which allows them to continue working any device.

Scottie Go! Platform (teacher's) account



2. HOME SCREEN

After logging in, you have full access to the Scottie Go! Dojo application functionalities.

1. **Quest wizard** – tap this button to create and play (complete) your own quest.
2. **Scan the QR code** – tap to scan QR quest codes - e.g. from the Quests Workbook or created by another Scottie Go! Dojo user. It is possible to save, complete (solve) or modify the scanned quests.
3. **Quests** - all quests saved in a user profile can be accessed here.
4. Information about the application, its developers and copyright is available here.
5. **Settings** – here you can choose a language, sound and camera options or log out of the application.
6. Remember to sync (synchronize) data before logging out of the application, so that your progress is saved in the cloud. This allows you to continue working on other devices and not lose your progress if you are logged out of the device.

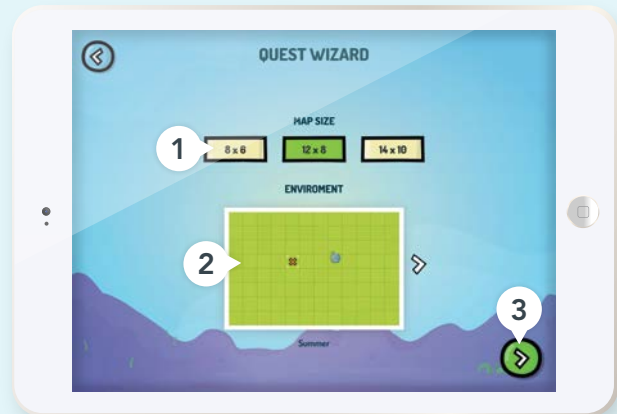


3. QUEST WIZARD

Launching the Quest wizard will open a new window, where you can choose the size and the environment of the quest board you want to create.

1. Pick the size of the quest board,
2. Choose the game environment - e.g. Factory, Spring, etc.,
3. Once you select the quest parameters you can proceed further.

Once the parameters are selected, you can start creating your quest. Users can implement their own ideas or copy examples from the available sources - e.g. from the **Quests Workbook**, included in the set. More information about the **Quests Workbook** can be found on page 7.



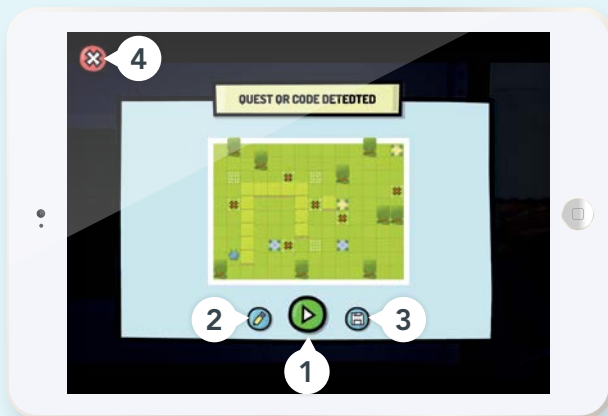
1. **Game objects** - you can place them on the quest board as you wish. If you do not know an object's purpose, click on the question mark icon (the help section).
2. **Here you can modify** e.g. how many Feathers Scottie will have to pick up or how many Cross-marked squares he will have to visit to complete the quest. Additionally, if there are Seedlings in your backpack, here is where you can see and set how many Seedlings you will have to place on the quest board.
3. **Help section** - you can use this section to get useful information. It includes hints and a glossary explaining purposes of the game objects.
4. **Cap** - here you can set the quest's difficulty level and general quest requirements, e. g. which tiles have to be used in a program.
5. **Backpack** - here you can add objects which might be useful later (e.g. Seedlings or Planks).
6. **Eraser** - tap the eraser icon and then the unwanted object to remove it from the quest board (this does not work on the terrain squares nor on Scottie).
7. **QR code** - share your quest with others! Tap this icon to generate a QR quest code. You will be able to find it in your device's gallery and share it like a regular photo, e.g. via text message or social media.
8. **Save** - remember to save the quest to keep it for later. If you want to open your latest quest on another device, make sure you have tapped this button on the home screen once you've finished working (synchronization requires Internet access) or generate a QR quest code in the quest wizard screen.
9. **Play** - Once your quest is ready, you can play and complete it by tapping here! To complete the quest you will need the cardboard coding tiles from the Scottie Go! for Education set. Create a proper code for the quest and scan it.

