SBLi Introductory Tutorial

INTRODUCTION

The purpose of this tutorial is to provide you with hands-on experience in using the SBL-Interactive (SBLi®) Builder to produce a multimedia scenario.

Since the emphasis is on acquiring skills in using the software, rather than scenario creation as such, we will work with a simple problem scenario – finding out why a boy's goldfish keeps dying.

This scenario has been developed by Terry Stewart, Massey University, Palmerston North, New Zealand.

Tutorial Overview

The images required to complete this SBLi® tutorial can be found in the images folder on the Resource CD supplied.

This SBLi® tutorial consists of four sub-tutorials. Each sub-tutorial will demonstrate specific features of SBLi®. By the conclusion of the whole tutorial you will be able to meet the following outcomes:

Tutorial 1 Outcomes:

- Understand the difference between the SBLi® Builder and SBLi® Player
- Use the properties panel
- Add a new location
- Edit a new location
- Save the scenario
- Add text to the content window

- Add media (image, audio or video clip) to the content window
- Add a background image
- Add an item to the environment window
- Edit an item in the environment window
- Collect an item from the environment window
- Switch between Builder and Player mode (Ctrl Tab)

Tutorial 2 Outcomes:

- Load a scenario
- Add new locations
- Add, edit and delete actions
- Add a linked page
- Restate the scenario

Tutorial 3 Outcomes:

- Understand the application of prerequisites
- Add a location prerequisite
- Add more content to your scenario
- Add an action prerequisite
- Review all basic features of scenario development

Tutorial 4 Outcomes:

- Insert a report item
- Insert a report submit button
- Create a final task
- Revision of all basic
- SBLi® features

Note: in this tutorial document you will come across two different highlight boxes (see below). The yellow box holds the text you will enter into your scenario, the blue hold helpful hints.

> This type of box contains the script that gets added to the scenario we create today.

> The hint box, which holds very useful information.

TUTORIAL SESSION 1

At the conclusion of Tutorial Session 1 you will be able to:

- Understand the difference between the SBLi® Builder and SBLi® Player
- Use the properties panel
- Add a new location
- Edit a new location
- Save the scenario
- Add text to the content window

- Add an image to the content window
- Add a background image
- Add an item to the environment window
- Edit an item in the environment window
- Collect an item from the environment window
- Switch between Builder and Player mode (Ctrl Tab)

## 1.1 Understanding the SBLi® interface

a. Open **SBLi® Builder**. The Builder screen is divided into 4 main areas, the **Location Window** (top left), the **Environment Window** (top right), the **Actions & Collections Window** (bottom left) and the **Content Window** (bottom right). There is also a free floating window, the **Properties Panel**.

b. Click on File on the top menu bar and select **New Scenario**.

c. Make sure that you are in **Builder mode** by clicking on Settings and select Mode. If Builder Mode is grayed out, you are already in Builder mode; otherwise, click on Builder Mode (Ctrl Tab will toggle between modes).

d. If the **Properties Panel** is not visible, click on the **View** button on the top tool bar and click **Show Properties Panel**. Select the tab Scenario and in the box "**Name:**" in **Scenario Properties**, type "Goldfish" and press Enter.
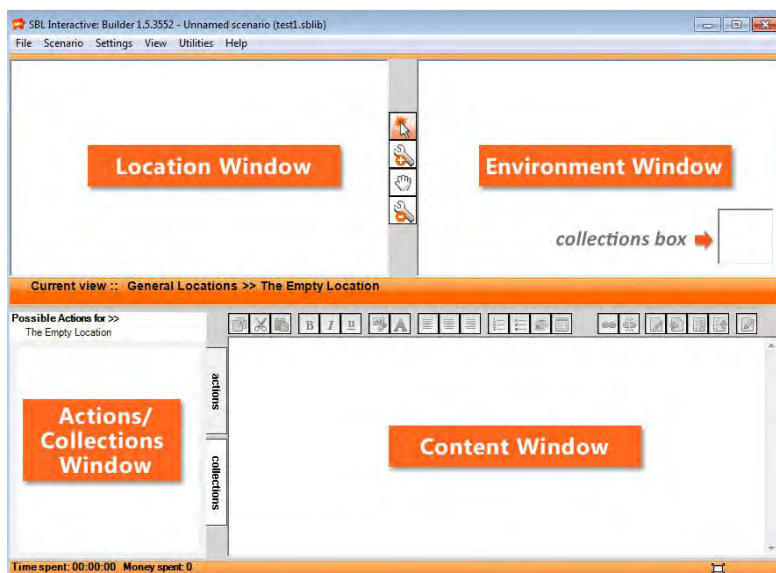
Above: SBLi® Builder Mode with Properties Panel displayed (right)
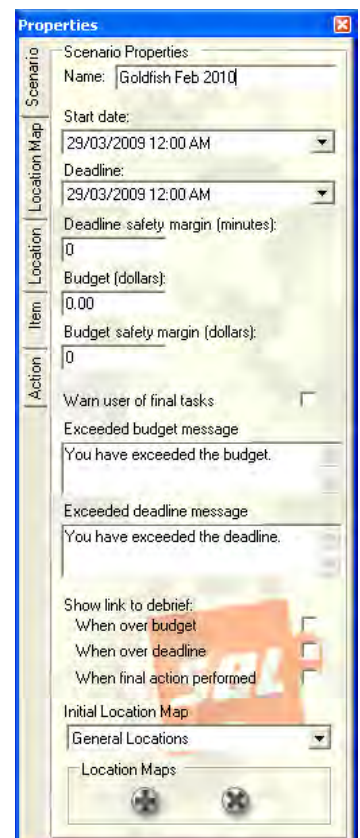
> ℹ️ **Hint:** The screen shot on the left displays the four windows that appear in the SBLi® Builder. These same four windows also appear when you run the program in Player mode (the view used to "play" the scenario). *Ctrl Tab will toggle between Builder and Player mode*
>
> **The Properties Panel:** A very important tool is the Properties Panel which is a free floating window that should be to the right of the main SBLi® window. If you cannot see it, click on "view" in the top tool bar and select show Properties Panel.
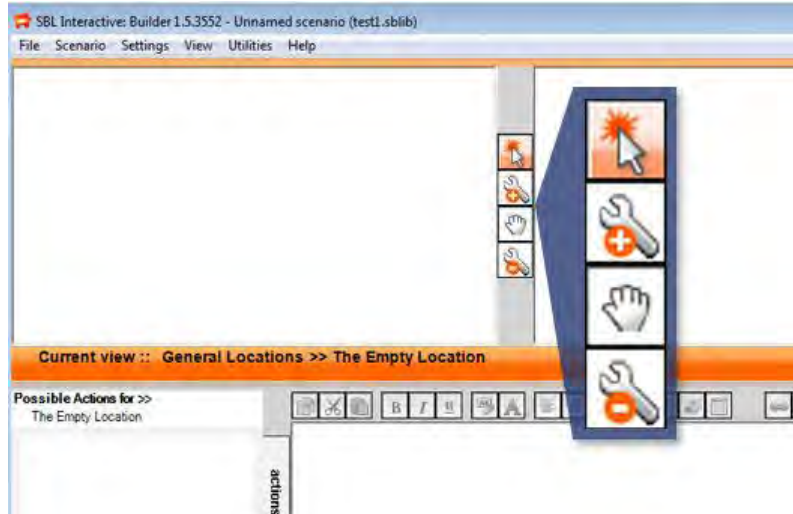
1.2 Adding a location

As the developer of a scenario it is very important to plan out your scenario. Write down the learning objectives for your topic and plan a scenario that achieves the objectives. Sample templates can be found on your Resource CD in the folder called Helpful Documents.

Now we can begin creating a scenario. The first page should list the learning objectives and acknowledge those involved.

a. Click on "**Add Tool**" button (located in the middle of the **Location** and **Environment** window).

b. Move the mouse into the location window and click.

Hint: You can move a location by clicking on the third button down on the vertical tool bar ("**Move Tool**") and then move the icon by clicking and dragging to a new position. The other two tools on this tool bar allow you to select (top button – "**Select Tool**") and delete (lower button – "**Remove Tool**").
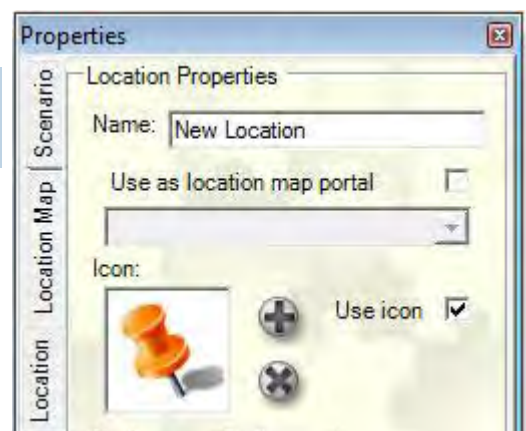
Above: Adding a new location to the Location window

1.3 Editing a location

a. Select the Location Tab in the **Properties Panel**.

Hint: You can also bring up the *Properties Panel* for a Location by clicking on the "Select" tool, selecting the New Location and right clicking.

b. Replace the name – "**New Location**" with "**Objectives**" and press Enter.

c. You can also replace the generic location icon with a customised icon. In the **Properties Panel** you will see an Icon thumbnail which is currently just the generic location icon. Click on the Change Icon button (⬤) next to this thumbnail image, and browse for and select the image – "**objectives.jpg**".

Above: Changing a locations name and icon using the Properties Panel

Hint: The images used in this tutorial are either in the images folder on the supplied Resource CD.

d. Browse to the required icon and and the image in the **Location Window** will change.

