



Getting Started

A Student's Guide

Create your account, join your class, and start your first quest — in a few minutes.

IN THIS GUIDE

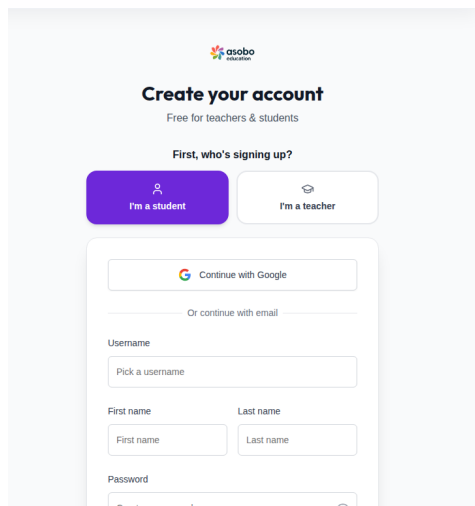
- 1. Create your account
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This guide follows the actual Asobo student app, step by step. Sample data only — no real student information.

STEP 1

Create your account

Go to asoboeducation.com and tap Sign Up. Pick "I'm a student."



The screenshot shows the 'Create your account' page for Asobo Education. At the top, it says 'Free for teachers & students'. Below that, it asks 'First, who's signing up?' with two buttons: 'I'm a student' (highlighted in purple) and 'I'm a teacher'. Under the 'I'm a student' button, there is a 'Continue with Google' button and a link 'Or continue with email'. Below these are input fields for 'Username' (with a hint 'Pick a username'), 'First name' and 'Last name' (each with a hint 'First name' and 'Last name' respectively), and 'Password' (with a hint 'Create a password' and a strength indicator icon).

Student sign-up form

WHAT YOU'LL NEED

- A username — pick anything, it does not have to be your name
- Your first and last name.
- A password you'll remember.

TIP

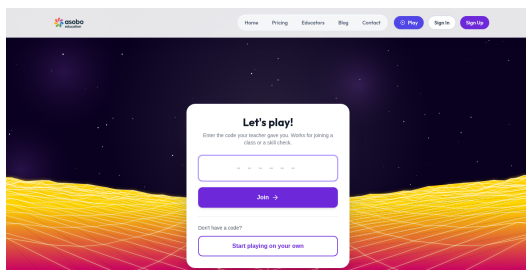
Already have a class code from your teacher? Create an account here — see Step 2 instead.

Tap "Create account." That's it — you're ready to join a class.

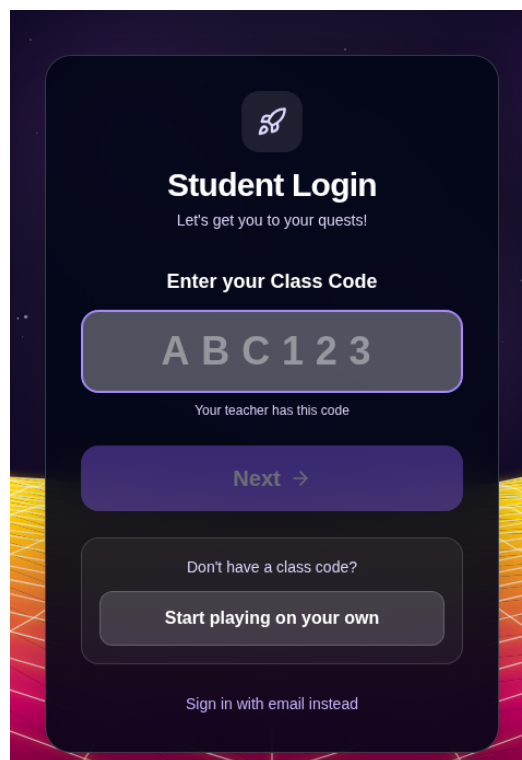
STEP 2

Join your class

Your teacher will give you a class code. There are two ways to use it:



"Let's play!" — for a shared classroom device



"Student Login" — quick login with a class code + your number

ON A SHARED OR CLASSROOM DEVICE

- Go to the join screen and type the 6-character class code your teacher shows you.
- Tap "Join." You're in the class right away.

IF YOUR TEACHER GAVE YOU A NUMBER

- Tap "Student Login."
- Enter the class code, then pick your number.
- No email or password needed.

STEP 3

Your dashboard

Once you're in, you land on your dashboard. This is your home base — it shows your work and your progress.

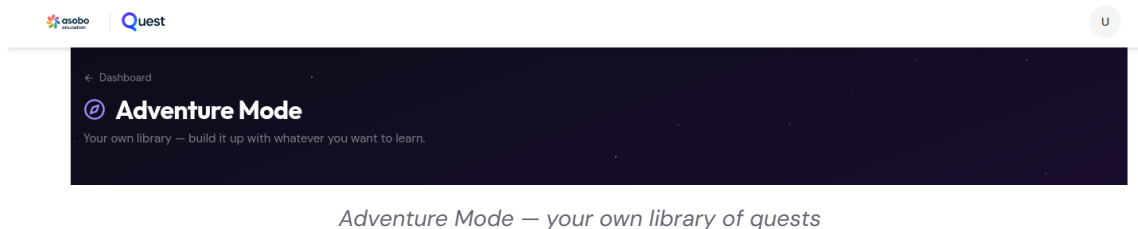
WHAT'S THERE

- Continue Learning — jumps you right back into whatever you were working on.
- Start Adventure — opens your world map of quests.
- Your streak and XP — how many days in a row you've played, and points you've earned.

If your teacher assigned you something, it's the first thing you'll see.

STEP 4

Doing your work



HOW A QUEST WORKS

- Each quest is a set of short questions on one skill.
- You'll get feedback right away, so you know if you're on track.
- Your progress saves automatically as you go — you can always pick back up where you left off.

STEP 5

Tips for class time

SHARING A COMPUTER?

- When you're done, log out so the next student can log in.
- If you have a login card, keep it somewhere you won't lose it.

SLOW INTERNET?

- If a page seems stuck, try refreshing — your progress is saved, so you won't lose your place.
- If you get disconnected, just rejoin with the same class code.

STUCK ON A QUESTION?

- It's okay to get one wrong — that's part of learning. Keep going, and ask your teacher if you need help.

A reminder: *you don't have to get everything right the first time. Asobo is here to help you practice — go at your own pace, and do your best.*