

Before You Create a GameMaker Account

Firstly, thank you for your interest in using GameMaker for Educational use. If you wish to access GameMaker for Education use, you will first need to create a GameMaker Account.

For the educational use of GameMaker, a staff educational email address is required for the creation of a GameMaker Account (usually something that uses the domain of your school and not a generic @gmail.com/@hotmail.com etc. email address). This is so we can verify that the educational version of GameMaker will be used for educational purposes.

IMPORTANT! If you have already have a personal GameMaker Account then you will need to make another account specifically for the Education License, as you cannot mix Education accounts and Private accounts.

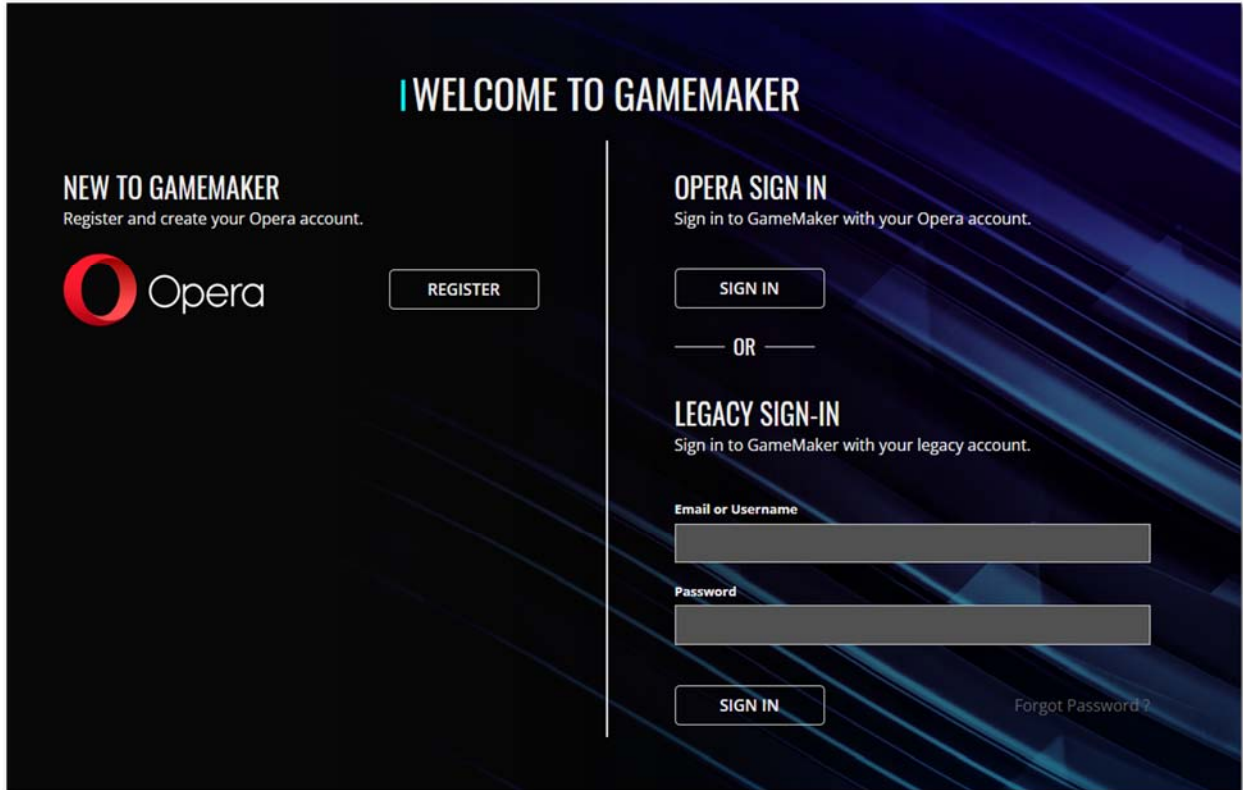
The email that you use for the GameMaker Account will be the one that gets linked to the Education license, so make sure that you sign up for the account with the correct email for your institution. To futureproof your Education account i.e. if a teacher retires or moves to another school, we recommend using a shared email address like gamemaker@ourschool.com or licensing@ourschool.com rather than a specific teacher's email address. This will make it easier for any new teachers to have access to the account.

If you already have a GameMaker Account with a GameMaker Studio 1.4 Education License assigned to it, then this account can be used instead of creating a new one.

