Task number 25 (Shipwreck)

ID : </// >
Name : < Ship >
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Grade : Grade 5
Test Goal: Critical Thinking
Figma link : https://www.figma.com/file/A y xqL7HEjtCu9IKemJE0rY /%D0%9F%D0%B0%D0%BB%D0%B 8 %D1%82%D1%80%D0%B0-5%D0%BA%D0%BB?node-id=9%3A2

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Module 1. Introductory Module [IntroText]

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pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone1Start_Instruction	Pop-up with instructions. Hello, astronaut-explorer! For a long time you travel the universe. But your ship crashed on the planet ZET-56. Soon there will be a strong hurricane here, and you will not have enough fuel to fly away from here! So you need to make your own fuel.	
2	Zone1StartButton	Start button	Move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time1	time of displaying the workspace, is determined from the moment the WorkArea is loaded , until the moment the ZoneStartButton is clicked , (unit - sec)

Module 2.1 Robot 1. [Robot 1]

ID : Robot 1

What [WorkArea] looks like : the entire browser window is a figma of Space-2

Pop-up on the background of the picture from inside the ship.

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone2.1Robot_Instruction	Pop-up with instructions from the Robot Assistant. I am a robot assistant. I can help you find the fuel information you need! However, due to the crash of the ship, the information block was damaged. In order for me to understand how to find useful information for you, I need your help.	
2	Zone2.1NextButton	OK button	Move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time2	The time spent on the screen is recorded (unit - sec) the time the workspace is displayed, is determined from the moment the WorkArea is loaded , until the moment the ZoneNextButton is clicked ,

Module 2.2 Ranking. Relevance. [Ranking] Relevant]

ID : Ranking Relevant
What [WorkArea] looks like : the entire browser window is a figma Space-103-105

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone2.2Robot_Instruction	Pop-up with instructions from the Robot Assistant. Arrange the sections of the electronic library according to their suitability **for creating rocket fuel** : the 1st place should be the section most suitable for creating fuel, and the 4th - the least suitable. Drag the section titles to the desired cells with the mouse. When you're done, click "Done".	
2	Zone2.2OptionEnergy	Fuel energy in rocket science: production of space fuel	Dragging to one of the cells Zone2.2Cell1-Zone2.2Cell4
3	Zone2.2OptionSpaceship	Spaceships: device and principle of operation of spacecraft	Dragging to one of the cells Zone2.2Cell1-Zone2.2Cell4
4	Zone2.2OptionTrip	Intergalactic travel: guide and tips for travelers	Dragging to one of the cells Zone2.2Cell1-Zone2.2Cell4
five	Zone2.2OptionUniverse	Theories of the origin of the Universe: who we are and where we are from, where we are and why	Dragging to one of the cells Zone2.2Cell1-Zone2.2Cell4
6	Zone2.2Cell1	A cell for placing one of the sections. Light gray says “1. the most suitable"	Placing one of the response options (Zone2.2 OptionEnergy,Zone 2.2O ptionSpaceship, Zone2.2OptionTrip, Zone2.2OptionUniverse) in place of the cell
7	Zone2.2Cell2	A cell for placing one of the sections.	Placing one of the response options (Zone2.2 OptionEnergy,Zone

		Light gray indicates the cell number - 2	2.2OptionSpaceship, Zone2.2OptionTrip, Zone2.2OptionUniverse) in place of the cell
8	Zone2.2Cell3	A cell for placing one of the sections. Light gray indicates the cell number - 3	Placing one of the response options (Zone2.2 OptionEnergy,Zone 2.2OptionSpaceship, Zone2.2OptionTrip, Zone2.2OptionUniverse) in place of the cell
nine	Zone2.2Cell4	A cell for placing one of the sections. Light gray says “4. least suitable”	Placing one of the response options (Zone2.2 OptionEnergy,Zone 2.2OptionSpaceship, Zone2.2OptionTrip, Zone2.2OptionUniverse) in place of the cell
10	Zone2.2ReadyButton	Done button	The Done button becomes active when all sections are split into cells. Move to the next module

What parameters are controlled

pp	**Controlled parameter name**	**How the parameter value is determined**
one	F_time2_2	The time spent on the screen is recorded (unit - sec) the time of displaying the work area, is determined from the moment the WorkArea is loaded , until the moment the Zone2.2ReadyButton is clicked,
2	F_EnergyCell1_relev	1 - Moved Zone2.2OptionEnergy to Zone2.2Cell1 0 - Not transferred
3	F_EnergyCell2_relev	1 - Moved Zone2.2OptionEnergy to Zone2.2Cell2 0 - Not transferred
4	F_EnergyCell3_relev	1 - Moved Zone2.2OptionEnergy to Zone2.2Cell13 0 - Not transferred
five	F_EnergyCell4_relev	1 - Moved Zone2.2OptionEnergy to Zone2.2Cell4 0 - Not transferred
6	F_SpaceshipCell1_relev	1 - Moved Zone2.2OptionSpaceship to Zone2.2Cell1 0 - Not transferred
7	F_SpaceshipCell2_relev	1 - Moved Zone2.2OptionSpaceship to Zone2.2Cell2 0 - Not transferred

8	F_SpaceshipCell3_relev	1 - Moved Zone2.2OptionSpaceship to Zone2.2Cell3 0 - Not transferred
nine	F_SpaceshipCell4_relev	1 - Moved Zone2.2OptionSpaceship to Zone2.2Cell4 0 - Not transferred
10	F_TripCell1_relev	1 - Moved Zone2.2OptionTrip to Zone2.2Cell1 0 - Not transferred
eleven	F_TripCell2_relev	1 - Moved Zone2.2OptionTrip to Zone2.2Cell2 0 - Not transferred
12	F_TripCell3_relev	1 - Moved Zone2.2OptionTrip to Zone2.2Cell3 0 - Not transferred
13	F_TripCell4_relev	1 - Moved Zone2.2OptionTrip to Zone2.2Cell4 0 - Not transferred
fourteen	F_UniverseCell1_relev	1 - Moved Zone2.2OptionUniverse to Zone2.2Cell1 0 - Not transferred
15	F_UniverseCell2_relev	1 - Moved Zone2.2OptionUniverse to Zone2.2Cell2 0 - Not transferred
16	F_UniverseCell3_relev	1 - Moved Zone2.2OptionUniverse to Zone2.2Cell3 0 - Not transferred
17	F_UniverseCell4_relev	1 - Moved Zone2.2OptionUniverse to Zone2.2Cell4 0 - Not transferred

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT1_section	2 - moved Zone2.2OptionEnergy to Zone2.2Cell1 Zone2.2OptionSpaceship to Zone2.2Cell2 Zone2.2OptionTrip to Zone2.2Cell3 Zone2.2OptionUniverse to Zone2.2Cell4 1 - one error (misplaced pair) 0 - more than one error

Module 2.3 Robot 2. [Robot 2]

ID : Robot 2

What [WorkArea] looks like : the entire browser window is a figma of Space-7

Pop-up on the background of the picture from inside the ship.

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone2.3Robot_Instruction	Pop-up with instructions from the Robot Assistant. Fine! The desired section is selected. Now help me sort out the sources of fuel information.	
2	Zone2.3ExploreButton	OK button	Move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time2_3	The time spent on the screen is recorded (unit - sec) the workspace display time is determined from the moment the WorkArea is loaded until the moment the Zone2.3ExploreButton is clicked.

Module 2.4 Ranking. Reliability. [Ranking] Reliability]

ID : Ranking Reliability

What [WorkArea] looks like : the entire browser window is a figma Space-102

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone2.4Robot_Instruction	Pop-up with instructions from the Robot Assistant. Help the assistant robot find the most reliable sources to help **create fuel for the next generation rocket.** Arrange the sources of information according to the degree of reliability, where 1 - causes the most confidence, 4 - causes the least confidence. Drag the names of the sources to the desired cells with the mouse.	
2	Zone2.4OptionModern	Encyclopedia "Energy in modern astronautics": Modern research on the creation of fuel for spacecraft.	Dragging to one of the cells Zone2.4Cell1-Zone2.4Cell4
3	Zone2.4OptionNotes	Scientific notes of an astronaut about life on a ship Experience in studying types of fuel and ship design	Dragging to one of the cells Zone2.4Cell1-Zone2.4Cell4
4	Zone2.4OptionPerson	Magazine “Persons of the Cosmic Scale”: The founder of	Dragging to one of the cells Zone2.4Cell1-Zone2.4Cell4

		the energy industry spoke about the difficulties of creating fuel of the last century	
five	Zone2.4OptionRumor	Site "Rumors and gossip in the field of astronautics" Find out why space fuel tastes sweet here!	Dragging to one of the cells Zone2.4Cell1-Zone2.4Cell4
6	Zone2.4Cell1	A cell for placing one of the sections. Light gray says “1. inspires the most confidence”	Placing one of the response options (Zone2.4 OptionModern,Zone 2.4OptionNotes, Zone2.4OptionPerson, Zone2.4OptionRumor) in place of the cell
7	Zone2.4Cell2	A cell for placing one of the sections. Light gray indicates the cell number - 2	Placing one of the response options (Zone2.4 OptionModern,Zone 2.4OptionNotes, Zone2.4OptionPerson, Zone2.4OptionRumor) in place of the cell
8	Zone2.4Cell3	A cell for placing one of the sections. Light gray indicates the cell number - 3	Placing one of the response options (Zone2.4 OptionModern,Zone 2.4OptionNotes, Zone2.4OptionPerson, Zone2.4OptionRumor) in place of the cell
nine	Zone2.4Cell4	A cell for placing one of the sections. Light gray says “4. causes the least confidence”	Placing one of the response options (Zone2.4 OptionModern,Zone 2.4OptionNotes, Zone2.4OptionPerson, Zone2.4OptionRumor) in place of the cell
10	Zone2.4ReadyButton	Done button	The Done button becomes active when all sections are split into cells. Move to the next module

