

I02 - Toolkit for the creation of interactive contents

I02.3 - Guide of applications for interactive content

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1 H5P

Authoring Tool

Activity

Game based Learning

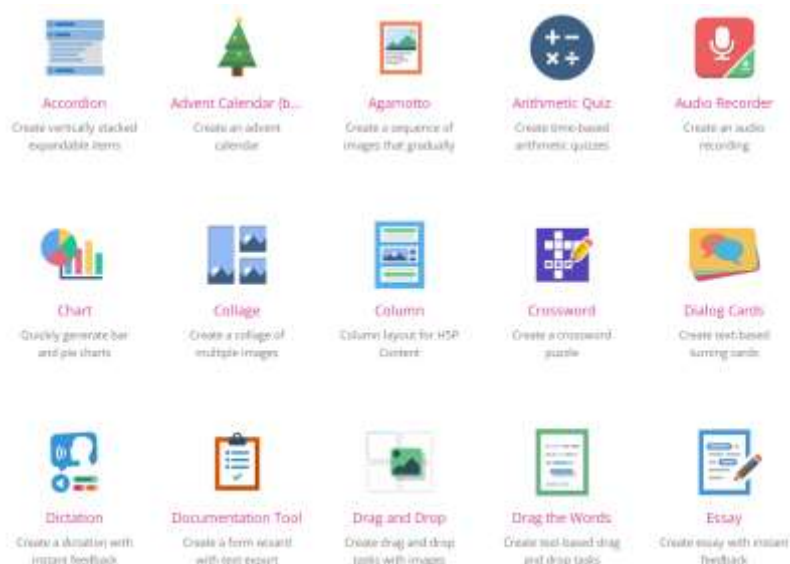
1.1 A short description of the software and its main capabilities

H5P is a free and open source content collaboration framework based on JavaScript. H5P, short for HTML5 Package, aims to make it easy for everyone to create, share, and reuse interactive HTML5 content like interactive videos, interactive demos, quizzes, interactive timelines, etc. H5P is used by more than 17,000 websites. The framework consists of a web-based content editor, a website for sharing content types, plugins for existing content management systems, and a file format for bundling HTML5 resources together. By default, the web-based editor is capable of adding and replacing multimedia files and text content in various H5P content types and applications. Additionally, content types can provide editors with custom widgets, enabling any type of editing capability and experience, including WYSIWYG editing of entire content types.

1.2 Features

H5P makes it easy to create interactive content by providing a range of content types for various needs. You can create interactive content by adding the H5P plugin to your WordPress, Moodle or Drupal site, or integrate it via LTI with Canvas, Brightspace, Blackboard and many other VLEs that supports LTI integration.

Available content types:





Fill in the Blanks

Create a task with missing words in a text



Find Multiple Hotspots...

Create many hotspots for users to find



Find the Hotspot

Create image hotspot for users to find



Find the words

Grid word search game



Flashcards

Create stylish and modern flashcards



Guess the Answer

Create an image with a question and answer



Iframe Embedder

Embed from a url or a set of files



Image Choice

Create a task where the alternatives are images



Image Hotspots

Create an image with multiple info hotspots



Image Juxtaposition

Create interactive images



Image pairing

Drag and drop image matching game



Image Sequencing

Place images in the correct order



Image Slider

Easily create an Image Slider



Impressive Present...

Create a slideshow with parallax effects



Interactive Book

Create courses, books or tests



KewAr Code

Create QR codes for different purposes



Mark the Words

Create a task where users highlight words



Memory Game

Create the classic image pairing game



Multiple Choice

Create flexible multiple choice



Personality Quiz

Create personality quizzes



Questionnaire

Create a questionnaire to receive feedback



Quiz (Question Set)

Create a sequence of various question types



Single Choice Set

Create questions with one correct answer



Sort the Paragraphs

Create a set of paragraphs to be



Speak the Words

Answer a question using your voice



Speak the Words Set

A series of questions answered by speech



Summary

Create tasks with a list of statements



Timeline

Create a timeline of events with



True/False Question

Create True/False questions



Virtual Tour (360)

Create interactive 360 environments



Interactive Video

Create videos enriched with



Course Presentation

Create a presentation with interactive slides



Branching Scenario

Create dilemmas and self paced learning



Advanced fill the bl...

Fill in the missing words

1.3 Guidelines for installation and usage

H5P can be used in two different ways, a user can either use H5P web editor to create interactive content or an H5P integration plugin can be installed on either of the platforms that it is available.

In order to create interactive content on the online editor, the user has to visit [H5P](#) and then [create an account](#).

User account

[Create new account](#) [Log in](#) [Request new password](#)

Username *

Spaces are allowed; punctuation is not allowed except for periods, hyphens, apostrophes, and underscores.

E-mail address *

A valid e-mail address. All e-mails from the system will be sent to this address. The e-mail address is not made public and will only be used if you wish to receive a new password or wish to receive certain news or notifications by e-mail.

Password *

Password strength:

Confirm password *

Provide a password for the new account in both fields. Password must be at least 6 characters.

Description

Description shown to other users. Example: "Programmer at CoolCoding INC. Loves Coffee". May be left empty.

Get monthly updates

Get monthly updates on e-mail about new releases and other HSP developments. By checking this box you give your consent to having your e-mail address added to the HSP mailinglist. HSP currently use MailChimp to send out monthly updates. Your e-mail address will only be used for the monthly updates and you can unsubscribe at any time. ([MailChimp's privacy policy](#))

☐ Subscribe

CAPTCHA

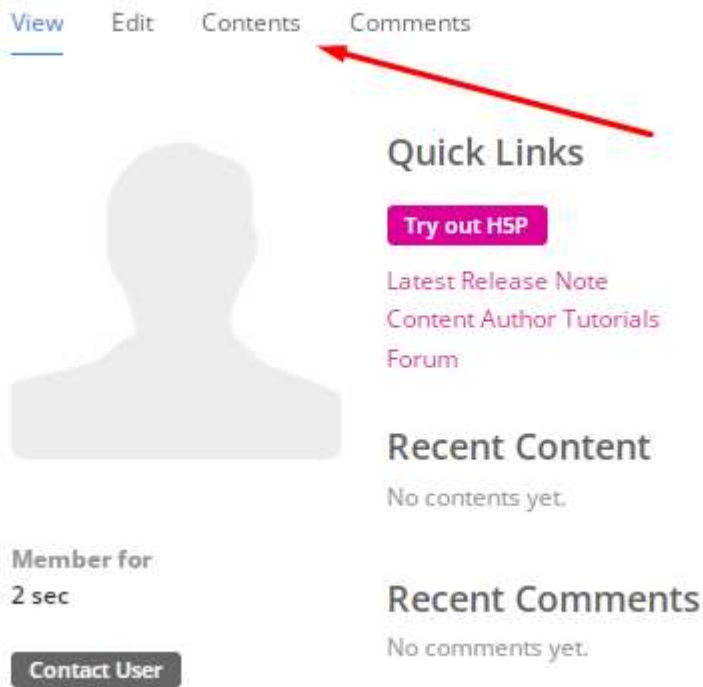
This question is for testing whether you are a human visitor and to prevent automated spam submissions.

