

# KARUTAP User Guide (Facilitator)

## 2nd Edition

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## About KARUTAP

KARUTAP is an application developed to enhance memorization abilities while playing.

You can not only use Karutas created by yourself, but also Karuta created by others.

The permissions differ depending on the "administrator," "facilitator," and "user" roles.

▶ Administrator	New user registration / delete, new group creation / delete Violator's lock Confirmation of usage plan, continuous usage procedure
▶ Facilitator	Karuta "theme" setting Invite users to create karuta "Approval" and "Rejection" of user-created Karutas Delete users / invite new users to create Karutas Start multiplayer battles of created Karutas, invite users, create battle groups
▶ User	Karuta Karuta creation Use Karuta's single player games Participation and play in the invited multiplayer games

Please login using the URL below.

• KaruTAP URL : <https://karutap.com/#/>

## How to Login

- ① Enter the email address and password you registered as a "facilitator" and click on the "LOGIN" button.



## Karuta Creation Process

① Set the "theme" of the Karuta from the facilitator's

Refer to the facilitator manual P7 to P10



② Invite the Karuta creator on the facilitator screen.

Refer to the facilitator manual P11 to P13



③ Create "Karuta" on the user screen.

Refer to user manuals P7 to P10



④ "Approve" or "Reject" a Karuta from the facilitator's screen.

Refer to the facilitator manual P14 to P16



⑤ Check the "approved" Karutas on the user screen.

Refer to P11 and P12 of the user manual

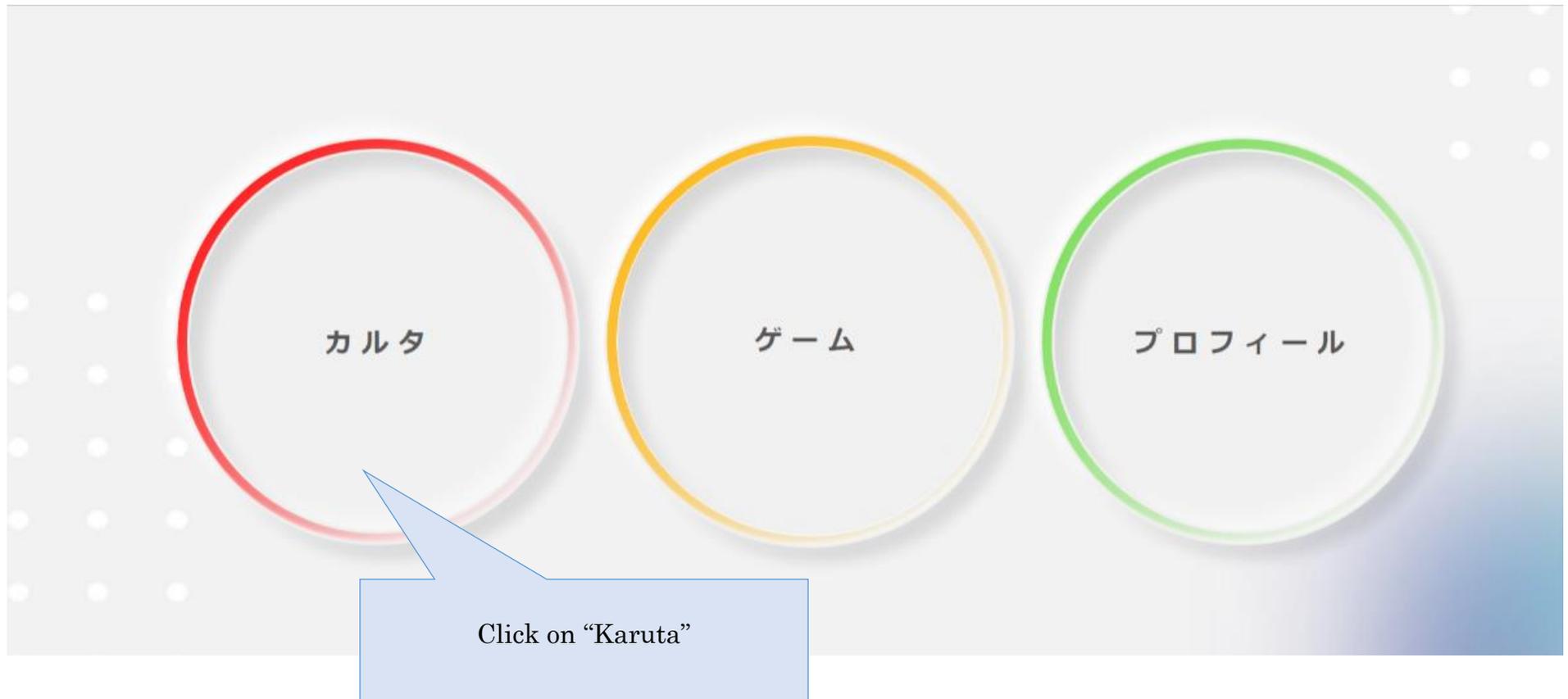


⑥ Play Karuta on the user screen.

Refer to user manuals P13 to P19

## How to set "Category" and "Karuta name"

- ① Click on "Karuta"



- ② Click on "Add" at the bottom right of the screen.



The screen is lined with Karutas created by users, that are managed by the facilitator.

