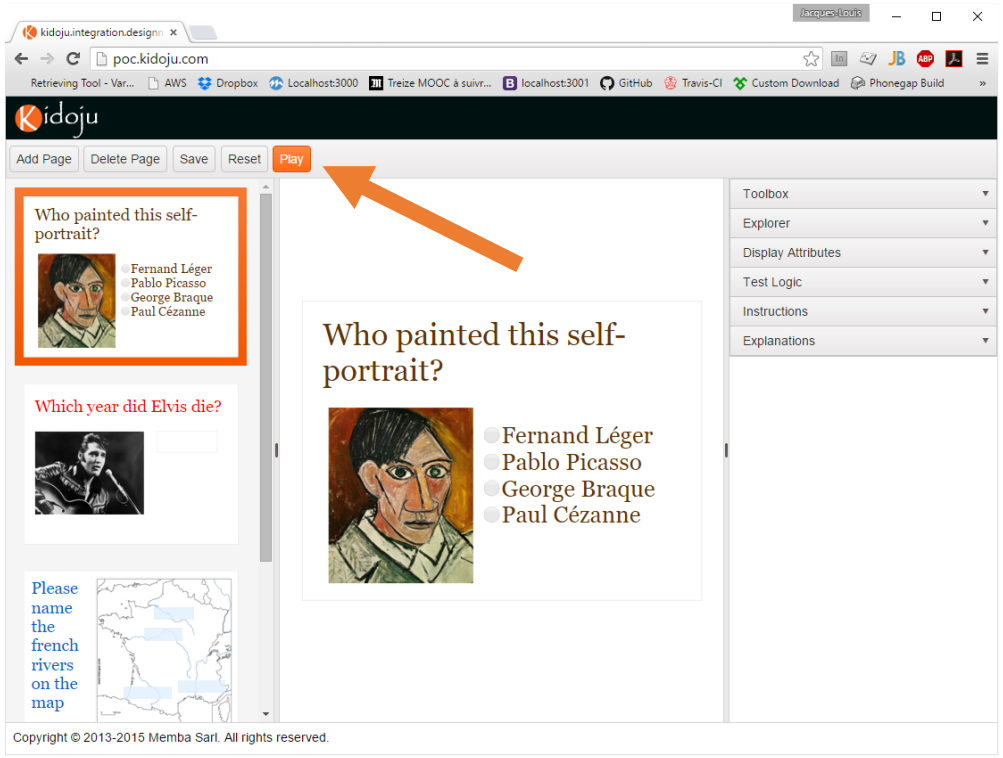
User Guide

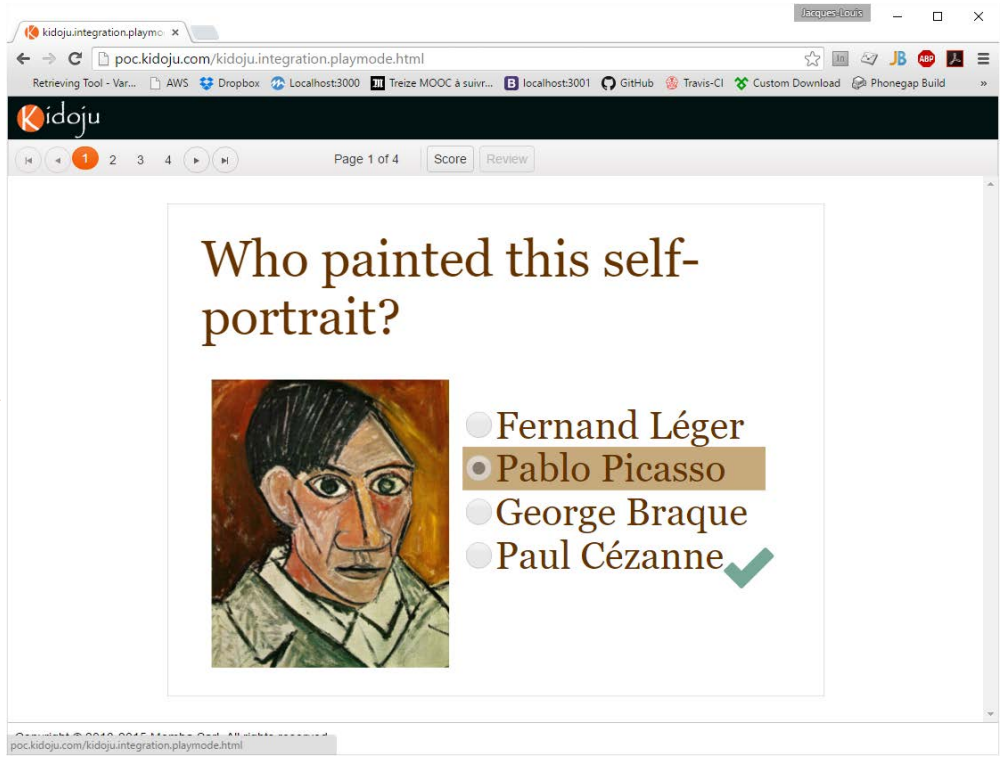
V2015.11.26

Designer and Player (like PowerPoint)

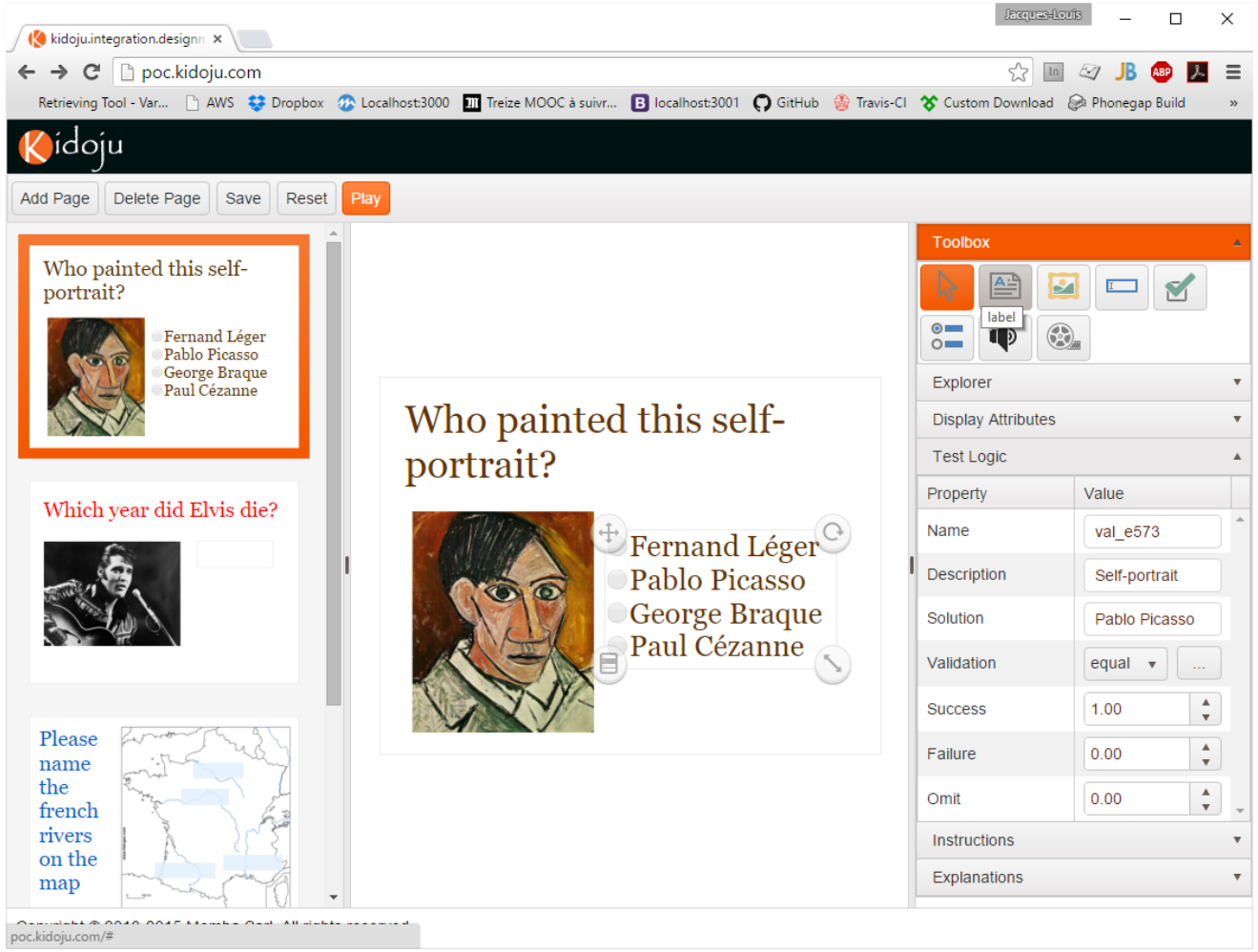
- The designer is used to **design** knowledge tests
- The player is used to **play** (record answers) and **review** (display corrections) knowledge tests



