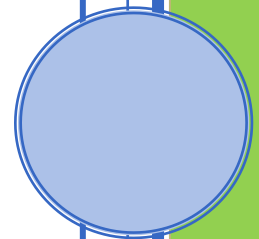


# TOWER OF LONDON SET UP



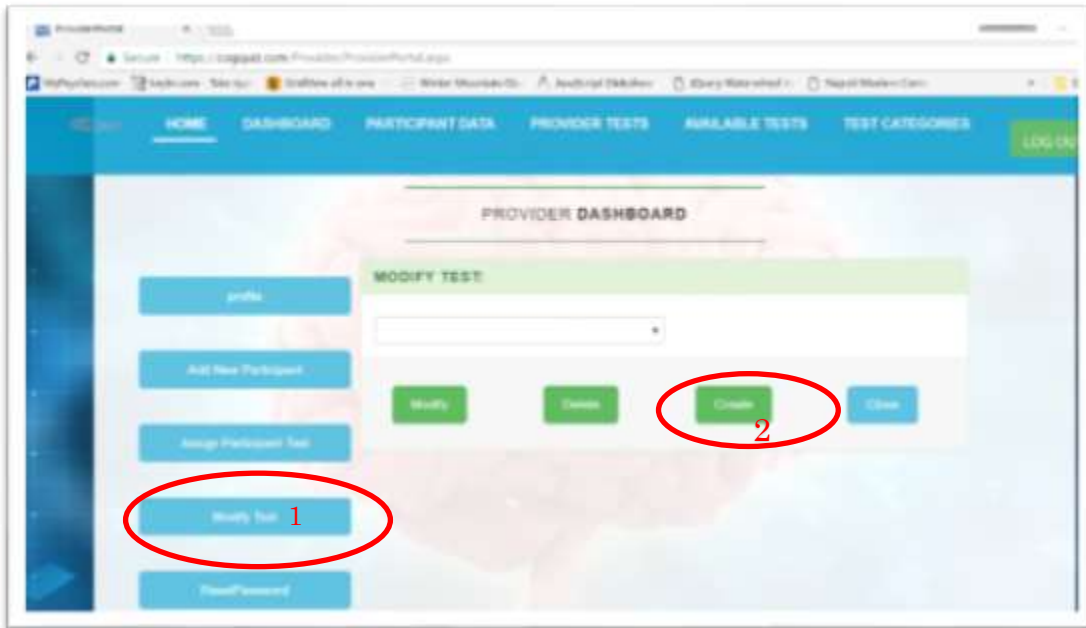
# Tower of London Set Up

CogQuiz allow you to create your own TOL test in any language and any number of moves.

To Create *New Test*:

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1. go to **Modify Test** tab (1) on **PROVIDER DASHBOARD**:



2. Click **Create** button on Modify Test panel (2).

You will open the test modification page.

**Set Up Verbal Feedback and instructions:**

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1. Enter Test Name (how you would want it to appear on your list)
2. Enter Test Instructions for user to see before the test starts.

A screenshot of the 'SET UP TEST INSTRUCTIONS' page. It features two input fields. The first field is labeled 'Enter Test Name:' and has an orange arrow pointing to it. The second field is labeled 'Enter Test Instructions to display in the beginning of the test:' and also has an orange arrow pointing to it.

3. Enter FeedBack Text (3). This is the text the user will see between the trials. Use [nm] as a placeholder for Number of Moves that participant solve the trial in, use [mm] as a placeholder for a number of minimum moves assigned for this trial.
4. Enter Over Moves Limit Text (4). This will be displayed if the participant done more moves than was set for this trial.
5. Enter Over Time Limit text (5). This will be displayed if the participant spent more than allowed number of seconds for the trial.

**Enter Feedback Text: 3**

You've made [nm] moves. The goal was [nm] moves.

**Enter Over Move Limit feedback text: 4**

You have exceeded the allowed number of moves for this trial.

**Enter Over Time Limit feedback text: 5**

You have exceeded the amount of time for this trial.

