



Brightspace Teacher Quick-Start Guide

Adding, assigning, and grading Play With ASL activities inside Brightspace



Audience: Course instructors using Brightspace (D2L), after your LMS administrator has registered and deployed Play With ASL for your courses.

Prepared for: Higher-ed ASL faculty (first institution framing: Purdue University ASL). Steps apply to any Brightspace campus once IT finishes setup.

Welcome. Once Play With ASL is live in your Brightspace course, **you** add the activity, students launch into the **School Edition app**, and scores can return to your gradebook. This guide is the faculty path — not the IT registration steps.

Important — tool not visible yet? That means IT setup is incomplete, not a step you can finish from the instructor view. Ask your Brightspace administrator to confirm Play With ASL is registered and deployed to your course. Admins: use the companion [registration field sheet](#) and [admin setup guide](#). This teacher guide does not repeat those registration steps.

The flow at a glance



Critical — students do not play inside Brightspace. The LMS holds the assignment **link**. Gameplay happens in the Play With ASL School Edition mobile app (QR / magic link on a computer; **Open Play With ASL** on a phone).

Before you start

- Your LMS admin has registered Play With ASL as an LTI 1.3 Advantage tool and deployed it to your course(s).
- You do **not** need a separate Play With ASL password — Brightspace signs you in via SSO.
- You do **not** need registration URLs, Client IDs, or Deployment IDs.
- Students need the **Play With ASL: School Edition** app (App Store / Google Play) after they launch from Brightspace.
- Tell students: launch from the **course link** every time (not a bookmark) so grades can sync.

If the tool is not deployed yet, stop and loop in your admin — Sections 1–4 below assume the tool is already visible in Content.

How it works (step by step)

Step	Who	What happens
1	You	Add Existing → Play With ASL: Curriculum Wizard
2	You	Pick a preset, set grading, Add to Course → an LTI link
3	Student	Open Link → handoff (QR / magic link, or Open App) → School Edition app
4	Brightspace	Score syncs to Grades via Assignment and Grade Services (AGS 2.0)

Orange callouts in the screenshots mark click targets. Captures are from a live D2L sandbox ([playw](#)); your campus theme may differ slightly.

1. Add Play With ASL to a course

Option A — Content (most common)

1. Open your course and go to **Content**.
2. Select the module where the activity should appear (e.g. a practice unit).
3. Click **Add Existing**.