4. SCANNING THE QR QUEST CODES

After clicking on the **Scan QR code** you will access your device's camera. If you have access to a QR quest code, you can scan it now to save, play or modify the quest embedded in the code.

If the scan was successful, the scanned quests' preview will appear on your device's screen:

1. Load the scanned quest,
2. Modify the quest,
3. Save the scanned quest for later,
4. Close the preview.



5. QUEST SCREEN

In this screen your pupils can find all of the quests that they have saved. It does not matter if they saved them after scanning QR quest codes, created them while working in the application, or if the quests were downloaded automatically from the Scottie Go! Platform while they were logging into the application (more information about synchronization can be found on the next page).

You can sort and filter your quests:

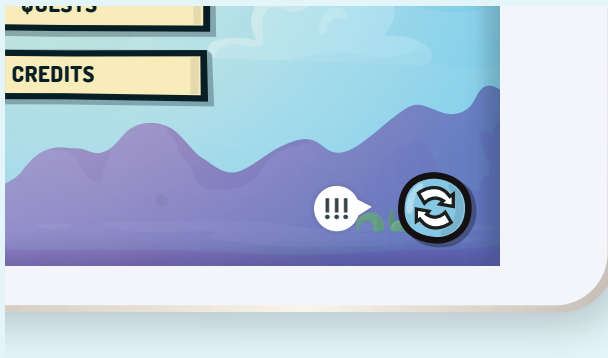
- by date
- by name,
- by the contents in the backpack (you can filter out quests in which Scottie has items in his backpack),
- by quest requirements (you can filter out quests for which quest requirements have been defined).

Each user can save up to 100 quests in the user profile.

1. Click on a thumbnail of any quest to see it enlarged. You can also run this quest, open it in the quest wizard, duplicate it or remove it.
2. Quest can be sorted and filtered by creation date, name, contents in the backpack or quest requirements.
3. Click **Back** to go to the home screen of the application.



6. SYNCING YOUR PROGRESS:



When finishing work in the Scottie Go! Dojo application (e.g. at the end of a lesson) you should make sure that all of your pupils (e.g. in the class) have synchronized their progress with the Scottie Go! Platform (in other words, their data has been backed up to the cloud). In order to do this, they must click on the icon in the lower right-hand corner of the application's home screen. It is necessary that the users' data (e.g. newly saved quests) has been synced, so that they can keep their progress when working on other devices.

Every time you log out of the Scottie Go! Dojo application, the app will automatically try to synchronize the user's progress with the Platform (this process will be successful if your device can access the internet).

In order to log into the Scottie Go! Dojo application, you must have access to the Internet. Every time you log in with your profile data, the application downloads your progress from the cloud, allowing you to continue working on any device.

Synchronization:

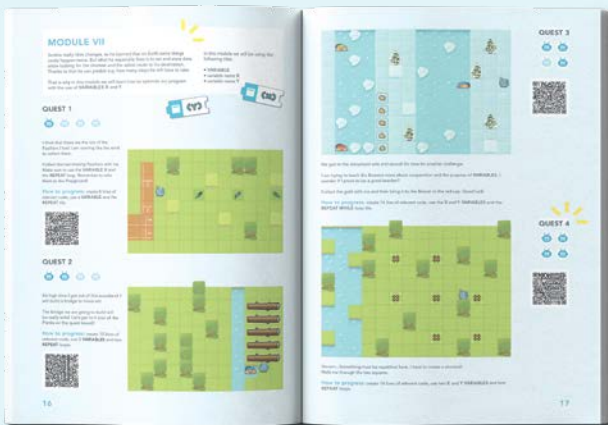
- Allows for saving and updating progress on the cloud. This means that you can log out of the application safely, without losing any data.
- Requires Internet access. If you happen to be offline, you can still log out of the application but you cannot synchronize progress with the Scottie Go! Platform. To synchronize your progress (save data in the cloud), you have to click on the **Sync** button on the home screen of the application once you have access to the Internet.

