

# How to use the



# mobile app

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## How to use the CRAFTS 3.0 mobile app




The interface of the CRAFTS 3.0 mobile app should be self-explanatory. To guarantee complete clarity regarding its use, read on about the basic operations and functionalities.

## Technical details and device requirements

An active Internet connection is required due to the fact that the CRAFTS 3.0 mobile app uses a central storage database where it stores history of user access to codes and created by them content. This approach allows the user to take advantage of an automatic state-saving mechanism, meaning that once the user inserts a code to be granted access to a specific app functionality, relevant data records will be created, so that users needn't insert codes the next time they open the app.

In light of the technical specifications outlined above, users should be aware that the CRAFTS 3.0 mobile app, while installed locally on a device, requires an active Internet connection to access the resources stored on a remote server. In addition, the reliability of the Internet connection impacts how the app works. Even though there are appropriate mechanisms in place that try to be bandwidth-efficient, the poor or unstable Internet connection will result in slow responsiveness of the app interface.

The CRAFTS 3.0 mobile app will ask for permissions to have access to your:

-  Phone
  - read phone status and identity
-  Storage
  - modify or delete the contents of your USB storage
  - read the contents of your USB storage
-  Other
  - draw over other apps
  - full network access
  - view network connections

The oldest acceptable mobile device system version to be able to download the CRAFTS 3.0 mobile app is 4.2 for Android and 9.0 for iOS. When attempting to download this app from the Google store on your device you will easily find out if your device meets these requirements with this message:


 This app is compatible with your device.

## App content and ownership rights

The content inside of the CRAFTS 3.0 mobile app has been developed by the project's Consortium. The mobile app itself has been created by [Danmar Computers Ltd](#), known as the app developer. The app developer is responsible for the app's structure. The content creators are responsible for the content they are publishing, what is compliant with the Terms & Conditions.

Although users are also content creators, the users' data will be stored on the servers of [Danmar Computers Ltd](#), held responsible for data protection and whom users can contact with questions on their data. When registering, new users are obliged to accept the Privacy Policy, which can be

consulted at any time in your Google Play Store  on the app's detail under the Additional Information section.

Additionally, the CRAFTS 3.0 mobile app has been rated PEGI 3 (rating of apps in Europe under the Pan European Game Information). You can find this information also in your Google Play Store  on the app's detail page under the app title,



, as well as under the Additional Information section on this same page, where you will also find more details about the app, as follows:

#### ADDITIONAL INFORMATION

<b>Updated</b> April 8, 2019	<b>Size</b> Varies with device	<b>Installs</b> 10+
<b>Current Version</b> Varies with device	<b>Requires Android</b> Varies with device	<b>Content Rating</b> PEGI 3 <a href="#">Learn More</a>
<b>Interactive Elements</b> Users Interact	<b>Permissions</b> <a href="#">View details</a>	<b>Report</b> <a href="#">Flag as inappropriate</a>
<b>Offered By</b> Google Commerce Ltd	<b>Developer</b> <a href="#">Visit website</a> <a href="mailto:googledev@dcnet.eu">googledev@dcnet.eu</a> <a href="#">Privacy Policy</a> Danmar Computers Hoffmanowej 19 35-016 Rzeszow	

For more information on content ratings visit [Google Play Help Center](#).

## Step by Step Instructions


### Setting up an account


Download the CRAFTS 3.0 mobile app from the Google store on your mobile device.

<https://play.google.com/apps/testing/eu.dcnet.crafts>

Please note that download is for free.

In light of the testing version, which is currently available, you will view this screen:

 App: Crafts 3.0  
Owner: Danmar Computers LLC

 Welcome to the testing program.  
You are a tester.

You'll receive an update to the Crafts 3.0 app if you already have it installed on your device.

If you don't have the Crafts 3.0 app installed, [download it on Google Play](#).