PLAY

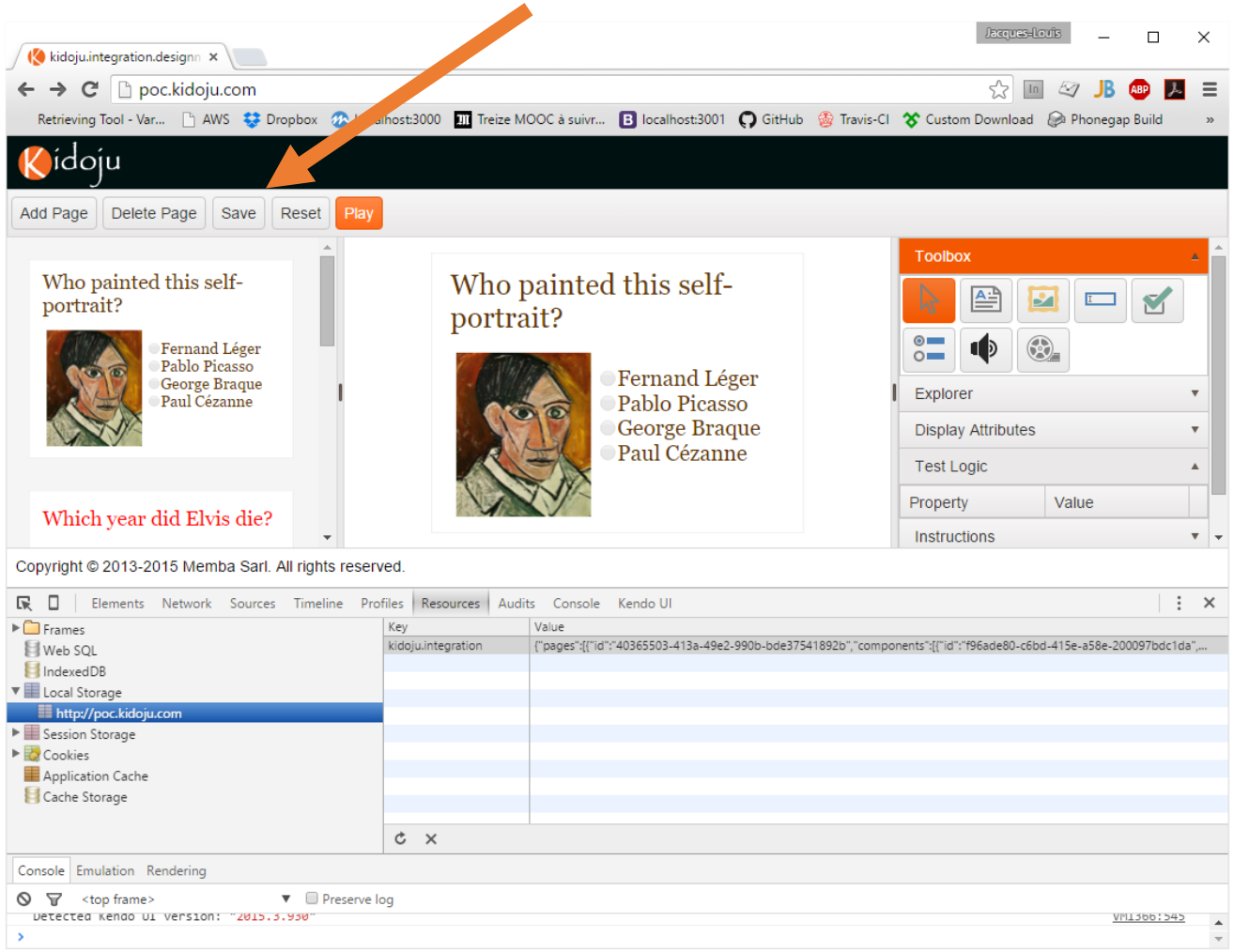


Designing knowledge tests



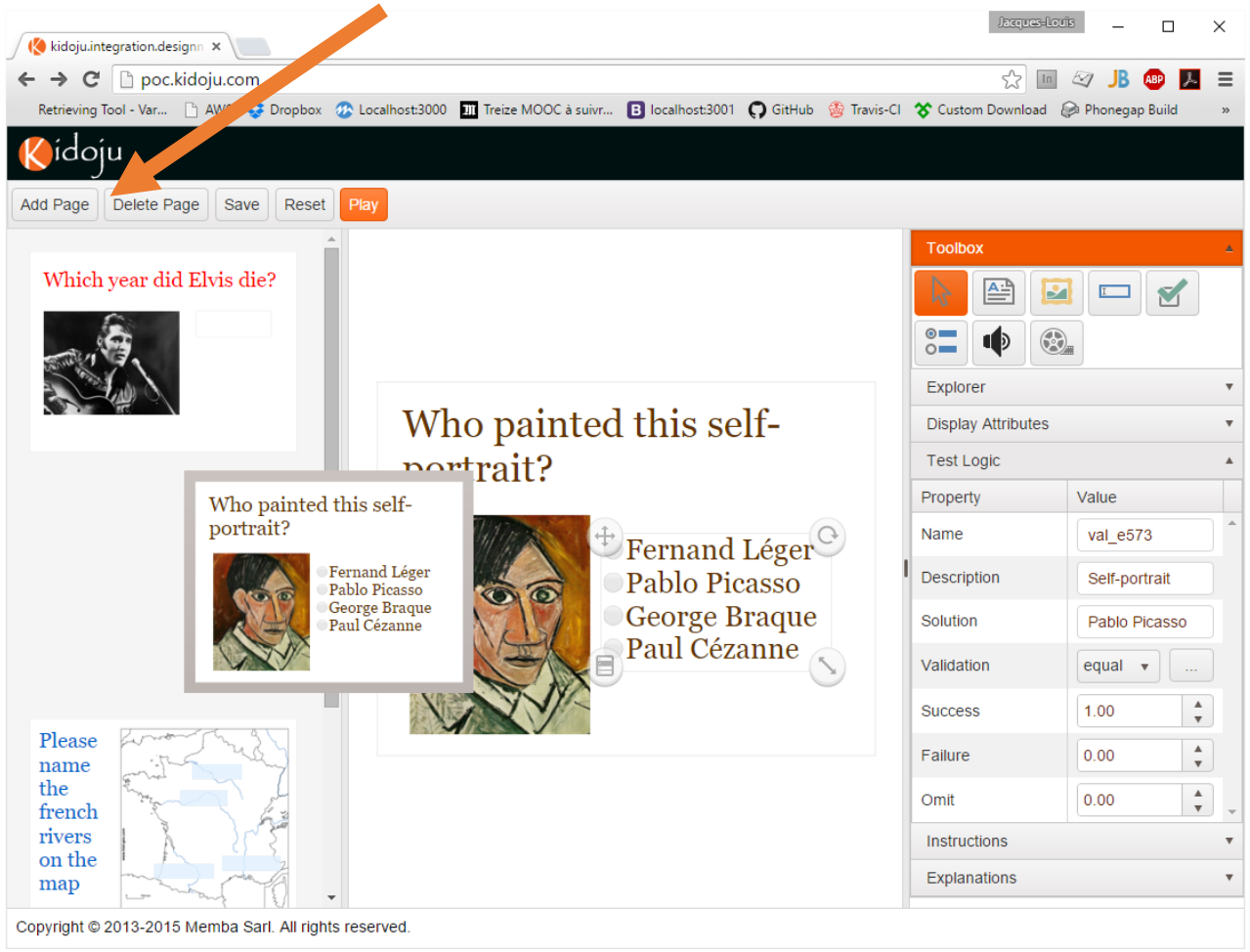
- A **test** is made of **pages**
- A **page** hosts **elements**
- **Elements** are drawn using **tools** from the toolbox
- Elements all have **display attributes** (position, style)
- Some **elements** used to record answers have **test logic** (solution, validation, scores)
- Page **instructions** are displayed when **playing** the test
- Page explanations are displayed when **reviewing** the test

