

SYJ Front-End App Functional Document

Contents

Problem statement	3
App value proposition	3
Notes for the developer	3
User Types.....	3
Capabilities by User Type	4
Content Screen (scrn_home)	4
User Interaction Content screen	5
Functionalities Home screen.....	5
Filter pane	7
Filter tabs	8
Sort:.....	8
Search box.....	9
Need Help button.....	9
View Other Learning Path (Role Picker) button	9
Impersonate button	10
High contrast theme.....	10
Browse Screen (scrn_browse).....	10
User Interaction Browse screen	11
Functionalities Browse screen.....	11
Details Screen (scrn_details)	13
User Interaction Details screen	14
Functionalities of Details screen	14
Bookmark	14
Mark as Complete	15
Rating	15
Launch button	15
Asset Description label.....	15
Impersonate Screen (scrn_impersonate).....	16
User Interaction Impersonate screen.....	17
Functionalities of Impersonate screen.....	17
Impersonate learner button (Code inside the button).....	18
Role Picker Screen (scrn_rolePicker)	19
User Interaction Role Picker screen	19

Functionalities of Role Picker screen.....	20
Go button Role Picker.....	21
Accessibility	21
UI Data displayed vs back end.....	22
Collecting information OnStart	26
Collecting information in RolePicker screen's "Go" button.....	32
Collecting information in Impersonate screen's "Impersonate learner" button	32

Problem statement

Most often employees that move into a new role seem lost around what is expected of them and don't know how to employ tools to reach their goals. Within a team, onboarding a new member is not always and may be time consuming. The problem intensifies when there are multiple work items to tackle and not enough time to explain and provide basic onboarding. The new team member moves abruptly into execution without the right knowledge or tools.

This may result in mistakes that other team members need to jump in and alleviate. The new team member that doesn't ramp up quickly may undergo frustration when not being to add much value to a team. In this situation, managers may feel on their end that the new team member is hindering current processes and work as a whole. The morale of the entire team is impacted negatively.

App value proposition

The Start Your Journey app is a complementary solution to the previous problem. This app is a portal that allows new team members to consume content designed for their specific role, in an easy-to-use, easy-to-navigate, interactive interface. Targeted "Learners" can navigate to learning assets living in external sources, consuming those and keeping track of what they consume by marking as complete, bookmarking for later consumption, rating it. On their end, Program owners (or Managers) can design content set ups by topics and paths for learners that meet specific criteria.

This app helps new team members to learn quickly about their role, responsibilities, day to day, or basically anything that is designed for them. Learners ramp up individually as they get to know their role better, allowing them to add more value to the team in less time.

Notes for the developer

Notes for the developer are written in **dark green** across this document.

User Types

Learner: New team members that are expected to open the app and see content that has been set up for him/her to consume. The learner can explore content through the Content Screen and Browse Screen. **The Learner is allowed to patch Assets per Learner data into the back end. Also, he's allowed to read all content related entities (Asset Catalog, Paths, Topics, Asset Per Path, Asset Path per Program Parameter, Program Parameter, Learner Program Parameter), but not change (update, create, delete).**

Support: Program Owner / Program Manager. User that is expected to monitor how content looks like for different roles before going live. This user type is not supposed to modify any content configuration, just review by navigating from the Role Picker Screen. **The Support user is NOT allowed to patch (create, delete, update) any data into the back end but has read access to all custom entities. (i.e.: Asset Catalog, Paths, Topics, Asset Per Path, Asset Path per Program Parameter, Program Parameter, Learner Program Parameter).**

Admin: Program Assistant. User in charge of configuring content for each of the roles (Program Parameters) in the team. Also will assist any learner having issues seeing their content. **The Admin user is allowed to patch (create, delete, update) any data into the back end and has read access to all custom entities. (i.e.: Asset Catalog, Paths, Topics, Asset Per Path, Asset Path per Program Parameter, Program Parameter, Learner Program Parameter). Also, the Admin user has access to the Impersonation screen in the app, to check the experience of one specific learner.**

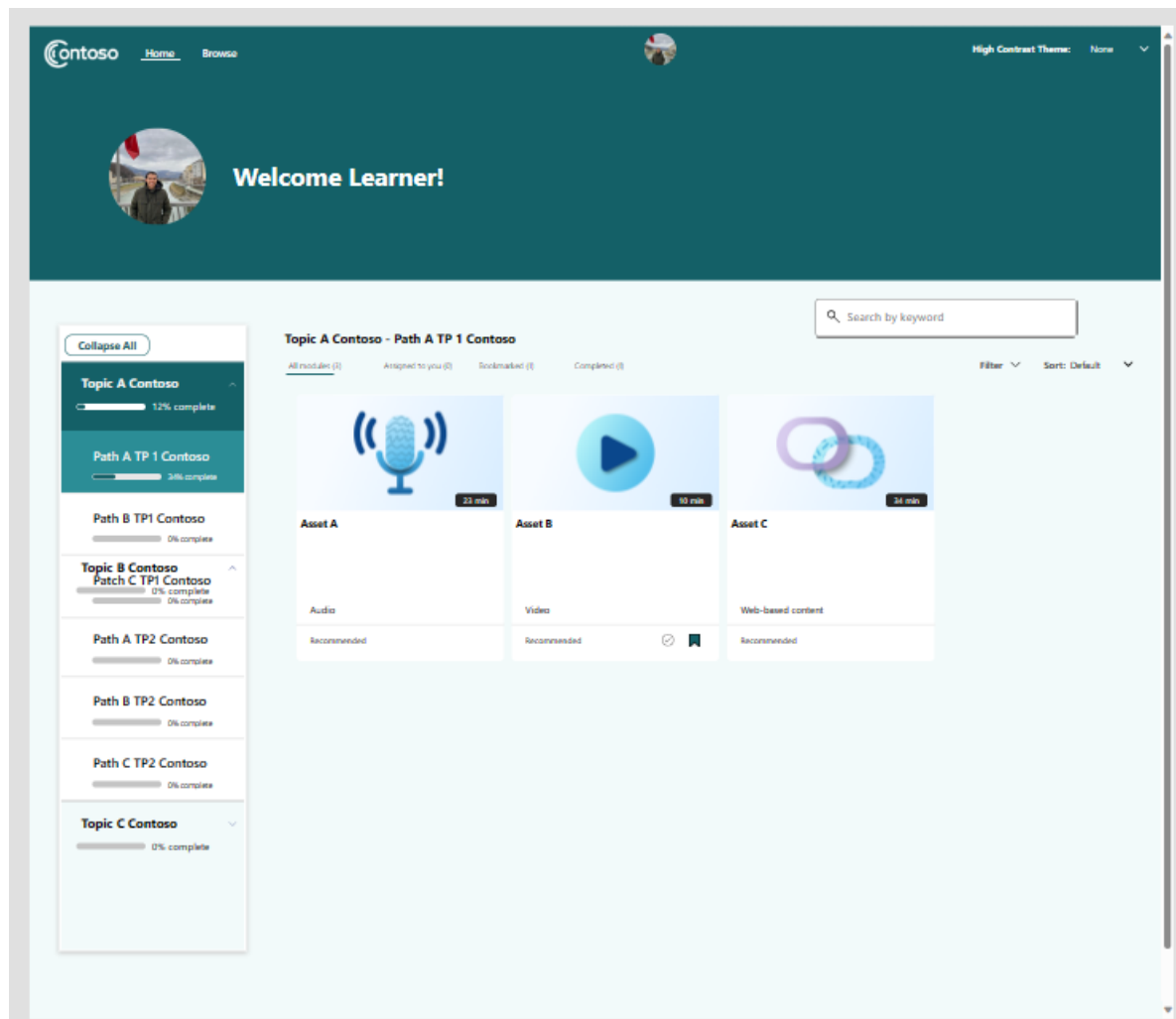
General: Like Support user, but designed for users outside the program who want to check out the App. **The General user is NOT allowed to patch (create, delete, update) any data into the back end but has read access to all custom entities. (i.e.: Asset Catalog, Paths, Topics, Asset Per Path, Asset Path per Program Parameter, Program Parameter, Learner Program Parameter).**

Capabilities by User Type

Capabilities by User Type			
User Type / Functionality	Navigate to role picker and pick a role	Impersonate a learner and check his experience	Rate, bookmark or complete content
Learner	X	X	✓
Admin	✓	✓	X
Support	✓	X	X
General	✓	X	X

Content Screen (scrn_home)

Main screen for content navigation within topics and paths. In this screen learners will be able to find assets assigned to them grouped by topics and paths. Users will be able to filter content by modality and duration, what is assigned to them (mandatory), which assets are bookmarked or completed. Assets within a path can be sorted by “Default”, “Modality” and “Duration.”