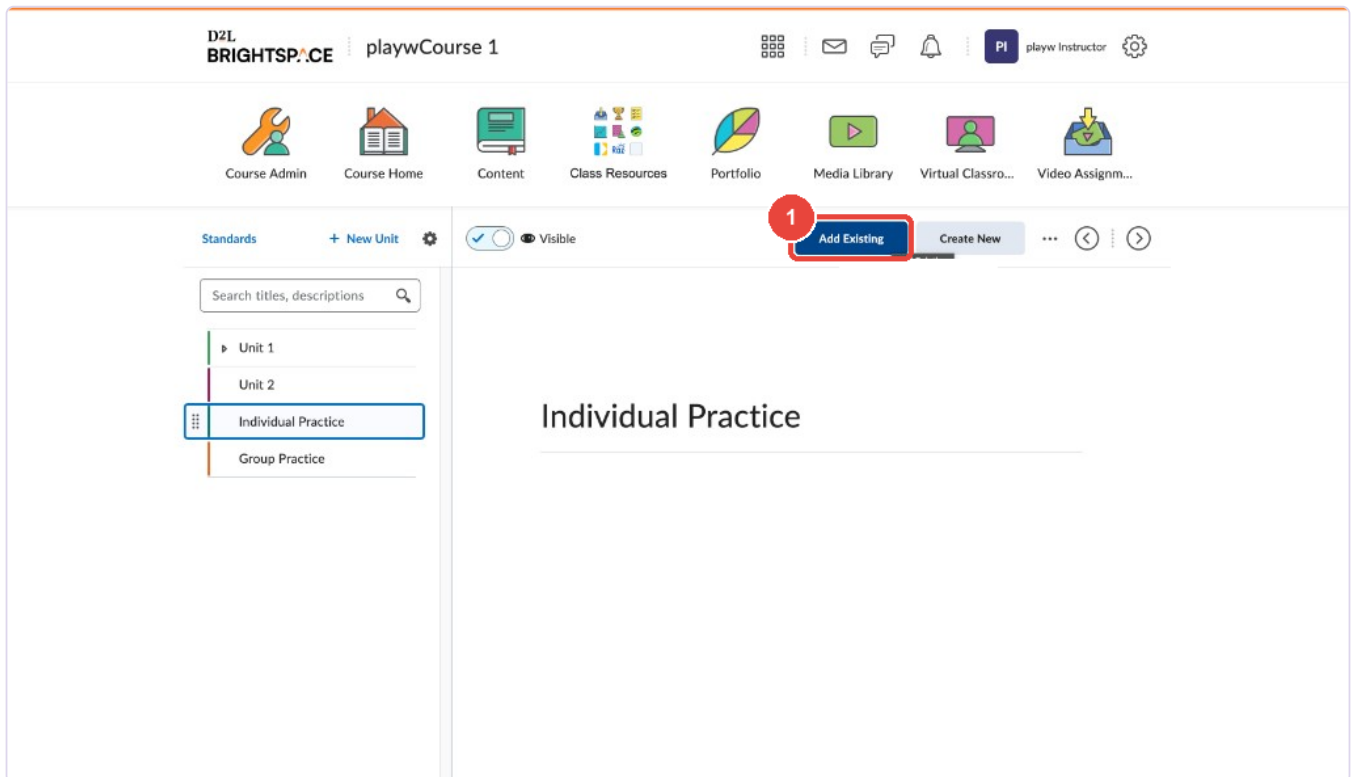


Figure 1. Instructor Content — click ① Add Existing in the module where the activity should live.

1. In **What would you like to add?**, choose **Play With ASL: Curriculum Wizard**.

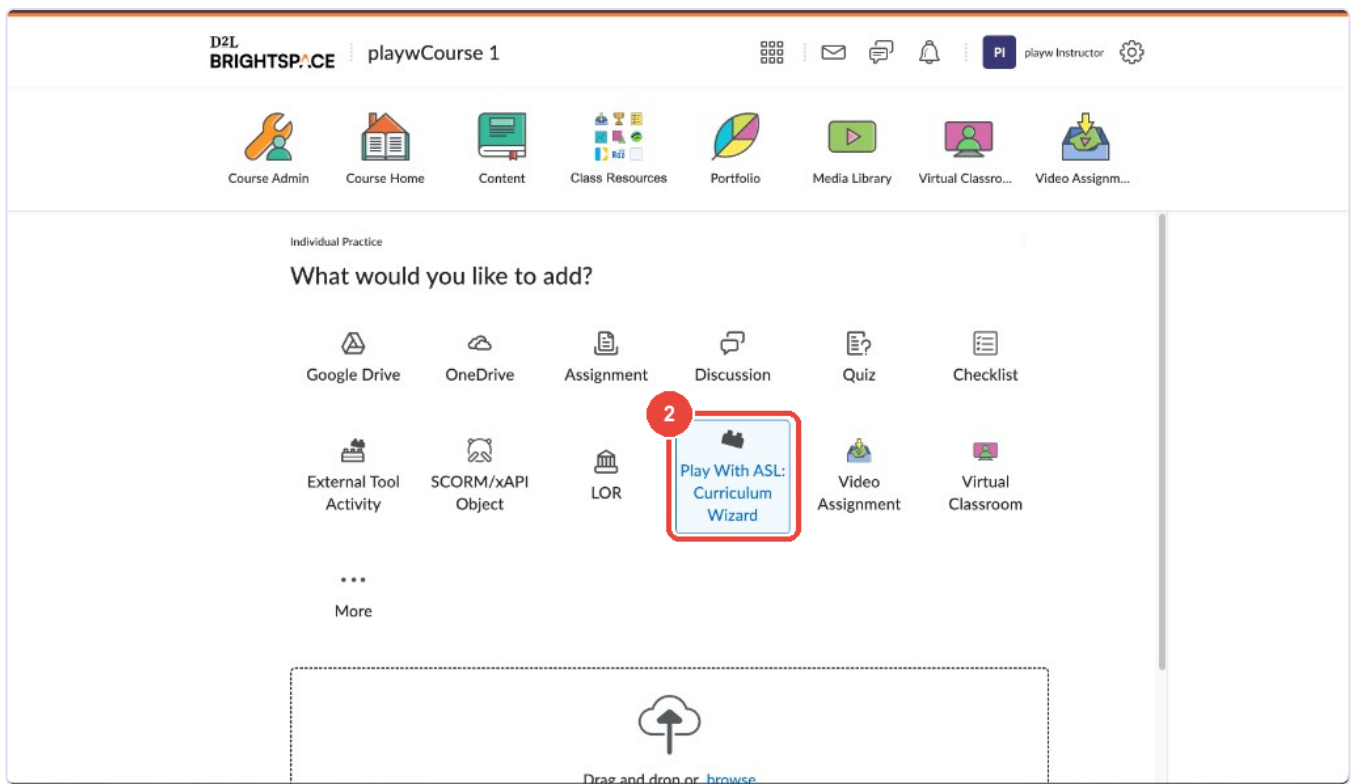


Figure 2. Add-content picker — select ② Play With ASL: Curriculum Wizard.

