Slide Number: 1 - Introduction
Title: Scrap Reduction Challenge

On-screen text:
- Title: *Scrap Reduction Challenge*
- Sub-title: *Self-Paced Course*

Audio Narration: None

Animation: moving gradient along horizontal motion path

Interaction: Clickable text box; trigger/hover state change; jump to next slide when clicked

Graphics:

- Red color-fill text box

- Red/white color gradient overlay

- White and light-yellow text

- Charcoal background

Slide Number: 2
Title: Your Industry Experience

On-screen text:

If you are brand new to the semiconductor industry, click the blue button to view a glossary of terms before starting the course. If you are a Semiconductor veteran, please click the green button to begin the course. You may request the glossary from your FAB trainer, if you desire.

Audio Narration and Animation: None

Interaction:

Clickable buttons:

- Get Glossary - Trigger/hover state change; jump to web-object slide when clicked
- Take Course – Trigger/hover state change; jump to next slide when clicked

Graphics and branching sequence:

- White text
- Charcoal background
- Storyline icons for each branching choice

Get Glossary → WO → LP → Linear Course Progression

Take Course → LP → Linear Course Progression
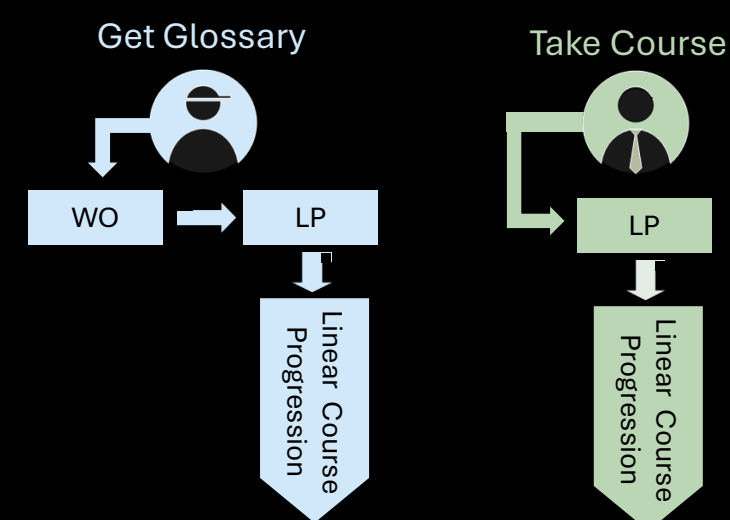
Programming Notes:

- Branching
  - *Get Glossary* button branches to Web Object Slide (WO).
    - HTML iframe element displays downloadable term glossary for learners new to the semiconductor industry
    - Next Button takes learner to Slide 3
  - *Take Course* button jumps to Slide 3, which navigates via standard linear progression (LP). Experienced learners can use this to bypass the glossary.

Slide Number: 3 – Anticipatory Set
Title: N/A

On-screen text:
Hello and Welcome; Scrap Reduction Challenge; We need your help; Reduce scrap by 15%; More time; Less Stress; Click Next

Audio Narration:
Script with Closed Captioning: *Hello and welcome to the Scrap Reduction Challenge. We need your help in order to achieve mission-critical goal – to reduce wafer scrap in the fab by 15%. Your participation in this initiative will benefit you and the company by: saving time, and saving money. More time means less stress and more money means better equipment and bigger bonuses! Click next to begin.*

Animation: text, icon, and illustration motion path triggers and animation effects synched with audio narration

Interaction: Clickable Next button to advance to next slide

Additional Media: background music overlay (mp3)

Graphics:
- Black/white semiconductor background image
- Blue transparent rectangle used as backdrop for text, icons, and illustrations
- Illustrations:
    - semiconductor wafer
    - clip board
    - thumbs up
    - check marks
    - Clock
    - Wallet and dollar bills
- Icons:
    - help Icon
    - target
    - trash Can and trash
    - semiconductor fab
    - next button

Slide Number: 4
Title: Course Objectives

On-screen text:
 Upon successful completion of the self-paced course, production
 technicians will be able to:
- List all of the gowning procedures essential to occupational safety and contamination prevention in their proper order
- Identify the critical practices for proper wafer handling and transport in relevant functional cleanroom areas
- Practice proper gowning and wafer-handling practices in the structured on-the-job observation.

