

OpenHack User Guide: For Coaches

Welcome Coaches to the OpenHack!

Introduction

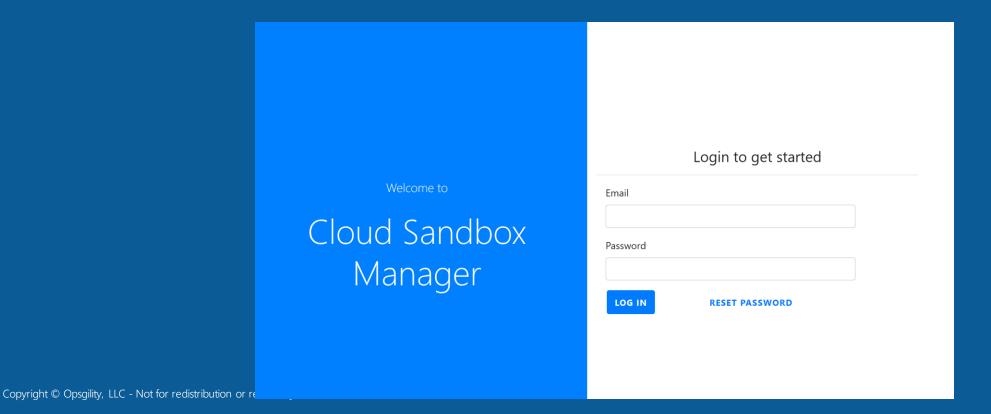
- Logging into the Portal
- Navigating the Cloud Sandbox Classroom
- Lab View
- Badging
- People Tracker (TSI completion tracking OpenHacks Only)
- Reporting Features (SuperAdmin Access Only)
- Support



Logging into the Portal

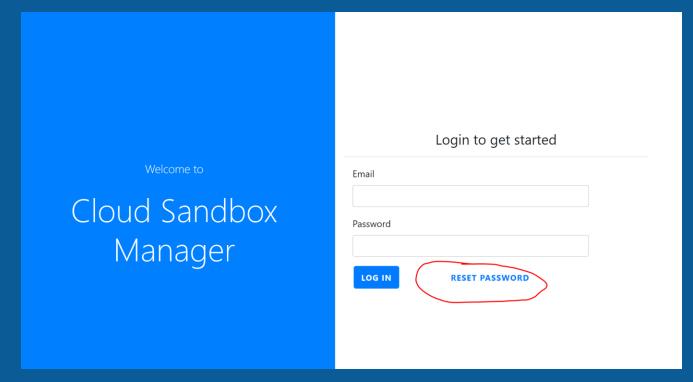
Logging in

Please go to https://cloudsandbox.skillmeup.com and enter the email address that was used when you were sent the information for the Dry Run/OpenHack classroom. Your password will be "Password123!".



Logging in

- If you have ever used the portal as a coach before, just use your original password that you set up then.
- If you forgot your password, click Reset Password.

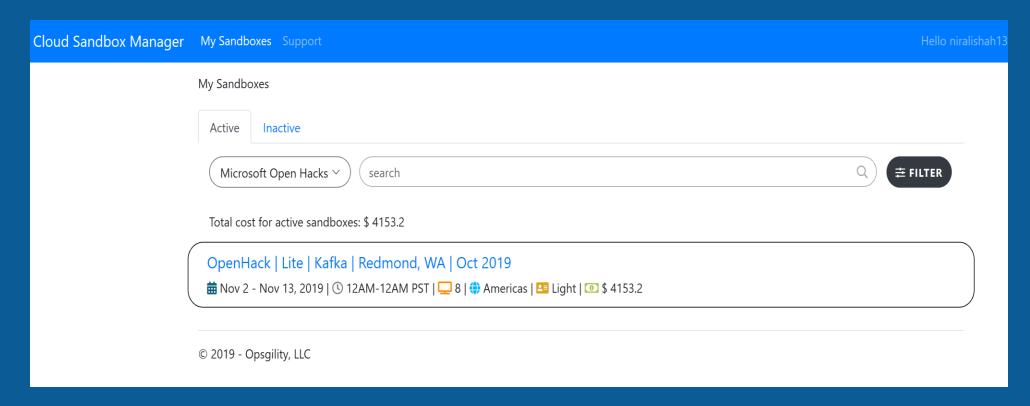


*If you are still experiencing issues logging in, please email **openhacks@opsgility.com** for further assistance.

Navigating the Cloud Sandbox Classroom

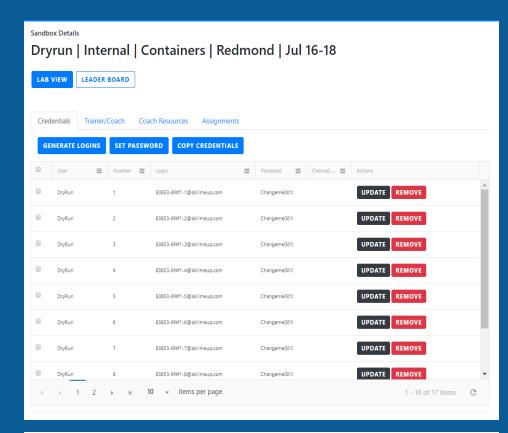
Home Screen

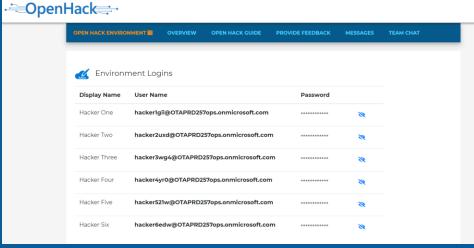
- Once you are logged in, you should see the below image as the home screen.
- To access your Dry Run/OpenHack classroom, click on the name of the classroom.



Credentials

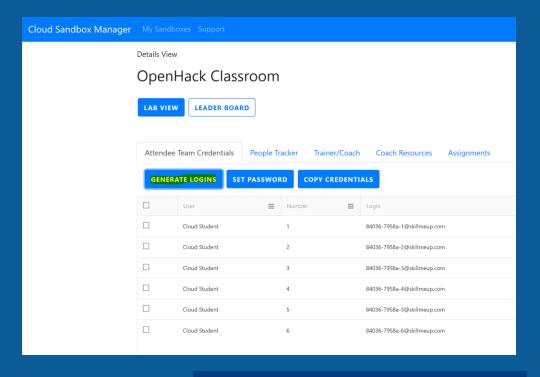
- You only need 1 initial login per team to get the challenge started. That one login can scale out to 5-6 attendees with their own logins.
- Use Case Scenario 5 teammates sit at the same table and see a table card with 1 login and password. 1 teammate goes to <u>openhack.skillmeup.com</u> and enters the OpenHack Attendee portal credentials. They will then see the bottom right image to hand out their teammate's Azure portal credentials.
- If at anytime your team loses their credentials, you may go to the portal (Details View → Credentials) and give them the initial login credential information.