If a user logs into the application on a new device, without first having logged out of the previous one, they will lose all progress that has not been synced. Logging into a new device will automatically log them out of the application installed on the previous device.

Example: If a pupil does not log out of their computer class device, they will be automatically logged out once they log into the Scottie Go! Dojo application elsewhere, e.g. on a tablet at home.

QUESTS WORKBOOK

The Quests Workbook, included in the Scottie Go! Dojo set, contains examples of quests which you can recreate and complete. This way, you and your pupils can start working with Scottie Go! Dojo in a quick and enjoyable way.



The Workbook was created so that users can begin their adventure with the application while working on specific quests. It can be used at any educational stage. The difficulty level and nature of the quests were designed to be adjusted to pupils' cognitive abilities, while the instructions were written in an understandable and engaging form that appeals to children. Scottie's heads, placed next to every quest, represent the difficulty level. To make players' start with the application easier, we have added quest requirements and objectives for every mission (look at the "how to progress" section), e.g. the players have to use a loop or make Scottie step on a certain number of Cross-marked squares. The Workbook also includes quests which teachers and pupils can create on their own, and thus learn how to take full advantage of the Scottie Go Dojo's features and functionalities.

The quests are divided into 10 modules, just like in the Scottie Go! educational version of the game. Each of the modules was created to evaluate and help players develop a set of competencies and soft skills at several advancement levels. Every teacher and pupil will find here at least one quest which will suit them and their level of advancement perfectly.

GAME OBJECTS

There are a few kinds of the in-game terrain which you can use in your quest:



EMPTY SQUARE



WATER



ELEVATED SQUARE

Scottie can step onto or jump onto the Empty squares without any limitation. However, our little alien doesn't know how to swim, so he can't cross the Water. In order to get to the other side he will need to use a Plank or get help from a Beaver. You can also use the **JUMP** tile to bounce across if there is a Floe in the Water. Scottie is also unable to step onto the Elevated square, but he can jump on top of it. If you want to step off the Elevated square, you can use either the **JUMP** or the **STEP** tile.

Below you can find the list of in-game objects. You can place each of them on your quest board.



1. CROSS-MARKED SQUARES

Squares marked with a cross are control points or bases. You have to walk through all the bases or stand on them in order to complete a quest. Remember that you do not have to stop on every base. Once you have visited a Cross-marked square, a green check mark will appear on it.



2. OBSTACLES

Some objects on the map will prevent Scottie from accessing a square. The only solution is to move around them.



3. COLLECTABLE OBJECTS

You can place Collectable objects on Empty or Elevated squares. Scottie has to pick up and collect those objects (you will need the **PICK UP** tile) in order to complete the quest.



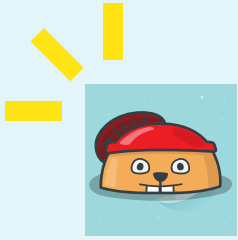
4. PLANK

Objects marked with a white outline can be picked up and then placed somewhere else. A Plank can be picked up and used as a footbridge to cross a single Water square.



5. FLOE

You can use the **JUMP** tile to jump over this object easily. Scottie will bounce off the Floe square and land on the next one.



6. BEAVER

Beavers are your allies, ready to assist you whenever you need help. For example, you may step on one of them to use them as a bridge. You can also control them and use a Beaver as a boat. These helpful companions can be placed only in the Water! You can place up to 3 Beavers in one quest.



