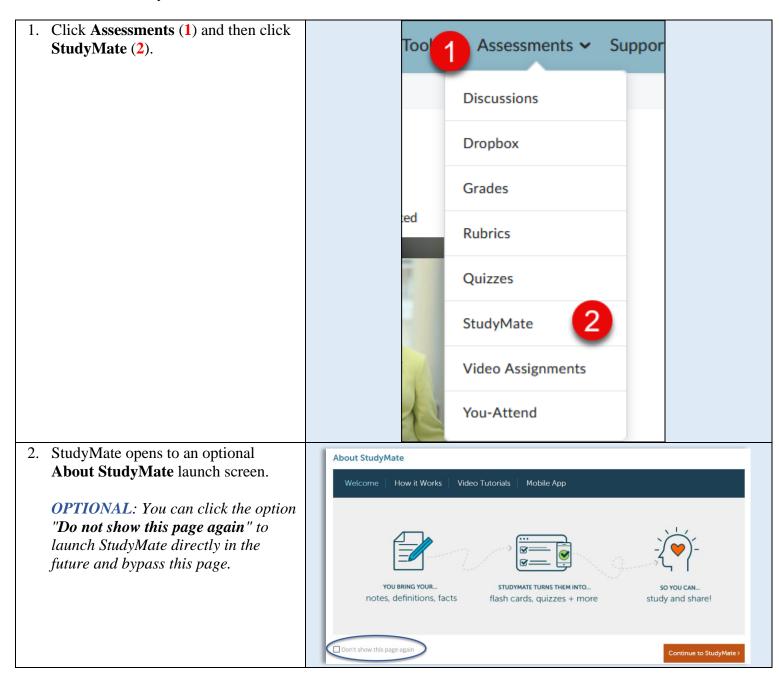
# **Using StudyMate**

**StudyMate** allows you and you students to create Flash-based learning activities and games that can be published to a web page or directly in Brightspace aka Desire2Learn (D2L). You can create the activities directly in StudyMate. Students can also make their own StudyMate activities if they choose to do so.



NOTE: Below is a review of all four menu items in the About StudyMate launch screen, including Downloading and Setting up the StudyMateMobile App.

#### • How it Works:

This menu of the launch screen offers a brief explanation of how StudyMate works (1), along with some sample games and exercises (2) you can try.

#### • Video Tutorials:

This menu item offers video tutorials on various functions and advanced uses of StudyMate. This guide will also review some of these features and functions.

#### • Mobile App:

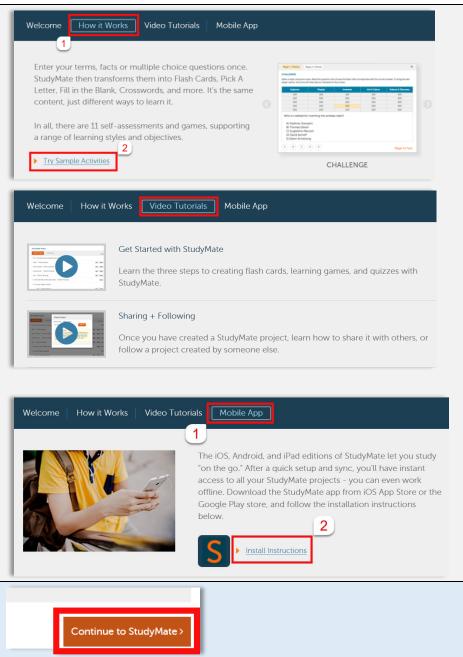
This menu includes instructions for downloading the mobile app, available to both instructors and students (1).

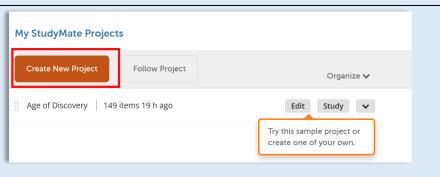
Click on the install instructions link and follow the steps listed in the window (2).