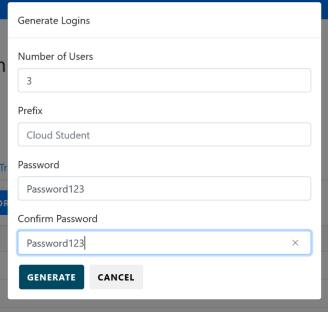




Generate Logins

- If you need to set up more logins (per each additional team), please click the **Generate Logins** button.
- A pop-up window will show up that will allow you to enter the # of new logins that you need (under "Number of Users") and to set a generic password for those logins.
- These new logins will automatically show up at the bottom of the list of logins.





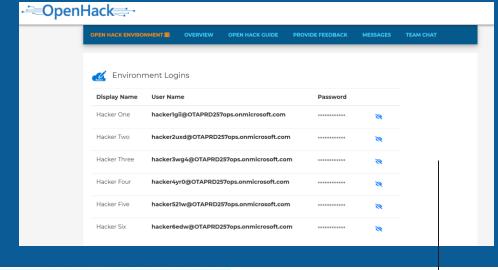
OpenHack Website (Attendee Portal)

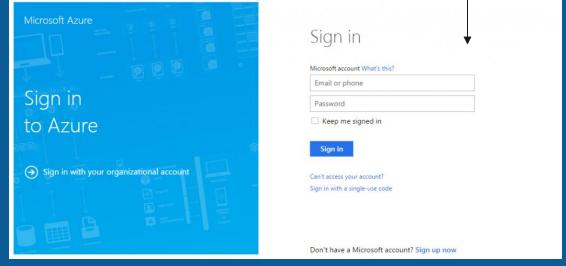
- Now you have your credentials for the OpenHack. Congratulations!
 Let's start hacking!
- Inform your users to go to the Attendee portal at
 <u>https://openhack.skillmeup.com</u>. Once they are logged in with their credentials, they will see this screen and be able to start the lab.



Logging in to the Azure Portal

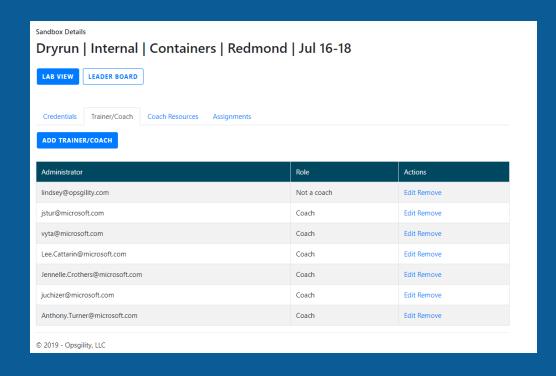
- The next step is to take those
 Azure portal credentials and start
 working with Azure.
- So, inform your attendees to navigate from <u>openhack.skillmeup.com</u> to <u>portal.azure.com</u> and enter their specific assigned Hacker credentials there.

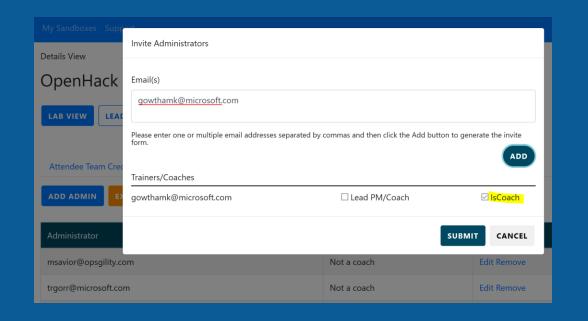




Add a Trainer/Coach

- Under Details View -> Add Trainer/Coach tab you can see all the current coaches.
- To add a new trainer or coach to your Dry Run/OpenHack Classroom click Add Trainer/Coach
 (you will see the bottom right pop-up). Then, enter their email address, click Add, denote whether
 they are a Coach or a Lead PM/Coach, and finally click Submit.

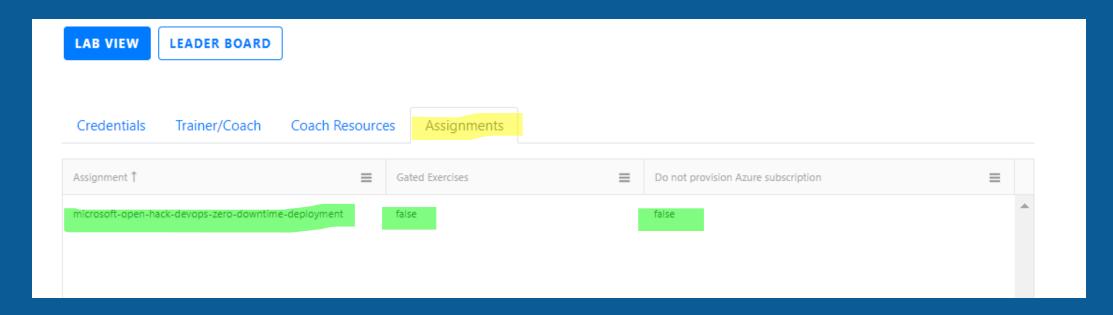




*Difference between Coach and Lead PM/Coach: Coach will be running through the content during the Dry Run. Lead PM/Coach will have additional permissions to Start/Stop Labs, etc.

Assignments

- View what OpenHack content has been assigned to your classroom in the Assignments tab. You
 will be able to see if the content is gated and if the attendees will need their own Azure
 subscription or will be using Opsgility's Real Time Labs.
- Use Case Scenario If you do not see the correct settings for your classroom (i.e. non-gated, but you are at a Standard OpenHack that works on coach approval), please let the Lead PM/Coach for your OpenHack event know so they can modify this.

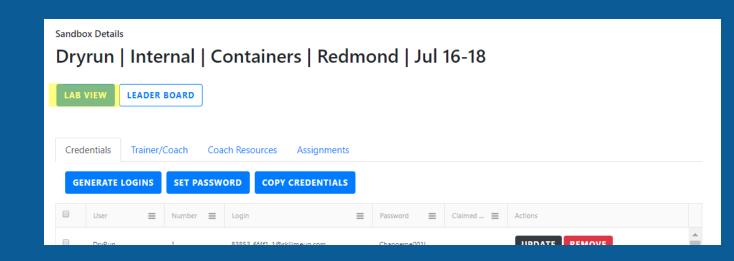


Lab View

Lab View

- During the OpenHack, you will spend most of your day in the Lab View with the attendees.
- This is where you can perform the critical task of approving challenge completion for the attendees, so that they can progress through the OpenHack. We will teach you how to do this in the following slides.
- For Dry Runs, the content is typically not gated, and does not need coach approval for attendees to progress.