**Note:** It can take a while for you to receive the update.

**You can leave the testing program at any time. You can switch to the public version of the app if that's available.**

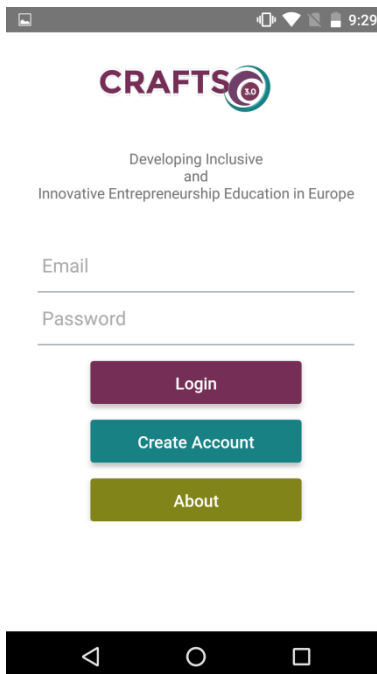
To switch to the public version:

1. Uninstall the testing version.
2. [Install the public version on Google Play](#).

**Note:** It can take up to a few hours before you can download the app's public version.

LEAVE THE PROGRAM

The next step is to create an account by entering a valid email address and a username after you see this screen:



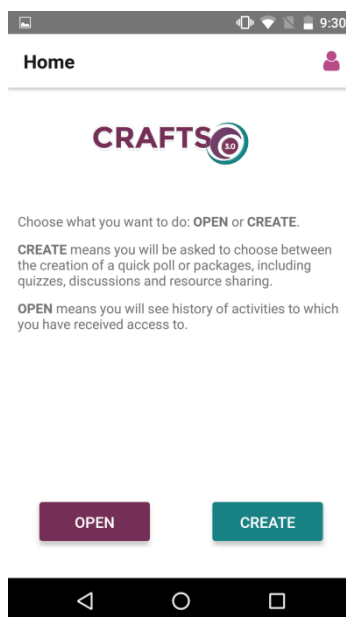
The screenshot shows the CRAFTS 3.0 app interface. At the top is the CRAFTS 3.0 logo. Below it, the text reads: "Developing Inclusive and Innovative Entrepreneurship Education in Europe". There are two input fields: "Email" and "Password". Below these fields are three buttons: "Login" (purple), "Create Account" (teal), and "About" (olive green). At the bottom of the screen is an Android navigation bar with back, home, and recent apps icons.

You will also have the possibility to change your password, the option available on this same screen.

### User activity

Open the CRAFTS 3.0 mobile app to log in with your user name and password. Your language (English, Spanish, Polish, Greek, Portuguese or Romanian) is automatically chosen based on the language

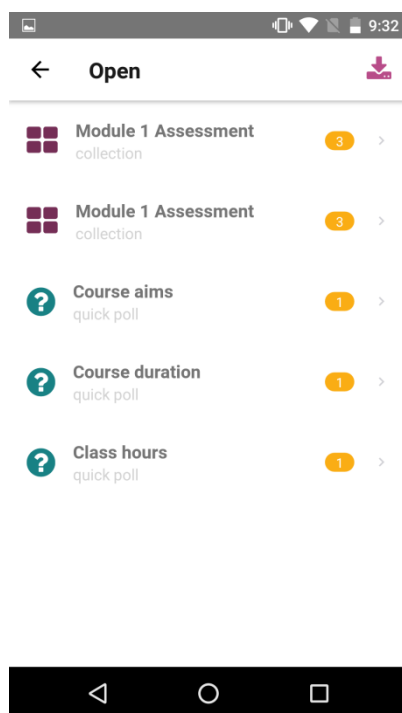
preference on your mobile device. To update your profile information click on the icon at the top right side of the home screen after logging in.



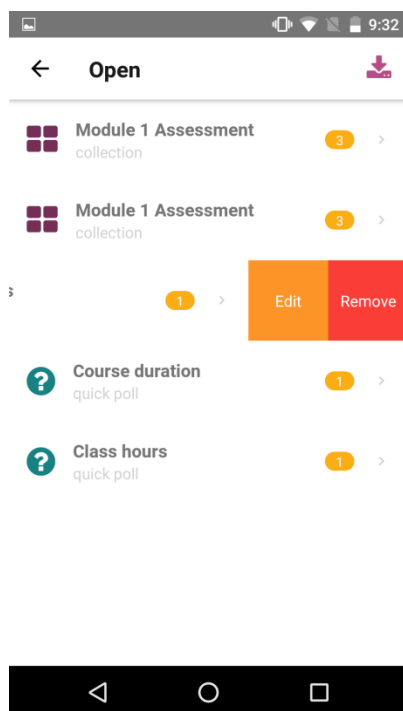
On this same screen you have the choice between the activities: **OPEN** or **CREATE**.

