Lectora®Online

Getting Started with Tests

Quick Win Guide



Lectora®Online Getting Started with Tests Quick Win Guide

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Welcome Back to Lectora® Online

Hey there, Rockstar!

In previous Lectora[®] Online Quick Win tutorials, we used Lectora ModDev to build a rapid eLearning project prototype and add style and interactivity.

But a course isn't a course without feedback and assessment. The Question Creator in Lectora Online makes it easy to author questions and feedback for Knowledge Checks and scored Tests. Let's dig into working with the Question Creator.

Ready? Let's get started.



About this Tutorial

This tutorial, *Getting Started with Tests*, is part 3 of the Lectora[®] Online Quick Win series. In this tutorial, you'll create a simple eLearning course prototype using ModDev—the rapid Modular Development system built into Lectora.

You'll find a *Project Roadmap* for this tutorial at the end of this guide. Refer to the Project Roadmap any time you need a visual reference of the whole project in thumbnail view.

Here's a convenient <u>Getting Started with Tests Project Roadmap</u> job aid you can keep open as a reference as you complete this tutorial.

Get Your Stuff

For this tutorial you'll need a folder of assets that can be found here.

Download this folder and keep it handy. It contains a text file and images that will be referenced throughout the tutorial.

Take the Stage

After logging in to Lectora[®] Online, select the tutorial **Getting Started with Tests** to open the tutorial project template in the **New Project from Template** dialogue.

Add your initials or some other identifier to the project name to help you find your work later.

Save your work often. If you leave and come back, find your saved project in the **Open Recent** list or select **Browse or Manage** to find your project file.

Tip: Selecting the tutorial from the Lectora Dashboard opens a fresh copy of the tutorial template. If you already have a tutorial started with the same name, saving will overwrite any previous work you have done.

Lectora [®] Online		Ĩ	Getting Started	Assignments
Create Awesome eLearning!				
	START FROM A TEMPLATE			
	Featured Shared	More		
	Your journey to successful o	eLearning starts here:		
CREATE NEW PROJECT	Ould Win Yourdd	Ovids Win Tworld Adding Style & Interactivity Adding Style and Interact	ivity Getting	de Win Tuturial Cetting Started with Tests Started with Tests
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Screen Test Project	Import PowerPoint			
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About Knowledge Checks

Knowledge Checks reinforce learning by offering immediate practice and feedback before taking a scored test. You can use any question or survey type in Lectora® Online to create a Knowledge Check. In traditional eLearning, Knowledge Checks are typically not scored or tracked—although they can be if that supports your learning strategy.

The placeholder Knowledge Check in this tutorial is part of the Basic Linear Framework included with Lectora Online.

Note: In eLearning, Knowledge Checks are also known as Learning Checks. A Test may be called a Graded Quiz or Assessment, among other terms. Whatever you call them, they're all easy to author using test and survey questions in Lectora Online.



Launching the Question Creator

Let's take a peek behind the curtain and see how the Knowledge Check was built.

- 1. In the **Project Explorer**, select the page *Knowledge Check_2-Col.* If you need to, click the plus (+) to expand the page.
- 2. Now select the red question mark *Multiple Response Knowledge Check.*

Tip: Selecting a Lectora question object automatically selects all associated text and objects on the stage.

 Navigate to the red Question tab on the ribbon, and select Properties / Edit Question to open the Question Creator.

The Learning Check question and choices are conveniently populated with the text from your page.



Question	Feedback Attempts			
Name: Variable Name	Ittiple Response Knowledge Gheck (Question_339) Retain value between sessions	Point Value: 1	¢ , a	O A O B uestion Type
Question:			Image with quest	ion:
Which a	of these statements are true		None	÷
	all that apply.	Show choi	nee se liethwy	
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Setting Correct and Incorrect Responses

Let's take a closer look at that Knowledge Check you opened in the Question Creator in the previous section, About Knowledge Checks.

Tip: Even if you aren't tracking Knowledge Checks, assigning Correct and Incorrect responses allows you to provide feedback to your learners.

- 1. Open Multiple Response Knowledge Check in the **Question Creator**, as described in the previous section.
- 2. Since this is a **Multiple Response** question, there can be more than one correct **Choice**:
 - a. A blue check indicates a Choice is Correct
 - b. Clearing the checkbox indicates a Choice is Incorrect
- 3. In this example, the third Choice that starts with *Wireframe interactions are fully styled templates...* is not accurate. Clear the checkbox to mark that choice Incorrect.



About Learner Feedback

Use the Feedback tab in the **Question Creator** to set timely and constructive feedback for Correct and Incorrect choices.

With *Multiple Response Knowledge Check* open in the Question Creator, select the **Feedback** tab. The following parameters have been set for you:

- 1. **Enable Feedback** is checked. When unchecked, no feedback will be given.
- 2. Because this Knowledge Check uses a custom Submit button to trigger question processing, **Add "Submit" Button** is left unchecked.
- 3. **On Process Question** tells Lectora[®] Online to wait for that trigger before displaying the feedback.

Tip: Using a Submit button is an accessibility best practice that allows learners to review and change their answers. For some games or interactions, you may opt to show feedback immediately.

	oreator mi	ultiple Response			
Question	Feedback	Attempts			
Enable Fee	edback	Issue Feedback:	On Process Question Immediately	Add "Submit" Button	
elect the feedb	ack item to edit:				
Feedback It	em	Action		Target	
Correct Feedba	ack	Display Message		Correct!	
ncorrect Feedb	back	Display Message		You answered the question inc	orrectly.
	Correct Feedb	ack Dis Mess	Message:	154	

Editing Learner Feedback

Standard learner feedback uses a **Display Message** action to show the appropriate feedback **Message**.

