

Modifying *explanations* and creating new ones

Explanations are meant to inform the learner, for example to give feedback but also as plain information to explain parts of the domain. This information can be presented in multiple forms: text, sound, picture, or video.

In this chapter you learn how to modify and create explanations.

Modifying explanations

You can modify an existing explanation in the following three steps:

- copying and renaming an explanation
- editing the explanation
- saving and checking the explanation

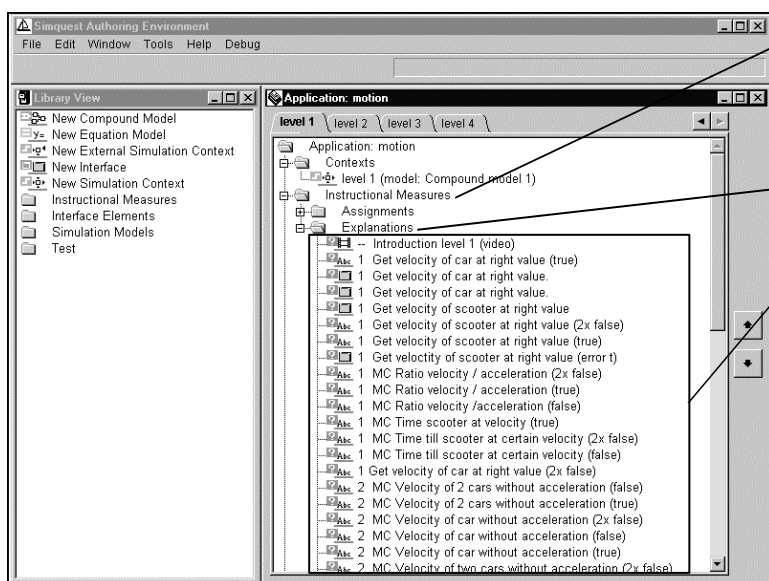
Copying and renaming an existing explanation

Before you can modify an existing explanation you must:

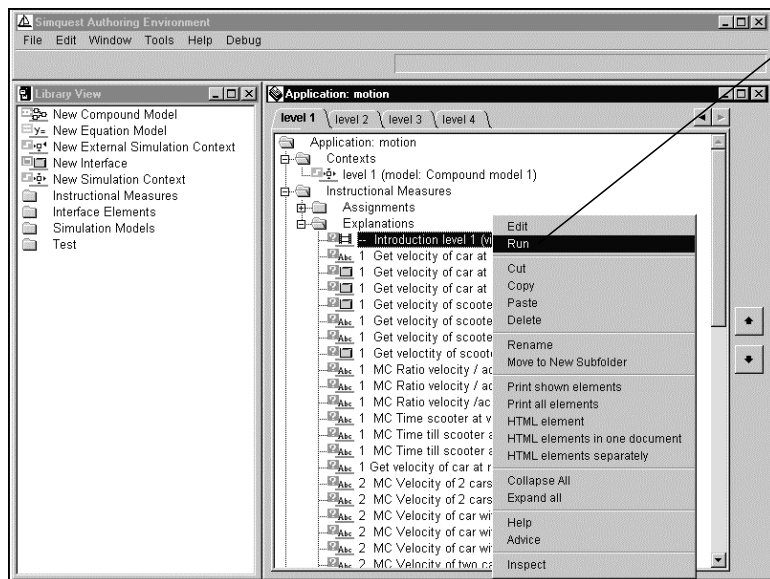
- select an explanation that has great resemblance with the one you want to make,
- make a copy of it, and
- rename it.

Selecting an explanation

In this case you are going to make an explanation that presents some text to the learner. You can look in the motion application and try to find such a textual explanation.



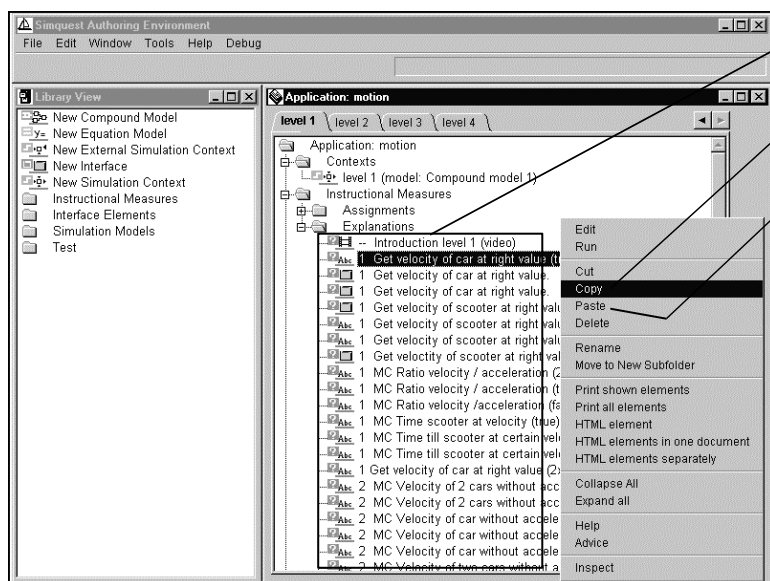
- 1 In *level 1* of the *Application* window, select the folder **Instructional Measures**
- 2 Select the subfolder **Explanations**
- 3 Select an explanation



- 4 Click your right mouse button and choose **Run**
- 5 Look at several explanations until you have found one that contains only text.

Copying and pasting an explanation

As you have probably seen, there are multiple textual explanations you can use to copy and modify. You can recognise Text explanations by their icon, which shows **Abc**.