Audio Narration/Animation/Interaction: None

Graphics: Each objective has its own blue rectangle with a text box overlay

Slide Number: 5
Title: Navigation and Tracking

On-screen text:
Navigation and Tracking; <Prev; Menu; Next; Progress Tracker;

Audio Narration:
Script with Closed Captioning: *The volume control is located in the bottom right. Some portions of this course do not contain audio. You can re-visit any portion of the course by using the previous buttons, or the table of contents. Next buttons, found in the bottom right or the middle of the screen, can be used to advance. You may use the progress tracker link in the bottom-middle of your screen to view your course completion percentage. Click next to continue.*

Animation: text, icon, and illustration motion path triggers and animation effects synched with audio narration

Interaction: None

Graphics:
- Charcoal background color
- Illustrations:
  - Volume
  - Previous Chevron
  - Menu
  - Next Chevron
  - Progress Tracker

- Icon: On-screen next button

Slide Number: 6
Title: Gowning Procedures

On-screen text:
Gowning Procedures

Audio Narration: None

Animation:
Two thick blue lines in middle of slide:
- Darker line appears at timeline start and uses Split Animation.
- Lighter line appears at 1.8 seconds and overlaps the dark line. Random Bars Animation is used.

Interaction: Clickable link to begin Gowning Procedures Section of the Course; trigger/hover state change

Graphics:

Blue rectangular lines

Slide Number: 7
Title: Proper Clean Room Gowning Procedures

On-screen text:
- Proper Clean Room Gowning Procedures
- Essential in preventing contamination of wafers and maintaining occupational safety

Graphics:
- Transparent blue and grey trapezoid shapes
- Icon: round manufacturing employee

Audio Narration:
Script with Closed Captioning: *Proper gowning procedures are essential in preventing contamination of wafers and maintaining occupational safety. This section offers best practices for both. Click next to learn more.*

Animation: text, shape, and icon animation effects synched with audio narration

Additional Media: background manufacturing video (mp4)

Interaction: None

Programming Notes: On Progress Layer: Storyline Project Progress variable and Dial are used to show visual (Dial) and numeric (percentage complete) course completion progress.

Slide Number 8: Base Layer
Title: Proper Gowning Procedures

On-screen text:
- Click each icon and read the text

Audio Narration: None

Animation: None

Interaction:
- Each layer, 1-5, is tied to an icon with click/reveal trigger
- Each icon has a hover/glow effect and state change when clicked/visited (greyed out with checkmark icon)

Graphics:
- Icons:
  - Visited state change checkmark
  - No audio
  - Pre-gowning room (glasses, fragrance)
  - Enter gowning room
  - Donning attire
  - Final Inspection

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Knowledge Check Layer: Layer incudes clickable knowledge check button that automatically appears when all Slide 8 layers 1-5 are visited. When clicked, the user navigates to knowledge check (Slide 9).

Slide Number 8: Layer 1
Title: Before Entering the Gowning Room

On-screen text:

Before Entering the Gowning Room:
- To prevent wafer contamination, avoid using fragrances or hair gel
- Remove personal items that may cause injury or damage to products
- Wear properly-fitting clothing conducive to full body movement
- Make sure vision is accurate; use glasses or contact lenses if needed

Audio Narration: None

Animation: None

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white semiconductor production facility image
- Blue transparent rectangle used as backdrop for text and icons

- Icon: Blue X Close

Slide Number 8: Layer 2
Title: Enter the Gowning Room

On-screen text:

Before Entering the Gowning Room:
- To prevent wafer contamination, avoid using fragrances or hair gel
- Remove personal items that may cause injury or damage to products
- Wear properly-fitting clothing conducive to full body movement
- Make sure vision is accurate; use glasses or contact lenses if needed

Audio Narration: None

Animation: From-top wipe shape animation; 12.75 seconds

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white semiconductor production facility image
- Blue transparent rectangle used as backdrop for text and icons

- Icon: Blue X Close

Slide Number 8: Layer 3
Title: Don Shoe Covers

On-screen text:
- Shoe covers come in two universal sizes: 0-5 and 6-12
- Select the size that covers the entire shoe and pant leg
- Make sure the traction strips line up with the sole of each foot
- Use the cords and drawstrings to tighten