WARNING! Saving and resetting



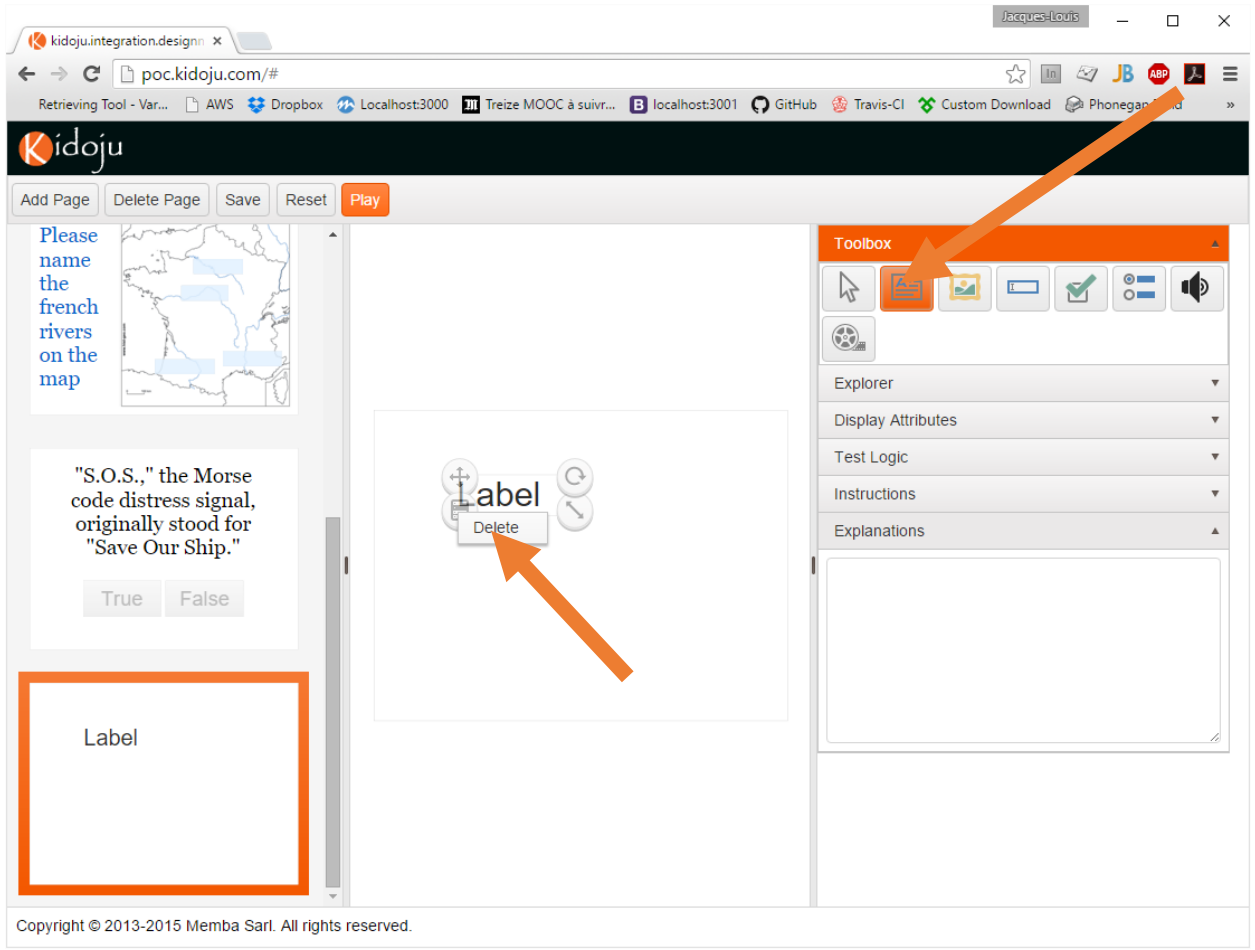
- This is a proof of concept, not a finished product
- There is no authentication and no backend database
- **Save** currently saves in local storage (Press F12 or Cmd + Opt + I to display developer tools in your browser)
- **Reset** simply erases local storage

Adding, removing, reordering pages



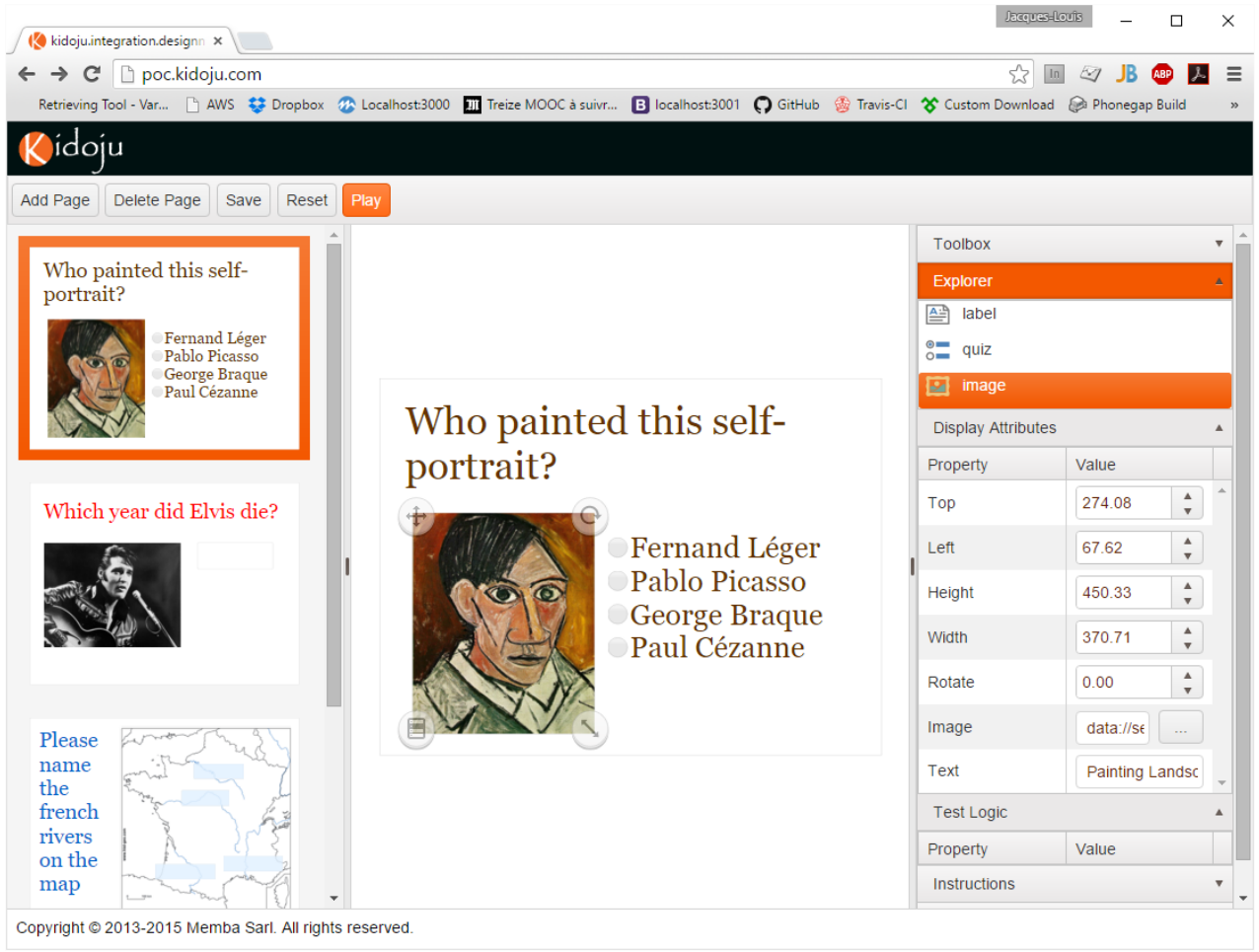
- Click the **Add Page** button to add a page
- Click the **Delete Page** button to remove a page
- Drag and Drop pages to reorder them