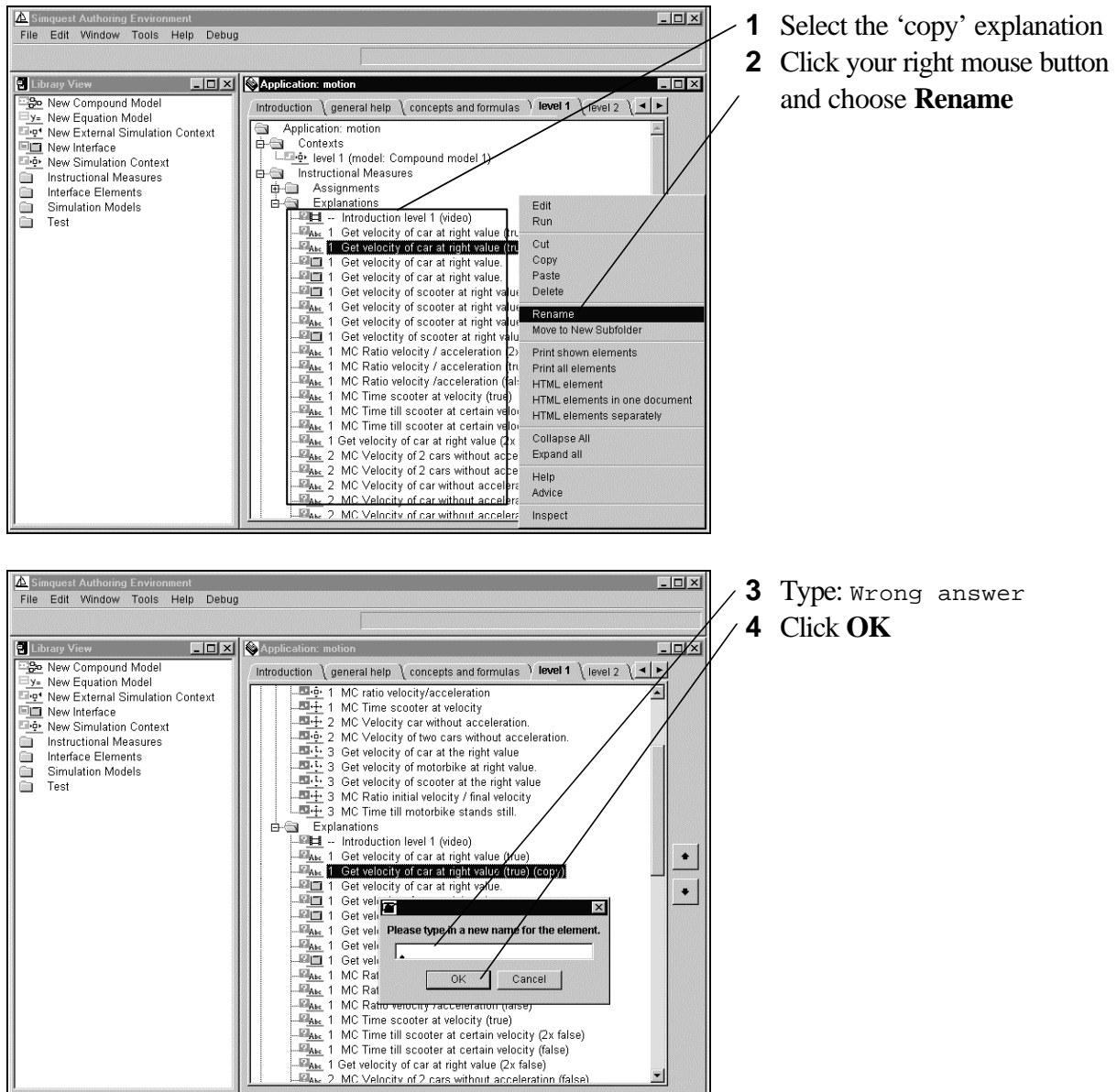


- 1 Select one of the Text explanations
- 2 Click your right mouse button and choose **Copy**
- 3 Click your right mouse button and choose **Paste**

Check if an explanation with the same name and the extension '(copy)' is added to the application.

Renaming an explanation

You are now going to modify this explanation into a feedback-explanation that is shown to your learners in case they choose a wrong answer. For clearness you rename the explanation into 'wrong answer'.



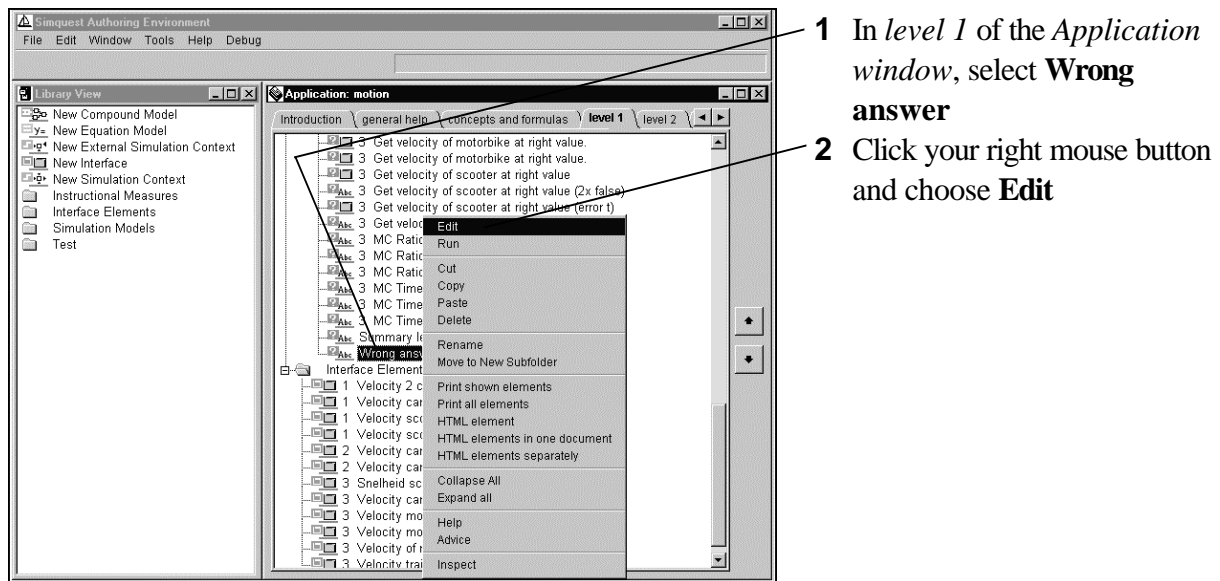
Editing an existing explanation

Now you have copied the explanation and changed its name, you can modify it. You do this by:

- opening the explanation editor
- changing its content

Opening the explanation editor

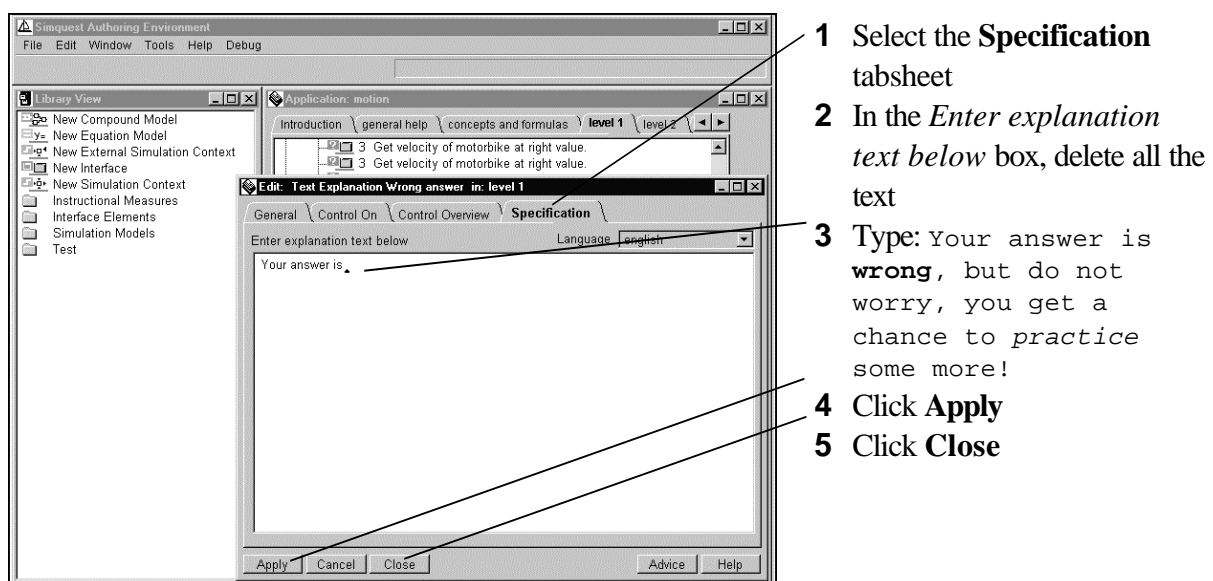
To be able to change the text, you must open the explanation editor first.



Check if the editor appears on the screen.

Changing the explanation's content

The explanation you are going to make is used as general feedback in case the learner does something wrong. You can type the text that you want to be displayed in the specification tabsheet.

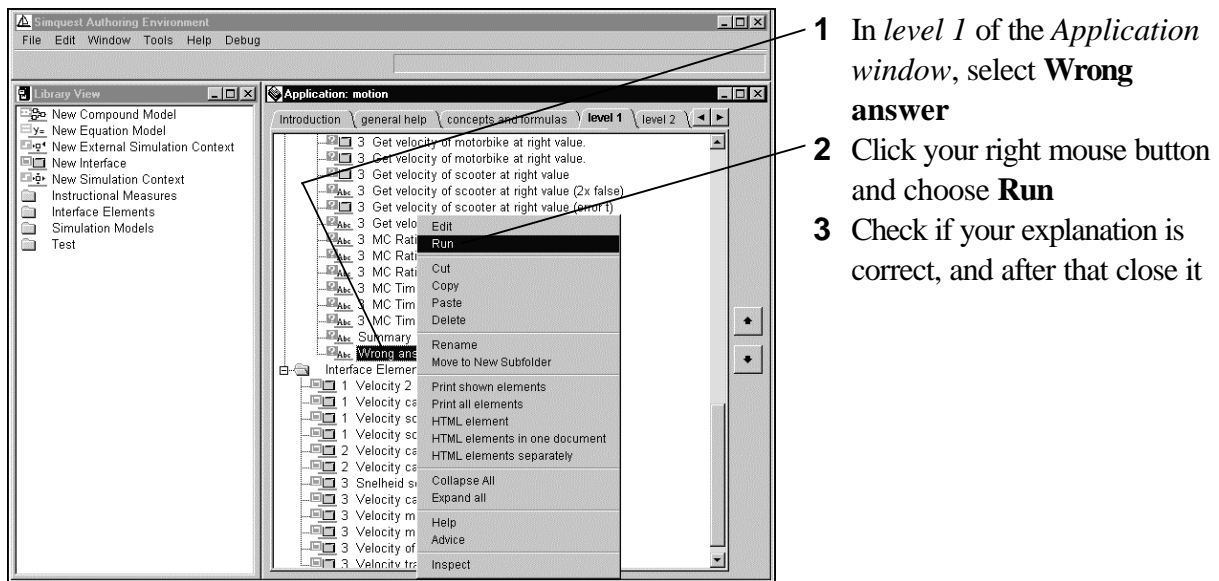


Checking and saving your work

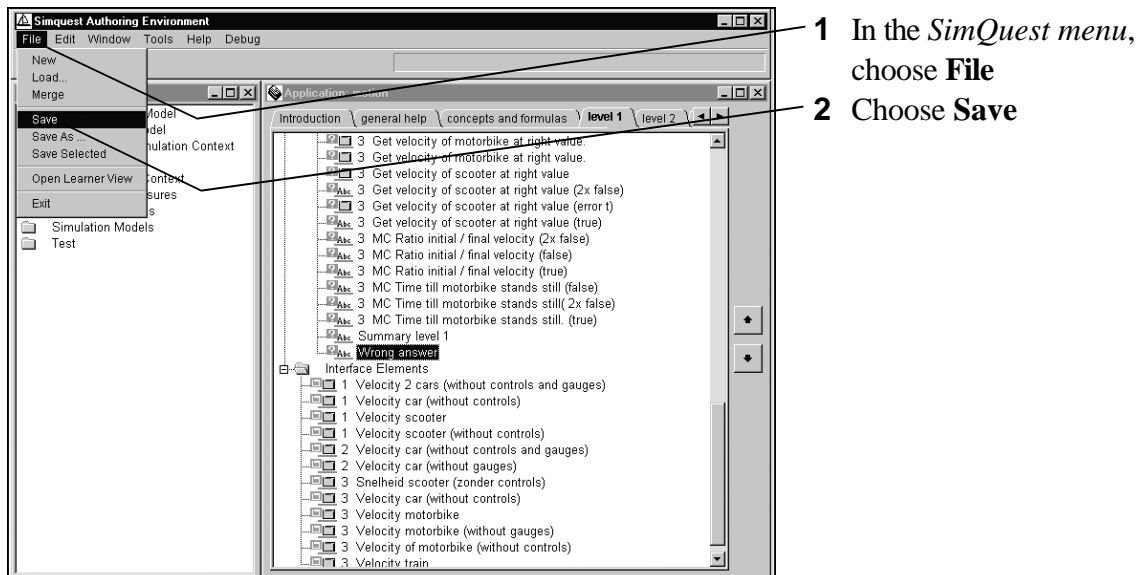
You can check if the way the text appears is according to your wishes. If you are satisfied, you can save your application.