6. Enter the text that would be displayed at the end on the test (6).
7. Enter the text of the button to finish the test (7).
- 8, 9. Enter labels for work and end goal areas (8, 9).

**Enter Test Instructions to display at the end of the test: 6**

The test has finished running.

**Enter Button Text that will show at the end of the test: 7**

View Results

**Enter "Work Area" label: 8**

Work Area

**Enter "Goal State" area label: 9**

Goal State

### To set up Test Parameters:

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10. Select the number of Practice rounds (10).
11. Select the number of trial (real) rounds (11).
12. Select the round you want the result to be calculated from (12).
13. Set Maximum allowed trial time in seconds (13).
14. Set the Moves Limit for each trial (14).
15. Set Count Down Time between each trial (15).
16. Enter the countdown text. Use [cd] as a placeholder for the amount of seconds on the display (16).
17. Check this box if you want the feedback text to be shown to a participant (17).
18. Check this box if you want the participant to be redirected to the result page (18).
19. Check this box if you want the instructions to be red to the participant (19).
20. Set the language for the instructions to be red in (20).

The screenshot shows a web form titled "SET UP TEST PARAMETERS:" with a background image of a brain. The form contains the following fields and controls, each with a red number indicating a step:

- 10**: Number of Practice Rounds (dropdown menu, value 2)
- 11**: Number of Test Rounds (dropdown menu, value 10)
- 12**: Calculate Results From (dropdown menu, value 3)
- 13**: Time Out After (sec) (text input, value 120)
- 14**: Max Moves Allowed (text input, value 20)
- 15**: Countdown time (sec) (text input, value 5)
- 16**: Countdown Text (text input, value "please wait [cd] sec")
- 17**: Show Feedback (checkbox, checked)
- 18**: Display Result Page (checkbox, checked)
- 19**: Use Text-To-Speech (checkbox, checked)
- 20**: Microsoft David Desktop - English (United States) (en-US) (dropdown menu)

To Set Up the Problems:

21. Click Set Moves to open a set up panel.

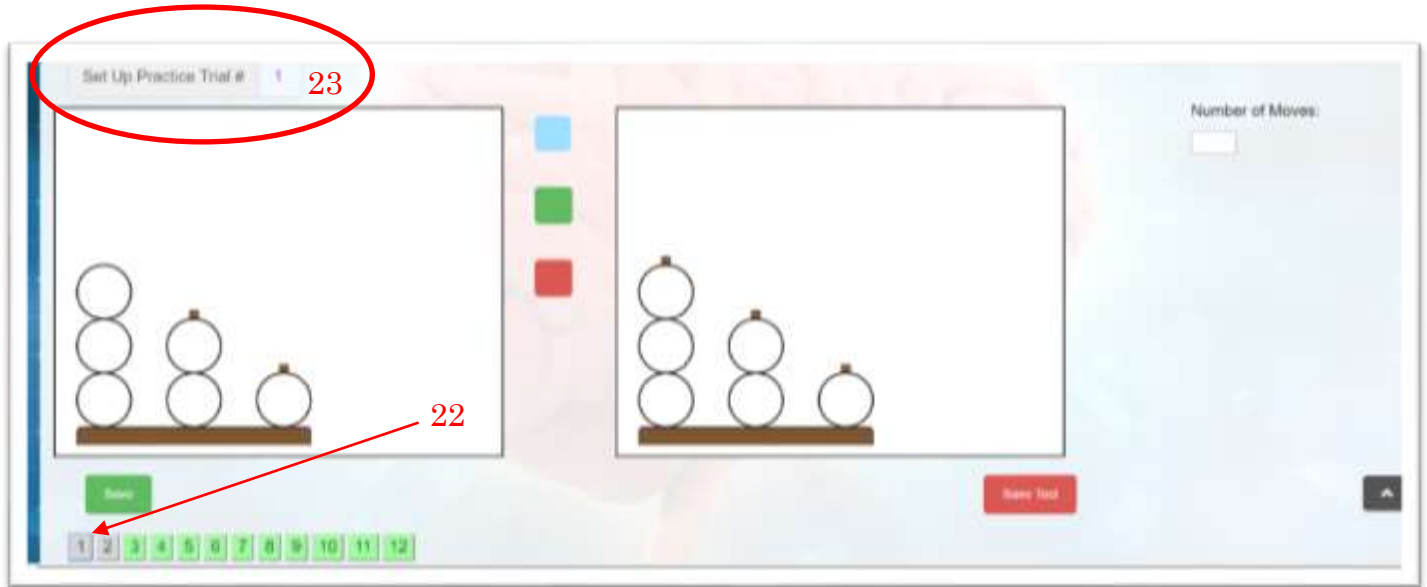


The work area label Start Position is designated to setting up the beads arrangement for the beginning of each trial, Goal Position – the arrangement the participant needs to create.

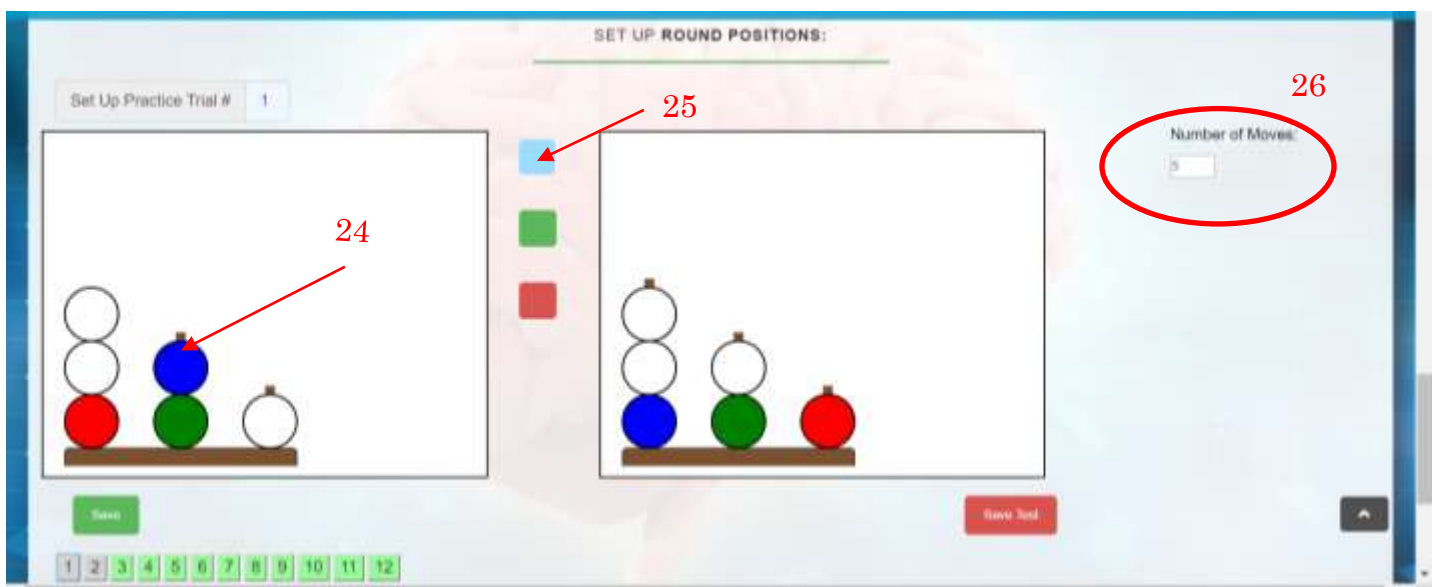


*Grey* buttons indicate the it's a practice round, *green* – trial round. This bar shows the TOTAL number of rounds, practice and trials together.