Creating a GameMaker Account

A GameMaker Account is required in order to purchase or use any of the GameMaker licensing options. Once you have made your account, you can use it to purchase GameMaker (Education) Licenses or assign current licenses to be used in your classroom.

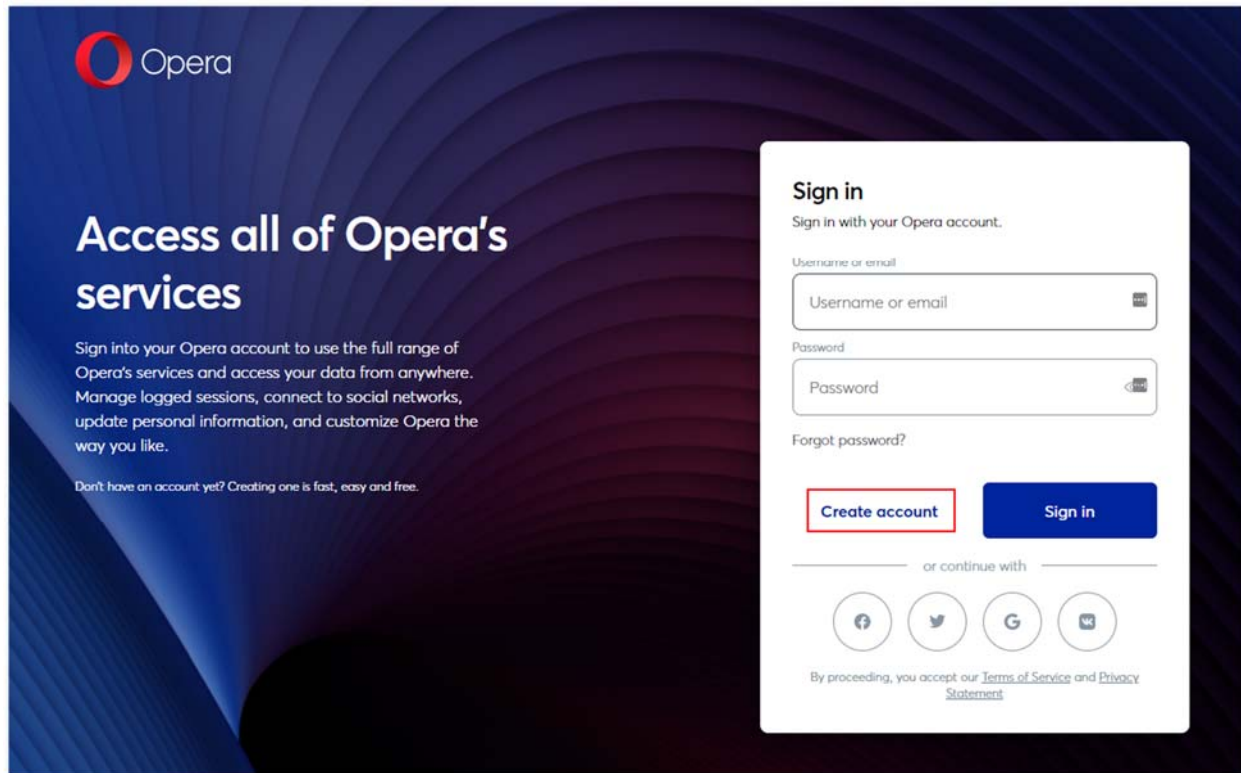
To create an account simply go to <https://education.yoyogames.com/login>



Here you will be prompted to either **Register** for a new account or **Sign In** to an existing account. Your existing account will require you to Sign In with a Username and Password or an Opera Account, depending on when your Account was created; Opera Account sign in is the newer method.

To start the registration process, click the **Register** button, on the left of this page.

This will take you to the Opera Sign In page



From here, you will click on 'Create Account' to create your Opera account (unless you already have an Opera Account that you wish to use)

You will then be asked to enter an email address to be associated with your Opera Account and set a password. Please note: your password must be between 8 and 255 characters.

You are creating an account that will be used as the Education License Management account, and your students will not need to create their own accounts as you will later create seat IDs for them to use.

We'll cover this later in the [Creating and Managing Seats](#) guide.

Before you can apply for your Education License Management account, you need to complete all of the steps to create a standard GameMaker Account.

Education specific steps can be found below, following the standard GameMaker Account creation process.

Clicking the Create Account button on this screen will then return you to our Website and you will be sent an activation email (from Opera) to the email address you have signed up for the Account with.