Adding and removing elements



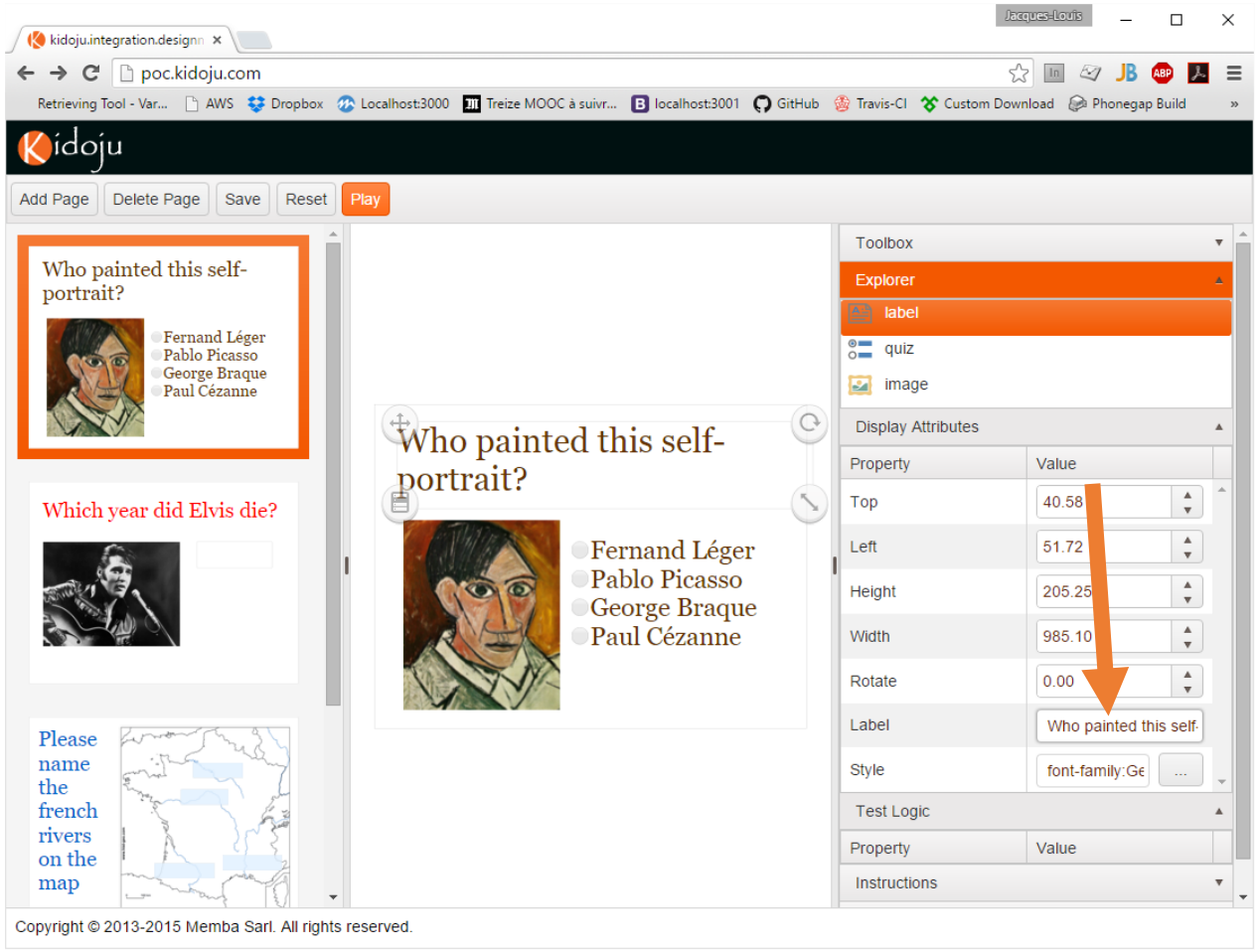
- To add an element to the stage (central area where pages are edited), click a **tool** in the toolbox, then click the stage
- To remove an element from the stage, select the element to display the handles, click the menu handle, and click the delete item
- Save often

Display attributes: positioning



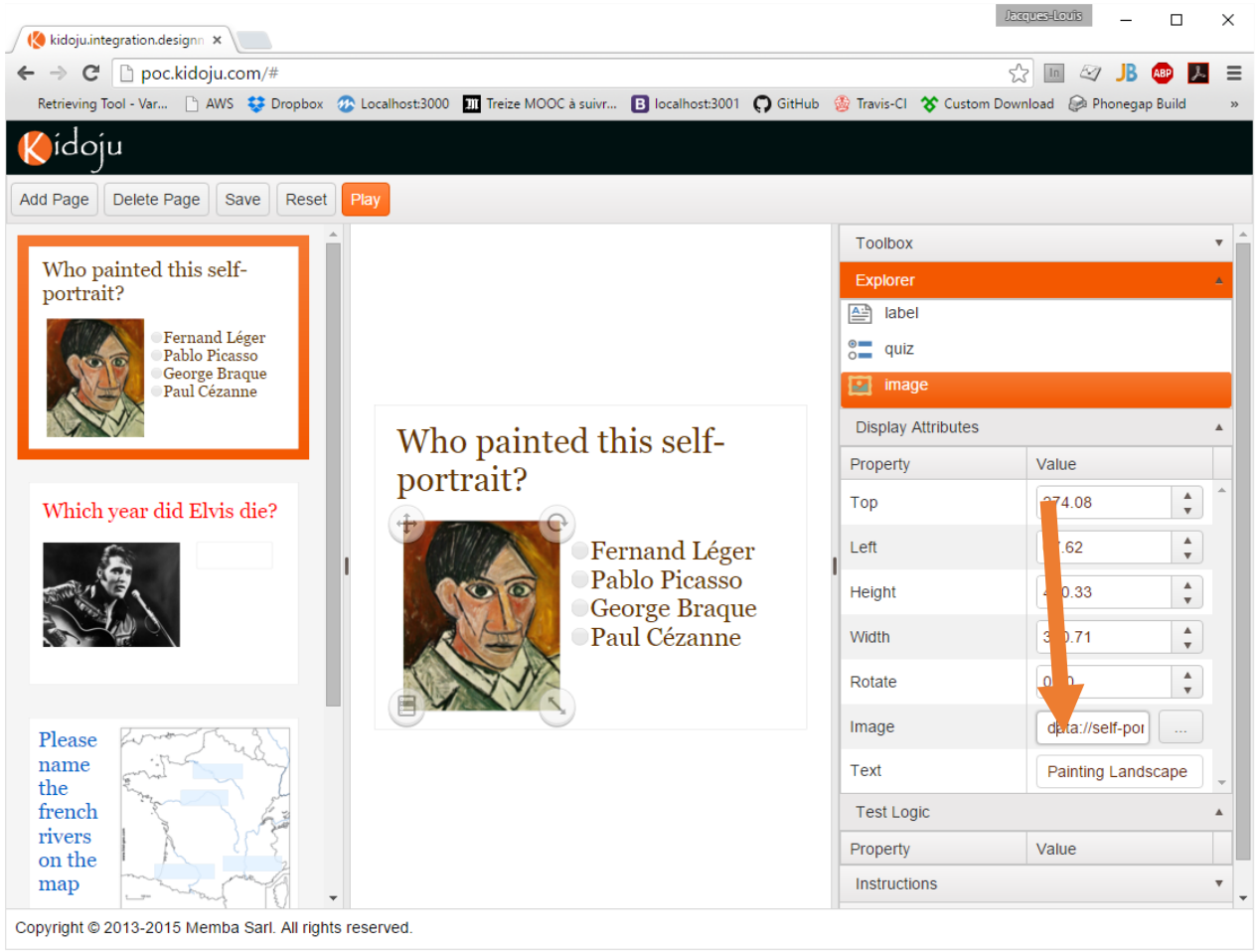
- Select an element by clicking an instance on the stage or in the explorer
- A selected element has 4 handles: move, rotate, size, menu
- drag the **move** handle or enter a **top** and **left** value
- drag the **rotate** handle or enter a **rotate** angle
- drag the size handle or enter a height and width value

Display attributes: text



- Some tools like the **label** tool display elements with text
- Enter or modify the **text** in the display attributes

