Webkinz
Friend Requests

In order to play games with specific individuals, you have to be friends. Let's practice this by having you friend the instructor (note: you have to do this at some point anyway).

When you complete this task, I will send you a gift of the most expensive item available in the W Shop. After you receive it, I recommend selling it and using the KinzCash to buy plenty of food for your pet. You are going to need it during the semester. Your pet's favorite food always moves the Hunger level in a positive direction. Cheeseburgers are less expensive and seem to work equally well for my pets.

Begin by logging into your account. Open the Webkinz app or go to the Webkinz website (www.webkinz.com) and click Play (see Figure 1).

Figure 1. Webkinz Entry Portal (see red arrow)

A new window will open. Enter your account login information (see Figure 2).

Figure 2. Webkinz Login Screen (see red arrows)

Webkinz takes you to your room. The Friend List is accessed through the phone in the upper right of the screen. Click on it (see Figure 3).

Figure 3. Webkinz Home/Friend List (see red arrow)

An enlarged phone will appear on the screen. Click the power button to access your friend list (see Figure 4).

Figure 4. Powering On Your Friend List (see red arrow)

When the phone is turned on, the power button will be green. Friends will appear on your screen. At this point, you should not have any. Click the + button with the blue smiley to add a friend (see Figure 5 on the next page).

Figure 5. Add Friends Button (see red arrow)

A box will appear that allows you to enter the user name of a friend you want to add. Type MGT430F11 (the instructor's user name) then click ADD (see Figure 6).

Figure 6. Add Friend MGT430F11 (see red arrow)

Webkinz will indicate that a friend request has been sent. Click OK (see Figure 7).

Figure 7. Acknowledging Sent Friend Request (see red arrow)

Close the friend list by clicking the minimize button (see Figure 8).

Figure 8. Closing Friend List (see red arrow)

Now you wait until your friend accepts the friend request. When s/he does, a message indicator will appear on your home screen. Click the megaphone icon to open the Message Center (see Figure 9).

Figure 9. Webkinz Message Center (see red arrow)

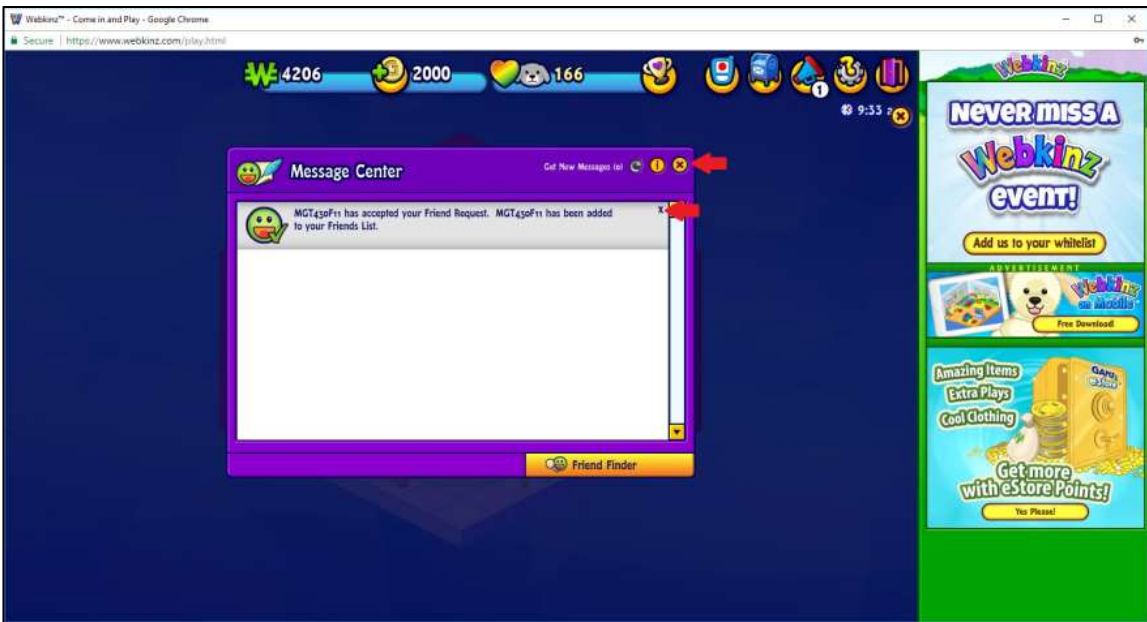Delete the message and close the center (see Figure 10).