※When you want to play with a Karuta created by another person ⇒ Refer to the facilitator manual P

③ Please enter the required information and click on the "Create" button.

The screenshot shows a web form titled "カルタ作成" (Karuta Creation). The form contains the following fields and buttons:

- カルタ名を入力** (Enter Karuta name): A text input field. Callout: "Write the name of the Karuta you want to create."
- カテゴリを選んでください** (Select a category): A dropdown menu. Callout: "You can select from the categories you have created or if you want to add a new category, just enter it in the blank."
- カード上限数 (半角入力)** (Maximum number of cards (half-width input)): A text input field. Callout: "Please enter the required number of sheets in half-width numbers. (Example: In the case of Hyakunin Isshu: 100 sheets) \* You can change it later."
- カルタの提出期限** (Karuta submission deadline): A date picker. Callout: "Please fill in the details of the Karuta."
- カルタの有効期限** (Karuta validity period): A date picker.
- 説明** (Description): A text area.
- 作成** (Create): A button. Callout: "After entering the required details, click on the 'Create' button."

The background of the form features a pattern of dots and the text "CREATE KARUTA".

- ④ After selecting the users to use the created Karuta, click the "Run" button.

← テスト

ユーザーを招待 グループを招待

検索 ×

名前	学年	メール
●	小学校1年生	●
●	小学校2年生	●
●	高校1年生	●
●	小学6年生	●

追加

追加

追加

追加

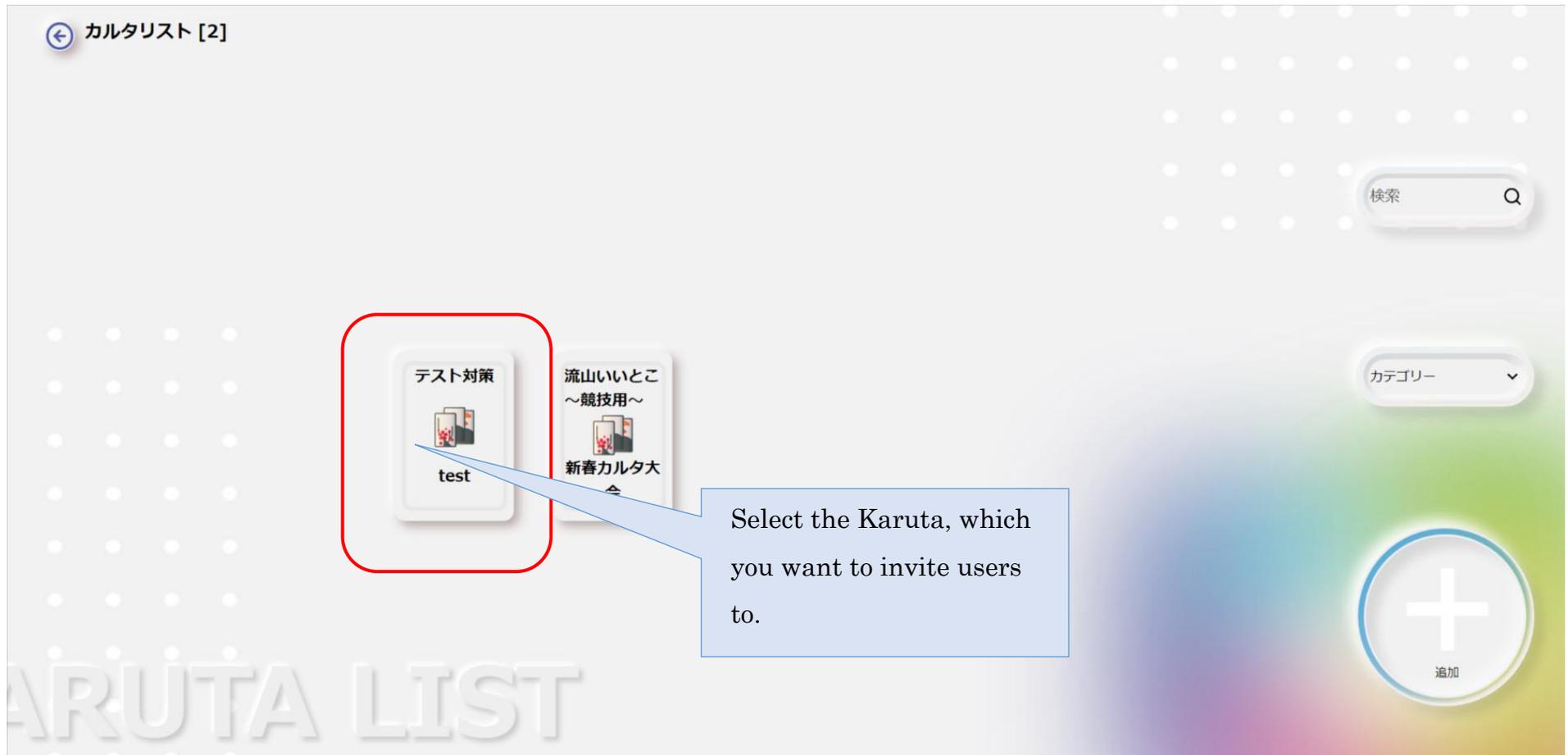
実行

INVITE KARUTA

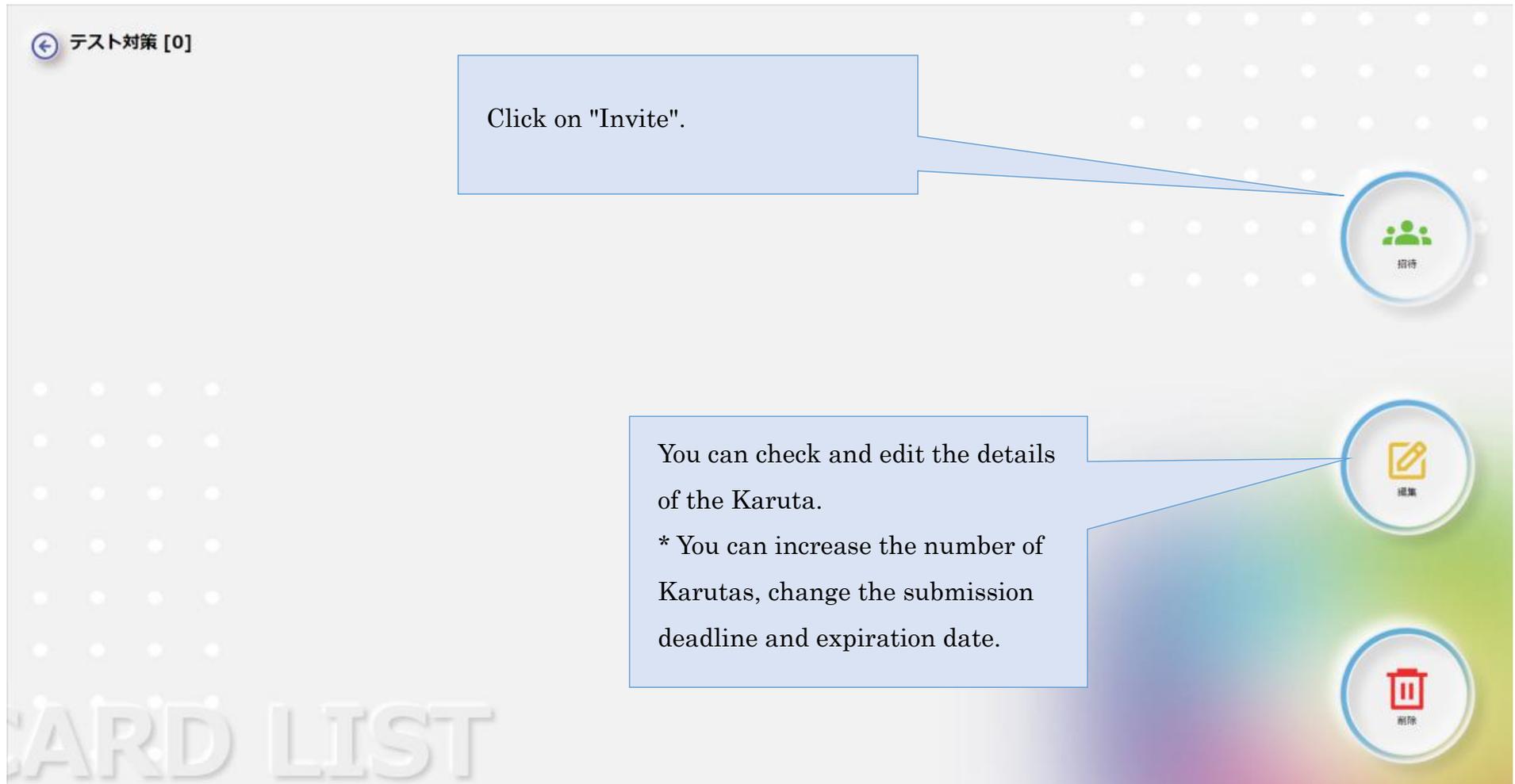
After selecting the users, click on the "Run" button.