7. PLAYGROUND

If you place a Playground on the quest board, Scottie will have to arrive at it as he is finishing your program. You can also use Flags in your quest, but in such a case Scottie can also finish the program on the Flag tile. It will be for you to decide Scottie's destination. Our hero can walk on the Playground squares without any restrictions.



8. LIGHTHOUSE

Some objects have to be turned on or activated in order for Scottie to complete a quest. If you find yourself standing next to the Lighthouse, use the **ACTIVATE** tile to light it up. Sometimes Scottie will have to light up only a few of the Lighthouses on the quest board. Remember - the **ACTIVATE** tile won't light up the Lighthouse if Scottie is facing backwards to it.



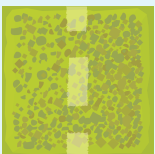
9. LEVER

Some objects have to be turned on or activated in order for Scottie to complete a quest. If you find yourself standing next to the Lever, use the **ACTIVATE** tile to flip it. You can assign any Lever to any Conveyor Belt on the quest board. Any Lever activated while the program is being executed is going to turn on or off its assigned Conveyor belt on the quest board. You can place up to 4 Levers in one quest.



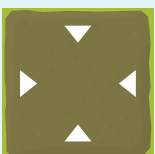
10. CONVEYOR BELT

Sometimes you can take the easy way out and move on the board without the use of complex programs. Upon entering a Conveyor belt the execution of the program will be paused, and it will resume only after Scottie arrives at its destination. Our little alien may have to use an assigned Lever to turn on or off Conveyor belts while the program is being executed. If there is no Empty square at the end of the activated Conveyor belt, it will turn into a trap! You can choose for the Conveyor belt to be turned on by default when creating the quest.



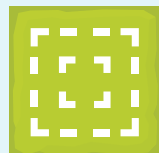
11. ROAD

Scottie builds an asphalt Road while walking through the Gravel.



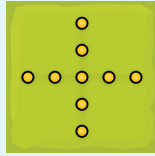
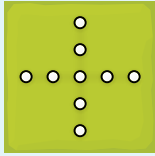
12. SEEDLINGS AND DROPZONES

Scottie has to plant Seedlings in the designated squares - Dropzones. If you want to use Seedlings in your quest, you have to place enough Dropzones on the quest board to match the number of Seedlings that Scottie has to plant.



13. MARKS

Squares marked this way will help Scottie orientate himself. Your code may, for example, make Scottie repeat the same actions at the same marks.



14. PATHS TO DRAW ON

While on a quest, Scottie has to draw lines on the designated Path squares. To start the drawing mode, use the **DRAW** tile. During the drawing mode Scottie can walk only on the Path squares!



15. FLAGS

Scottie must be standing on the Flag-marked square when the program is fully executed, unless there is also a Playground on the board. Entering such a square will forcefully end the program execution. If Scottie enters the Flag-marked square before the end of the program, an error will occur. If there is more than one Flag in a quest, Scottie has to pick one of the Flags (or a Playground square) as his destination.



16. TELEPORTS

Entering a Teleport transports Scottie to a twin Teleport square on the screen. You can place up to four pairs of Teleports in one quest.

If you do not know the purpose of a game object, click on the question mark icon. This way you will open the help section which contains useful information.

SCOTTIE GO! PLATFORM

WWW.PORTAL.SCOTTIEGO.COM

To monitor pupils' progress and manage their user profiles - including adding or removing them (e.g. if during the school year a new pupil joins or one of the pupils changes schools), you will need a "command center" - an account on the Scottie Go! Platform.

The Platform is a tool for teachers to organize their own work and their pupils' work with the Scottie Go! Dojo application. Thanks to the Platform, you can add and delete user profiles (in this case pupils' profiles). You can also manage profiles, control pupils' progress and assign them into groups (which you can also create in the Platform).

Access to the Platform is free. Creating user profiles is necessary in order to work with the Scottie Go! Dojo application. During the process of creating a user profile you generate a QR code, which will be a pupil's access code for the application.

