

"How to" get started with LFI! for an Individual Student

Instructions for downloading the LFI! program can be found on the LFI website [Frequently asked Questions](#) page.

1. The student (or teacher) will have to [create an account](#) on the [LFI! website](#) index (Home) page before they will be able to access the "Downloads" page to download the LFI! Program of games to their own computer.
2. **No internet connection** is needed to play LFI! Games after the first download of the zipped files. NO student data is stored online.
3. On the LFI! Home page <http://web.uvic.ca/~letsface/letsfaceit/?q=home> , Click on the "Create new account " link (on left hand side, under User Log in box). This will take you to a Create New Account page"
 - a. To create an LFI! account, the student (or teacher) will need an **email account** that is current and can be accessed from school. I strongly advise against using a student's private home, Gmail or Hotmail account. I suggest using the student's school email account if they have one, or teacher uses his/her own. Once they have "registered", the student will receive an email from the LFI website via the same email account with a complex temporary password. You will need this temporary password before you can reset the student's **own new unique password**.
 - b. **Username:** I suggest always using the student's unique Provincial ID number as their Username (that way it cannot be forgotten) and it does not identify them by name (for privacy).
4. Open the student's school email account-> open the LFI! email-> Copy the temporary password from the email
 - a. Open a new tab in your browser. On the LFI! Home page <http://web.uvic.ca/~letsface/letsfaceit/?q=home> look for the "User Login" on the [LFI! index page](#) (top left hand side)
 - b. Enter the student's email address in the "Username " box, and paste the temporary password into the "password " box. The student should now be logged in.
 - c. Once into the student account, click on "Account" button, and **change the own new unique password** in the following format: First name+123 i.e. John123 (I find this standard format makes it easy to remember)

2. [Record Student's LFI! Account](#) details on their own LFI! tab AND on the [class list](#) in LFI! binder

My LFI! Username	My LFI! password	My school email address

3. The LFI! program will be downloaded from the [Downloads](#) page onto a [USB Flashdrive](#)

How to set up an LFI! account for a student

- Create a LFI! folder on the Flashdrive. Note the name of the flashdrive used.
- The LFI Program is always accessed from the Flashdrive and played from it. Canadian Students may access a Flashdrive from SET-BC in British Columbia, Canada (or can be purchased with their Autism Finds- they cost about \$5)
- It does not matter what computer is used to play games, or where. The game can be taken home and played there over school vacations and breaks. **No internet connection** is needed after the first download of the zipped files.
- All the student's **quantitative data** will be automatically saved and stored in their DATA file in their LFI! Program file in the Flashdrive. It will be a record of each time the student plays a game (date), their scores in each game, time spent on each level of a game (duration). (An example of a data file is provided)

Student data is NOT stored on the LFI! Website.

NOTE: If you get an "Access denied" message on the LFI! website, you have probably not logged in (or do not yet have an account). Go back to the Home page and log in.

4. To play a LFI! game:

1. In the computer you are using, go to the "Start" menu. "Start Menu" -> My Computer -> From "My computer", select "....." (the name of the flash drive)
2. Open the LFI! folder and double right mouse click on the Application file, and "run" it. (If it does not load, it may not be "unzipped".)

6. Always **eject** the flash drive safely when removing it from the computer to avoid corrupting the data.

7. When engaging with the program, student should enter their **name consistently the same way every time** on the first screen. All data will then be automatically saved to the Flash drive in the **same data file** if they are consistent. If they use different name when they log in to play, data for the same game will be saved under 2 different names, which makes it hard to find. Parents should be asked to NOT let siblings or friends play the games, as this will make the data collected incorrect and inaccurate. They can all get their own LFI! Account.

8. If the student feels frustrated with any activity, he/she should **immediately be prompted to stop the game**, and try a different one. He/she should relate this information to the teacher, as it is significant. Others (friends, EA's, parents) should avoid "helping" the student (i.e. play games for him/her, point out faces etc.) as this will provide misinformation in the data regarding his/her progress to his/her teachers.