DITA 1.3 T&L Extra Assessments

Question types:

- IceTextEntry – Fill in the gap, for each gap a correct and one or more alternatives answers can be given.
- IceInlineChoice – Text with gaps, for each gap in a drop down menu the answer can be chosen.
- IceHottext – Text in which some words or characters can be highlighted through click on them.
- IceGapMatch – Text with gaps and given words which has to pull into the gaps with drag and drop.
- IceMultipleMatch – Matrix, creating pairs from two sets of items, n-to-n relations are possible
- IceAcrosticPuzzle – one-dimensional crossword, a solution word can be built automatically or can be given.
- IceDrawing – An image is given on which the student has to draw something
- IceGraphicGapMatch – Image on which words or icons must be placed with drag and drop

   The question types IceTextEntry, IceInlineChoice, IceGapMatch and IceHottext are so called inline questions. Not because the question is standing inline but the answers are part of a text and thus inline.

Elements used in Ice:

IceTextEntry

- IceInlineInteractionText – Container for the text with gaps.
- IceTextEntryOptions – Container for the answer(s); beside the correct answer alternatives answers can be given which are partly correct.
- IceAnswerOptionInline – Answer. Child-elements 'IceAnswerContentInline', 'lcCorrectResponse2', IceAlternativeResponse' and 'lcFeedback2'. After the element 'IceAnswerContentInline' must stand 'lcCorrectResponse2' or 'IceAlternativeResponse' to define if the answer is correct or just an alternaative (nearly correct).
- IceAnswerContentInline – The actually answer for a gap like a word, number or character.

IceInlineChoice

- IceInlineInteractionText – Container for the text with gaps and their drop down menus.
- IceInlineChoiceOptions – Container for the drop down menu with the answers
- IceAnswerOptionInline – Answer. In the element 'IceInlineChoiceOptions' more than one 'IceAnswerOptionInline' must be given otherwise it there is not a choice. One answer must be marked as correct answer with 'lcCorrectResponse2'. Child-elements: 'IceAnswerContentInline', 'lcCorrectResponse2' and 'lcFeedback2', 'IceAlternativeResponse' stands in the content model but shouldn't be used.
- IceAnswerContentInline – Actually word, number or character in the choice list..

IceHottext

- IceInlineInteractionText – Container for the text with ,interactive words or characters.

- IceHottextOption – Answer, interactive word or character. Correct answers must be marked with 'lcCorrectResponse2'. If 'lcCorrectResponse2' is missing, the word or character is interactive but not a correct answer.
- IceAnswerContentInline – Actually interactive word or character.

gabMatch

- IceInlineInteractionText – Container fort ext with gaps.
- IceGap – Gap, in which a given word must be filled in or placed with drag and drop. The answers are standing separate from text with gaps.. Each gap must have an uniek id.
- IceGapMap – Container fort he answers, thus the word or characters the student hast o use.
- IceGapAnswer – Answer. In the attribute href stands the reference to the gap. Correct answers must be marked with 'lcCorrectResponse'. If 'lceGapAnswer' has an empty href attribute and and isn't marked as correct than it is an extra word to confuse the student.

IceMultipleMatch

IceMultipleMatch – This questions is built out of three blocke (child elements): 'IceMatchSet1', 'IceMatchSet2' und 'IceMatchMapping'.

- IceMatchSet1 – Container for one or more items which belongs to the first set.
- IceMatchSet2 – Container for one or more items which belongs to the second set,
- IceAssociableItem – Item in 'IceMatchSet1'. Each 'IceAssociableItem' has an attribute 'number' which should contain a unique number/string.
- IceAssociableIMatch – Item in 'IceMatchSet2' which can match to an item from the first set. Each 'IceAssociableMatch' has an attribute 'number' which should contain an unique number/string..
- IceMatchMapping – Container for mapping pairs.
- IceMatchPair – Container for a pair. A pair contains out of an item from.each set. You cn built as many pairs as you want. It is allowed to use an item in different pairs. But an item doe not have to be part of a pair.
- IceAssociableItemNr – Contains the value of 'IceAssociableItem@number'.
- IceAssociableMatchNr – Contains the one pir from both sets of 'IceAssociableIMatch@number'.

Note: If you have only direct pairs and no item is used more often then once, it is recommended to use the DITA 1.3 L&T 'lcMatching2.

IceAcrosticPuzzle

- IceArosticOption – Container for the clue and crossword.
- IceArosticClue – Clue about the crossword.
- IceArosticEntry – Answer/crossword
- IceArosticEntryContent – Actually content oft he crossword. Each character has to be coded with 'puzzleLetter'.
- puzzleLetter – Character in the crossword, with 'lcCorrectRespone2' a ‚puzzleLetter' can be marked which should become part of an extra solution word .
- predefinedLetter – Predefined character

IceDrawing

- IceDrawingImage – Container for image on which the student must draw.

- IceDrawingAnswer – ,IceDrawingis an open question, the answer must be checked manual. In 'IceDrawingAnswer' stands the answer, it ccan be just the right image but also some text..

IceGraphicGapMatch

In this question type some standard DITA 1.3 L&T elements which are defined for 'IcHotspot' are used. To understand the whole 'IceGraphicGapMatch' somehow better, those elements are listened hier as well.

- IceAreaGGM – Container for the image and the answers which has to be dragged and dropped onto the image.
- IceAreaGGM/image – Image on which the answers must be dropped. For the answers drop areas are shown on the image.
- IceAreaContent – Answer, can be text or an image
- IcAreaShape2 – In this element the shape of the drop area is defined.. In DITA 1.3 L&T the shapes 'rect', 'circle' and 'poly' are supported.
- IcAreaCoords2 – Contains the coordinates of a drop area