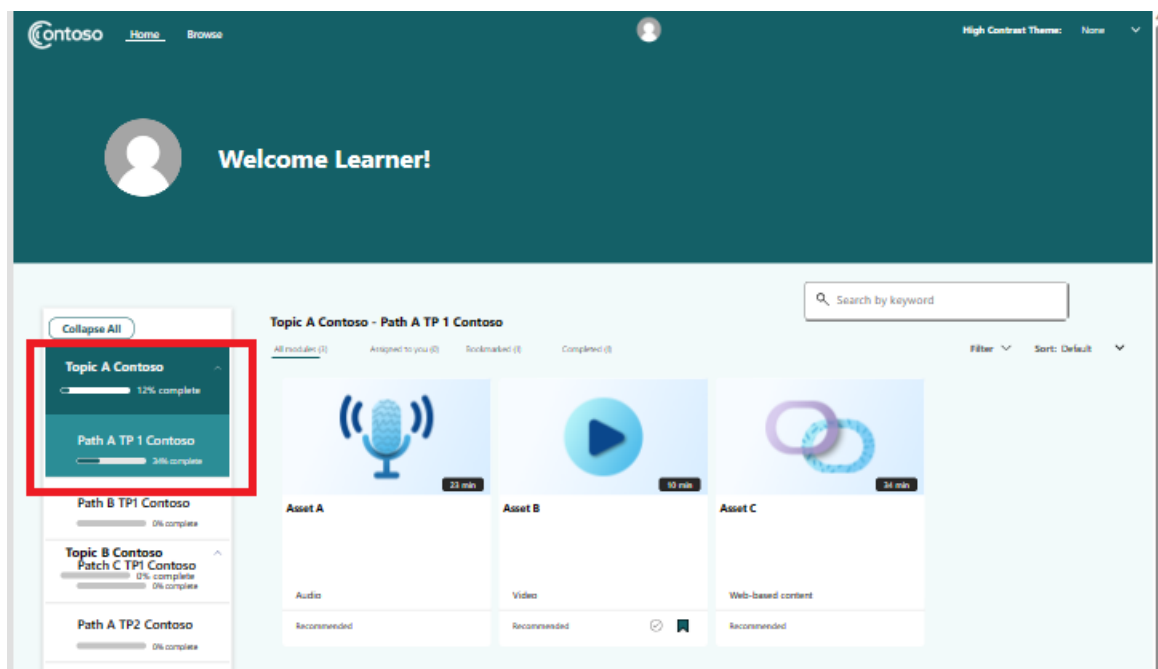


User Interaction Content screen

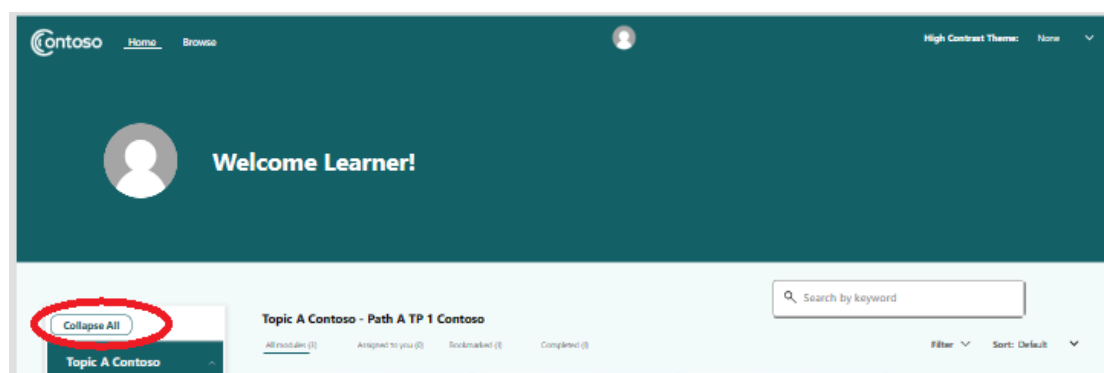
Content Screen (scrn_home)			
User type	Screen Available to:	Interaction	Can navigate to:
Learner	✓	When logging into the app, this is the first screen that displays. Summarizes content that has been assigned to the learner directly in Assets Per Learner entity.	Browse screen: ✓ Details screen: ✓ Role Picker screen : X Impersonate screen : X
Support	✓	Will navigate to this screen after selecting a role in the Role Picker screen. Summarizes content that has been assigned to the Program Parameter(see details in section Content configuration).	Browse screen: ✓ Details screen: ✓ Role Picker screen : ✓ Impersonate screen : X
Admin	✓	Will navigate to this screen after selecting a role in the Role Picker screen or Impersonation screen. Summarizes content that has been assigned to the Program Parameter or selected user for impersonation(see details in section Content configuration).	Browse screen: ✓ Details screen: ✓ Role Picker screen : ✓ Impersonate screen : ✓
General	✓	Will navigate to this screen after selecting a role in the Role Picker screen. Summarizes content that has been assigned to the Program Parameter(see details in section Content configuration).	Browse screen: ✓ Details screen: ✓ Role Picker screen : ✓ Impersonate screen : X

Functionalities Home screen

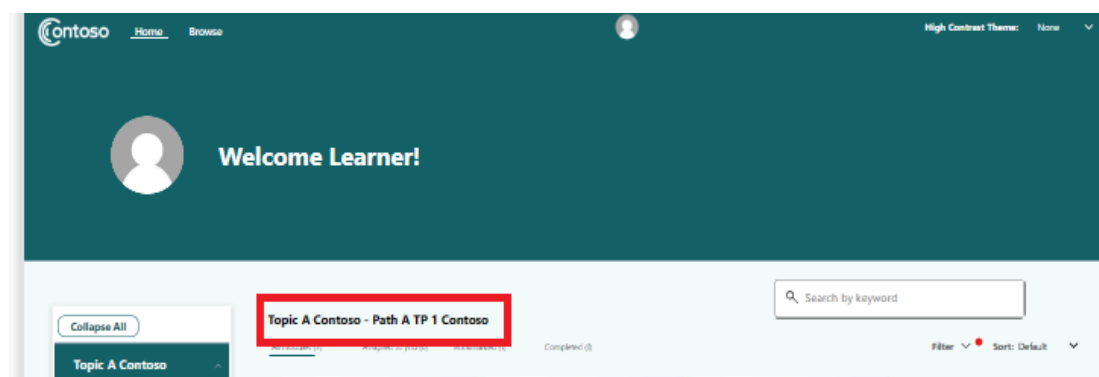
In the home screen a Topics and Paths gallery is created to display the Topics and Paths assigned to each learner. For the learners to identify which Topic and Path they are consuming, the Topic will highlight in a darker green and the Path in a lighter green. This is possible by identifying the ID of the Topic and comparing this value with the ID of the Topic the learner selected.



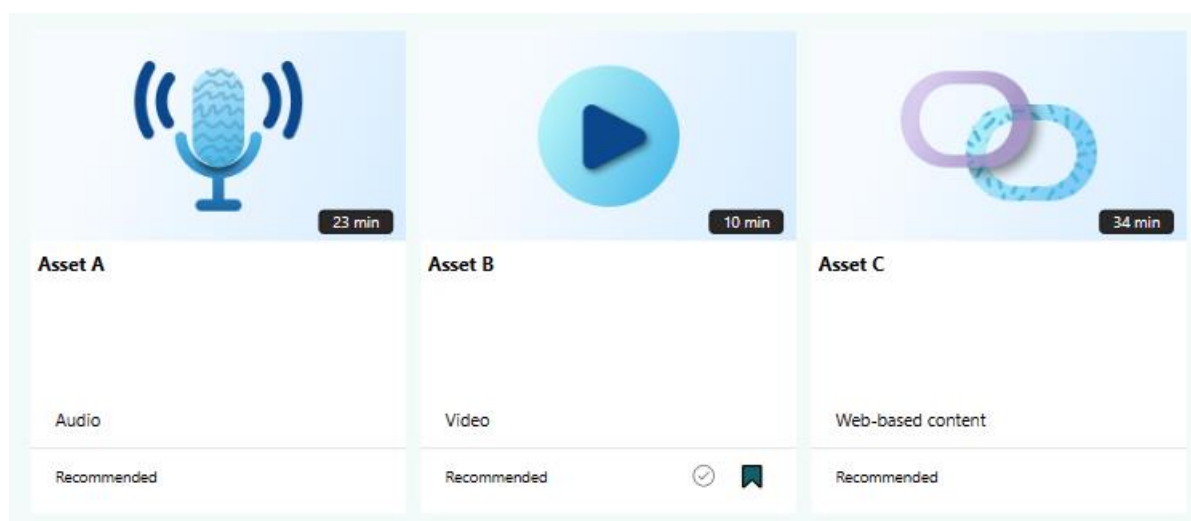
Additionally, this gallery has a “Expand all” and “Collapse all” function which allows the learner to expand the Topics and Paths gallery to see all the Topics and Paths assigned to them, on the other hand, learners can collapse this gallery to see only the Topics assigned to them.



A title displaying the name of the Topic and Path will be visible for the learners above the content (assets gallery) to give an insight to the learners what content they are consuming based in the Topics and Paths gallery.



The assets gallery displays all the content assigned to the learners grouped by Topics and Paths. Inside this gallery, assets are displayed in a card that contains information such as the content image, the content title, the duration for the learner to consume the content, it will also display the modality of the content (Video, Audio, etc..), if the content is “Recommended” or “Assigned” to the learner, and if the asset was bookmarked or completed by the learner.



In addition, there are tabs that filter the content by “All modules” which display all assets under the selected Path, “Assigned to me” which display the assets assigned specifically for the learner, “Bookmarked” which display bookmarked assets by the learner and “Completed” which displays the completed assets by the learner. If there are no assets that fall under the filter criteria, a message for the learner will appear displaying the following text: “Your Filter selection didn’t throw any results, please try other filter options”.

All modules (3)

Assigned to you (0)

Bookmarked (1)

Completed (1)

Filter ^

Modality: Add Modality

Duration: Add Duration

Apply

Clear All

Your Filter selection didn't throw any results, please try other filter options

Keep in mind that filters are cumulative. This means that if a filter is applied in the filter pane and another one in the filter tabs at the same time, only assets that meet both criteria will appear. For example, having the “Completed” filter tab selected and the Modality = “Assessment” selected simultaneously will only return those assets that meet both criteria. Note: In AssetsPerLearner for the example Learner (email= “contosoname@contoso.com”), Asset Z is the only one completed:

Topic C Contoso - Path C TP3 Contoso

All modules (1)

Assigned to you (0)

Bookmarked (0)

Completed (1)

Search by keyword

Filter ^

Sort: Default

Modality: Assessment

Duration: Add Duration

Apply

Clear All

Asset Z

30 min

Assessment

Recommended

Asset	Path	Required	Sort Order	Status	Title (Path)	Modality (Asset)
Asset Y	P-1324	Recommended	1	Active	Path C TP3 Conto...	Validation
Asset Z	P-1324	Recommended	2	Active	Path C TP3 Conto...	Assessment
Asset AA	P-1324	Recommended	3	Active	Path C TP3 Conto...	Assessment

The following actions will filter assets from the selected path in your Asset gallery:

- Applying a filter in the Filter pane (Modality, Duration or both)
- Selecting a filter tab different from “All modules”
- Adding text to the search box

Filter pane

Topic A Contoso - Path A TP 1 Contoso

All modules (3)

Assigned to you (0)

Bookmarked (1)

Completed (1)

Filter ^

Sort: Default

Modality: Add Modality

Duration: Add Duration

Apply

Clear All

The filter Pane can be expanded or collapsed by clicking on the chevron beside the “Filter” label. The user can filter by Modality and/or Duration simultaneously as follows:

- Modality: Field considered is AssetCatalog.Modality
- Duration: Field considered is AssetCatalog.Duration. The value in the back end is in minutes and will be classified accordingly between the 3 different options of the dropdown: Less than 10 minutes, 10-30 minutes, >30 minutes.

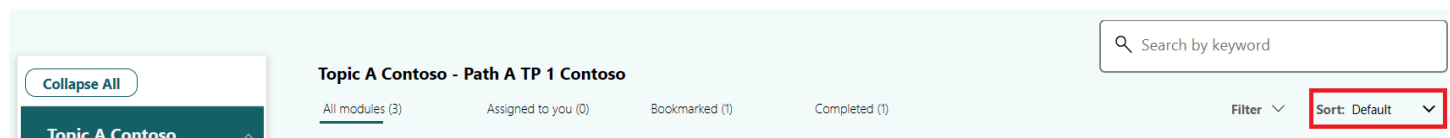
Select the required values in each dropdown and click on “Apply” to apply filters. If you wish to remove filters from the Filter pane, just expand it and click on “Clear All”.

Filter tabs

Apart from the filter pane, the filter tabs can be found also for each Path. Only one tab can be selected at the same time, among the following selection options: All modules (No filtering), Assigned to you (Filters those where AssetPerPath.Required = “Assigned”), Bookmarked (Filters assets where AssetPerLearner.Bookmarked=“Yes”), Completed (Filters assets where AssetPerLearner.Completed=“Completed”).