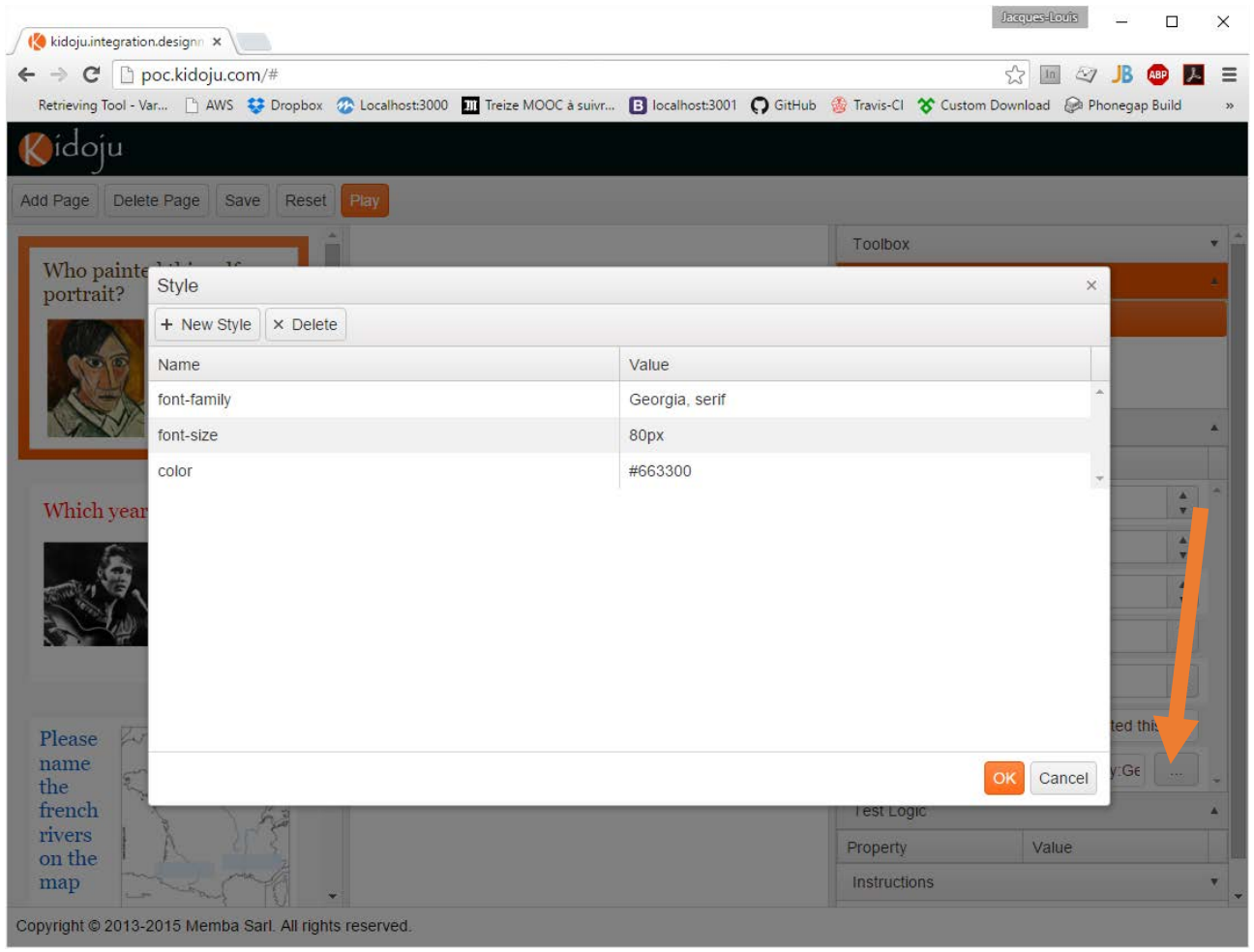
Display attributes: assets



- Some tools like the **image** tool display elements with assets
- An **asset** is a link pointing to a file (image, video, sound)
- The link can be copy/pasted (not recommended)
- Or a [...] button opens an asset manager to upload and select files on our servers (recommended because this is the only guarantee the file will not be removed)

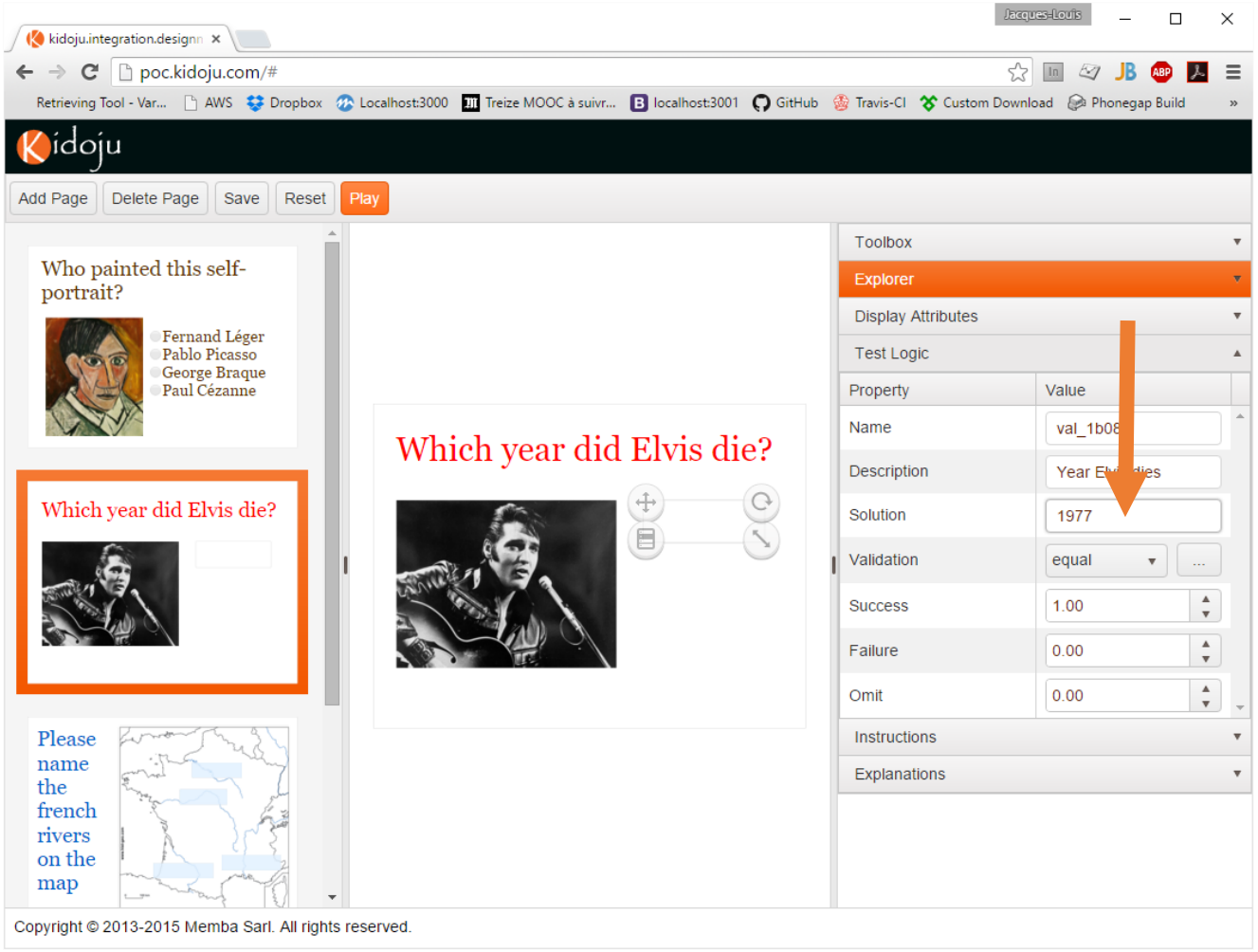
Note: the asset manager is not working in the proof of concept because one needs to be authenticated to access our servers and the proof of concept does not implement authentication

Display attributes: styles



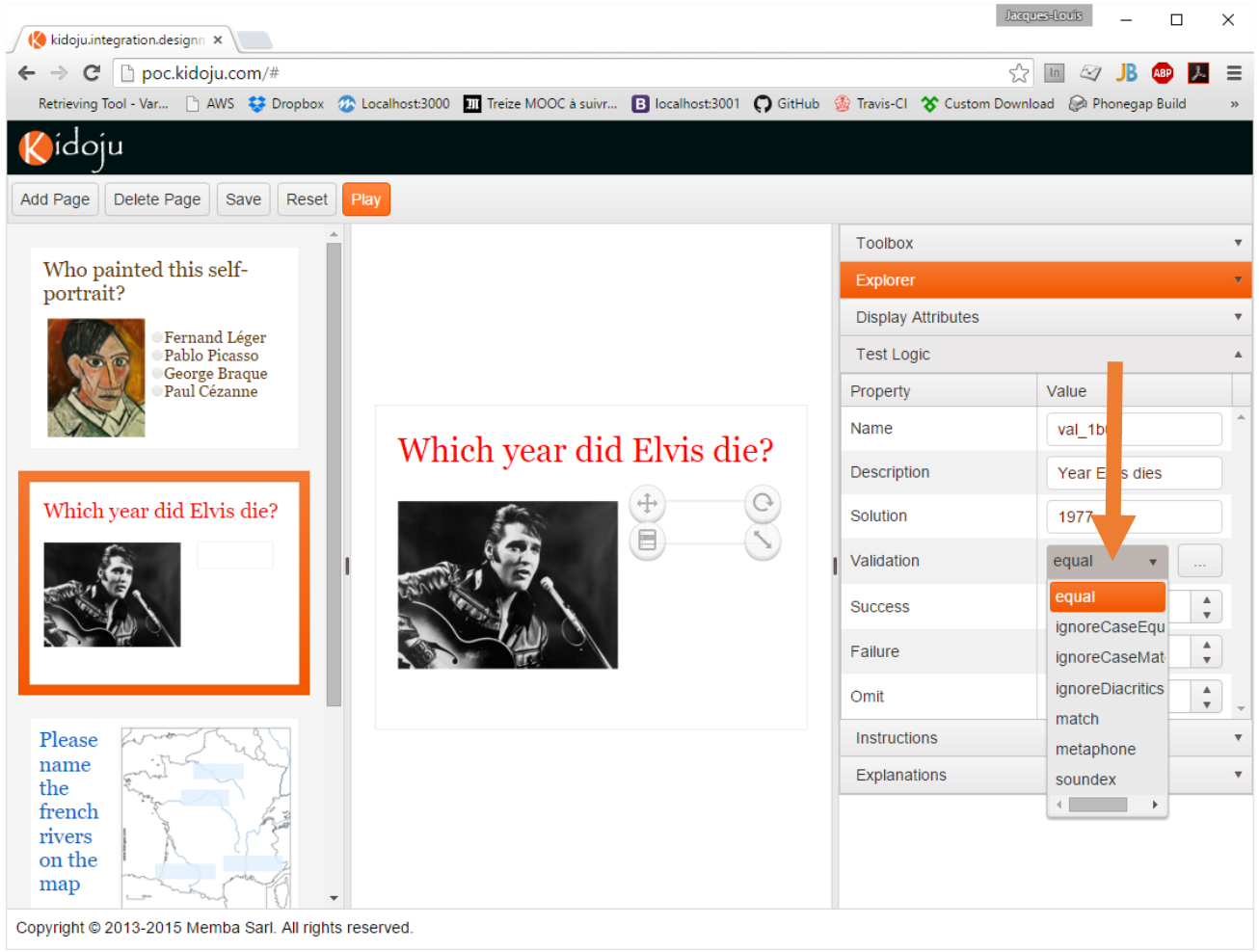
- Most tools display elements with **styles**
- Styles define attributes like colors and borders
- Styles refer to CSS attributes (see http://www.w3schools.com/css/default.asp)
- Colors use #RGB (http://www.w3schools.com/tags/ref_colorpicker.asp)