Below: View of the Locations Window after the location has been edited

1.4 Saving the scenario

Click on **File** on the top tool bar and then **Save Scenario As** – choose where you want to save the file, enter the name "**Goldfish**" and Save.

> **Hint:** Once you have selected where you want your scenario to be saved you can just select **Save** or **Ctrl S** and it will be saved to the same folder.

1.5 Adding text to the Content Window

You can now enter textual information outlining the objectives etc.

If you look in the **Content Window** (bottom right) you will notice that it contains some default text. Replace this text with text in the box below.

> **Scenario Learning Objectives:**
> On the completion of this course you will:
> • understand the basics of SBLi software
> • be able to create and modify your own scenarios
> • be able to create internal scenario report modules that allow students to submit answers
>
> **Acknowledgements:**
> Scenario developer: [your name]
> Subject matter adviser: [your name et al]
> Graphic designer: Jessica Tsai
> Date of completion: [Date] (this would be filled out on completion)
> Target audience: Teaching academics
> Discipline: Higher Education Learning

When users first encounter a scenario, they need to be provided with a brief description of the problem. In this case, the goldfish that have died belong to a boy called Alex. So we can start the scenario by going to Alex's bedroom to see the "scene of the crime" and provide the user with a description of the problem. Therefore, we need to add a location (Alex's bedroom) in the top left hand window.

Add another location using the add location icon [icon]. In the **Properties Panel** you will see an Icon thumbnail which is currently just the generic location icon. Click on the Change Icon button ([icon]) next to this thumbnail image, now browse for and select the image – "**room_icon.jpg**". Don't forget to name the location - Alex's Bedroom.

Now once again replace the default text with the following:

> Alex has tried unsuccessfully to keep fish in his bedroom. They keep dying! What could he be doing wrong? Become a detective and see if you can figure out what the problem is.
>
> Bear in mind that all animals need a clean, disease free environment, and adequate food. Check that this is the case.
>
> **HINT:** Move your cursor around the bedroom environment to see where you can gather information.

1.6 Understanding the Media Library

The insert Media [icon] icon is found above the content window. It enables you to import images, audio, video and flash files. Images can be imported and their size adjusted on import. Audio and video files will automatically be converted to a compressed format which will improve streaming. Images can also be adjusted within the Content window by clicking and dragging the size adjustment handles.

When importing media you can chose between **From File System** or **Media Library** [icon].

Adding from the **File System** is straight forward; you just navigate to a folder of your choice. In this instance the Resource CD. Select an image and it will appear in your content window.
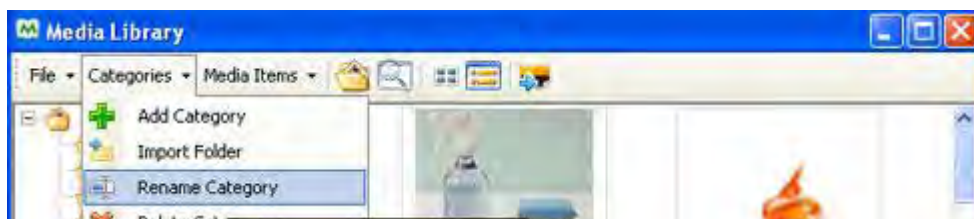
Media Library Option

1. Click on the Insert Media icon, found in the Content Editor.
2. Next select the Media Library icon ([icon]), this will open the Media Library window pictured below.
3. To add you own Media items you have 2 options
   a. **Import Folder**
      This allows you to browse to a folder of media. Once selected this media will be sorted in the Media Library. Meaning the media is not sourced from your original folder. Therefore any changes made to media in your original folder will not be reflected in the media library copy. To update the Media Library you must re-import any edited media.
      or
   b. **Import Media Items**
      Allows you to select individual files. These files will be added to the category folder selected at the time of importing. All items can be easily dragged and dropped to a new category if required.

e. Click on **Import Folder** browse to your Resource CD and select the folder called **images**. This folder is now imported as a category.
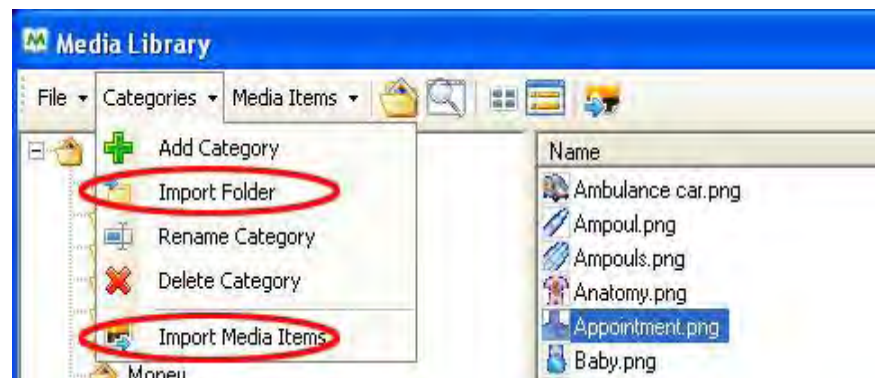
f. Select the category "**images**" that you just created and select **Categories**/**Rename Category**, then type "**Intro Tute**". The "Intro Tute" group of images will be available each time you use the media library

Above: Import Folder

Above rename category

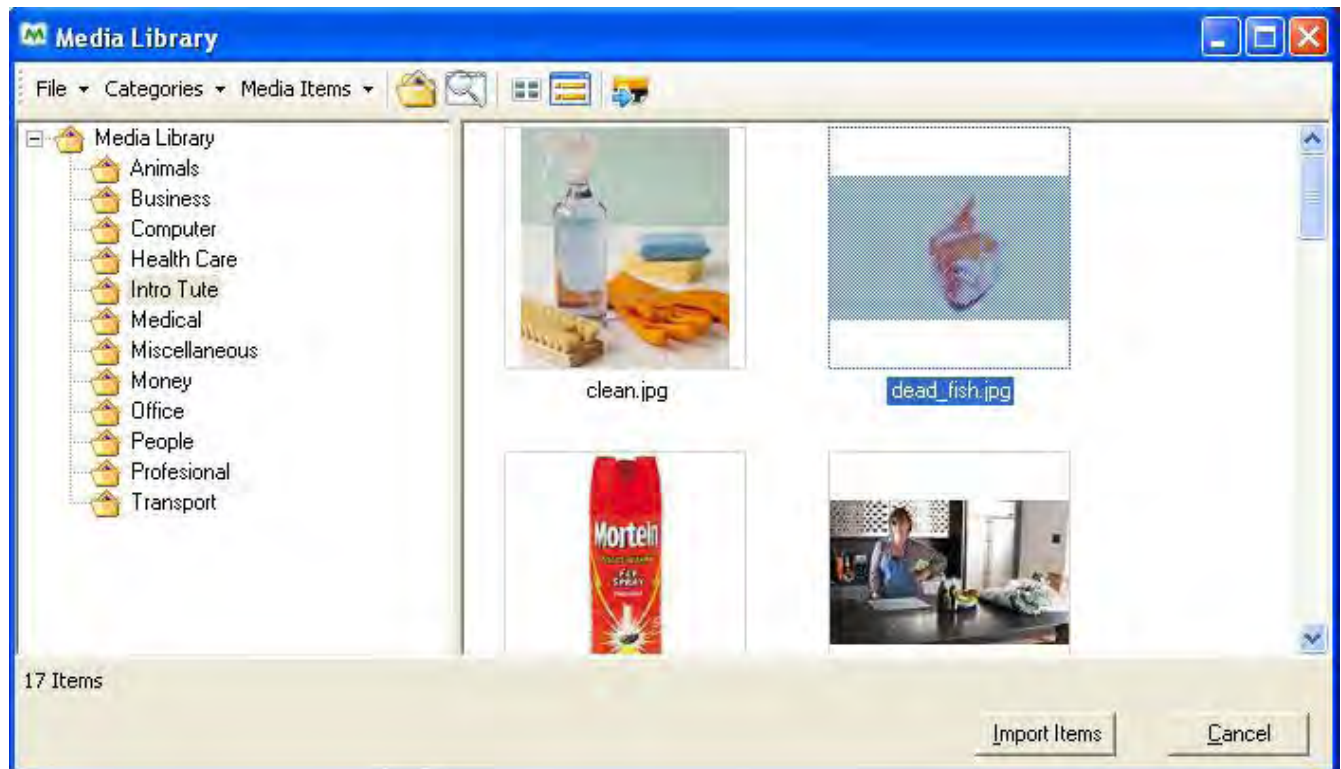## 1.7 Adding an image to the Content Window

As per the above steps all you need to do now is select then image you require.

a. Click on insert Media ⊞ icon is found above the content window

b. Click on Media Library ⋈.

c. Select the category "Intro Tute"

d. Select the image Dead_fish.jpg

e. Click on import items. You will now be taken back to SBLi with the image inserted.

1.8 Adding a Video to the Content Window

Note: the insert media button is used for **Images**, **Video** and **Audio** files. SBLi will perform the necessary encoding as long as your computer has **FFmpeg**. You will find this encoder on your Resource CD in the folder FFmpeg.

The following procedure should be used on your personal computer. We will not be able to do this on the Library computers.

Copy the folder FFmpeg to c:/program files. The first time you insert a media clip that needs encoding you will be asked to browse to this file. You will only be required to do this once.

The video will then be encoded and inserted into your SBLi file. Any future clips that require encoding will do so automatically, as it will remember where the program is located.

a. Click on **the Insert Media** button on the tool bar at the top of the **Content Window**.

b. Open from the CD video folder - "**fish.avi**". You will be asked to browse to encoder. Browse to the Resource CD and select the FFMpeg.exe file. Conversion will now begin.

c. Use Ctrl Tab to toggle between builder and player mode to see how the video will appear.

d. Click on the **Center Align** button on the **Content toolbar** to centre the media in the content window.

