

Deployment & Installation Options

After receiving our email with the Simulation Software Links, you have different options for making sure that the Simulation runs on the computers that your Teams will use.

Our email will include a paragraph like the following one:

1. Windows users: [App Installation Link](#) (just click to download and install) - [InstallationGuideWindows](#)
2. Mac users: [App Installation Link](#) and [License Installation Link](#) (click BOTH to download and install) - [InstallationGuideMac](#)
3. Your password is: **XXXXX**

You will need to have these links handy to be able to install and run the Simulation.

1. Installation on your organizations' computers (directly or via USB)

If you have full access to the computers on which the Simulation will run, you can simply install the Simulation on each computer before the session (installation takes just a couple of minutes) following the instructions in [InstallationGuideWindows](#) (or [InstallationGuideMac](#)).

To perform the installation efficiently on many computers you can first install it once on a USB Key, and then go around the computers, insert the USB Key and copy the Simulation Folder on the desktop of each computer.

In case you do **not** have the right to install software on the computers, you have 2 options:

Option 1: Send the links to your IT Department indicating **on which computers** you want the Simulation to be installed, and adding the links we have sent you. They can take care easily.

Option 2: After downloading the software do not drag the Simulation Folder on your Desktop, but drag it on a USB Key (you can produce as many USB Keys as you have Teams). This will allow you to run the Simulation **directly from the USB Key** on any computer without having to install or copy anything on the computer itself. Just stick the USB Key in any computer, open the Simulation Folder, and start the Simulation.

2. Installation on your Participants' computers

There are cases where you want your participants to run the simulation on their own computers (eg if you want them to play individually or if they run the Simulation as Online Teams with one of the participants – the “Team Facilitator” - sharing his/her screen as described in [Running 100% Online](#)).

If the participants are **co-located** then you can proceed installing the Simulation on the participants computers with a USB on which you will have installed the Simulation, as described above in section 1 , either copying the Simulation Folder from the USB Key to their computers, or launching the Simulation directly from the USB Keys you will have prepared in advance (# USB Keys = # Teams playing in parallel).

If the participants are **not co-located**, just send all the necessary links to your participants (or to the “Team Facilitators” only) via email asking them to perform the installation and testing **IN ADVANCE**, like in:

*Dear Participant/Team Facilitator -Your first challenge consists in **installing and testing** the Simulation on your computer **BEFORE** our session.*

*To **install**, use the following links and instructions (should take 1 minute)*

4. Windows users: [App Installation Link](#) (just click to download and install) - [InstallationGuideWindows](#)
5. Mac users: [App Installation Link](#) and [License Installation Link](#) (click BOTH to download and install) - [InstallationGuideMac](#)
6. Your password is: **XXXXX**

*To **test** if the Simulation is correctly installed, click on on the **Test Simulation** button on the first screen.*

If you encounter any difficulties, please email sos@alpha-simulations.com and you will be contacted.