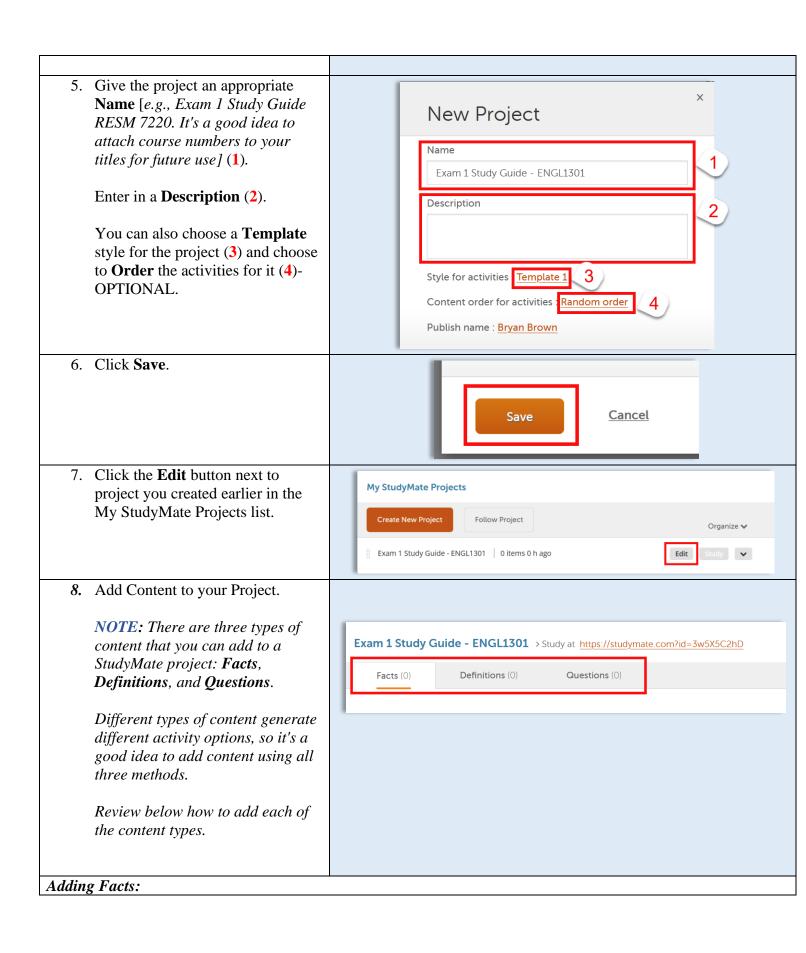
3. Click Continue to StudyMate.

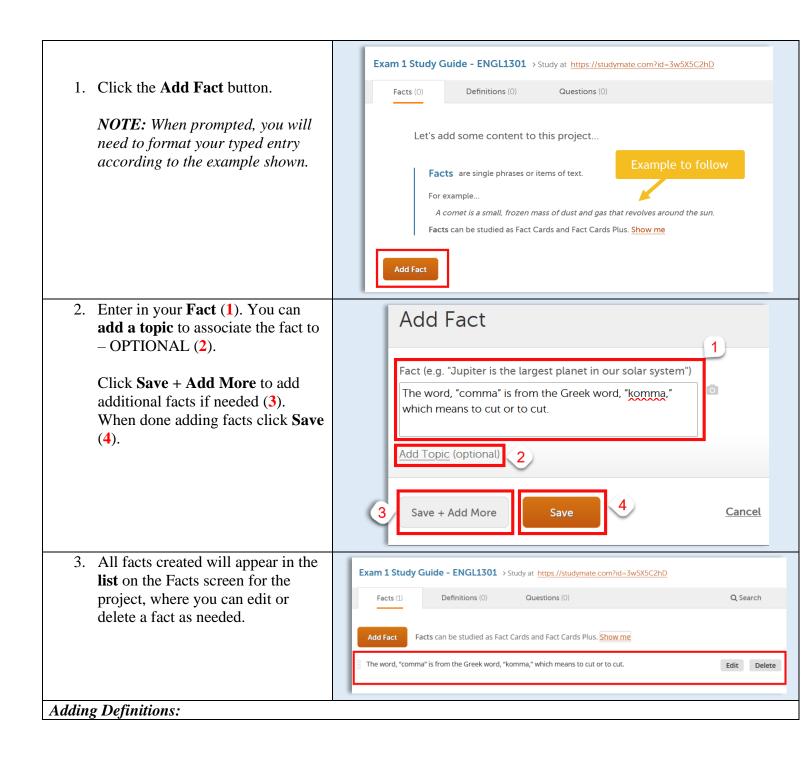
4. Click **Create New Project** to create a template in which to enter your own facts, definitions, and study items.