Above: Inserting an image and text into the Content Window

ℹ **Hint:** If you are inserting an image you can also reduce the size of this image by clicking on it and dragging the size handles; you can also move it around by dragging the image. Insert an image from you images folder to have a try.

1.9 Adding a background image

Select the location Alex's Bedroom and in **Location Properties** click on

Change Environment Background icon (⬤) and browse for the image "**room.jpg**".
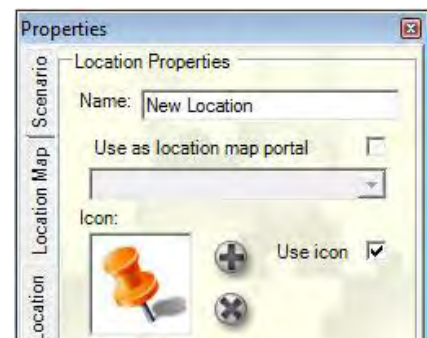
Above: Adding a background image to a location using the Properties Panel

1.10 Adding an item

We now want to add a goldfish bowl to this environment – that will allow the user to inspect it and to collect it for further analysis.

a. Click on the **Add Tool** button on the central vertical tool bar to the left of **the Environment Window** and then click in the **Environment Window** (top right). A New Item will appear.

b. To customise this item, change the name in the Item Tab in the Properties Panel to "**Fish Bowl**".

c. Click on **Change Icon** in the Properties Panel, browse for the image **fishbowl.gif** and open it.

d. Click on the **Move tool** on the central (vertical) tool bar and move the fish bowl to where you want it.
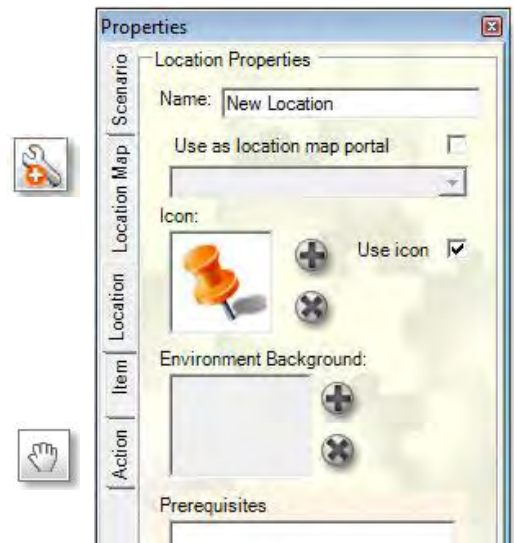
> **Hint:** The **Add Tool** acts differently in the Environment and Location Windows. Clicking on the **Add Tool** and then clicking in the **Location Window** adds a new **location**/environment. Clicking on the **Add Tool** and then clicking in the E**nvironment Window** adds a **new item** to the currently selected location/environment.
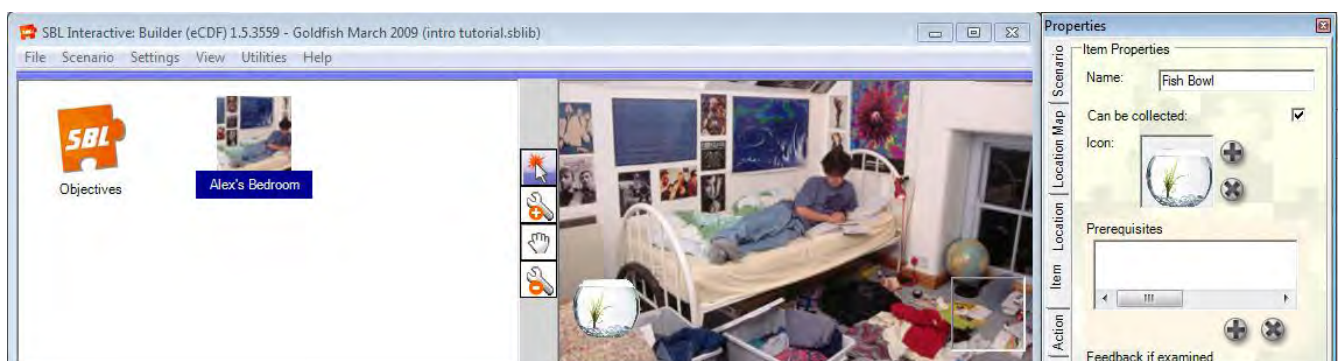
Above: Adding an item (fishbowl) to the Environment Window

1.11 Editing an item

When a user inspects the fish bowl, by clicking on it, we want to provide information about the fish bowl in the Content Window.

a. Click on the **Select Tool** on the central tool bar, and click on the fish bowl to select it.

b. Notice that the **Content Window** has now reverted to the default text. The information we want to provide regarding the fish bowl is contained in the box below. Copy and paste this information into the **Content Window**, replacing the default text.

> The fishbowl is large and looks very clean. You examine it closely...
>
> The water is sparkling the plastic weeds look clean and free of algea.
> It has a smell that reminds you of the stuff used to clean the bathrooms.

1.12 Collecting an item

a. Use the select tool to select the fishbowl

b. Right click on the fish bowl to bring up the Item properties panel, notice there is a tick box "**Can be collected**", under the **Name** box. There should be a tick in this box since "**Can be collected**" is the default for all items.

c. Since we want the user to be able to test the water, we want the user to be able to collect the fish bowl and so it can be viewed at another location.
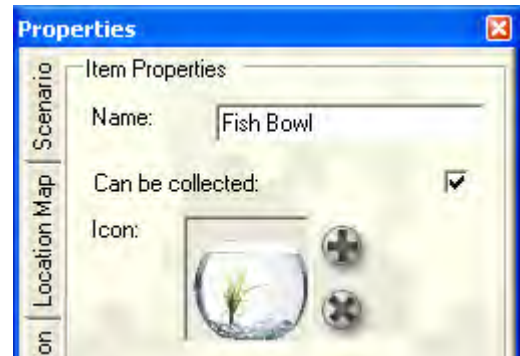
1.13 Player Mode

It is time to see how this scenario would look in the SBLi® Player.

a. To switch to **Player** mode, click on **Settings** on the top toolbar, then **Mode and Player Mode** or **Ctrl Tab**.

b. T o return to the **Builder** mode, click **Settings**, **Mode** and then **Builder Mode (ctrl tab to toggle between)**.

c. Click on c. **Scenario** and **Reset State** for the bowl to return to the bedroom.
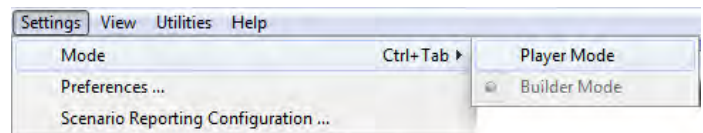
> ⓘ **Hint:** In Player Mode, the toolbars of the builder disappear and the application is now ready to play the scenario. However, to move to the start of the scenario, we first need to click on **Scenario** on the top toolbar and then **Reset State**.

> ⚠ There is not much the user can do at this stage of scenario development except visit Alex's Bedroom and inspect the fish bowl and collect it. Click on the fish bowl – and the information we just added appears. Now click and drag the fish bowl to the collection box at the bottom right of the Environment Window – it disappears.
>
> However, if you now click on the collections tab near the bottom left of the windows; the fish bowl icon appears, showing that the bowl and the water in it is available for further analysis in other locations.
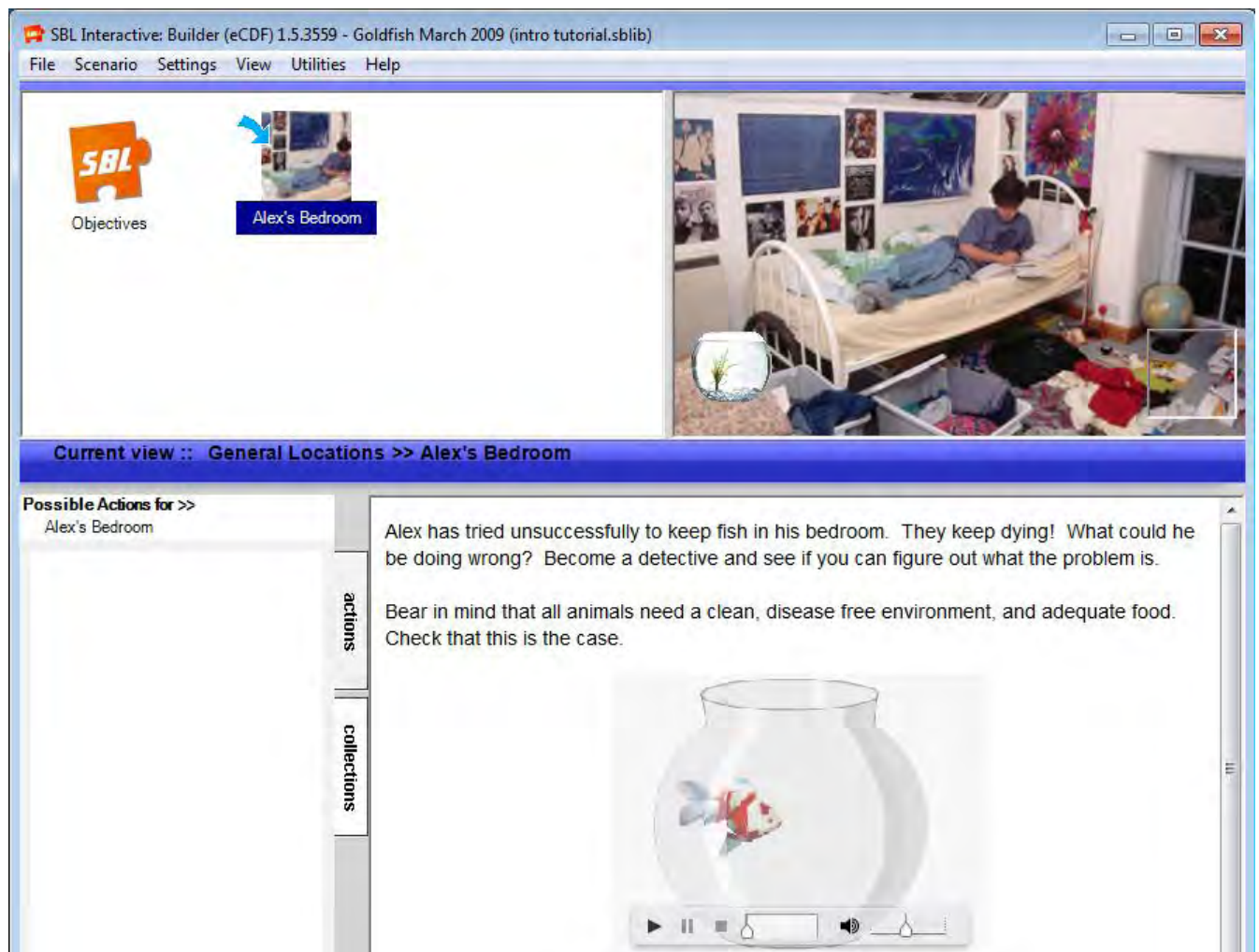
Above: Viewing the Goldfisth Scenario in Player Mode (as it appears at the end of Tutorial Session 1)