Note: All labs will be provisioned and ready for the OpenHack on Day 1. Dry-Runs may or may not be provisioned before you gain access to the classrooms.

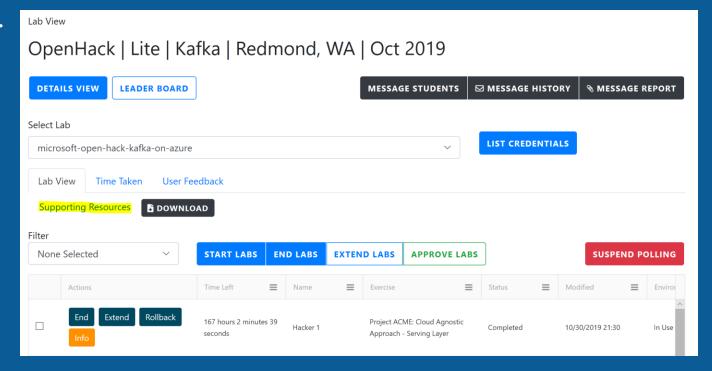


Coach Resources

 Find all coach guidance resources (i.e. coach solutions guides, cheat sheets, coach prep deck) under Lab View -> Supporting Resources.

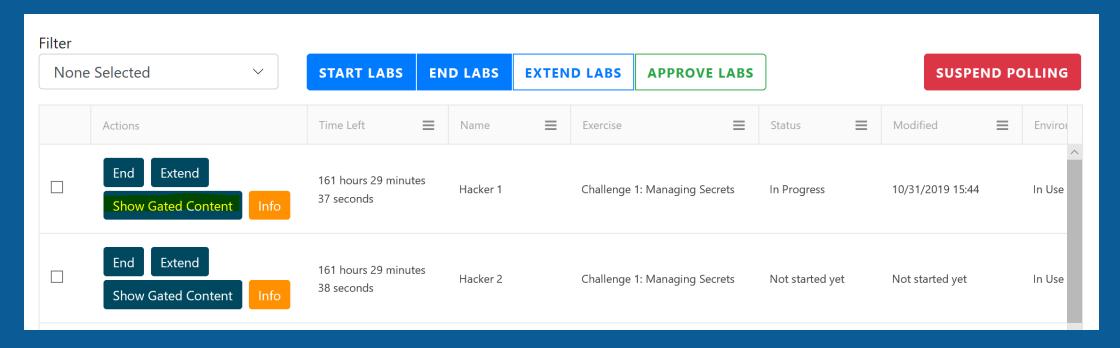
 If the Supporting Resources link does not work for you (i.e. if you are a Non-MSFT coach), please just click the Download button to get a ZIP file

of the coach resources.



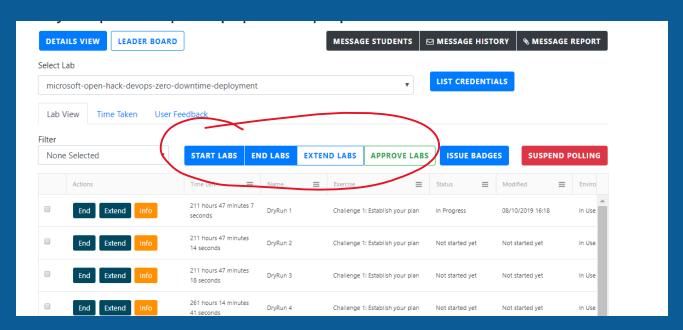
Show Gated Content

In traditional gated classrooms: if your team asks to see later, gated challenges that they have not yet reached, you may click the **Show Gated Content** button to temporarily open up all the challenges. If you click the button again, you will re-toggle back to Hiding Gated Content.



Start/End/Extend/Approve Labs

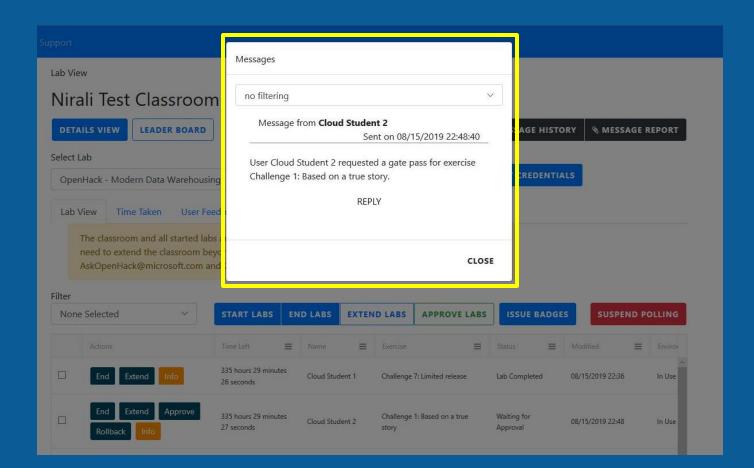
- The Lead PM/Coach has the power to Start Labs, End Labs, and Extend Labs in the Lab
 View (details for each feature in the next few slides).
- The Coach has the power to Approve Labs to move their team to the next challenge. If
 for any reason your team requests that you Extend their lab, you must ask your Lead
 PM/Coach so that they can do so.



Tips & Tricks: Use Suspend Polling and filter to your team so you do not accidently approve someone else's team and interrupt their challenge completion flow. Then, click Resume Polling and it will refresh every 10 seconds.

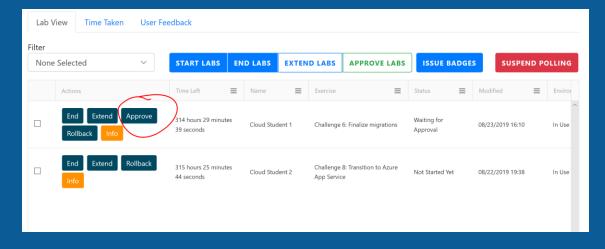
Approving Labs

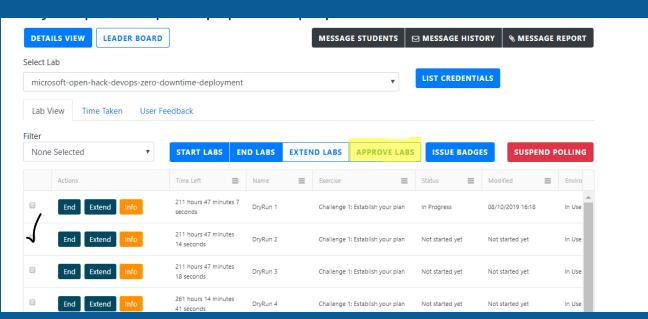
- First, you will see a message appear from your students asking for you to approve the challenge completion.
- You may reply back to them if further work is required.



