

## 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 here: <https://education.yoyogames.com/login> if you have already done so skip this step if you registered with your school email.

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.

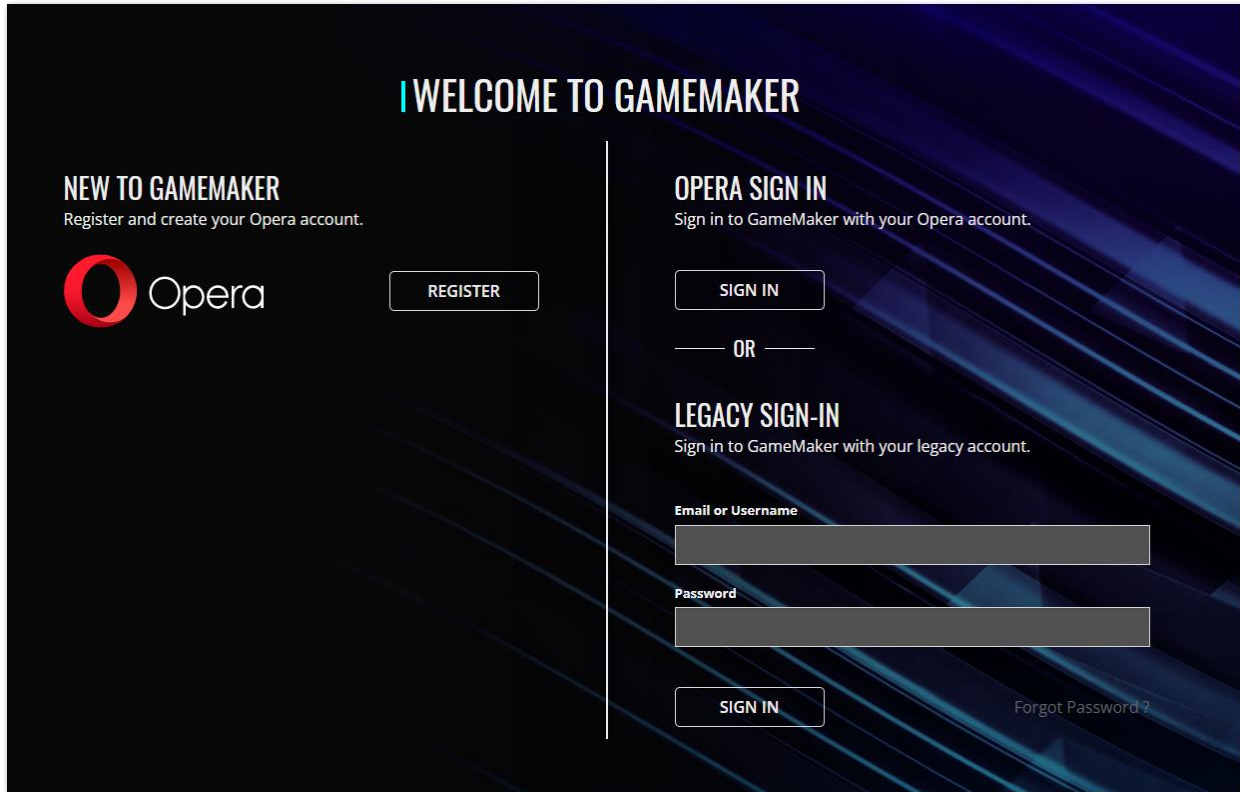
The email that you use for the GameMaker Account will be the one that gets linked to the Education license, so make sure that you sign up for the account with the correct email for your institution. To future proof your Education account i.e. if a teacher retires or moves to another school, we recommend using a shared email address like [gamemaker@ourschool.com](mailto:gamemaker@ourschool.com) or [licensing@ourschool.com](mailto: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.