Option B — Assignment (graded list)

If your admin enabled the **Assignment** placement, you can also attach Play With ASL as an external tool from Assignments. Confirm the exact path with your admin if your campus uses that placement.

2. Open the Curriculum Wizard and pick an activity

The Curriculum Wizard opens as a Brightspace modal. Browse or search presets, then configure grading before sending the link back to your course.

1. Search or filter presets (curriculum, game type, difficulty).
2. Select a preset.
3. Set assignment title, grading mode, attempts, and related options.
4. Click **Add to Course**.

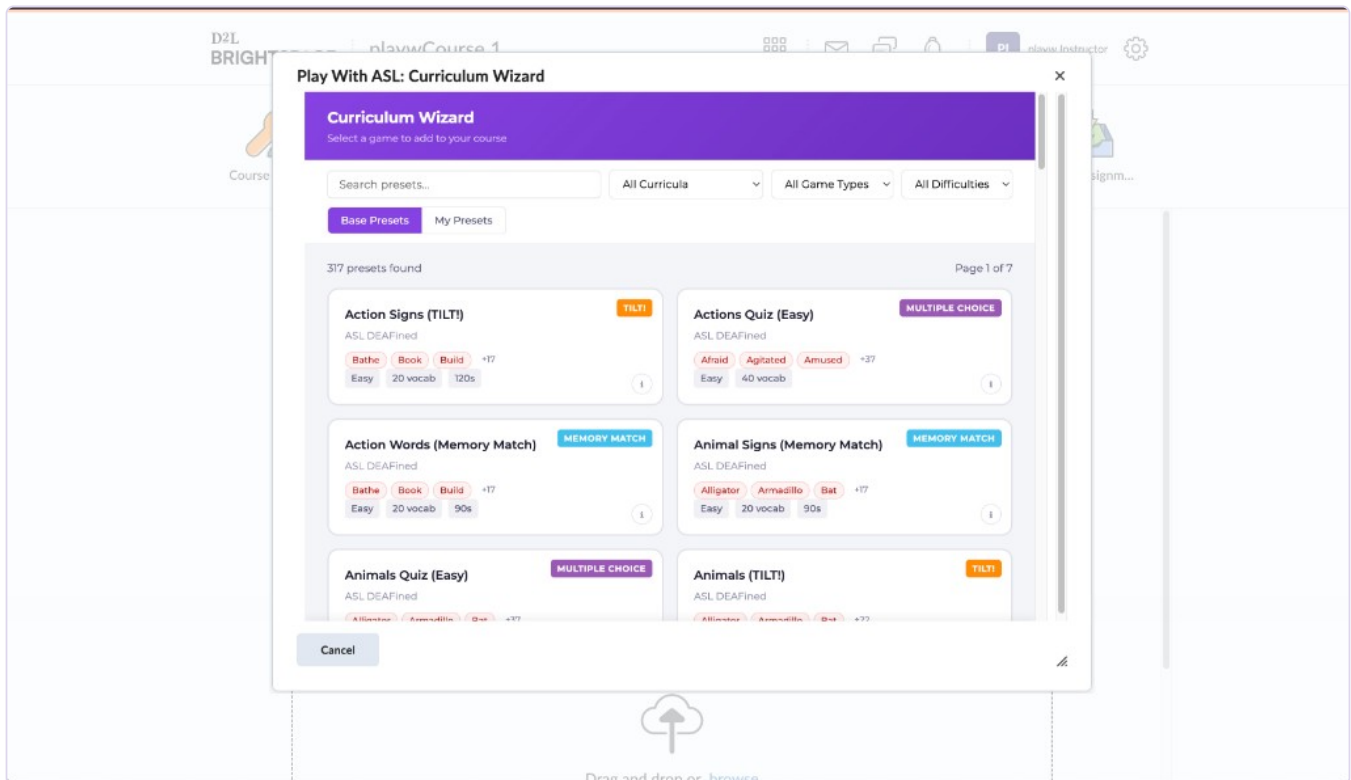


Figure 3. Curriculum Wizard — browse the preset library inside Brightspace.