## Invite users (Karuta creators) to create Karutas

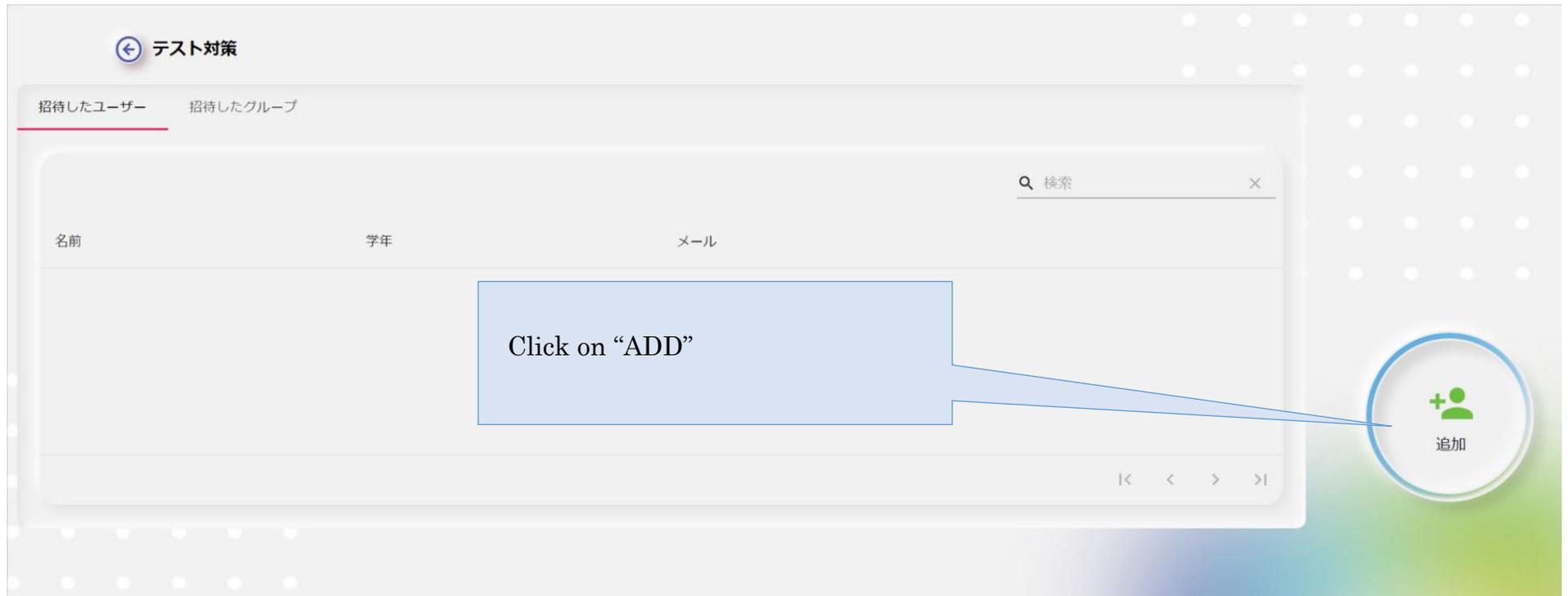
- ① Select the Karuta which you want to invite the users to.



② Click on "Invite".



③ Click on “ADD”

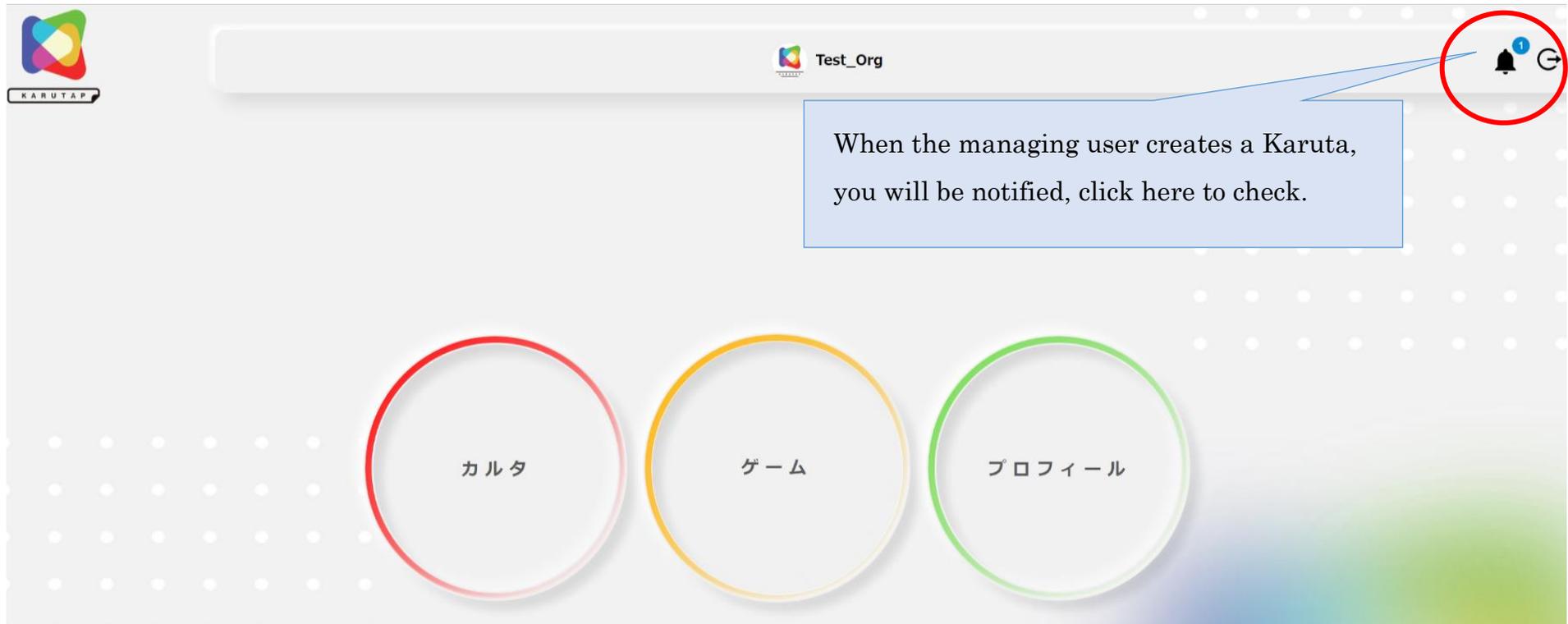


④ "Add" the user for whom you want to create the Karuta and click "Run".



## "Approval" and "Rejection" of user-created Karutas

- ① A facilitator will be notified when the managing user creates a Karuta.