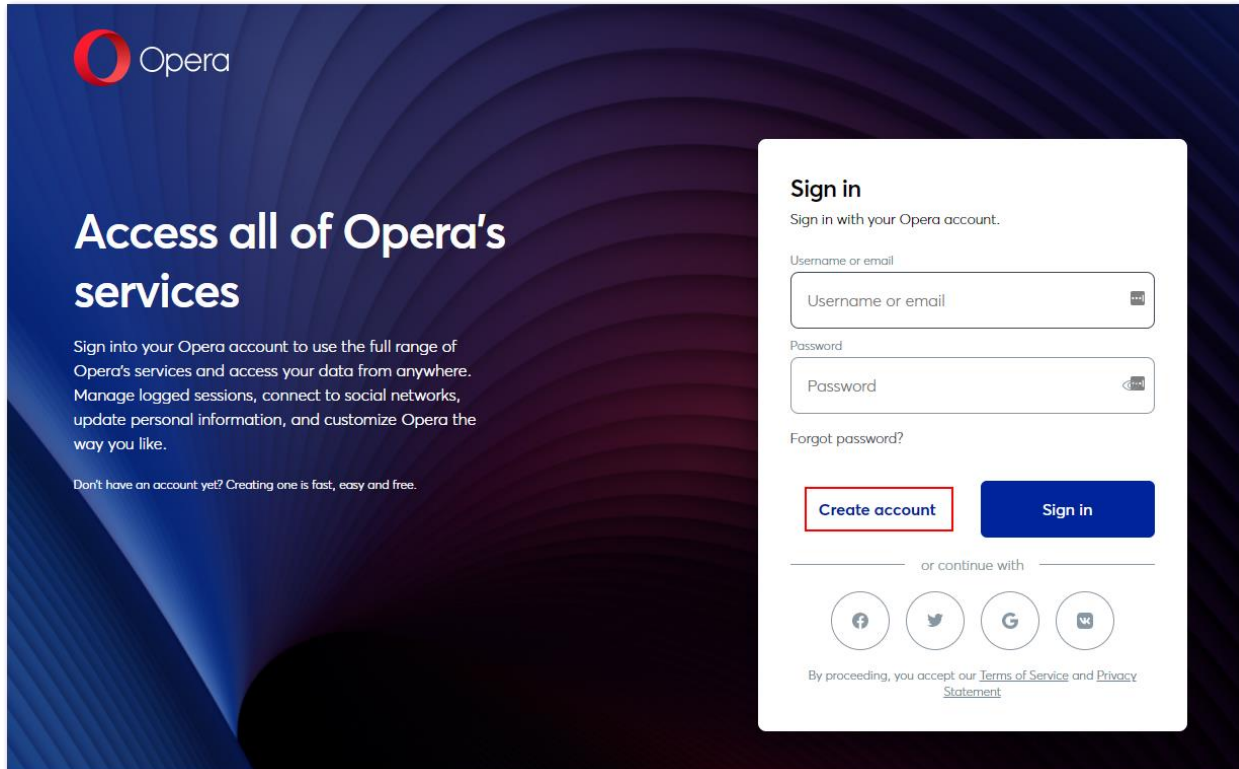
To create an account simply go to <https://education.yoyogames.com/login>



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

## Applying for an Education Account

Now that you have your GameMaker Account please reach out to your representative at Studica Inc. and provide the school email used to create the registration.

When we receive that request, and have verified the software will be used for educational purposes we then convert your GameMaker Account to an Education account, granting you a free, permanent Teacher license. The Teacher license has the same functionality as a Desktop/Educator license and is for evaluating the software, testing the setup process and for teaching use.