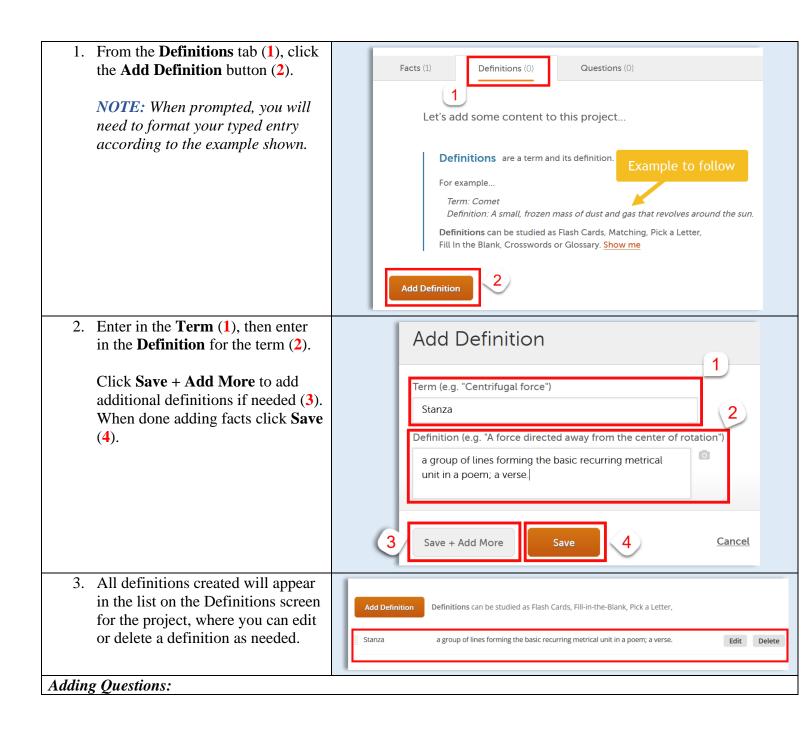
**NOTE**: If you have created any projects in the past, you'll see a list of your them on this screen. If it's your first time opening it, you'll see a sample project you can explore called **Age of Discovery**.