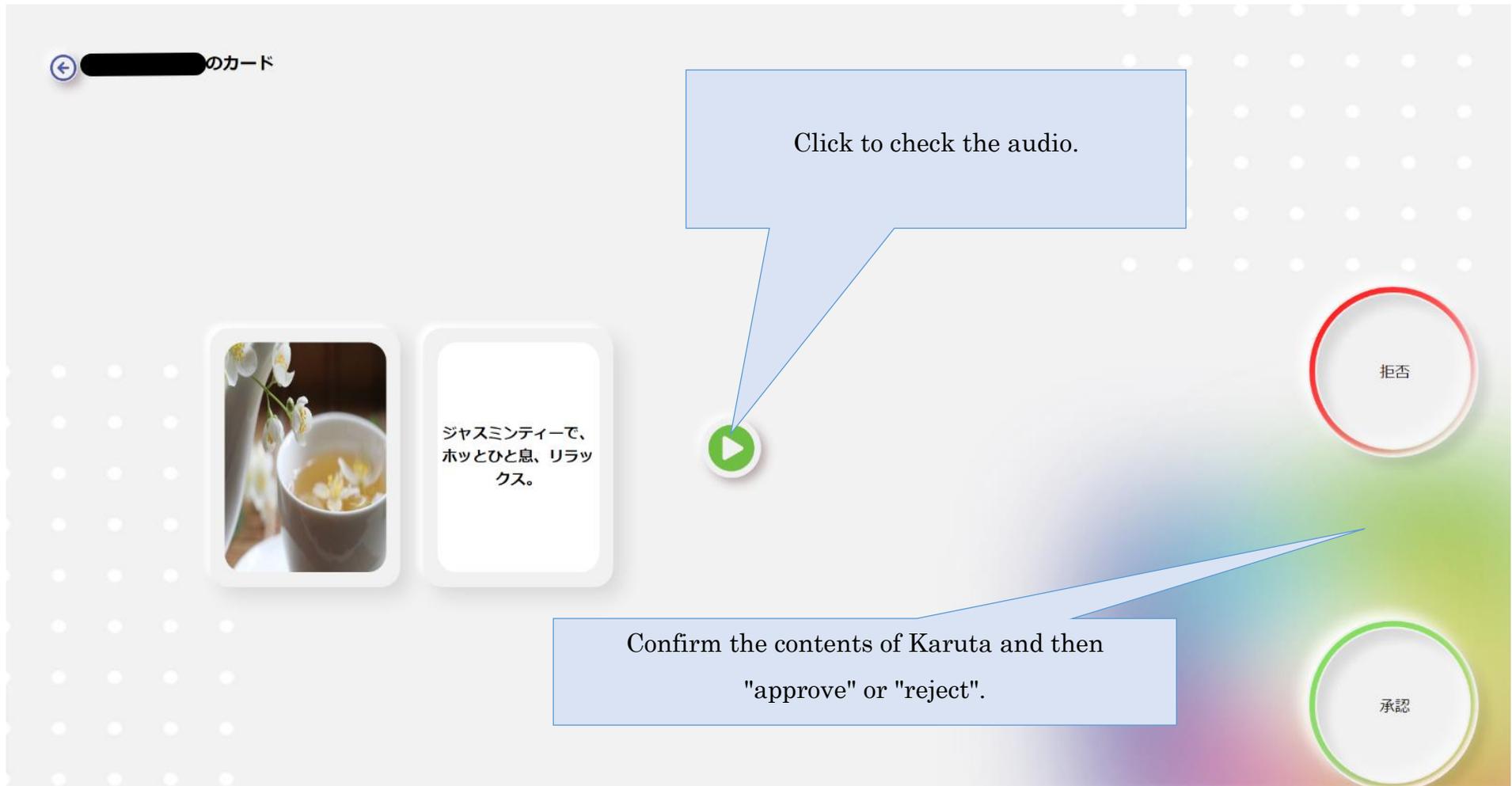
② Click on “Show”

通知センター

説明	カルタ名	受領日付	
さんが登録したカード	テスト対策	2022-03-28 02:03 PM	見る

NOTIFICATION

- ③ Check if the image, text, and sound match, and if the Karuta matches the theme, and then "approve" or "reject".



## Delete Karutas, add and delete users

- ① Click the Karuta you want to delete.



- ② Click on "Invite" if you want to delete the user, or click "Delete" if you want to delete the Karuta.

The screenshot shows the KARUTAP interface. At the top left, there is a back arrow icon and the text "流山いいとこ ~競技用~ [22]". Below this is a grid of 15 Karuta cards arranged in two rows. The top row has 7 cards and the bottom row has 8 cards. To the right of the grid are three circular action buttons: "招待" (Invite) with a green people icon, "編集" (Edit) with a yellow pencil icon, and "削除" (Delete) with a red trash can icon. A blue callout box points to the "招待" button with the text: "If you want to add / delete new users, click on 'Invite'." Another blue callout box points to the "削除" button with the text: "If you want to delete the Karuta, Click 'Delete'." The text "CARD LIST" is visible at the bottom left of the interface.

※Please note that clicking "Delete" will "delete" all the created Karutas.

## While deleting a user

Click the "Trash" icon if you want to delete a user, or click "Add" if you want to add a new one.