Test Logic: solution



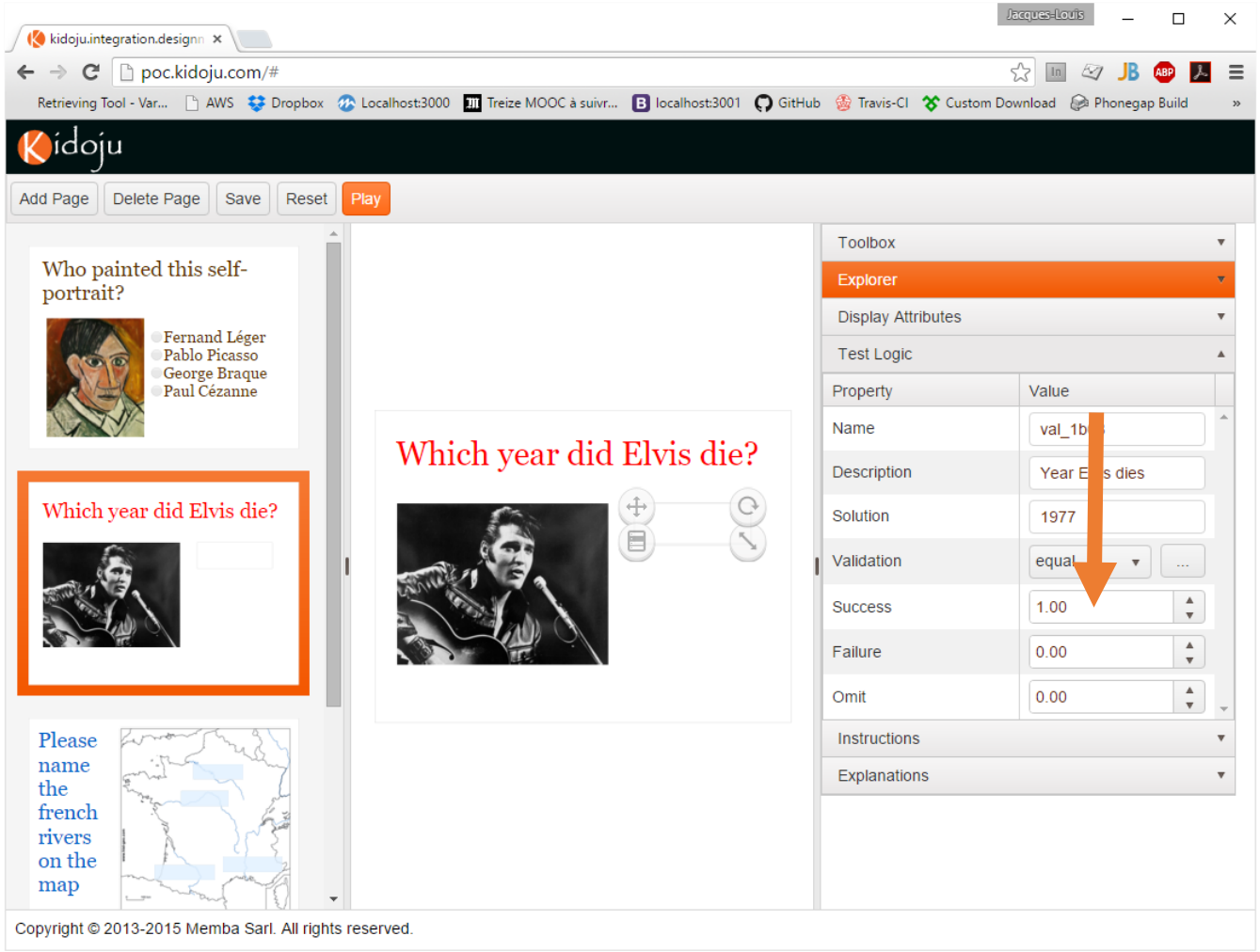
- Some tools like **textbox** and **quiz** display elements implementing **test logic**
- The first component of test logic is the **solution**
- The solution may or may not be used for validation
- The solution is displayed with the score in review mode

Test Logic: validation



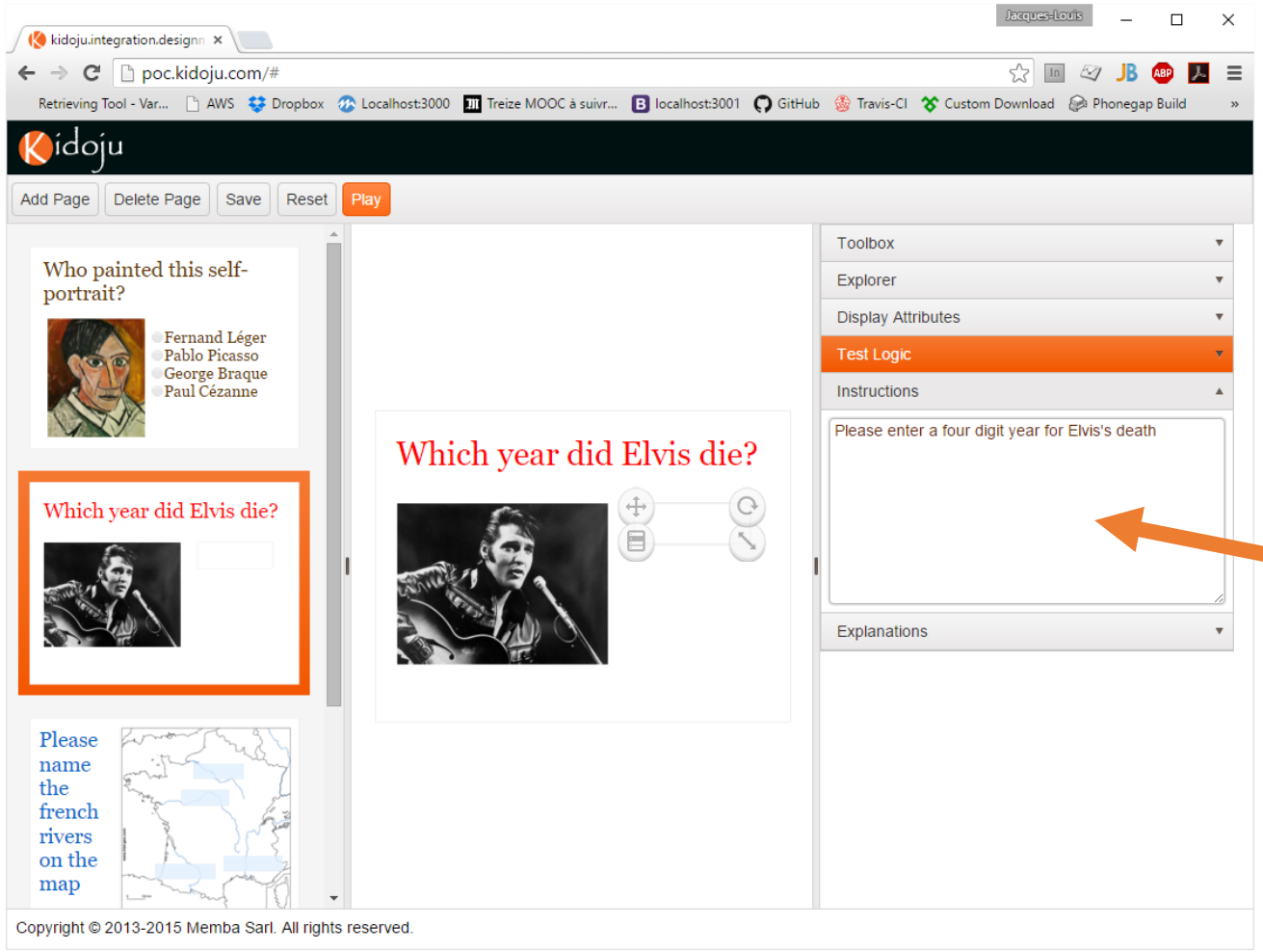
- The second component of test logic is the **validation** formula
- Some generic formulas are listed (equal, match, soundex, …)
- Generic formulas compare the value entered in **play** mode with the **solution**
- **match** requires a solution that is a regular expression (http://regexone.com/)
- The […] button empowers designers who can code their validation formulas
- There is no limit to the complexity of formulas which can be coded