What is the opposite of black? - five letters, starts with "w", ends with "hite" *

Fill in the blank.

[Create new account](#)

After creating the account successfully and logging on, the user will be redirected on his profile page, where he can click on the **contents** tab in order to proceed to create his first interactive content.



When using the online editor , you can find multiple content templates either by searching on the available search bar or uploading from a third party. H5P also offers options for displaying download,copyright and embed buttons along with the content the user creates.

Create Interactive content



H5P.org provides a free service for **trying out H5P** before **installing it on your own site** or signing up for **H5P.com**. Be aware that all test content created on H5P.org is publicly available.

Select content type

All Content Types			
Show:	Popular First	Newest First	A to Z
	Create a presentation with interactive slides		Details
	Multiple Choice Create flexible multiple choice questions		Details
	Fill in the Blanks Create a task with missing words in a text		Details
	Drag the Words Create text-based drag and drop tasks		Details
	Drag and Drop Create drag and drop tasks with images		Details
	Accordion Create vertically stacked expandable items		Details
	Dialog Cards Create text-based turning cards		Details
	Single Choice Set		Details

H5P Options

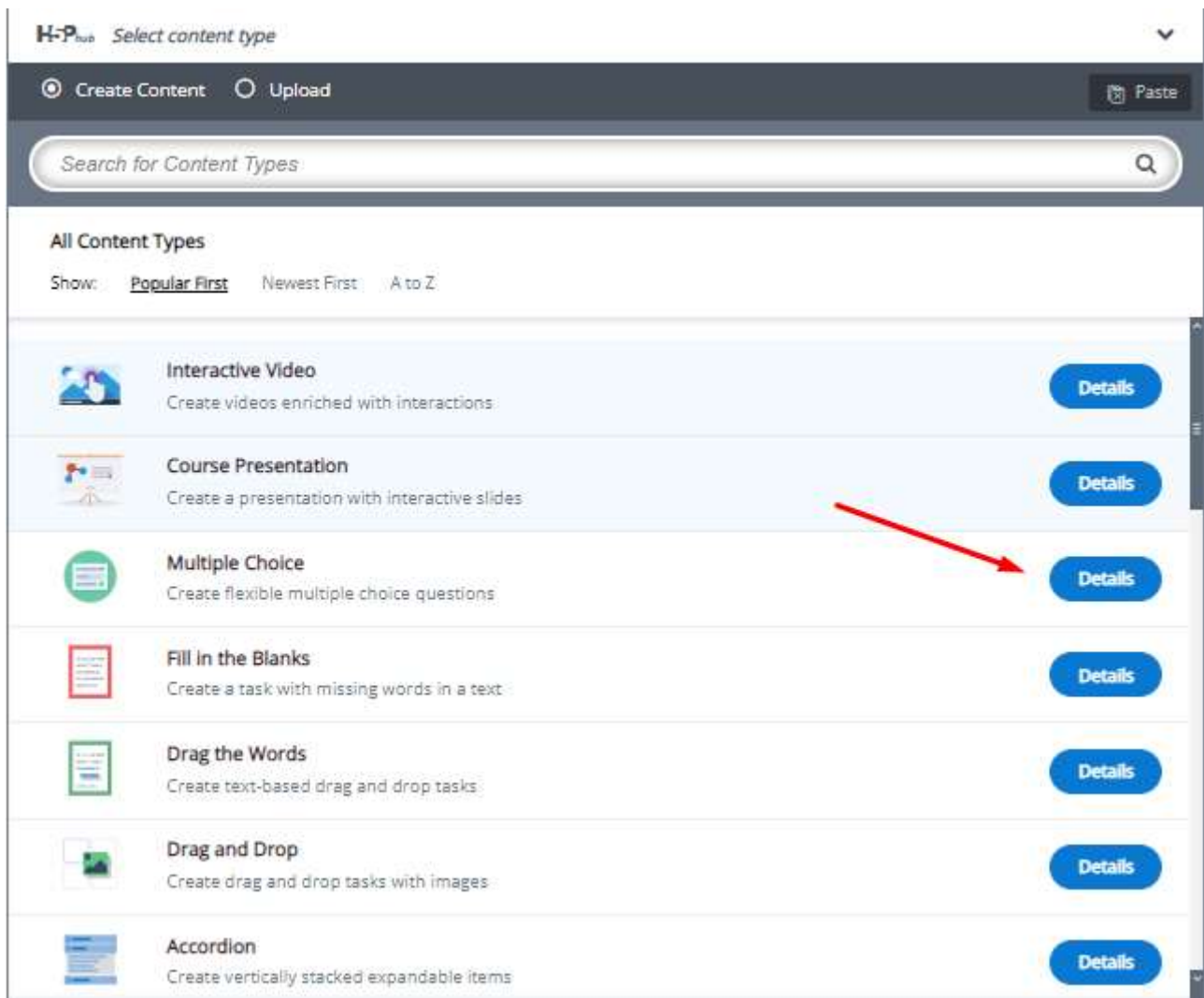
- ☒ Display buttons (download, embed and copyright)
- ☒ Allow download
- ☒ Embed button
- ☒ Copyright button

Save

1.4 How to / tutorial



Creating your own content using H5Ps' templates is fairly easy.





First, the user has to choose the templates that fits best for his needs.





Depending on the content type , there will be different media and fields that the author will have to fill. H5P offers built in tutorials that can be found on top of the page ,in case something is unclear when editing the template.


Select content type

 **Multiple Choice** 

 Tutorial  Example  Copy  Paste & Replace



Multiple Choice 

Title * 
Used for searching, reports and copyright information

 Media


Question *



Available options *

Option  

Text *

☐ Correct

 Tips and feedback

Option  

Text *

Furthermore, additional settings are included like **behavioral** settings or **text overrides** and translations for the author to set up.