What parameters are controlled

pp	**Controlled parameter name**	**How the parameter value is determined**
one	F_time2_4	time of displaying the work area, is determined from the moment the WorkArea is loaded , until the moment the Zone2.4ReadyButton is clicked,
2	F_ModernCell1_reliab	1 - Moved Zone2.4OptionModern to Zone2.4Cell1 0 - Not transferred
3	F_ModernCell2_reliab	1 - Moved Zone2.4OptionModern to Zone2.4Cell2 0 - Not transferred
4	F_ModernCell3_reliab	1 - Moved Zone2.4OptionModern to Zone2.4Cell13

		0 - Not transferred
five	F_ModernCell4_reliab	1 - Moved Zone2.4OptionModern to Zone2.4Cell4 0 - Not transferred
6	F_NotesCell1_reliab	1 - Moved Zone2.4OptionNotes to Zone2.4Cell1 0 - Not transferred
7	F_NotesCell2_reliab	1 - Moved Zone2.4OptionNotes to Zone2.4Cell2 0 - Not transferred
8	F_NotesCell3_reliab	1 - Moved Zone2.4OptionNotes to Zone2.4Cell3 0 - Not transferred
nine	F_NotesCell4_reliab	1 - Moved Zone2.4OptionNotes to Zone2.4Cell4 0 - Not transferred
10	F_PersonCell1_reliab	1 - Moved Zone2.4OptionPerson to Zone2.4Cell1 0 - Not transferred
eleven	F_PersonCell2_reliab	1 - Moved Zone2.4OptionPerson to Zone2.4Cell2 0 - Not transferred
12	F_PersonCell3_reliab	1 - Moved Zone2.4OptionPerson to Zone2.4Cell3 0 - Not transferred
13	F_PersonCell4_reliab	1 - Moved Zone2.4OptionPerson to Zone2.4Cell4 0 - Not transferred
fourteen	F_RumorCell1_reliab	1 - Moved Zone2.4OptionRumor to Zone2.4Cell1 0 - Not transferred
15	F_RumorCell2_reliab	1 - Moved Zone2.4OptionRumor to Zone2.4Cell2 0 - Not transferred
16	F_RumorCell3_reliab	1 - Moved Zone2.4OptionRumor to Zone2.4Cell3 0 - Not transferred
17	F_RumorCell4_reliab	1 - Moved Zone2.4OptionRumor to Zone2.4Cell4 0 - Not transferred

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT1_source _	2 - moved Zone2.4OptionModern to Zone2.4Cell1 Zone2.4OptionNotes to Zone2.4Cell2 Zone2.4OptionPerson to Zone2.4Cell3 Zone2.4OptionRumor to Zone2.4Cell4 1 - one error (pair mixed up) 0 - more than two errors

Module 2.5 Robot 2.5. [Robot 2.5]

ID : Robot 2

What [WorkArea] looks like : the entire browser window is a figma of Space-13

Pop-up on the background of the picture from inside the ship.

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone2.5Robot_Instruction	Pop-up with instructions from the Robot Assistant. Data loading completed. Thanks for helping me with the information! Thanks to you, I have chosen a source that will help create fuel. Read what is written there	
2	Zone2.5ExploreButton	Explore Button	Move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time2_5	The time spent on the screen is recorded (unit - sec) the workspace display time is determined from the moment the WorkArea is loaded , until the moment the Zone2.5ExploreButton is clicked.

Module 3. Learning notebook. [Training note]

ID : Training note

How looks like [WorkArea] : all window browser . figma Space-14, 138-141, 142

Pop-up from the Assistant Robot against the background of a fuzzy image of the ship.

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone3_DialogWindow0	Pop-up with instructions from the Robot Assistant. You have to read the text and save important sentences in a	

		notebook. Let's practice doing the task.	
2	Zone3_DialogWindow0_Ok	Good	Transition to learning Screenshots of the tutorial appear , which T. can scroll through using the “Back” and “Next” buttons
	Zone3Edu0_futher	Next button	switches tutorial screens one forward
	Zone3Edu0_back	Back button	switches tutorial screens one back
3	Zone3Edu0_first	Pop-up from the Robot is isolated on a darkened background. Space 138 Sentence Metallic powder is used for creativity. The proposal is highlighted against a darkened background. You can highlight an offer by clicking on it	Go to the next part of the instruction by clicking next
4	Zone3Edu0_second	The proposal is highlighted against a darkened background. Notepad, add to notepad button Space 139 You can add a sentence to a notepad. It will move to the correct section of the notebook automatically.	Go to the next part of the instruction by clicking next Go to the previous part by clicking back
five	Zone3Edu0_third	The added sentence is highlighted in the notebook. Space 140 Hover over a suggestion and click on the cross to remove it from your notebook.	Go to the next part of the instruction by clicking next Go to the previous part by clicking back
7	Zone3Edu0_four	Pointing to arrows. Space 141 You can scroll through the texts if you click on the arrows.	Go to the previous part by clicking back No further active The button appears
8	Zone3Edu0_four_Ok	Clear button	transition to pop -up
	Zone3Robot_instruction	Fine! Now you can save sentences in a notepad. Well done!	
	Zone3Robot_instruction_ok	Good	move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time3	Time in seconds spent on this module (from loading to pressing Zone3Edu0_four_Ok)
	F_time3_1	Time in seconds (from loading Zone3Robot_instruction before pressing Zone3Robot_instruction_ok)

Module 4 _

ID : Saving

What [WorkArea] looks like : The entire browser window. figma Space-15,16,18,19,20,21,22

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone4Instruction	Pop-up with text and instruction: From each text, add **one** sentence **about the creation of rocket fuel to your notebook. Do not save** sentences from texts where **there is no necessary information** . Pay attention to the important indicators of the components!	
2	Zone4SectionEssence	Section “Oily Essence”	The notebook already contains sections on the name of the fuel elements. When selecting sentences from the text about any element of fuel, they are entered in the appropriate section in the notebook if infa will not fit on the whole screen, there should be a slider.
3	Zone4SectionPowder	Section “Metal powder”	
4	Zone4SectionSaltpeter	Section “Saltpeter”	
five	Zone4SectionEthanol	Section “Sugar alcohol”	
6	Zone4TextEssence	Text field The composition of the fuel includes the following components: Oily essence. Oily Essence was invented during the Fierce War. It is an essential lubricant for spacecraft parts. When creating fuel, an essence with a viscosity of 10 to 15 units is used. One teaspoon of essence provides a month of driving.	T can click on any sentence except the first one (title; in bold) When you select an offer, it is "highlighted" in some color and the "Add to Notebook" button appears next to it, by clicking on which the offer moves to the appropriate section of the notepad (automatically). LIMITATION: You can select a maximum of one sentence in each text.

7	Zone4TextPowder	**metallic powder .** Metal powder is used in everyday life and nuclear technology. For rocket fuel, metal powder with a conductivity of more than 430 units is chosen. For engine fuel, metal powder with a conductivity of 90 to 150 units is usually used. And for aircraft, metal powder with a conductivity of 160 to 300 units is suitable.	
8	Zone4TextSaltpeter	**Saltpeter.** For a long time, the strength of saltpeter was not studied. For the first time, the unique properties of saltpeter were described by Newman Associate Professor in his scientific work.	
nine	Zone4TextEthanol	**Sugar alcohol.** Previously, scientists used sugar alcohol to create space suits. In such a spacesuit, the first flight outside the Helios Galaxy was made. Sugar alcohol has a strong odor and sweet taste. For propellant, it is necessary that the volatility of sugar alcohol be from 5 to 9 units .	
10	Zone4ButtonAdd	Add to Notebook button	A button appears when T. clicks on a suggestion
10.1	Zone4ButtonDelete	a cross next to each sentence appears when hovering over the sentence	Removes a sentence from a notebook
eleven	Zone4ButtonLeft	Left Arrow	Transition Zone4TextEssence → Zone4TextPowder → Zone4TextSaltpeter → Zone4TextEthanol
12	Zone4ButtonRight	Arrow Right	Transition Zone4TextEthanol → Zone4TextSaltpeter → Zone4TextPowder → Zone4TextEssence
13	Zone4ReadyButton	Ready	the "Done" button is inactive until the child flips through all the "pages" with text. Move on to the next module.

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time4	the time the workspace is displayed, is determined from the moment the WorkArea is loaded , until the moment the Zone4ReadyButton is clicked,
1.1	F_SentenceDel	1 - deleted at least one sentence and notepad 0 - did not delete
2	F_4Sentence1	1 = selected offer Oily Essence was invented during the Fierce War. 0 = did not select an offer
3	F_4Sentence2	1 = selected offer It is an essential lubricant for spacecraft parts. 0 = did not select an offer
4	F_4Sentence3	1 = selected offer When creating fuel, an essence with a viscosity of 10 to 15 units is used. 0 = did not select an offer
five	F_4Sentence4	1 = selected offer One teaspoon of essence provides a month of driving. 0 = did not select an offer
6	F_4Sentence5	1 = selected offer Metal powder is used in everyday life and nuclear technology. 0 = did not select an offer
7	F_4Sentence6	1 = selected offer For rocket fuel, metal powder with a conductivity of more than 430 units is chosen. 0 = did not select an offer
8	F_4Sentence7	1 = selected offer For engine fuel, metal powder with a conductivity of 90 to 150 units is usually used.