Audio Narration: None

Animation: None

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white generic white shoe image
- Green transparent rectangle used as backdrop for text and icons

- Icon: Green X Close

Slide Number 8: Layer 4
Title: Don Remaining Wardrobe

On-screen text:
Don the remainder of your cleanroom wardrobe:
- Smock
- Facemask
- Bunny suit
- Gloves
- Start at the head and work your way down to your feet

Audio Narration: None

Animation: Vertical-In split shape animation; 10 seconds

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white semiconductor production facility image
- Blue transparent rectangle used as backdrop for text and icons

- Icon: Blue X Close

Slide Number 8: Layer 5 – Conduct Final Inspection
Title: N/A

On-screen text:
Use the gowning room wall mirror to conduct a final inspection

Audio Narration: None

Animation: Magnifying glass makes circular motion path around illustrated semiconductor worker

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white image of baby looking at the mirror
- Green transparent rectangle used as backdrop for text and icons
- Illustration: Semiconductor worker wearing appropriate cleanroom attire
- Icon: Green magnifying glass

On-screen text:
- Base layer instructions text: Read the item. Select either true or false and drag to the designated choice area.
- Base layer knowledge check text: A small amount of hair gel can be used as long as your head is covered.
- Base layer drop target text: Drag choice here
- Drag rectangle choice 1 text: True
- Drag rectangle choice 2 text: False
- Feedback layer text - Correct: Nice work! You selected the correct response.
- Feedback layer text - Incorrect: Nice try, but not quite. Hair gel should never be used in the fab, as it could cause product contamination.

Audio Narration and Animation: None

Graphics:
- Illustrations:
  - Correct feedback layer: character with laptop giving thumbs up
  - Incorrect feedback layer: character pausing with hand on chin
- Icon: No audio

Interaction:
- Free form drag and drop knowledge check with custom drag and drop targets
- Clickable Continue Buttons on correct and incorrect feedback layers that navigate to next slide.

Design Notes:
- This is an informal, non-scored formative assessment.
- The correct answer is false.

Programming Notes: Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.

Slide Number: 10
Title: knowledge Check 2 – Proper Gowning Procedures

On-screen text:
- Base layer instructions text: Read the item. Select either true or false and drag to the designated choice area.
- Base layer knowledge check text: When donning, one should start at the head and work down to the feet.
- Base layer drop target text: Drag choice here
- Drag rectangle choice 1 text: True
- Drag rectangle choice 2 text: False
- Feedback layer text - Correct: Nice work! You selected the correct response.
- Feedback layer text - Incorrect: Nice try, but not quite. Wardrobes must be donned starting at the head, working down to the feet.

Audio Narration: None

Animation: None

Interaction:
- Free form drag and drop knowledge check with custom drag and drop targets
- Clickable Continue Buttons on correct and incorrect feedback layers that navigate to next slide.

Graphics:

- Illustrations:
  - Correct feedback layer: character with laptop giving thumbs up
  - Incorrect feedback layer: character pausing with hand on chin

- Icon: No audio

Design Note:
- This is an informal, non-scored formative assessment.
- The correct answer is true.

Programming Notes: Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.

Slide Number: 11

Title: knowledge Check 3 – Proper Gowning Procedures

On-screen text:
- Base layer instructions text: Read the item. Select either true or false and drag to the designated choice area.
- Base layer knowledge check text: What should be used to conduct a final inspection of attire?
- Base layer drop target text: Drag choice here
- Drag rectangle choice 1 text: Dry cleaner
- Drag rectangle choice 2 text: Mirror on wall
- Feedback layer text - Correct: Nice work! You selected the correct response. Click Continue to begin the next section of the course.

Feedback layer text - Incorrect: Nice try, but not quite. Conduct final attire inspection using the wall-mounted mirror. Click Continue to begin the next section of the course.

Graphics:

- Illustrations:
  - Correct feedback layer: character with laptop giving thumbs up
  - Incorrect feedback layer: character pausing with hand on chin

- Icon: No audio

Audio Narration: None

Animation: None

Interaction:
- Free form drag and drop knowledge check with custom drag and drop targets
- Clickable Continue Buttons on correct and incorrect feedback layers that navigate to the next section of the course.

Design Note:
- This is an informal, non-scored formative assessment.
- The correct answer is true.

Programming Notes: Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.