Sort:

Using the Sort dropdown, a user will be able to sort the group of assets in a specific path:

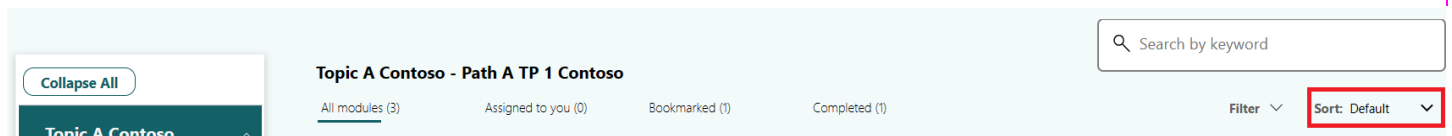
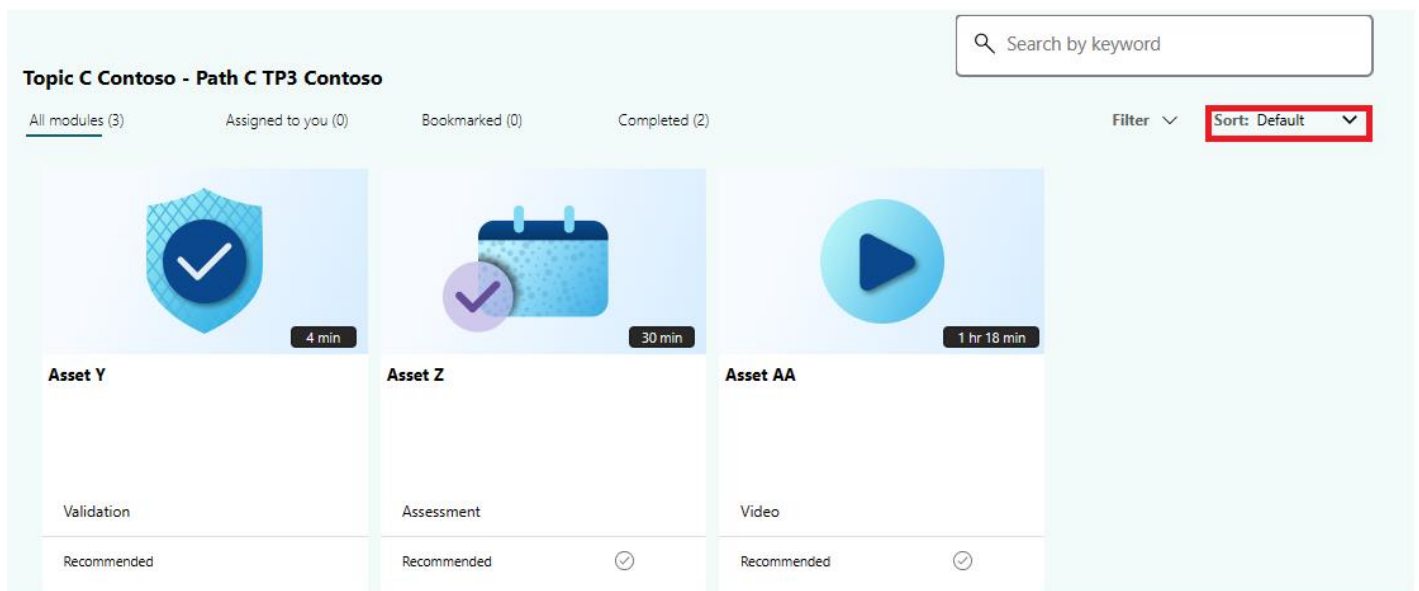


These are the following sorting options and the fields used:

- Modality: Ascending by AssetCatalog.Modality (text, alphabetical)
- Duration: Ascending by AssetCatalog.Duration (int, ascending)
- Default: Ascending by AssetPerPath.Sort (int, ascending)
 - For example, for Path “Path C TP3 Contoso”, we have the following AssetsPerPath (notice SortOrder column):

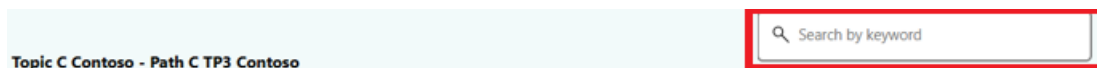
✓ Asset ▾	Title (Path) ▾	Path Id (Path) ▾	Link (Asset) ▾	Asset ID (Asset) ▾	Required ▾	Sort Order ↑ ▾
Asset Y	Path C TP3 C...	P-1324	---	AC-3959	Recommended	1
Asset Z	Path C TP3 C...	P-1324	---	AC-3960	Recommended	2
Asset AA	Path C TP3 C...	P-1324	---	AC-3961	Recommended	3

They will display like this in the app:



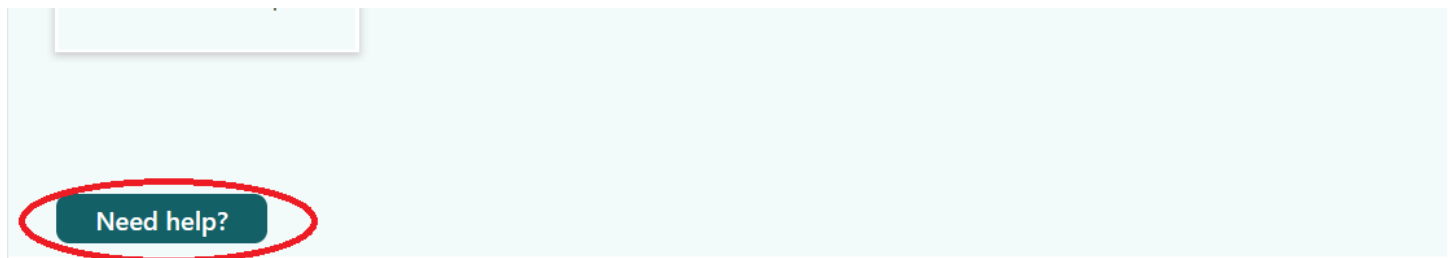
Search box

You'll find a search box at the top right corner. You can find assets within the selected path by AssetCatalog.Title:



Need Help button

At the bottom of the Content screen, there is a "Need help button" that currently redirects the learner to their configured mail application in their desktop and allows them to send an email to a support mail. This functionality should be used just in case a learner is having trouble with some functionality of the app or some content is not right for them or is not displaying properly. Admin users can use the impersonation screen to check the learner's experience and debug.



View Other Learning Path (Role Picker) button

Located in the header of the Content screen, there is the button called "View other learning path" which allows Admin, Support and General users to access the Role Picker screen. This button cannot be seen by Learner users nor access to this screen.

Impersonate button

Located in the header of the Content screen, to the left of the app logo there is a hidden and “invisible” button used to navigate to the Impersonate screen, only Admin users can interact with this button.



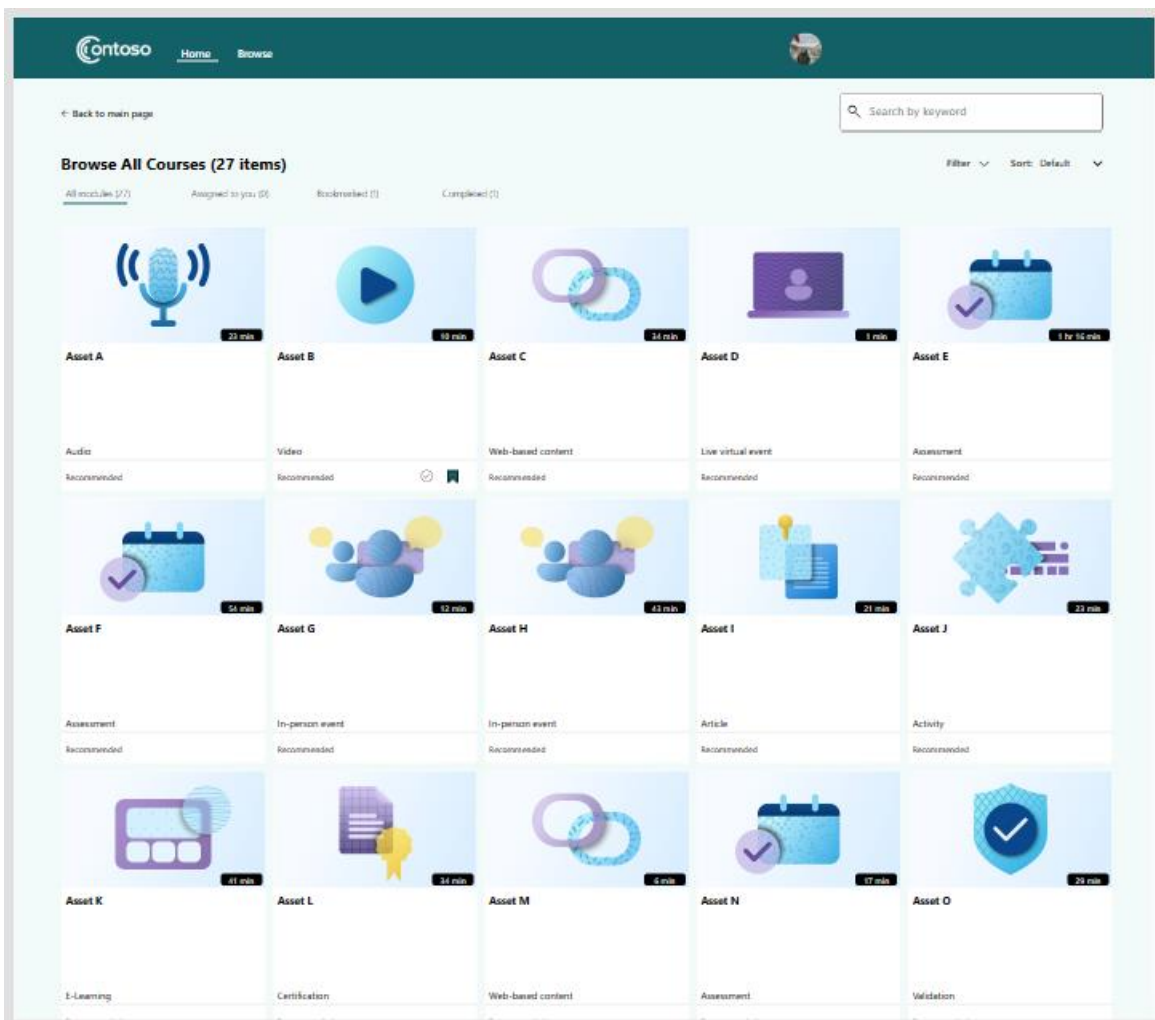
High contrast theme

Also located in the header of the Content screen, there is the “High contrast theme” dropdown which lets the accessible learner/user change the theme of the app and synchronize it with the operating system accessibility configuration. In this case, this is made for windows accessibility contrast themes which are “Aquatic” and “Desert”.



Browse Screen (scrn_browse)

Screen made specifically to browse all the assets assigned to a learner out of the topics and paths. In this screen, learners will be able to see and interact with all assets and filter by “Modality” and “Duration”, as well as sort them by “Default”, “Modality” and “Duration”, and see which assets are assigned to them, bookmarked, or completed.



User Interaction Browse screen

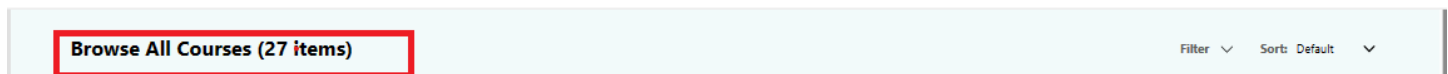
Browse Screen (scrn_browse)			
User type	Screen Available to:	Interaction	Can navigate to:
Learner	✓	Learners get to this screen if they desire to see all courses, this navigation is possible through the "Browse" button in the header of the Content screen. Summarizes content that has been assigned to the learner directly in Assets Per Learner entity.	Home screen: ✓ Details screen: ✓ Role Picker screen : X Impersonate screen : X
Support	✓	Will navigate to this screen after selecting a role in the Role Picker screen and clicking the "Browse" button located in the header of the Content screen. Summarizes content that has been assigned to the Program Parameter(see details in section Content configuration).	Home screen: ✓ Details screen: ✓ Role Picker screen : ✓ Impersonate screen : X
Admin	✓	Will navigate to this screen after selecting a role in the Role Picker screen and clicking the "Browse" button located in the header of the Content screen. Summarizes content that has been assigned to the Program Parameter or selected user for impersonation(see details in section Content configuration).	Home screen: ✓ Details screen: ✓ Role Picker screen : ✓ Impersonate screen : ✓
General	✓	Will navigate to this screen after selecting a role in the Role Picker screen and clicking the "Browse" button located in the header of the Content screen. Summarizes content that has been assigned to the Program Parameter(see details in section Content configuration).	Home screen: ✓ Details screen: ✓ Role Picker screen : ✓ Impersonate screen : X

Functionalities Browse screen

The Browse screen and Content screen share the same functionality regarding the Search bar, Filter pane and Filter tabs. As explained before, this functionality allows the learner/user to filter content by some parameters such as “Modality”, “Duration”, “All modules”, “Assigned to you”, “Bookmark” and “Completed”, and to sort the content by “Default”, “Modality” and “Duration”.