Congratulations on your new Opera account !

Please confirm your email address by visiting this link:

Activate account

All the best,
Your friends at Opera

Note: You are getting this email because a request was received from IP address 195.99.213.226.

Please read through the email and follow the instructions where you will be asked to click (or copy and paste into your address bar) the activation link associated with your account.

Activating your GameMaker Account

After clicking the activation link in your activation email you will be taken to a page confirming that you have successfully verified your email address.

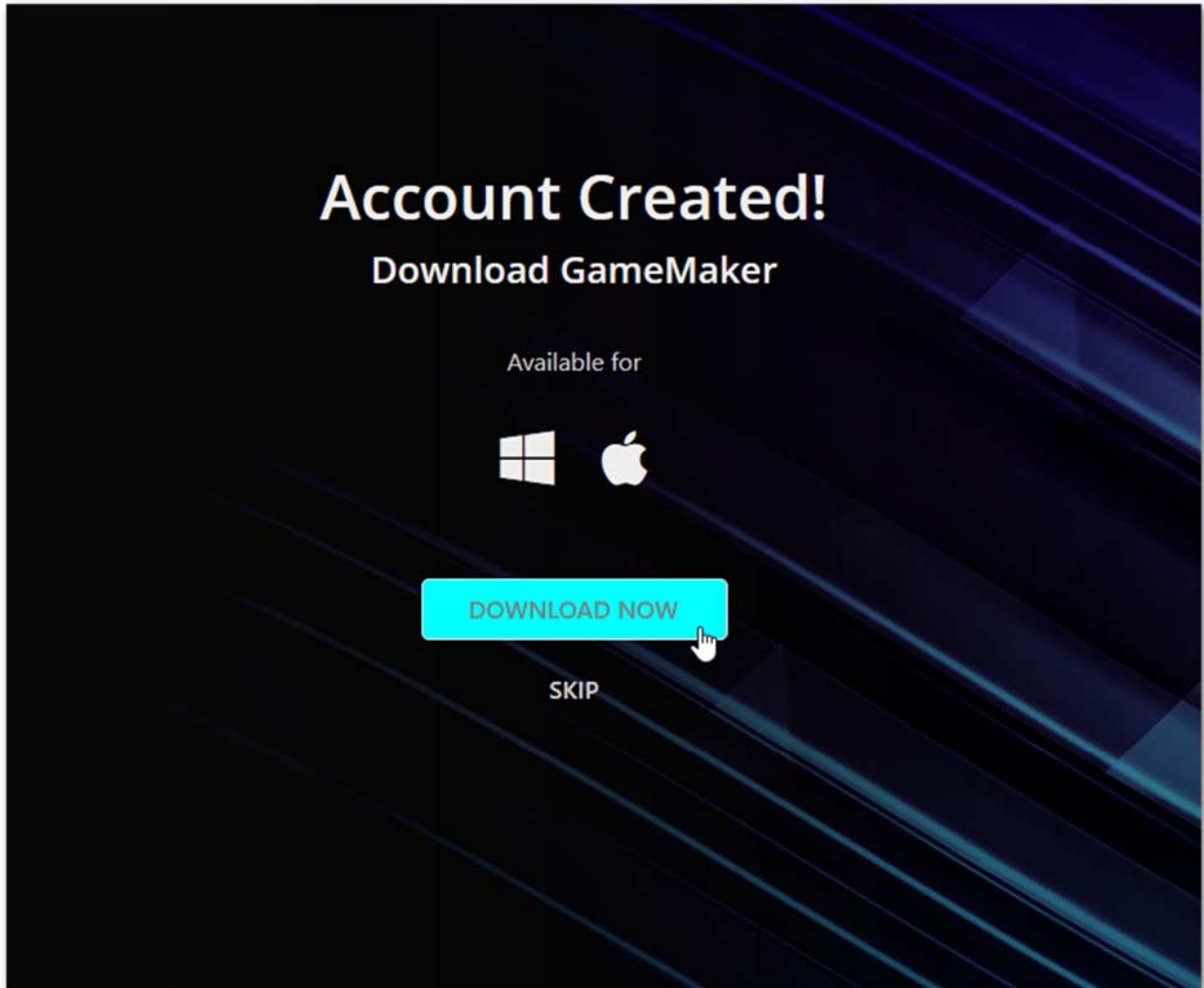
At this point, you will have a standard GameMaker Account and there are additional steps that you will need to follow, in order to apply for your Education Account. Now that you have your GameMaker Account please submit an email to your Studica representative so we may turn your account into an education account.