Slide Number: 12
Title: Wafer Handling and Transport

On-screen text:
Wafer handling and Transport

Audio Narration: None

Animation:
Two thick blue lines in middle of slide:
- Darker line appears at timeline start and uses Split Animation.
- Lighter line appears at 1.8 seconds and overlaps the dark line. Random Bars Animation is used.

Interaction: Clickable link to begin Wafer handling and Transport Section of the Course; trigger/hover state change

Graphics:

Blue rectangular lines

Slide Number: 13
Title: Wafer Handling and Transport

On-screen text:
- Wafer Handling and Transport
- reduce wafer scrap efficiently and safely

Audio Narration:
Script with Closed Captioning: *Safe, efficient wafer transport is critical in helping reduce scrap. Click next to learn more.*

Animation: text, shape, and icon animation effects synched with audio narration

Additional Media: background animated shapes video; mp4

Interaction: None

Graphics:
- Transparent green (white outline) and dark gray trapezoid shapes with

- Illustration: semiconductor wafer

Programming Notes: On Progress Layer: Storyline Project Progress variable and Dial are used to show visual (Dial) and numeric (percentage complete) course completion progress.

Slide Number 14: Base Layer
Title: Proper Wafer Handling

On-screen text:
Click each icon and read the text

Audio Narration: None

Animation: None

Interaction:
- Each layer, 1-5, is tied to an icon with click/reveal trigger
- Each icon has a hover/glow effect and state change when clicked/visited (greyed out with checkmark icon)

Graphics:

- Icons: generic semi conductor components

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Knowledge Check Layer: Layer incudes clickable knowledge check button that automatically appears when all Slide 8 layers 1-5 are visited. When clicked, the user navigates to knowledge check (Slide 15).

Slide Number 14: Layer 1
Title: N/A

On-screen text:
To prevent wafer contamination, hold the finished side of the wafer away from the body.

Audio Narration: None

Animation:
- Wheel animation effect for wafer image; .75 seconds
- Wipe animation effect from top for finished-side arrow; .75 seconds

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white generic semiconductor image
- Blue transparent rectangle used as backdrop for text and icons

- Images:
  - Semiconductor wafer
  - Finished-side arrow
- Icon: Blue X Close

Slide Number 14: Layer 2
Title: N/A

On-screen text:
Place wafers in the boxes carefully. Make sure the lot box lid is fully closed before transport.

Audio Narration: None

Animation:
- Wipe animation effect from bottom for handle-with-care icon; .75 seconds

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white generic production image
- Blue transparent rectangle used as backdrop for text and icons

- Icon:
  - Blue X Close
  - Handle-with-care

Slide Number 14: Layer 3
Title: N/A

On-screen text:
In order to prevent damage and injury, hold the wafer box with both hands while transporting.

Audio Narration: None

Animation: None

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white generic production image; person wearing gloves
- Green transparent rectangle used as backdrop for text and icons

Slide Number 14: Layer 4
Title: N/A

On-screen text:
Walk at a moderate pace while carrying product. Avoid running and use mirrors.

Audio Narration: None

Animation: Vertical-In split shape animation; 10 seconds

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white generic production image
- Blue transparent rectangle used as backdrop for text and icons

- Icon: Blue X Close

Slide Number 14: Layer 5
Title: N/A

On-screen text:
Follow all cleanroom protocol relevant to your area.

Audio Narration: None

Animation: Dancing semiconductor worker video mp4; 9 seconds

Interaction:
- X Close icon hides layer when clicked and returns to base layer
- Close icon has a hover/color change effect

Graphics:
- Black/white generic cleanroom image
- Green transparent rectangle used as backdrop for text and icons

- Icon: Green X Close

Slide Number: 15

Title: knowledge Check 1 – Proper Wafer Handling

On-screen text:
- Base layer instructions text: Read the item. Select either true or false and drag to the designated choice area.
- Base layer knowledge check text: When transporting boxes of wafers, both hands need to be used.
- Base layer drop target text: Drag choice here
- Drag rectangle choice 1 text: True
- Drag rectangle choice 2 text: False
- Feedback layer text - Correct: Nice work! You selected the correct response.
- Feedback layer text - Incorrect: Nice try, but not quite. Two hands should always be used when transporting wafer boxes.