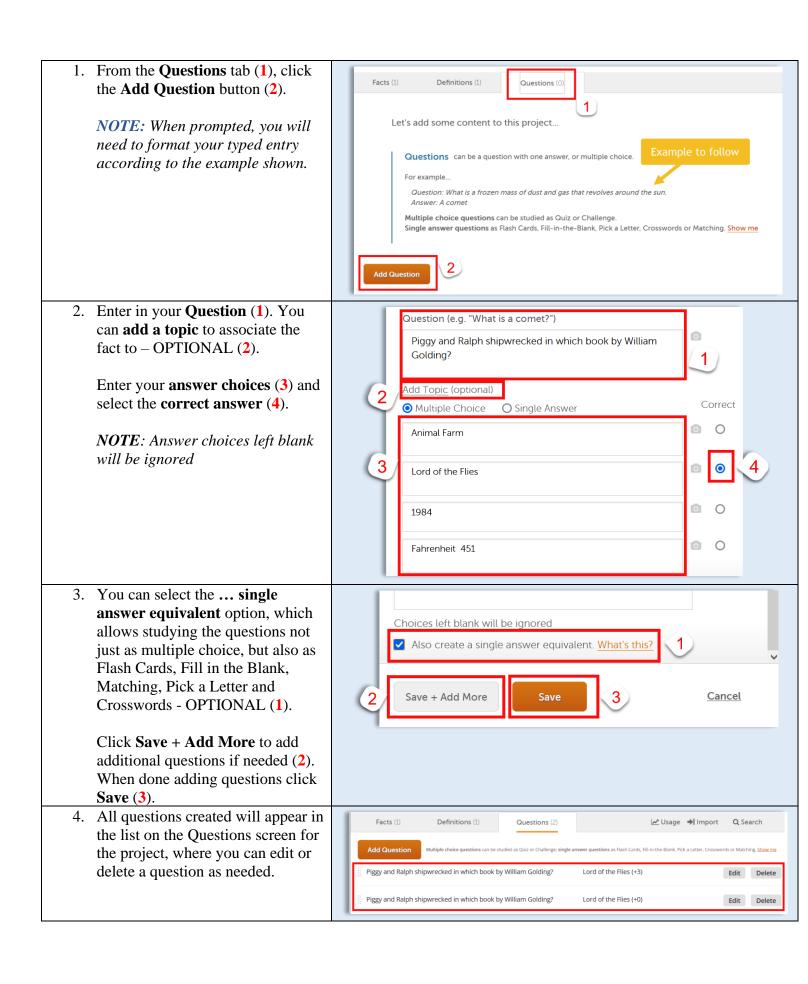








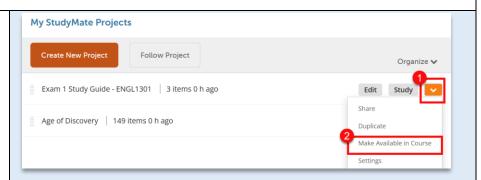




NOTE: If you selected the ... single answer equivalent option in the previous step, you will notice each question has a duplicate. One is the question as a multiplechoice, the other is the question in a single answer format so it can be studied as Flash Cards, Fill in the Blank, etc

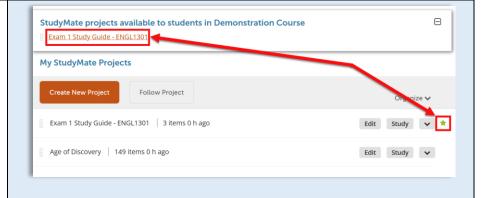
## Making Project Available to Students:

Once you are ready for students to access the project, click the dropdown for the project (1) and select Make Available in Course (2).



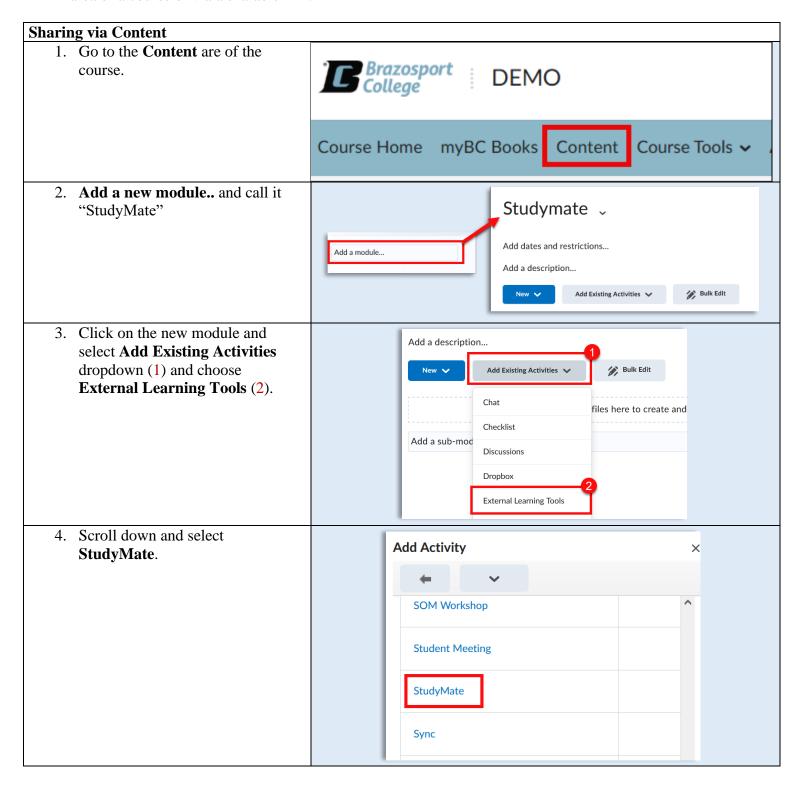
2. A **green star** will appear next to the dropdown for the project to indicate it is available for students to access in the course.

The project will also appear in the **StudyMate projects available to students in [Course Name]** section to also indicate it is available for students.