There are [GameMaker Tutorials | Learn How to Make a Game With GameMaker](#) 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

# Account Created!

Download GameMaker

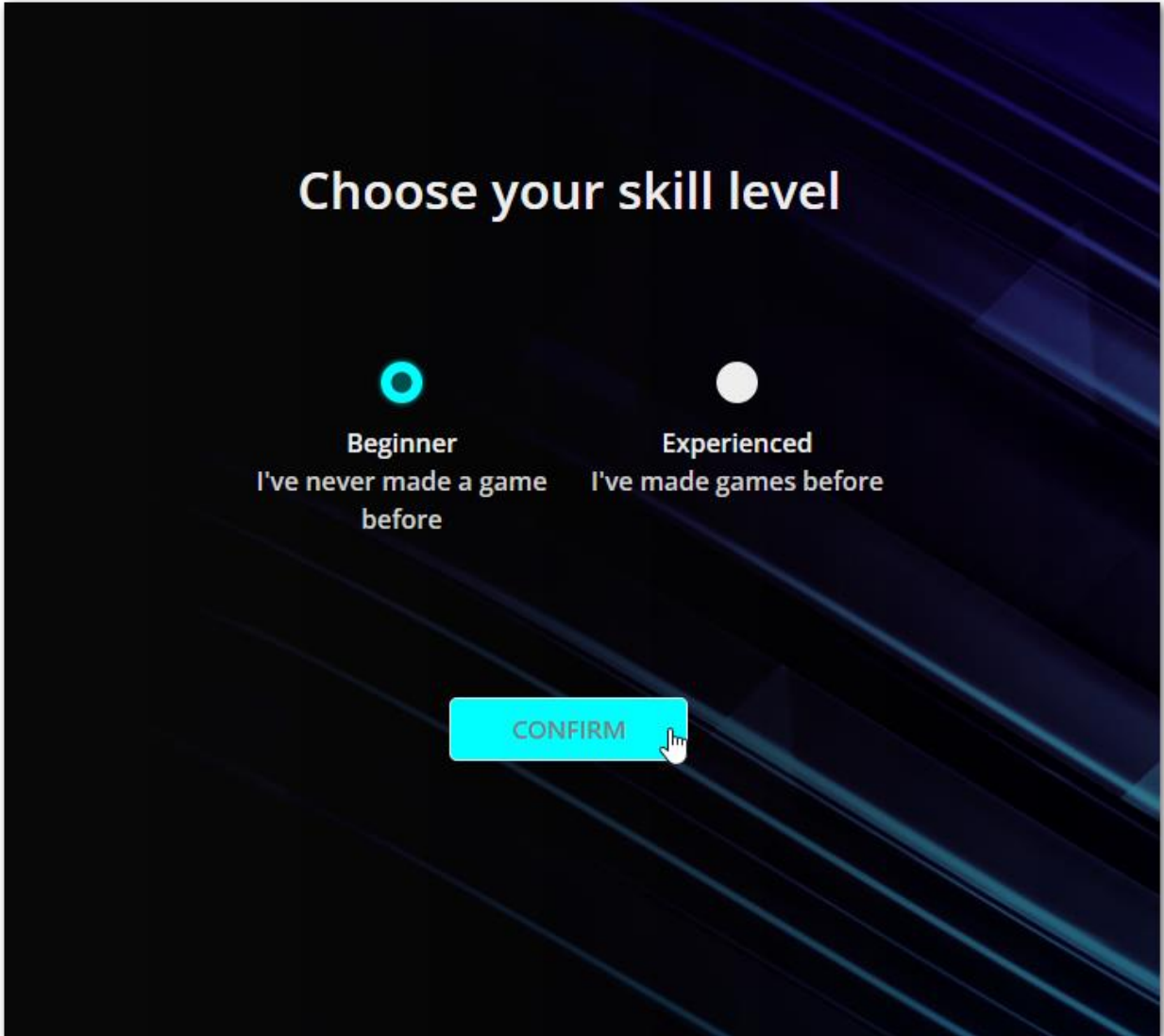
Available for



DOWNLOAD NOW

SKIP

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 3 types of licenses that can be bought for students, 12 month or 24 month time 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).
- **Educator Plus** - This includes all functionality of the Desktop and Web licenses e.g. will run GameMaker on Windows and macOS machines and allows games to be exported to Windows, macOS, Ubuntu and HTML5
- **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/gamemaker-studio-2-educator>