## OPEN content

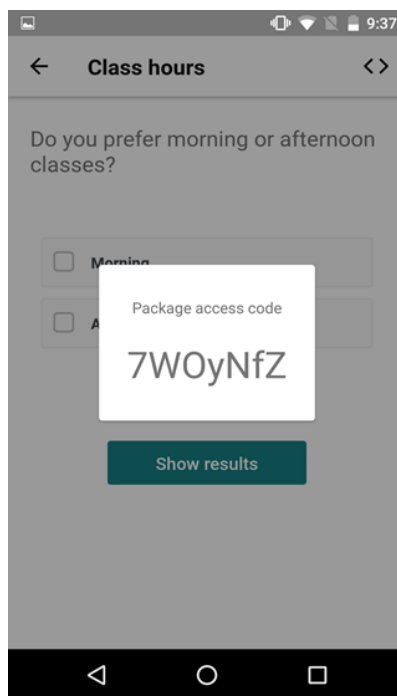
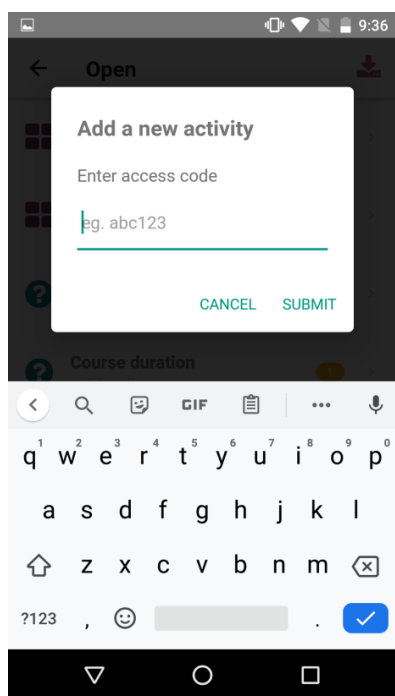
Inside the folder **OPEN**, you will see history of the activities you were invited to use, i.e. have inserted access codes. You can revisit these activities at any time.



You can also edit or remove the activity from your list with the swipe of a finger of the left on the activity title. Activities can be edited by their creators. Activities can be removed by the creators.

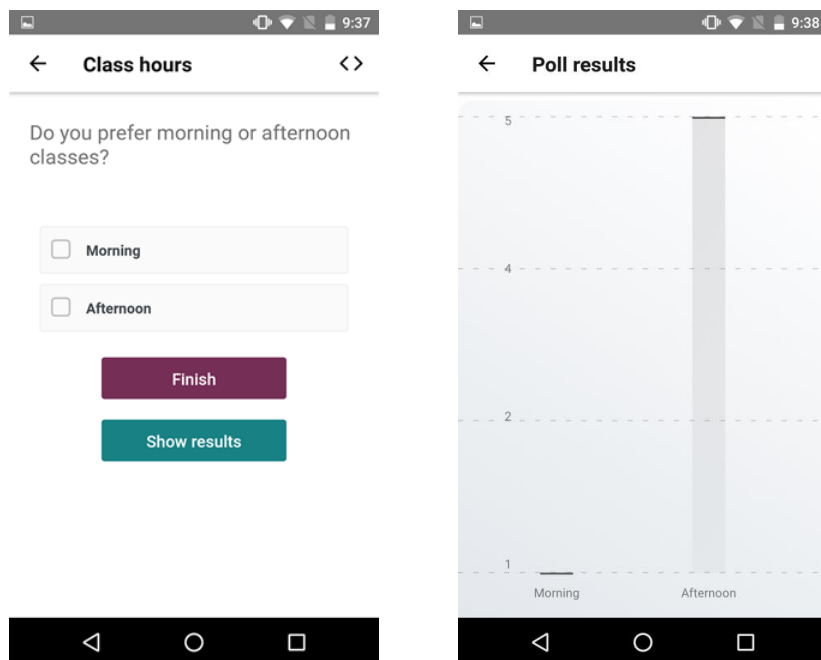


If you are a new user or want to enter a new code, choose the icon at the top right corner of the screen. Then you will be asked to enter an access code and submit your choice.



