⊛ Arcades™ Levels and Achievements

Part of ELB Learning - The Training Arcade ®

The Arcades™ platform grants learners progress on activities. The following describes the different level progressions and Achievements associated with those (*updated: April, 2024*).

Levels

Learners gain experience by completing activities and competing with other learners in the Arcades™. The following logic is used to progress learners through their levels in platform:

Level	XP to Achieve	XP to Next Level	Base Activity XP
1	9	63	31
2	72	171	85
3	243	333	166
4	576	549	274
5	1,125	819	409
6	1,944	1,143	571
7	3,087	1,521	507
8	4,608	1,953	651
9	6,561	2,439	813
10	9,000	2,979	993
11	11,979	3,573	1,191
12	15,552	4,221	1,055
13	19,773	4,923	1,230
14	24,696	5,679	1,419
15	30,375	6,489	1,622
16	36,864	7,353	1,838
17	44,217	8,271	1,654
18	52,488	9,243	1,848
19	61,731	10,269	2,053
20	72,000	N/A	2,053

As shown in the table above, the XP required by a learner to achieve their next level get's larger the higher level that learner is. As the learners achieve more activities in the Arcade™, the learner does earn more XP per base activity to accommodate this progression.

Achievements

In tandem with level progression, learners can earn unique Achievements with their Arcades™ instance. These Achievements can be enabled in the specific Arcades ™ (under the Achievements Tab) and specific Achievements can be disabled there as well.

The following describes which Achievements learners can achieve in platform, and what the associated criteria are for them to achieve those.

Level Achievements

The following Achievements can be earned through Level progression in the Arcades™.

Beginner's Luck

Reaching Level 2 will allow learners to gain this Achievement.

Going Places

Reaching Level 3 will allow learners to gain this Achievement.

Level Up

Reaching Level 5 will allow learners to gain this Achievement.

Lucky Streak

Reaching Level 10 will allow learners to gain this Achievement.

Leaderboard Achievements

The following Achievements can be earned by completing activities and getting a score on the leaderboard in the Arcades™.

On The Map

Learners reaching the leaderboard with any score will earn this Achievement.

Gold Tier

Learners reaching the leaderboard with a top 10 score will earn this Achievement.

Platinum Tier

Learners reaching first place on the leaderboard will earn this Achievement.

Challenge Achievements

The following Achievements can be earned through challenge interactions with learners in the Arcades™.

Contender

Learners can earn this Achievement by playing their first head to head activities.

Two to Tango

Learners can earn this Achievement by playing a total of 5 head to head activities.

Challenger

Learners can earn this Achievement by challenging another learner to an activity.

Won't Back Down

Learners can earn this Achievement by being challenged to an activity.

Comeback Kid

Learners can earn this Achievement by winning[1] an activity against someone who previously won from them.

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[1] Winning an activity is defined in an activity's settings. **Not all activities can be "won".**

An example of a learner winning an activity is when the passing grade for a game has been set to a certain percentage, and the learner successfully achieved that pass percentage on game completion.

Platform Achievements

The following Achievements can be earned by learners through individual interaction in the Arcades™.

Smartypants

Learners can earn this Achievement by completing the Arcades™ Tutorial.

Making A Name For Yourself

Learners can earn this Achievement by setting up their profile in the Arcades™.

The Start of the Journey

Learners can earn this Achievement by accessing their Arcades™ 2 days in a row.

Three-peat

Learners can earn this Achievement by accessing their Arcades™ 3 days in a row.

Four-Hit Combo

Learners can earn this Achievement by accessing their Arcades™ 4 days in a row.

One-Week-Streak

Learners can earn this Achievement by accessing their Arcades™ 5 days in a row.

The Dedicated Few

Learners can earn this Achievement by accessing their Arcades™ on a weekend.

Activity Achievements

The following Achievements can be earned by learners through an activity (such as a game) in their instance of Arcades™.

Rookie

Learners can earn this Achievement by accessing[2] 1 activity in the Arcades™.

Soloist

Learners can earn this Achievement by accessing 5 activities in the Arcades™.

One Hit Wonder?

Learners can earn this Achievement by winning[3] an activity in the Arcades™.

On A Roll

Learners can earn this Achievement by winning 5 activities in the Arcades™.

Winner, winner!

Learners can earn this Achievement by winning 10 activities in the Arcades™.

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[2] Accessing an activity implies a learner opened the activity. **Not all activities track leaner completion**. Be cognizant of this, as activity access differs from type to type.

An example of an activity which does not track completion, is when an activity is a PDF. The learner will gain the associated achievements, even if the PDF is 5 pages long and they only viewed the first 3.

[3] Winning an activity is defined in an activity's settings. **Not all activities can be "won".**

An example of a learner winning an activity is when the passing grade for a game has been set to a certain percentage, and the learner successfully achieved that pass percentage on game completion.