## How many licenses will I need to buy?

Please note that you only need to purchase the amount of licenses for the number of concurrent users of the software. For example, if you have a class of 30 students then you will need to purchase 30 licenses, however if you have two separate classes of 15 students, with those classes happening at separate times, you will only need to purchase 15 licenses. You'll see, in our [Creating and Managing Seats](#) article that you create seats (usernames and password) for each machine that will be accessing the software. These seats can be shared as long as they are not being used at the same time. If you do decide to share these seats we would recommend taking advantage of the auto-logout preference to avoid these seats from exceeding their maximum amount of logins. Please refer to our [Automatically Log Users Out Each Time GameMaker Is Closed](#) article for information on how to set this up.

If you return to your [Products](#) page for the account, you should see that the new GameMaker license(s) will be shown:

The screenshot shows the 'ACCOUNT DASHBOARD' with a sidebar menu containing 'SEATS', 'SEAT MANAGERS', 'GAMEMAKER', 'Products', 'Download', 'Redeem', and 'SETTINGS'. The 'Products / LICENCES' section is active, displaying a table of licenses owned by the user. A red box highlights the 'Educator (1 Year)' license row.

Product	Purchased	Expiry	Status
Educator (1 Year) <a href="#">more info</a>	20 Jun 2019	20 Jun 2020	OWNED
Teacher Licence <a href="#">more info</a>	20 Jun 2019	Permanent	OWNED

With your licenses now purchased, it's time to create seats to attach these licenses to. Please refer to

our <https://help.yoyogames.com/hc/en-us/articles/360002406297> article for instructions on how to do this.

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## Creating and Managing Seats



Once your YoYo 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 "seats" 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 assign a seat for yourself too.***

Initially there are no seats assigned to your account and only the Teacher license will be shown, with one seat available:

The screenshot shows the 'ACCOUNT DASHBOARD' with a sidebar menu containing 'SEATS', 'SEAT MANAGERS', 'GAMEMAKER', 'SETTINGS', and 'PUBLISHER'. The 'SEATS' section is highlighted with a red box. The main content area is titled 'SEATS' and contains an 'Important information' box stating that the education master account cannot log into GameMaker Studio 2 IDE and that seats must be created. Below this is a table with columns for 'Licence' and 'Seats Used / Limit'. A row for 'Teacher Licence' is highlighted with a red box, showing '0 / 1' seats used. At the bottom, there are two buttons: 'Create a new seat' and 'Download CSV'.