1. INDIVIDUAL (STANDARD) VS INSTITUTIONAL PLATFORM ACCOUNT

On the Scottie Go! Platform (portal.scottiego.com) you can register an **individual (standard) account** (e.g. for a teacher), as well as an **institutional account**, if you are representing or managing an educational institution (e.g. such as a principal).

1. Institutional account is intended for people who manage or represent an institution where educators will use the Scottie Go! educational game series! With an **institutional account** all pupils' (user) profiles created within the institution can be found in one place. With this type of account you can:

- invite teachers/educators to work with pupils attending the institution (you will need their e-mail addresses or the account IDs if they already have an **individual account**),
- add and manage license keys (required to create pupils' profiles) as their sole administrator - invited teachers/educators will not have access to this data.

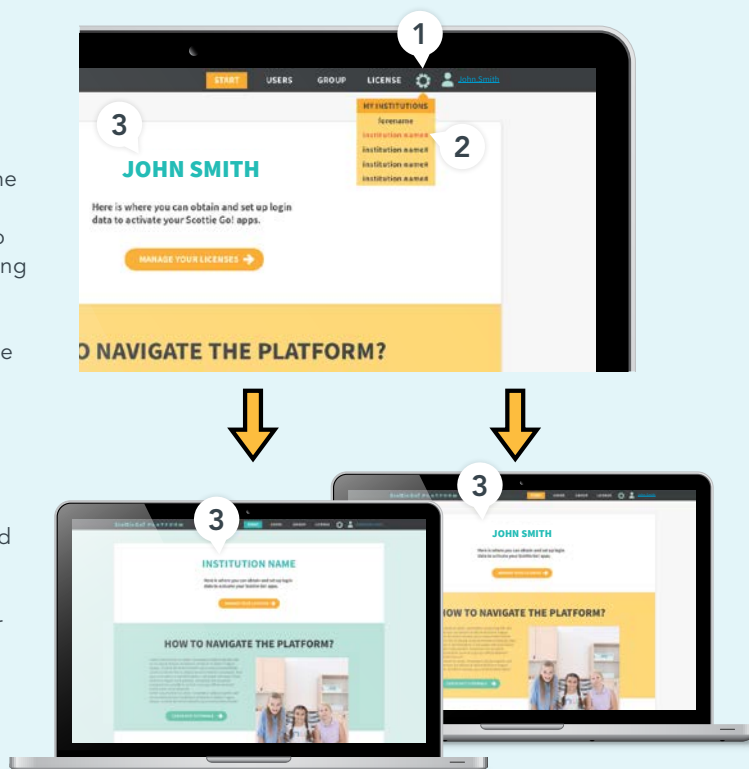
2. **Individual (standard) account** is intended for people who:

- have access to a Scottie Go! Dojo license key and want to create and moderate user (pupils') profiles in order to use the Scottie Go! Dojo application for their own teaching practice and curriculum. These people have complete freedom to manage the pupils' profiles created under their account and have the license keys in their possession.
- work in an educational institution where an **institutional Platform account** has already been created. The institutional account's administrator can invite individual account owners (most often teachers or educators) through the Platform to collaborate. After accepting the invitation, they will be given access to the user profiles created within the institutional account (for teachers, pupils, etc.) and have the possibility to moderate them. They will also have the option to preview the changes that are taking place within the institutional account. If the invited person does not have their own **individual account** yet, they will receive an e-mail inviting them to create one.

After logging into the Scottie Go! Platform, click on the icon in the upper right-hand corner of the interface to switch between your individual account and the institutional accounts to which you have been invited. You can manage your institutional account access (1) and choose the account you will want to switch to (2). The name of the account that you are currently working in is displayed on the start screen of the Platform, under the navigation bar (3).