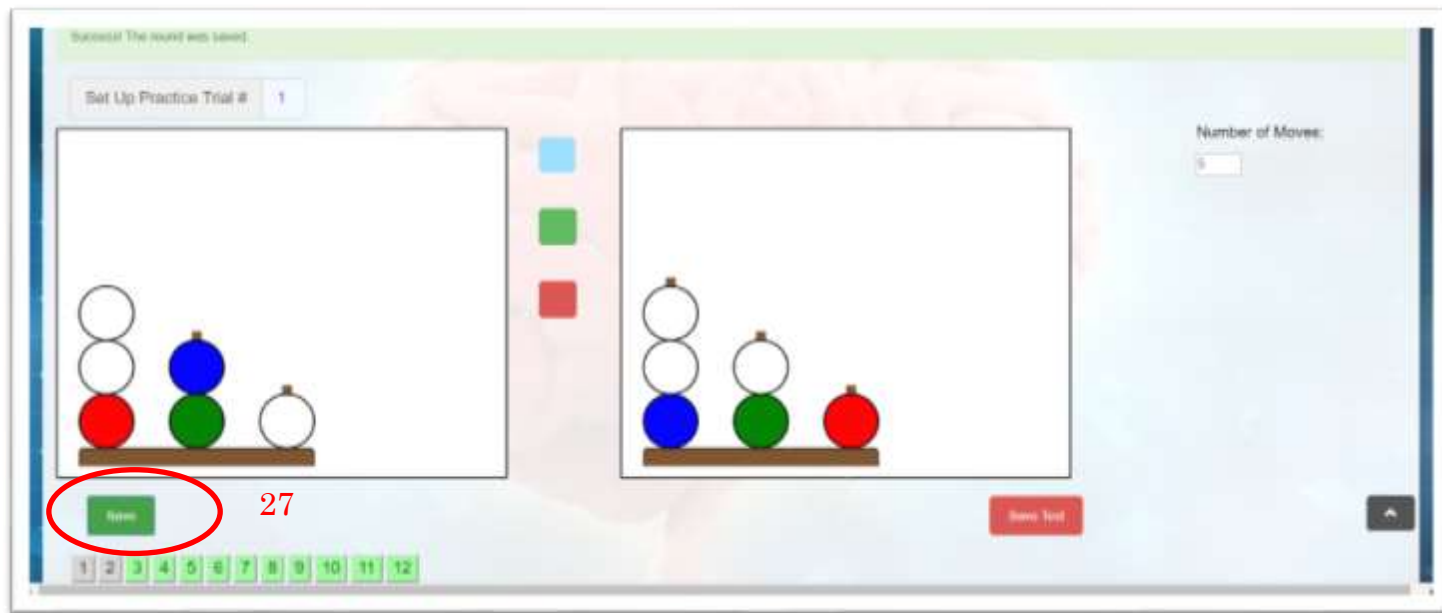
22, 23. Click at the round number you wish to set. Order does not matter (22). You will see a label (23) indicating which practice or trial round you are currently setting. If you setting up the trial round, it would show you the current trial number, where the bar below will show you the number of the current round.



24, 25, 26. To set up a bead color, click on the position (24) you want it to be in and then select its color (25). After you set all 3 beads on each side, enter the minimum number of moves for the round (26).



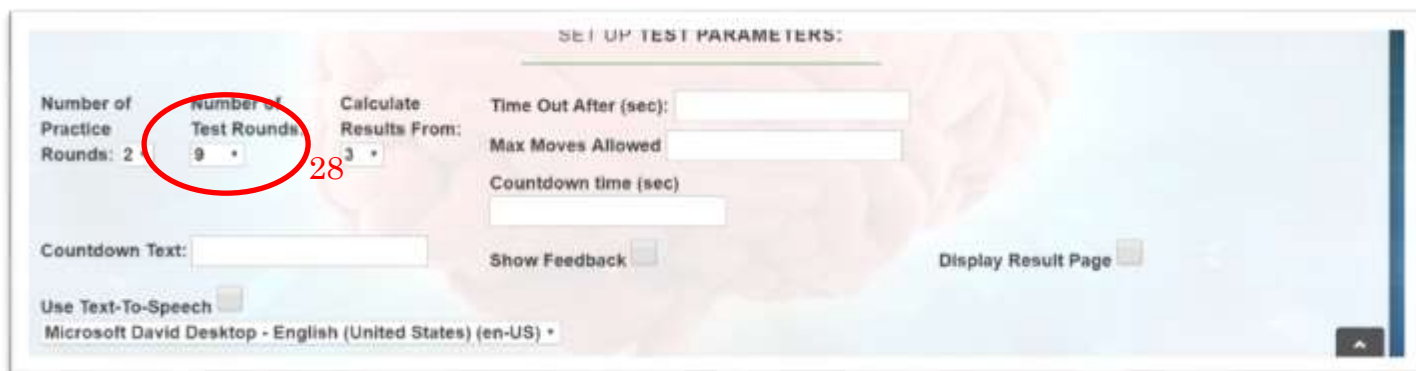
27. Click [Save](#) (27) to save the round. You will see a success message on top of the block. You can edit the beads position any time after that.