Graphics:

- Illustrations:
  - Correct feedback layer: character with laptop giving thumbs up
  - Incorrect feedback layer: character pausing with hand on chin

- Icon: No audio

Audio Narration: None

Animation: None

Interaction:
- Free form drag and drop knowledge check with custom drag and drop targets
- Clickable Continue Buttons on correct and incorrect feedback layers that navigate to next slide.

Design Notes:
- This is an informal, non-scored formative assessment.
- The correct answer is true.

Programming Notes: Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.

On-screen text:
- Base layer instructions text: Read the item. Select either true or false and drag to the designated choice area.
- Base layer knowledge check text: For protection, the finished side of the wafer should be held facing the body.
- Base layer drop target text: Drag choice here
- Drag rectangle choice 1 text: True
- Drag rectangle choice 2 text: False
- Feedback layer text - Correct: Nice work! You selected the correct response. Click **Continue** to play the scrap reduction challenge game.
- Feedback layer text - Incorrect: Nice try, but not quite. The process side of the wafer should always face away from the body. Click **Continue** to play the scrap reduction challenge game.

Graphics:

- Illustrations:
  - Correct feedback layer: character with laptop giving thumbs up
  - Incorrect feedback layer: character pausing with hand on chin

- Icon: No audio

Audio Narration: None

Animation: None

Interaction:
- Free form drag and drop knowledge check with custom drag and drop targets
- Clickable Continue Buttons on correct and incorrect feedback layers that navigate to next slide.

Design Notes:
- This is an informal, non-scored formative assessment.
- The correct answer is false.

Programming Notes: Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.

Slide Number: 17
Title: Scrap Reduction Challenge Game

On-screen text:
- Scrap Reduction Challenge Game
- Click the spinning wheel for an overview

Audio Narration: None

Animation:

Two thick blue lines in middle of slide:
- Darker line appears at timeline start and uses Split Animation.
- Lighter line appears at 1.8 seconds and overlaps the dark line. Random Bars Animation is used.

Spinning Game Wheel:
- Animation loop layer used with five state changes to simulate continuous wheel spin

Interaction:
- Circular hot spot enables spinning wheel graphic to be clickable and navigate to slide with Scrap Reduction Challenge game instructions

Graphics:
- Illustration: Game wheel with radial blur effect (Photoshop)
- Blue rectangular lines

Slide Number: 18
Title: How the Game Works

On-screen text:
- Title:
  - How the Game Works...
- Instructions:
  - Click the Spin Button to spin the wheel
  - The wheel will land on a question for you to answer
  - You will earn points for every correct answer
  - You will loose points for every incorrect answer
  - Questions are based on content learned in the course
  - If you earn at least 9 points, you will have a shorter in-fab training experience
  - If you earn less than 6 points, you will need to retake the course
  - Good Luck and Have Fun!
  - Click the wheel to begin

Audio Narration: None

Animation:
On-screen text:
- Title: Wheel animation with duration of .75 seconds
- Instructions:
  - Spaced sequentially on timeline to appear and disappear every 1-1.5 seconds
  - Duration of each text box: varies from 2-5 seconds each
  - Each text box has grow animation with duration of .75 seconds

- Spinning Game Wheel: Animation loop layer used with five state changes to simulate continuous wheel spin

Additional Media:
- Gameshow theme music (mp3)
- Electric pulse blinking lights background video (mp4)

Interaction:
- Circular hot spot enables spinning wheel graphic to be clickable and navigate to first game question slide
- Circular hotspot gives orange glow effect to spinning wheel

Graphics:
- Icon: Semiconductor 16-pin icon
- Image: Game wheel with radial blur effect (Photoshop)

Slide Number: 19 – Spin Number 1
Title: N/A

On-screen text:
- Your Score (scoreboard illustration with text overlay at top)
- Spin (button text)

Audio Narration: None

Animation: Burst image with question number and point value appears after 1.5 seconds on animation loop layer

Additional Media: Click Effect to mimic wheel spin (mp3)

Interaction:
- Clickable Spin Button:
  - Trigger/hover state change and glow effect
  - On-click trigger
    1. Plays mp3 wheel click sound
    2. Shows animation loop layer with four state changes to simulate wheel spin with 2-second duration
    3. Burst image with question number and point value appears
    4. Navigates to first quiz question slide when timeline ends

Graphics:

- Illustrations:
  - Scoreboard
  - Game wheel

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Custom numeric variable displays learner score as overlay on bottom of scoreboard illustration

Slide Number: 20 – Quiz Question 1
Title: N/A

On-screen text:
- Your Score (scoreboard illustration with text overlay at top)
- Instructions Text: Select the true statements below; there may be more than one correct answer. Click the **Next** Button when finished to spin again.
- Statement Text:
  a. Attire inspection is the first thing to do upon entering the gowning room.
  b. Hair gel can cause contamination of wafers and should be avoided.
  c. Shoe covers come in two universal sizes and fit over shoes.

