Assessment Game Templates

Protocols

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# Overview

With the assessment templates, the author selects a template, then sets the data with the help of the interface builder. The template loads the following elements from **LCMS**, displays them dynamically in the **ICP** and maintains the record on the **LMS**.

## 1 - Global Variables

**Variables:**

* Game ID
* Sub title

**Type:** Text Field

**Description**: Assessment game templates start with global variable and display these variables on splash screen.

## 2 - Functionality Toggles

**Toggles:**

* QA demo
* Timed Question

**Type:** Check box

**Description**: Assessment game templates proceed with functionality toggles and function according to these toggles. Note that not all games have the option for timed questions.

## 3 - Assessment Bank

**Assessment Bank Item:**

* Assessment Item bank
* Assessment Item

**Type:** Assessment Bank Item

**Description**: Assessment game templates fetch data (Slots, Question, Options, and Feedbacks) from assessment bank. Each assessment template may have different data structure.

## 4 - Review and Analyze Module Toggles

**Toggles:**

* Analyze
* Review

**Type:** Check box

**Description**: When selected, the conclusion scene of assessment game template will display the review and analyze module. Not that not all games have the analyze and review modules.

## 5 - Policies

**Assessment Bank Item:**

* Mastery Level
* Max Attempts

**Type:** Text field, check box, radio button or dropdowns.

**Description**: Maintain records on LMS according to the assessment template policies.