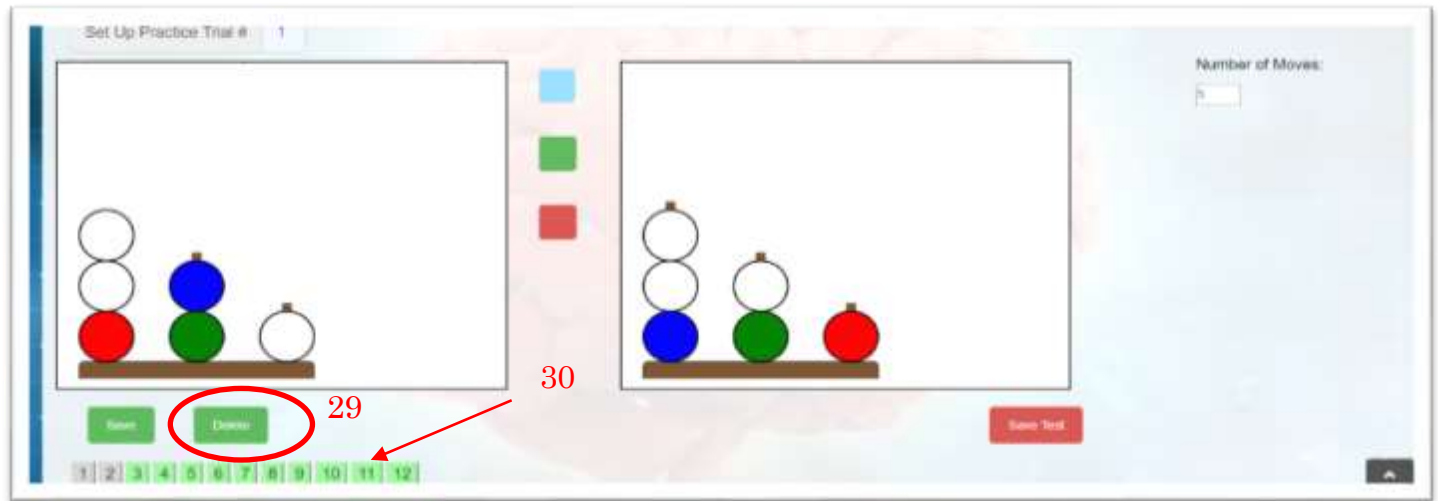
Follow the same steps to set up the rest of the rounds.

### Deleting the Round

To delete the *trial* round, go to the tab [Number of Test Rounds](#) (28) and select the correct amount. If you currently have 10, and want to delete 1, set number of tests round to 9.



You will see a Delete (29) button on your set up panel:



Chose the Trial round you wish to delete (green color) (30), and click Delete button.

By default, Delete will be applied to the last Trial round.

To delete Practice round, set the correct number of practice rounds in Number of Practice Rounds, and then follow the same steps.