Behavioural settings

☒ Enable "Retry" button

☒ Enable "Show Solution" button

Question Type
Select the look and behaviour of the question.

Automatic

☐ Give one point for the whole task
Enable to give a total of one point for multiple correct answers. This will not be an option in "Single answer" mode.

☒ Randomize answers
Enable to randomize the order of the answers on display.

☒ Require answer before the solution can be viewed

☐ Show confirmation dialog on "Check"

☐ Show confirmation dialog on "Retry"

☐ Automatically check answers
Enabling this option will make accessibility suffer, make sure you know what you're doing.

Pass percentage
This setting often won't have any effect. It is the percentage of the total score required for getting 1 point when one point for the entire task is enabled, and for getting result.success in xAPI statements.

100

☒ Show score points
Show points earned for each answer. This will not be an option in "Single answer" mode or if 'Give one point for the whole task' option is enabled.

Text overrides and translations

1.5 Official website and link for download

[Official website](#)

[Wordpress H5P Plugin](#)

1.6 Platform for Development

H5P has a stand alone editor for creating interactive content that can be embedded in all sorts of platforms. Additionally users can author H5P content by installing the corresponding plugin on each platform that it is available.

- [Set up H5P for WordPress](#)
- [Set up H5P for Moodle](#)
- [Setup H5P for Drupal](#)

1.7 Generated Content and compatibility with the LMS and CMS platforms

Create H5P interactive content in systems like:



[And more >](#)

2 i-Spring

Authoring Tool

Activity

Game based Learning

2.1 A short description of the software and its main capabilities

iSpring Suite is a fast and user-friendly eLearning toolkit that builds into your PowerPoint. With iSpring Suite, you can easily create a course, record narration, put together a quiz, and publish the course online — even with no experience in eLearning development.

2.2 Features

I-Spring depending on the license the user has acquired ,comes with a variety of features.

The free version is limited in comparison to the i-Spring suite kit but it offers all the utilities someone would need to create interactive content. Some of its key feature are:

- Course Publishing
- Data Import/Export
- Interactive Content
- PowerPoint Conversion
- Quizzes

The i-Spring suite provides users with a vast variety of utilities and also comes with 24/7 live support from experts.

Training

- Documentation
- Webinars
- Live Online

Features

- Content Import / Export
- Course Publishing
- Instructor-Led Courses
- Interactive Content
- PowerPoint Conversion
- Self-Paced Courses
- Template Management
- Test / Quiz Creation
- Video Management

iSpring Suite Max.

Maximum Functionality. Minimum Effort.



iSpring Suite

Robust PowerPoint-based toolkit for creating eLearning content.

Key features:

- ✓ Handy quiz-maker
- ✓ Professional video studio
- ✓ Conversation simulator
- ✓ Interaction editor
- ✓ Flipbook creator



Content Library

69,000+ eLearning assets, templates, and characters to help you build courses faster



iSpring Space

Online space for teamwork on eLearning projects



24/7 Technical Support

Expert help via phone, email, and live chat

2.3 Guidelines for installation and usage

Step 1

[Download](#) iSpring Free , by entering your email address and pressing the download button.

The image shows a screenshot of the iSpring Free download form. At the top, there is the iSpring logo and the text 'iSpring Free'. Below this, the heading 'Download iSpring Free' is displayed, followed by the subtext 'Start creating eLearning courses and quizzes today!'. The form itself is a white box with a light blue border. It contains a text input field labeled 'Email' with the placeholder text 'Email'. Below the input field, there is a note: 'Please note that tech support is not included. The software is free for personal and non-commercial use only.' There are two radio button options: 'Yes, I want to receive emails from iSpring, including newsletters, webinar invitations, and more.' and 'I prefer not to receive email newsletters.' At the bottom of the form is a green button labeled 'Free Download'. Below the button, there is a small disclaimer: 'By clicking the Download button, you confirm that you're agreeing to our Terms, Privacy Policy, and License Agreement.'

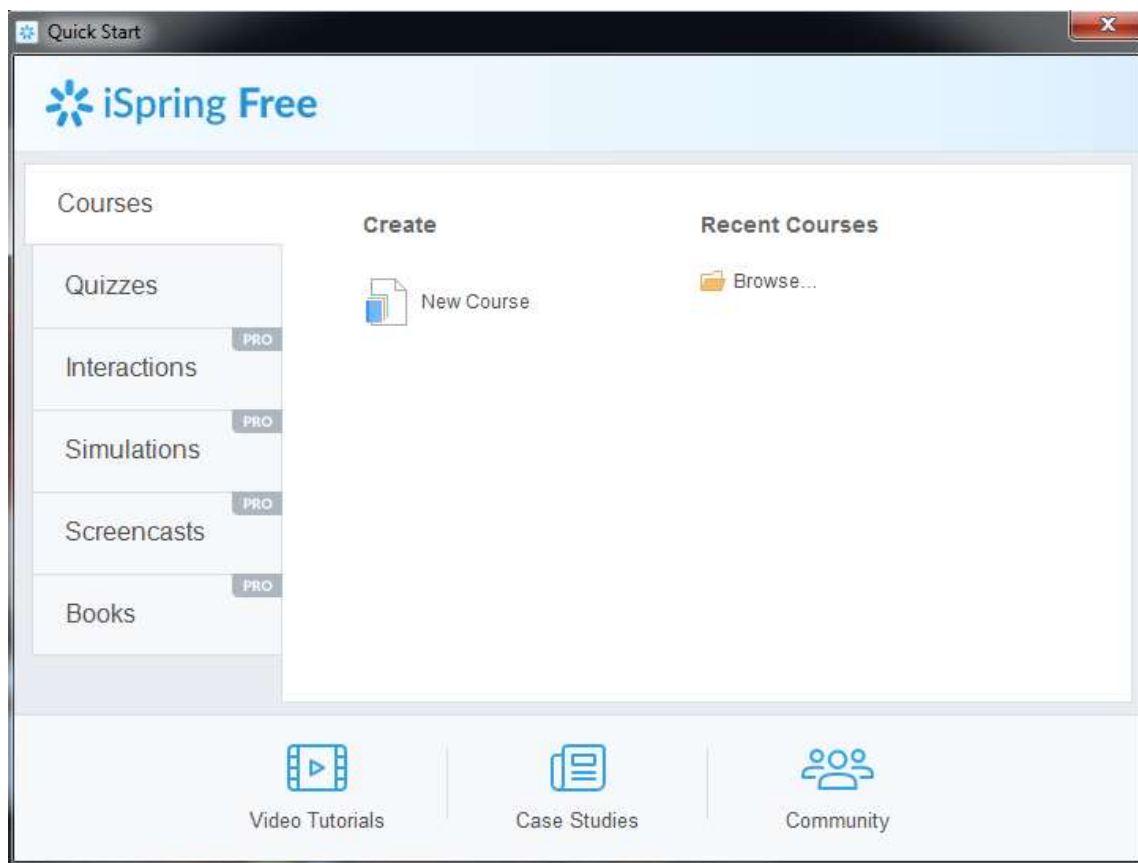
Step 2

Run the installation setup wizard, when the download is finished

Then you will have to read and accept the terms and conditions in order to proceed.