Checking your work

When you run your explanation, it will be presented the same way as it will be presented to your learners.



Saving the application You can save the application. To do this, you use the File menu.



Try it yourself You can try to make an explanation presenting some text in case the learner gives the right answer.

You can do this the same way you made the 'wrong answer'-explanation.

You have just modified a Text explanation. In the next section, you will see that there are more types of explanations than just textual ones, for example explanations that contain video, sound or a picture. You will learn how to create these explanations from scratch.

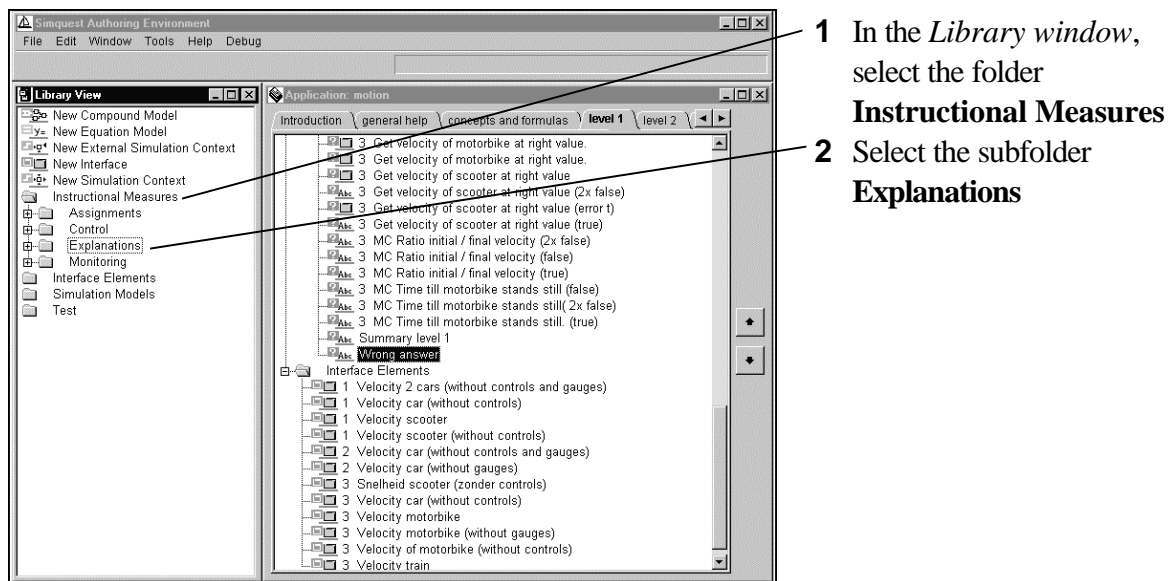
Creating explanations

To create an explanation you must:

- select an explanation,
- add it to your application,
- edit the explanation, and
- check and save your work.

Choosing an explanation

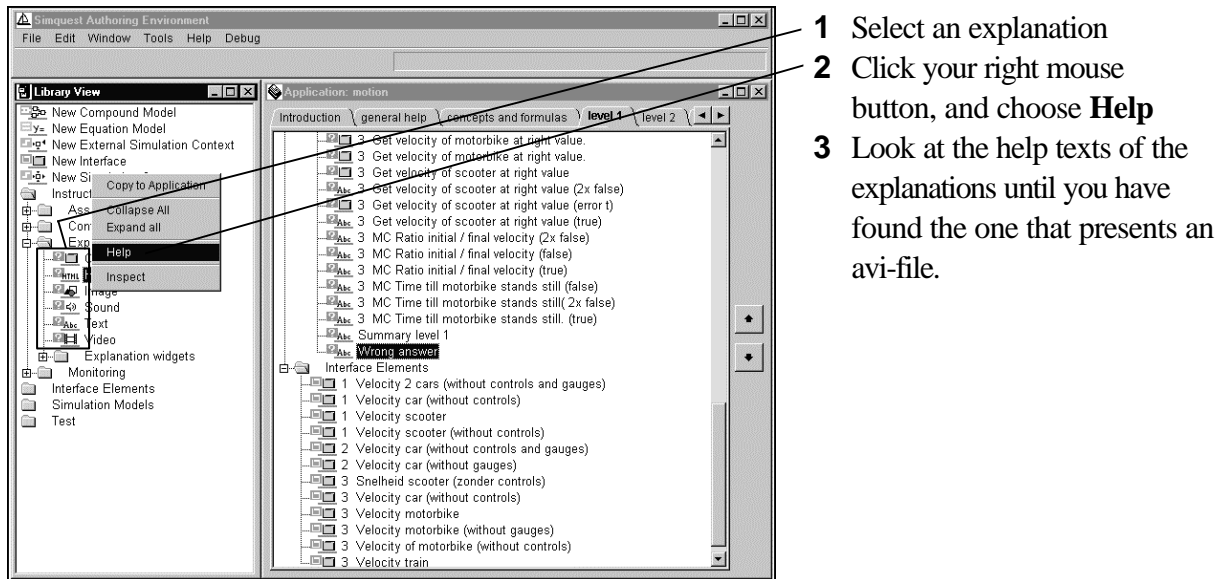
You can present information to your learner in multiple forms. The library contains explanation elements that can present text, sound, picture, or video.



Types of explanations

There are six different explanations: Video, Canvas, Html, Image, Sound, and Text. You can use the online help to find the characteristics of these explanations.

In this case you are going to create an explanation that presents an avi-file to your learner.