### **Sharing StudyMate Projects with Students**

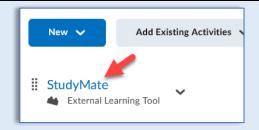
Once you have created a StudyMate project you can share it with you students via the Content area of a course or via a sharable link.



5. The link for **StudyMate** will now be in the module for students to click on to access the activities you created.

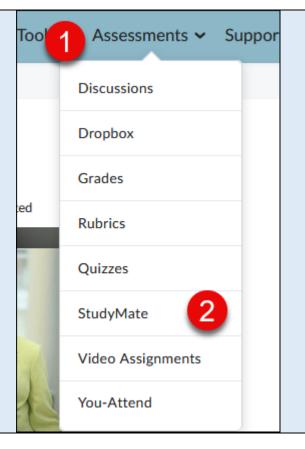
IMPORTANT: To ensure student views are tracked, students MUST access the activities directly from the course in BrightSpace aka "D2L".

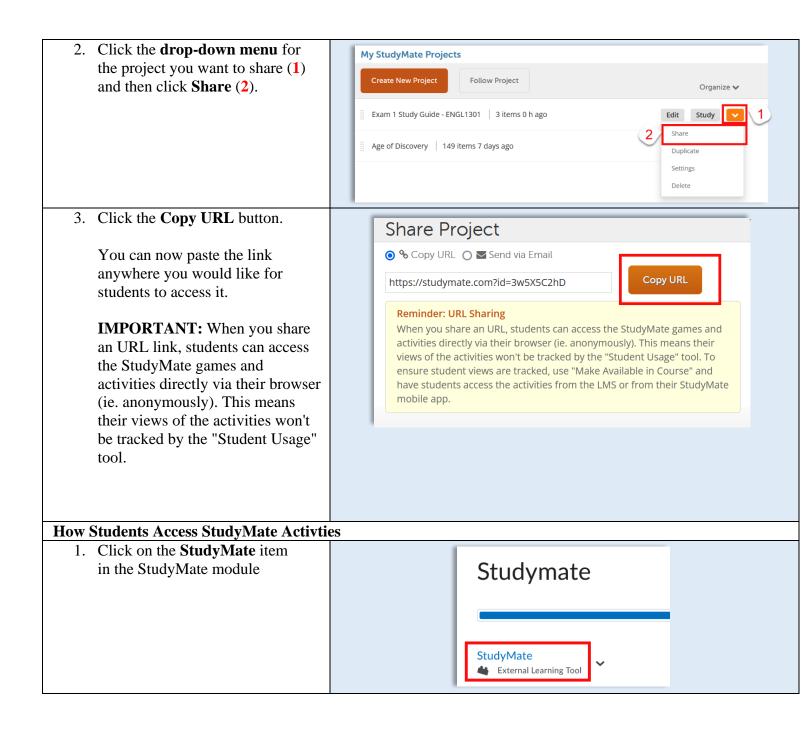
Students do NOT have the ability to share the StudyMate activities they create via the Content tool.