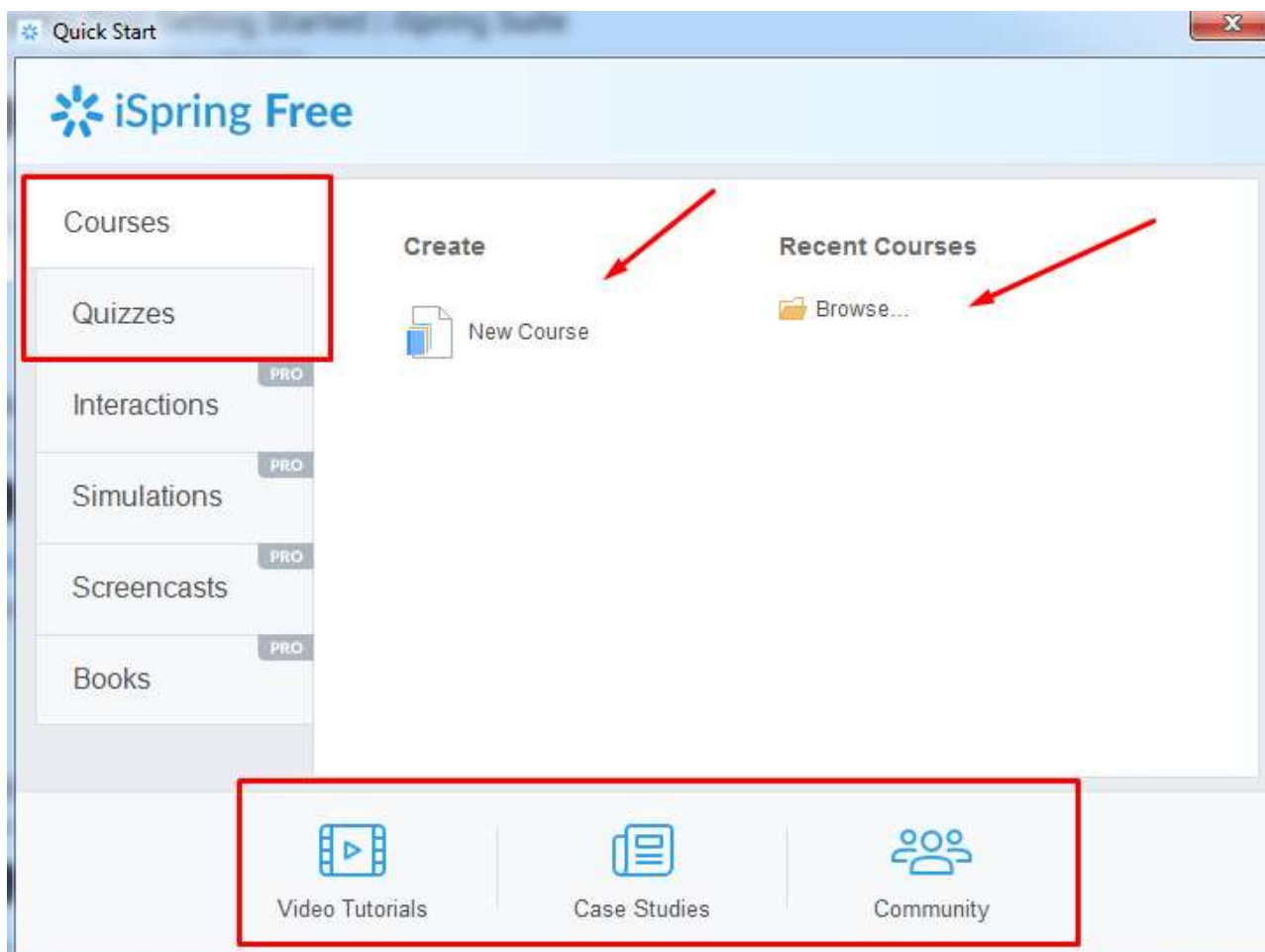


Finally, **i-Spring** should be installed and ready to be used.



2.4 How to / tutorial

The **free i-Spring** application is straight forward and fairly simple to use. The user can choose from the tab menu ,the type of interactive content he wants to create (**Courses,Quizzes**) and then proceed by pressing **Create New** in order to start a new project or **Browse** existing projects in the **Recent Courses** column.



For extra help, **video tutorials**, **case studies** and **community** posts can be found at the bottom of the application. There are also multiple video guides available in **i-Springs Youtube Channel** showing step by step the process of creating a [course](#) or a [quiz](#).

2.5 Official website and link for download


- [I-Spring Suite](#)
- [Free Version](#)


2.6 Platform for Development


I-Spring in an extension to Microsoft PowerPoint.


2.7 Generated Content and compatibility with the LMS and CMS platforms


Since i-Spring uses **PowerPoint** as base platform it creates **scorm compliant** outputs that can be integrated in **Learning Management Systems**.


 Publish Presentation

 My Computer

 LMS

 iSpring Learn PRO

 iSpring Cloud PRO

 YouTube PRO

Publish for LMS

Project name:

Folder:

Size: [Scale slide to exact size: 960x540](#)

Publish: [All slides](#)


Learning Course Options

LMS profile:

SCORM 1.2

SCORM 1.2

SCORM 2004

 Get more professional features in the [iSpring Suite](#) Authoring Tool

Format: [HTML5 \(for desktop and mobile devices\)](#)
☐ Use iSpring Play app on mobile devices

Player: [Skin Free](#)

Quality: [For standard delivery](#)

Protection: [Not used](#)

3 Audacity

Video & Audio Creation

3.1 A short description of the software and its main capabilities

Audacity is an easy-to-use, multi-track audio editor and recorder for Windows, macOS, GNU/Linux and other operating systems. Developed by a group of volunteers as free and open source software .