		0 = did not select an offer
nine	F_4Sentence8	1 = selected offer And for aircraft, metal powder with a conductivity of 160 to 300 units is suitable. 0 = did not select an offer
10	F_4Sentence9	1 = selected offer For a long time, the strength of saltpeter was not studied. 0 = did not select an offer
eleven	F_4Sentence10	1 = selected offer For the first time, the unique properties of saltpeter were described by Newman Associate Professor in his scientific work. 0 = did not select an offer
12	F_4Sentence11	1 = selected offer Previously, scientists used sugar alcohol to create space suits. 0 = did not select an offer
13	F_4Sentence12	1 = selected offer In such a spacesuit, the first flight outside the Helios Galaxy was made. 0 = did not select an offer
fourteen	F_4Sentence13	1 = selected offer Sugar alcohol has a strong odor and sweet taste. 0 = did not select an offer
15	F_4Sentence14	1 = selected offer For propellant, it is necessary that the volatility of sugar alcohol be from 5 to 9 units . 0 = did not select an offer

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined

	FCT1_oil	1 = selected F_4Sentence3 0 = chose any other suggestion **in this section or did not highlight anything**
	FCT1_ flour	1 = chose F_4Sentence6 0 = chose any other suggestion **in this section or did not highlight anything**
	FCT1_salt	1 = nothing selected in this section 0 = highlighted any sentence in this section
	FCT1_sugar	1 = selected F_4Sentence14 0 = chose any other suggestion **in this section or did not highlight anything**

Module 5 _ [Completeness of information]

ID : Completeness of information
How looks like [WorkArea] : all window browser . figma Space-23,24,25,26,27

What are the zones of activity:

pp	**Activity zone name**	**Description (content) of the activity zone**	**Action on click on activity area**
one	Zone5Robot_Instruction	Pop-up on the background of the picture from inside the ship: Assistant robot: “Do you have enough information about the fuel components?”	
2	Zone5Instruction	Instructions: Choose one answer:	
3	Zone5Thanks	Thank you, robot assistant, I understand everything	The selected option is highlighted
4	Zone5Essence	Missing information about oily essence	The selected option is highlighted
five	Zone5Powder	Lack of information about metal powder	The selected option is highlighted
6	Zone5Saltpeter	Missing information about saltpeter	The selected option is highlighted
7	Zone5Ethanol	Missing information about sugar alcohol	The selected option is highlighted
8	Zone5ReadyButton	Done button	The button is not active until T selects one answer Jump to Zone5Robot_Instruction2
nine	Zone5Robot_Instruction2	Pop-up on the background of the picture from inside the ship: Assistant Robot: “Oh! Due to the breakdown of the information block, a piece of information about saltpeter was lost. Loading recovered data.”	
10	Zone5ExploreButton	Explore Button	Jump to Zone5Instruction2

eleven	Zone5Instruction2	Pop-up with text and instruction: Add **one** sentence to your notebook **about creating rocket fuel.** Pay attention to the important indicators of the components!	
12	Zone5TextSaltpeter	**Saltpeter.** *For a long time, the strength of saltpeter was not studied. For the first time, the unique properties of saltpeter were described by Newman Associate Professor in his scientific work.* Now saltpeter, with a density of less than 2,300 units, is an important component of rocket fuel. It is also used as a fertilizer for plants.	T can click on any sentence except the first one (title; in bold) When you select a proposal, it is "highlighted" in some color and the "Add to Notebook" button appears next to it, by clicking on which the proposal moves to the appropriate section of the notebook (automatically) The offer/s that have been selected on the Zone4TextSaltpeter are reset (disappeared from the notepad).
13	Zone5ReadyButton2	Done button	Becomes active only when T. has added 1 sentence to the notebook. Move to the next module

What parameters are controlled

pp	**Controlled parameter name**	**How the parameter value is determined**
one	F_time5	workspace display time, determined from the moment the WorkArea is loaded , until the moment the Zone5ReadyButton is clicked
	F_time5_1	from loading Zone5Robot_Instruction2 until clicking on Zone5ExploreButton
	F_time5_2	from the moment the Zone5Instruction2 is loaded until the moment the Zone5ReadyButton2 is clicked
2	F_5Thanks	1 = selected answer Thank you, robot assistant, I understand everything 0 = didn't choose an answer
3	F_5Essence	1 = selected answer Missing information about oily essence 0 = didn't choose an answer
4	F_5Powder	1 = selected answer Lack of information about metallic powder

		0 = didn't choose an answer
five	F_5Saltpeter	1 = selected answer Missing information about saltpeter 0 = didn't choose an answer
6	F_5Ethanol	1 = selected answer Missing information about sugar alcohol 0 = didn't choose an answer
7	F_5Sentence1	1 = selected offer For a long time, the strength of saltpeter was not studied. 0 = did not select an offer
8	F_5Sentence2	1 = selected offer For the first time, the unique properties of saltpeter were described by Newman Associate Professor in his scientific work. 0 = did not select an offer
nine	F_5Sentence3	1 = selected offer Now saltpeter, with a density of less than 2,300 units, is an important component of rocket fuel. 0 = did not select an offer
10	F_5Sentence4	1 = selected offer It is also used as a fertilizer for plants. 0 = did not select an offer

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT1_noevid	1 = selected answer F_5Saltpeter 0 = did not select F_5Saltpeter
	FCT1_niter _	1 = selected F_5Sentence3 0 = not chose F_5Sentence3

Module 6: Search components fuel [Fuel components search]

ID : Fuel components search
What [WorkArea] looks like : The entire browser window. figma Space-28,29,30,108

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
~~one~~	Zone6Robot_Instruction	Pop-up on the background of the picture from inside the ship: Assistant Robot: “Great! We found out what components are part of the fuel. Now we need to figure out where to find these components on the planet ZET-56.”	
15	Jump to Zone6Instruction2	Instruction: Arrange the sources of information about **where to look for fuel components on the planet ZET-56** , according to the degree of reliability, where 1 - causes the most confidence, 4 - causes the least confidence. Drag the names of the sources to the desired cells with the mouse.	
16	Zone6ReadyButton2	Done button	Move on to the next module. The "Done" button is not active until all cells are filled
17	Zone6Results	“Resources of the planet ZET-56”: Results of the research expedition on the planet ZET-56	Can be transferred to one of the cells (Zone6Cell1_2-Zone6Cell4_2)
eighteen	Zone6Interview	“Peculiarities of the planet ZET-56”: Interview with an expert about the nature of the planet ZET-56	Can be transferred to one of the cells (Zone6Cell1_2-Zone6Cell4_2)
19	Zone6Stories	“Survival on the planet ZET-56”: Stories of an astronaut about traveling on an old generation rocket.	Can be transferred to one of the cells (Zone6Cell1_2-Zone6Cell4_2)
twenty	Zone6Video	“Corners of the planet ZET-56”: Entertaining videos about the nature of the planet ZET-56.	Can be transferred to one of the cells (Zone6Cell1_2-Zone6Cell4_2)
21	Zone6Cell1_2	Cell for first source (most trusted)	
22	Zone6Cell2_2	Cell for the second source	
23	Zone6Cell3_2	Cell for the third source	
24	Zone6Cell4_2	Cell for the fourth source (causes the least confidence)	

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined

one	F_time6	workspace display time, determined from the moment the WorkArea is loaded , until the moment the Zone6OkButton is clicked
1.1	F_time6_1	workspace display time, determined from the moment the Zone6Instruction is loaded, until the moment the Zone6ReadyButton is clicked
1.2	F_time6_2	workspace display time, determined from the moment of loading Zone6Robot_Instruction2, until the moment of clicking on Zone6OkButton2
1.3	F_time6_3	workspace display time, determined from the moment of loading Zone6Instruction2, up to moment clique on Zone6ReadyButton2
eighteen	F_ResultsCell1_2	1 = put Zone6Results in Zone6Cell1_2 0 = not placed
19	F_ResultsCell2_2	1 = put Zone6Results in Zone6Cell2_2 0 = not placed
twenty	F_ResultsCell3_2	1 = put Zone6Results in Zone6Cell3_2 0 = not placed
21	F_ResultsCell4_2	1 = put Zone6Results in Zone6Cell4_2 0 = not placed
22	F_InterviewCell1_2	1 = placed Zone6Interview in Zone6Cell1_2 0 = not placed
23	F_InterviewCell2_2	1 = placed Zone6Interview in Zone6Cell2_2 0 = not placed
24	F_InterviewCell3_2	1 = placed Zone6Interview in Zone6Cell3_2 0 = not placed
25	F_InterviewCell4_2	1 = placed Zone6Interview in Zone6Cell4_2 0 = not placed
26	F_StoriesCell1_2	1 = placed Zone6Stories in Zone6Cell1_2 0 = not placed
27	F_StoriesCell2_2	1 = placed Zone6Stories in Zone6Cell2_2 0 = not placed
28	F_StoriesCell3_2	1 = placed Zone6Stories in Zone6Cell3_2 0 = not placed
29	F_StoriesCell4_2	1 = placed Zone6Stories in Zone6Cell4_2 0 = not placed
thirty	F_VideoCell1_2	1 = placed Zone6Video in Zone6Cell1_2 0 = not placed
31	F_VideoCell2_2	1 = placed Zone6Video in Zone6Cell2_2 0 = not placed
32	F_VideoCell3_2	1 = placed Zone6Video in Zone6Cell3_2 0 = not placed
33	F_VideoCell4_2	1 = placed Zone6Video in Zone6Cell4_2 0 = not placed

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT1_book	2 - moved

		Zone6Results to Zone6Cell1_2 Zone6Interview to Zone6Cell2_2 Zone6Stories to Zone6Cell3_2 Zone6Video to Zone6Cell4_2 1 - one mismatch 0 - two or more mismatches

Module 7 sources]

ID : Fuel sources

What [WorkArea] looks like : The entire browser window. figma Space-32,33,34,35,36,37

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone7Robot_Instruction	Pop-up on the background of the image from inside the ship: Assistant Robot: "Data upload completed. Thank you for helping me sort out the information again! Thanks to this, I gathered information about the sources of fuel on the planet ZET-56."	
2	Zone7ExploreButton	Explore button	Jump to Zone7Instruction
3	Zone7Instruction	Pop-up with text and instructions: From each text, add **two sentences to the notebook about where to find fuel sources on the planet ZET-56.** Do not save sentences from texts where there is no necessary information.	
4	Zone7ReadyButton	Done button	The "Done" button is not active until the test-taker scrolls through and reads all the texts
five	Zone7TextMetal	**Where to get metal powder.** On many planets, metal powder is found in gaseous form. However, on planet ZET-56, metal powder is found in hard metals. There are a lot of salts in the lakes of the planet ZET-56. Therefore, metals near lakes are not suitable for fuel.	T can click on any sentence except the first one (title; in bold) When you select a proposal, it is "highlighted" in some color and the "Add to Notebook" button appears next to it, by clicking on which the proposal moves to the appropriate section of the notebook (automatically)