Test Logic: scores



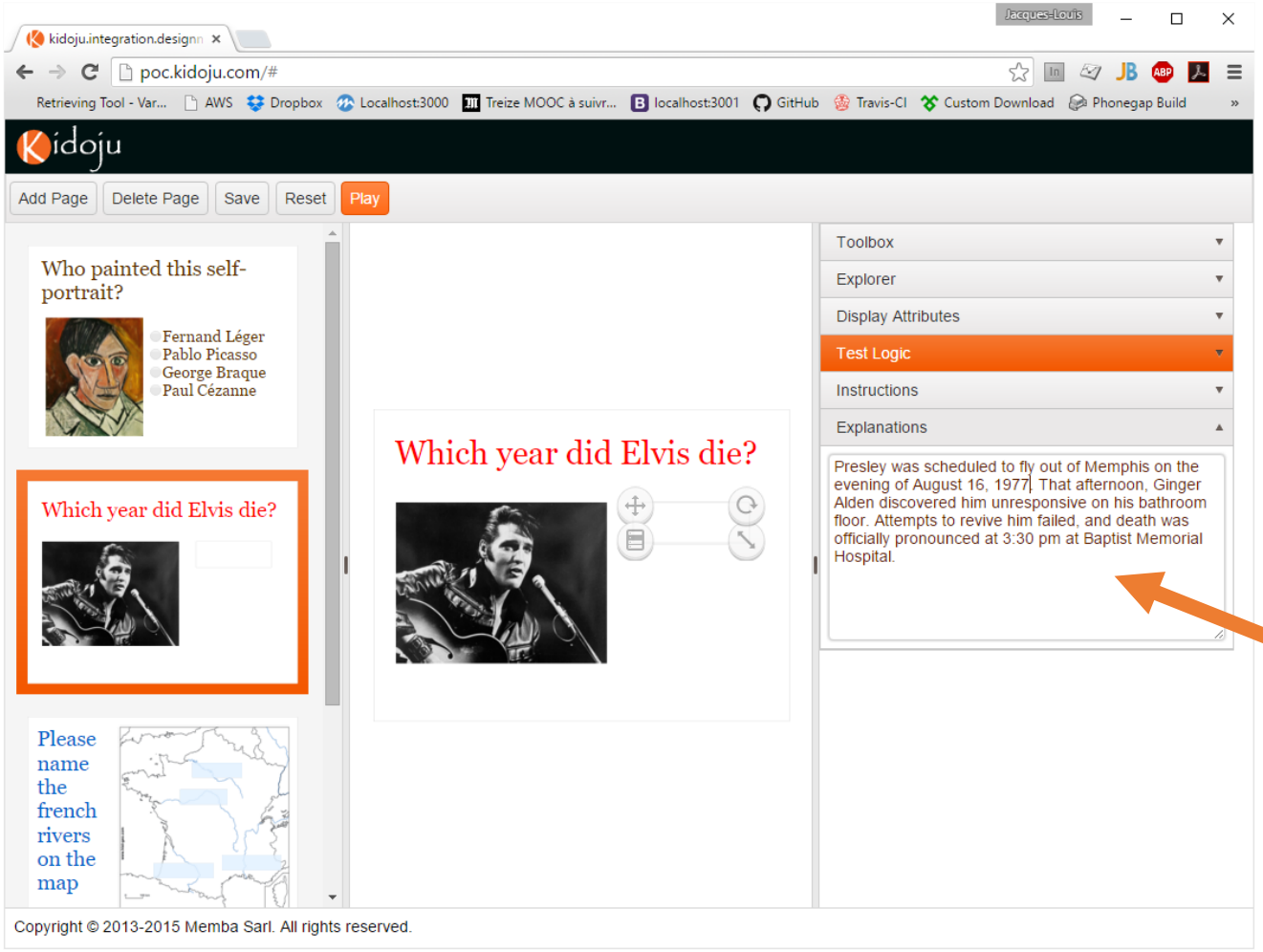
- The third and final component of test logic is scores
- There are 3 scores for:
  - **Success** (the validation formula return true)
  - **Failure** (the validation formula returns false)
  - **Omit** (the user has not answered the question and the validation formula returns undefined)

Instructions



- **Instructions** are displayed to help users in play mode (not yet available in the proof of concept)

Explanations

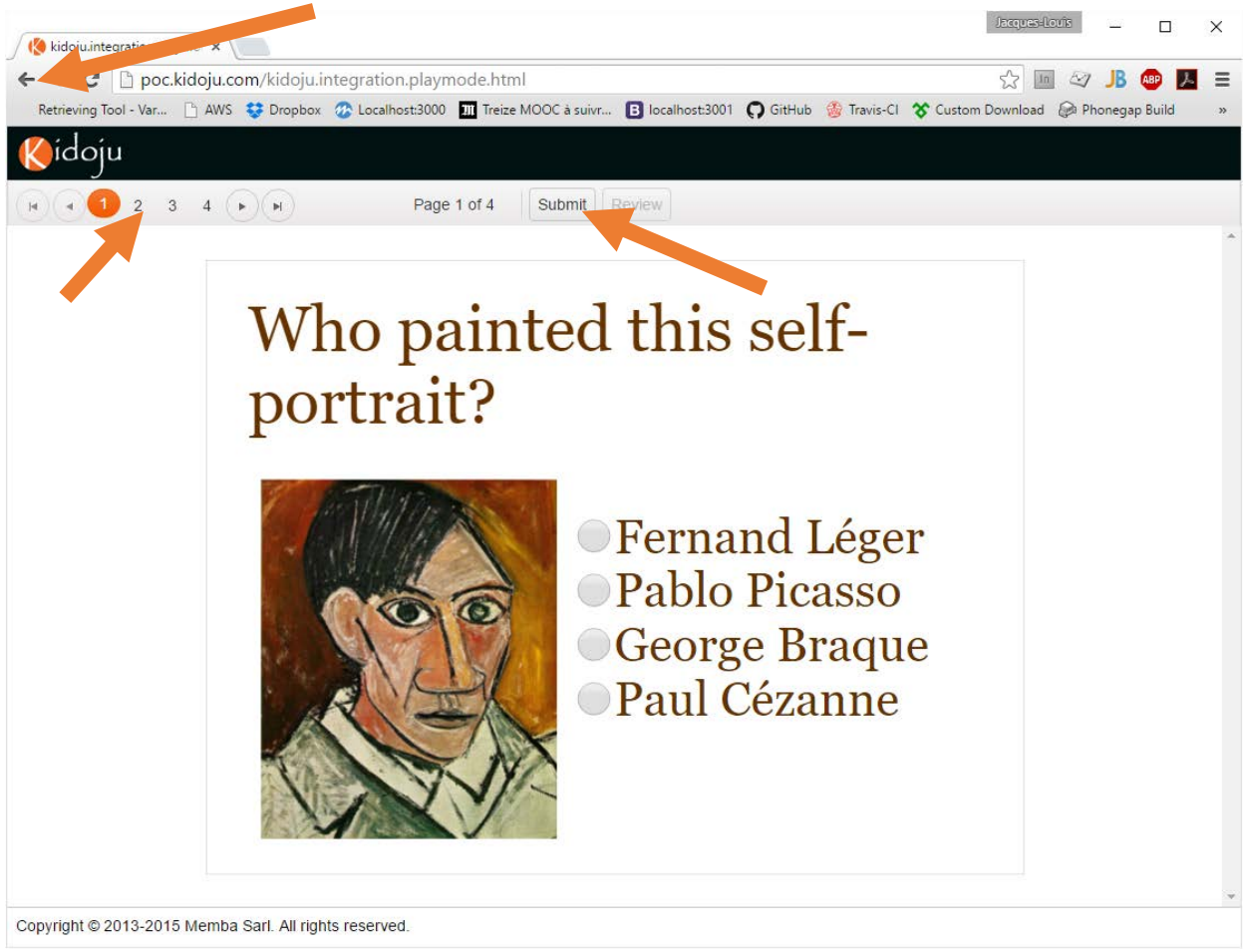


- **Explanations** are displayed to explain the solution in review mode (not yet available in the proof of concept)