3.2 Features



Recording

Audacity can record live audio through a microphone or mixer, or digitize recordings from other media.



Export / Import

Import, edit, and combine sound files. Export your recordings in many different file formats, including multiple files at once.



Sound Quality

Supports 16-bit, 24-bit and 32-bit. Sample rates and formats are converted using high-quality resampling and dithering.



Plug-ins

Support for LADSPA, LV2, Nyquist, VST and Audio Unit effect plug-ins. Effects can be easily modified in a text editor – or you can even write your own plug-in.



Editing

Easy editing with Cut, Copy, Paste and Delete. Also unlimited sequential Undo (and Redo) in the session to go back any number of steps.



Effects

Real-time preview of LADSPA, LV2, VST and Audio Unit (macOS) effects. Plug-in Manager handles plug-in installation and addition/removal of effects and generators from the menus.



Accessibility

Tracks and selections can be fully manipulated using the keyboard. Large range of keyboard shortcuts.



Analysis

Spectrogram view mode for visualizing and selecting frequencies. Plot Spectrum window for detailed frequency analysis. Support for [Vamp](#) analysis plug-ins.

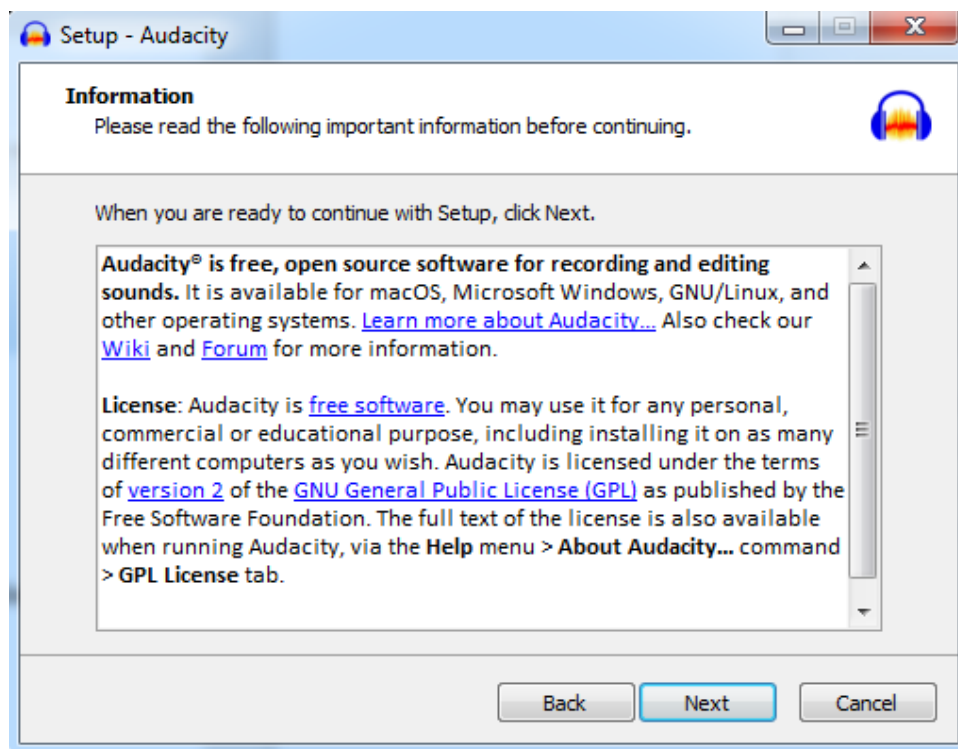
3.3 Guidelines for installation and usage

To install Audacity visit the [Audacityteam webpage](#) and simply click the **Download** button found at the top of the page.

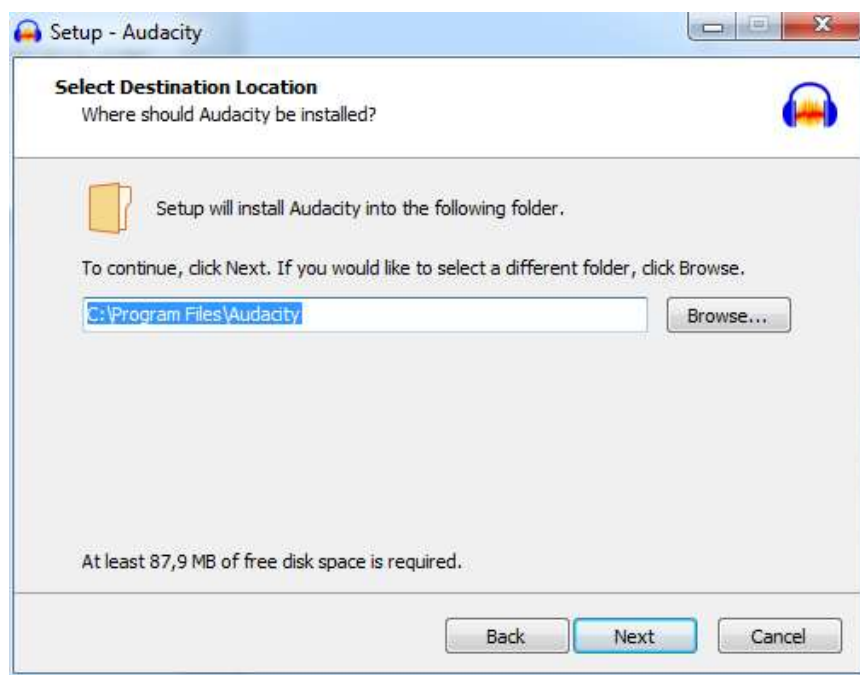


When the download has finished, click on the set up wizard and begin the installation process.

After choosing your language of choice, press next on the set up wizard and proceed by reading and accepting the terms and conditions.



Next choose the location on your computer where audacitys' program files will be installed.



Audacity will continue to install its files and launch itself.

3.4 How to / tutorial

Audacity has a great web page [manual](#) with step by step guides accompanied with images , showcasing audacitys' utilities.