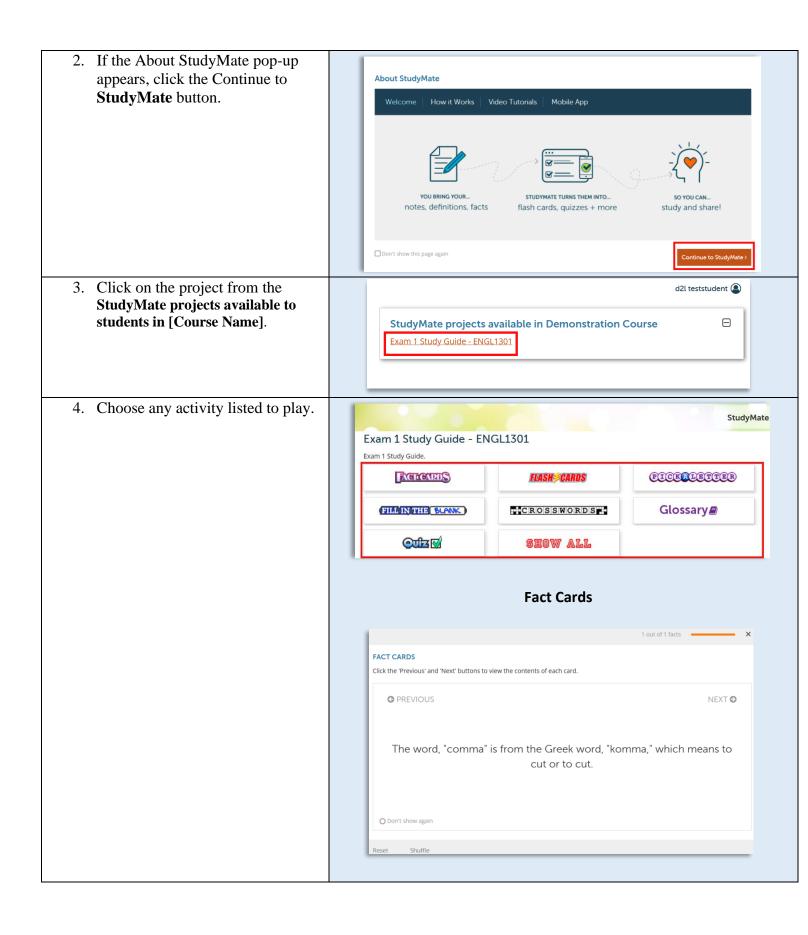


# **Sharing via a Link**

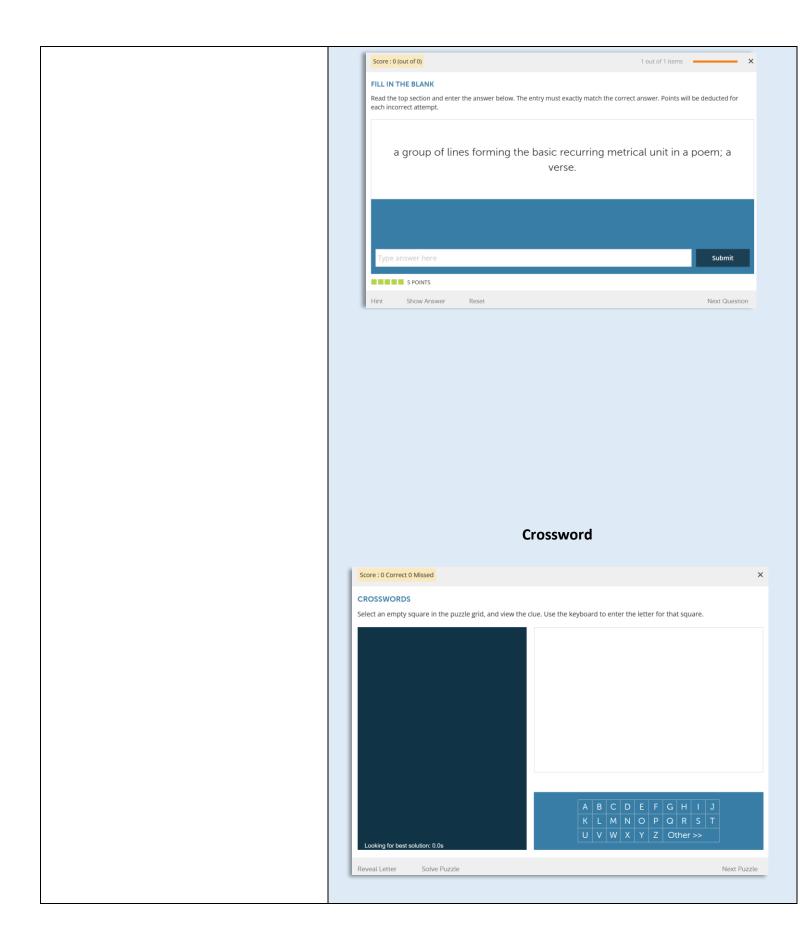
1. Click **Assessments** (1) and then click **StudyMate** (2).



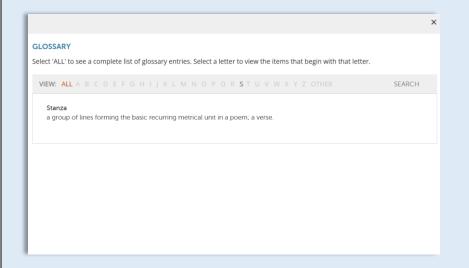








## Glossary



## Quiz