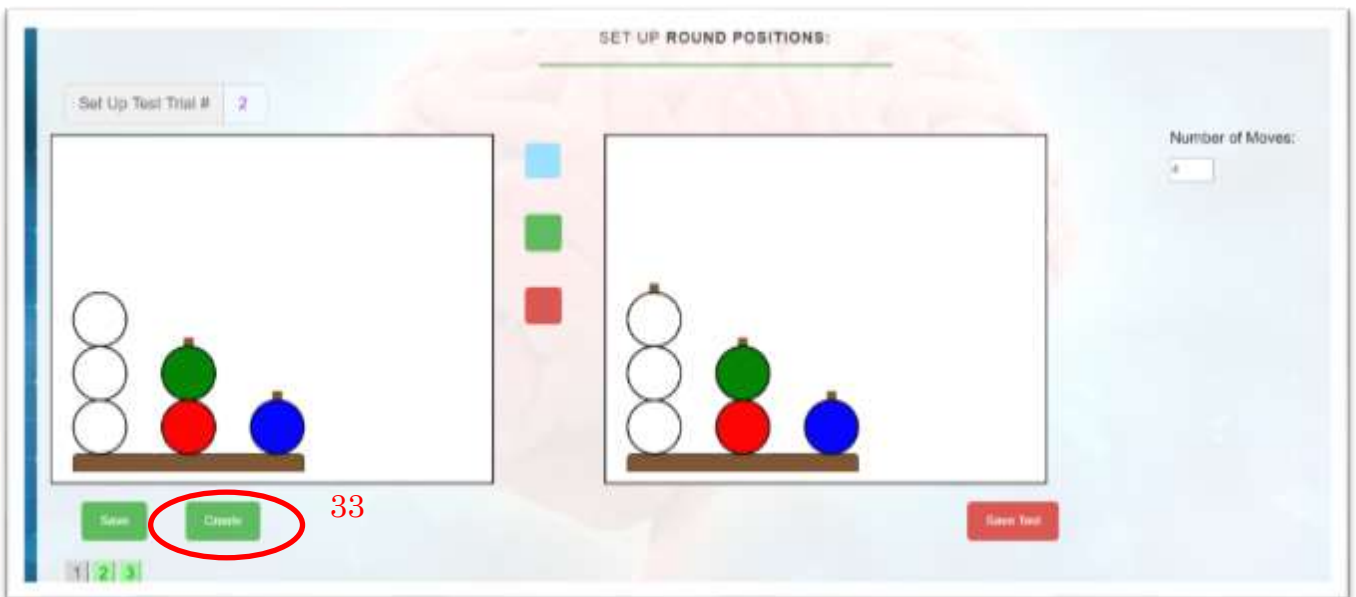
### Inserting an extra round

To insert an *extra round*, choose the correct amount of Practice (31) or Test (32) rounds from Test Parameter Panel.