Approving Labs

- To approve, check the box of the desired team and click the Approve Labs button (see right image).
- Or, click the Approve button in the desired team's row. This will appear as the students
 from the team click "Mark Complete" on their challenge page in their Attendee portal.





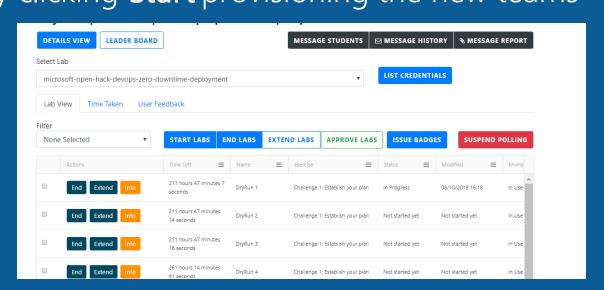
Starting and Ending Labs

Use Case Scenarios

1. If you are in the Dry Run environment, labs are not normally provisioned ahead of time so you will want to **Start** the lab to work through the content and when you are finished you will have the ability to **End** the lab so it's no longer using resources in Azure.

2. In an OpenHack classroom, you may want to **End** unnecessary teams or add additional teams needed by clicking **Start** provisioning the new teams'

environments.



Extending Labs

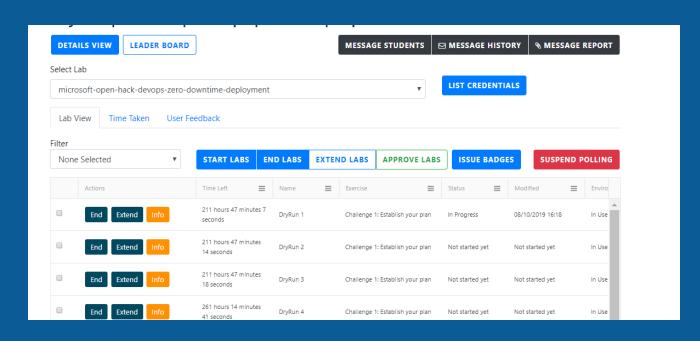
Extending labs will require a special request to **AskOHack@microsoft.com** and **OpenHacks@Opsgility.com**. You cannot extend a lab past the expiration date of the classroom.

Use Case Scenario If you notice the time of the lab will run out before the event is finished, then you would use this feature.

IMPT!

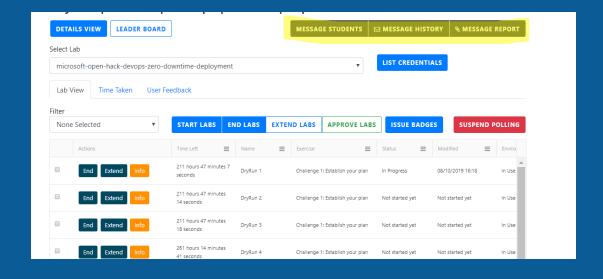
Each Engagement owner needs to ensure Azure Accounts do not expire before the OpenHack engagement is complete. Once an account expires, all content in the account is lost and not retrievable.

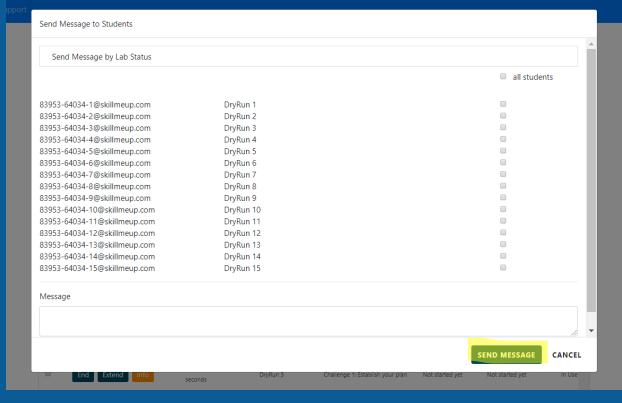
Azure Accounts will be deleted within 24 hours after the engagement end date.



Messages from Attendees

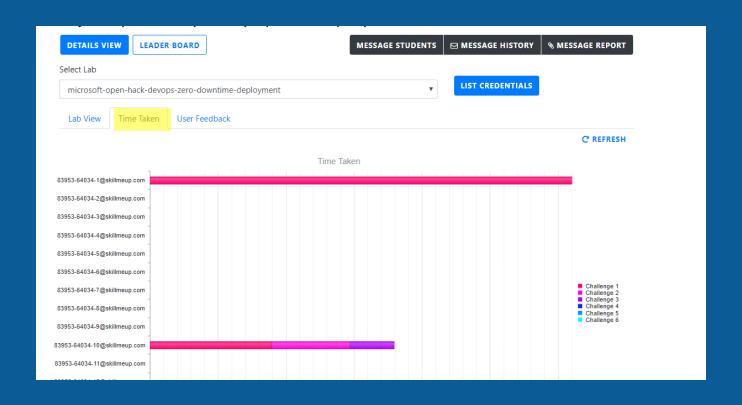
Coaches may also send and receive messages from attendees in the Lab View using the Message Students button.





Time Taken

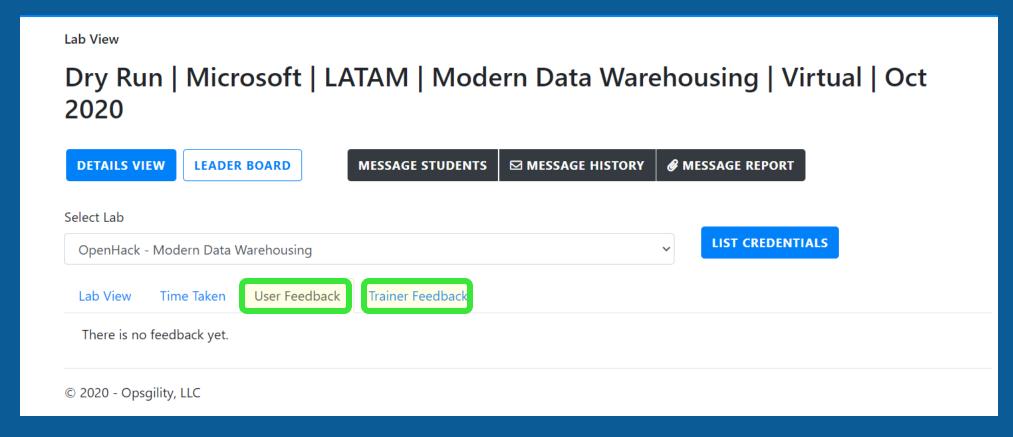
The **Time Taken** tab will show you the time each team has taken on each challenge.



