



Changing the budget and/or start year

As a teacher, you can change the budget the student has to work with, or make a version of the game with a separate budget. You can do this in the editor mode of Ecosim. Here is how you do it.

1. Opening the Editor

When you are in Ecosim's main menu, press SHIFT to reveal the editor button. Click the EDITOR BUTTON.

In the now appearing menu, type the exact name of the game you want to make a questionnaire for. For example: "sunfish problems". Subsequently press LOAD.

You are now in the building mode (editor) of the game.

2. Changing the budget

You can change the budget in the main window of the editor which is the second button on the left (with the 2 arrows). It is open by default as you load the module in the editor.

Start budget: this is the budget the player starts with at the beginning of the game. You can change the start budget simply by changing the figure in the box 'start budget'.

Annual budget: This is the budget the player receives annually. You can change the annual budget simply by changing the figure in the box 'annual budget'.

Variable budget: if you want the player to receive a different budget each year, click on the arrow next to variable budget. Now you can define the allocated budget per year.

Note that you can also let the student earn a budget by answering the questions. This is done in the questionnaire editor of Ecosim and is described in the pdf file 'making questionnaires and report templates'.

3. Changing the budget

In the same main menu where you change the budget, you can change the start year of the Ecosim game.

The first choice in the menu is Questionnaire or Report. Click QUESTIONNAIRE.

4. Saving the changes

To save the changes you've made within the same module, simply click 'save' in the main editor. To create a new game with a different budget and/or start year, simply change the scene name at the top of the main editor and click save. You have now created a second game which differs only in the budget or start year changes you have just made.