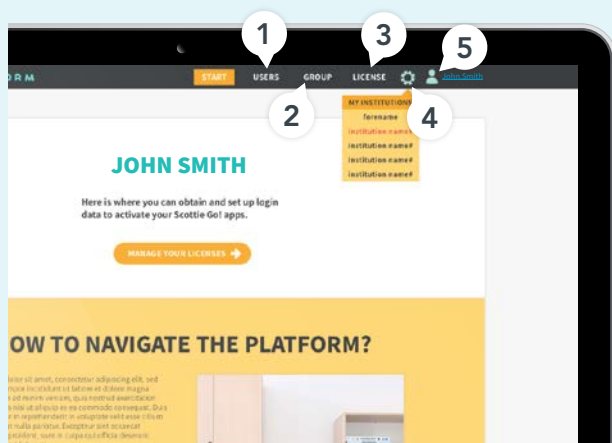
Note!

Once you accept an invitation to work with one or more institutions, click on the icon to select the account you would like to work in. User profiles created as a part of your individual account will not be visible to the institutional account.



2. START SCREEN

After creating an account and logging in, you will see the start screen with information on how to use the Platform. Here you can also find links to additional resources and the FAQ.

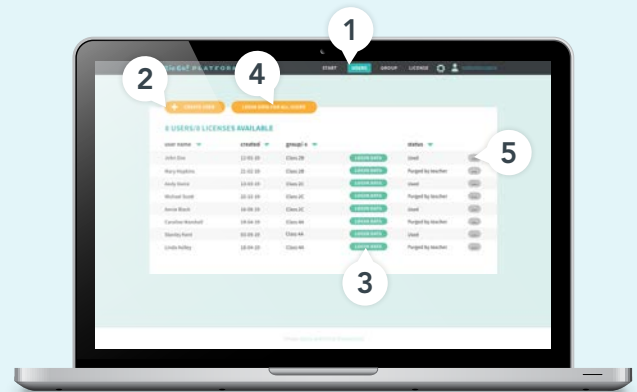


1. **Users** - in this tab you can manage and create Scottie Go! Dojo user profiles (more on page 14).
2. **Groups** - in this tab you can create groups of user profiles for Scottie Go! Dojo and manage them (more on page 15).
3. **Licenses** - select this tab to add Scottie Go! Dojo licenses and manage them (more on page 15).
4. **My Institutions** - by clicking here you can invite individual account owners to work with you (if you have an institutional account) or accept invitations and decide in which account you would like to work (if you have an individual account). You can choose your own account or one of the accounts that you have been invited to.
5. **My account** - by clicking here you can log out or access account settings for your Scottie Go! Platform account.

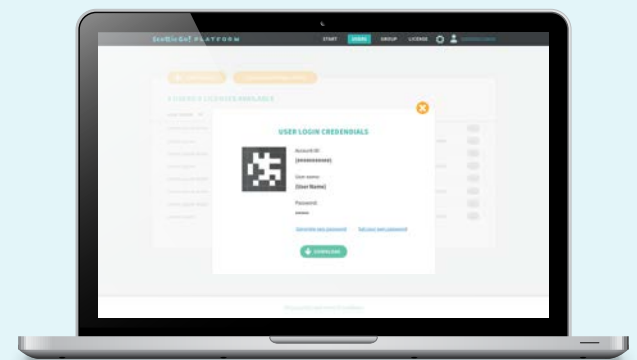
3. USERS TAB

In the **Users** tab you can create, view, and download login data of the Scottie Go! Dojo user profiles (including pupils' profiles). You will also be able to manage profiles and view quests created by profile users. **The number of user (pupils') profiles that you can add is determined by the type and number of license keys registered in the account.**

1. Open the **Users** tab,
2. Click on the **Add user** button to create a new Scottie Go! Dojo user profile - a new window will pop up, where you can type in a profile name (1) and generate or assign a password (2).
3. **Login data** – here you can view or download user profile login details in the form of a QR code (or text form). These details can be:
 - printed,
 - photographed,
 - shared electronically.
4. **Login data for all users** – click here to view or download the login details of all user profiles created on your Scottie Go! Platform account.
5. **Three dots** – click here to read more about the profile, change its data, view the user's progress (see all quests saved in the profile) or delete the profile.



