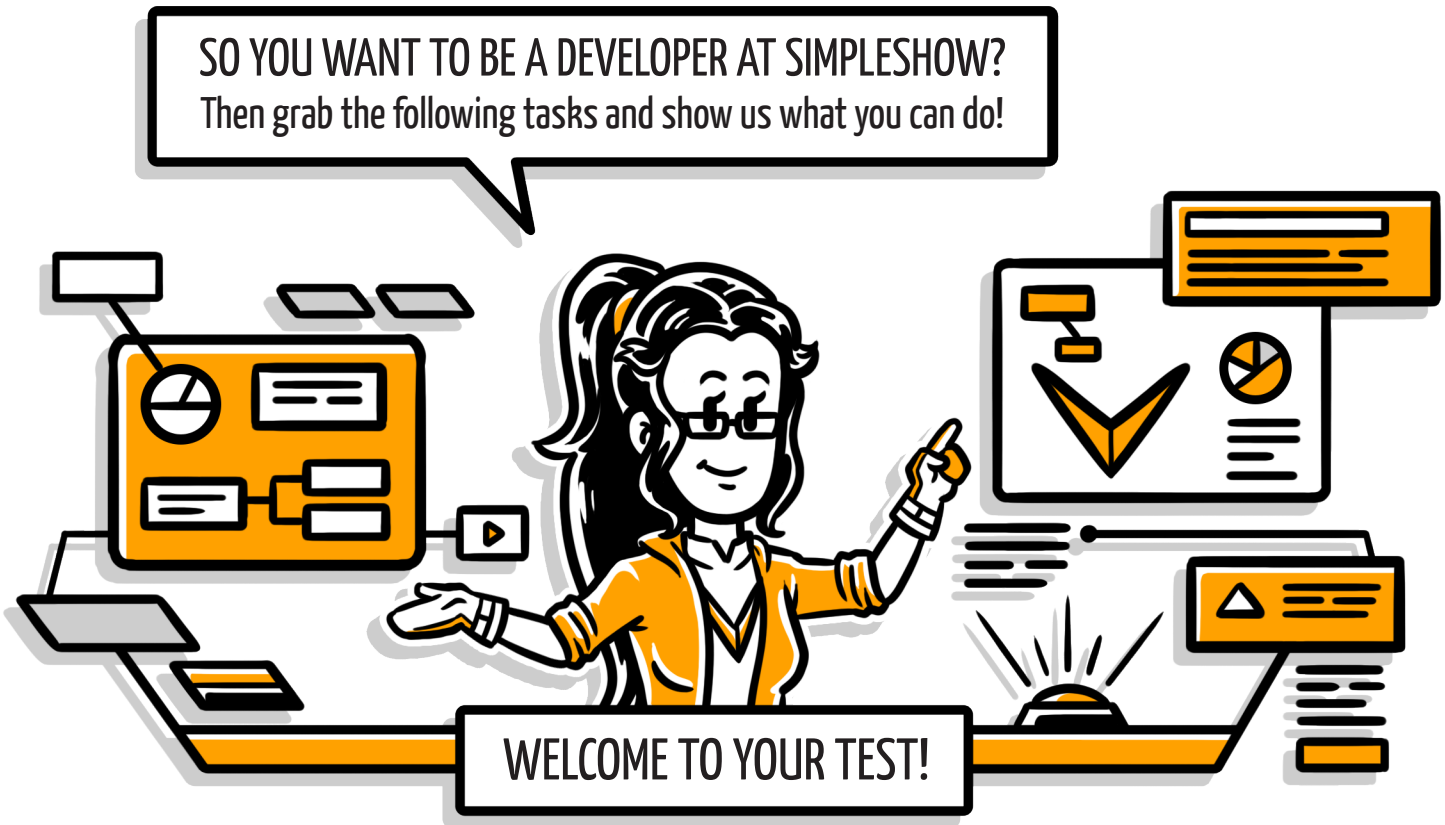




DEVELOPER ASSESSMENT

Introductory letter and getting-started guide





As part of our selection process, we ask that Developers complete the attached assessment, please complete it within one week and email it to interactive.americas@simpleshow.com.

Our Quality Control Specialist will review your assessment and a team member will follow up with the next steps.

Are you wondering how your work will pay off? Although the assessment is not compensated, if selected, we will go over our rates. Besides that we are sure that building your own interaction will turn out to be a fun experience. Go crazy!

For further guidance, we suggest you take a look at what we do and browse through our website <https://simpleshow.com/us-en/interactive/>. Don't worry too much about how we do it. In this assessment you are free to use whatever technology you see fit and you feel comfortable with. You will be building a drag 'n' drop interaction and we are sure that you can find a library that will assist you in that in no time.

Some Helpful Tips

1. Write your text responses directly in the PDF
2. Save the PDF as "Test_FirstName_LastName"
3. Either pack up your work and send us the results via WeTransfere or a link to its repository
4. If you have any questions, please reach out to interactive.americas@simpleshow.com at any time
5. We're excited to see what you come up with! Good luck!