There are [Learning Resources](#) that may assist you in learning how to use GameMaker.

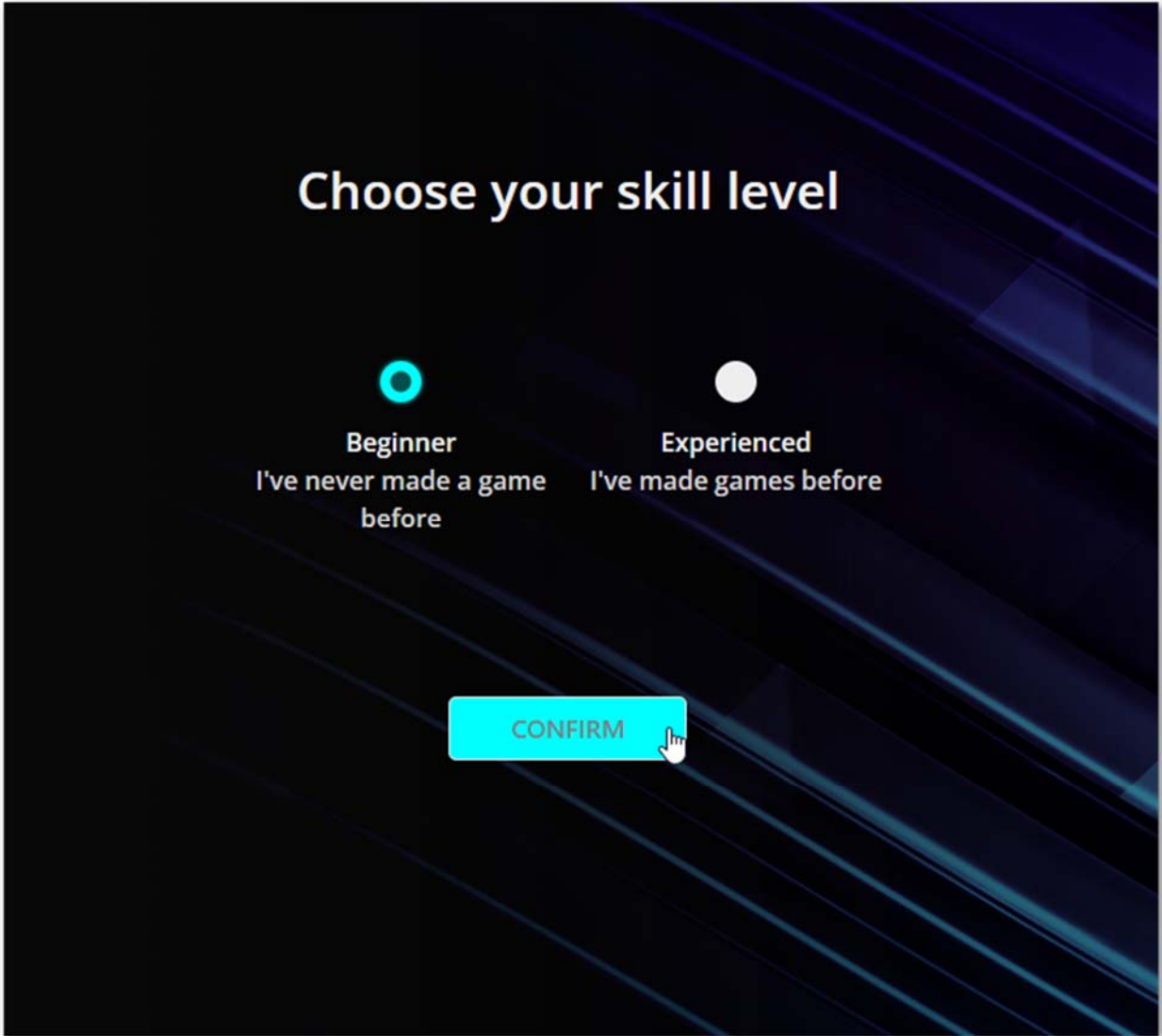
Accessing your Education Account

Once we have confirmed that you are an education institution and we have converted your account, you will be able to sign into your account (<https://education.yoyogames.com/login>)

If this is the first time you are signing into your account, you will be shown a screen confirming your account creation and inviting you to Download the software



After this screen, you will be asked your skill level, which help us to determine the most appropriate type of supportive content to send you via email, to help you get started.



