IT TEST

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To ensure that your training with Gamelearn is a success and that there will be no IT issues, we recommend that you go through a simple IT Test before implementing our Serious Games. This guarantees that our platform will work perfectly and the students will be able to play smoothly.

There are only three simple steps to follow:

1 TECHNICAL REQUIREMENTS

	Minimum Requirements	Recommended Requirements (for an optimum experience)
Internet Connection	1 Mbps	3 Mbps
RAM Memory	2GB RAM	4GB RAM
Browsers	(Chrome, Firefox, Safari, Internet Explorer 11)	Latest version (Chrome)

Tablets	Smartphones
Android iPad 3 or higher	Android 4.4 / iPhone 6 or higher 1GB RAM

Forethought For You
ARC Institute
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2 ENABLE ACCESS TO GAMELEARN'S GAMES

To avoid your organization's Network blocking access to Gamelearn's games, it's required that you **enable access** to a series of *links* connected to our platform.
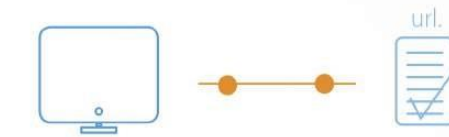
In order to do so, you only have to provide your IT team with a document (we call "Whitelist") with the web directions (URLs) that must be enabled in your Network. Attached, you will find the complete list.
This process will take your IT team very little time and it will greatly reduce the issues participants may encounter.

*if there are several participant profiles, make sure you enable the links for all those that are going to play.

3 FINAL TEST

Once you have accomplished the previous two steps, we recommend that you **check the game** one last time.

In order to do this, we will provide you to your email a link that will give you access to a shorter version of the game (a demo).

This way you can check:

• accesibility
• audio and image quality
• the dynamics of the game.

WiFi   Cable

How and when should I test the game?

work

out of the office

mobile

tablet

computer

*Make sure you test it where students will be playing the game.