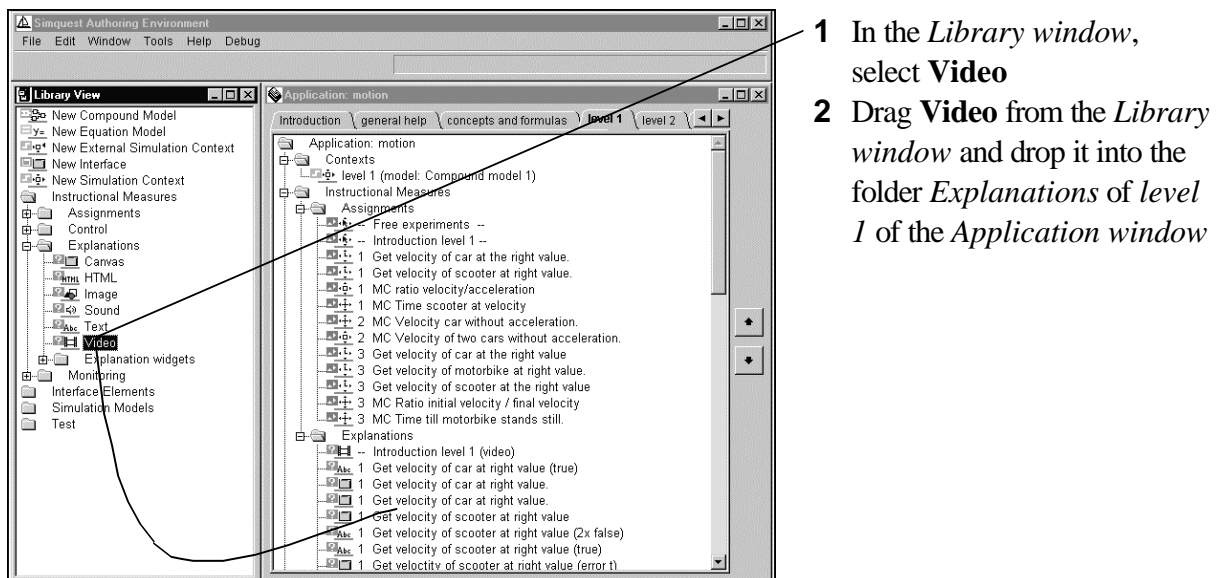
Adding explanations to the application

Before you can start editing your explanation, you must:

- drag it from the library and drop it into your application
- give it a meaningful name.

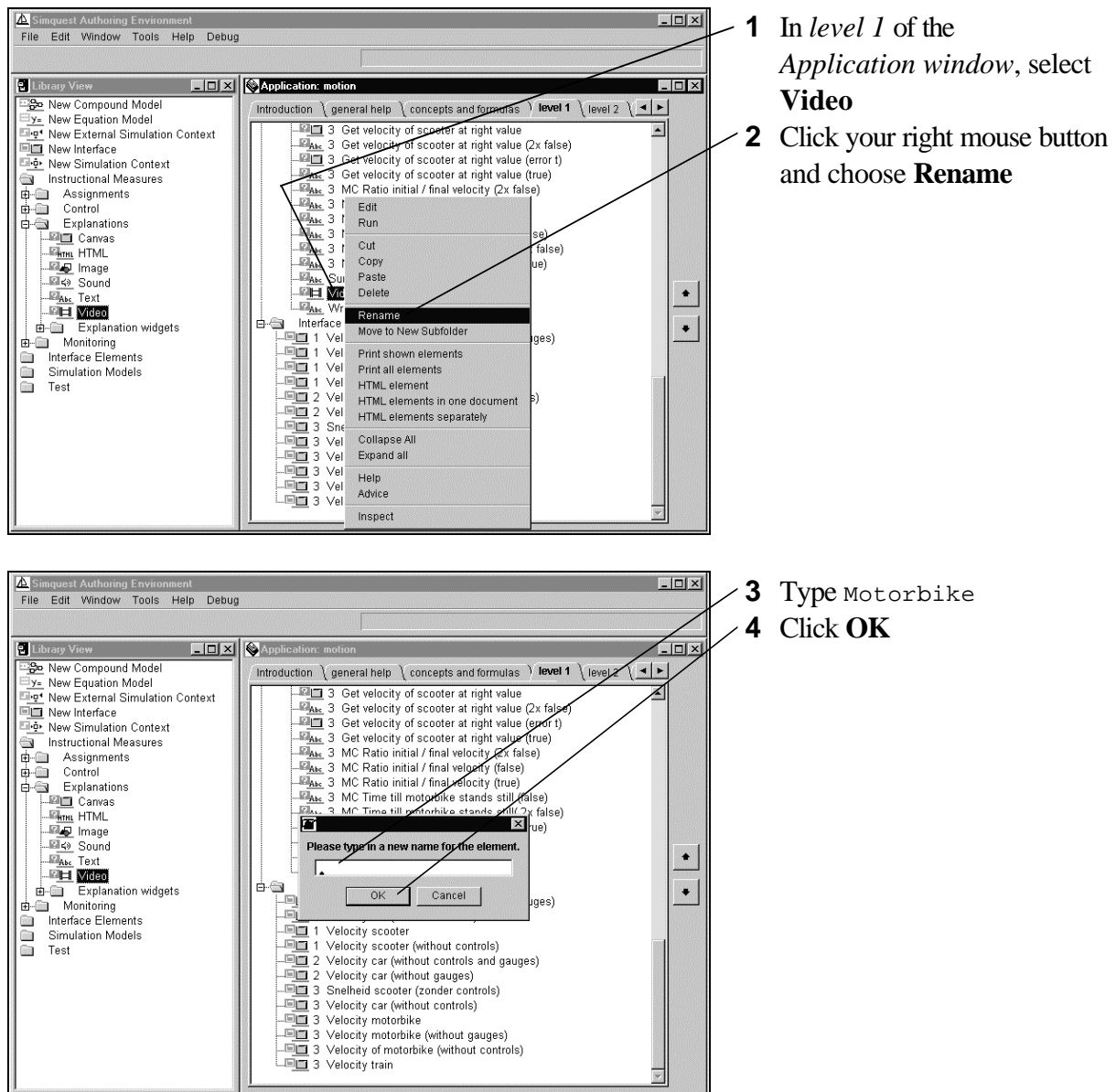
Dragging and dropping an explanation

You already decided which explanation element you are going to use, you can take it from the library and put it into your application.



Naming an explanation

To keep it clear what your elements contain, you can give the explanation a meaningful name. The video fragment this explanation is going to contain is about a motorbike.