			LIMITATIONS: T. can highlight a maximum of 2 sentences in each text.
6	Zone7TextMineral	**Where to get saltpeter.** Saltpeter is found in minerals of different colors. On the planet ZET-56, minerals are found at every turn. There are many organic residues in cave minerals that reduce the oxidizing ability of saltpeter. Therefore saltpeter minerals from the caves are not suitable for fuel.	
7	Zone7TextPlant	**Where to get sugar alcohol.** Most of the plants on planet ZET-56 produce sugar alcohol. Alcohol is necessary for plants to fight harmful parasites. For fuel, do not take sugar alcohol from plants growing next to trees. Acid accumulates in them, which can cause damage to the fuel system.	
	Zone7TextMushpart	**Where to get oily essence.** Oily essence has healing properties. One teaspoon of this essence will help to cope with any disease.	
8	Zone7Robot_Instruction2	Pop-up on the background of the picture from inside the ship: Assistant robot: “Do you have enough information about fuel sources? Choose one answer.?”	
nine	Zone7Thanks	Thank you, Robot Assistant, I understand everything	The selected option is highlighted
10	Zone7Essence	I don't know where to get the oily essence from	The selected option is highlighted
eleven	Zone7Powder	I don't know where to get metal powder from	The selected option is highlighted
12	Zone7Saltpeter	I don't know where to get saltpeter	The selected option is highlighted
13	Zone7Ethanol	I don't know where to get sugar alcohol from	The selected option is highlighted
fourt	Zone7ButtonAdd	Add to Notebook button	A button appears when T. clicks on a suggestion

een			
	Zone7ButtonDelete	a cross next to the sentences added in this module	removes sentences added in this module from notepad
15	Zone7ButtonLeft	Left Arrow	Transition Zone7TextMetal → Zone7TextMineral → Zone7TextPlant
16	Zone7ButtonRight	Arrow Right	Transition Zone7TextPlant → Zone7TextMineral → Zone7TextMetal
17	Zone7ReadyButton2	Done button	The "Done" button is not active until one of the answer options is selected
eighteen	Zone7Robot_Instruction3	Pop-up on the background of the picture from inside the ship: Robot assistant: "Oh oh! Due to a breakdown, some of the information was again lost. I was able to recover some data. Uploading them to the main screen."	
19	Zone7ExploreButton2	Explore button	Jump to Zone7Instruction2
twenty	Jump to Zone7Instruction2	Pop-up with text and instructions: Add only **two sentences** to the notebook that **will help you find the sources of the oily essence on the planet ZET-56.**	
21	Zone7TextMush	**Where to get oily essence.** The healing properties of the oily essence will help to cope with any disease. The oily essence of mushrooms from the planet ZET-56 can be used to produce fuel. But do not use mushrooms for fuel near a volcano or crater. This can ruin the quality of the fuel.	T can click on any sentence except the first one (title; in bold) When you select a proposal, it is "highlighted" in some color and the "Add to Notebook" button appears next to it, by clicking on which the proposal moves to the appropriate section of the notebook (automatically) The offer/s that have been selected on the Zone7TextMushpart are reset (disappeared from the notebook).
22	Zone7ReadyButton3	Done button	Becomes active only when T. adds 2 sentences to the notebook. Move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined

one	F_time7	workspace display time, determined from the moment the WorkArea is loaded , until the moment the Zone7ExploreButton is clicked
1.1	F_time7_1	workspace display time, determined from the moment the Zone7Instruction is loaded, until the moment the Zone7ReadyButton is clicked
1.2	F_time7_2	workspace display time, determined from the moment of loading Zone7Robot_Instruction2, until the moment of clicking on Zone7ReadyButton2
1.3	F_time7_3	workspace display time, determined from the moment of loading Zone7Robot_Instruction3, until the moment of clicking on Zone7ExploreButton2
1.4	F_time7_4	workspace display time, determined from the moment of loading Zone7Instruction2, until the moment of clicking on Zone7ReadyButton3
	F_7SentenceDel	1 - clicked on the delete offer button 0 - no
2	F_7Sentence1	1 = selected offer On many planets, metal powder is found in gaseous form. 0 = not selected
3	F_7Sentence2	1 = selected offer However, on planet ZET-56, metal powder is found in hard metals. 0 = not selected
4	F_7Sentence3	1 = selected offer There are a lot of salts in the lakes of the planet ZET-56. 0 = not selected
five	F_7Sentence4	1 = selected offer Therefore, metals near lakes are not suitable for fuel. 0 = not selected
6	F_7Sentence5	1 = selected offer Saltpeter is found in minerals of different colors. 0 = not selected
7	F_7Sentence6	1 = selected offer

		On the planet ZET-56, minerals are found at every turn. 0 = not selected
8	F_7Sentence7	1 = selected offer There are many organic residues in cave minerals that reduce the oxidizing ability of saltpeter. 0 = not selected
nine	F_7Sentence8	1 = selected offer Therefore saltpeter minerals from the caves are not suitable for fuel. 0 = not selected
10	F_7Sentence9	1 = selected offer Most of the plants on planet ZET-56 produce sugar alcohol. 0 = not selected
eleven	F_7Sentence10	1 = selected offer Alcohol is necessary for plants to fight harmful parasites. . 0 = not selected
13	F_7Sentence12	1 = selected offer For fuel, do not take sugar alcohol from plants growing next to trees. 0 = not selected
fourteen	F_7Sentence13	1 = selected offer Acid accumulates in them, which can cause damage to the fuel system. 0 = not selected
*	F_7Sentence13_1	at the time of the appearance of the entire text 1 = selected offer Oily essence has healing properties. 0 = not selected
*	F_7Sentence13_2	1 = selected offer

		One teaspoon of this essence will help to cope with any disease. 0 = not selected
15	F_7Thanks	1 = selected answer Thank you, Robot Assistant, I understand everything 0 = not selected
16	F_7Essence	1 = selected answer I don't know where to get the oily essence from 0 = not selected
17	F_7Powder	1 = selected answer I don't know where to get metal powder from 0 = not selected
eighteen	F_7Saltpeter	1 = selected answer I don't know where to get saltpeter 0 = not selected
19	F_7Ethanol	1 = selected answer I don't know where to get sugar alcohol from 0 = not selected
twenty	F_7Sentence14	1 = selected offer The healing properties of the oily essence will help to cope with any disease. 0 = not selected
21	F_7Sentence15	1 = selected offer Oily mushroom essence can be used to produce fuel. 0 = not selected
22	F_7Sentence16	1 = selected offer But do not use mushrooms for fuel near a volcano or crater. 0 = not selected
23	F_7Sentence17	1 = selected offer This can ruin the quality of the fuel.

		0 = not selected

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT1_metal	2 = Sentence2 AND Sentence4 1 = selected Sentence2 OR F_7Sentence4 0 = didn't highlight ANY sentences above
	FCT1_miner	2 = chose F_7Sentence5 AND F_7Sentence8 1 = chose F_7Sentence5 OR F_7Sentence8 0 = didn't highlight ANY sentences above
	FCT1_plant	2 = chose F_7Sentence9 AND F_7Sentence12 1 = selected F_7Sentence9 OR F_7Sentence12 0 = didn't highlight ANY sentences above
	FCT1_mupart	1 = nothing selected in the Zone7TextMushpart section 0 = highlighted any sentence in this section
	FCT1_essen	1 = selected answer F_7Essence I don't know where to get the oily essence from 0 = not selected
	FCT1_mush _	2 = chose F_7Sentence15 AND F_7Sentence16 1 = selected F_7Sentence15 OR F_7Sentence16 0 = didn't highlight ANY sentences above

Module 9 fuel sources]

ID : Collecting fuel sources

How looks like [WorkArea] : all window browser . figma Space-39

Against the backdrop of an illustration of the planet.

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone9Robot_Instruction	Pop-up with text and instructions. Robot assistant: "Fine! Now you need to collect fuel sources . "	
2	Zone9OkButton	Accept button	Move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time9	workspace display time, determined from the moment the WorkArea is loaded , until the moment the Zone9OkButton is clicked

Module 10 Field training

ID : Find Objects (Training)
What does [WorkArea] look like : the entire browser window is figma Space-45, 116-121

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
	ZoneEdu1Robot_Instruction0	Pop-up with instructions from the Robot Assistant. **Before going to the planet in search of fuel sources, let's practice**	
	ZoneEdu1Robot_Instruction0_Ok	OK button	pop-up closes Screenshots of the tutorial appear , which T. can scroll through using the “Back” and “Next” buttons
	ZoneEdu1_futher	Next button	switches tutorial screens one forward
	ZoneEdu1_back	Back button	switches tutorial screens one back
	ZoneEdu1Robot_first	**Pop-up from above on the background of the terrain of the planet Space 116** On this planet, you can visit 4 places: a cave, craters, a lake, and the surroundings of a tree. these areas are highlighted on the map. You need to click on the highlighted area to visit it.	Go to the next part of the instruction by clicking next
	ZoneEdu1Robot_second	**Pop-up with open area of the crater. Space 117** **Instruction** By clicking on an area, you can see the objects that are located there, as well as brief descriptions for them . **It also contains a glove element. an inactive backpack button and a small popup - pointing to a backpack:** You can put an object in your backpack by clicking on the “Into backpack” button	Go to the next part of the instruction by clicking next Go to the previous part by clicking back

	ZoneEdu1Robot_second_gloves	**Gloves** **Picture** **view:** clothes **material:** iron **peculiarity:** high temperature protection	
	ZoneEdu1Robot_third	**Pop-up on the background of the terrain, indicating a backpack. Space 118** You can see the contents of the backpack by clicking on it in the lower right corner.	Go to the next part of the instruction by clicking next Go to the previous part by clicking back
	ZoneEdu1Robot_four	**Pop-up with an open backpack. Contains a garbage element and two instructions. Space 119** **The instruction indicates to remove near the element of garbage** To remove an unnecessary object from the backpack, click on the “Delete” button **The instruction indicates to close the backpack** To leave the backpack, click on "Close".	Go to the next part of the instruction by clicking next Go to the previous part by clicking back
	ZoneEdu1Robot_gab	**Trash** **view:** garbage/undefined **material** : not determined **feature:** toxicity	
	ZoneEdu1Robot_five	Pop-up with open area. **Space 44** done button highlighted **The instruction points to the done button** When you're done with the task, click "Done" to return to the ship.	

