# Creditability - Player manual

Getting started

1.   Check the minimum system specifications for the game.
   - ✓ Intel Pentium 3 or equivalent (900 MHz)
   - ✓ Windows 2000 or above OS
   - ✓ 32 mb graphics card
   - ✓ 128 mb RAM
   - ✓ DirectX9.0C
   - ✓ 300MB Hard Drive space
   - ✓ User read/write permission to c:/program files/Caspian Learning and sub directories

2.   Download the game from www.experian.co.uk/creditability and follow the instructions.
3.   Once installed, click on the 'Creditability Thinking Worlds™ player' icon on your desktop or select the program from your start menu.

4.   Once the game opens, click on the start button. You will be given the following options:

   - ▪ To play as a new user – this allows you to create a new user account. You will need to complete a short registration form.
   - ▪ To play as an existing user – if you have already created an account, you should select this option. This option will allow you to redeem points you have won in the shop and change your character.
   - ▪ To play as a guest user – by selecting this option, no performance information will be saved.
   - ▪ To return to the main menu.

   Select an option and confirm your choice when prompted.

5.   Start by exploring the Atrium. You need to find a character who will explain what you need to do next. To talk to the character, click on the 'talk' button when it appears on the left hand side of the screen. You will be given further information about how to play the game and what to expect.

6.   If you wish to change the appearance of your character, explore the atrium to find alternative characters.

7.   When you are ready, walk up the steps in the atrium and on to the 'main launcher' platform. The game menu will appear.

8.   Click on 'Creditability' and then the 'select' button.

9.   Choose which level of the game you wish to play. The levels are listed in the order they should be played in. Level one (university) should be played first. Choose one of the levels and then click on the 'select' button.
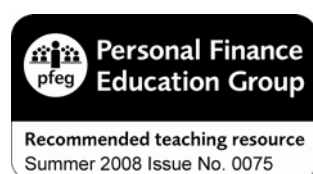
Playing the game

- Use the cursor keys to move the character around within the game. To make the character walk faster, hold the shift key down whilst using the cursor keys.

- Instructions will appear on the screen explaining the tasks to be completed. Audio instructions are also played.

- The characters within the game will either give you general information or explain a task to you. To talk to characters, walk up to them and click on the 'talk' button when it appears. The talk button is found on the left hand side of the screen.

- The clock in the right hand corner of the screen shows you how much time you have spent in the level.

- The circle in the bottom right corner shows you the environment you are in. You are in the centre. The blue dots represent characters. The yellow dots represent items relevant to the task e.g. questions you must answer. The green dots represent sparkling lights which contain information required to complete certain tasks.

- To exit or pause the game, press the 'P' key.

Hints

- ✓ Read all the instructions carefully before you begin the game and before each task. You may wish to note down any instructions or important information to help you complete the tasks.

- ✓ Within each level, there will be three characters waiting to give you information. Talk to all the characters to learn all you can before attempting the tasks. All the information they have will be useful to you in later tasks.

- ✓ You can access your PDA to remind yourself of task instructions during a task. Your PDA can be opened by clicking on the 'PDA' button on the left hand side of the screen. You cannot open your PDA if you are very close to another character.

- ✓ The audio clips explain tasks and offer advice as to where you need to be. Listen carefully to these clips.

- ✓ Each level has a specified time limit. If you do not complete all the tasks within the time limit, you will fail that level. You will need to work carefully but quickly to avoid failing the tasks through lack of time.

Tasks

There are a number of different kinds of tasks to complete within Creditability. These tasks are sometimes referred to as 'behaviours' in the PDA - referring to the different methods of learning included within the game.

At the beginning of each level, you are shown a welcome screen which will tell you what you need to do first. This usually means discovering different characters and gathering information about the various topics within that level. After a short time has passed, audio instructions will explain what you need to do next.