Please refer to the functionalities section of the Content screen, specifically where the Search bar, Filter tabs and pane and the Sort functionalities are explained deep into detail about this topic, as they work the exact same way.

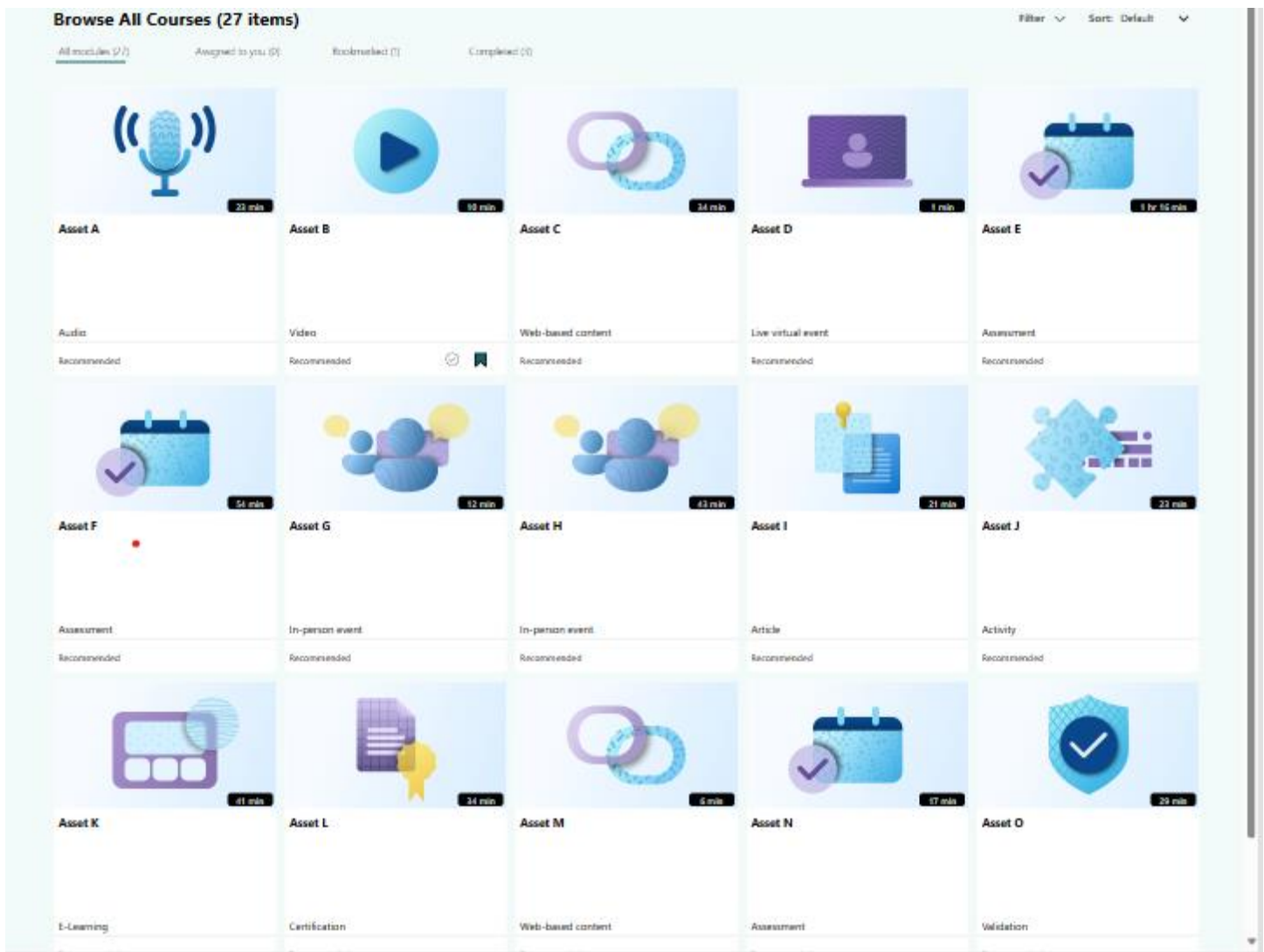
Above the gallery of assets (content) of the Browse screen there is a title that displays the number of assets in the gallery by counting the rows of the collection associated to the gallery. This label gives information to the learner on how many courses there are overall.



In this case, the data is not grouped by Topics or Paths but ungrouped and showing all courses assigned to the learner.

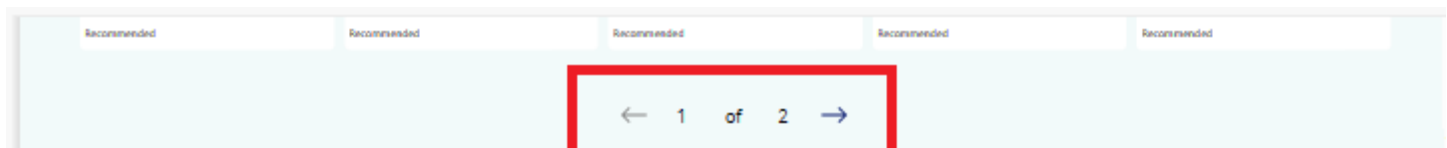
By default, data is displayed in the same order as the Topics and Paths are sorted in the Content screen, this means, the same assets that show as first in the Content screen are the ones showing first here in the Browse screen. Assets in the first path, first topic will show first, then those in the second path, first topic, and so on.

As explained in the beginning, this gallery can also be filtered and sorted using Filter tabs, Filter pane or the Sort functionality.



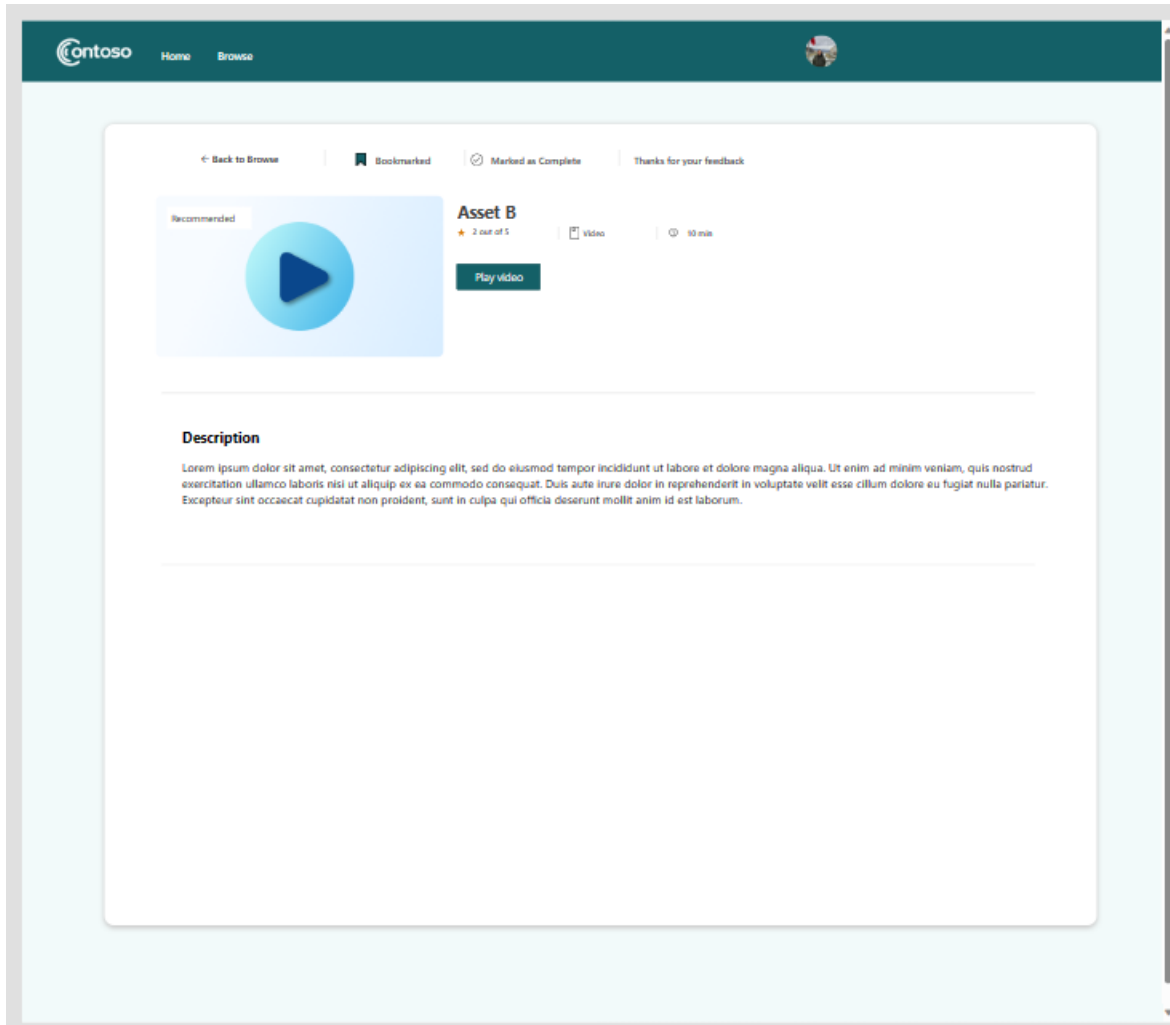
At the bottom of the screen, there is a page navigator which displays the number of pages there are in the Browse screen. This functionality allows the learners and other users to navigate through the asset's gallery and display all courses available.

This page navigator considers the filters applied by the learner or user, counts the rows of the assets collection, and divides this number into 15, which is the maximum number of assets per page. If this division is greater than 1 (one), it will round up the number to the next integer value which would be 2 (two), therefore showing there are two pages in the Browse screen, because the limit of assets per page in the gallery was exceeded. The page navigator takes two variables called “_PagesBrowse” and “_PagesTotal” which return a value that help understand if there are more pages to display or not. These variables are calculated in the OnVisible property of the Browse screen and in the asset gallery Items property.



Details Screen (scrn_details)

The details screen displays all the information of a specific asset selected by the learner and through the “Launch” button, lets them go to consume the content. The details here contain information such as if the asset is bookmarked or completed, also the asset rating, duration, and modality, and a short but meaningful description of the content the learner is about to consume.



