

Getting Started with the Beanstack Tracker App

BEANSTACK MOBILE APP



Beanstack offers a mobile app that allows you to log and track your reading. It strives to be like a Fitbit for reading. It allows you to track reading for multiple readers within one account. It is free and available in the Play and App stores. A search for Beanstack, will bring up the app called Beanstack Tracker with a heart logo.

- Touch Get Started.
- Touch *Yup!* to answer the question if the library uses Beanstack.
- In the search box, type in Altoona Public Library and select the Option with (WI).
- Tap "Don't have an Account? Sign Up!" at the bottom of the screen.
- Follow the prompts to complete the registration process.
- If you would like to participate in challenges, tap "Fill Out My Reader Profile."
- Enter information as prompted.
- Any challenges available for you will populate. Register for what you are interested in.
- Click "continue."
- If you would like to add more family members to your account, click "Add Another Reader."
- Once you are done adding readers, select "I'm done adding readers."
- If you have set up your account and have not registered for the challenge, you can find the Summer 2020 challenge listed under "Challenges," by tapping on it, and registering there. *Note: The Beanstack Tracker App will sync all of your programs. Log your reading or an activity and the App will track your days automatically.*

1. Beanstack Home Page

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3. Screen below pops up and asks what you want to log.



4. To log reading, tap on



5. Scanning ISBNs, logging titles (for kids and teens) is optional. Only want to log days (for kids) and minutes (for teens). Tap on "Log a Day, Minutes or Pages Only" choice. Adults can skip this part and are only required to log activities and reviews.



6. Tap on "What day did you read?" (notice that minutes read and pages read are optional because this is an example of a Kids' Program sample reader and only days are needed - 4 to be exact for participants to earn their 5 reading log badges during a given week.) Conversely, days read and pages read would be optional for the Teen Program.

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7. A calendar that scrolls to the day you want to log pops up.

Select OK and then tap the pink "Finish" button.



A green "Booyah" success message will pop up confirming that the day was logged correctly.

8. Participants must go back and select each of the days one at a time until they've entered a minimum of 4 days to earn their logging badge for the week. Once they have, the following screen (Week 1 example) will pop up:



9. To get to the drawings section (for prizes), tap on the "Discover" button on the bottom of the screen.



11. The following screen pops up. It gives the participant an overview of the badge challenges, badges completed, etc..



13. The number of tickets earned will show up in green. Participants scroll through the prizes and add (+ and -) the number of tickets they would like allocated toward a specific prize. There is no limit on the number of tickets they can put toward a prize. If they change their minds, the subtraction button will take tickets away from a prize and that number will be added back to the green ticket count.





16. Once 2 out of the 3 activity challenges are completed for the week, the following screen will pop up (example is for week 1).