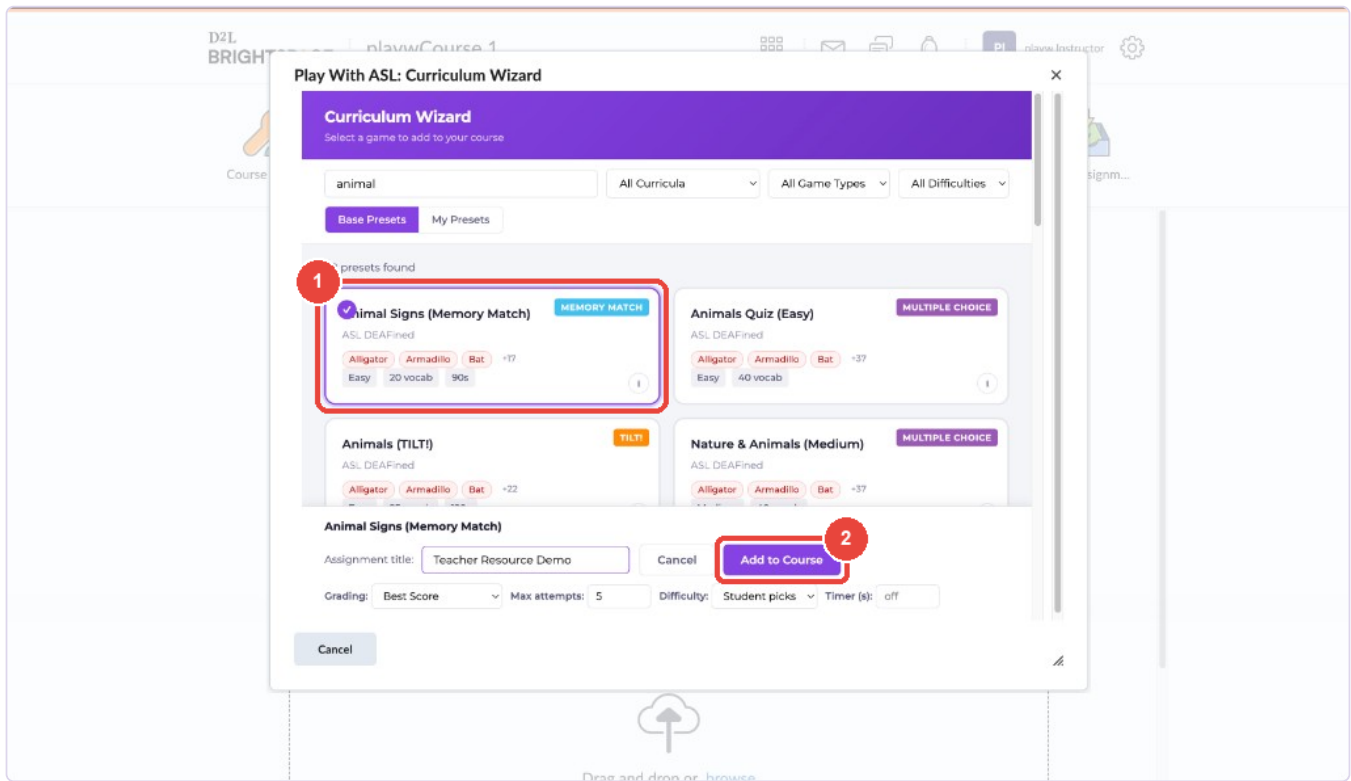


Figure 4. ① Select a preset, set grading, then ② Add to Course.

Brightspace creates an **LTI** content item (a link), not an embedded game.