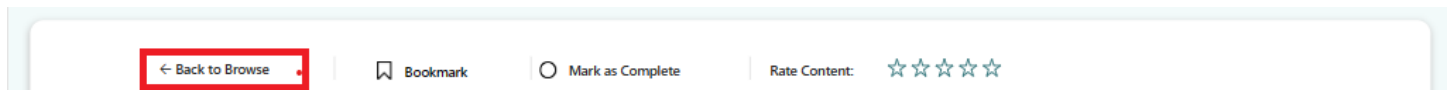
User Interaction Details screen

Details Screen (scrn_details)			
User type	Screen Available to:	Interaction	Can navigate to:
Learner	✓	Learners get to this screen if they desire to see details about a specific asset. Learners will navigate through the Content screen by clicking on an asset or in the Browse screen by clicking on an asset as well. Shows details of a specific content that has been assigned to the learner directly in Assets Per Learner entity.	Home screen: ✓ Browse screen : ✓ Role Picker screen : X Impersonate screen : X
Support	✓	Will navigate to this screen after selecting a role in the Role Picker screen and clicking on a specific asset in the Content or Browse screen. Will have limited interaction and won't be able to update asset information such as bookmark, complete or rating. Shows details of a specific asset that has been assigned to the Program Parameter(see details in section Content configuration).	Home screen: ✓ Browse screen : ✓ Role Picker screen : ✓ Impersonate screen : X
Admin	✓	Will navigate to this screen after selecting a role in the Role Picker screen and clicking on a specific asset in the Content or Browse screen. Will have limited interaction and won't be able to update asset information such as bookmark, complete or rating. Shows details of a specific asset that has been assigned to the Program Parameter(see details in section Content configuration).	Home screen: ✓ Browse screen : ✓ Role Picker screen : ✓ Impersonate screen : ✓
General	✓	Will navigate to this screen after selecting a role in the Role Picker screen and clicking on a specific asset in the Content or Browse screen. Will have limited interaction and won't be able to update asset information such as bookmark, complete or rating. Shows details of a specific asset that has been assigned to the Program Parameter(see details in section Content configuration).	Home screen: ✓ Browse screen : ✓ Role Picker screen : ✓ Impersonate screen : X

Functionalities of Details screen

In the Details screen there is a menu where the learner or user can interact with the screen.

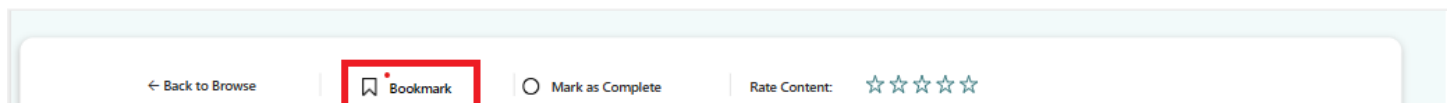
There is the back to button which will take the learners or users to the last page they visited, be “Home” or “Browse”. The button identifies which screen the learner or user is coming to and adjusts the text accordingly.



Bookmark

In this menu, the learner can Bookmark or Unbookmark and asset by simply clicking on the “Bookmark” button. When the learner clicks this button, the collection where the asset is stored will automatically patch the value to “Yes” and when the learner unbookmark it will patch the “Bookmark” record of the specific asset to “No”. This Patch is reflected in the “Bookmark” field of the backend located in AssetsPerLearner.

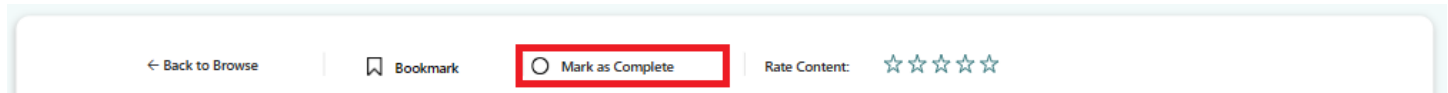
This functionality allows the app to display the bookmark icon in the asset cards in the Content and Browse asset gallery.



Very similar to the “Bookmark” functionality, there is a “Mark as complete” field where the learner can click on it a mark a specific asset as completed. As soon as the learner clicks on it, the record will get patched and updated with a “Yes” and will register the asset as completed. This Patch gets also reflected in the “Completed” field of the backend located in Asset Catalogs, inside a specific Asset.

Mark as Complete

This functionality allows the app to display the completed icon in the asset cards in the Content and Browse asset gallery.



Rating

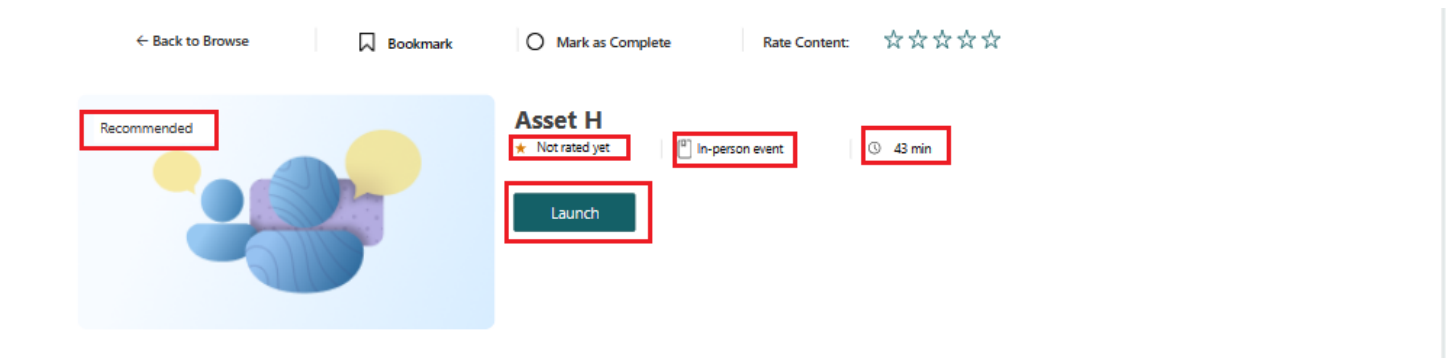
The asset rating is another functionality of this screen where the learner can rate the asset from 1 to 5. When the learner clicks on any star from 1 to 5, this information gets stored and updated in a variable called “_Star” and patched in the backend in AssetsPerLearner where the specific asset for the specific learner is located.

In addition, there is a average rating label displayed. To calculate the average rating, the formula takes all the ratings from all learners that rated the specific asset and sums the values of the rating of the learners to then divide this value by the number of learners that rated the asset. To do this math operation, access to AssetsPerLearner is required to be brought into the app (currently set up like this for the Learner user security role).



Launch button

Under the asset information there is the “Launch” or “Play video” button which takes the learner to the site where content is located. This button will change its text depending on the modality of the asset, this means, if the asset is a video it will display “Play video”, else it will display “Launch”. The button uses the PowerApps “Launch” function that redirects the user to a specific webpage the developer set up.



Asset Description label

The asset description is a large text under the asset information that displays a brief explanation of the content. This description is taken from the local collection that already has this data stored in it from the Asset Catalogs in the backend.



Description

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Impersonate Screen (scrn_impersonate)

The impersonate screen was created for Admin users to impersonate a learner's experience by displaying the content targeted to a learner. Admin users use this screen by searching a learner inside a table that can be filtered by "Program Parameter ID", "Full Name", or "Email". Admin users use this functionality of the app to validate that the content targeted to the learners was successfully uploaded and is right for them.

Impersonate Learner Screen Guidelines

Please follow these guidelines to impersonate a learner:

- You can search the learner through PP-ID (Program Parameter ID). Please remember to start the search with 'PP-' at the beginning.
- You can also search a learner by Name or Email.
- After finding the desired learner, click on the 'Impersonate Learner' button and you will be redirected to the 'Content Screen' where the learner profile will be displayed.

Program Parameter ID

Program Parameter ID

Email (alias@microsoft.com)

Email (alias@microsoft.com)

User Full Name

User Full Name

Reset Filters

Program Parameter ID	User Full Name	Email
PP-8495	Test contact learner's choice	v-hemah@email.com

Impersonate Learner

User Interaction Impersonate screen

Impersonate Screen (scrn_impersonate)			
User type	Screen Available to:	Interaction	Can navigate to:
Learner	X	This type of user doesn't have access to this screen	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Role Picker screen : X
Support	X	This type of user doesn't have access to this screen	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Role Picker screen : ✓
Admin	✓	Will navigate to this screen in the Content screen's header by pressing the impersonate button hidden to the left of the app logo . Displays a table with learners information such as PP ID, Full Name and Email. When impersonating a learner, the same OnStart code runs but with the parameters (PP ID, Full Name and Email) of the learner selected by the Admin user.(see details in section Content configuration).	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Role Picker screen: ✓
General	X	This type of user doesn't have access to this screen	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Role Picker screen: ✓

Functionalities of Impersonate screen

When the user logs into this screen, they will find a set of text input boxes that filter the gallery below. These boxes are “Program Parameter ID”, “User Full Name” and “Email”. The user will write any Program Parameter ID, Learner Full Name or Learner Email and the gallery below will show the data. The text input boxes are connected to the gallery in the Items property of it by filtering the data coming from the Learner Program Parameters according to what the user wrote in the text input boxes.

Just under the text input boxes there is a button called “Reset Filters” which resets all filter by clicking on it, this means, deletes all text from the text input boxes by selecting the “Reset” function of PowerApps.

The screenshot shows the Impersonate screen interface. It features three text input boxes for filtering data, each with a red border:

- Program Parameter ID:** The input box contains the text "Program Parameter ID".
- User Full Name:** The input box contains the text "User Full Name".
- Email:** The input box contains the text "Email (alias@microsoft.com)".

Below these input boxes, there is a button labeled "Reset Filters" with a green background and a red border.

The impersonation gallery displays learner data such as its Program Parameter ID, Full Name and Email. This gallery data comes directly from the backend from the “Learner Program Parameters” table. The user can interact with this gallery by scrolling up or down searching for a specific record or using the text input boxes to filter out some records and easily find them with less effort. The learner the user selects will be highlighted in dark green to give the user visibility where he/she is located.

<u>Program Parameter ID</u>	<u>User Full Name</u>	<u>Email</u>
PP-B487	Jay Singh	v-jaysingh@email.com
PP-B416	New LC	v-smetta@email.com
PP-B495	Testing Choice	v-smetta@email.com
PP-B495	Hemalatha sivamurugan	v-hemals@email.com
PP-B495	Test Test	v-smetta@email.com
PP-B495	testLPP Test	v-hemals@email.com

Impersonate learner button (Code inside the button).

After having searched for a record in the gallery and needing to impersonate a learner, the user will click on the “Impersonate Learner” button. This action will take the user back to the Content screen, and the selected learner’s content will display. Under this experience, the admin user won’t be able to Mark as complete, bookmark or rate content. This button will run a very similar code to the OnStart code of the App but with some changes that make it impersonate a learner. To learn more about the OnStart code, please refer to “Collecting information in Impersonate screen’s “Impersonate learner” button” section.

Impersonate Learner

Role Picker Screen (scrn_rolePicker)

This screen was made for Support, Admin and General users to select and view a specific “Role” content by filtering a table by parameters such as “Program”, “Org”, “Role Summary”, “Qualifier1”, “Qualifier2”, “Persona”, “Program Parameter ID”, and “Area”. Users with access to this screen can review the content uploaded to the selected role based on the parameters and check if content makes sense to the selection. This tool will be used by Support and Admin users during the content UAT process before launching a content configuration live for learners in a role.

This screen is only reachable to support and admin users. Learners are unable to see or click the button to navigate here.
After selecting a role you might have a limited experience throughout the screens.

