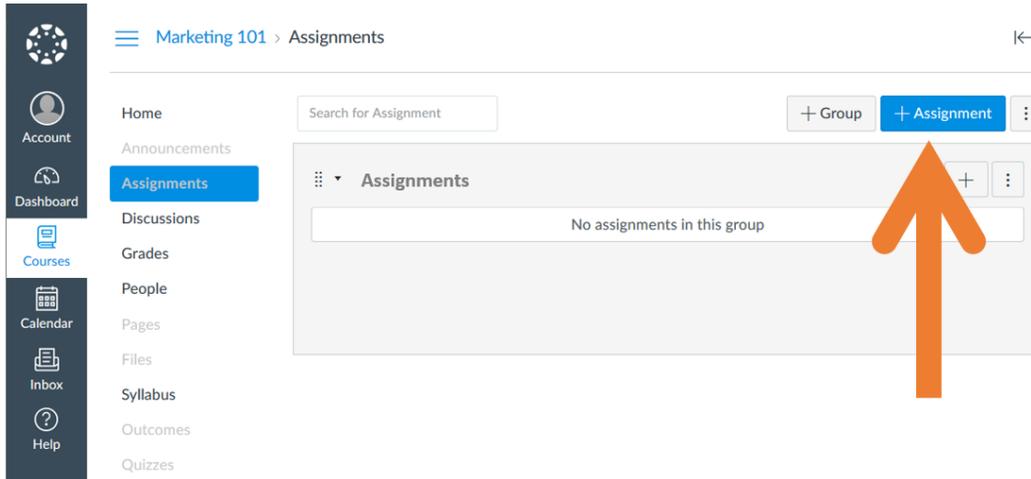


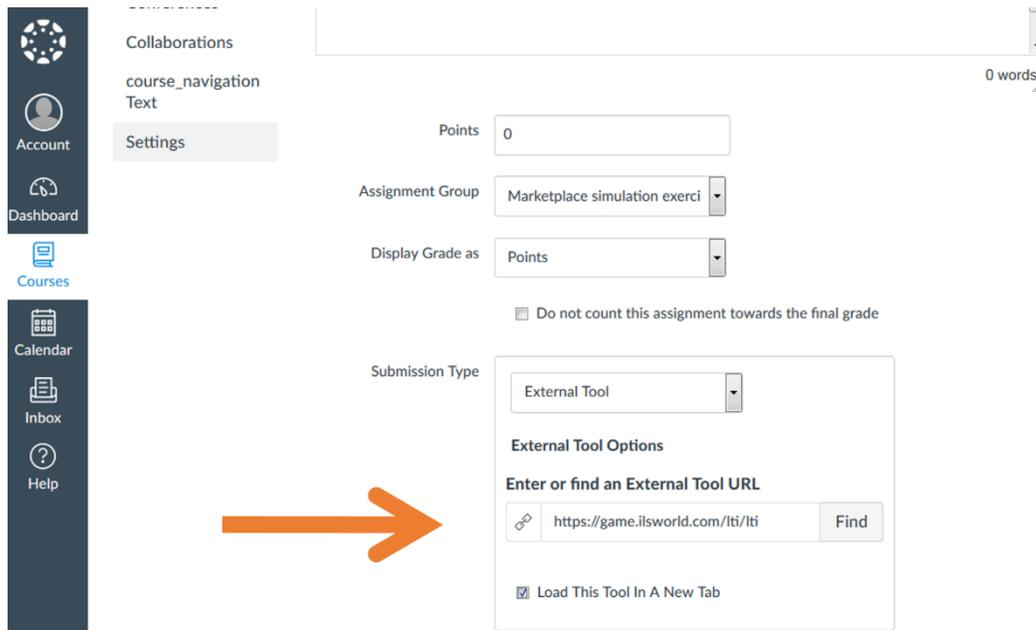
## Adding Marketplace Simulation to the course

Once an Admin has added the Marketplace Simulation external app and the course is published, the instructor can add assignments. Go to Courses, select your Marketplace course, choose Assignments in the left side menu, and choose “+ Assignment” on top right side of screen.



Enter a point value and percentage to indicate the weight that Marketplace gameplay will have in the student grade.

Under “Submission Type”, choose External Tool and choose “Find” to search for the Marketplace tool. In the list, choose the Marketplace Simulations tool. Check the box to Load This Tool in a New Tab. Choose “Save” or “Save & Publish” once you are finished.