BEWARE before playing a test

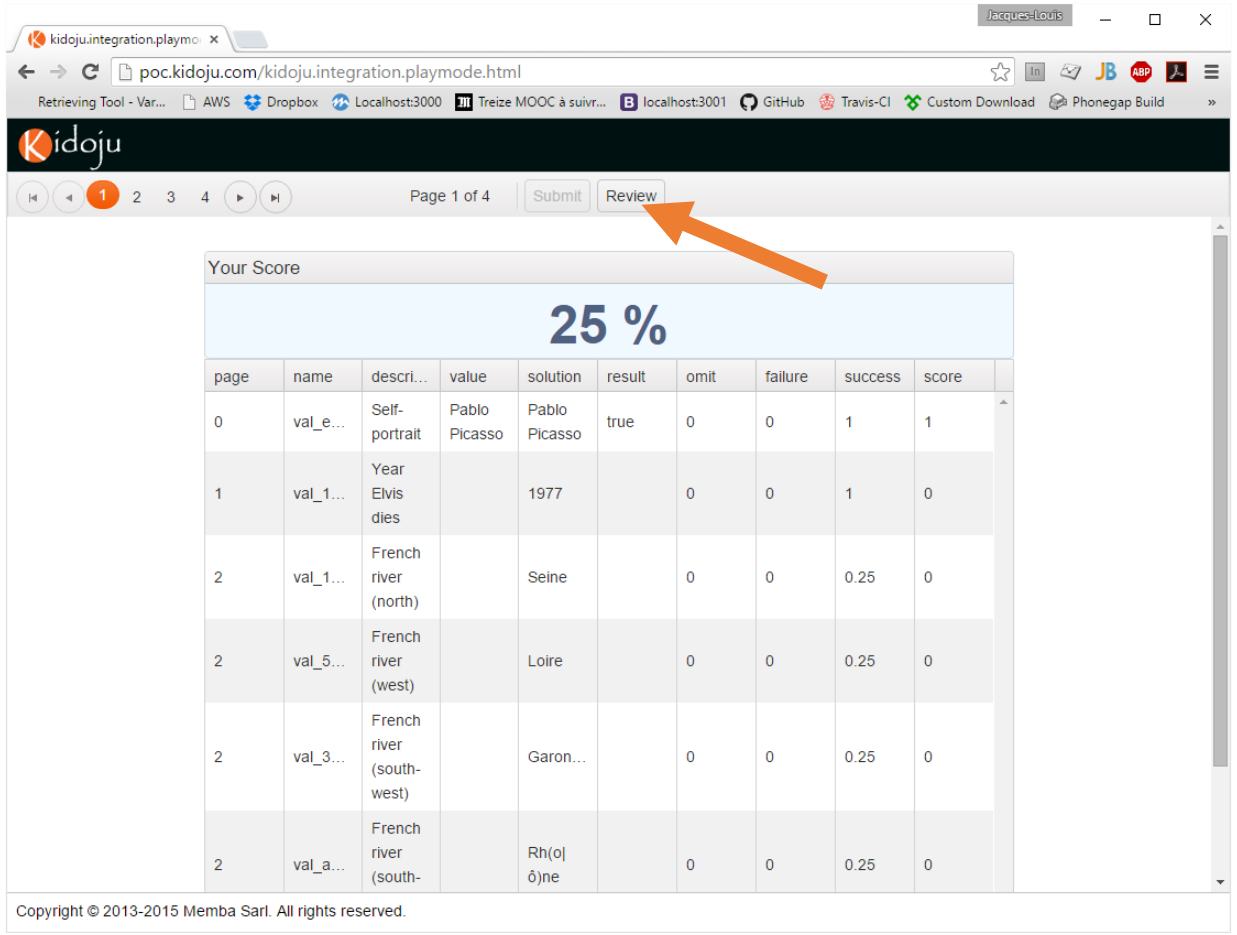
- A proof of concept is not a finished product, it is unstable by nature
- The test that is played is the one which is saved in local storage
- So if you click play without saving, you lose your changes

Playing a test



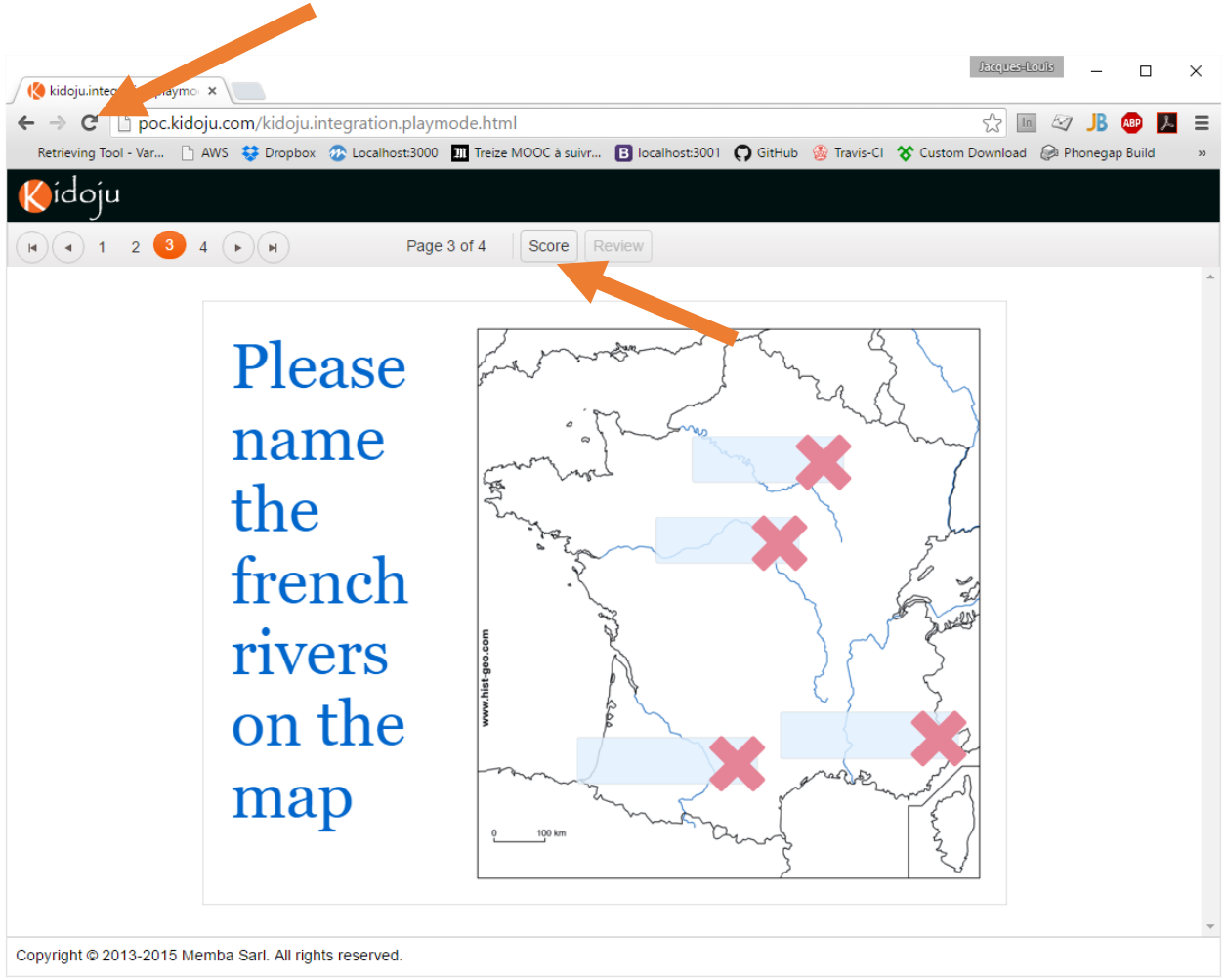
- Click **Play** in the designer
- Note: to get back to the designer, click the browser back button
- Enter your answers and click the numbers and arrows in the toolbar to change pages
- At the end, click **Submit**
- Note: imagine **instructions** in a side panel

Your score



- Clicking **Submit** displays a detailed scoresheet
- Click **Review** to review corrections on each page
- Note: keep the names in the form val_ for now

Reviewing a test



- Clicking **Review** displays corrections
- Click **Score** to display the scoresheet
- Note: imagine **instructions** in a side panel
- Click the browser refresh button to reactivate play mode or the browser back button to display design mode