Two-factor Authentication

While not mandatory, we recommend using 2-step authentication for your Account.

To set these methods up, please go to [Edit Profile](#) on your Opera Account and select Two-factor authentication -> Activate.

Login options

Email

kbrown+SchoolHelpArticle@opera.com

[Change](#)

Password

Set a unique password to protect your Opera account.

[Change](#)

Two-factor authentication

Add an extra layer of security to your account by entering one-time security codes along with your password when logging in.

[Activate](#)

This will guide you step-by-step through the process of adding an additional layer of security to your account.

Two-factor authentication



Double the security!

With two-factor authentication (2FA), you will be signing into your account in two steps, using your browser as well as the authenticator app on your phone.

Please note that after setting up 2FA you will need to log back into Opera on each of your devices. Some older versions will not support 2FA, so make sure your apps are up to date.

[Start](#)

Once this is enabled, whenever you are logging into your account the website, you will be prompted to enter the 6-digit code that will be shown in your Authenticator App

Purchasing Licenses



Buying Educational Licenses

There are 2 types of licenses that can be bought for students for a 12-month period.

- **Educator** - This license grants the user the Desktop compile targets, which gives full access to the product and permits the user to compile projects for Windows, macOS, and Ubuntu (Linux).
- **Achiever** - This license grants the user the Desktop, Mobile, Web, UWP, and now Sony PS4 compile targets, which gives full access to the product and permits the user to compile projects for Windows, macOS, Ubuntu (Linux), Android, Amazon Fire, iOS/tvOS, HTML5, Windows UWP and Sony PS4. To gain Sony PS4 access you will need to first purchase your Achiever licenses and then follow the steps outlined in our [Getting Access To The PS4 Export](#) guide.

All licenses are timed licenses and after the selected time period is over, you will need to re-purchase to continue using the product <https://www.studica.com/yoyo-games-ltd>

Creating and Managing Seats

Once your GameMaker Account has been converted to be an Education License Management Account, your Account will have two new sections, labelled Seats and Seat Managers. To start with, in the Seats section, you can assign the "seat" for the users within your institution that will be using the program - a "seat" is simply login information (username and password) that students can use to access the software.

Note that being the holder of the Education Account does not permit you to log in to GameMaker using the accounts login information, it only permits you to manage seats and buy product licenses. This means that when you set things up you will need to use the seat login too.

Initially there are no seats assigned to your account and only the *GameMaker Education Free* license will be shown, with one seat available (this one seat will be used by everybody to log into GameMaker):

SEATS

Important information

Your **education master account** is not permitted to log into the GameMaker Studio 2 IDE. In order to use your owned licences, you will need to create seats with access granted to use one or more of your licences.

For full details, please see [this helpdesk article](#).

Licence	Seats Used / Limit
GameMaker Education Free	0 / 1

Username	Licences	Last used	Managed By
No seats have been created yet			

Create a new seat

Download CSV

View invoices

The section Assigning Seat IDs to A License further down in this article explains how to assign your licenses to seats.

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Please note that when purchasing, you'll only need to purchase 1 (one) license - This license will have unlimited logins per school site however each school would need their own site license.

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Assigning Seat IDs to A License

If you haven't created a seat yet, then you should go ahead and create the seat to be used by students, as well as any teachers in your institution.

To create a new seat, you need to be on the [Seats section](#) of your Account Dashboard and then simply click the Create a new seat button. This will take you to the following page where you need to give some basic information about the user that will be assigned to the seat:

CREATE SEAT

Username

A randomly-generated seed will be appended to the username provided; the resulting combination will be required to log into the GameMaker Studio 2 IDE. This username cannot be modified.

Seats

Password

Confirm Password

Access to... GameMaker Education Free – 1 seat remaining
 GameMaker Achiever (Site) – 1 seat remaining

Here you give a username and password combination which will be required to log in to GameMaker later. Below that is a list of the licenses that the seat can have 'Access to...' Here you'll see any site licenses you have purchased. You can select the license that you want to assign the seat to use.