At the conclusion of Tutorial Session 1, check that you know how to:

- Understand the difference between the SBLi® Builder and SBLi® Player
- Use the properties panel
- Add a new location
- Edit a new location
- Save the scenario
- Add text to the content window

- Add an image to the content window
- Add a background image
- Add an item to the environment window
- Edit an item in the environment window
- Collect an item from the environment window
- Switch between Builder and Player mode

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TUTORIAL SESSION 2

By the conclusion of Tutorial Session 2 you will be able to:

- Load a scenario
- Add new locations
- Add actions
- Edit actions

- Delete actions
- Add a linked page
- Restate the scenario

2.1 Loading a Scenario

In **Builder Mode**, click on **File, Load Scenario**. Browse to find and open the file "**Goldfish.sblib**".

2.2 Adding more locations

You can now add some more locations and their respective icons and background images to the scenario, as we did for Alex's bedroom.

There are three other locations that can be visited – each having an icon and a background image associated with it (shown in brackets, the icon first) - **Alex's kitchen** (kitchen_icon.jpg; kitchen.jpg), **Alex's pool** (pool_icon.jpg; pool.jpg) and **Alex's Dad's** Laboratory (laboratory_icon.gif; laboratory.jpg).

a. Add these three locations in the **Location Window** (refer back to Tutorial Session 1 if you have forgotten how to add locations)

i. Alex's kitchen (kitchen_icon.jpg; kitchen.jpg),

ii. Alex's pool (swimpool_icon.jpg; pool.jpg)

iii. Dad's Laboratory (laboratory_icon.jpg; laboratory.jpg).

b. Type in the names and change the icons and background images (to those indicated above), using the **Properties Panel**.

Above: Adding more locations to the Goldfish Scenario

2.3 Adding an item

The next step is to add an item. Even though Alex is in the original picture, for information to be attached to him about him, you need to add a separate icon.

a. Click on the select tool and use it to select **Alex's Bedroom** in the **Locations Window**. Alex's Bedroom should now be displayed in the **Environment Window**.

b. Click on the d. Add Tool button and click in **Environment Window**. A generic item icon will be added top the screen.

c. Using the **Properties Panel**, rename the new item "Alex" and change the icon – browse for and select "**Alex_item.jpg**".

d. You can move this icon to superimpose the original image by clicking on the **Move** button and then moving the icon.

e. Since we do not want Alex to be collectable, deselect the tick next to "**Can be collected**" in the Item properties panel.

f. Select **Alex** using the **Select Tool** by clicking on the **Alex** icon. The default text again appears in the **Content Window**. Replace this default text by copying and pasting the text below.

Alex is waiting to tell you all he knows.

Hint: To ask Alex a question, click on a question in the Actions box to the left of this window.
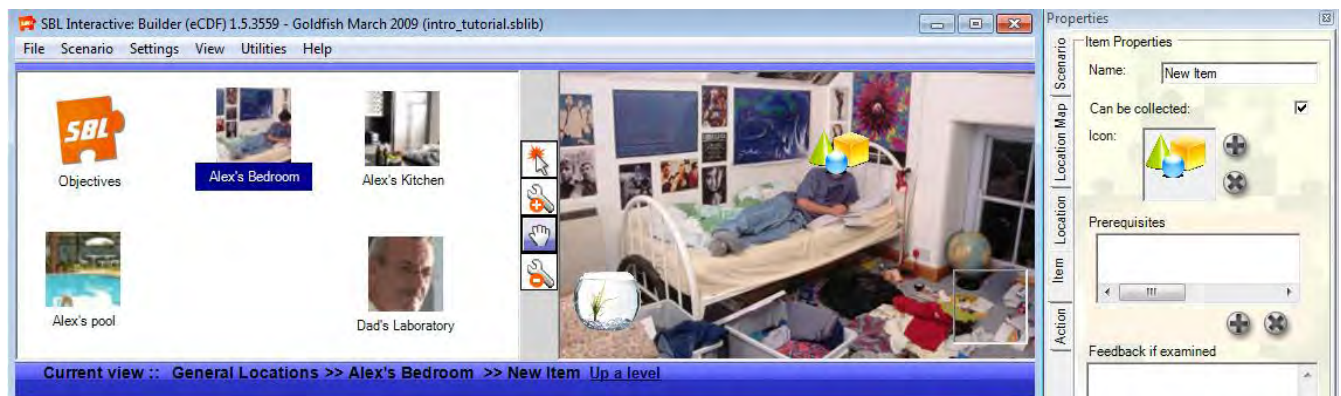
Above: Adding the item 'Alex' to the environment 'Alex's bedroom'

2.4 Adding Actions

a. Click on **Add a new action** in the **Actions and Collections Window** (bottom left). Type – "**Ask about fish deaths**" - and press **Enter** to replace the text "New Action". If you make a mistake or want to rename an action, click on the "**R**" to the left of the Action. If you want to delete an action, click on the "**X**"

b. Note that when you click on the Action – Ask about fish deaths – that the **Content Window** again reverts to the default text. Copy and paste the following text into the **Content Window**, associated with "Ask about fish deaths", and also add an image of a dead goldfish (dead fish.jpg), using the **Insert Picture** button on the **Content toolbar**.
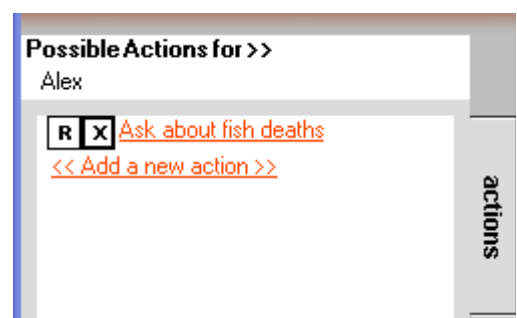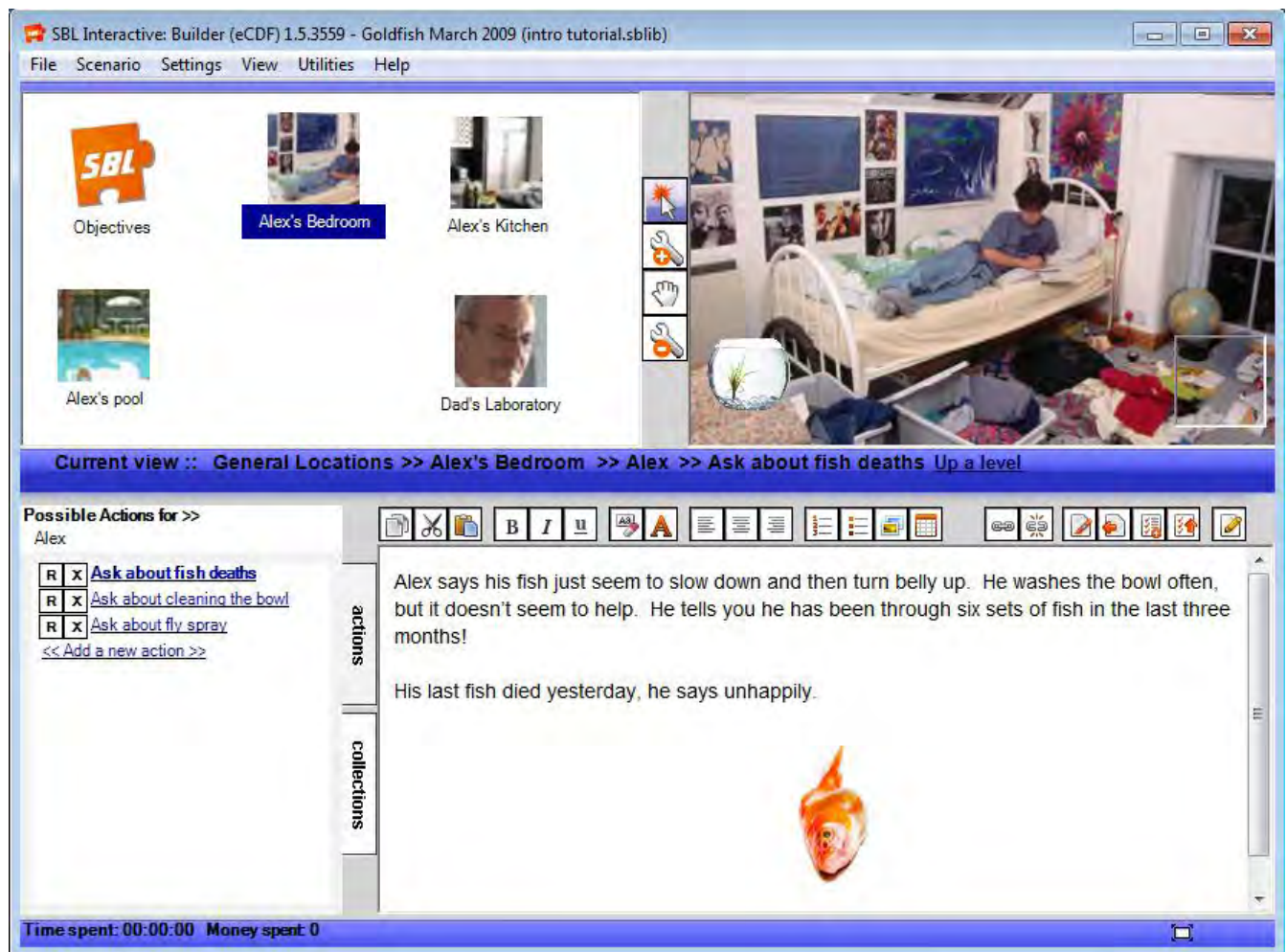