Let's Get Interactive

Here's how this works:

Download your storyboard and assets pack [here](#) and build your first simpleshow interactive interaction using any technology, framework, or library that will get the job done for you. Look at the storyboard and you will figure out how this is supposed to look like in no time.

Next, please answer the following questions in a few sentences.

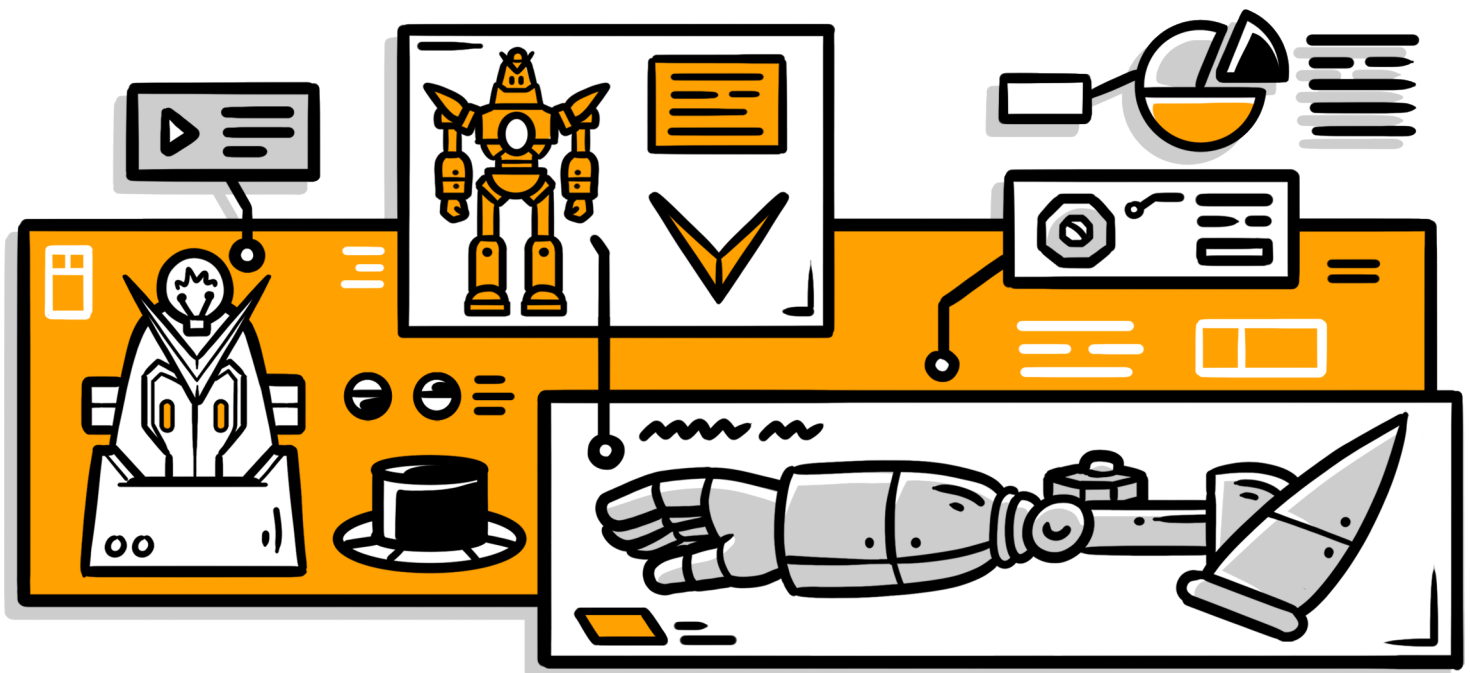
1. How did it go?

What were the challenges? What did not work as expected? What would you have liked to do differently or how could you have improved the course?

Let us know about your experience!

2. How would you have done it in a perfect world?

Suppose you had all the time and resources at your disposal: what would you have done to make the little scene even more fun?



2 LET'S GET SUPPORTIVE - HOW DO YOU SAVE THE WORLD, ONE CUSTOMER AT A TIME?

Here's how this works:

Take your shot at this very reality-based scenario! How would you approach this problem? **Tip:** The customer is always king but he is not necessarily always right!

Scene 1:

Your project manager forwards you this email from a customer:

"Hello, Mr. Addams,
Thank you for your mail. We were able to successfully download the course, but then found that it was not working. Although it loads briefly in the browser, then nothing more happens. Could you please tell me what we can do or what went wrong? "

What questions would you ask the customer to narrow down the problem?

Scene 2:

You are tasked to build a course for a client who want's to support mobile devices and IE11 as well as modern browsers. What do you have to be cautious about? How would you make sure that these requirements are met?

3 LET'S GET PERSONAL - WHAT MAKES YOU SPECIAL?

Here's how it works:

Write a claim that describes you best!

4 TABS OR SPACES?

Just kidding. ;)

Good Luck!