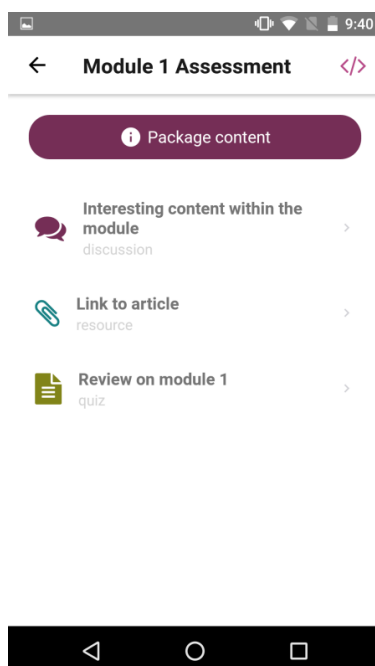
## OPEN a quick poll

A quick poll requires the choice of a single answer to the provided question. The answer must be submitted by clicking Finish in order to be included in the results section. The results of the quick poll are seen by the quick poll creator.



## OPEN a Package

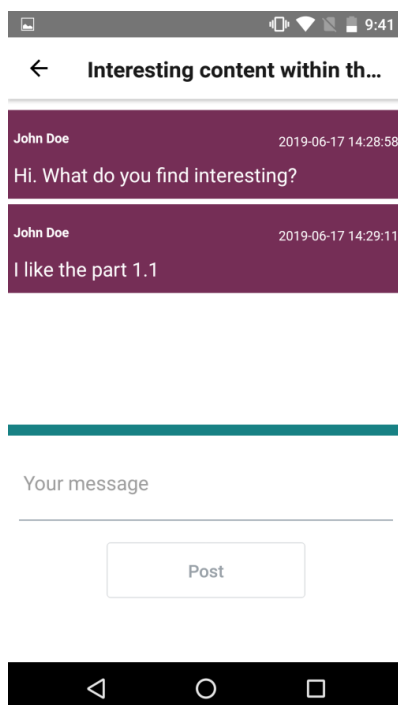
A Package will include one, two or all of the following activities: discussion, resource, quiz. Please note that there is one code per package, which means there is no separate code for each element within the package.





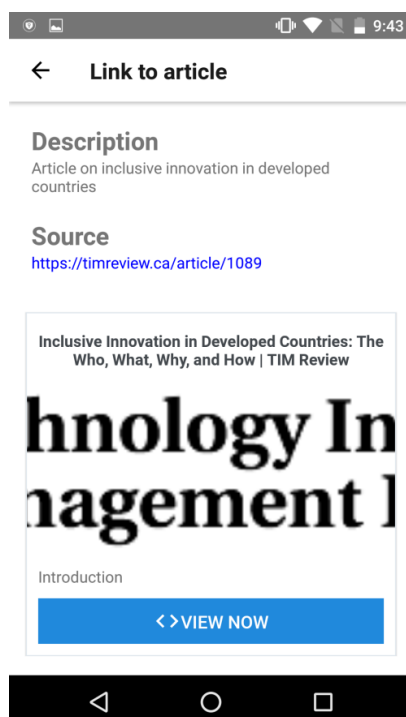
## Open a discussion

The user will be asked to provide a message and then click Post.



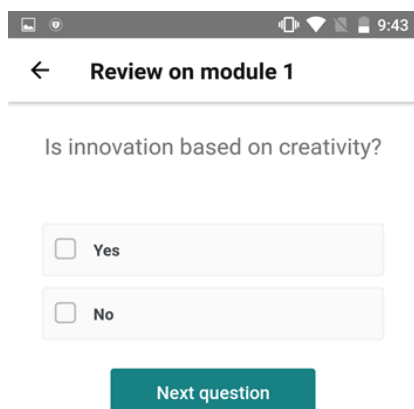
## Open a resource

The user will receive access to a resource that they can view at any time. It is recommended for users to discuss the resource in the discussion area of the package. Users that have received access to the resource will also have the access to the discussion area of this package.



## Open a quiz

The user will be asked to complete a few questions, which are of a single answer. After answering all questions that are part of the quiz, you must click Finish to submit your answers and see your score. The score will be seen by the user.



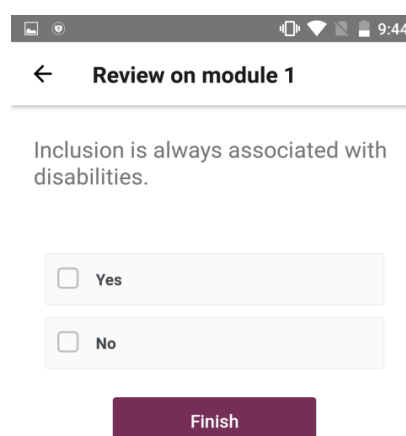
← Review on module 1

Is innovation based on creativity?