Once you have created and assigned seats, they will be shown on the Seats page for the account:

Username	Licences	Last used	Managed By
GameMakerSeat.001.5731	GameMaker Achiever (Site)	Never	 <input type="button" value="Delete"/>
GameMakerSeatFree.001.9816	GameMaker Education Free	Never	 <input type="button" value="Delete"/>

Note that *all* usernames created for seats will be appended with a randomly generated seed value, to ensure that a username is unique. We'd recommend *not* using email addresses in the username - some users have reported that, particularly with longer domain names, they experience login issues doing

this. The resulting combination of username and value will be required to log into the GameMaker IDE, as shown here:

The screenshot shows a 'YoYo Account Login' window. On the left, there are input fields for 'Email/Username' (filled with 'GameMakerSeat.001.5731') and 'Password' (filled with '*****'). Below these are checkboxes for 'Remember Me' (checked) and 'Show Password' (unchecked). At the bottom of this section are buttons for 'Login', 'Forgotten password?', 'Register', and 'Proxy settings'. On the right, under the heading 'Opera Account', there is a prompt 'Sign in to GameMaker with your Opera account.' and a 'Sign In' button.

Note that once created this seat will be used by all parties to log in to the IDE. Once created the name/password cannot be changed so if either of these operations are required, please delete and recreate the seat.

Seat Managers

It may be that you are not going to be using the licenses you purchase in the classroom so want to allow another teacher to be in control of a site license and be responsible for assigning seats, but you don't want them to have Master access to administer your GameMaker Account.

For example, the staff member that will be purchasing the licenses and the staff member(s) that will be running the classrooms and using the seat are different people.

In these cases, you can add them as a Seat Manager from the section of the same name:

LISTING SEAT MANAGERS

User

There are no seat managers to display.

[New Seat manager](#)

Here you should click on the button "New Seat Manager" and then go on to fill in the email address of the person you wish grant the permission, as well as the license that they will be able to assign:

NEW SEAT MANAGER

Licence	Seats Used / Limit
GameMaker Education Free	0 / 1
GameMaker Achiever (Site)	1 / 1

User Email

Access to... GameMaker Education Free
 GameMaker Achiever (Site)

[Save](#)

IMPORTANT! The email that is given here must also be associated with a GameMaker Account but should *not* be a GameMaker Account that is itself an Education License Management Account.

Once you have assigned a Seat Manager, they will show up on the main Seat Manager screen:

SEATS

[SEAT MANAGERS](#)

GAMEMAKER

SETTINGS

PUBLISHER

Seat manager was successfully created.

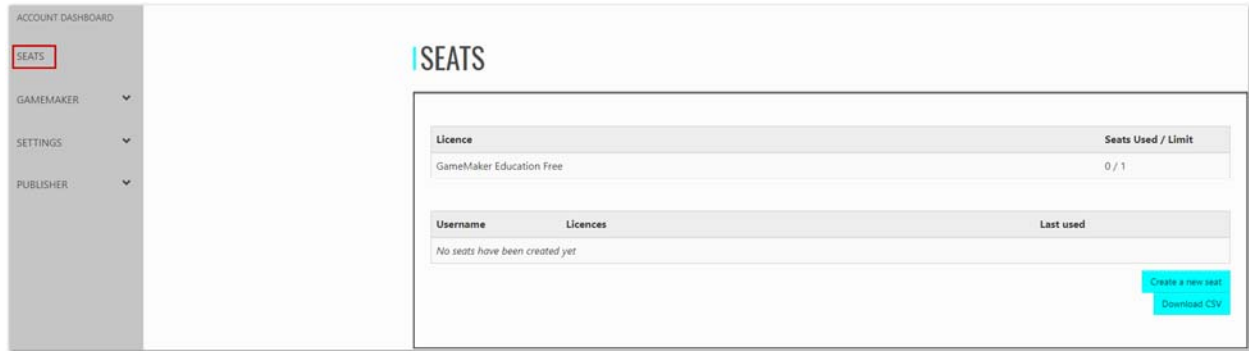
LISTING SEAT MANAGERS

User

[Edit](#) [Remove](#)

[New Seat manager](#)

The Seat Manager them self will now have a new option from their Account dashboard for 'Seats', and if they click on it, they will be shown a simpler version of the Master account seat administration page:



The manager can now assign seats or remove them, as explained in the sections above.

As you have given the Seat Manager your purchased license, you will no longer have access to it unless you choose to Remove the Seat Manager, this functionality can be found on the Seat Managers page listed above.

You're now ready to use your seat login in the GameMaker IDE!

If you encounter any issues during the setup process that are not answered in this set of articles, please send our Support Team a message through our [Contact Us Page](#).