Audio Narration: None

Animation: None

Interaction:
- Each statement:
  - On-click trigger
    - Numeric variable on scoreboard adjusts to either add or subtract value(s) depending on correct/incorrect selection
    - State changes depending on correct/incorrect selection
      - Green checkmark for correct
      - Red x for incorrect
      - State becomes disabled so users cannot change their selection

- User clicks next to advance to next Spin slide after making item selections

Graphics:

- Illustrations:
  - Correct answer green checkmark
  - Incorrect answer red x

- Icon: No audio

Design Notes:
- This is formal, scored summative assessment.
- Statement correct answers: a = false   b = true   c = true

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Custom numeric variable displays learner score as overlay on bottom of scoreboard illustration

Slide Number: 21 – Spin Number 2
Title: N/A

On-screen text:
- Your Score (scoreboard illustration with text overlay at top)
- Spin (button text)

Audio Narration: None

Animation: Burst image with question number and point value appears after 1.5 seconds on animation loop layer

Additional Media: Click Effect to mimic wheel spin (mp3)

Interaction:
- Clickable Spin Button:
  - Trigger/hover state change and glow effect
  - On-click trigger
    1. Plays mp3 wheel click sound
    2. Shows animation loop layer with four state changes to simulate wheel spin with 2-second duration
    3. Burst image with question number and point value appears
    4. Navigates to second quiz question slide when timeline ends

Graphics:

- Illustrations:
  - Scoreboard
  - Game wheel

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Custom numeric variable displays learner score as overlay on bottom of scoreboard illustration

Slide Number: 22 – Quiz Question 2
Title: N/A

On-screen text:
- Your Score (scoreboard illustration with text overlay at top)
- Instructions Text: Select the true statements below; there may be more than one correct answer. Click the **Next** Button when finished to spin again.
- Statement Text:
  a. The finished side of the wafer should face away from the body in order to prevent contamination.
  b. Shoe covers come in two universal sizes and fit over shoes.
  c. Your managers and trainers are available to help with any questions.

Graphics:

- Illustrations:
  - Correct answer green checkmark
  - Incorrect answer red x

- Icon: No audio

Audio Narration: None

Animation: None

Interaction:
- Each statement:
  - On-click trigger
    - Numeric variable on scoreboard adjusts to either add or subtract value(s) depending on correct/incorrect selection
    - State changes depending on correct/incorrect selection
      - Green checkmark for correct
      - Red x for incorrect
      - State becomes disabled so users cannot change their selection

- User clicks next to advance to next Spin slide after making item selections

Design Notes:
- This is formal, scored summative assessment.
- Statement correct answers: a = true   b = true   c = true

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Custom numeric variable displays learner score as overlay on bottom of scoreboard illustration

Slide Number: 23 – Spin Number 3
Title: N/A

On-screen text:
- Your Score (scoreboard illustration with text overlay at top)
- Spin (button text)

Audio Narration: None

Animation: Burst image with question number and point value appears after 1.5 seconds on animation loop layer

Additional Media: Click Effect to mimic wheel spin (mp3)

Interaction:
- Clickable Spin Button:
    - Trigger/hover state change and glow effect
    - On-click trigger
        1. Plays mp3 wheel click sound
        2. Shows animation loop layer with four state changes to simulate wheel spin with 2-second duration
        3. Burst image with question number and point value appears
        4. Navigates to third quiz question slide when timeline ends

Graphics:

- Illustrations:
    - Scoreboard
    - Game wheel

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Custom numeric variable displays learner score as overlay on bottom of scoreboard illustration

Slide Number: 24 Base Layer
Title: N/A

On-screen text:
- Your Score (scoreboard illustration with text overlay at top)
- Instructions Text: Select the true statements below; there may be more than one correct answer. Click the **Next** Button when finished to spin again.
- Statement Text:
  a. To help his team meet their hourly goal, Josiah should try to speed up production by carrying two wafer boxes at one time to the next area of the fab. This will prevent him from having to make two trips.
  b. If Naomi finishes her assigned production jobs early, she should follow the steps outlined in the *Task Assignment Protocol* Section for next step guidance pertaining to her functional area.