The screenshot shows the KARUTAP user management interface. At the top, there is a navigation bar with a back arrow and the text "流山いいとこ ~競技用~". Below this, there are two tabs: "招待したユーザー" (Invited Users) and "招待したグループ" (Invited Groups). The "招待したユーザー" tab is active. A search bar with the text "検索" and a close button "X" is located in the top right corner. The main content area displays a table of users with the following columns: "名前" (Name), "学年" (Grade), and "メール" (Email). The table contains four rows of user data. A red box highlights the trash can icons in the rightmost column of the table. A blue callout box with the text "Click on the trash can icon to delete a user" points to the first trash can icon. At the bottom right of the interface, there is a circular button with a green plus sign and a person icon, labeled "追加" (Add).

名前	学年	メール
●■■■■	小学校 1 年生	■■■■■
●■■■■	小学校 2 年生	■■■■■
●■■■■	高校 1 年生	■■■■■
●■■■■	A	■■■■■

## Inviting a new user

① Click on “Invite/Add”

The screenshot displays the '流山いいとこ ~競技用~' user management page. It features a table of invited users with columns for name, grade, and email. A search bar is located at the top right of the table. A blue callout box points to a circular 'Add' button (labeled '追加') on the right side of the interface.

名前	学年	メール	
●●●●	小学校 1 年生	●●●●●●●●	🗑️
●●●●	小学校 2 年生	●●●●●●●●	🗑️
●●●●	高校 1 年生	●●●●●●●●	🗑️
●●●●	A	●●●●●●●●	🗑️

検索

追加

- ② Click the "Add" button for the user you want to add, and then click "Run".

The screenshot shows the 'テスト対策' (Test Strategy) page. At the top, there are two tabs: 'ユーザーを招待' (Invite User) and 'グループを招待' (Invite Group). Below the tabs is a search bar with the text '検索' (Search) and a close button 'X'. The main content is a table with three columns: '名前' (Name), '学年' (Grade), and 'メール' (Email). The table contains four rows of user information, each with a profile icon, a name, a grade, and an email address. To the right of the table, there are four '追加' (Add) buttons, one for each row. A red rounded rectangle highlights these four buttons. A blue callout box with a pointer to the top '追加' button contains the text: 'Click on the "Add" button to add a user, and then click on "Run".' To the right of the table, there is a large circular button labeled '実行' (Run). At the bottom of the table, there are navigation arrows and page numbers '1' and '2'.

名前	学年	メール
[Profile Icon] [Redacted Name]	小学校1年生	[Redacted Email]
[Profile Icon] [Redacted Name]	小学校2年生	[Redacted Email]
[Profile Icon] [Redacted Name]	高校1年生	[Redacted Email]
[Profile Icon] [Redacted Name]	小学6年生	[Redacted Email]

## Created Karuta: About starting multiplayer battles, inviting users, and creating game groups

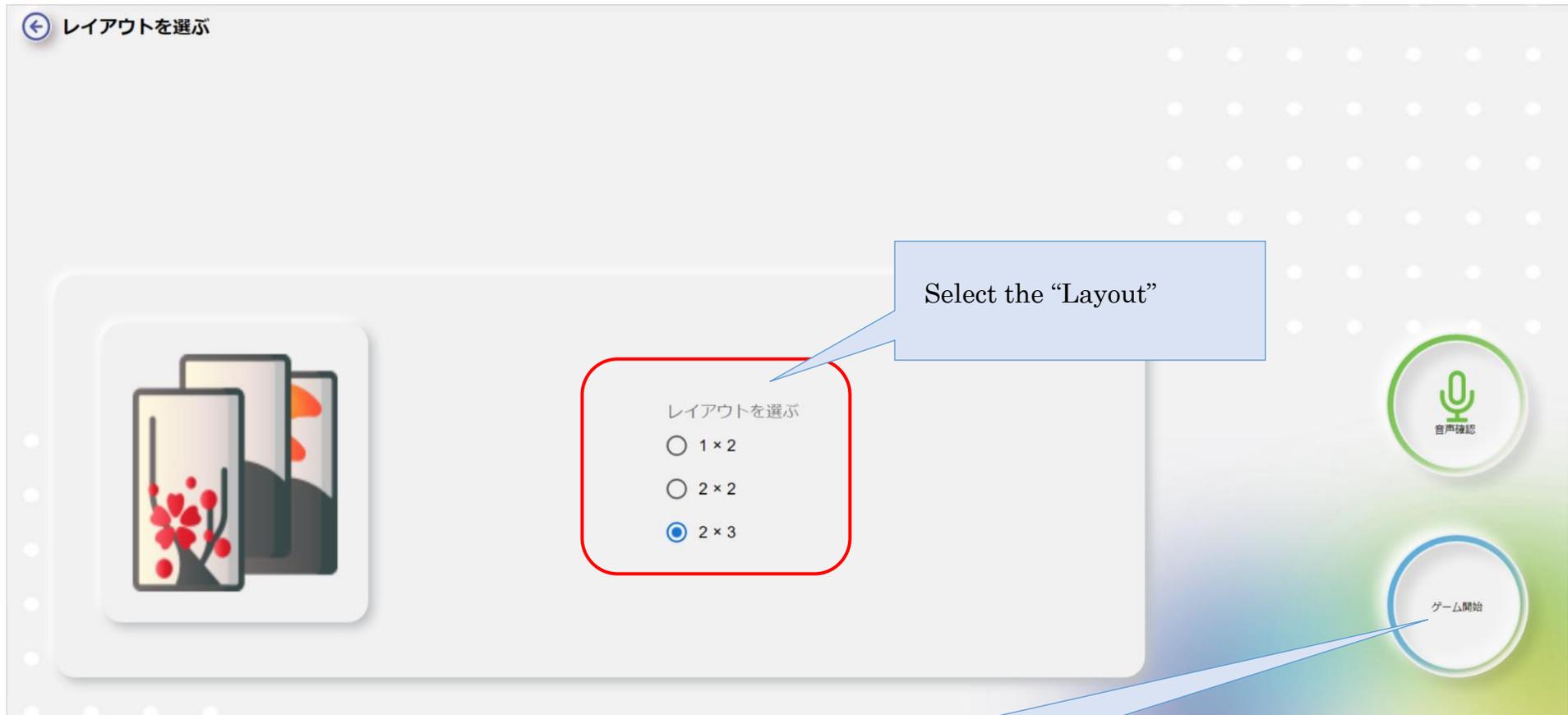
- ① Click on “Game”