Above: Adding actions to the Actions Window

Alex says, his fish seem to slow down and then turn belly up.

He washes the bowl often, but it doesn't seem to help. He tells you he has been through six sets of fish in the last three months!

His last fish died yesterday, he says unhappily.

Above: Adding content and images to the Content Window for the action "Ask about fish deaths"

⚠️ There are two other questions that Alex can be asked – he can be asked about cleaning the bowl and asked about fly spray. Using the same procedure as above, add the questions, copy and paste the text answer in the Content window and add the respective images.

Ask about cleaning the bowl, also add the image – "**water.jpg**"

💡 Alex says he cleans the bowl once every two weeks.

He takes the fish out and keeps it in the hand basin filled with water. Since the fish bowl is large, he takes the bowl to the swimming pool and fills it up there. He cleaned the bowl three days ago.

"The water in the pool looks cleaner than water from the tap!" says Alex

Ask about fly spray, also add the image – "**Fly_spray.jpg**"

💡 Have the fish been exposed to any kind of poison, something like Fly spray?

I guess I have used fly spray a few times, says Alex, looking embarrassed.

"Do you cover the bowl?" you ask.

Errr... no, says Alex.

Hmmm…. You wonder if this is significant.

2.5 Adding a linked page

a. Go to "**Alex's Bedroom**" and in the environment window, select **Alex**. In the **Actions and Collections Window**, select the action – "**Ask about fly spray**". **Add the additional text below**:

> You do a quick google search on your palm pilot and find some information, which can be accessed *here*.
>
> *Hint: you have two options, you can investigate the pool or go to the kitchen to speak to Alex's mum*

b. Highlight the word "**here**". Select the **link to new page** button on the tool bar

c. Select **create new page** and title your new page – "Fly spray" and click ok.

d. With "**fly spray**" highlighted, select create link. You will notice that the word "**here**" turns blue.

e. To access this page, hold the e. **Alt** button down and click the word "**here**". A new page should be revealed. Add the following text to this page.
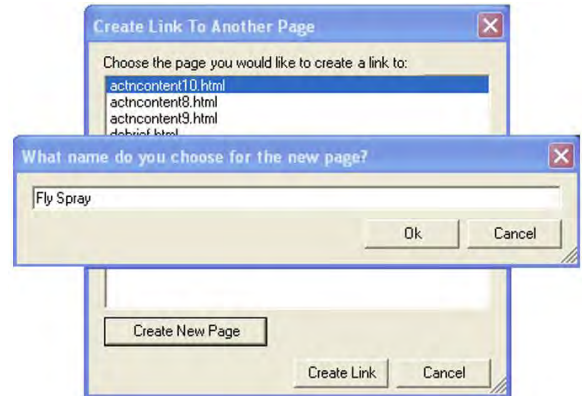
> You read… "Some insect sprays are known to affect fish. This is why fish tanks should be covered when spraying a room for insects."
>
> Perhaps you should see what fly spray this household uses?

When you finish Tutorial Session 2, save your scenario (File -> Save Scenario), go back to the start of the scenario (**Scenario>>Reset State**) and switch **to Player Mode** (**Settings >> Mode**). You can then test the scenario in the Player. Click on Alex in the Environment Window and try asking some of the questions.

> **Hint:** As you build the scenario or run the scenario in Player mode, note that you can see exactly where you are in the scenario from the trail that is recorded on the horizontal bar above the Action Tab and Content Window. You can also retrace your steps by clicking on "Up a Level".
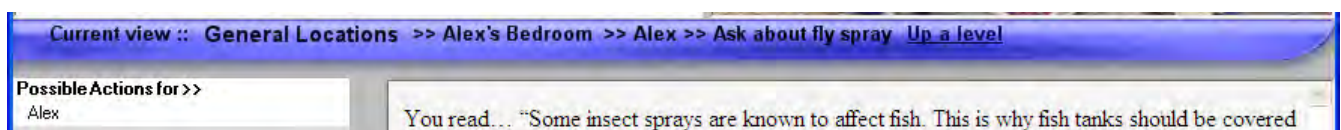
At the conclusion of Tutorial Session 2, check that you know how to:

- Load a scenario
- Add new locations
- Add actions
- Edit actions

- Delete actions
- Add a linked page
- Restate the scenario

TUTORIAL SESSION 3

By the conclusion of Tutorial Session 3 you will be able to:

- Understand the application of prerequisites
- Add a location prerequisite
- Add more content to your scenario
- Add an action prerequisite
- Review all basic features of scenario development

3.1 Adding a Location Pre-requisite

In the previous session you have seen how easy it is to setup locations, insert items and add actions. However, in a scenario we may not want everything available everywhere, all of the time. Prerequisites involve making certain locations, actions or items available only when certain locations have been visited, actions taken, etc.

In this goldfish example, we are told that "Alex fills his goldfish bowl with water from the swimming pool" but only after we ask what is his method for cleaning. To have the pool showing in the **Location Window** before asking about cleaning the bowl might give too obvious a clue. Therefore, we only want the pool to appear in the **Location Window** once the action – **Ask about cleaning the bowl** – has been taken.
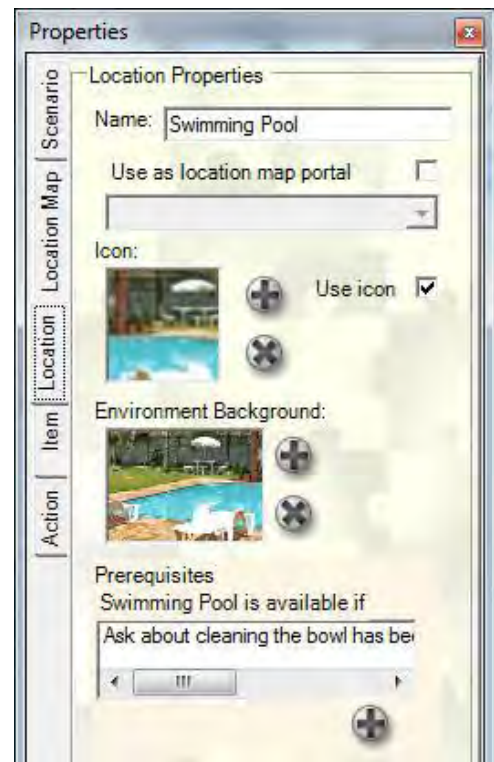

Above: Adding a location prerequisite

a.   Load your Goldfish scenario in **SBLi® Builder Mode**.

b.   Click on the Alex's pool icon in the **Location Window**. Note that the details concerning the location - pool - are now shown in the **Properties Panel**.

c.   To apply the pre-requisite, click on the **Create** button below the **Prerequisites** box.

d.   The Prerequisite Builder Panel which appears invites you to edit this sentence:
     "I want this location: "**Swimming's pool**" to be available if …".

e.   The sentence is completed using a series of drop down menus that include specific location maps, locations, items, actions and reports that have been added to the scenario.

  i.   To create the prerequisite you must first click on the add a condition button (✚). This will add a conditional line where you adjust this sentence: I want this location: "name of location" to be available if …

  ii.   To complete the sentence, click on the drop down menus and select "the action:"..