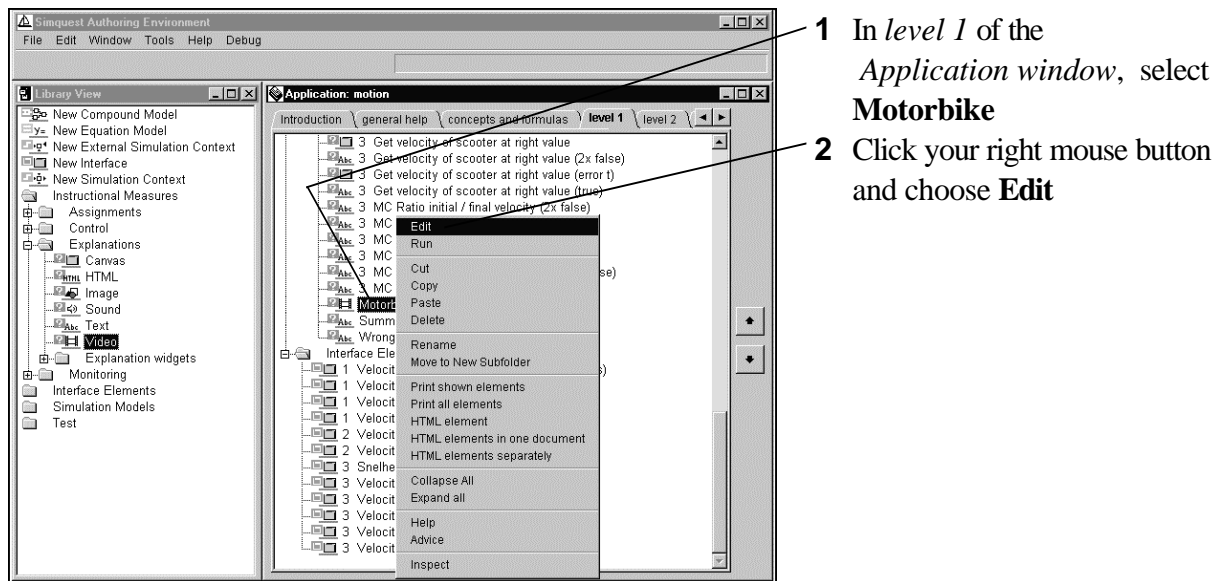
Editing an explanation

To be able to create or edit your explanation you should:

- open the explanation editor,
- specify the content, and
- specify the learner description.