Licence	Seats Used / Limit
Teacher Licence	0 / 1

Username | Licences | Last used

No seats have been created yet

Create a new seat  
Download CSV

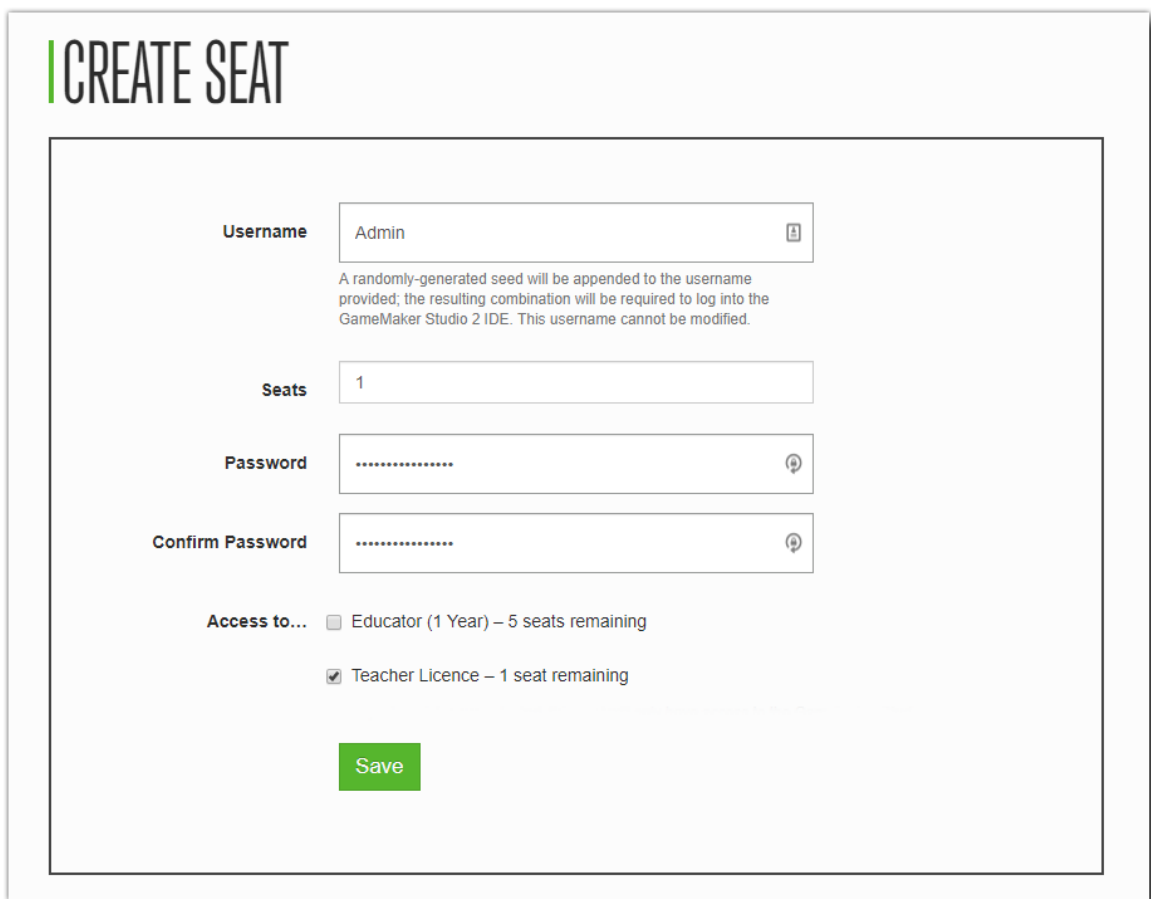
The section Assigning Seat IDs To A License further down in this article explains how to assign your Teacher license (and any other purchased licenses) to seats.

Obviously, the Teacher license is fine for an educator to test and evaluate the product or get started creating course-work, but you will need to purchase additional licenses to assign further seats for the students to use the product.

## Assigning Seat IDs To A License

If you haven't created any seats yet, then you should go ahead and create seats for each license that will be used by students, as well as one for the Teacher License of the account.

To create a new seat, you need to be on the [YoYo Account \(yoyogames.com\)](https://yoyogames.com) of your YoYo Account 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:



The screenshot shows a web form titled "CREATE SEAT". The form contains the following fields and options:

- Username:** A text input field containing "Admin". To the right of the field is a small icon of a person. Below the field, a note states: "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:** A text input field containing the number "1".
- Password:** A password input field with a masked password of ten dots and a toggle icon to the right.
- Confirm Password:** A second password input field with a masked password of ten dots and a toggle icon to the right.
- Access to...:** A section with two radio button options:
  - Educator (1 Year) – 5 seats remaining
  - Teacher Licence – 1 seat remaining
- Save:** A green rectangular button with the text "Save" in white.

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... and 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:

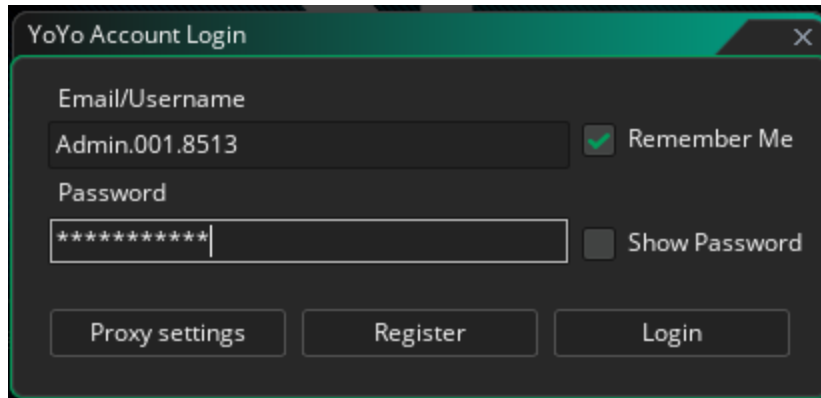
Username	Licences	Last used	
Admin.001.8513	Teacher Licence	Never	Delete
Student.001.1730	Educator (1 Year)	Never	Delete
Student.002.6395	Educator (1 Year)	Never	Delete
Student.003.1979	Educator (1 Year)	Never	Delete
Student.004.2963	Educator (1 Year)	Never	Delete
Student.005.5997	Educator (1 Year)	Never	Delete

Create a new seat

Download CSV

View invoices

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 students 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:



Important! Once a seat has been used to log in to GameMaker, both the seat and the computer running the GameMaker IDE will be linked, and you cannot use the seat to log in to GameMaker on any other machine unless you log out of the current machine.

Note that if you wish to change the license that a seat has been assigned to, then you will have to remove the seat from the Education account and re-create it, as individual seats cannot be changed once created.

## Removing Seats

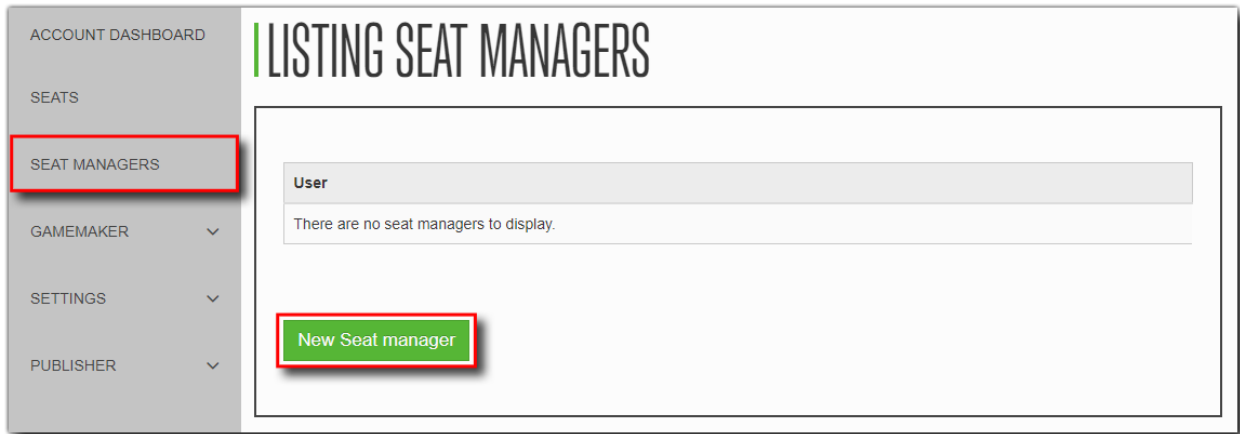
You can remove a seat from any paid/upgraded license at any time, and this will "free up" the seat for you to add a new license to. To remove a seat, simply click the Delete button to the side of the seat. This will show a prompt in the browser asking if you are sure, clicking "Okay" on the pop-up confirmation will remove the seat and free up the license for use on another seat.