  iii.   Then the name of the action we need is "Ask about cleaning the bowl". The rest of the sentence is – "has been …performed"

  iv.   You can now click on "Save changes" and close the dialogue box.
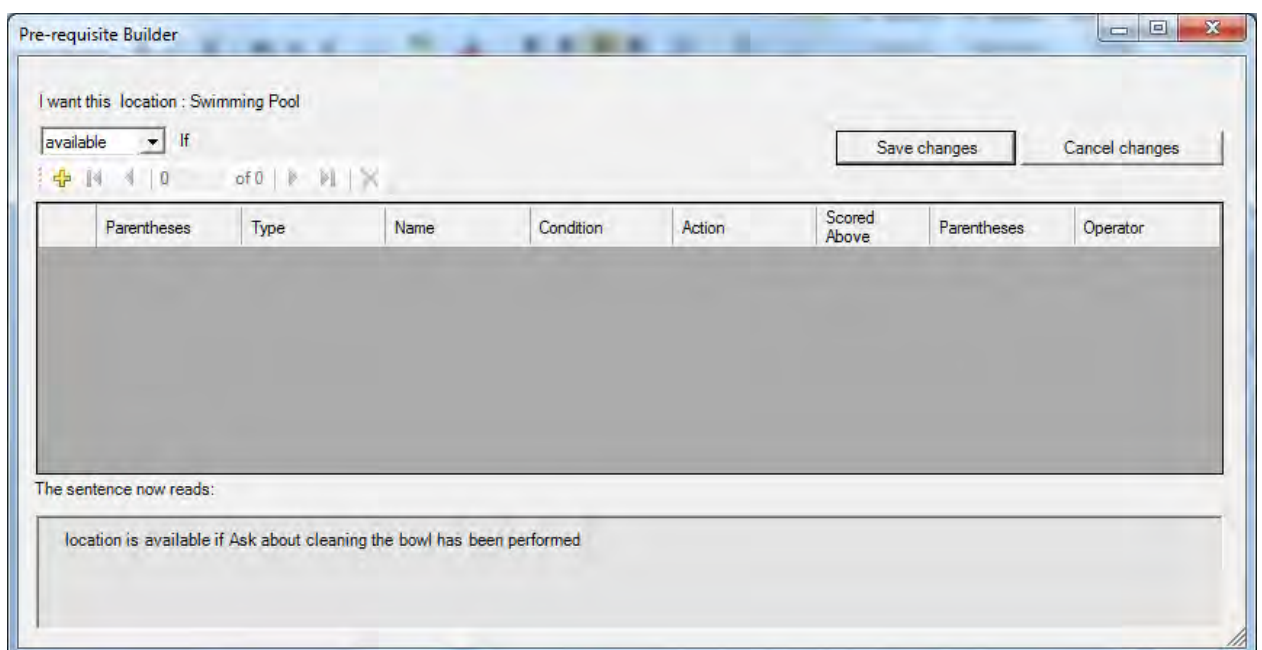
Above: the Prerequisite Builder Panel
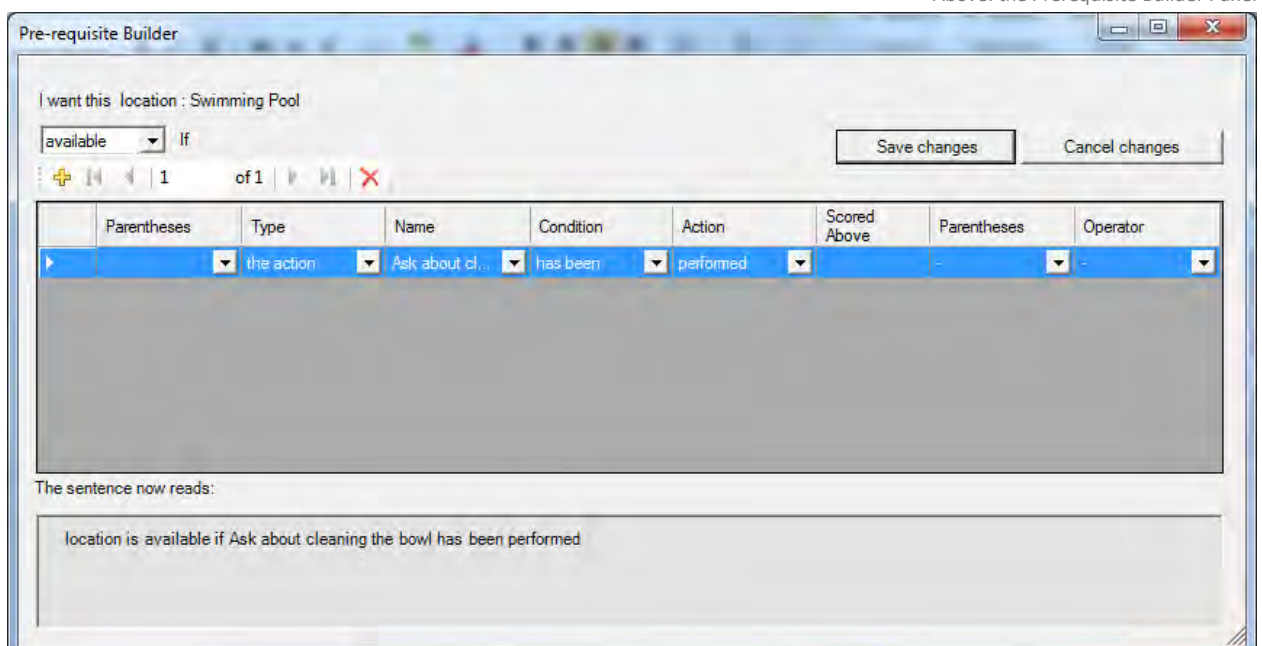
> **Hint:** To test that this prerequisite works, reset the scenario (**Scenario >> Reset State**) and switch into **Player Mode (Ctrl Tab)**. Note that the pool icon has disappeared from the Location Window. To test that the prerequisite works, click on the Alex icon in the Environment Window and click on Ask about cleaning the bowl in the Actions Window. The pool icon then appears in the Location window and can be visited.

3.2 Adding information, actions, content to the Locations

To complete the scenario, we need to create locations for: the kitchen; the swimming pool; and Dad's Laboratory.

ALEX'S KITCHEN

Create a location for the Kitchen using the add tool like before. In the content window for this location add the below.

> This is Alex's kitchen his mum is just about to start preparing lunch. You explain that you have enlisted some help to find out why your goldfish are dying.
>
> hint: Use your cursor once again to see where you can gather information.

a. Now click on the **Kitchen location** (make sure that the **Select Tool** is the active tool first), and add an item - **Alex's Mum** – use the icon "**mum_item.gif**". In the Content Window for Alex's Mum, cut and paste the following:

> This is Alex's Mum. She tells you Alex's dad is a chemist and he has a laboratory in the garden where he can test for different chemicals.

b. Use the **Add Tool** to add another item – Fly spray – in the Environment Window and add the icon - "spray can.gif". Add the following content to this item:
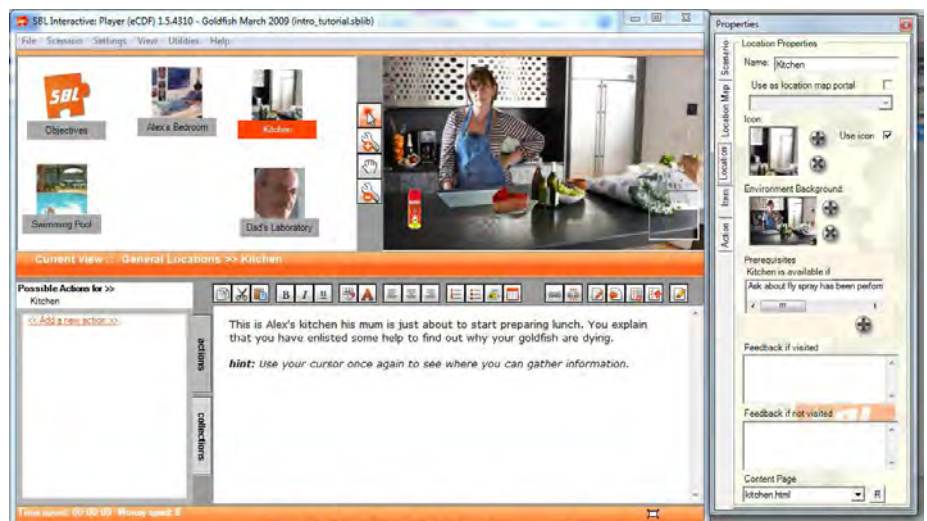
> You notice the flys pray can, and read on the label "Safe to fish".

c. Add another item – Cake – and c. change the icon to – "cake_item.gif". In the Content Window (for cake) copy and paste the following

> You are momentarily distracted from your investigation when you see a strawberry cake....yummy!!
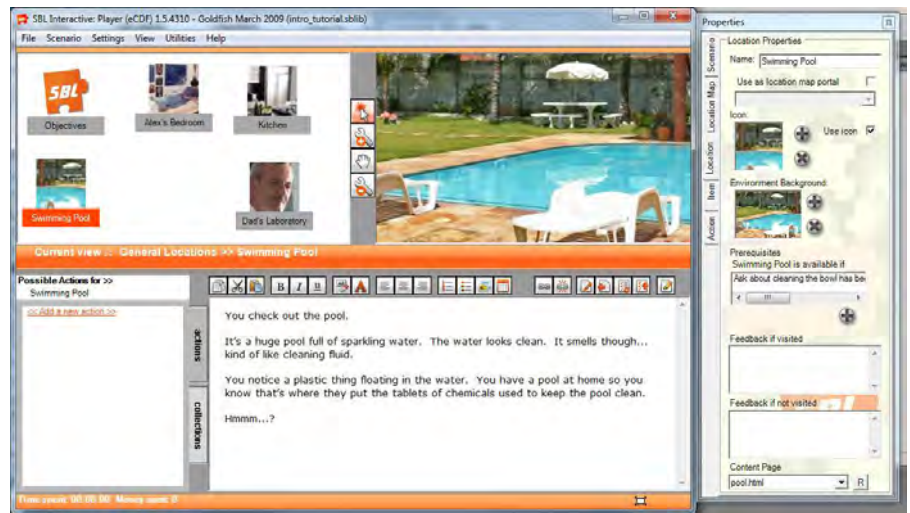

Above: Adding information, actions and content to the environment, Alex's Kitchen

SWIMMNG POOL

a. Make sure the Select Tool is active and click on Alex's pool icon.

b. In the Content Window for Alex's pool, copy and paste the following:

> You check out the pool.
>
> It's a huge pool full of sparkling water. The water looks clean. It smells though... kind of like cleaning fluid.
>
> You notice a plastic thing floating in the water. You have a pool at home so you know that's where they put the tablets of chemicals used to keep the pool clean.
>
> Hmmm...?

