

**Generalized Intelligent Framework for Tutoring**

**Course Technical Details**

**Simple Example Training App Course**

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Table of Contents

[Overview 3](#_Toc361747796)

[Course Content 3](#_Toc361747797)

# Overview

This document describes the technical details specific to the “Simple Example Training App” named domain content (course named “Simple Example TA Test”). It is meant to help test the various GIFT components used in the GIFT Developer Guide document in regards to integrating a new training application with a new interop plugin and a new assessment condition class. GIFT course authors find examples of implementations GIFT supports in order to help facilitate re-use and quicker understanding of supported features. Basically what can GIFT do and how can you create similar course elements of your own.

For more details on what the user should see in this course refer to the test procedures for the course (if available) and, in this case, the GIFT Developer Guide.

For more details on authoring in general, refer to the help documentation for GIFT available in the “docs” folder of GIFT.

# Course Content

The purpose of this course is to exercise the use of the Simple Example Training Application is a C# program located in Training.Apps folder of GIFT.

This course utilizes the following important features:

* **Guidance –** there is one use of this to indicate that the training application transition is next.
* **Simple Example Training Application** – there is 1 instance in this course where the Simple Example TA Interop plugin (“gateway.interop.simple.SimpleExampleTAPluginInterface.java”) is used to communicate with the Simple Example Training Application. The communication protocol used is XML-RPC. A server and client XML-RPC connection is created in both the interop plugin in GIFT and the training application. The training app (TA) presents 3 buttons and 2 list boxes. The buttons cause events to be sent to GIFT while the list boxes show sent and received message information.
  + **example.dkf.xml** – the main purpose of this DKF is to provide feedback both in the TUI and the TA when the user presses “button 1” or “button 2” on the TA. If the user presses “button 3” a SIMAN Stop\_Freeze message is created causing the GIFT lesson to complete.
    - **Pressed Button Concept**
      * **Input –** the input to these 3 conditions uses the Name:Value pair object. The name is “key” and the value is a string matching the label of the button selected. The key and value could have been any strings of interest. In this case it made logical sense for the GIFT developer guide to use the label shown on the button. The TA is responsible for communicating the button label value to the GIFT interop plugin via an XML-RPC call. The interop plugin then creates a game state message that contains that value.
    - **State Transitions and Instructional Strategies:** There are 2 state transition of interest and 2 instructional strategies to choose from in this configuration which configures the Pedagogy and Strategy implementation of the Pedagogical module and Domain module, respectively.
      * **State transitions:** there is one transition element for “button 1” and one for “button 2”. Each is interested in the transition from *any* state to At Expectation. Each of the two transition elements references a single unique instructional strategy.
      * **Instructional Strategies:** The strategies for this DKF utilize simple feedback messages authored as text. In addition there are message delivery options specified which tell GIFT to display the feedback strings as text only on the TUI and to send the feedback to the TA for handling as well.