Program

Select Program

Org

Org

Role Summary

Role Summary

Qualifier 1

Qualifier 1

Qualifier 2

Qualifier 2

Persona

Select Persona

Program Parameter ID

Program Parameter ID

Reset Filters

Field Name	Value
Program Parameter ID:	PP-3124
Program:	
Org:	Commercial Solution Areas
Role Summary:	Solution Area Specialists KC21
Qualifier 1:	Solution Area Specialists KC21
Qualifier 2:	Azure-Core
Persona:	TestAutomation
Status:	Active
Status Reason:	Live
Program Parameter ID:	PP-8512
Program:	
Org:	
Role Summary:	
Qualifier 1:	

Area Content

United States

Reset Filter

Go

User Interaction Role Picker screen

Role Picker Screen (scrn_rolePicker)			
User type	Screen Available to:	Interaction	Can navigate to:
Learner	X	This type of user doesn't have access to this screen	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Impersonate screen : X
Support	✓	Will navigate to this screen in the Content screen's header by pressing the "View other learning path" button. Displays a table with parameters such as PP ID, Program, Org, Role Summary, Qualifier 1, Qualifier 2, Persona, Status, and Status Reason. When clicking on the "Go" button of the Role Picker screen, specific collections built for this functionality are created with the parameters selected by the user. (see details in section Content configuration).	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Impersonate screen : ✓
Admin	✓	Will navigate to this screen in the Content screen's header by pressing the "View other role" button. Displays a table with parameters such as PP ID, Program, Org, Role Summary, Qualifier 1, Qualifier 2, Persona, Status, and Status Reason. When clicking on the "Go" button of the Role Picker screen, specific collections built for this functionality are created with the parameters selected by the user. (see details in section Content configuration).	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Impersonate screen : ✓
General	✓	Will navigate to this screen in the Content screen's header by pressing the "View other role" button. Displays a table with parameters such as PP ID, Program, Org, Role Summary, Qualifier 1, Qualifier 2, Persona, Status, and Status Reason. When clicking on the "Go" button of the Role Picker screen, specific collections built for this functionality are created with the parameters selected by the user. (see details in section Content configuration).	Home screen: ✓ Browse screen : ✓ Details screen: ✓ Impersonate screen : ✓

Functionalities of Role Picker screen

After the introduction to the Role Picker screen, the user will find several text input boxes and dropdowns related to parameters like “Program”, “Org”, ”Role Summary”, ”Qualifier 1”, ”Qualifier 2”, ”Persona”, and ”Program Parameter ID”. These elements are all filters for the gallery below them and will work as soon as the user writes some text in the text input boxes or selects an option from a dropdown.

Ideally the users will pick some data from the dropdowns or write some text related to the parameter in the text input box to filter the gallery and easily find the Role they are searching for.

All filters fetch the information from locally created collections that take data from different tables in the backend.

The “Reset filters” button works by erasing all text and selection of the user in the text input boxes and dropdowns. This can be done using the “Reset” function in PowerApps.

Program

Select Program

Role Summary

Role Summary

Qualifier 2

Qualifier 2

Program Parameter ID

Program Parameter ID

Org

Org

Qualifier 1

Qualifier 1

Persona

Select Persona

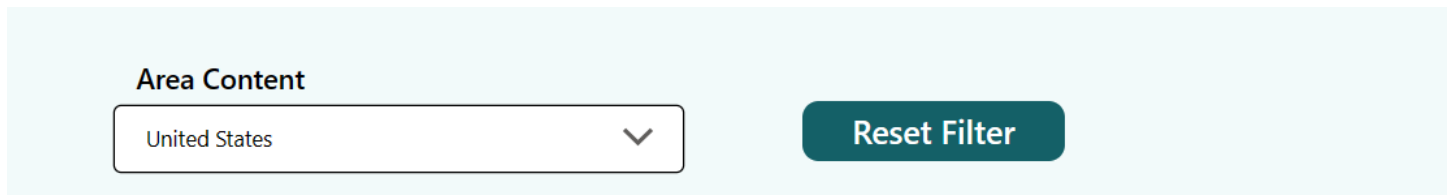
Reset Filters

The gallery of the Role Picker screen lets the user navigate through the different roles available in the backend fetching data from “Program Parameters” table which contains all data needed for this feature. The gallery items get filtered if the user uses the filters above and shows the filtered data to the user, otherwise, the user will be able to scroll up and down throughout the gallery and select the desired role. The role the user selects will be highlighted in dark green to give the user visibility where he/she is located.

Program Parameter ID	Program	Org	Role Summary	Qualifier 1	Qualifier 2	Persona	Status	Status Reason
PP-3124		Commercial Solution Areas	Solution Area Specialists IC21	Not Available	Azure-Core	TestAutomation	Active	Live
PP-8512						Aspire	Active	Draft
PP-8496		Org1	ST11	Q1	Q2	NTM IC OLD	Active	Live
PP-8497	ATU	OD	STR5	Q1	Q2	NTM IC OLD	Active	Live
PP-8498		OD	STR5	Q1	Q2	NTM IC OLD	Active	Live
PP-8433	Test Program	testing	LinkedIn	not available	not available	NTM IC OLD	Active	Draft

The area filter located just below the Role Picker gallery is there to select the desired area content to display after selecting the desired role. This means that a role could be viewed with any area content available in the backend.

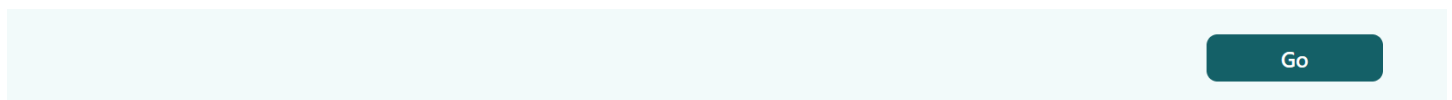
There is a button beside the area dropdown to reset the user selection, by this, any selection the user made will be reset to default after clicking on this button.



[Go button Role Picker](#)

The “Go” button will navigate the user to the Content screen and will allow him/her to check the designed experience for a Learner in the selected role. With this experience, the user will have limited experience and will no longer be able to update and patch data such as bookmark, mark as complete, and rating an asset.

After the creation of these new collections, the galleries from the Content and Browse Screen (Topics and Paths and Assets galleries) and the gallery from the Browse screen will populate with the data of the Role Picker collections, this to recreate the experience of viewing another role content and the content of the selected area. This action will take the user back to the Content screen, and the selected Program Parameters’ content will display. Under this experience, the user won’t be able to Mark as complete, bookmark or rate content. **This button will run a very similar code to the OnStart code of the App but with some changes. To learn more about the OnStart code, please refer to “Collecting information in Role Picker screen’s “Go” button” section.**



[Accessibility](#)

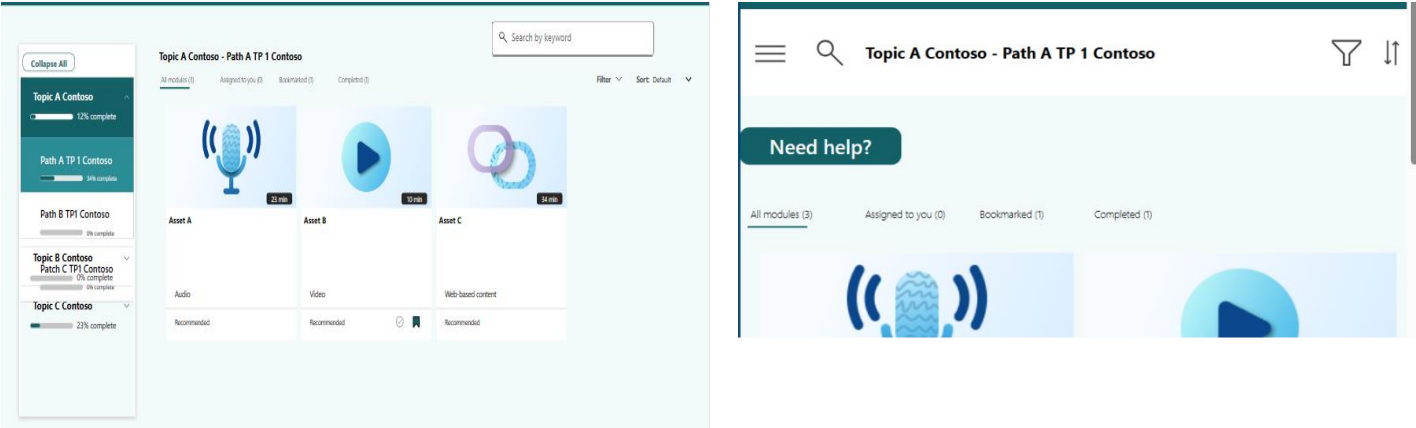
Accessibility wise the app is compliant with the minimum standards according to [WCAG 2.1](#). The app went through an accessibility review which included accessibility improvements for vision and hearing-impaired learners/users as well with different screen sizes to adjust for different Laptop and Desktop screens. These improvements were made using tools like [NVDA Screen Reader](#) or [Colour Contrast Analyser](#) to refine the learner/user experience.

Based on the review, the learner/user can navigate through the app with the keyboard using the “Tab” key, Arrow key and the “Enter” key. Additionally, when the user is navigating with the keyboard and using any screen reader this will complement the experience by reading every control where the learner/user stands. Images, tables, and galleries are also detected with the screen reader and read by it for the impaired learner/user to leverage the Canvas App.

The App is also compliant with the color scheme, this means that every color was picked to be friendly with vision impaired learners/users by having an appropriate color ratio that let the learners/users see every content and text. There is also a dropdown that learners/users can leverage to change the color theme of the app when their operating system color is set to Desert or Aquatic mode, so all content and text is visible while using the app.

Responsiveness is also part of the Canvas App, as the app can be used from the smallest screen size (Browser minimum size or small desktop or laptop screen) as well with 100% to 400% zoom of the browser’s screen. When using the app in a small screen size or with zoom applied, the elements of the app that take a large part of the screen when in normal size will adjust, change their size and shape to give the learner/user a comfortable experience. Even though the App is responsive for a phone screen size, this app will now be fully usable using a phone, as it’s designed for desktop interaction.

An example of responsiveness can be seen here:



UI Data displayed vs back end.

This section will explain the data used to build the dummy data built for the UI snippets across the document. Ideally you should be able to understand the logic behind how data configuration in the back end reflects in the UI. This is especially useful for admin users in charge of configuring content in the back end to design a learner experience.

For our example, we created a custom contact record as follows:

Contacts Table										
Full Name	First Name	Last Name	Email	Standard Title	Qualifier 1	Qualifier 2	Organization Detail	Area (A14)	Program	Persona
Contoso	Contoso	Contoso	contosoname@contoso.com	Software Engineer	Not Available	Not Available	Non-Channel	Area	Program Contoso	TestAutomation

This learner has a Learner Program Parameter related. The related Program Parameter ID for this learner is PP-8521:

Learner Program Parameters Table			
Learner	Program Parameter	Status	Status Reason
Contoso Contoso	PP-8521	Active	Active

Program Parameters Table									
Program Parameter ID	Application Type	Persona	Org	Program	Qualifier 1	Qualifier 2	Rank	Role Summary	
PP-8521	OLP	Contoso	Contoso Org	Program Contoso	Not Available	Not Available	1	Main Role	

PP-8521 has the following Paths Per Program Parameter records related. Also see the topic related to each:

Paths per Program Parametes Table						
Title (Path) (Paths)	Persona (Program Parameter ID) (Program Parameter)	Qualifier 1 (Program Parameter ID) (Program Parameter)	Qualifier 2 (Program Parameter ID) (Program Parameter)	Sort Order	Status	
Path A TP1 Contoso	Contoso	Not Available	Not Available	1	Active	
Path B TP1 Contoso	Contoso	Not Available	Not Available	2	Active	
Patch C TP1 Contoso	Contoso	Not Available	Not Available	3	Active	
Path A TP2 Contoso	Contoso	Not Available	Not Available	4	Active	
Path B TP2 Contoso	Contoso	Not Available	Not Available	5	Active	
Path C TP2 Contoso	Contoso	Not Available	Not Available	6	Active	
Path A TP3 Contoso	Contoso	Not Available	Not Available	7	Active	
Path B TP3 Contoso	Contoso	Not Available	Not Available	8	Active	
Path C TP3 Contoso	Contoso	Not Available	Not Available	9	Active	

These Paths have the following Assets per Path associated. Also see information on the associated assets from the Asset Catalog for each:

Topics Table		
Topic ID	Title	Sort
TP-1040	Topic A Contoso	1
TP-1041	Topic B Contoso	2
TP-1042	Topic C Contoso	3

Paths Table					
Path Id	Title	Description	Topic	Area	Status
P-1316	Path A TP 1 Contoso		TP-1040	Area A	Active
P-1317	Path B TP1 Contoso		TP-1040	Area A	Active
P-1318	Patch C TP1 Contoso		TP-1040	Area A	Active
P-1319	Path A TP2 Contoso		TP-1041	Area B	Active
P-1320	Path B TP2 Contoso		TP-1041	Area B	Active
P-1321	Path C TP2 Contoso		TP-1041	Area B	Active
P-1322	Path A TP3 Contoso		TP-1042	Area C	Active
P-1323	Path B TP3 Contoso		TP-1042	Area C	Active
P-1324	Path C TP3 Contoso		TP-1042	Area C	Active

Asset per Path Table					
Asset	Path	Required	Sort Order	Status	
Asset A	P-1316	Recommended	1	Active	
Asset B	P-1316	Recommended	2	Active	
Asset C	P-1316	Recommended	3	Active	
Asset D	P-1317	Recommended	1	Active	
Asset E	P-1317	Recommended	2	Active	
Asset F	P-1317	Recommended	3	Active	
Asset G	P-1318	Recommended	1	Active	
Asset H	P-1318	Recommended	2	Active	
Asset I	P-1318	Recommended	3	Active	
Asset J	P-1319	Recommended	1	Active	
Asset K	P-1319	Recommended	2	Active	
Asset L	P-1319	Recommended	3	Active	
Asset M	P-1320	Recommended	1	Active	
Asset N	P-1320	Recommended	2	Active	
Asset O	P-1320	Recommended	3	Active	
Asset P	P-1321	Recommended	1	Active	
Asset Q	P-1321	Recommended	2	Active	
Asset R	P-1321	Recommended	3	Active	
Asset S	P-1322	Recommended	1	Active	
Asset T	P-1322	Recommended	2	Active	
Asset U	P-1322	Recommended	3	Active	
Asset V	P-1323	Recommended	1	Active	
Asset W	P-1323	Recommended	2	Active	
Asset X	P-1323	Recommended	3	Active	
Asset Y	P-1324	Recommended	1	Active	
Asset Z	P-1324	Recommended	2	Active	
Asset AA	P-1324	Recommended	3	Active	

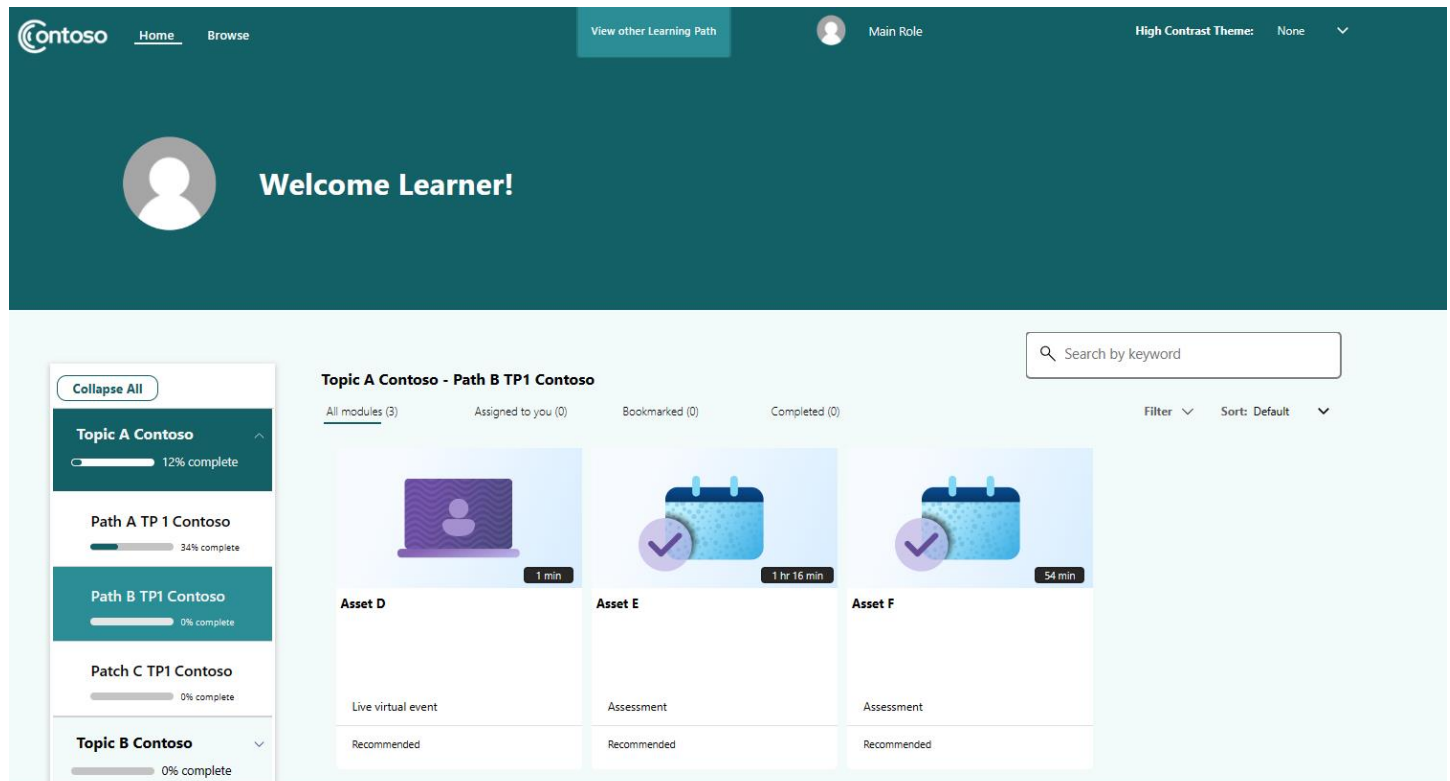
Asset Catalogs Table						
Asset ID	Asset Title	Link	Duration (Mins)	Modality	ScromWrapped	Status
AC-3935	Asset A	www.contosocontent.com	23	Audio	No	Active
AC-3936	Asset B	www.contosocontent.com	10	Video	No	Active
AC-3937	Asset C	www.contosocontent.com	34	Web-based content	No	Active
AC-3938	Asset D	www.contosocontent.com	1	Virtual Instructor-led	Yes	Active
AC-3939	Asset E	www.contosocontent.com	76	Assessment	Yes	Active
AC-3940	Asset F	www.contosocontent.com	54	Assessment	Yes	Active
AC-3941	Asset G	www.contosocontent.com	12	In-person event	Yes	Active
AC-3942	Asset H	www.contosocontent.com	43	In-person event	No	Active
AC-3943	Asset I	www.contosocontent.com	21	Article	No	Active
AC-3944	Asset J	www.contosocontent.com	23	Activity	No	Active
AC-3945	Asset K	www.contosocontent.com	41	E-Learning	No	Active
AC-3946	Asset L	www.contosocontent.com	34	Certification	No	Active
AC-3947	Asset M	www.contosocontent.com	6	Web-based content	No	Active
AC-3948	Asset N	www.contosocontent.com	17	Assessment	No	Active
AC-3949	Asset O	www.contosocontent.com	29	Validation	Yes	Active
AC-3950	Asset P	www.contosocontent.com	34	Audio	No	Active
AC-3951	Asset Q	www.contosocontent.com		In-person event	No	Active
AC-3952	Asset R	www.contosocontent.com	32	Validation	Yes	Active
AC-3953	Asset S	www.contosocontent.com	28	Validation	No	Active
AC-3954	Asset T	www.contosocontent.com	15	Article	No	Active
AC-3955	Asset U	www.contosocontent.com	8	Validation	No	Active
AC-3956	Asset V	www.contosocontent.com	45	Certification	Yes	Active
AC-3957	Asset W	www.contosocontent.com	38	E-Learning	No	Active
AC-3958	Asset X	www.contosocontent.com	25	Web-based content	No	Active
AC-3959	Asset Y	www.contosocontent.com	4	Validation	No	Active
AC-3960	Asset Z	www.contosocontent.com	30	Assessment	No	Active
AC-3961	Asset AA	www.contosocontent.com	78	Assessment	No	Active

The automation tool runs periodically to include all the related Assets per Learner for our contact:

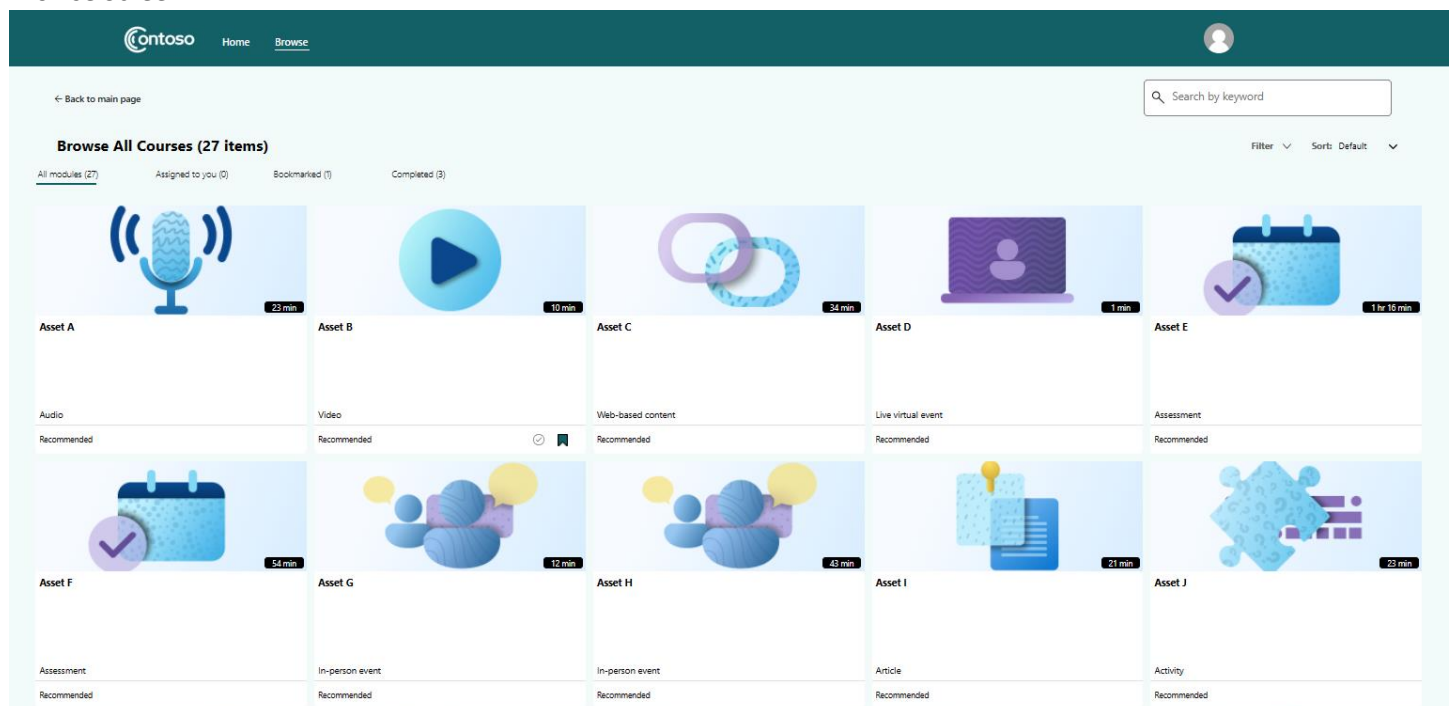
Assets per Learner Table							
Asset ID	Contact	Completed	Completed Date	Status	Rating	Bookmarked	
Asset A	Contoso Contoso	Not Completed		Active		No	
Asset B	Contoso Contoso	Completed	6/28/2023 12:56	Active	2	Yes	
Asset C	Contoso Contoso	Not Completed		Active		No	
Asset D	Contoso Contoso	Not Completed		Active		No	
Asset E	Contoso Contoso	Not Completed		Active		No	
Asset F	Contoso Contoso	Not Completed		Active		No	
Asset G	Contoso Contoso	Not Completed		Active		No	
Asset H	Contoso Contoso	Not Completed		Active		No	
Asset I	Contoso Contoso	Not Completed		Active		No	
Asset J	Contoso Contoso	Not Completed		Active		No	
Asset K	Contoso Contoso	Not Completed		Active		No	
Asset L	Contoso Contoso	Not Completed		Active		No	
Asset M	Contoso Contoso	Not Completed		Active		No	
Asset N	Contoso Contoso	Not Completed		Active		No	
Asset O	Contoso Contoso	Not Completed		Active		No	
Asset P	Contoso Contoso	Not Completed		Active		No	
Asset Q	Contoso Contoso	Not Completed		Active		No	
Asset R	Contoso Contoso	Not Completed		Active		No	
Asset S	Contoso Contoso	Not Completed		Active		No	
Asset T	Contoso Contoso	Not Completed		Active		No	
Asset U	Contoso Contoso	Not Completed		Active		No	
Asset V	Contoso Contoso	Not Completed		Active		No	
Asset W	Contoso Contoso	Not Completed		Active		No	
Asset X	Contoso Contoso	Not Completed		Active		No	
Asset Y	Contoso Contoso	Not Completed		Active		No	
Asset Z	Contoso Contoso	Completed		Active		No	
Asset AA	Contoso Contoso	Completed		Active		No	