Each profile allows a user to save up to 100 quests in the Scottie Go! Dojo application.



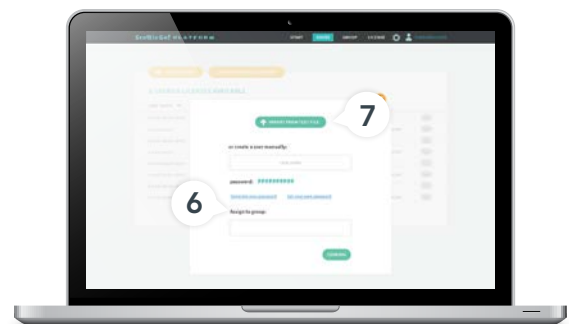
When previewing the user profile login data, you can choose to modify the password for the viewed profile that you are inspecting.

To log in to your profile, just scan your user profile QR code after starting the Scottie Go! Dojo application.

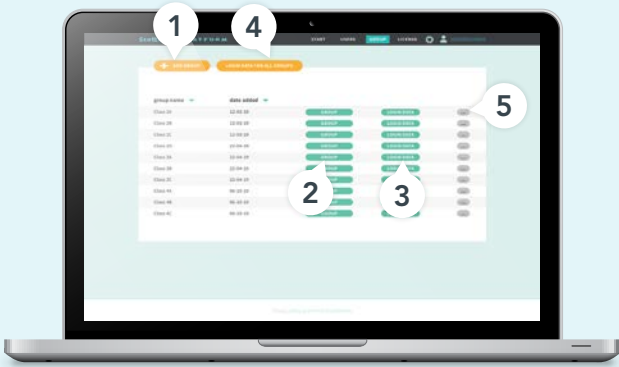
6. When creating a user profile, you can choose one or multiple groups to which you would like to assign the user (e.g. to a class or an after-school activity)
7. You can create multiple user profiles at once by uploading a correctly formatted csv file (you can export one e.g. from Microsoft Excel).



Adding multiple user profiles at once requires preparing a file according to the template on the right-hand side. The user name in this case is always required. No password means that the Platform will automatically generate one. No group means that the profile will not be assigned to any.



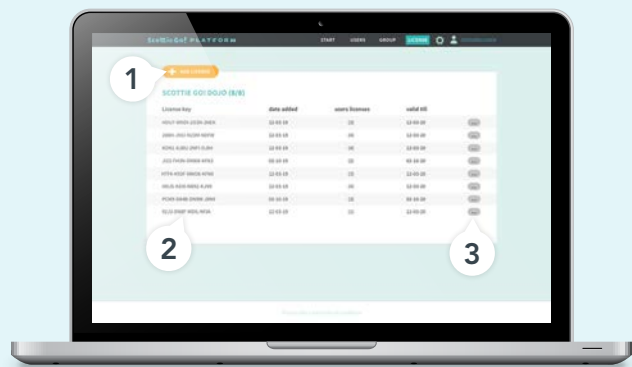
	A	B	C
1	User Name 1	Password 1	Group I, Group II... 1
2	User Name 2	Password 2	Group I, Group II... 2
3	User Name 3	Password 3	Group I, Group II... 3
4	User Name 4	Password 4	Group I, Group II... 4
5	User Name 5	Password 5	Group I, Group II... 5
6	User Name 6	Password 6	Group I, Group II... 6
7	User Name 7	Password 7	Group I, Group II... 7
8
9			



4. GROUPS TAB

Within the **Groups** tab you can create and manage groups of user profiles. You can create multiple groups (e.g. for classes or after-school activities). Each user profile can be assigned to one or multiple groups even at the creation stage.