		The instruction points to the button to collect other objects To replace the collected objects, click "Collect other objects".	
	ZoneEdu1Robot_six	Pop-up with open area. Points to the **Space 121** learning button You can always return to this tutorial by clicking on this icon	The next button is disabled on this screen. The Clear button appears - go to the next module Go to the previous part by clicking back
	ZoneEdu1Robot_six_Ok	Clear button	move to the next module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
	F_timeEdu1	workspace display time, determined from the moment the WorkArea is loaded , until the moment you click on ZoneEdu1Robot_six_Ok

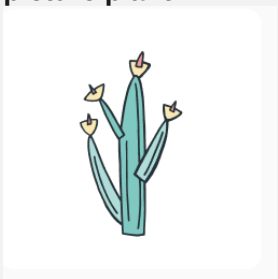
Module 11

ID : Find Objects
What [WorkArea] looks like : the entire browser window is a figma Space-62-70

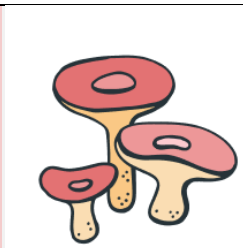
What are the zones of activity:

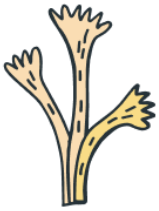
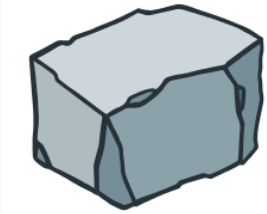
pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
3	Zone11_InstructionUp	Put in your backpack only **one object** that is needed **to create fuel.**	The instruction appears only when the location is opened and is located on top of the plate with objects
4	Zone11_Notes Zone11_Notes_Open open notepad button - expands the notepad Zone11_Notes_Close - cross, closes the notepad	Notepad with sentences divided into sections. There are fixed sentences in the notebook, regardless of what T. highlighted in the previous steps. **Oily Essence** When creating fuel, an essence with a viscosity of 10 to 15 units is used. The mushrooms on planet Z-56 contain an oily substance suitable for fuel production. Do not use mushroom oil growing near a volcano or crater for fuel.	Notepad is visible only when opening locations and when opening a backpack. Located to the right of the plate with objects

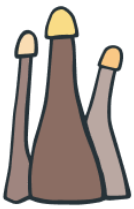
		metal powder For rocket fuel, metal powder with a conductivity of more than 430 units is chosen. Metals from lakes are not suitable for fuel. Metal powder on the planet ZET-56 is found in hard metals. **Saltpeter** Now saltpeter with a density of less than 2,300 units is an important component of rocket fuel. Saltpeter is found in minerals of different colors. Minerals from caves are not suitable for fuel due to organic residues. **sugar alcohol** It is necessary that the volatility of sugar alcohol be from 5 to 9 units. Most plants on the planet Z-56 produce sugar alcohol. Do not take sugar alcohol from plants that grow next to trees.	
five	Zone11Locat Contains locations Zone11Locat_crater Zone11Locat_cave Zone11Locat_lake Zone11Locat_tree	**planet terrain** Contains clickable locations that alternately highlight and pulse. The sequence of transition from one location to another is clearly fixed: Crater → Cave → Lake → Tree . When you click on a location nearby, a mini-pop-up opens with the “Approach” “Close” button. The way to move from one location to another: a well-defined sequence [Crater → Cave → Lake → Tree]	

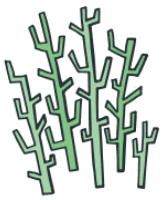
		Locations contain elements button backpack “Done” button - becomes active when T. has transferred at least one element to the backpack	
	Zone11Locat_crater0	Crater	The crater flashes and simultaneously with the flashing the “Approach the crater” button appears
	Zone11Locat_crater0_go	button “Approach the crater”	transition to pop-up with the contents of the cave
	Zone11Locat_crater0_close	close	closes the pop-up. back to the terrain of the planet
	Zone11Locat_crater0_popup	Use **notepad** to select the desired object.	mini pop-up that appears 2 seconds after pressing Zone11Locat_crater0_go
	Zone11Locat_crater0_popup_x	[Cross]	on clicking Zone11Locat_crater0_popup closes
	Zone11Locat_crater	**Location crater** **Includes four elements, descriptions for them, “backpack” buttons next to each element, and a “Close” button**	After clicking on “Approach the crater”, a plate appears with objects, an open notebook on the right (in the notebook everyone has only correct sentences from the previous parts) and instructions.
	Zone11Locat_crater_plant3	**Plant (correct):** **picture plant**  *Near the crater* *** (*signature appears only in the backpack)** *main element* : sugar alcohol *element property* : volatility 6 units. *flowering phase* : initial.	
	Zone11Locat_crater_plant3_bag	backpack button	the element is moved to the backpack and disappears from the location

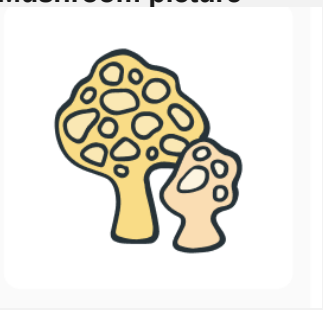
			in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_crater_metal3	**metal picture**  *Near the crater* *** (*signature appears only in the backpack)** **main element:** metal powder **element property:** conductivity 350 units. **burning color:** purple	
	Zone11Locat_crater_metal3_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_crater_miner3	**Mineral picture**  *Near the crater* *** (*signature appears only in the backpack)** **main element:** saltpeter **element property:** density 2.504 units. **surface:** matte	
	Zone11Locat_crater_miner3_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_crater_mush3	**Mushroom picture**	

		 *Near the crater* *** (*signature appears only in the backpack)** **main element:** oily substance **element property:** viscosity 12 units. **disputes:** oval	
	Zone11Locat_crater_mush3_bag	button "To backpack"	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_crater_close	close button	closes the pop-up. back to the terrain of the planet
6	Zone11Locat_cave0	Cave	The cave flashes and at the same time as the flashing, the “Look into the cave” button appears
7	Zone11Locat_cave0_go	"Go to the cave" button	After clicking on “Approach the cave”, a plate appears with objects, an open notebook on the right (in the notebook everyone has only correct sentences from the previous parts) and instructions.
8	Zone11Locat_cave0_close	close button	closes the pop-up. back to the terrain of the planet
	Zone11Locat_cave	**Location cave** **Includes four elements, descriptions for them, “backpack” buttons next to each element and a close button**	
10	Zone11Locat_cave_plant1	**Plant :**	

		 *From the cave** **(*signature only appears in backpack)** *main element* : sugar alcohol *element property* : volatility 3 units. *flowering phase* : intermediate	
	Zone11Locat_cave_plant1_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_cave_metal1	**metal picture**  *From the cave** **(*signature only appears in backpack)** **main element:** metal powder **element property:** conductivity 520 units. **burning color:** red	
	Zone11Locat_cave_metal1_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_cave_miner1	**Mineral picture**	

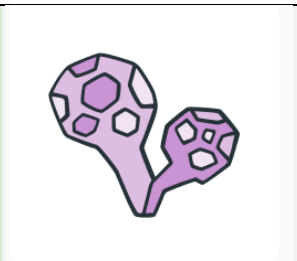
		 *From the cave** **(*signature only appears in backpack)** **main element:** saltpeter **element property:** density 2.257 units. **surface:** glossy	
	Zone11Locat_cave_miner1_bag	backpack button	the element is moved to the backpack and disappears from the location
	Zone11Locat_cave_mush1	**Mushroom picture**  *From the cave** **(*signature only appears in backpack)** **main element:** oily substance **element property:** viscosity 8 units. **disputes:** oval	
	Zone11Locat_cave_mush1bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_cave_close	close button	closes the pop-up. back to the terrain of the planet
	Zone11Locat_lake0	Lake	The lake flashes and , simultaneously with the flashing, the “Go to the lake” button appears
	Zone11Locat_lake0_go	"Go to the lake" button	After clicking on “Go to the lake”, a plate appears with objects, an open notebook on the right (in the

			notebook everyone has only correct sentences from the previous parts) and instructions.
	Zone11Locat_lake0_close	close	closes the pop-up. back to the terrain of the planet
	Zone11Locat_lake	**Location lake** **Includes four elements, descriptions for them, "to backpack" buttons next to each element and a close pop-up button**	
10	Zone11Locat_lake_plant2	**plant picture**  *Near the lake** **(*signature appears only in the backpack)** **main element:** sugar alcohol **element property:** volatility 2 units. **flowering phase:** initial	
	Zone11Locat_lake_plant2_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_lake_metal2	**metal picture**  *Near the lake** **(*signature appears only in the backpack)** **main element:** metal powder **element property:** conductivity 450 units. **burning color:** emerald	
	Zone11Locat_lake_metal2_bag	backpack button	the element is moved to the backpack and disappears from the location

			in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_lake_miner2	**Mineral picture**  *Near the lake** **(*signature appears only in the backpack)** **main element:** saltpeter **element property:** density 2.109 units. **surface: mother-of** -pearl	
	Zone11Locat_lake_miner2_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_lake_mush2	**Mushroom picture**  *Near the lake** **(*signature appears only in the backpack)** **main element:** oily substance **element property:** viscosity 17 units. **disputes:** mixed	
	Zone11Locat_lake_mush2_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), pop-up Zone11Locat_warn pops up

	Zone11Locat_lake_close	close button	closes the pop-up. back to the terrain of the planet
	Zone11Locat_tree0	Wood	The tree flashes and at the same time the “Approach tree” button appears
	Zone11Locat_tree0_go	"Go to the tree" button	After clicking on “Go to the tree”, a plate appears with objects, an open notebook on the right (in the notebook everyone has only correct sentences from the previous parts) and instructions.
	Zone11Locat_tree0_close	close button	closes the pop-up. back to the terrain of the planet
	Zone11Locat_tree	**Location tree** **Includes four elements, descriptions for them, “to backpack” buttons next to each element and a close pop-up button**	
	Zone11Locat_tree_plant4	**plant picture**  *Near the tree** **(*signature only appears in the backpack)** **main element:** sugar alcohol **element property:** volatility 8 units. **flowering phase:** initial	
	Zone11Locat_tree_plant4_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_tree_metal4	**metal picture**	