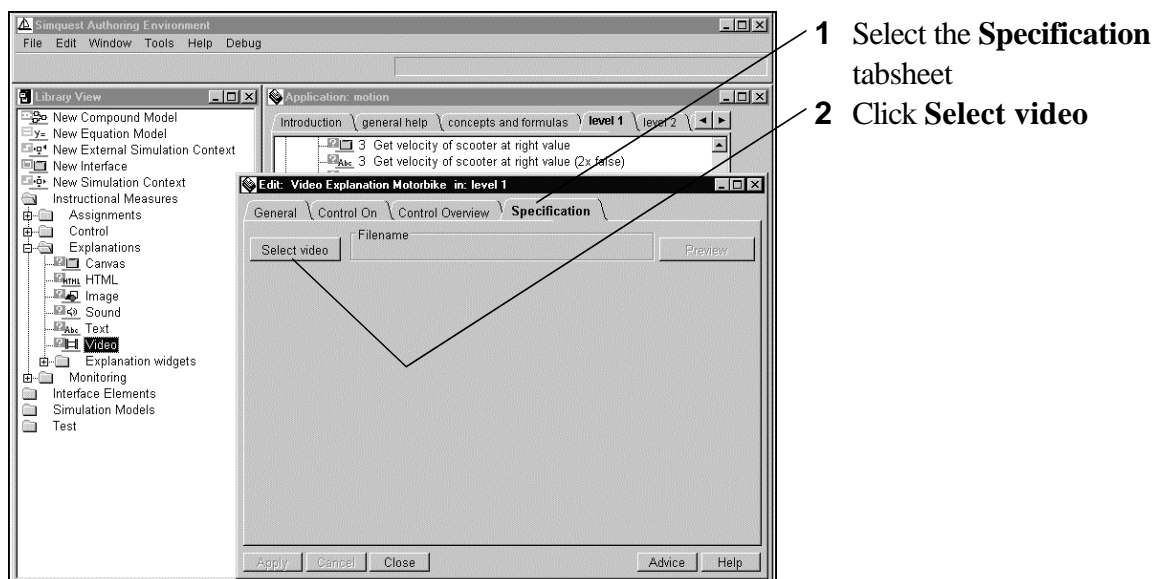
Opening the explanation editor

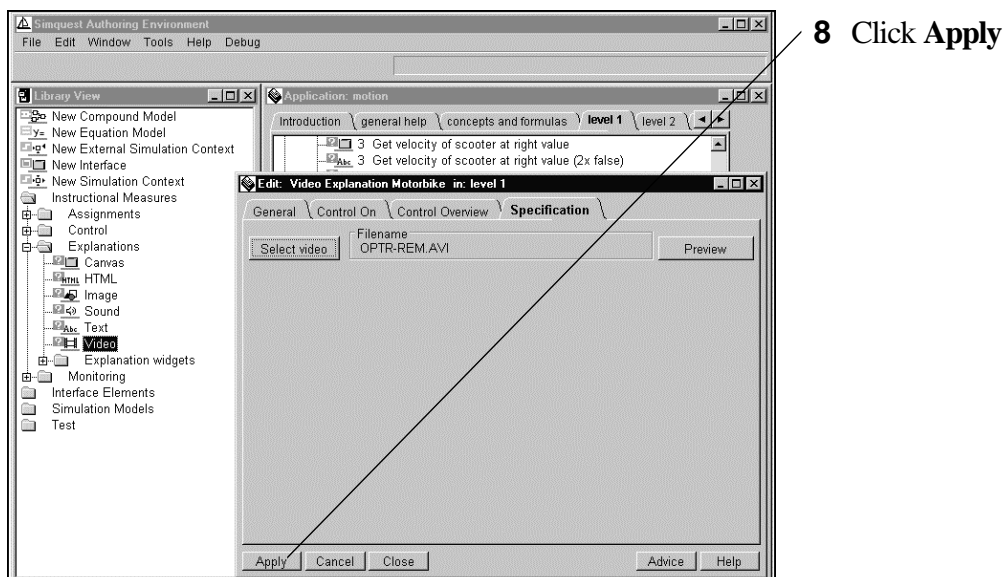
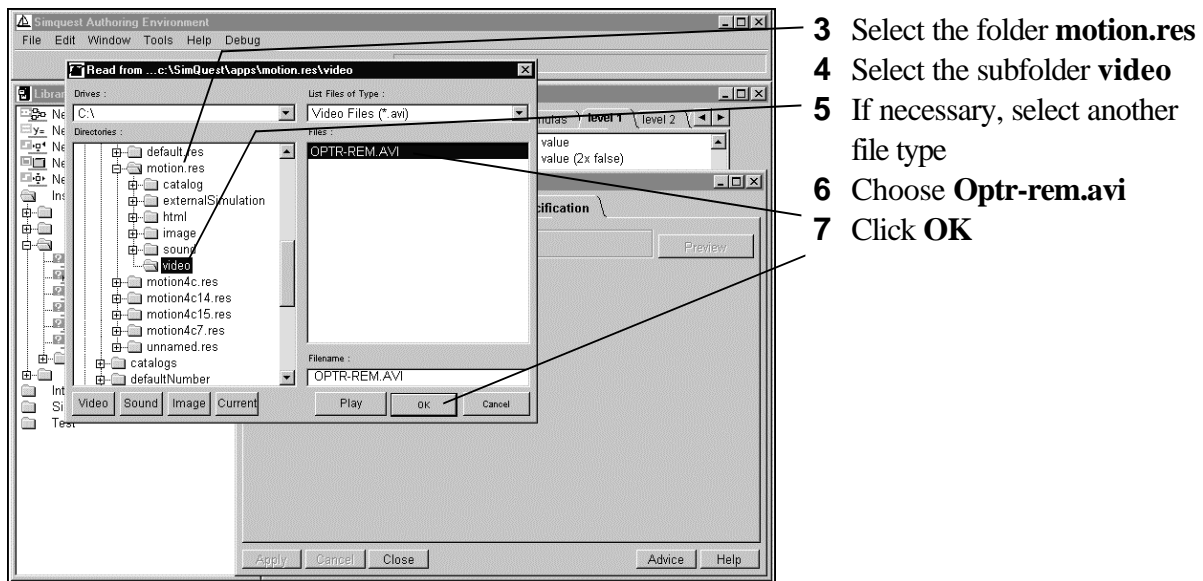
First you have to open the explanation editor.



Check if the editor appears on the screen.

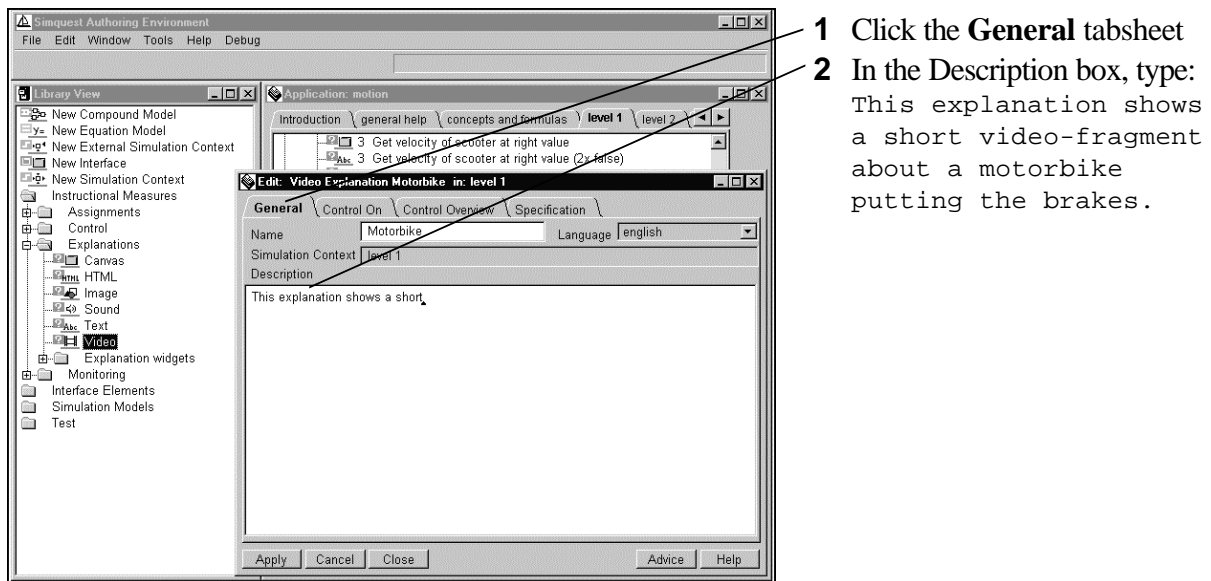
Specifying the content You use the Specification tabsheet to specify which video file must be presented.





Specifying the learner description

You can offer your student a short description of the explanation's content that they can read before they decide to start the explanation. This description is called the learner description. The learner description will be shown to your student when he selects the explanation, but not (yet) runs it.