Audio Narration: None

Animation: None

Interaction:
- Each statement:
  - On-click trigger
    - Numeric variable on scoreboard adjusts to either add or subtract value(s) depending on correct/incorrect selection
    - State changes depending on correct/incorrect selection
      - Green checkmark for correct
      - Red x for incorrect
      - State becomes disabled so users cannot change their selection

- User clicks next to see layer branch with next-steps according to their score (Gold, Silver, Try Again)

Graphics:

- Illustrations:
  - Correct answer green checkmark
  - Incorrect answer red x

- Icon: No audio

Design Notes:
- This is formal, scored summative assessment.
- Statement correct answers: a = false   b = true

Programming Notes:
- Progress Tracker Link: Click/reveal layer showing Storyline Project Progress variable and Dial that show visual (Dial) and numeric (percentage complete) course completion progress.
- Custom numeric variable displays learner score as overlay on bottom of scoreboard illustration
- "If" Conditions are used for branching and are based on value of numeric value/score

Slide Number: 24 Gold Layer
Title: Next Step – Gold Level Training

On-screen text: You earned <numeric variable score> points in the game. Great job! Your exceptional score has qualified you for Gold Level Training, which is a streamlined one-hour FAB practical exercise. Click the green button to print a copy of this page and show it to your FAB trainer. Good Luck!

Audio Narration: None

Animation: None

Interaction:
Printer Icon:
- Hover/glow state change
- On click:
  1. User is prompted to print/save a screenshot of their score to show to their FAB trainer as proof/validation
  2. Jumps to final course completion slide

Graphics:

- Icon: Printer

Programming Notes:
- Custom numeric variable displays learner score as reference embedded in on-screen text
- "If" Conditions are used for branching. Learner sees Gold Layer if variable/course score is 9 or higher
- Execute JavaScript trigger is used to run simple window print method to allow user print/save.

Slide Number: 24 Silver Layer
Title: Next Step – Silver Level Training

On-screen text: You earned <numeric variable score> points in the game. Great job! You are now ready for Silver Level Training, which is the standard two-hour FAB practical exercise. Click the green button to print a copy of this page and show it to your FAB trainer. Good Luck!

Audio Narration: None

Animation: None

Interaction:
Printer Icon:
- Hover/glow state change
- On click:
    1. User is prompted to print/save a screenshot of their score to show to their FAB trainer as proof/validation
    2. Jumps to final course completion slide

Graphics:

- Small silver rectangle (top left)
- Blue rectangle used as backdrop for text and icons

- Icon: Printer

Programming Notes:
- Custom numeric variable displays learner score as reference embedded in on-screen text
- "If" Conditions are used for branching. Learner sees Silver Layer if variable/course score is between 7 and 8
- Execute JavaScript trigger is used to run simple window print method to allow user print/save.

Slide Number: 24 Try Again Layer
Title: Next Step – Let's Try Again

On-screen text: You earned <numeric variable score> points in the challenge game and you need at least **7** to pass the course. Click the green button to retake the course and retry the challenge.

Audio Narration: None

Animation: None

Interaction:
Try Again Illustration:
- Hover/glow state change
- On click: Jumps back to initial content slide allowing user to repeat the course and try again

Graphics:

- Silver rectangle used as backdrop for text and icons

- Image: Im Possible

Programming Notes:
- Custom numeric variable displays learner score as reference embedded in on-screen text
- "If" Conditions are used for branching. Learner sees Try Again Layer if variable/course score is less than or equal to 6

Slide Number: 25 – Course Completion
Title: N/A

On-screen text: You have completed this course. Click the X to close. Good luck with your FAB Exercise!	**Graphics:**
Audio Narration: None	• Silver rectangle used as backdrop for text and icons
Animation: None	• Icon: Green X Close
Interaction: X Close Icon: • Hover/glow state change • Exit Course Trigger	