## Seat Managers

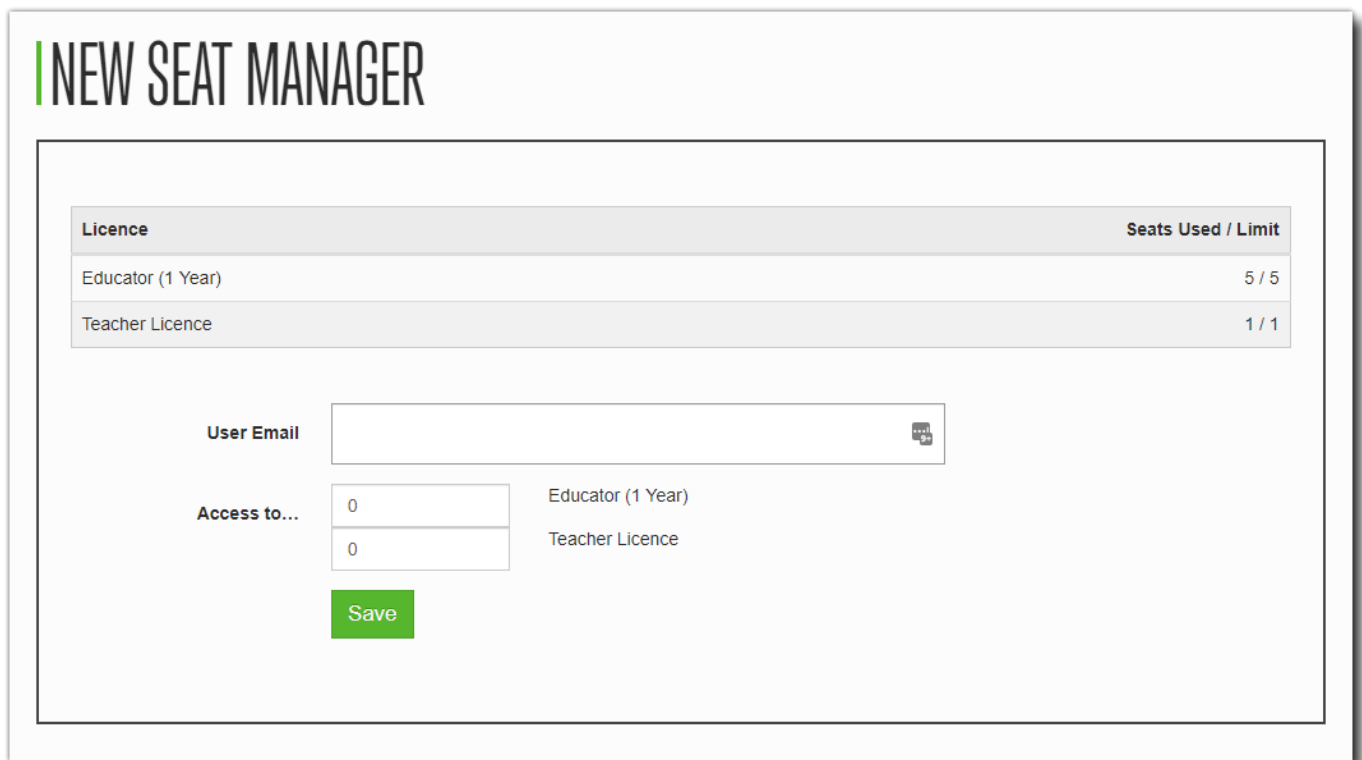
It may be that you want to allow another teacher to be in control of a set of licenses and be responsible for assigning seats to a group of students, but you don't want them to have Master access to administrate your YoYo Account.

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 seats are different people.