☐ Yes

☐ No

Next question



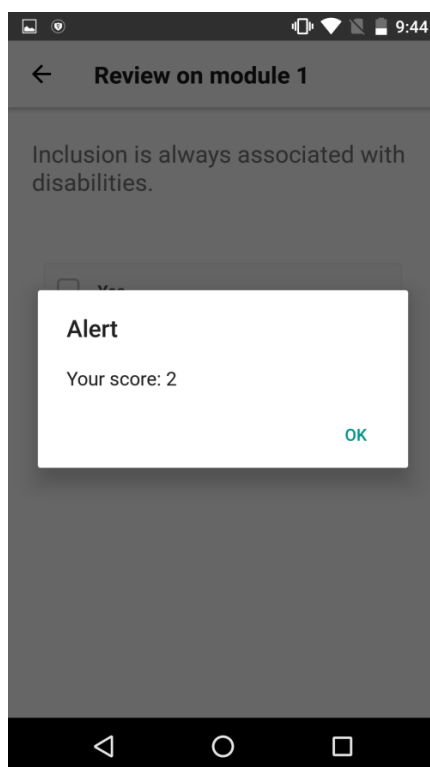
← Review on module 1

Inclusion is always associated with disabilities.

☐ Yes

☐ No

Finish



← Review on module 1

Inclusion is always associated with disabilities.

☐ Yes

Alert

Your score: 2

OK

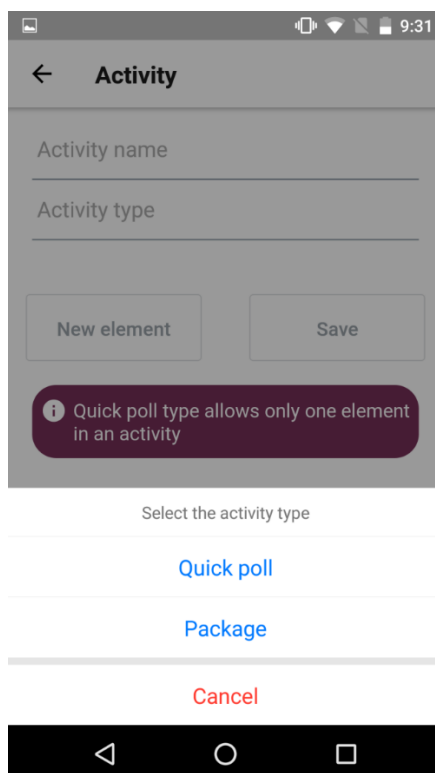
To change your role from user to creator, go back to the first screen (homepage).

## CREATE own content

Choose what you want to **CREATE**:

Quick poll, understood as single question.

Package, including quizzes, discussions and resource sharing.



## CREATE a Quick poll

The creator (user) writes a single question for learners (other users) to answer. Here possible are closed single/multiple choice questions.

← Activity


---

Selecting classes


---

Quick poll

---

 Selecting classes  
poll >

New element Save


 Quick poll type allows only one element in an activity


←

---


Edit the question




Do you want an online or in-class session

Online 

New answer 

Add answer

Online On-line Inline 

q w e r t y u i o p  
a s d f g h j k l  
z x c v b n m   
?123 ,  . 