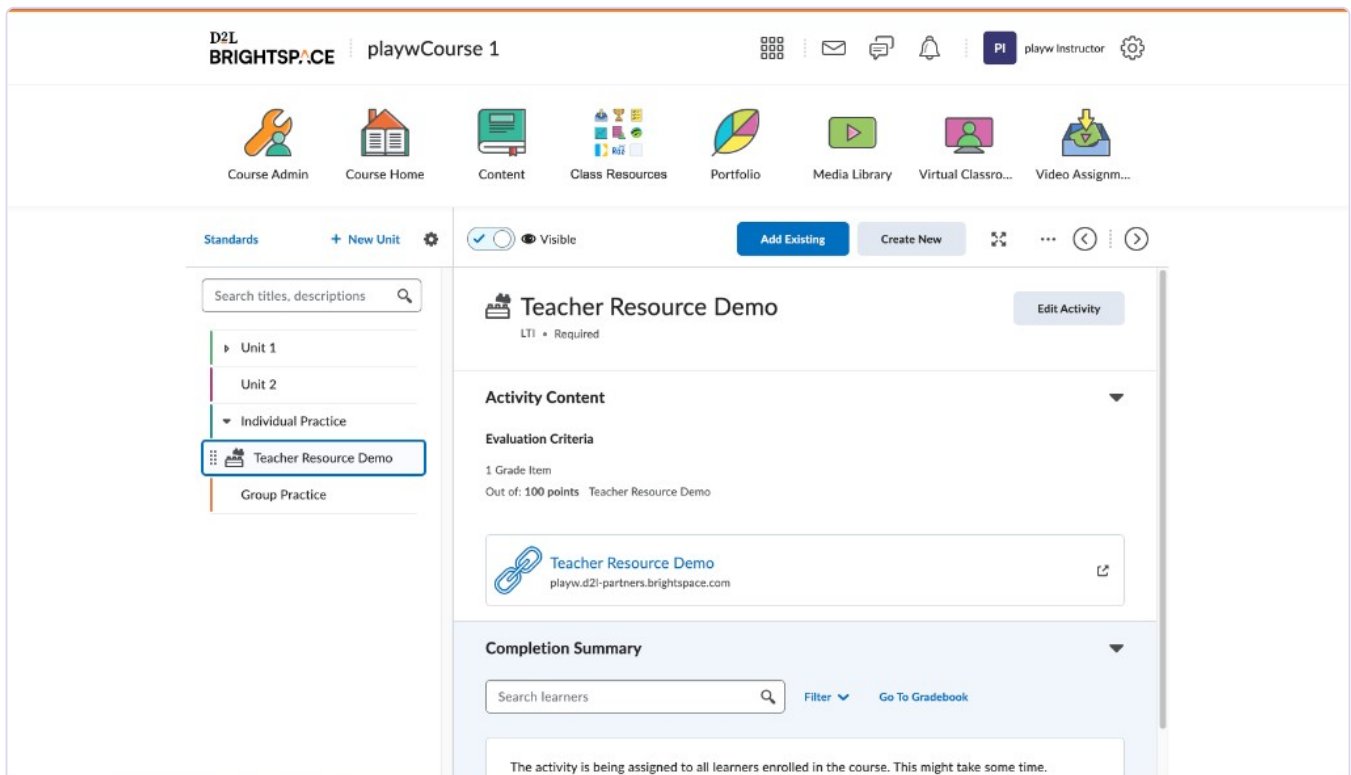


Figure 5. After Add to Course — the module shows an LTI link (Visible) with a grade item, not a playable game in the page.

3. What students see when they launch

Students open the same content item from their Brightspace course. They do **not** see the game inside the LMS.

1. In **Content**, they select the assignment (e.g. under Individual Practice).
2. Brightspace shows **Open link in a new web browser tab** → **Open Link**.