		 *Near the tree** **(*signature appears only in the backpack)** **main element:** metal powder **element property:** conductivity 240 units. **burning color:** yellow	
	Zone11Locat_tree_metal4_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_tree_miner4	**Mineral picture**  *Near the tree** **(*signature appears only in the backpack)** **main element:** saltpeter **element property:** density 3.24 units. **surface:** silky	
	Zone11Locat_tree_miner4_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_tree_mush4	**Mushroom picture**	

		 *Near the tree** **(*signature appears only in the backpack)** **main element:** oily substance **element property:** viscosity 14 units. **disputes:** round	
	Zone11Locat_tree_mush4_bag	backpack button	the element is moved to the backpack and disappears from the location in case the backpack is full (4 items added), a pop-up pops up Zone11Locat_warn
	Zone11Locat_tree_close	close button	closes the pop-up. back to the planet's terrain and zone Zone11Bag
	Zone11Bag	*Pop-up on the background of the planet:* "Check your backpack. *Will the collected objects be suitable for the preparation of rocket fuel?"* flashing backpack	Switching to a backpack when clicking on Zone11Locat_bagbutton (which is highlighted)
	Zone11Locat_bagbutton	Backpack Button	when clicked, a pop-up unfolds, where the collected elements with a description lie
	Zone11Locat_bag	The backpack is a plate that contains the collected objects and an open notebook on the right side. Contains elements with descriptions that t. has transferred from locations. The backpack holds a MAXIMUM of 4 items.	
	Zone11Locat_Bag_Instruction	Instructions: " **Will the collected objects be suitable for the preparation of rocket fuel?** If everything is correct, click "Finish". If you need to replace something, click "Delete" and then "Collect other objects."	Located on top of the backpack

	Zone11Locat_bag_delete the “Delete” button to remove items from the backpack, the item is returned back to the location	Delete button	When you click on “Delete”, the item is removed from the backpack and returned back to the location)
	Zone11Locat_bag_ready	Done button	Button in the bag. Active when there are 4 objects in the backpack. Move to the next module.
	Zone11Locat_bag_close	button “Collect other objects”	Closes the backpack and returns the test subject to the planet, next to all 4 locations of the “Approach to…” button
	Zone11Locat_warning	plate with the text of the warning “ There are only 4 places in the backpack. If you want to put this object in your backpack, you will have to put something out of it.”	A warning appears if T. wants to add something to a backpack that already has 4 objects.
	Zone11Locat_Edu	Learn Button	Returns to the learning module. After re-training T. returns to the task

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
	F_time11	workspace display time, determined from the moment the WorkArea is loaded , until the moment the Zone11Locat_sureyes is clicked
	F_notes	1 - clicked on the Zone11_Notes_Open button (opened the notebook at least once) 0 - didn't click
	F_education	1 - clicked the learning button again 0 - did not click
	F_no	1 - pressed the Zone11Locat_sureno button 0 - did not click
	F_warn	1 - pop-up Zone11Locat_warn popped up 0 - did not pop up
	F_plant1	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_cave_plant1 0 - did not add an item to the backpack
	F_plant2	1 - added an element to the backpack (the element is in the backpack at the time you clicked done)

		Zone11Locat_lake_plant2 0 - did not add an item to the backpack
	F_plant3	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_crater_plant3 0 - did not add an item to the backpack
	F_plant4	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_tree_plant4 0 - did not add an item to the backpack
	F_mush1	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_cave_mush1 0 - did not add an item to the backpack
	F_mush2	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_lake_mush2 0 - did not add an item to the backpack
	F_mush3	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_crater_mush3 0 - did not add an item to the backpack
	F_mush4	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_tree_mush4 0 - did not add an item to the backpack
	F_metal1	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_cave_metal1 0 - did not add an item to the backpack
	F_metal2	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_lake_metal2 0 - did not add an item to the backpack
	F_metal3	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_crater_metal3 0 - did not add an item to the backpack

	F_metal4	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_tree_metal4 0 - did not add an item to the backpack
	F_miner1	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_cave_miner1 0 - did not add an item to the backpack
	F_miner2	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_lake_miner2 0 - did not add an item to the backpack
	F_miner3	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_crater_miner3 0 - did not add an item to the backpack
	F_miner4	1 - added an element to the backpack (the element is in the backpack at the time you clicked done) Zone11Locat_tree_miner4 0 - did not add an item to the backpack
	F_plant1	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_plant2	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_plant3	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_plant4	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_mush1	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_mush2	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_mush3	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_mush4	1 - removed an item from the backpack

		0 - did not remove the element from the backpack OR the element is not in the backpack
	F_metal1	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_metal2	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_metal3	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_metal4	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_miner1	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_miner2	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_miner3	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_miner4	1 - removed an item from the backpack 0 - did not remove the element from the backpack OR the element is not in the backpack
	F_cave	1 - opened the location Zone11Locat_cave 0 - did not open the location
	F_lake	1 - opened the location Zone11Locat_lake 0 - did not open the location
	F_crater	1 - opened the location Zone11Locat_crater 0 - did not open the location
	F_tree	1 - opened the location Zone11Locat_tree 0 - did not open the location

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT2_take1	At the moment the button is pressed, it's ready. 1 - added element Zone11Locat_crater_plant3 to backpack 0 - not added
	FCT2_take2	At the moment the button is pressed, it's ready. 1 - added element Zone11Locat_cave_metal1 to backpack 0 - not added
	FCT2_take3	At the moment the button is pressed, it's ready.

		1 - added element Zone11Locat_lake_miner2 to backpack 0 - not added
	FCT2_take4	At the moment the button is pressed, it's ready. 1 - added the element Zone11Locat_tree_mush4 to the backpack 0 - not added

Module 12.0 Laboratory training

ID : Laboratory training

What [WorkArea] looks like : the entire browser window is figma Space-71, 73, 124-126, 128,130, 132, 134, 135

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
	Zone12Robot_Instruction0	Pop-up with instructions from the Robot Assistant. Fine! All necessary components are assembled. It remains only to prepare the fuel.	
	Zone12Robot_Instruction0__Ok	OK button	closes pop-up, transition to learning
	ZoneEdu2Robot_Instruction1	Before we start making fuel, let's practice at other facilities!	
	ZoneEdu2Robot_Instruction1_Ok	OK button	jump to instructions. Screenshots of the tutorial appear , which T. can scroll through using the “Back” and “Next” buttons
	ZoneEdu2_futher	Next button	switches tutorial screens one forward
	ZoneEdu2_back	Back button	switches tutorial screens one back
	ZoneEdu2Robot_first	Pop-up points to the “Create a combination” button Space 124 In order to start creating a new combination, you must click on this button	Go to the next part of the instruction by clicking next Go to the previous part by clicking back
	ZoneEdu2Robot_second	Pop-up on top. Below a cell in a row and a Space 125 element You can select the desired item and drag it to the field for creating combinations.	Go to the next part of the instruction by clicking next Go to the previous part by clicking back
	ZoneEdu2Robot_six	Pop-up Space 132	Go to the next part of the instruction by clicking next

		Remember! Combinations are the same if they consist of the same objects.	Go to the previous part by clicking back
	ZoneEdu2Robot_seven	Pop-up Space 134 You can always turn to learning	Go to the previous part by clicking back
	ZoneEdu2Robot_seven_ok	Understandably	Completion of training. Pop up
	ZoneEdu2Robot_Instruction2	Fine! Now you know how to create combinations. Well done!	
	ZoneEdu2Robot_Instruction2	Good	Move on to the next module.

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
	F_timeEdu2	workspace display time, determined from the moment the WorkArea is loaded , until the moment you click on ZoneEdu2Robot_seven_ok
	F_timeEdu2_1	workspace display time, determined from the moment of loading ZoneEdu2Robot_Instruction2, until the moment of clicking on ZoneEdu2Robot_Instruction2

Module 12

ID : Laboratory
What does [WorkArea] look like : the entire browser window is figma Space-85,87,88

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
	Zone12Robot_Instruction1	Pop-up with instructions from the Robot Assistant. Let's start by filling the first tank in the engine of our spacecraft. Create all possible mixtures of the two components. Make sure that combinations are not repeated.	
	Zone12Robot_Instruction1_Ok	OK button	closes the pop-up, go to the next screen
	Zone12_InstructionUp	Instructions at the top of the screen Click “Finish” when you have created **all possible**	

		combinations of the two components . Please note: **you cannot mix the same components and leave empty cells.**	
	Zone12Lab Zone12Lab_Colb1 Zone12Lab_Colb2 Zone12Lab_Colb3 Zone12Lab_Colb4	Laboratory contains 4 elements (plant, metal, mineral, mushroom) that can be dragged with the mouse "Create Combination" button “Done” button	Zone12Lab_Colb1 = Plant Zone12Lab_Colb2 = Metal Zone12Lab_Colb3 = Mineral Zone12Lab_Colb4 = Mushroom 1 = plant 2 = Metal 3 = Mineral 4 = Mushroom
	Zone12Lab_Create	“Create combination” button	When you click on the button, a row with two cells appears When pressed again, a new line appears (bottom). The combinations are organized into three columns: First column: 1 and 2 combination Second column: 3 and 4 combination Third column: 5 and 6 combination When T. has created 6 combinations (all are visible on screens without scrolling), the columns begin to fill from the beginning below. That is, in the first column there will be combinations of 7 and 8, in the second 9 and 10 , etc. There cannot be a combination of identical items in one line (11, 22, 33, 44, i.e. plant-plant, metal-metal, mineral-mineral, mushroom-mushroom) After the appearance of a new line, T. must necessarily drag one of the items into the cell. Until this action, the remaining buttons on the screen will not be active. Thus, T. cannot finish the task with an empty cell
	Zone12Lab_Line	The line into which T. drags items.	If the lines do not fit on the screen, a scroll appears