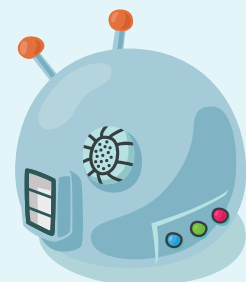
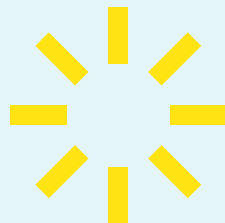
1. **Add group** – click here to add a new group. A context window will pop up, where you will have to type in a name and a description of the group.
2. **Group members** – here you can view the group member list, add or delete user profiles assigned to group.
3. **Login data** - click here to view or download login details for all user profiles assigned to the group. It is possible to:
 - print them,
 - photograph them,
 - share them electronically.
4. **Login data for all groups** - here you can view or download login data for user profiles (pupils) assigned to each of the groups created in the account on the Scottie Go! Platform.
5. **Three dots** - click here to read further information about a group, change its data or delete it.



5. MANAGING LICENSES

In the **License** tab you can add and manage license keys within your Scottie Go! Platform account.

1. **Add license** – click here to add one or more license keys to your Platform account.
2. **License key list** – here is where you can view the license keys added to your account.
3. **Three dots** – click here to read further information about the license or to delete it.



EDUCATIONAL GOALS

Scottie Go! Dojo application is an excellent educational resource, which supports and extends the potential of the Scottie Go! Edu application in teaching coding. It allows users to fully engage in the programming learning process at the introductory stage, testing stage, and the evaluation stage alike for any set of the teaching goals set by the teacher.

Scottie Go! Dojo allows you to:

- recreate your own version of quest boards for Scottie,
- build logical, simple, and complex instructions for self-made assignments,
- exchange your work, ideas and experience,
- improve social skills and soft skills (working in pairs or in a larger groups) - train your memory,
- create strategies and solve logical tasks,

- develop spatial orientation and abstract, algorithmic, and mathematical reasoning,
- show ingenuity and originality in the work,
- realize the process of computational and design thinking.

Thanks to the possibilities of sharing and designing quests in the Scottie Go! Dojo application, it is an excellent addition and support to the already mastered quests and modules in the Scottie Go! Edu application and other programming learning tools. It allows users to both level-up and develop key competencies, along with organizing competitions and other methods of evaluating one's knowledge and algorithmic abilities.

ADDITIONAL INFORMATION

SCANNING THE TILES

1. When creating a quest, you may find that your Scottie Go! educational version set does not contain enough tiles to compose a solution for your quest. In this situation, modify the quest board accordingly or try using tiles that allow Scottie to repeat his actions.
2. When solving quests, make sure that the tiles are properly lit. Not enough light may prevent them from being scanned properly.
3. When scanning the tiles, pay attention if only the tiles that are a part of your program are in the camera's field of view. Accidentally scanning unnecessary tiles might affect whether and how Scottie is going to carry out your program.

APPLICATION UPDATES

We are constantly improving the Scottie Go! Dojo application. We recommend that you update your game regularly. In the case of updates introducing significant changes to the interface, new user manual will be available for download at www.scottiego.com/education.

We do our best to make sure that no technical issues get in the way of your enjoyment of Scottie Go! Dojo. However, if you have any concerns, problems, or questions, visit our FAQ page (portal.scottiego.com/faq) or contact us directly: platform@scottiego.com

SYSTEM REQUIREMENTS

MINIMUM REQUIREMENTS FOR WINDOWS PC:

Windows 8.1/10 (64 bit), 2 GB RAM, dual-core 1.33 GHz processor, USB webcam with autofocus, native screen resolution 640x480.

MINIMUM REQUIREMENTS FOR ANDROID:

Android 5.1 or later, dual-core 1.5 GHz processor, 2 GB RAM, rear-facing camera with autofocus, 2Mpx.

MINIMUM REQUIREMENTS FOR iOS:

iOS 10 or later, iPhone 6 or later, 4th generation iPad or later.

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