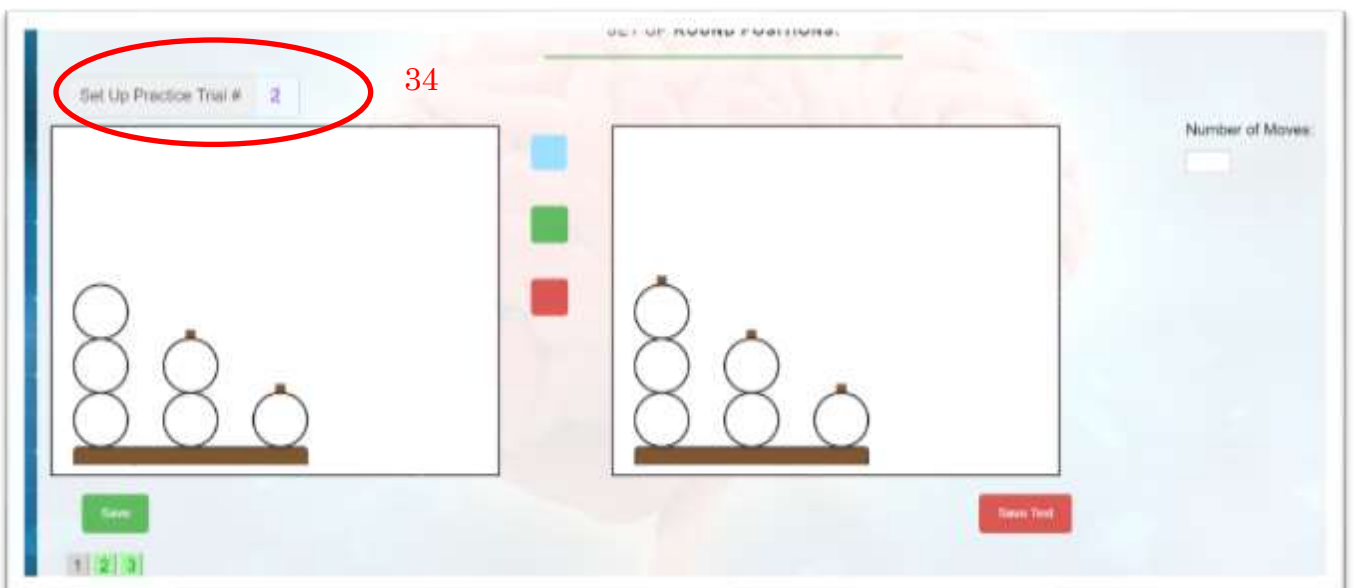




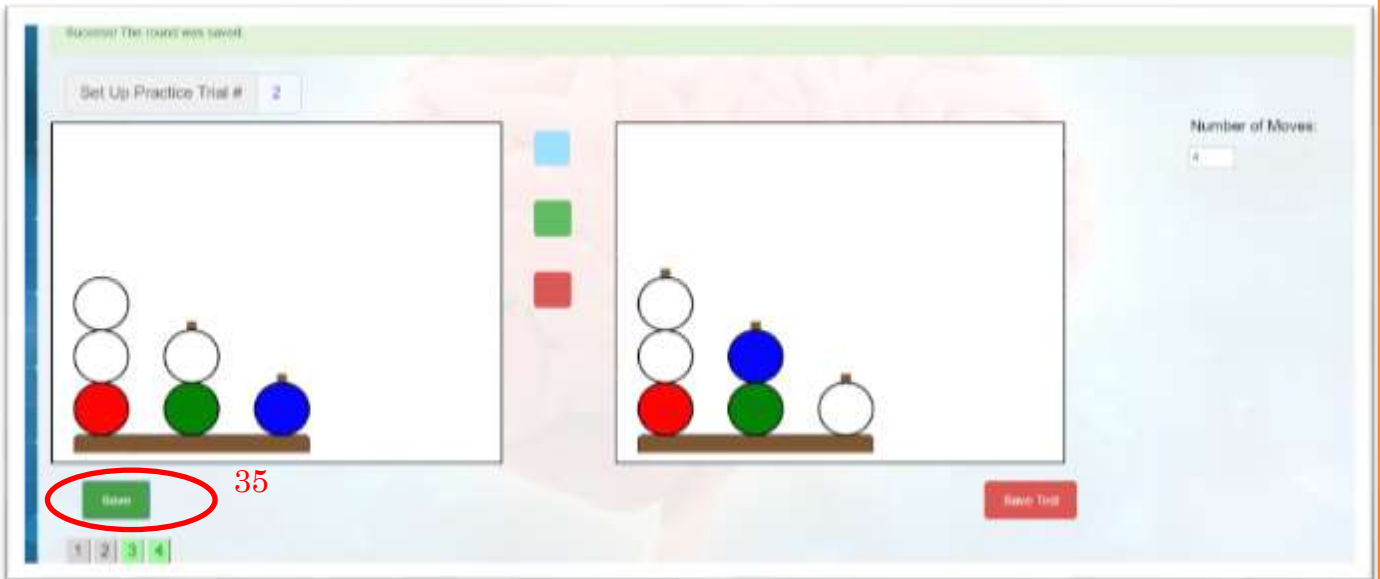
You will see [Create](#) (33) button on the Set Up Panel.



Click [Create](#) button. You will see the number of round currently being set up in the [Label](#) (34).



Set Up beads positions and colors, and Click [Save](#) (35). The round will be inserted to the created test.



### Save the Test

After you have set all the moves and texts for the test, click [Save Test](#) (36) button.

You will see Success message if all the fields were set up correctly.