	Zone12Lab_Line_slot1 ... Zone12Lab_Line_slot20	The initial line contains one cell into which T. drags items. Near the cell there is a plus button and a delete button.	Maximum number of lines - 20
	Zone12Lab_Line_del	delete button	deletes the cell. if this is the only cell in the row, the entire row is deleted, the rest of the rows are shifted
	Zone12Lab_Ready	“Done” button	when pressed, the Zone12Lab_ReadyCheck plate appears
	Zone12Lab_ReadyCheck	there exactly **ALL possible combinations** ? If yes, click "Done". If not, click "Cancel" and continue creating combinations.	
	Zone12Lab_ReadyCheckOk	Done button (on plate)	move to the next module
	Zone12Lab_ReadyCheckCancel	Cancel button	return to the screen with the creation of combinations Zone12Lab
	Zone12Lab_Edu	Learn Button	launches training

What parameters are controlled

pp	**Controlled parameter name**	**How the parameter value is determined**
	F_time12	workspace display time, determined from the moment of loading Zone12_InstructionUp, until the moment of clicking on Zone12Lab_Ready
	F_Lab1Edu	1 - re-launched training 0- no
	F_ncomb	number of rows (combinations) created
		1 = Plant 2 = Metal 3 = Mineral 4 = Mushroom
	F_colb12f	1 - there is a combination of 12 items (fixed order) 0 - no such item combination
	F_colb13f	1 - there is a combination of 13 items (fixed order) 0 - no such item combination
	F_colb14f	1 - there is a combination of 14 items (fixed order) 0 - no such item combination

	F_colb21f	1 - there is a combination of 21 items (fixed order) 0 - no such item combination
	F_colb23f	1 - there is a combination of 23 items (fixed order) 0 - no such item combination
	F_colb24f	1 - there is a combination of 24 items (fixed order) 0 - no such item combination
	F_colb31f	1 - there is a combination of 31 items (fixed order) 0 - no such item combination
	F_colb32f	1 - there is a combination of 32 items (fixed order) 0 - no such item combination
	F_colb34f	1 - there is a combination of 34 items (fixed order) 0 - no such item combination
	F_colb41f	1 - there is a combination of 41 items (fixed order) 0 - no such item combination
	F_colb42f	1 - there is a combination of 42 items (fixed order) 0 - no such item combination
	F_colb43f	1 - there is a combination of 43 items (fixed order) 0 - no such item combination
	F_colb12r	1 - there is a combination of 12 items (any order) 0 - no such item combination
	F_colb13r	1 - there is a combination of 13 items (any order) 0 - no such item combination
	F_colb14r	1 - there is a combination of 14 items (any order) 0 - no such item combination
	F_colb21r	1 - there is a combination of 21 items (any order) 0 - no such item combination
	F_colb23r	1 - there is a combination of 23 items (any order) 0 - no such item combination
	F_colb24r	1 - there is a combination of 24 items (any order) 0 - no such item combination
	F_colb31r	1 - there is a combination of 31 items (any order)

		0 - no such item combination
	F_colb32r	1 - there is a combination of 32 items (any order) 0 - no such item combination
	F_colb34r	1 - there is a combination of 34 items (any order) 0 - no such item combination
	F_colb41r	1 - there is a combination of 41 items (any order) 0 - no such item combination
	F_colb42r	1 - there is a combination of 42 items (any order) 0 - no such item combination
	F_colb43r	1 - there is a combination of 43 items (any order) 0 - no such item combination
	F_comb1	uploading the first combination in item sequence format (e.g. 12, 34, 1234, 1)
	F_comb2	uploading the second combination in item sequence format (for example, 12, 34) NA - no second combination
	F_comb3	unloading the third combination in the format of the sequence of items (for example, 12, 34) NA - no third combination
	F_comb4	uploading the fourth combination in item sequence format (e.g. 12, 34) NA - no fourth combination
	F_comb5	unloading the fifth combination in the format of the sequence of items (for example, 12, 34) NA - no fifth combination
	F_comb6	uploading the sixth combination in item sequence format (e.g. 12, 34) NA - no sixth combination
	F_comb7	unloading the seventh combination in the format of a sequence of items (for example, 12, 34) NA - no seventh combination
	F_comb8	unloading the eighth combination in the format of the sequence of objects (for example, 12, 34) NA - no eighth combination
	F_comb9	unloading the ninth combination in the format of the sequence of objects (for example, 12, 34) NA - no ninth combination
	F_comb10	unloading the tenth combination in the format of the sequence of objects (for example, 12, 34) NA - no tenth combination
	F_comb11	uploading 11 combinations in item sequence format (e.g. 12, 34)

		NA - no 11 combinations
	F_comb12	uploading 12 combinations in item sequence format (e.g. 12, 34) NA - no 12 combinations
	F_comb13	uploading 13 combinations in item sequence format (e.g. 12, 34) NA - no 13 combinations
	F_comb14	uploading 14 combinations in item sequence format (e.g. 12, 34) NA - no 14 combinations
	F_comb15	uploading 15 combinations in item sequence format (e.g. 12, 34) NA - no 15 combinations
	F_comb16	uploading 16 combinations in item sequence format (e.g. 12, 34) NA - no 16 combinations
	F_comb17	uploading 17 combinations in item sequence format (e.g. 12, 34) NA - no 17 combinations
	F_comb18	uploading 18 combinations in item sequence format (e.g. 12, 34) NA - no 18 combinations
	F_comb19	uploading 19 combinations in item sequence format (e.g. 12, 34) NA - no 19 combinations
	F_comb20	uploading 20 combinations in item sequence format (e.g. 12, 34) NA - no 20 combinations

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
one	FCT3_ncomb2	Result-Completeness 0=not all combinations created 1=all necessary combinations created: ● 1+2 (Plant + Metal) ● 1+3 (Plant + Mineral) ● 1+4 (Plant + Mushroom) ● 2+3 (Metal + Mineral) ● 2+4 (Metal + Mushroom) ● 3+4 (Mineral + Mushroom) (even if there are repetitions)
2	FCT3_scomb2	Systematic-Repetitions 0 = there is at least one repetition (for example, 12 and 21,

		13 and 31, 14 and 41, 23 and 32, 24 and 42, 34 and 42) 1 = no repeats;

Module 13

ID : Laboratory2
What [WorkArea] looks like : the entire browser window is figma Space-90,92,86 (side by side),91

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
	Zone13Robot_Instruction1	Pop-up with instructions from the Robot Assistant. You did great! Now fill up the second tank in our spaceship's engine. To do this, you need a mixture of three components.	
	Zone13Robot_Instruction1_Ok	OK button	closes the pop-up, go to the next screen
	Zone13_InstructionUp	Instructions at the top of the screen Click "Finish" when you have created **all possible combinations of the three components** . Please note: **you cannot mix the same components and leave empty cells.**	
	Zone13Lab Zone13Lab_Colb1 Zone13Lab_Colb2 Zone13Lab_Colb3 Zone13Lab_Colb4	Laboratory contains 4 elements that can be dragged with the mouse "Create Combination" button "Done" button	Zone13Lab_Colb1 = Plant Zone13Lab_Colb2 = Metal Zone13Lab_Colb3 = Mineral Zone13Lab_Colb4 = Mushroom 1 = plant 2 = Metal 3 = Mineral 4 = Mushroom
	Zone13Lab_Create	"Create combination" button	When you click on the button, a row with three cells appears

			When pressed again, a new line appears (bottom) with cells for 3 items The combinations are organized into three columns: First column: 1 and 2 and 3 combination Second column: 4&5&6 combination Third column: 7 and 8 and 9 combination When T. has created 9 combinations (all are visible on the screens without scrolling), the columns begin to fill in from the beginning below. That is, in the first column there will be combinations of 10 and 11 and 12, in the second 13 and 14 and 15 , etc. One line cannot contain a combination of identical items (11, 22, 33, 44) After the appearance of a new line, T. must necessarily drag one of the items into the cell. Until this action, the remaining buttons on the screen will not be active. Thus, T. cannot finish the task with an empty cell
	Zone13Lab_Line Zone13Lab_Line__slot1 ... Zone13Lab_Line_slot20	The line into which T. drags items. The initial line contains one cell into which T. drags items. There is a plus button and a cross next to the cell.	If the lines do not fit on the screen, a scroll appears Maximum number of lines - 20
	Zone13Lab_Line_del	delete button	deletes the cell. if this is the only cell in the row, the entire row is deleted, the rest of the rows are shifted
	Zone13Lab_Ready	“Done” button	when pressed, the Zone 13Lab_ReadyCheck plate appears

	Zone13Lab_ReadyCheck	there exactly **ALL possible combinations** ? If yes, click "Done". If not, click "Cancel" and continue creating combinations.	
	Zone13Lab_ReadyCheckOk	Done button (on plate)	move to the next module
	Zone13Lab_ReadyCheckCancel	Cancel button	return to the screen with the creation of combinations Zone13Lab
	Zone13Lab_Edu	button training	launches training

What parameters are controlled

pp	**Controlled parameter name**	**How the parameter value is determined**
one	F_time13	workspace display time, determined from the moment of loading Zone13_InstructionUp, until the moment of clicking on Zone13Lab_Ready
	F_Lab2Edu	1 - starts retraining 0 - no
	F_t3comb	number of rows (combinations) created
		1 = plant 2 = Metal 3 = Mineral 4 = Mushroom
	F_colb123f	1 - there is a combination of 123 items (fixed order) 0 - no such item combination
	F_colb124f	1 - there is a combination of 124 items (fixed order) 0 - no such item combination
	F_colb134f	1 - there is a combination of 134 items (fixed order) 0 - no such item combination
	F_colb234f	1 - there is a combination of 234 items (fixed order) 0 - no such item combination
	F_colb123r	1 - there is a combination of 123 items (in any order) 0 - no such item combination
	F_colb124r	1 - there is a combination of 124 items (in any order) 0 - no such item combination
	F_colb134r	1 - there is a combination of 134 items (in any order) 0 - no such item combination