User Feedback & Trainer Feedback

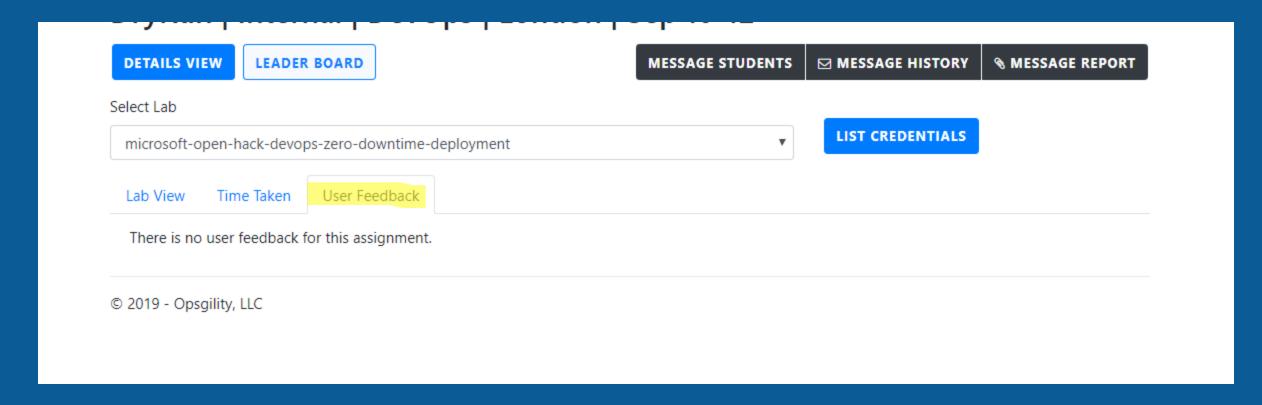
The **User Feedback** tab will show you all of the feedback we are receiving directly from the attendees during the OpenHack.

The **Trainer Feedback** tab is where coaches can add feedback. It can also be exported like the User feedback.



Feedback

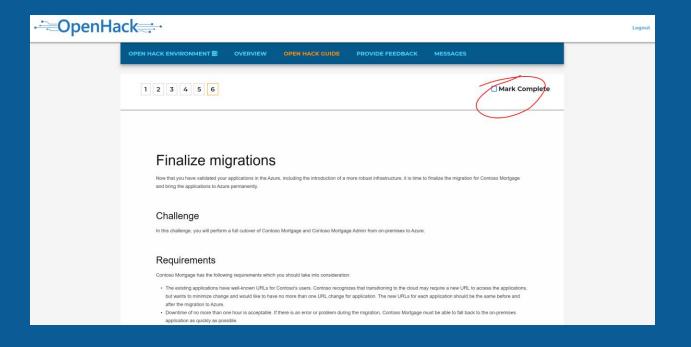
The **User Feedback** tab will show you all of the feedback we are receiving directly from the attendees during the OpenHack.

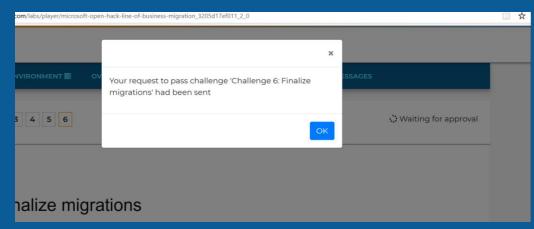


Badging

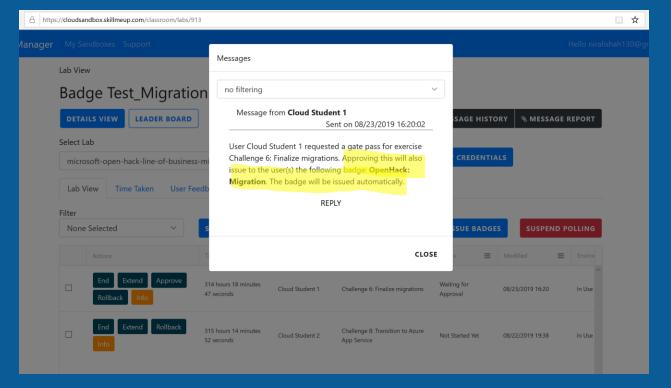
The flow of getting a badge is as follows:

1. Attendee clicks Mark Complete in their portal on the challenge level that marks sufficient knowledge of the OpenHack (set by OpenHack creator). Then, they will see the left image while waiting for coach approval.

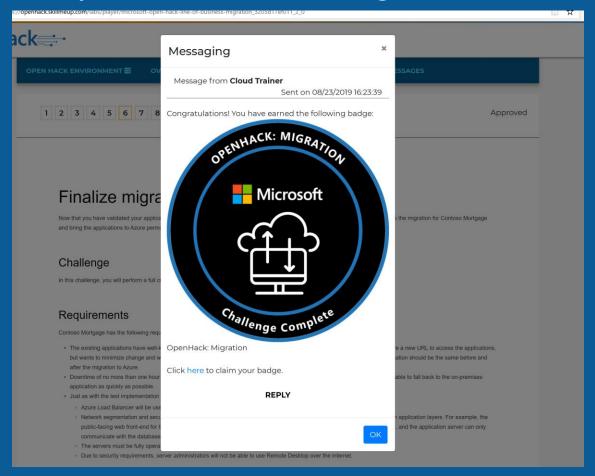




2. Coach will see a message pop up that shows team attendees have requested to progress to the next challenge on a challenge level that earns a badge.



3. Coach will click Approve button on the desired team's row. Attendees will then automatically receive their badge to claim on their portals.