The image below displays how this configuration shows in the UI for the learner. Every time the app starts, the App.OnStart code will run, and grab all this information. There will be a list of assets, grouped by paths under specific topics the user can select from. In the Browse screen all the assets are grouped regardless of the parent path yet sorted by default considering the parent Path and Topic. More details on the steps used to collect all this information in the next section:

Content Screen



Browse Screen:



Collecting information OnStart

The following steps are taken in the OnStart code to grab content from the back end. Data is brought locally to enhance app performance. Number of API calls has been optimized for this purpose.

1. Set varUserEmail as

```
Set(  
    varUserEmail,  
    MyUserEmail3)
```

Where MyUserEmail3 can be the user's email address when found in the Contacts Entity. It will take the default user (with email "contoso@contoso.com") if the user is not found.

2. Set the user's related Program Parameter record:

```
Set(  
    varUserProgramParameterRecord,  
    First(  
        Sort(  
            Filter(  
                'Learner Program Parameters',  
                Learner.Email = varUserEmail,  
                Status = 'Status (Learner Program Parameters)'.Active  
            ),  
            'Created On',  
            SortOrder.Descending  
        )  
    ).'Program Parameter'  
);
```

3. Set the user's contact record:

```
Set(  
    UserContactRecord,  
    First(  
        Filter(  
            Contacts,  
            Email = varUserEmail && Status = 'Status (Contacts)'.Active  
        )  
    )  
);
```

4. Collect the user's area paths (where user's Area matches the Path's area)

```
ClearCollect(  
    col_UserAreaPathsDistinct,  
    AddColumns(  
        Distinct(  
            Filter(  
                Paths,  
                Area.'Area (olp_area)' = UserContactRecord.'Area (A14)'.Area (olp_area)',  
                Status = 'Status (Paths)'.Active  
            ),  
            Paths  
        )  
    )
```

```

    ),
    "isAreaPath",
    true
  )
)

```

5. Collect user's Paths (different from area paths). Paths related to the learner's Program Parameter.

```

ClearCollect(
  col_UserPPR,
  AddColumns(
    Filter(
      'Paths per Program Parameters',
      'Program Parameter ID'.wwlsvy_qualifiercriteriaid =
varUserProgramParameterRecord.wwlsvy_qualifiercriteriaid,
      Status = 'Status (Paths per Program Parameters)'.Active
    ),
    "isAreaPath",
    false
  )
)

```

6. Collect the user's paths, by distinct GUIDs (one column of Path GUIDs)

```

ClearCollect(
  col_UserPathsDistinct,
  AddColumns(
    Distinct(
      Filter(
        'Paths per Program Parameters',
        'Program Parameter ID'.wwlsvy_qualifiercriteriaid =
varUserProgramParameterRecord.wwlsvy_qualifiercriteriaid,
        Status = 'Status (Paths per Program Parameters)'.Active
      ),
      Path.Paths
    ),
    "isAreaPath",
    false
  )
)

```

7. Append Area Paths with Paths derived from the learner's Program Parameter:

```

Collect(
  col_UserPathsDistinct,
  col_UserAreaPathsDistinct
)

```

8. Collect the User Paths information based on the collection of Path GUIDs (col_UserPathsDistinct)

```

ClearCollect(
  col_UserPathsFull,
  AddColumns(
    Filter(

```

```

        Paths,
        Paths in col_UserPathsDistinct.Value
    ),
    "isAreaPath",
    LookUp(
        col_UserPathsDistinct,
        Value = Paths,
        isAreaPath
    ),
    "PPRSort",
    LookUp(
        col_UserPPR,
        olp_Path.Paths = Paths,
        'Sort Order'
    ),
    "Expanded",
    false
)
);

```

9. Add columns to Path information, formulating from existing columns. This is done to prevent the two-level referencing PowerApps limitation:

```

ClearCollect(
    col_UserPathsFull2,
    AddColumns(
        col_UserPathsFull,
        "Sort",
        If(
            isAreaPath = true,
            'Area Sort Order',
            PPRSORT
        ),
        "TopicID_2",
        Topic.Topics,
        "TopicOrder",
        Topic.Sort,
        "PathID_3",
        Paths
    )
)

```

10. Get distinct Path GUIDs

```

ClearCollect(
    col_UserPathsDistinctIDs ,
    Distinct(
        col_UserPathsDistinct,
        Value
    )
)

```

)

11. Collect Assets per Path related to the collected paths.

```
ClearCollect(
    col_AssetPPath,
    Filter(
        'Asset per Paths',
        Path.Paths in col_UserPathsDistinct.Value,
        Asset.Status = 'Status (Asset Catalogs)'.Active,
        Status = 'Status (Asset per Paths)'.Active
    )
)
```

12. Add columns to Assets Per Path information, formulating from existing columns. This is done to prevent the two-level referencing PowerApps limitation:

```
ClearCollect(
    col_AssetPerPath2,
    AddColumns(
        Filter(
            col_AssetPPath,
            Path.Paths in col_UserPathsDistinctIDs
        ),
        "PathID_3",
        Path.Paths,
        "AssetSortOrder2",
        olp_sortorder,
        "AssetIDString",
        Asset.'Asset ID'
    )
)
```

13. Add Asset Catalog Information to Assets per Path collection ShowColumns is used to be able to cross Assets Per Learner and Asset Per Path information into the same collection in step 16:

```
ClearCollect(
    col_AssetPerPath3,
    AddColumns(
        ShowColumns(
            col_AssetPerPath2,
            "PathID_3",
            "AssetSortOrder2",
            "olp_required",
            "olp_AssetCatalog",
            "AssetIDString"
        ),
        "AssetID_2",
        olp_AssetCatalog.Certification
    )
);
```

14. Collect Assets per Learner mapped to the Learner:

```
ClearCollect(
    col_UserAssetsPerLearner,
```

Filter(

'Assets Per Learners',

Contact.'Contact (contactid)' = UserContactRecord.'Contact (contactid)' && 'Asset ID'.Status = 'Status (Asset Catalogs)'.Active && Status = 'Status (Assets Per Learners)'.Active

);

15. Create collection of Assets per Path and related Asset per Learner information:

ClearCollect(

col_UserAssetsNew,

AddColumns(

col_AssetPerPath3,

"AssetPerLearner",

Filter(

col_UserAssetsPerLearner,

'Asset ID'.Certification = olp_AssetCatalog.Certification

)

)

)

16. Ungroup Assets per Learner information into a new collection

ClearCollect(

col_UserAssetsNew2,

Ungroup(

col_UserAssetsNew,

"AssetPerLearner"

)

)

17. Get Asset Catalog collection of the relevant assets in the previous step:

ClearCollect(

col_DistinctAssetIDs2,

Filter(

'Asset Catalogs',

Certification in col_DistinctAssetIDs

)

)

18. Filter out any assets that were originally pulled from Assets per Path that are not included in Assets per Learner (This consistency should be maintained but potential delays in the automation tool may represent in this happening.). For error handling.

ClearCollect(

col_UserAssetsNew1dot5,

Filter(

col_UserAssetsNew1dot5,

ThisRecord.olp_AssetCatalog.Certification in col_DistinctAssetIDs2.wwwsvy_certificationid

))

19. Add additional columns used across app:

```

ClearCollect(
    col_UserAssetsNew1dot6,
    AddColumns(
        col_UserAssetsNew1dot5,
        //Review! Columns not needed here. Information will be retrieved from Assets Per Learner above.
        //FL: We kept most of the columns as there are multiple references across app. Also because some have if
statements which we want to keep (e.g. Rating, Bookmark)
        "TopicID_2",
        Lookup(
            col_UserPathsFull2,
            PathID_3 = col_UserAssetsNew1dot5[@PathID_3],
            TopicID_2
        ),
        "TopicOrder",
        Lookup(
            col_UserPathsFull2,
            PathID_3 = col_UserAssetsNew1dot5[@PathID_3],
            TopicOrder
        ),
        "PathOrder",
        Lookup(
            col_UserPathsFull2,
            PathID_3 = col_UserAssetsNew1dot5[@PathID_3],
            Sort
        ),
        "AssetOrder",
        AssetSortOrder2,
        "Bookmarked2",
        If(
            IsBlank(Text(olp_bookmarked)),
            "No",
            Text(olp_bookmarked)
        ),
        "Required3",
        olp_required,
        "CompletionStatus",
        If(
            IsBlank(Text(olp_completed)),
            "Not Completed",
            Text(olp_completed)
        ),
        "AssetRating",
        If(
            IsBlank(Text(olp_rating)),
            0,
            olp_rating
        ),
        "AssetDuration",
        olp_AssetID.'Duration (Mins)',

```

```

        "AssetModality_2",
        Text(olp_AssetID.Modality)
    )
)
20. Include hierarchical sorting value for Browse screen:
ClearCollect(
    col_UserAssets_2,
    AddColumns(
        col_UserAssetsNew1dot6,
        "AssetSortOrderBrowse",
        Sum(
            TopicOrder * 10000,
            PathOrder * 100,
            AssetOrder
        )
    )
)

```

Collecting information in RolePicker screen's "Go" button

Different collections are built using the same logic as OnStart. All these collections have RP as a prefix. The only 2 differences are 1) The user's Program Parameter ID is not taken, but rather the selected Program Parameter and 2) The code doesn't consider any Assets per Learner, as in this experience the content set up for the role is displayed, and not the content set up for a specific learner. For this reason, the logic would only go until step 15 (previous section).

Collecting information in Impersonate screen's "Impersonate learner" button

Same logic as the OnStart code. The original collections are used (data replaced). The only difference is on step 1 varUserEmail is set using the email of the selected learner (see impersonation screen section of this document).