② Click on "Multi-Player Game".



- ③ After selecting the Karuta game for the match, select the layout and click on "Start Game".



After selecting the layout, click on "Start Game".

- ④ Select an opponent user, click "Add", and then click "Run" which is displayed on the right side.

← マルチプレイに招待する

ユーザーを招待    グループを招待

検索 ×

名前	学年	メール
●	小学校1年生	●
●	小学校2年生	●
●	高校1年生	●

追加  
追加  
追加

1 2

INVITE KARUTA

※After selecting a user, "Run" button is displayed automatically.

- ④ Click on either "Manual Mode" or "Auto Mode".

← 選択するモード

- In a manual mode, the facilitator selects a user and creates a team manually.
- In an auto mode, when the facilitator selects a user, a team is automatically created.

マニュアルモード

オートモード

## How to form a team

- ① If you want to form a team, click the "+ icon" of "Team-1".

← チーム構成

"+" ⇒ You can form a team.  
"Eye" ⇒ You can check the organization details.  
"-" ⇒ You can delete the team itself.

Team - 1

合計プレイヤー数  
2/2

チームを追加

Click when you want to add a team.

TEAM FORMATION

※In a "Manual mode", the facilitator creates the team, but in the "Auto mode", the team is created automatically.

② Click on "Save" after selecting the members.