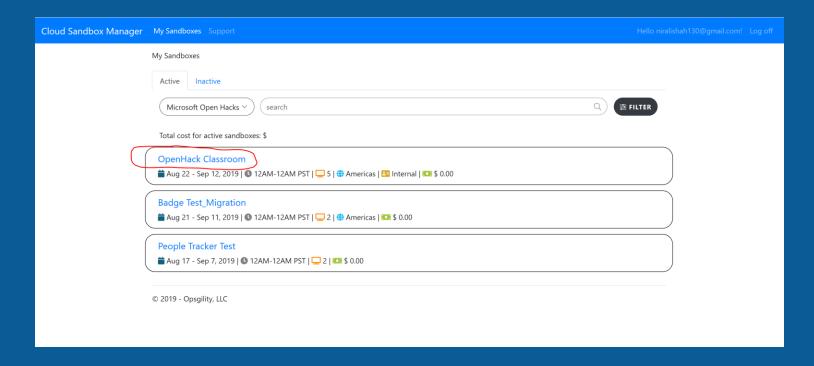
4. If they click OK without claiming their badge, or "X-out", please tell the attendees to check their Messages portal (as badges will always persist there).



People Tracker (TSI completion tracking OpenHacks Only)

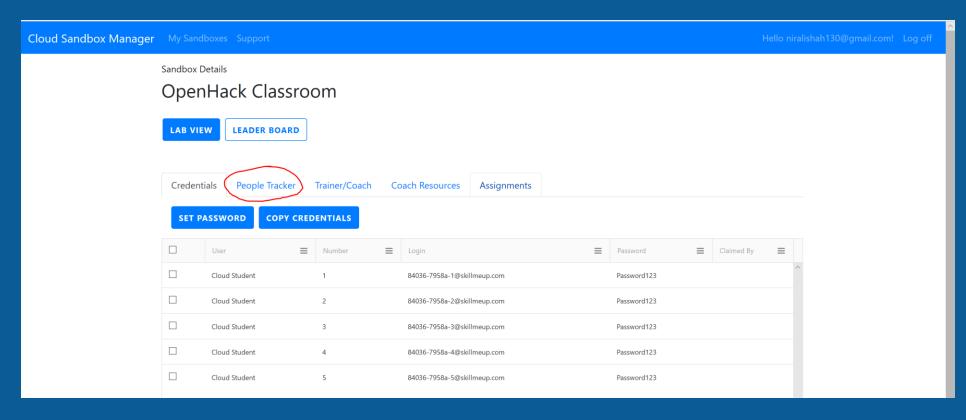
Accessing the classroom

- · Sign into the OpenHack portal as usual with your log in information at https://cloudsandbox.skillmeup.com.
- · Find the classroom for the specific OpenHack that you are coaching.



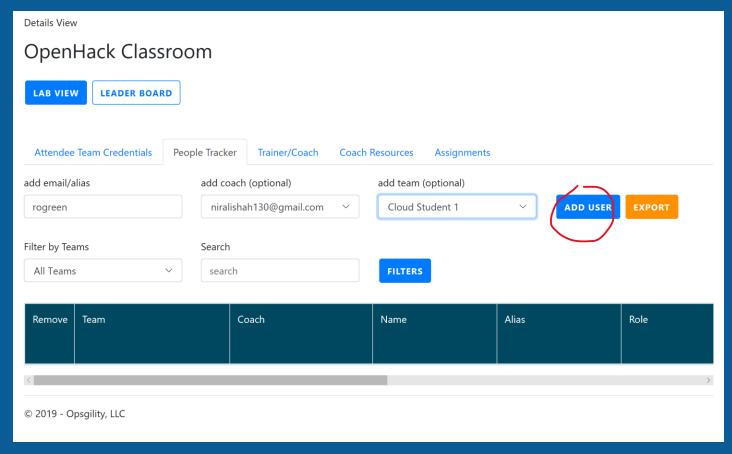
Finding the tool in the classroom

• Find the tool in the Details View > People Tracker tab.



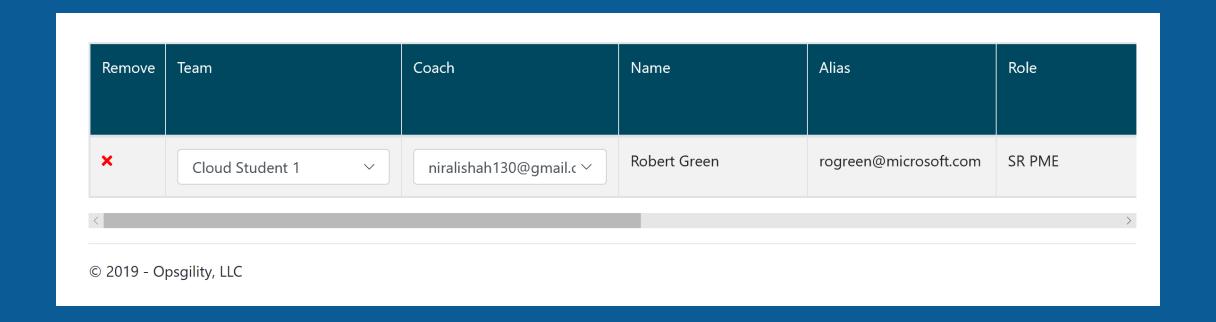
Adding attendees who need to be tracked

First, add the attendee by 1) entering their MSFT alias, 2) entering in additional information like
 Coach and Team and 3) clicking the "Add User" button.



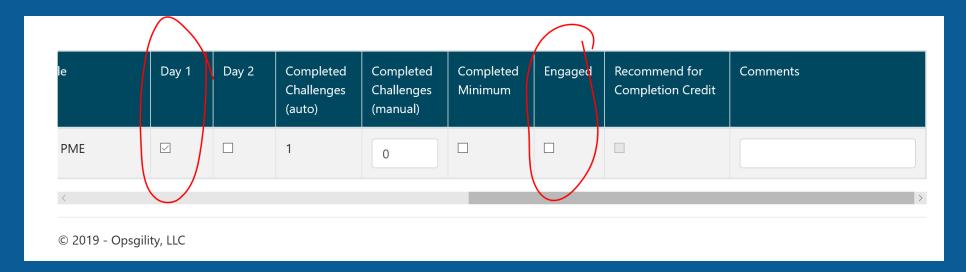
Adding attendees who need to be tracked

· A row will automatically populate with their role (as returned by Azure Active Directory).