← Activity

---

Selecting classes

---


Quick poll

---

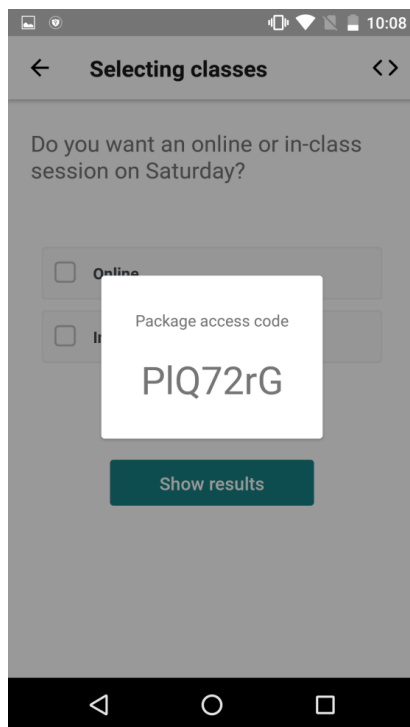
**Alert**

Package has been saved

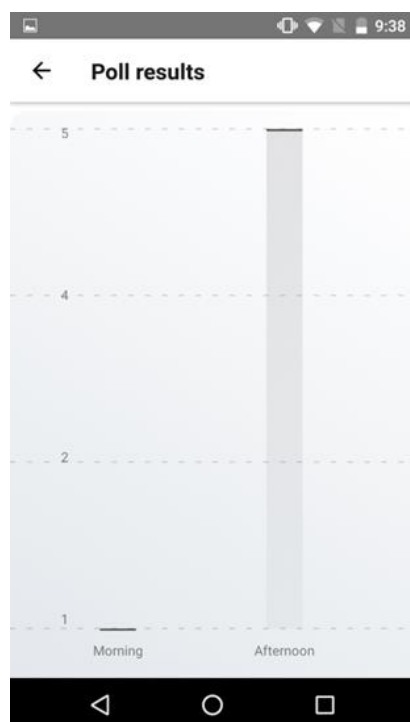
OK

 Quick poll type allows only one element in an activity

When a quick poll has been developed, the creator generates a code to share with those learners that should answer the question. Learners receive access to the quick poll under the condition they have downloaded the CRAFTS 3.0 app to their mobile device. Once provided code is saved and stored on a device until removed by its owner.

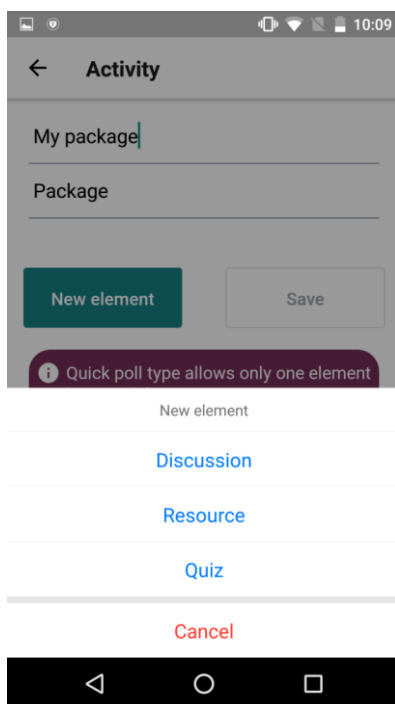


The results of the quick poll are seen by the creator, being the editor.



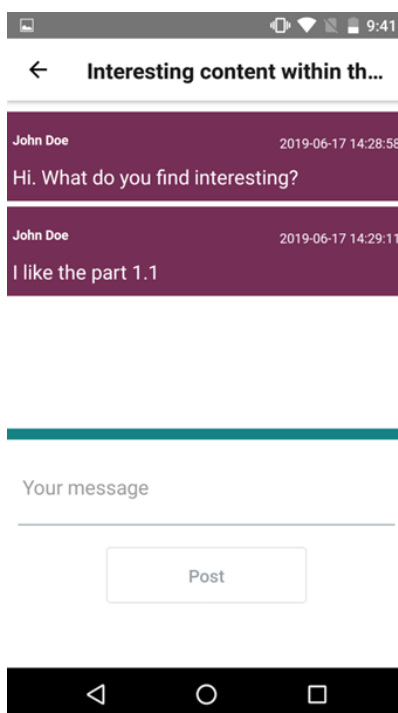
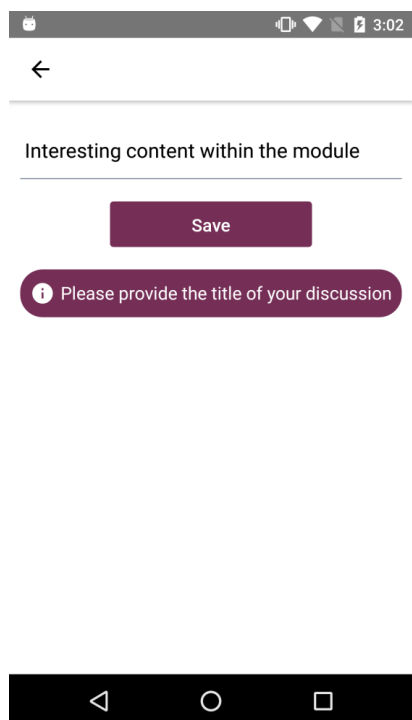
## CREATE a Package

Choose what you want to create inside your package. You can choose one, two or all three activities.