To edit the feedback, you'll select each **Feedback Item** in the table then configure the response using the action controls in the box below the table.

- 1. Select Correct Feedback.
 - a. Make sure the action is set to Display Message.
 - b. Update the Message text box. You can copy and paste from the associated text file for this tutorial, or simply type in your own feedback.
- 2. Repeat this process for the **Incorrect Feedback**.
- 3. When you're done editing, select **OK**.

Tip: You can use different question types and feedback actions to author creative interactions and add gamification to your learning. Check out Lectora Showcase projects for ideas.

Feedback Item	Acti	Target
Correct Feedback	Displa	Aessage prototyping. They work with ModDev styl
Incorrect Feedback	Displa	Not Quite, Lectora Wireframe Interaction
		That's Right! Lectora Wireframe
C	orrect Feedback	Display Message v with ModDev style packs, or your
elect the feedback item	orrect Feedback n to edit: Activ	Display Message Target
elect the feedback iten Feedback Item Correct Feedback	n to edit:	Intessage rapid prototyping. They work Message With ModDev style packs, or yorg Target Itessage That's Right! Lectora Wireframe

Display

Message v

with ModDev style nacks, or you

About Test Questions

Unlike the Knowledge Check in this project, which is a single stand-alone question with feedback, the test includes multiple questions. In Lectora[®] Online, a **Test** is a special chapter for organizing multiple question pages, plus processing and displaying test results.

Let's take a closer look at the sample test in this tutorial.

In the **Project Explorer**, select the plus sign next to the red Test 1 object to expand these test pages:

- **Test Introduction** provides a placeholder for learner instructions. This is a default Lectora Online test page.
- Question 1, Question 2, and Question 3 are the test question pages.
- Last test page provides a Finish Test button to make sure the completed test results are processed and captured to send to an LMS or other tracking system. This is also a default Lectora Online test page.

Note: Refer to the tutorial Roadmap as you edit and add test questions in the steps that follow.



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Editing Test Questions

After you've edited the Knowledge Check in this tutorial, the test question pages should all look familiar. Although some include different question types, you'll follow a similar process to edit them all using the **Question Creator**.

- 1. In the Project Explorer, expand a Question page and select the red question object
- In the red Question tab on the ribbon, select Properties / Edit Question to open the Question Creator. The Test question and choices are conveniently populated with placeholder text.
- 3. Referring to the tutorial Roadmap as a guide, edit the question choices and feedback. You can copy and paste from the associated text file for this tutorial, or simply type in your own feedback.

If you get stuck, go back and repeat the earlier sections of this tutorial until you feel comfortable working in the **Question Creator**.

Tip: Available options in the Question Creator change somewhat depending on the Question type.



Adding a Test Question

Let's say you publish this project to ReviewLink[®], and one of your SMEs suggests that test Question 2, the dropdown, would work better as a ranking question. No problem. We'll just delete that dropdown question before adding a new one.

- 1. In the Project Explorer Expand the page Question 2_Bottom and select Dropdown Question 1.
- 2. Delete the question by pressing Delete or right-click and select Delete.



Adding a Test Question

Let's add a Dropdown question type to replace the question we just deleted.

- 1. In the project explorer on page *Question 2_Bottom*, select the blue Text object, *Title*.
- 2. Select the **Test & Survey** tab.
- 3. On the far left, select **Question / Rank / Sequence** to open the **Question Creator**.
- 4. Update the choices and feedback as you have for other questions, using these configurations:
 - a. In the Project Explorer, rename the question to *Ranking Question 1*
 - b. On the **Question** tab, update the **Choices** to reflect the correct order of selections.
 - c. Be sure to select the Randomize Choices checkbox.
 - d. On the Feedback Tab, select Enable Feedback and Issue Feedback / On Process Question
- 5. When you're finished select **OK**.

Tip: When inserting, consider object order in the Project Explorer. Inserted objects will appear beneath the selected item.



Finishing Up

Your shiny new question needs a few more tweaks before it's ready to make its eLearning debut.

You may recall we used a custom Submit button. We have to set the button action now to make sure the question processes and scores correctly.

- 1. On the page *Question 2_Bottom*, select the **Submit** button.
- 2. Navigate to the orange **Action** tab. In the **Target** dropdown, select *Ranking Question 1*. This tells Lectora which question to process when that Submit button is activated.
- 3. Using the illustration at the right as a guide, drag and position your question elements to the appropriate position on the page, and update the text and styling.



Ques Use the dro	tion 2/3 pdowns to order the suggested ModDev workflow from steps 1 to 3.	
× 50	ert a course Framework	
✓ Ac	d Wireframe interactions and style your course	
✓ Ac	d Pages and edit text and image placeholders	

Take a Bow!

You did it! You've reached the end of another Quick Start tutorial. You now have a fully styled eLearning module with a Learning Check and scored Test.

Check it out! Select the project name at the top of the **Project Explorer**, then select **View / Run**. Pop back into **Edit** mode to make any changes, then Run again.

For additional practice, use what you've learned to edit or add to your project. Don't forget to check out the Showcase courses on the Lectora[®] Online dashboard or on our <u>Showcase Projects page</u>.



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Project Roadmap



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