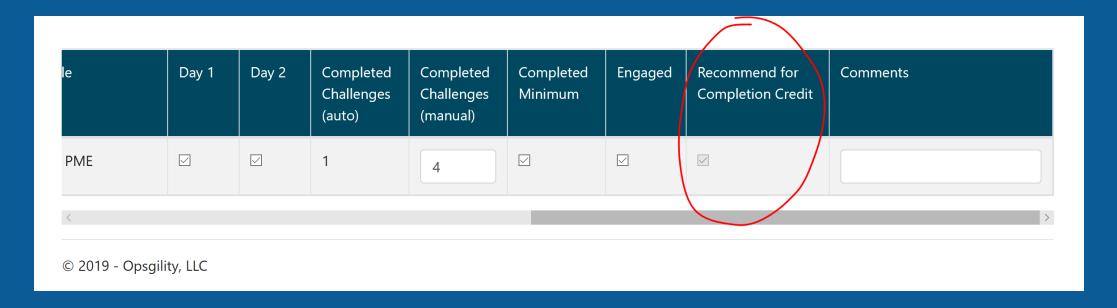
Tracking attendee participation for TSI completion

- As the OpenHack progresses, track their engagement in the OpenHack by simply checking certain boxes.
- EX: The attendee shows up Day 1, but is not engaged as they are checking emails and making work calls.
 - Under "Day 1": Check the box, but under "Engaged": Do not check the box



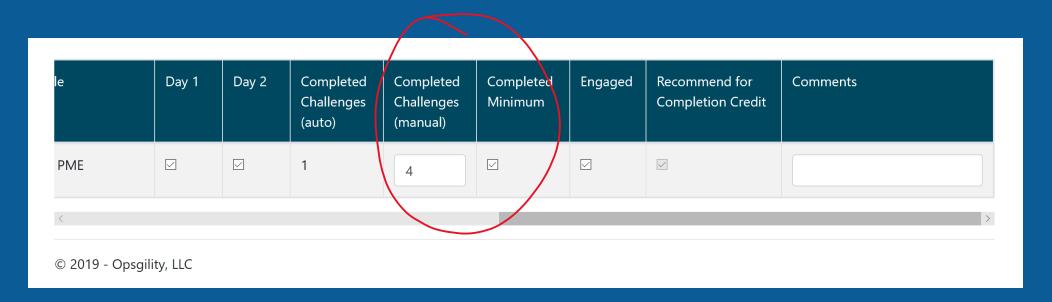
Tracking attendee participation for TSI completion

- At the end of the OpenHack, when you have tracked all of the attendee's TSI data the "Recommend for Completion Credit" will automatically be checked/unchecked.
- Feel free to add any comments to clarify things like attendee could qualify as a coach or the attendee had a poor attitude, etc.
- · Use the comment field if an attendee is NOT being recommend for TSI completion



Completed Challenges issues

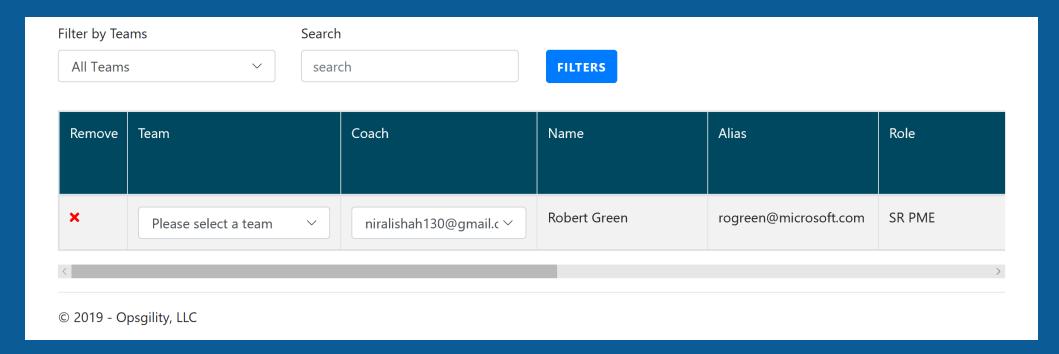
Use Case Scenario If Completed Challenges (Auto) does not reflect the actual number of challenges that the user completed during the hack, please enter the accurate completed challenges number into the Completed Challenges (Manual) field. Then, check "Completed Minimum".



Removing attendees

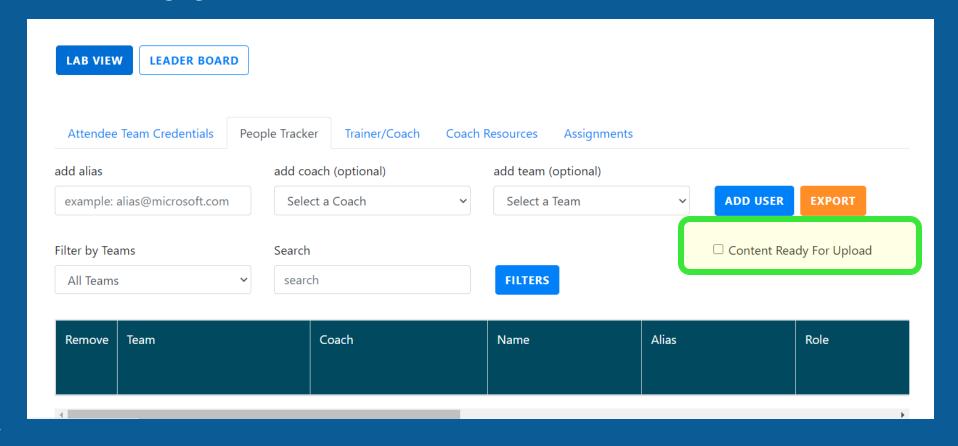
Use Case Scenario If you add a user to the wrong team, do NOT delete the user!

- · All you need to do, is change the Filter on teams to "All Teams".
- The record of the user will still show up in the final exported TSI tracking report.



Locking TSI data

- · TSI information can be locked by checking the "Content ready for upload" box.
- · Checking this box will lock the information and trigger an email to WWL and the OpenHack team.
- · This feature is only visible to the Project Leads to lock TSI data.
- · Do not check this box until the engagement is over and TSI data is validated.