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

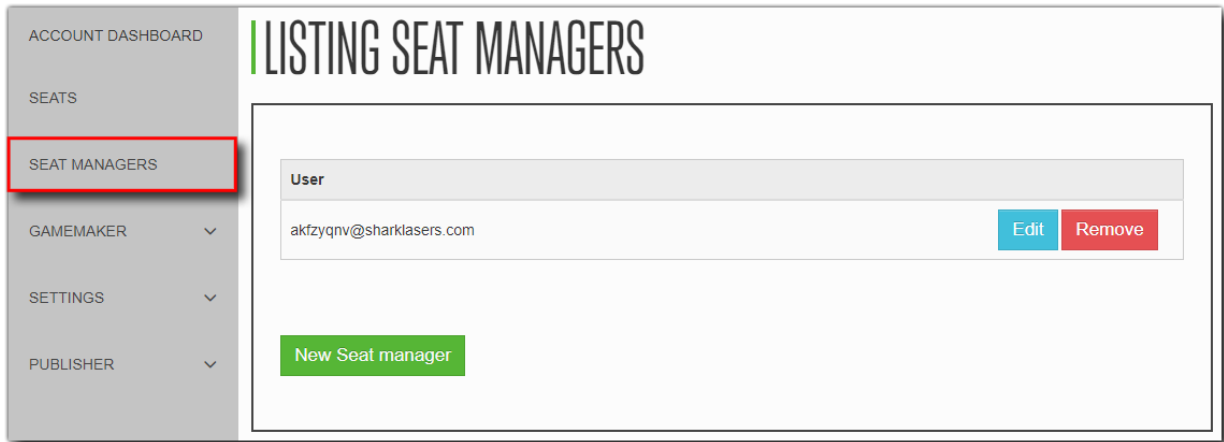


Here you should click on the button "New Seat Manager" and then go on to fill in the email address of the person you wish grant the permission, as well as the number of licenses that they will be able to assign:

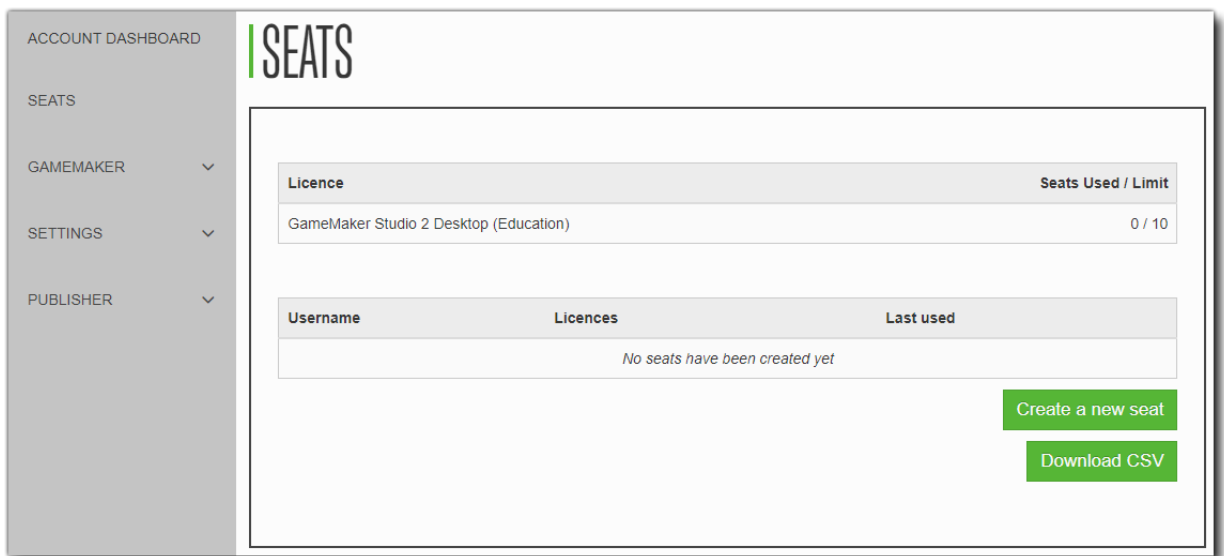


**IMPORTANT!** The email that is given here must also be associated with a YoYo Account but should not be a YoYo Account that is itself an Education License Management Account.

Once you have assigned one or more Seat Managers, they will show up on the main Seat Manager screen:



The Seat Managers themselves will now have a new option from their YoYo 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 a number of your purchased licenses, you will no longer have access to those licenses unless you choose to Remove the Seat Manager, this functionality can be found on the Seat Managers page listed above.

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 | YoYo Account \(gamemaker.io\)](#)