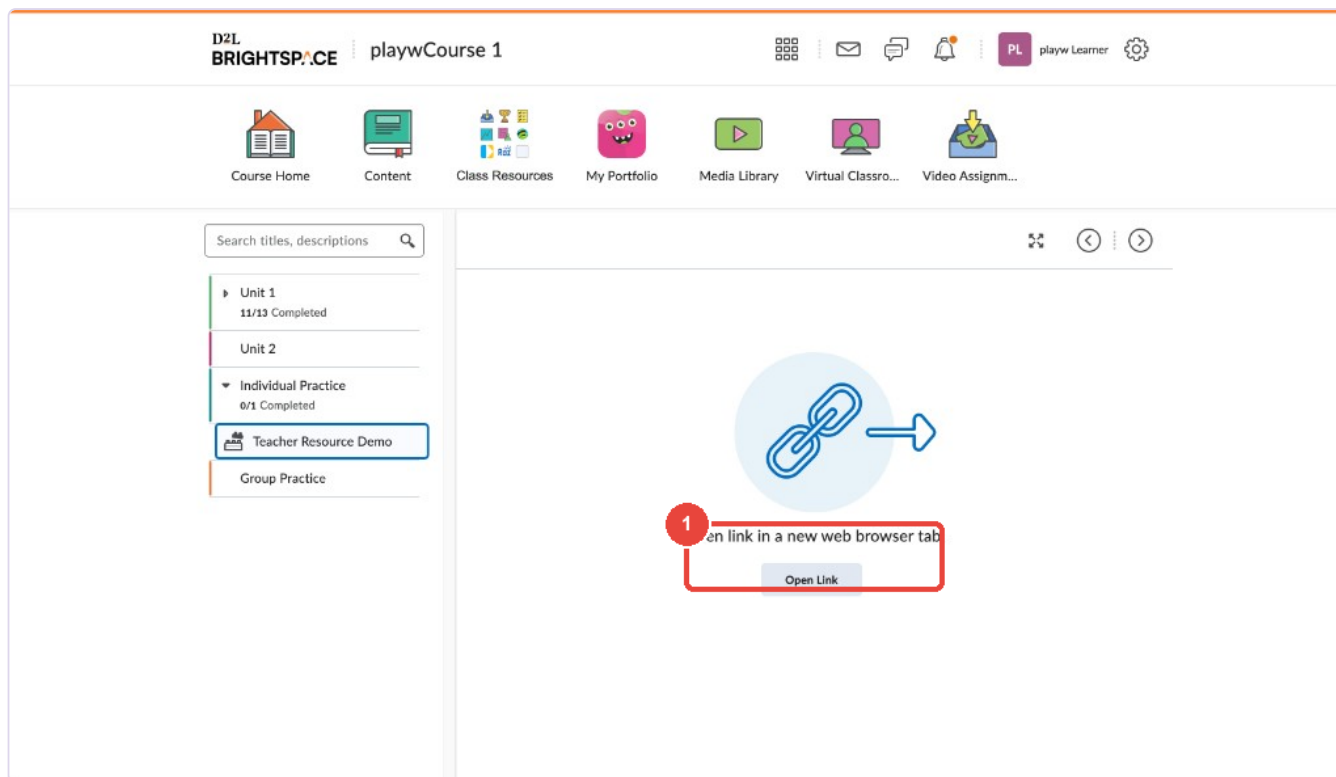


Figure 6. Student Content — click ① Open Link (not an in-LMS game).

1. That opens the **Open Play With ASL** handoff page:

Device	What the student does
Computer / desktop browser	Scan the QR code with their phone's camera, or use Copy magic link . The magic link expires in about five minutes.
Phone or tablet	Tap Open Play With ASL — the School Edition app opens.

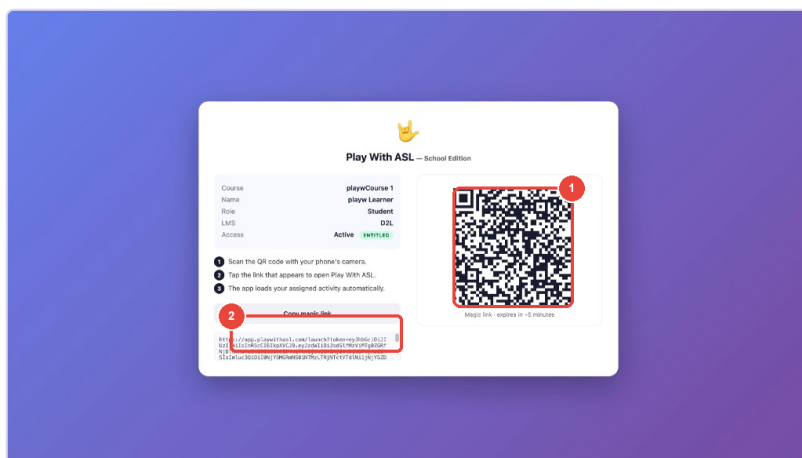


Figure 7. Desktop — ① Scan QR or ② Copy magic link (~5 min).

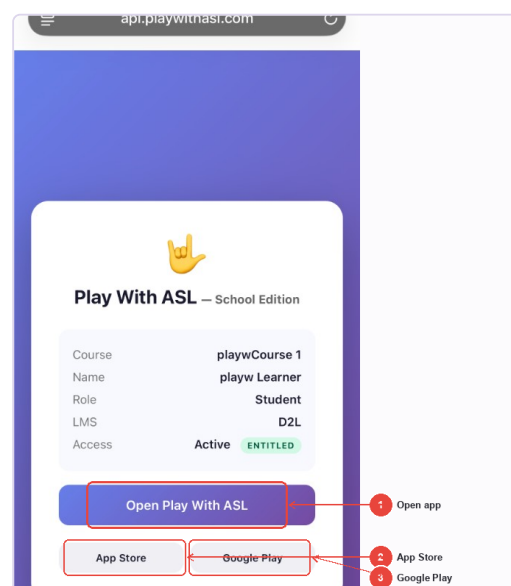


Figure 8. Phone — ① Open Play With ASL; ② App Store / ③ Google Play if needed.