チーム作成

チーム名を入力\*  
Team - 1

参加者を追加する

検索

追加

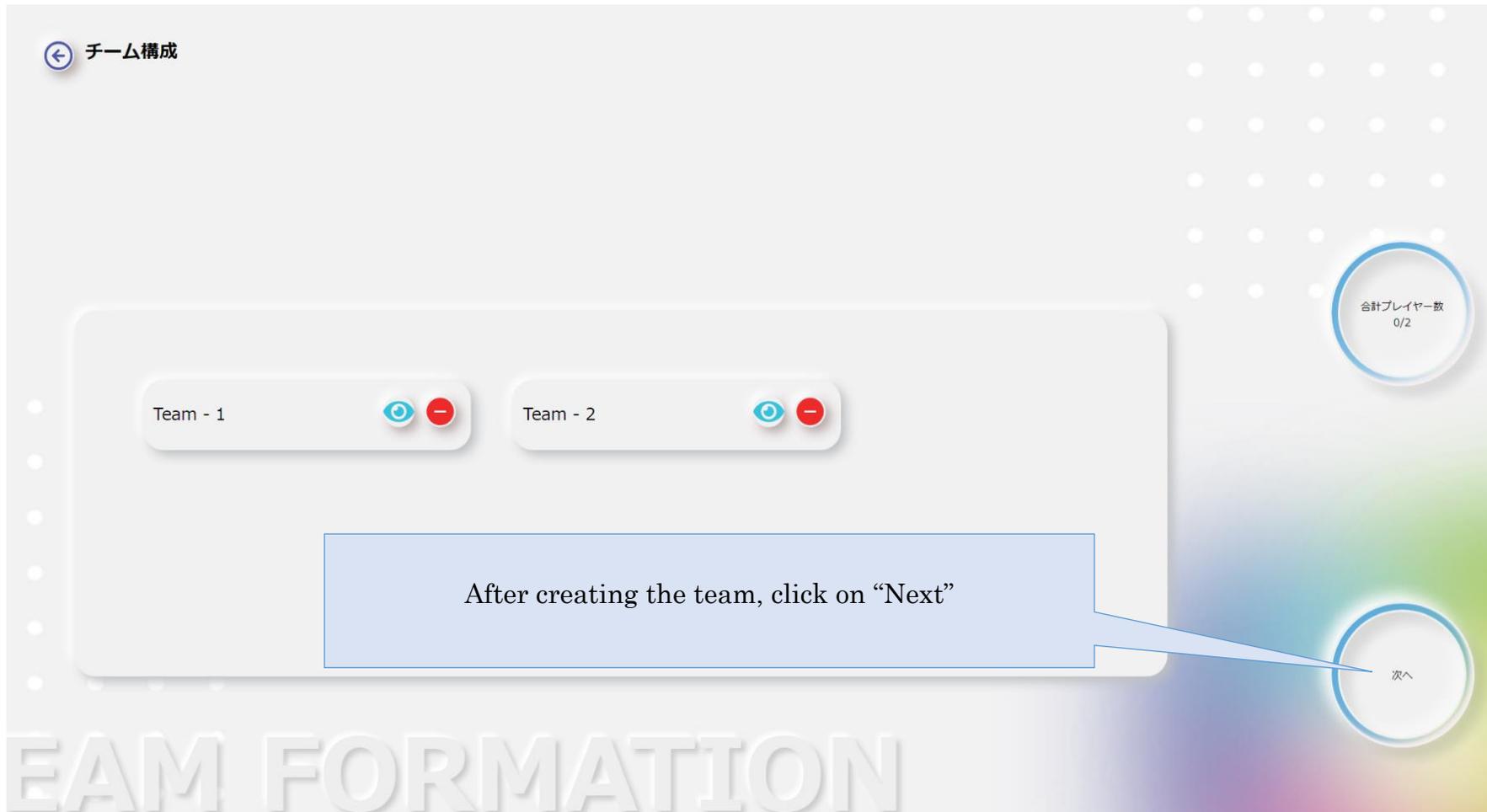
追加

キャンセル 保存

Select a member and click on "Add".

Click "Save".

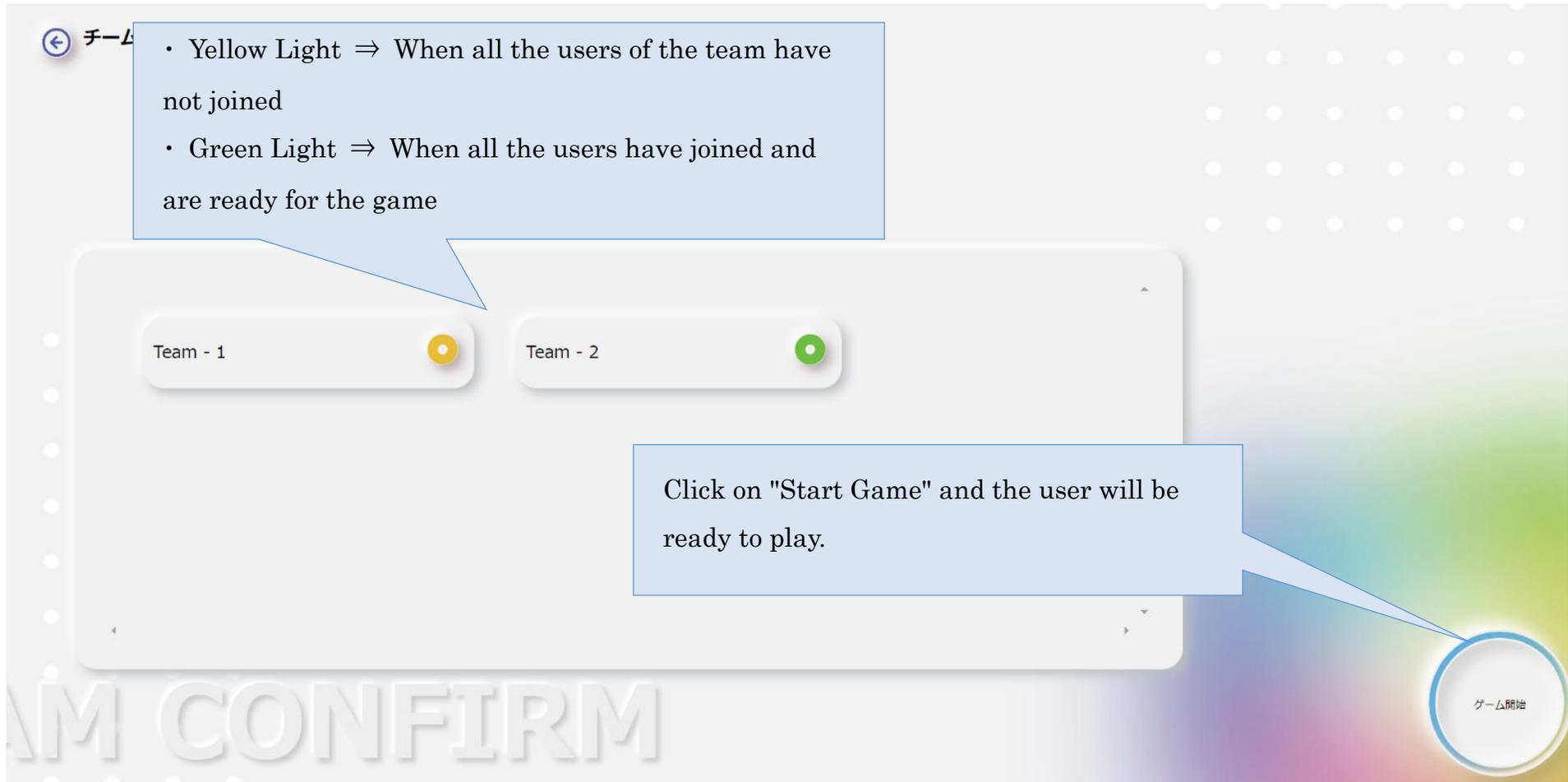
② Click "Next", after creating the team.



※User will receive an invitation once you click on "Next"

▶ Refer to page 19 of the user manual.

- ⑤ Make sure that all the invited users have joined , then click on "Start Game".



- ※ If you refuse to participate, the light will turn red.
- ※ The game can start even if not everyone has stated "participation".
- ※ The facilitator can check the match at any time.