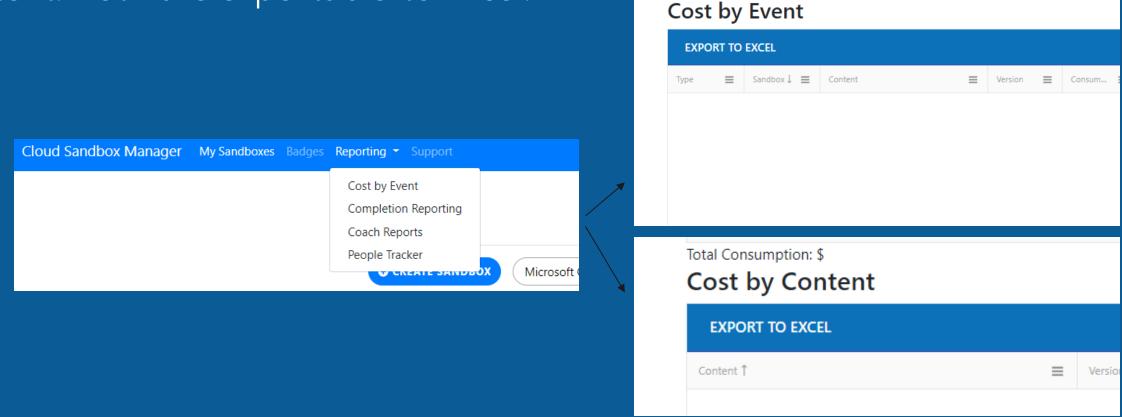


Reporting Features (SuperAdmin Access Only)

Cost by Event

Under the **Reporting** tab you will find Cost by Event reports. These will show you two different reports – 1. Cost by Event and 2. Cost by

Content. Both are exportable to Excel.

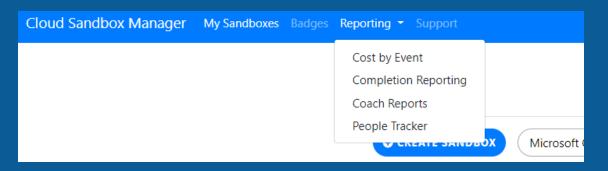


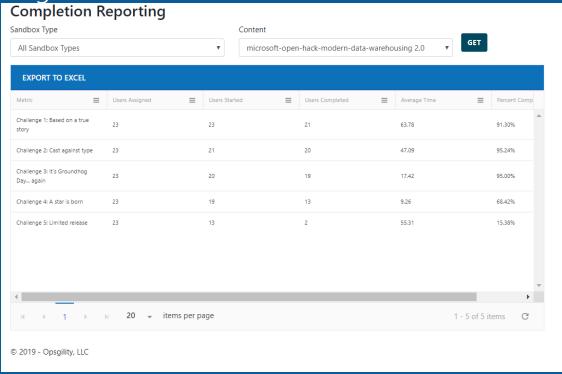
Completion Reporting

 To navigate to the Completion Report select the Reporting dropdown and click on Completion Reporting (see left image) and the Completion Report will pop-up (see right image). From there you may select individual content to view statistics on.

Completion Reporting shows a Coach/PM the all up statistics of users assigned challenges, started challenges, completed challenges, average time it takes users to get through the challenges, and

the percentage of users that completed each challenge.



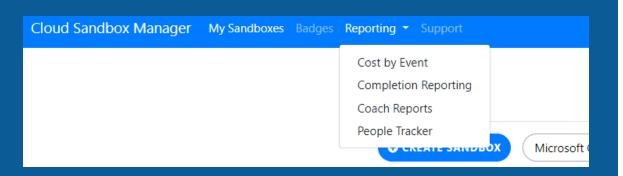


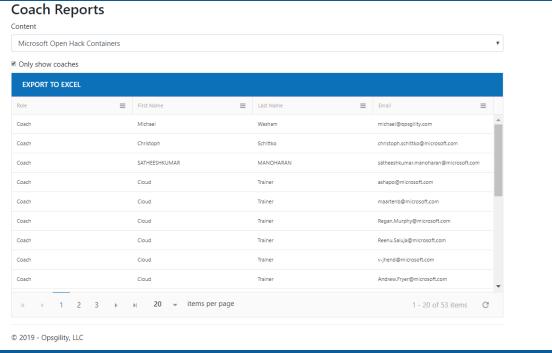
Coach Reports

To navigate to the Coach Report select the Reporting dropdown and click on Coach Reporting
(see left image) and the Coach Report will pop-up (see right image). Select the content that you'd
like to see (i.e. who was a Coach or Not a Coach) during the life of that content.

This is a great tool for finding Coaches that are familiar with the challenges and need little to no ramp up time on the content. **Note – You may check the Only show coaches' box to filter out the**

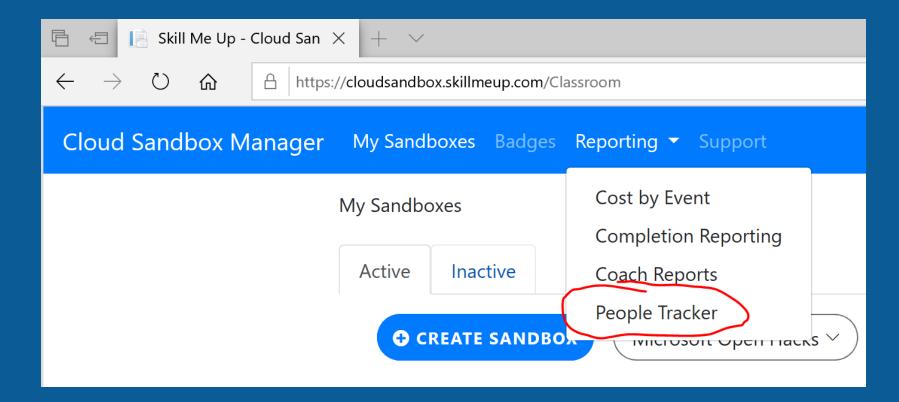
Not a Coach users.





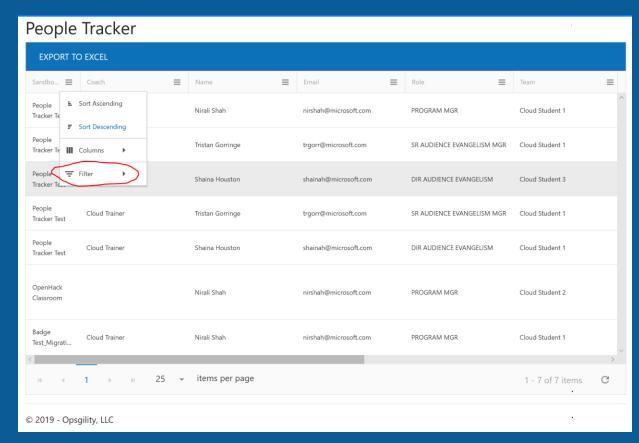
People Tracker

· People Tracker Reports can be found in the Reporting tab at the top of your portal.



People Tracker

· Use the Filter tool to sort by specific OpenHack that you would like to view TSI completion for.



Support

Need help?

At anytime during your Dry-Run or OpenHack if you need help or are having issues with the platform, please reach out to OpenHacks@Opsgility.com.



Summary

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