Below: Adding information, actions and content to the environment, Alex's Pool

ALEX DAD'S LABORATORY - SETTING MORE LOCATION PREREQUISITES

a. Make sure the **Select tool** is active. Click on the icon for Alex Dad's laboratory

b. Create a prerequisite by clicking on the create button (🌐) below the Prerequisites box in the Properties Panel.

c. The Prerequisite should read 'I want this location: 'Dad's Laboratory' available if the item Alex's Mum has been c. examined'.
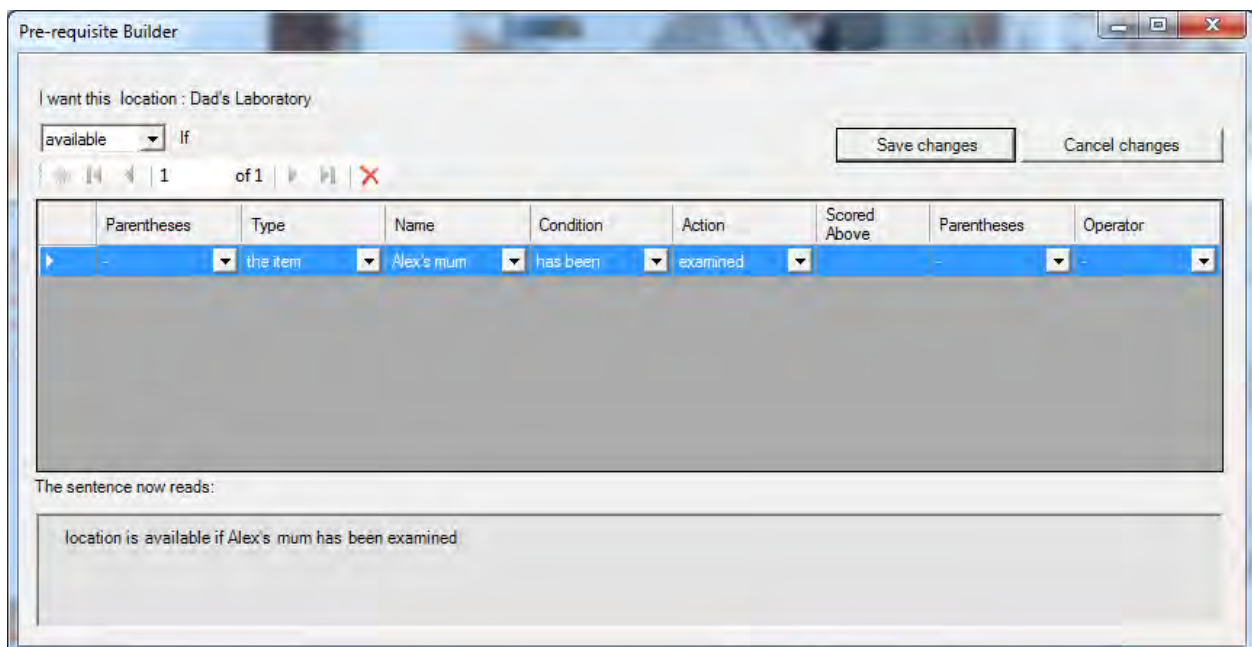
Above: the Prerequisite Builder Panel

> ⓘ **Hint:** To check that this works, Select Player Mode and Reset the scenario – and the icon for Alex Dad's laboratory should disappear. Now click on Alex's kitchen and on Alex's Mum – and Alex Dad's laboratory icon should appear in the Location Window.

d. Go back to d. Builder Mode and with Alex Dad's laboratory selected, in the Content Window – copy and paste the following text:

> 💡 You wander into Alex Dad's lab, although he is busy working you are sure he won't mind a small interruption.
>
> hint: use the actions on the left hand side to ask questions.

3.3 Building on the scenario

a. Select the location Alex's Dad's Laboratory. In the Action Window click on Add a new action, type in "Ask about testing water" replacing "New Action" text and press Enter.

b. Now click on "Ask about testing water" and the default message will appear in the Content Window. Copy and paste the following text in the Content Window:
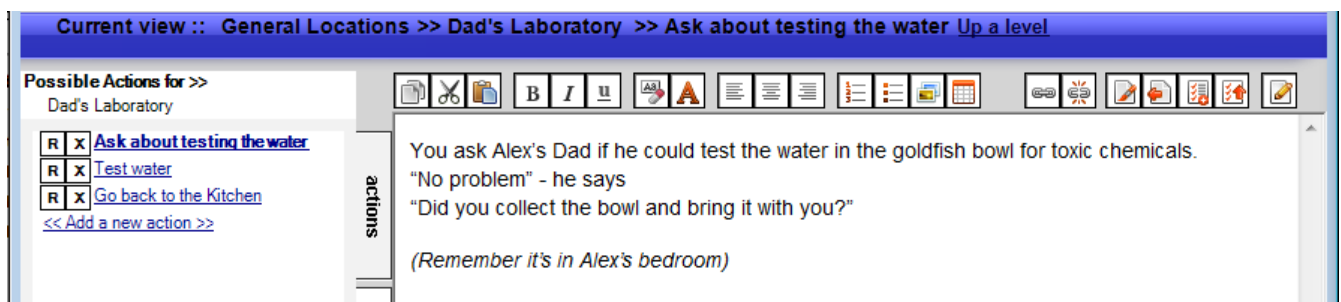
> 💡 You ask Alex's Dad if he could test the water in the goldfish bowl for toxic chemicals.
>
> "No problem" - he says
>
> "Did you bring bowl with you?"
>
> **Hint:** *Remember it's in Alex's bedroom*

Above: Adding content to the new action 'Ask about testing water'

3.4 Adding action prerequisites

We now want to add another action in the laboratory about testing the water. However, we only want this action to be available if the goldfish bowl with the water in it has been collected.

a. Add the action – "Ask dad to test water".

b. Then click on the action "Ask dad to test water" you just created. Now you can add a prerequisite click on the create button under the Prerequisites window.

c. Select the appropriate settings so that the prerequisite reads 'I want this action 'Test Water' to be available if the item Fish Bowl as been collected'.

You can then change to Player mode if you wish to test that this works.
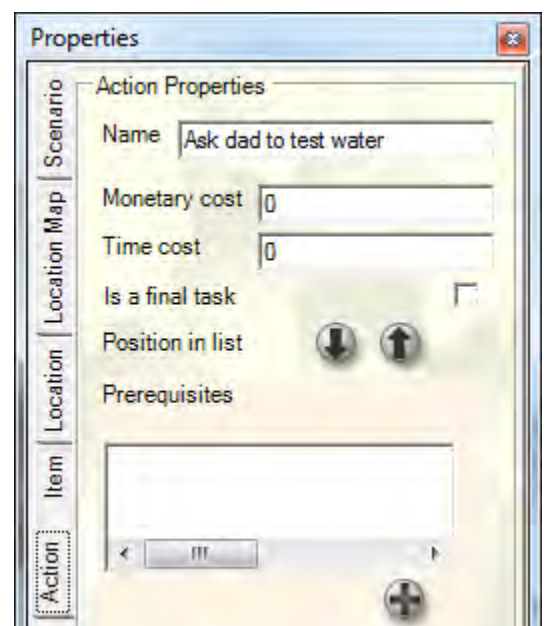
Above: View of the Properties Panel once Action Prerequisite has been added
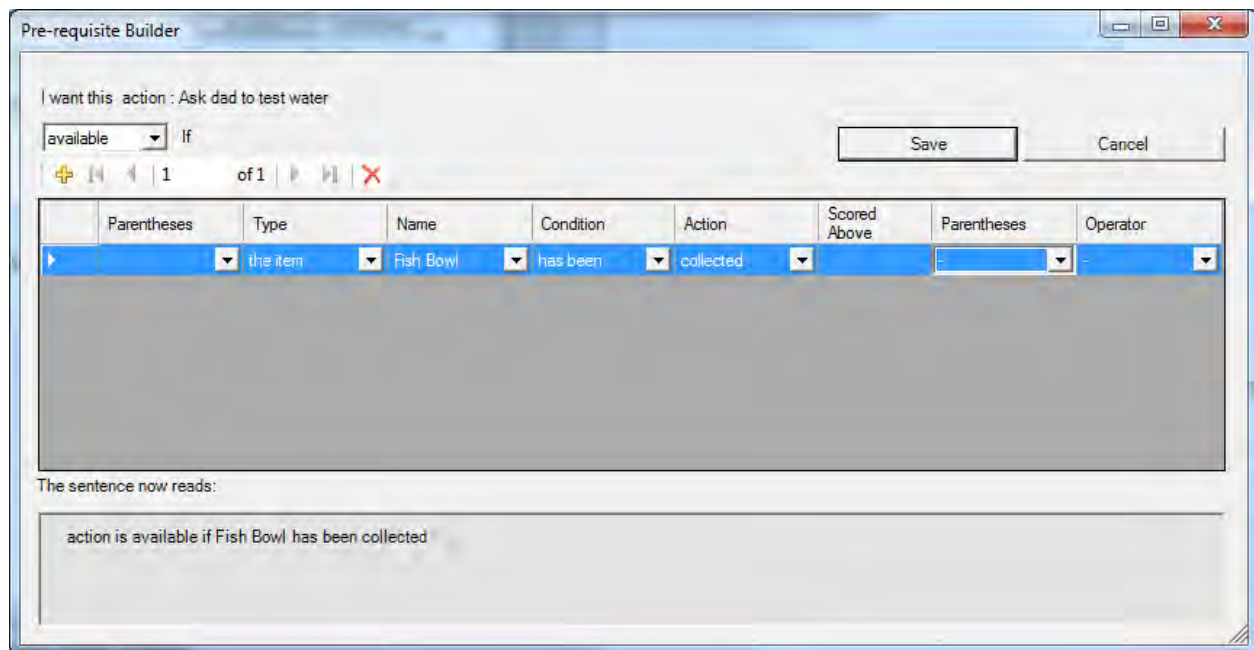
Above: Using the Prerequisite Builder to set the action 'Ask dad to test water' to only be available if the fish bowl has been collected