Audacity Basics



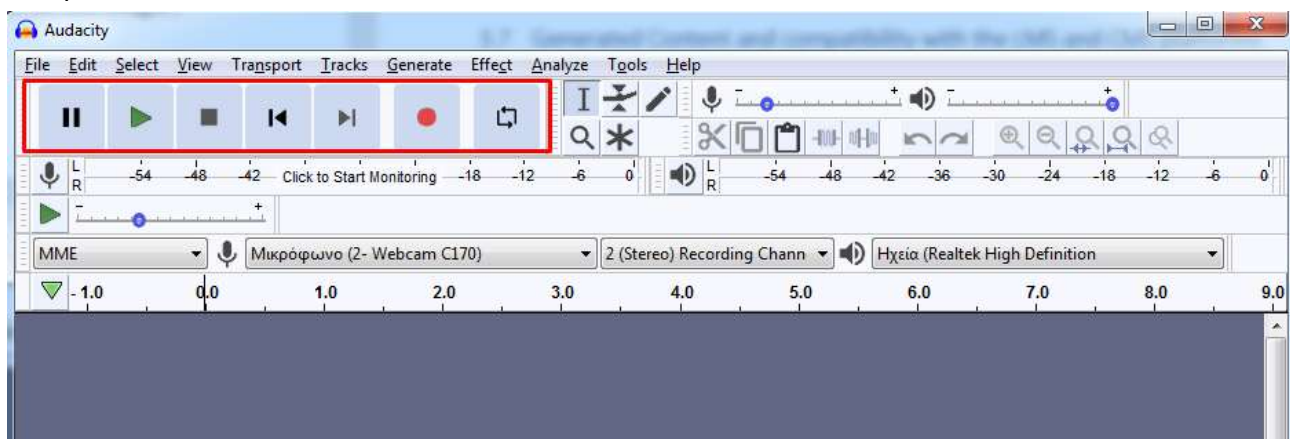
This project has been funded with support from the European Commission. The publication [communication] reflects the views only of the author and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Importing Audio



Audio Buttons

Listen to the audio by clicking on the play ► and stop , or you can use the Space button as a shortcut to play and pause.



Splitting Audio

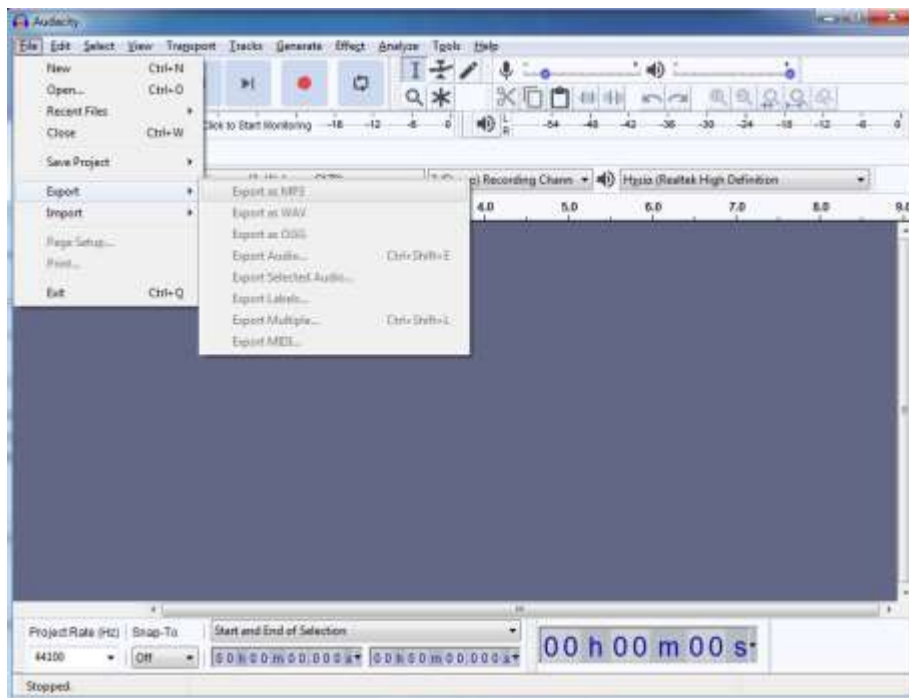
- Click on the selection tool, and select the split point in the clip.
- Then select Edit and Clip Boundaries.

- Select Split.
- Or use the keyboard shortcuts Command + I on the Mac or Control + I on the PC to Split the audio.

Audio Fade

- Click the Skip to End button to go to the end of the track.
- Zoom in to see the last one or two seconds just before the end.
- Click the waveform one second before the end.
- Select > Region > Cursor to Track End.
- Then, select Effect > Fade Out to make the audio smoothly fade out.

Export



3.5 Official website and link for download

[Audacityteam Website](http://audacityteam.org)

3.6 Platform for Development

Audacity is a stand alone application.

3.7 Generated Content and compatibility with the LMS and CMS platforms

Audacity generates standard audio and video files that are compatible with any LMS or CMS platform.

4 Adapt Learning

Authoring Tool

Activity



4.1 A short description of the software and its main capabilities

It is an open-source HTML5 authoring software and is designed to create a responsive learning product on multiple devices through their Learning Pool Adapt Builder site. You enter a topic by tapping or clicking on the block and then scrolling the page, working your way through the content, opening and closing tabs in narrative sequences, image hotspots, and other interactive tools. Adapt creates HTML5 e-learning courses, which work on any device.

The open-source version:

- It's free
- It consists of two products. The [Framework](#) and the [Authoring Tool](#)
- It gives you the most control over branding and theming. This requires you to know some at least basic CSS.
- You have control over version updates so you can always have the latest version built into core Adapt
- You can import and export from one environment to another. You could create a course in the Framework, import into your authoring tool and then export into another friend's authoring tool etc.
- It's still not the most polished experience out there due to the need to install and configure plugins etc.

A hosted version provided by a company like Learning Pool, Can Studios or Adapt Unlimited:

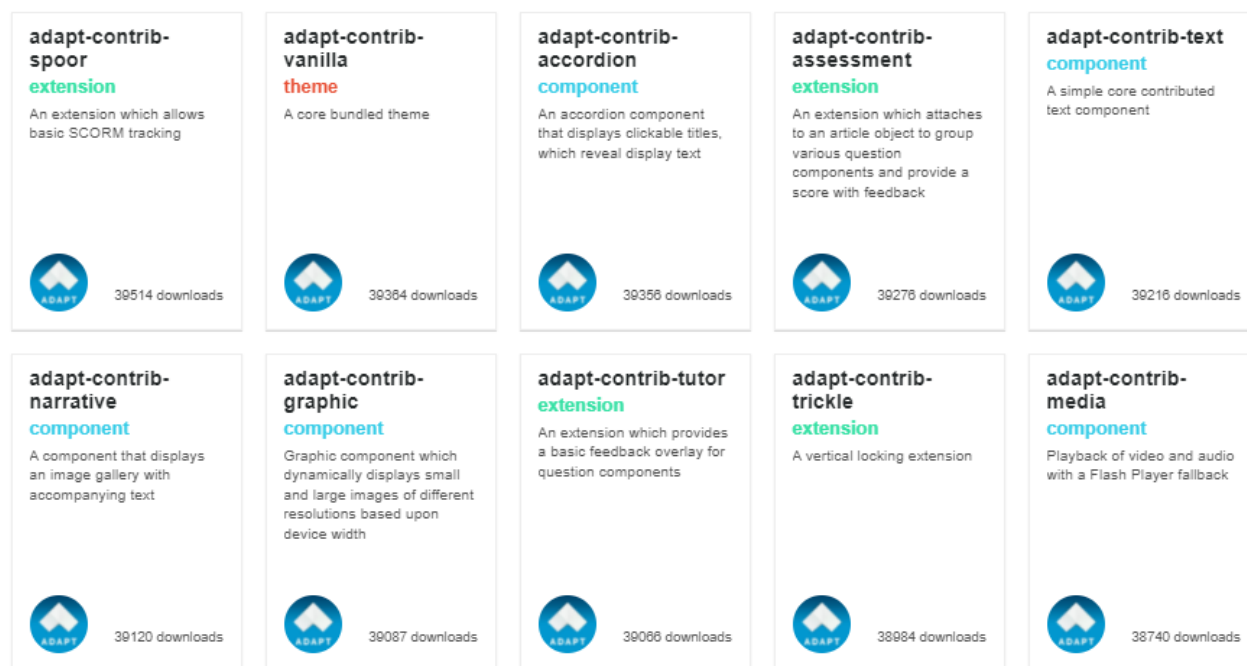
- They will set you up with an instance of the Adapt Authoring Tool on a server so you (and anyone you may work with) can access it anywhere. No technical knowledge required.
- Each has their own varying level of additional features. Like their own themes, components, more polished UI, review tools. These additional features can make courses incompatible with open source Adapt. Adapt Unlimited (my own service) is based purely on OS Adapt.

- With large tenancy based versions. Framework updates can take ages due to problems with breaking existing courses. I think Learning Pool is still on version 2 of Adapt.
- You have to pay a per-user licence fee of between \$800 - 2000 per year

4.2 Features

Give its main features, its strong and critical aspects, like documentation, settings, tools, add-ons and if possible add screenshots.

Adapt learning allows you to create a multi-device responsive learning product through their [Learning Pool Adapt Builder site](#). It has built-in interactive elements such as image hotspots and multimedia files. It has 6 different types of customizable questions, including multiple choice graphics, correspondence and cursor. All the documentation is clear and concise [here](#). There are 276 plug-ins (listed [here](#))



Rather than having an old fashioned left-hand menu, menu blocks are presented on the first page so that it has a web-like feel. You enter a topic by tapping or clicking on the block and then scroll down the page working your way through the content, opening and closing tabs in accordions, narrative sequences, and image hotspots, just to name a few of the interactive tools on offer. It is a highly visual resource, as text scrolls above the image or images can be placed next to the text. The right selection of images works nicely as signposts for the content. Overall it is intuitive to figure it out from a learner point of view. Here are their [showcase examples](#).

You can watch videos, listen to audios with transcripts, and complete quizzes. Audio and video content as an mp3 and mp4 file work beautifully in this responsive design as it resizes according to the device you are using. However, you do have to be mindful of the appropriate file size unless it is a link from YouTube or Vimeo. Transcripts for audio and video can also be added in a number of ways – as an open and close transcript button or a pop-up window.

Document resources can be added as a link within the content and/or in a separate resources menu. This is useful, because if there is a lot of content then the learner can download it and read it offline in their own time.

Adapt scales really well with large teams. A single developer can create a theme and set up an environment for their whole team and everyone can work together on a single server-based instance of Adapt. It can be technically challenging for inexperienced developers. Limited functionality compared to commercial alternatives.

The support is mainly in the form of a user forum on [GitHub](#).

4.3 Guidelines for installation and usage

The manual installation of the Adapt framework is [here](#).

Before you begin

Installing Adapt requires the use of the command line. If your skills are a little rusty, the wiki article [Just Enough Command Line for Installing](#) might be all the assistance you need.

Adapt does not require you to be an expert with the command line, just familiar with basic terminology and techniques.

Prerequisites

Before you get started with Adapt, you will need to install Node.js (the LTS version) and Git if you haven't already done so. Once you've got both Git and Node.js installed, the other components you'll need can be installed with the Node Package Manager - AKA npm - which comes installed with Node.js

The Adapt framework consists of three main parts:

1. The 'source' - the files you'll need to edit/work with, located in a folder called 'src'
2. A 'task runner' - called Grunt - which takes the 'source' files and compiles them into:
3. The 'build' - this folder contains the course that you will eventually upload to a web server or Learning Management System.

The release of v0.10.0 makes it possible to import a course that was built in an older version of the Adapt framework into your authoring tool . With v0.10.0 of the authoring tool, when you attempt a cross-framework import a screen tells you what the import is going to do to the course.

When importing content from a different framework version, the authoring tool will examine each plugin used in the course for compatibility. It uses a traffic light system to tell you whether that plugin is supported in the authoring tool you are using, and consequently whether the import is possible. The categories are:

- White – These plugins, as used in the course, match the version used in the authoring tool so there's no problem. They won't even appear on the import details screen.
- Green – Your authoring tool uses a newer version of this plugin and the plugin in the course will be updated automatically, by the authoring tool, during import.
- Amber – The version of these plugins in your course are either not compatible with this authoring tool, or a newer version is already installed. The imported course will use the authoring tool's existing version. You should test your course once imported.
- Red – These plugins are not supported in this authoring tool. You must remove or update these plugins before you can continue with the import.

So long as your course doesn't have any red-rated plugins you will be able to import it; the imported course will now use the version of framework that your authoring tool runs on.

If any red plugins are present the import is blocked. You will need to edit the course in an authoring tool using the framework the course was built with to remove/update these before you can try importing again.

4.4 How to / tutorial

Tutorial on YouTube: <https://www.youtube.com/watch?v=6aBVcpvMZHQ>

The learning design challenges it makes you think about - how to arrange the content in a meaningful way, what menu options help the learner navigate and progress nicely, and how the content needs to be set to work in the layout of the components. In the builder view, you can arrange the content and the interactive tools as components in an article. A page is created with a number of articles which appear as different sections for the learner. You could create the content so that it is highly structured, perhaps numbered in a linear fashion or you could allow the learner to make connections between meanings. It all depends on whether your learners are required to develop higher order learning skills or not, the length of time they have to complete it and what assessment tasks are required.