Once the app opens, the **assigned activity** loads automatically. They complete practice in the app. When they finish, the result can sync back to your gradebook (see Section 4).

If the handoff page fails, the wrong assignment opens in the app, or nothing opens, see [Troubleshooting](#).

4. Where scores appear in your gradebook

After a student completes the assigned activity **in the School Edition app**, Play With ASL can send the score with LTI **Assignment and Grade Services (AGS 2.0)** — part of our 1EdTech LTI Advantage Complete certification.

Brightspace creates a **numeric grade item** (typically 100 points) associated with the External Learning Tool for each deep-linked assignment. You can review items under **Manage Grades**.

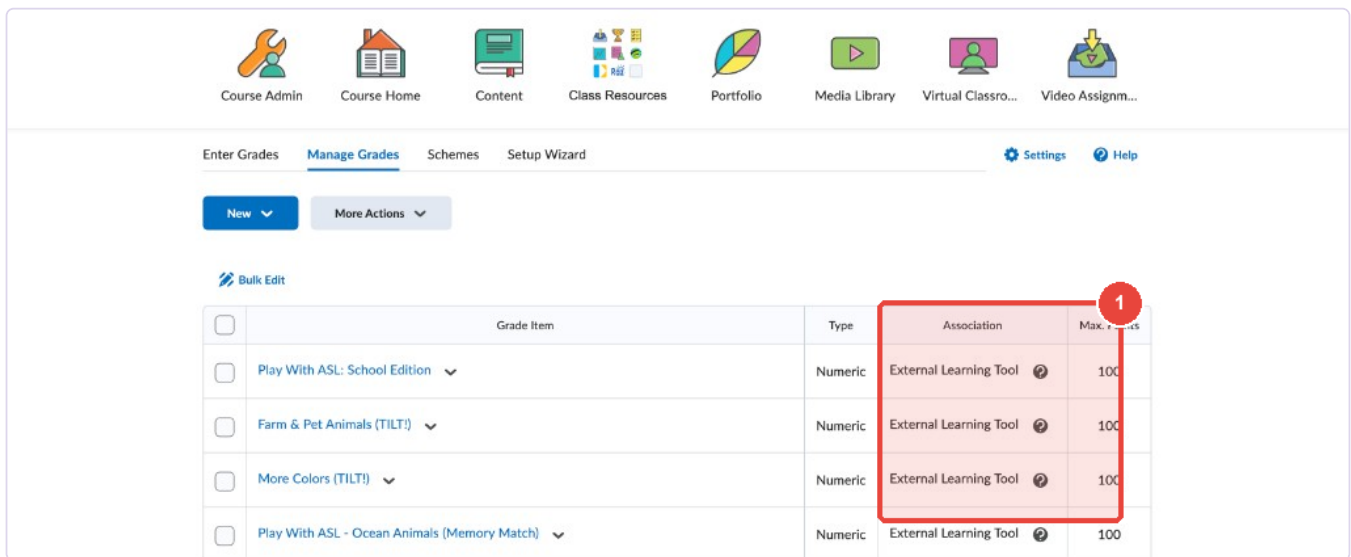


Figure 9. Manage Grades — Association column shows External Learning Tool for each Play With ASL item.

On the content item itself, **Completion Summary** shows which learners have completed the activity; use **Go To Gradebook** for score detail.