	F_colb234r	1 - there is a combination of 234 items (in any order) 0 - no such item combination
	F_tcomb1	uploading the first combination in item sequence format (e.g. 123, 334, 1234, 1)
	F_tcomb2	uploading the second combination in item sequence format (for example, 12, 34) NA - no second combination
	F_tcomb3	unloading the third combination in the format of the sequence of items (for example, 12, 34) NA - no third combination
	F_tcomb4	uploading the fourth combination in item sequence format (e.g. 12, 34) NA - no fourth combination
	F_tcomb5	unloading the fifth combination in the format of the sequence of items (for example, 12, 34) NA - no fifth combination
	F_tcomb6	uploading the sixth combination in item sequence format (e.g. 12, 34) NA - no sixth combination
	F_tcomb7	unloading the seventh combination in the format of a sequence of items (for example, 12, 34) NA - no seventh combination
	F_tcomb8	unloading the eighth combination in the format of the sequence of objects (for example, 12, 34) NA - no eighth combination
	F_tcomb9	unloading the ninth combination in the format of the sequence of objects (for example, 12, 34) NA - no ninth combination
	F_tcomb10	unloading the tenth combination in the format of the sequence of objects (for example, 12, 34) NA - no tenth combination
	F_tcomb11	uploading 11 combinations in item sequence format (e.g. 12, 34) NA - no 11 combinations
	F_tcomb12	uploading 12 combinations in item sequence format (e.g. 12, 34) NA - no 12 combinations
	F_tcomb13	uploading 13 combinations in item sequence format (e.g. 12, 34) NA - no 13 combinations
	F_tcomb14	uploading 14 combinations in item sequence format (e.g. 12, 34) NA - no 14 combinations
	F_tcomb15	uploading 15 combinations in item sequence format (e.g. 12, 34) NA - no 15 combinations

	F_tcomb16	uploading 16 combinations in item sequence format (e.g. 12, 34) NA - no 16 combinations
	F_tcomb17	uploading 17 combinations in item sequence format (e.g. 12, 34) NA - no 17 combinations
	F_tcomb18	uploading 18 combinations in item sequence format (e.g. 12, 34) NA - no 18 combinations
	F_tcomb19	uploading 19 combinations in item sequence format (e.g. 12, 34) NA - no 19 combinations
	F_tcomb20	uploading 20 combinations in item sequence format (e.g. 12, 34) NA - no 20 combinations

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
one	FCT3_ncomb3	Result-Completeness 0=not all combinations created; 1=all necessary item combinations created: ● 1+2+3 ● 1+2+4 ● 1+3+4 ● 2+3+4 1 = plant 2 = Metal 3 = Mineral 4 = Mushroom (even if there are repetitions)
2	FCT3_scomb3	Systematic-Repetitions 0 = there is at least one repetition; 1 = no repeats;

Module 15

ID : Questions
What [WorkArea] looks like : the entire browser window is a figma of Space-95

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area

one	Zone15Robot_Instruction1	Instructions from the Robot-assistant from above Super! Almost everything is ready to launch! But we must not forget about the protection of the fuel system. To reduce the harm of fuel, you need to add a suppressor. We have 4 multi-colored chemical solutions left. Of these, you need to choose a flask with a suppressor. Do you have any questions? ”	
2	Zone15Task	Choose one answer:	T. chooses one of four answers
3	Zone15Task_Ans1	Thank you robot assistant, I have no questions	
4	Zone15Task_Ans2	Yes, there are questions about the spaceship	
five	Zone15Task_Ans3	Yes, there are questions about what a suppressor looks like	
	Zone15Task_Ans4	Yes, there are questions about the history of the suppressor	
10	Zone15ReadyButton1	Done button	The Done button becomes active when an answer option is selected. Go to next screen and pop -up

What parameters are controlled

pp	**Controlled parameter name**	**How the parameter value is determined**
one	F_time15	the time of displaying the work area, is determined from the moment the WorkArea is loaded , until the moment the Zone2.4ReadyButton is clicked,
2	F_Zone15_T1_Ans1	1 - selected option Zone15Task_Ans1 0 - not selected
3	F_Zone15_T1_Ans2	1 - selected option Zone15Task_Ans2 0 - not selected
4	F_Zone15_T1_Ans3	1 - selected option Zone15Task_Ans3 0 - not selected
five	F_Zone15_T1_Ans4	1 - selected option Zone15Task_Ans4 0 - not selected

How Parameters (Module Indicators) Are Determined

pp	**Indicator Name**	**How is determined**

one	FCT1_press	2 - chose Zone15Task_Ans3 1 - chose Zone15Task_Ans2 OR Zone15Task_Ans4 0 - selected Zone15Task_Ans1

Module 16

ID : Sources of Information

How looks like [WorkArea] : all window browser figma Space-96,97,98

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
	Zone16Robot_Instruction1	Instructions from the Robot-assistant from above "I have selected sources for you that may contain information about the suppressor"	
	Zone16Task	Choose the source **with information about the suppressors** that is most reliable:	T. chooses one of four answers
	Zone16Task_Ans1	**"Suppressors: Theory and Applications"** : *Lectures by cosmologist Peter Lohr*	
	Zone16Task_Ans2	**"Where did suppressors come from and why are they needed":** *Article in the magazine "For Space Lovers"*	
	Zone16Task_Ans3	**"Suppressors: what is it and what is it eaten with":** *Video on the site "Everything interesting about the world"*	
	Zone16Task_Ans4	**"What My Grandmother Said About Making a Suppressor":** *Personal diary of granddaughter Leila Schnapps*	

	Zone16ReadyButton	Done button	The Done button becomes active when an answer option is selected. Go to next screen and pop -up
	Zone16Robot_Instruction2	Instructions from the Robot-assistant from above Fine! I have processed information from a suitable source. Read the text and save in your notebook only the sentence that will help you **identify the flask with the suppressor.**	
	~~Zone16Task2~~	~~Read the text and save in your notebook only the sentence that will help you identify the flask with suppressor. When you're done, click "Finish".~~	
	Zone16Task2_Text	The suppressor was created by Layla Schnapps before traveling to other galaxies. After the development of rocket science, a new generation suppressor was invented. This suppressor has a blue tint. The old generation suppressor is applied only to land vehicles: cars, buses , etc. This suppressor is green.	T. highlights the sentence with a click. There is an "add to notepad" button. If T. clicked on “add to notebook”, the sentence is copied to the notebook area on the right
	Zone16Task2_Notes Zone16Task_Notes_del cross next to the sentence - when clicked, the sentence is deleted from the notebook	Notebook. Contains sentences from the text that T. added to the notebook for this task. New notepad ONLY ONE OFFER CAN BE ADDED	
	Zone16Task2_Ready	Done button	move to the next screen

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined

one	F_time16	the time the workspace is displayed, is determined from the moment the WorkArea is loaded , until the moment the Zone16ReadyButton is clicked,
1.1	F_time16_1	workspace display time, determined from the moment of loading Zone16Robot_Instruction2, until the moment of clicking on Zone16Task2_Ready
	F_16SentenceDel	1 - removed the sentence from the notepad 0 - no
2	F_Zone16_Ans1	1 - selected option Zone16Task_Ans1 0 - not selected
3	F_Zone16_Ans2	1 - selected option Zone16Task_Ans2 0 - not selected
4	F_Zone16_Ans3	1 - selected option Zone16Task_Ans3 0 - not selected
five	F_Zone16__Ans4	1 - selected option Zone16Task_Ans4 0 - not selected
6	Zone16_Sentence1	1 - added to notepad 0 - no The suppressor was created by Layla Schnapps before traveling to other galaxies.
7	Zone16_Sentence2	1 - added to notepad 0 - no After the development of rocket science, a new generation suppressor was invented.
8	Zone16_Sentence3	This suppressor has a blue tint.
nine	Zone16_Sentence4	1 - added to notepad 0 - no The old generation jammer is only applicable to ground vehicles: cars, buses, etc.
10	Zone16_Sentence5	1 - added to notepad 0 - no This suppressor is green.

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT1_info	1 - selected Zone16Task_Ans1 0 - other
	FCT1_blue	1 - added to the notebook Zone16_Sentence3

		0 - added any other sentence to the notebook or some other sentence to the notebook

Module 17

ID : Choose colb
What [WorkArea] looks like : the entire browser window is a figma Space-99,100

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
	Zone17Robot_Instruction1	Top instruction Great! Now choose a flask with a suppressor.	
	~~Zone17Task~~	~~Choose a flask with a suppressor:~~	
	Zone17Task_Ans1	pink flask	
	Zone17Task_Ans2	yellow flask	
	Zone17Task_Ans3	blue flask	
	Zone17Task_Ans4	green flask	
	Zone17Task_Ready	Done button	becomes active when T. has chosen an answer option transition to pop -up
	Zone17Robot_Instruction2	Pop-up robot assistant Fine! I start the fuel generation process. We'll be ready to take off in 30 seconds! Please take the pilot's seat and fasten your seat belts!	
	Zone17Robot_Instruction1_Ok	OK button	transition to the final module

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time17	workspace display time, determined from the moment the WorkArea is loaded , until the moment the Zone17Task_Ready is clicked
	F_time17_1	workspace display time, determined from the moment of loading Zone17Robot_Instruction2, until the moment of clicking on Zone17Robot_Instruction1_Ok
2	F_Zone17_Ans1	1 - selected option Zone16Task_Ans1 0 - not selected

3	F_Zone17_Ans2	1 - selected option Zone16Task_Ans2 0 - not selected
4	F_Zone17_Ans3	1 - selected option Zone16Task_Ans3 0 - not selected
five	F_Zone17__Ans4	1 - selected option Zone16Task_Ans4 0 - not selected

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
	FCT2_flask	1 - selected Zone17Task_Ans3 0 - other

Module 18

ID :
What [WorkArea] looks like : the entire browser window is a figurine of Space-101

What are the zones of activity:

pp	Activity zone name	Description (content) of the activity zone	Action on click on activity area
one	Zone18_Instruction	Pop-up with instructions. Congratulations! You've made rocket fuel! Now you can continue your journey through the universe	
2	Zone18EndButton	End button	Completion of the task

What parameters are controlled

pp	Controlled parameter name	How the parameter value is determined
one	F_time18	workspace display time, determined from the moment the WorkArea is loaded , until the moment the Zone18EndButton is clicked

How Parameters (Module Indicators) Are Determined

pp	Indicator Name	How is determined
one	F_time18	The time spent on the screen is recorded (unit - sec)