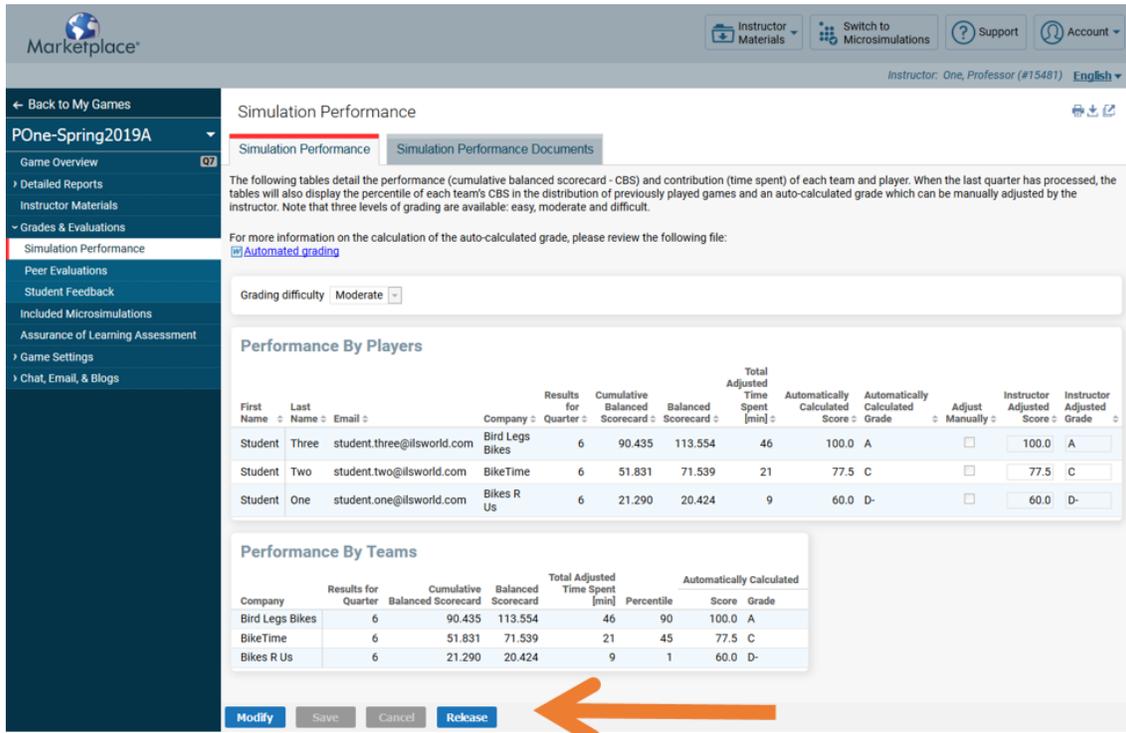


On the next page, choose “Load in a new window”. Marketplace Simulations will open in a separate window. Agree to the Terms and confirm your account. At the bottom of the next page, choose “Start new game” and complete the steps to set up your Marketplace game.

## Releasing Grades to Canvas

Once students have completed their final level of gameplay, navigate back to the Marketplace App via the course in the Canvas LMS. Select “Simulation Performance” under “Grades & Evaluations” located in the left side menu.

From here, you can toggle the grading difficulty using the Modify and Save buttons. Once you have selected an appropriate grading difficulty, choose “Release” at the bottom of the screen to release the students’ grades to Canvas.



The screenshot shows the Marketplace Simulation Performance interface. The left sidebar contains a navigation menu with options like "Back to My Games", "POne-Spring2019A", "Game Overview", "Detailed Reports", "Instructor Materials", "Grades & Evaluations", "Simulation Performance", "Peer Evaluations", "Student Feedback", "Included Microsimulations", "Assurance of Learning Assessment", "Game Settings", and "Chat, Email, & Blogs". The main content area is titled "Simulation Performance" and includes a "Simulation Performance Documents" tab. Below this, there is a section for "Performance By Players" with a table of student performance data. At the bottom, there are buttons for "Modify", "Save", "Cancel", and "Release". An orange arrow points to the "Release" button.

**Performance By Players**

First Name	Last Name	Email	Company	Results for Quarter	Cumulative Balanced Scorecard	Balanced Scorecard	Total Adjusted Time Spent [min]	Automatically Calculated Score	Automatically Calculated Grade	Adjust Manually	Instructor Adjusted Score	Instructor Adjusted Grade
Student	Three	student.three@ilsworld.com	Bird Legs Bikes	6	90.435	113.554	46	100.0	A	<input type="checkbox"/>	100.0	A
Student	Two	student.two@ilsworld.com	BikeTime	6	51.831	71.539	21	77.5	C	<input type="checkbox"/>	77.5	C
Student	One	student.one@ilsworld.com	Bikes R Us	6	21.290	20.424	9	60.0	D-	<input type="checkbox"/>	60.0	D-

**Performance By Teams**

Company	Results for Quarter	Cumulative Balanced Scorecard	Balanced Scorecard	Total Adjusted Time Spent [min]	Percentile	Automatically Calculated Score	Automatically Calculated Grade
Bird Legs Bikes	6	90.435	113.554	46	90	100.0	A
BikeTime	6	51.831	71.539	21	45	77.5	C
Bikes R Us	6	21.290	20.424	9	1	60.0	D-

Your students’ grades will export to Canvas and will be calculated using the points and percentage that you chose during assignment setup.









Marketing 101 > Grades ←

Individual View

Import
Export ▾
Settings ▾

Student Name	Secondary ID	Marketplace Assignment Out of 100	Discussion Attendance Out of 100	Marketplace simulation exercise 75.00% of grade	Attendance 25.00% of grade	Total
Student One	student.one@ilswa	60%	50	60%	50%	57.5%
Student Three	student.three	100%	100	100%	100%	100%
Student Two	student.two	77.5%	80	77.5%	80%	78.13%