Figure 10. Webkinz Message Center (see red arrows)

Open your friend list as you did previously (see Figures 3 & 4). You should see your new friend added to the list (see Figure 11).

Figure 11. Populated Friend List (see red arrow)

You may receive friend requests from other users in one of two ways. If you participate in a player-to-player game against a randomly chosen opponent, they may send you a friend request after the game is over. You can accept or decline it at your discretion. Another way to receive a friend request is when someone else uses the method you did to friend the instructor. In that case, the request will appear in your message center. Click on the megaphone icon (see Figure 12 on the next page).

Figure 12. Message Center Indicator (see red arrow)

The message center will open and indicate that you have a friend request. You can accept by clicking Yes if it is someone you know or decline it by clicking No (see Figure 13). Click Block if you want to keep the person from being able to send future friend requests.

Figure 13. Friend Request (see red arrow)

When you accept a friend request, Webkinz will acknowledge that the friend has been added. Close your message center (see Figure 14).
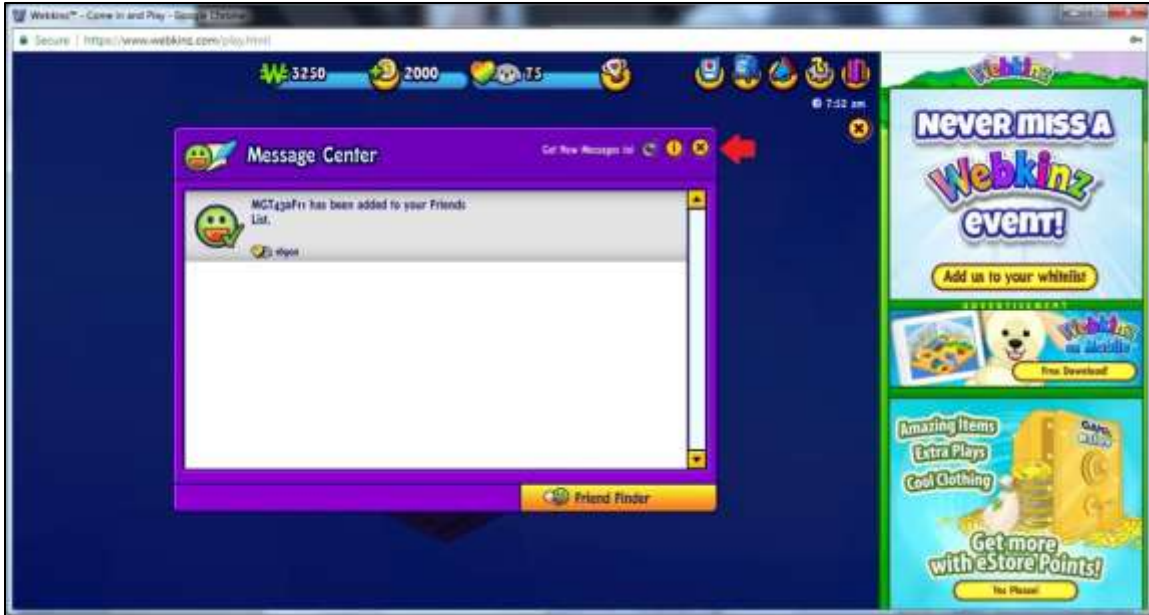

Figure 14. Closing Message Center (see red arrow)

Throughout the semester, you will need to exchange friend requests with the people you are assigned to play each week. It is best to do this as soon as you learn you are scheduled to play them (note: you do not have to play the game right away). Be sure to friend faculty participants as soon as possible when you are scheduled to play them. The course instructor manages all the faculty accounts, so it may take a day or two for faculty friend requests to be accepted.

There will be a list of students/faculty and user names provided on the course Projects web page once this information is gathered.