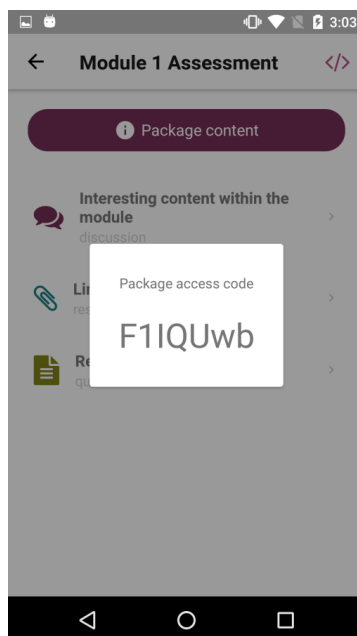


## Discussion

The creator (user) starts a thematic discussion that they want to have with learners (other users). For this purpose necessary is a title.

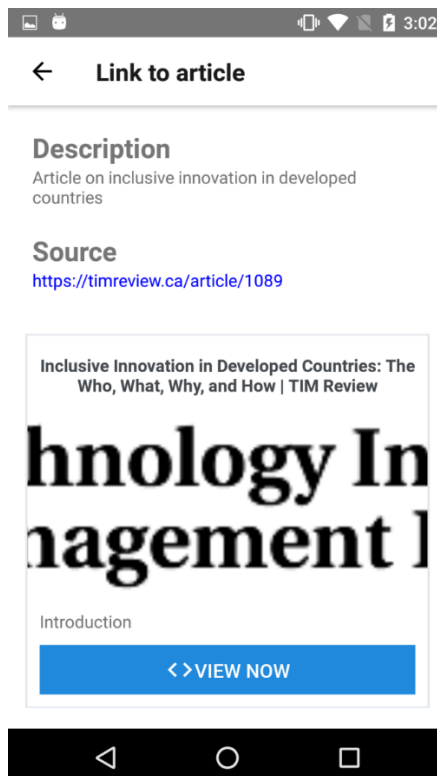
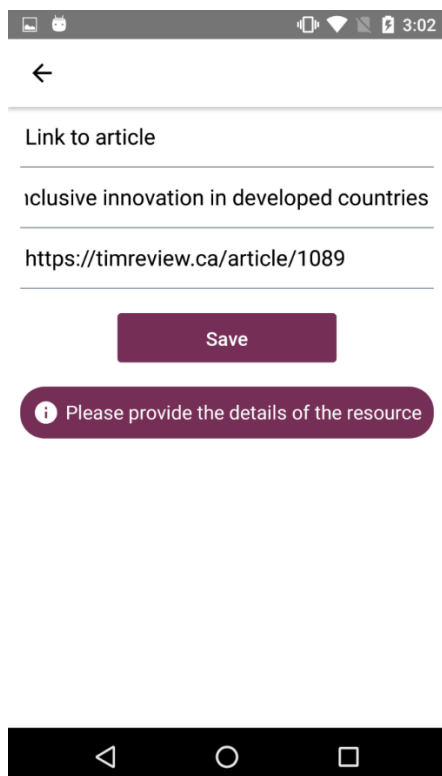


The creator of the discussion (and collection) generates a code to share with learners. Learners then receive access to the discussion that they can track and participate in. Learners receive access to the discussion under the condition they have downloaded the CRAFTS 3.0 app to their mobile device.

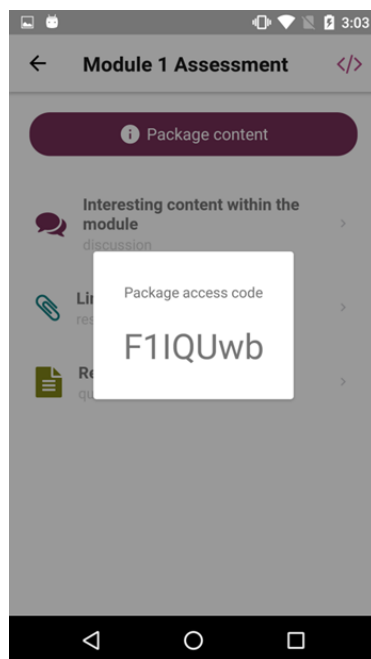


## Resource

The creator (user) sets up an area to share resources with learners (other users). For this purpose it is necessary to provide a description and source. Shared can be links to online media, pictures or any other material the creator finds valuable for learners.