At the conclusion of Tutorial Session 3, check that you know how to:

- ■ Understand the application of prerequisites
- ■ Add a location prerequisite
- ■ Add more content to your scenario
- ■ Add an action prerequisite
- ■ Review all basic features of scenario development

TUTORIAL SESSION 4

By the conclusion of Tutorial Session 4 you will be able to:

▪ Insert a report item	▪ Create a final task
▪ Insert a report submit button	▪ Revision of all basic SBLi ® features

4.1 Inserting a report item

The insert report functionality is an extremely important one. Reports are used to obtain student input and supply students with instant feedback. Reports can take many forms:

1. Multichoice question: where only one response is accepted
2. Checked choice: where a number of responses can be accepted
3. Single line text box: for one word or single line responses
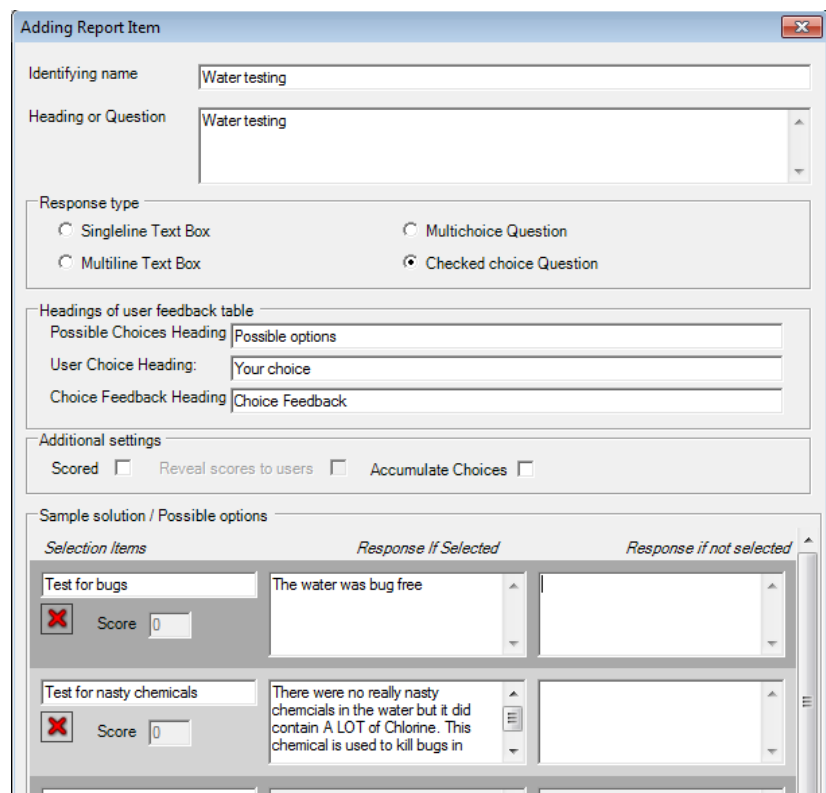4. Multiline text box: when a more detailed response is required

In this example we are using the Checked choice question.

a. Load your Goldfish scenario in a. SBLi® Builder Mode. Go to "Dad's Laboratory" Location

b. Click on the "Test Water" action.

c. In the Contents Window we want to present the user with a choice of things to test. We can do this by using SBLi®'s reporting function. However, first replace the default text with the below instructions:

> Choose which items you want to test for and press Submit.

d. Now click on the button – Insert Report Item – you'll find it on the tool bar above the Content Window. An entry box – Adding Report Item – will appear.

e. Enter the following settings:

    v. Type in "Water testing" for the Identifying Name

    vi. Type in "Water testing" for the Heading or Question.

    vii. Under Response Type you will see there are various report formats to choose from. In this case, select "Checked choice Question".

    viii. Under Sample Solution/ Possible options, replace the text "Type here to add a selection" with "Test for bugs". A new input box will appear underneath the first box. Type "Test for nasty chemicals" into the second input box.

Above: Inserting a report item

Below: Example of how this Report item will appear in Player Mode.

f. We can now enter the results. In the box next to "Test for bugs" – replace the f. default text ("Response if this option selected") with
"**The water was bug free**!"
Similarly, for "Test for nasty chemicals" insert
"**There were no really nasty chemicals in the water but it did contain A LOT of Chlorine. This chemical is used to kill bugs in water**."
The rest of the boxes do not need to be completed.

g. Once this is done, click on the button – **Add This Report Item**.

h. Finally, to complete this section on testing the water, we need to insert a submit button. This is done by clicking on the button - **Insert Report Submit Button** - next to the Insert Report Item button. Test that this item is working by switching to player mode. (Ctrl Tab)

Choose which items you want to test for and press Submit.

Water testing

☐ Test for bugs
☐ Test for nasty chemicals

Submit

4.2 Inserting a final report section

a. We are now in a position to complete the scenario by adding a final report section. Add another action to the Laboratory location called - "**Your conclusions**".

b. In the **Content Window**, click on the button – **Insert Report Item**.

c. In the entry box - **Adding Report Item** – type in "**Your conclusions**" for the Identifying Name and "**The goldfish are dying because** - " for the Heading or Question.

d. This time select **Multichoice Question** and fill in the table at the bottom of this page by copying and pasting from the table below.

e. Insert a report submit button in the contents window.

Adding Report Item

Identifying name: Your Conclusions

Heading or Question: The Goldfish are becuase:

Response type:
○ Singleline Text Box   ● Multichoice Question
○ Multiline Text Box   ○ Checked choice Question

Headings of user feedback table
Possible Choices Heading: Possible options
User Choice Heading: Your choice
Choice Feedback Heading: Choice Feedback

Additional settings
Scored ☐   Reveal scores to users ☐

Sample solution / Possible options

Selection Items	Response If Selected	Response if not selected
There was not enough light ✗ Score 0	No, not this one. Unless it's dark all the time, this shouldn't bother a goldfish	Unless it's dark all the time, this shouldn't bother a goldfish
They were starved or overfed ✗ Score 0	No, it's not this one. Fish can die from over feeding or underfeeding. However, usually if they are overfed there are bits of food lying at the	Fish can die from over feeding or underfeeding. However, usually if they are overfed there are bits of food lying at the bottom of the
The water from the pool was toxic ✗ Score 0	Well, done. This is the correct answer. The reason the fish kept dying was because the water contained high amounts of Chlorine.	Oops, you should have selected this one. This is the correct answer. The reason the fish kept dying was because the water

Apply Changes   Cancel

Your conclusions.

The Goldfish are dying because:

○ There was not enough light
○ They were starved or overfed
○ The water from the pool was toxic
○ The fly spray was toxic

Submit

Above: Example of how this Report item will appear in Player Mode

Above: Inserting a the final report section

Content for Final Report

Reponses	Response if this option selected	Response if this option not selected
There was not enough light	No, not this one. Unless it's dark all the time, this shouldn't bother a goldfish	Unless it's dark all the time, this shouldn't bother a goldfish
They were starved or overfed	No, it's not this one. Fish can die from over feeding or underfeeding. However, usually if they are overfed there are bits of food lying at the bottom of the bowl. Also Alex said he fed them just a pinch. This is usually the correct amount for a fish.	Fish can die from over feeding or underfeeding. However, usually if they are overfed there are bits of food lying at the bottom of the bowl. Also Alex said he fed them just a pinch. This is usually the correct amount for a fish.
The water from the pool was toxic	Well, done. This is the correct answer. The reason the fish kept dying was because the water contained high amounts of Chlorine. Chlorine at "swimming-pool" concentration is harmless to swim in, but it can kill fish. Alex made the mistake of filling the fish bowl from the chlorinated pool.	Oops, you should have selected this one. This is the correct answer. The reason the fish kept dying was because the water contained high amounts of Chlorine. Chlorine at "swimming-pool" concentration is harmless to swim in, but it can kill fish. Alex made the mistake of filling the fish bowl from the chlorinated pool.
The fly spray was toxic	It might have been but not in this case. The label on the can in the kitchen said it was OK for fish.	You were right not to select this one. The label on the can in the kitchen said it was OK for fish.

4.3 Adding a final task

In many cases you may wish the scenario to be disabled once this conclusions section has been reached.

This can be done by going to the Properties window while you are still within the action – "Your conclusions", and ticking the box next to - "Is a final task"

Once you have done this, switch to Player Mode and try it out. Note that once you have completed the "Your Conclusions" action, a message appears in the centre bar – "The scenario has ended, because you completed the final task".
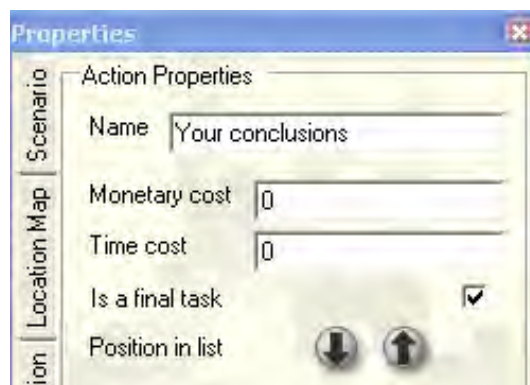
At the conclusion of Tutorial Session 4, check that you know how to:

- Insert a report item
- Insert a report submit button
- Create a final task
- Revision of all basic SBLi® features