

Performance Portal

Performance Portal

Performance Portal is a virtual reporting tool and portable gradebook that works with **SimSpray®** and **SimSpray Go™** to provide additional performance analysis to students and instructors.

Performance Portal is already integrated with SimSpray, which will automatically upload progress information to the portal when connected to the internet. Features include detailed feedback, past performance reports, easy-to-read insight charts, and information on development and evaluation across time for individual users and class-wide.

To access **Performance Portal**, navigate to the website (<https://portal.simspray.net/>) on an internet-connected device such as a laptop or computer, tablet, or smartphone.

Enter the username and password associated with the user account. User accounts can be created while using SimSpray, SimSpray Go, or **Performance Portal**.



Instructors can create users by selecting the **Add User** button in the **Admin Portal**. The **New User** page will prompt the user to create a username and password. Users can also be created by logging into SimSpray's **Lesson** mode for the first time. If the entered username and password combination does not exist, the user will be asked if they would like to create a new account with these credentials.

Performance Portal provides a different experience for teachers and students. After logging in, teachers will see their **Gradebook** and students will see their own **Student Report**. Teachers can view both their own **Gradebook** and their students' **Student Reports**, while students will only be able to access their own report.

Setup

Performance Portal is automatically connected to new and future SimSpray unit(s) upon delivery.

Existing SimSpray owners must update their models to software **version 3.3** or later to access **Performance Portal**. Not all models are eligible for this update. Contact VRSim for eligibility details, questions, and concerns.

Internet Connection

Performance Portal and SimSpray models require an active internet connection. The connection must be constantly connected or always online for users to access the reporting functionalities and other capabilities in **Performance Portal**. **Performance Portal** does not save or store data, performance, or new users if offline.

User data generated during offline sessions is maintained on the SimSpray unit until a working internet connection is regained. This information includes user accounts, curriculum progress, and best scores.

Data

Performance Portal provides help tips to explain what is shown on the page. Click on the yellow question mark bubbles to access these help tips and learn more about key sections and information.

Data in **Performance Portal** is separated by product type: Paint, Powder, and Blast. **Performance Portal** allows teachers and students to switch between Paint, Blasting, and Powder views. This provides granular reporting for each product's specific courses and lessons, and student activity, progress, and performance in that learning content.

User Accounts

User accounts can be created on **Performance Portal**'s website, or while using SimSpray.

Teachers

Teachers can access both the **Student Report** and the **Gradebook**. Teachers can access **Performance Portal** to see a **Gradebook** of all student progress, students' progress through default courses in the SimSpray curriculum, student results in specific courses, best attempts on specific activities, and a history of recent student activity.

Students

Student users can access **Performance Portal** to view their own **Student Report**. This report includes detailed individual insight on their performance across time. Instructors can access **Performance Portal** to identify struggling student users, difficult parts, and common skill gaps at the individual and class level.

Tracking Progress with Performance Portal

Performance Portal includes multiple report formats for tracking progress. Teachers can access both the **Gradebook** and the **Student Report**; students can access their own individual **Student Report**. Each **Student Report** contains information on **Progress**, **History**, and **Activity**.

Gradebook

Log in to **Performance Portal**. The **Gradebook** landing page shows a summary of all student progress in the curriculum broken out by process type (painting, blasting, or powder).

The **Gradebook** page includes a **Progress** chart that shows the average score of all students who have completed the content and the percentages of passed, failed, and unattempted content in the curriculum.

Name	Overall Score	Trajectory	Curriculum Progress
Adams, John	90	improving	78% Passed / 0% Failed / 22% Not Attempted
Alex, Nadia	63	improving	58% Passed / 40% Failed / 2% Not Attempted
Amey, Adityachar	89	level	78% Passed / 0% Failed / 22% Not Attempted
Arthur, Chester	91	level	78% Passed / 0% Failed / 22% Not Attempted
Ben, Juan	49	falling	22% Passed / 54% Failed / 24% Not Attempted
Ben, Jesse	90	level	78% Passed / 0% Failed / 22% Not Attempted
Benjamin, Carlos	64	improving	58% Passed / 40% Failed / 2% Not Attempted
Bernard, Sanders	56	level	50% Passed / 48% Failed / 2% Not Attempted
Bill, Cassidy	88	level	78% Passed / 0% Failed / 22% Not Attempted
Bill, Hasech	86	level	78% Passed / 0% Failed / 22% Not Attempted
Buchanan, James	50	falling	54% Passed / 38% Failed / 8% Not Attempted
Burns, Martin	80	improving	58% Passed / 17% Failed / 25% Not Attempted
Butt, Jason	92	level	78% Passed / 0% Failed / 22% Not Attempted
Bush, George	48	falling	18% Passed / 57% Failed / 25% Not Attempted
Carter, Jimmy	50	improving	22% Passed / 52% Failed / 26% Not Attempted

Beneath the **Progress** chart is a **Student Progress** table that shows individual student progress. Click on a student's name to access the individual report and review their overall score, trajectory, and content progress. Their overall score shows the average for all completed content.