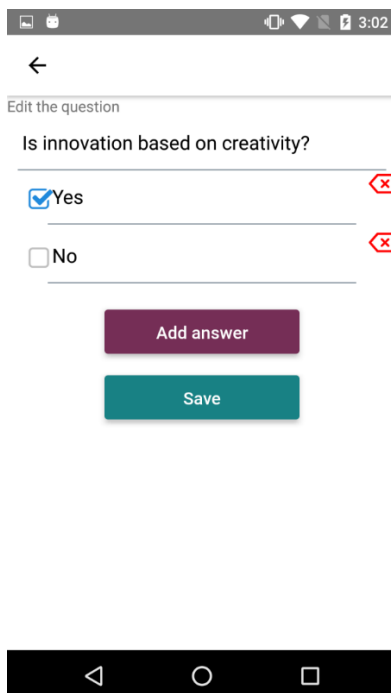
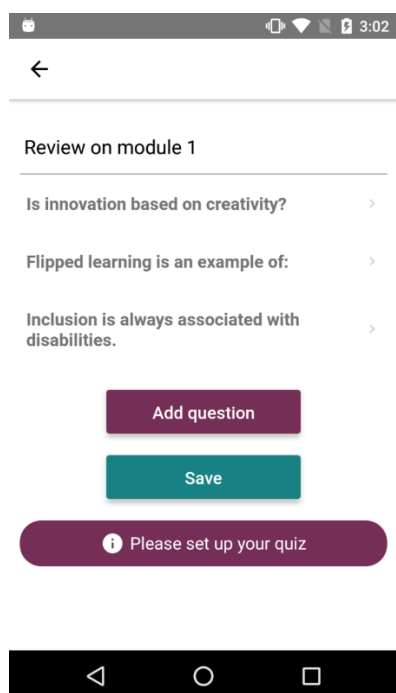


The user sharing the resource (and collection) generates a code to share with learners. Learners then receive access to the resource, under the condition they have downloaded the CRAFTS 3.0 app to their mobile device.



## Quiz

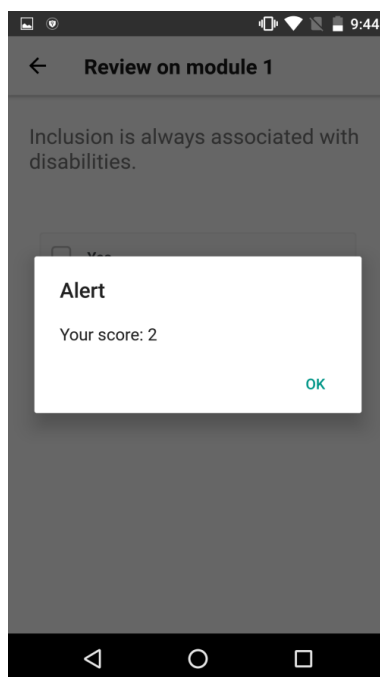
The creator (user) can design and write either single or multiple choice questions for learners (other users) to complete. There is no minimum or maximum number of questions or answers to be created, however the creator must mark which answer/answers are correct.





The creator of the quiz (and collection) generates a code to share with learners. Learners then receive access to the quiz, under the condition they have downloaded the CRAFTS 3.0 app to their mobile device.

**The results of the quizzes are seen by the learners, not the creator.**



To change your role from creator to user, go back to the first screen (homepage).

### Tracking user progress

The creator can also track the involvement and progress of users in the User Analytics section. In order to view this information, the creator should choose the second icon at the top right corner of the screen.

Screen with icon <insert when available>

The functions that the creator will see include User overall involvement, the list of users with their progress and data per user per the activity they are involved in.



User involvement

Number of users: 21

Activities completion: 75%

User Analytics



User #1

User #1 ✓ 75% Joined 01.01.2019

Activity #1



Quiz #1



Activity #2



Quick Pool



Users list

User #1 ✓ 75% Joined 01.01.2019 &gt;

User #2 ✓ 75% Joined 01.01.2019 &gt;

User #3 ✓ 75% Joined 01.01.2019 &gt;

User #4 ✓ 50% Joined 01.01.2019 &gt;

User #5 ✓ 0% Joined 01.01.2019 &gt;

Users list

## Codes to the sample activities

Remember that once the user inserts a code to be granted access to a specific app functionality, relevant data records will be created, so that users needn't insert codes the next time they open the app.

Sample activities with their codes for the testing period:

"Module 1 Assessment" - F1lQUwb

"Course aims" - OqVfB3t

"Course duration" - qcmT4SE

"Class hours" - 7WOyNfZ

**Please note that the above information and instructions will updated after the finalization of the CRAFTS 3.0 mobile app.**

Danmar Computers Ltd