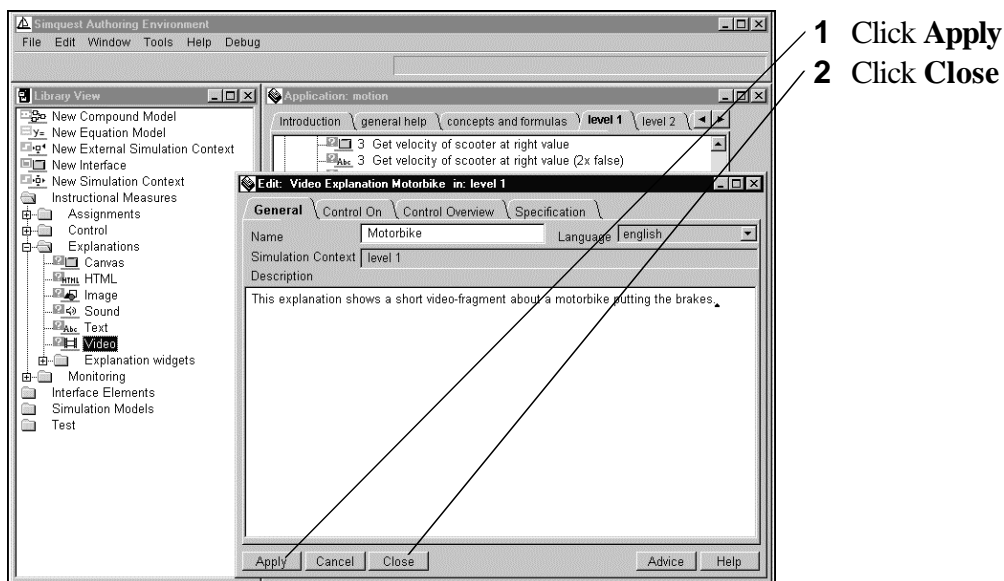


Saving and checking your work

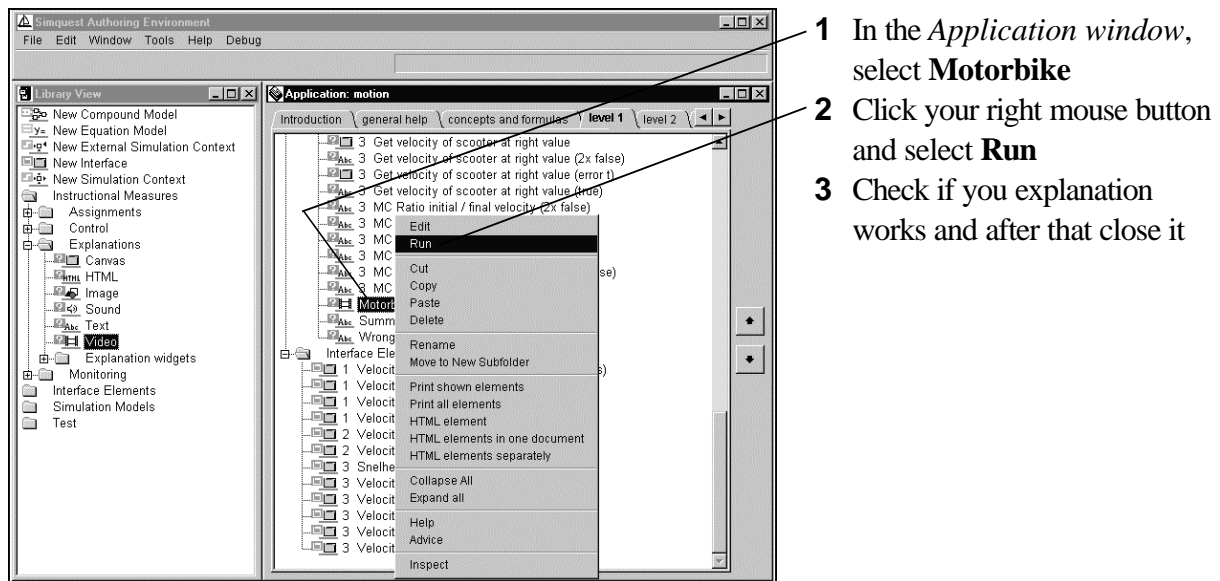
After you have specified the appropriate video-file and typed a learner description, you are finished creating your explanation. You can save your work and check the video-fragment.

Saving an explanation and closing the editor

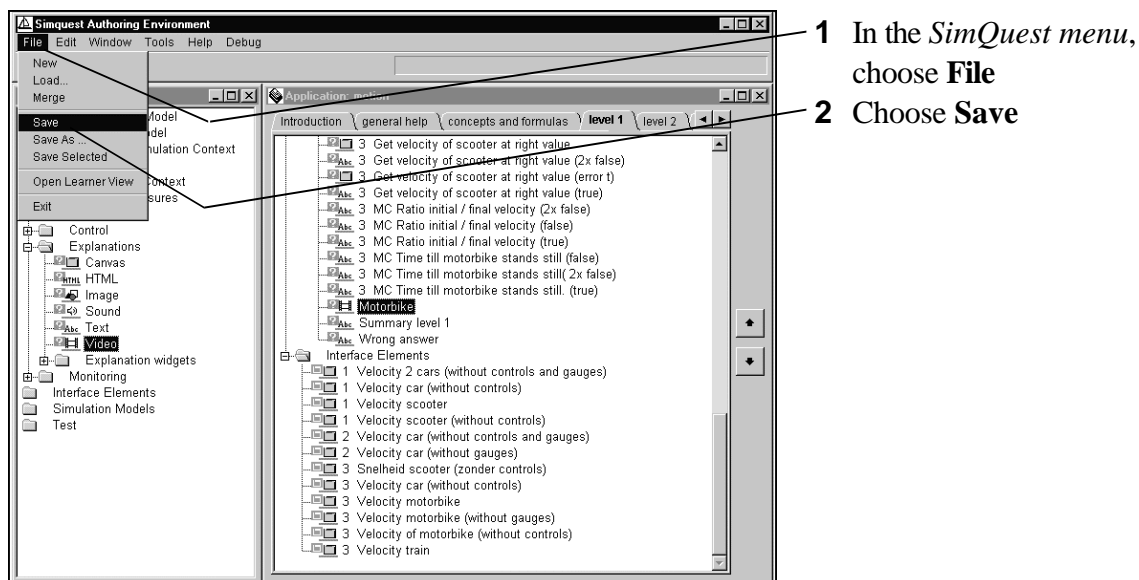
Only when you save your specifications, you can check if the explanation works the way you want it to work.



Checking your work To check your work, you can run the explanation.



Saving the application Finally, you can save the application.



Try it yourself You just created a Video-explanation. The explanations Sound, Image, and Html work exactly the same way. You specify which sound- or picture-file should be presented to the learner. You can try to make Sound and Image explanations yourself. The motion application contains several *.wav and *.gif files.

Summary

In this chapter you learned how to modify and create explanations. Explanations can be used to give learners feedback on their actions and to present valuable information. You have seen that there are several types of explanations:

- Text, showing text with lay-out options
- Sound/Video/Image/Html, presenting a *.wav/*.avi/*.gif/*.htm file, and
- Canvas, displaying a composition of static interface elements.

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