SimSpray's curriculum considers a user's best attempt at a score. If a

student performs an activity and receives scores of 25, 50, 60, and 45, the score will be listed as 60, even if later attempts are scored lower.

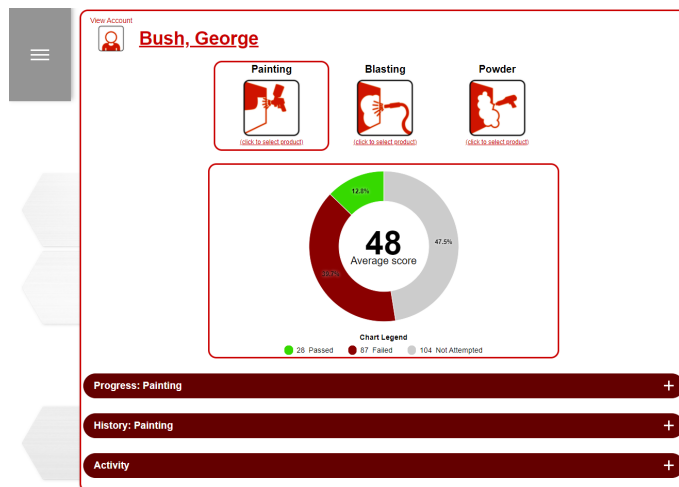
Trajectory reporting in **Performance Portal** builds off of this concept and averages the most recent and best scores to see whether students' overall performance is improving, consistent, or declining. Trajectory reports are one useful piece of data among several for teachers to review as they analyze student performance.

In addition to **Student Progress**, the **Curriculum Progress** charts on the **Gradebook** page show a summary of the students collective progress in a product's curriculum. Progress is measured by the average score on all completed content and the percentage of passed, failed, and unattempted content.

Lesson	Overall Score	Student Progress
HVP Practice	67	55% Passed / 35% Failed / 10% Not Attempted
ACDPA Cylinder Easy	70	52% Passed / 40% Failed / 8% Not Attempted
Car Door Easy	65	61% Passed / 42% Failed / 7% Not Attempted
Fiat Panel Easy	67	52% Passed / 40% Failed / 8% Not Attempted
Hall Barrel Easy	67	55% Passed / 38% Failed / 7% Not Attempted
Vertical Panel Easy	68	55% Passed / 43% Failed / 2% Not Attempted
Vertical Panel Easy Pretest	66	67% Passed / 29% Failed / 4% Not Attempted
Way Panel Easy	67	52% Passed / 40% Failed / 8% Not Attempted
Artless Practice	68	55% Passed / 38% Failed / 7% Not Attempted
Art-Assisted Artless Practice	68	55% Passed / 38% Failed / 7% Not Attempted
Apprentice	67	55% Passed / 37% Failed / 8% Not Attempted
Autobody	67	52% Passed / 40% Failed / 8% Not Attempted
Cabinetry	68	52% Passed / 40% Failed / 8% Not Attempted
Construction	66	30% Passed / 43% Failed / 27% Not Attempted
Furniture	68	54% Passed / 38% Failed / 8% Not Attempted
Geometric Shapes Art-Assisted Artless	68	54% Passed / 38% Failed / 8% Not Attempted
Geometric Shapes Artless	68	52% Passed / 40% Failed / 8% Not Attempted
Geometric Shapes HVP	68	54% Passed / 38% Failed / 8% Not Attempted

Student Report

The **Student Report** shows a summary of student progress through a curriculum, including the average score, and the percentage of content passed, failed, and unattempted. SimSpray's curriculum considers a user's best attempt at a score. If a student performs an activity and receives scores of 25, 50, 60, and 45, the score will be listed as 60, even if later attempts are scored lower.



The **Progress** section shows course and lesson progress with the student's all-time best lesson scores. There is a progress bar beneath each course title that shows progress through the courses and lessons. A green progress bar indicates a passing score, a red bar indicates a failing score, and a grey bar indicates unattempted content.

The **History** section shows the student's 20 most recent activities. Click the title or score to view the full

report. The "Full History" button will display the complete history report.

The **Activity** section includes daily performance and activity reports that show average scores, daily content completed and pass/fail rates across the past 30 days.

Report Details

Report Details are available to both teachers and students. They include details about the selected activity and scoring information from the student's performance while painting, coating, or blasting.

Teachers can access the reports for all of their students. Students can only access their own reports.