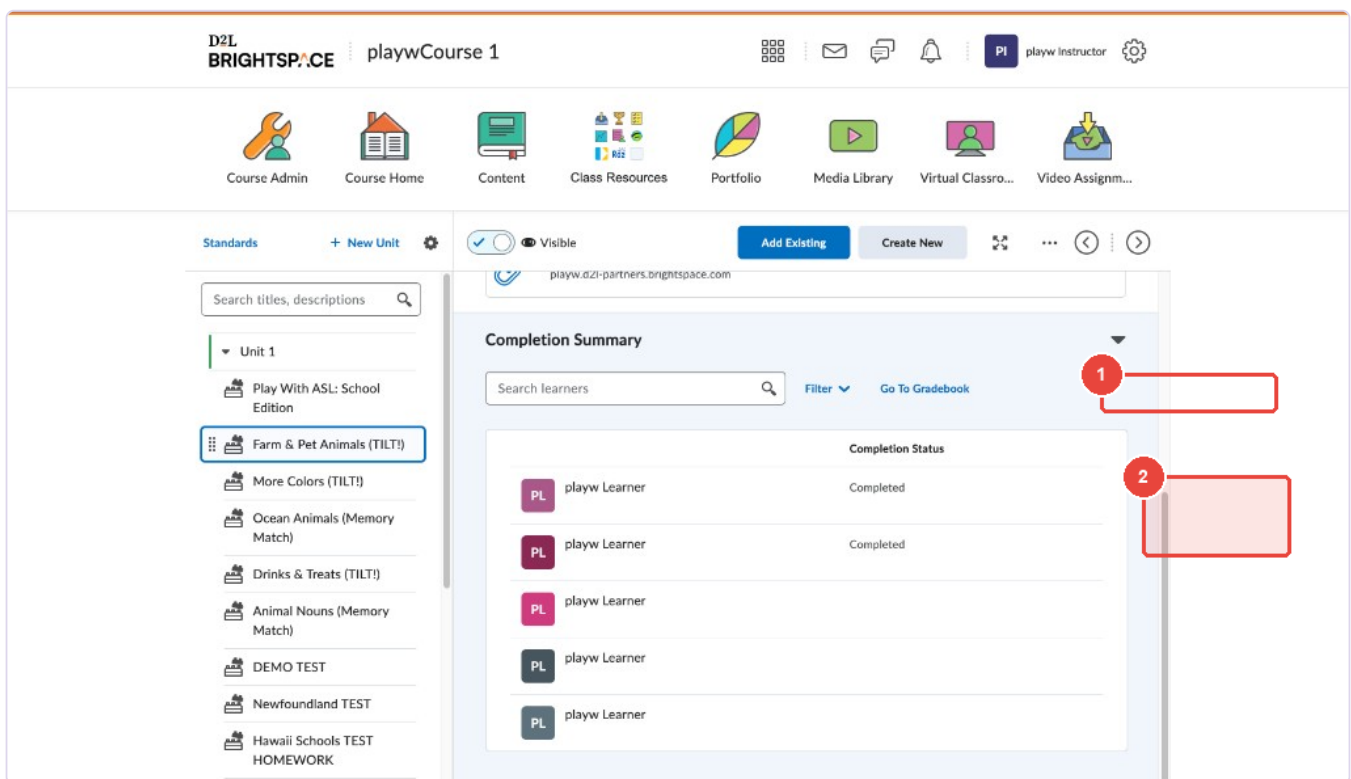


Figure 10. Completion Summary — ① Go To Gradebook; ② Completed after app finish.

- Scores post to the Brightspace grade item tied to that LTI link.
- If **Auto Create Grade Items** was enabled at registration, Brightspace can create the column for you.
- Allow a couple of minutes, then refresh Grades if needed.

- Students must launch from the **course link** (not a random bookmark) for grade sync to work reliably.

5. Common troubleshooting

Symptom	Likely cause	What to do
Tool missing from Add Existing / content picker	Not deployed to the course, or placement not enabled	Contact your LMS/IT admin
Student expects to play inside Brightspace	Expected — play is in the School Edition app	Point them to Open Link → handoff (QR/magic link on computer; Open App on phone)
QR / magic link expired or won't open the app	Magic links are short-lived (~5 minutes); app not installed	Relaunch from the Brightspace course link; install School Edition from App Store / Google Play
Grade missing after they finish in the app	Didn't launch from the course link, or grade settings off at setup	Wait a few minutes, refresh Grades; confirm they used the course link; then contact IT
Wrong role (instructor sees student view, or the reverse)	Role not sent / mis-mapped on Brightspace	Unrecognized roles default to student . Log out of Brightspace and relaunch from the course. If it persists, ask IT to check enrollment role and Send User Role
Wrong preset opens in the app	Wrong Wizard selection, or stale link	Re-open the Curriculum Wizard and re-select the preset

For anything else, start with your LMS admin. Product questions: jon@playwithasl.com.

Quick reference

You never need	A Play With ASL password, registration URL, Client ID, or Deployment ID
You do need	Tool deployed by IT; Curriculum Wizard to place an LTI link
Students need	School Edition app + Brightspace Open Link → handoff (QR/magic link or Open App)

Assign the link once in Brightspace; students complete in the app; grades can sync automatically.