Your PDA also contains task instructions. To access the PDA, click on the button which appears on the left hand side of the screen titled 'PDA'. Clicking on the 'exit' button at the bottom of your PDA will return you to the game. Click on the 'select' button and the task will begin.

At the end of each of the four levels, a task summary screen will appear. This screen explains how well you did in the tasks in that particular level. Feedback on your performance is also provided. You can challenge your friends to beat your score by clicking on 'Challenge your friends to beat you' – this is compatible with the default email client (e.g. outlook) but not with webmail (e.g. hotmail). You will be asked to save your results and then a student workbook will appear showing your results. You will then be able to forward this to a friend.

You can scroll through the feedback by using the left and right arrows at the bottom of the screen. The button between the arrows will take you back to the summary screen which will allow you to exit the level and return to the atrium.

Multiple choice task – University

You must gather information from talking to characters within the environment before answering questions on the subject. Questions are posed by bumping into various objects within the game. A number of possible answers will appear and you must choose the correct answer. Click on it and click on the 'select' button. A green tick will appear if you have answered correctly; a red cross will appear if you got it wrong.

The objects that contain the questions are shown within the radar in the bottom right hand corner of the screen. The objects are represented by yellow dots.

Classification task – University

You will be asked to collect and sort out information then give it to a character. There will usually be three characters asking for the information. You must collect the statements from within the environment and then begin the task of assigning them to the right character depending on what you have been asked to do. Some of the statements will be incorrect and should be deleted. Some of the statements will belong to more than one of the characters and should be copied before being assigned.

Evidence gathering task – University, City Square, TakeTwo TV studios, Credit Crossroads

The aim of these tasks is to research a situation and then select a solution to a problem, for example choosing the right student bank account. You need to question a character in order to collect information on which to base your decision. You will need to choose from the questions available to you. It is a good idea to read through them all first. You need to select the most useful questions.

Once the question has been answered, you will be asked to rate the question. Each question has already been assigned a rating from one to ten. A rating of ten would mean the question is useful. A rating of one would mean the question is not at all useful.

You will need to think about how useful the information was to you in making your decision. Information that was useful to you should be given a high score. Information which will not help you to make your decision should be given a low score.

You will gain points for choosing the questions that have been assigned a high rating. For example, within the mortgage task in City Square, asking 'How much would I need to borrow?' is a good question which would deserve a high rating. You will discover how many points you received when you are given feedback at the end of the level.

Select solution task – University, City Square, TakeTwo TV studios, Credit Crossroads

This task usually follows on from an evidence gathering task. You must use the information/evidence you have gathered to select an option from a list of possible solutions.

Labelling task – City Square, Credit Crossroads

Your task is to label an object with the correct statements taken from a list. Incorrect statements are also shown. These must be deleted. You may need to collect the labels from within the environment beforehand. Full instructions will be given when the task begins.

Contrast task – TakeTwo TV studios, Credit Crossroads

Similar to a classification task, you are asked to assign statements to different characters. You have the options to store, copy, give or delete the information. As some of the statements will belong to more than one character, they must be copied before being given to a character. In addition, some statements will not belong to any character and should be deleted.

Replacing task – TakeTwo TV studios, Credit Crossroads

In this task you are asked to replace incorrect information with correct information. There may also be information to delete. The information to be replaced will be displayed in the PDA on the right hand screen. On the left hand screen will be a series of statements. The player must select which of these statements replace the incorrect ones shown in the right hand screen.

When you have finished replacing the statements, you must submit your answer. You will then discover whether you have all the right answers. If you have made any mistakes, you will be given the chance to change your answers and resubmit.

Comprehension task – Credit Crossroads

In this task, you will be asked some questions on what you have learnt while playing Creditability. The questions should be answered by clicking on either true or false.

Feedback

When you have completed all the tasks, you will be given feedback on your performance. This feedback is split down into the different tasks and can be scrolled through using the arrows. It is also possible to email your feedback to a friend and challenge them to beat your score. This will not work using a web-based email system.