Creating your first code instructions are [here](#).

4.5 Official website and link for download

The official product's website and the link for download it or purchase it:

<https://www.adaptlearning.org/>

4.6 Platform for Development

If it is a standalone application or a software is required for authoring

It is a complete authoring standalone solution. Requires installation and configuration of the Adapt framework on a PC or local server.

4.7 Generated Content and compatibility with the LMS and CMS platforms

The Adapt Framework creates HTML5 e-learning courses. They may be delivered with a web server or a with SCORM compliant learning management system. The Adapt framework powers the Adapt authoring tool, an easy to use design tool for creating Adapt courses.

The Adapt tool works for both to present your learning product as a learning resource or an online course. As a learning resource, it sits nicely within a Learning Management System in a blended learning context. As an online course, it can provide all the information a learner needs.

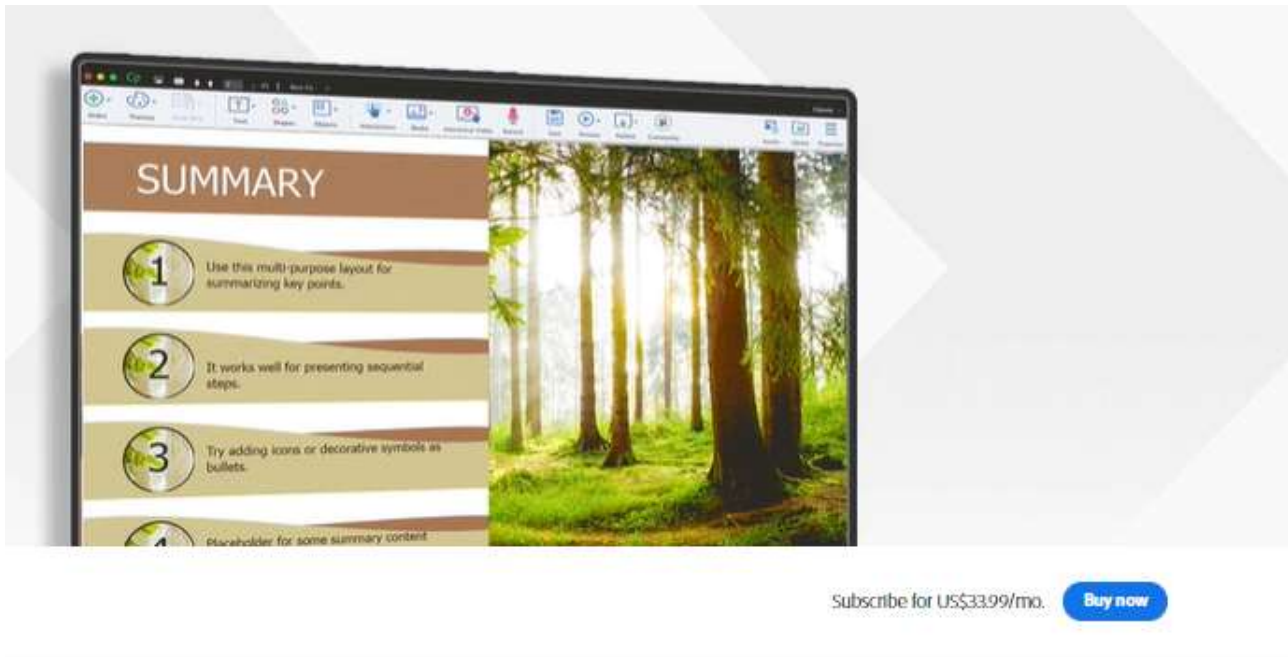
You can add assessments through quizzes. By setting up the appropriate extensions that work with your Learning Management System and with a bit of IT support you should see the results in the grade book. There is a range of question types that suits knowledge testing. It is difficult to have a reflective question though, one that doesn't require precise correct/incorrect feedback. So one way around this is to use the open text quiz which has the option of providing a model answer or feedback only.

5 Adobe Captivate

Authoring Tool

Activity

Game based Learning



5.1 A short description of the software and its main capabilities

Adobe Captivate is software for creating professional-grade eLearning courses and responsive learning experiences on mobile devices.

It is a complete authoring solution that gives extensive control over all aspects of the courses and allows for customization via advanced elements such as objects, variables and triggers.

It creates eLearning courses with thousands of ready-to-go slides. Design complex branching logic and interactions without programming.

Introducing [Adobe Captivate video](#).

5.2 Features

Features are:

Ready-to-go slides. Conquer the challenges of getting started with eLearning, and creating good-looking courses quickly. Design beautiful eLearning content in minutes with the all-new ready-to-go slides. From the assets panel, choose from hundreds of responsive ready-to-go slides and add them to your eLearning project. Easily replace text, characters, images, and videos to make your course engaging. Preview the mobile-ready content and publish it to be consumed across devices and browsers.

Quick Start Projects. The all-new Quick Start Projects are a comprehensive set of ready-to-go interactive eLearning slides required for designing introduction, objectives, menu, layout, scenarios, interactions, and quiz slides. Choose a Quick Start Project from the Assets Panel, to create a new eLearning project. Simply swap out images, text, and other content to create enthralling courses in no time.

All-new Asset Store. The all-new Asset Store is here to help you work smarter. Download ready-to-go slides from responsive QuickStart Projects to create stunning eLearning courses in no time. Unlock value with in-product access to Adobe Stock and our library of 75,000+ free eLearning assets. Choose from a universe of royalty-free images, characters, interactions, themes, games, scenarios, audio, video, buttons,

and much more. Find the perfect asset for your eLearning projects, and delight your learners with content that dazzles.

Immersive learning with VR experiences. Battle shrinking attention spans with immersive learning scenarios that your learners can experience in Virtual Reality using VR headsets. Import 360° media assets and add hotspots, quizzes and other interactive elements to engage your learners with near real-life scenarios. Display text and image, play audio or video, or perform navigation based actions on click of a hotspot. Now Adobe Captivate makes it possible for you to customize the styling of a hotspot and its display text. Achieve learning use cases such as – “virtual tours”, “crisis management”, “safety drills”, “first responder situations”, and more.

Fluid Boxes 2.0. Objects placed in Fluid Boxes get aligned automatically so that learners always get a fully responsive experience regardless of their device or browser. Use the predefined boxes in a responsive theme or draw your own. In the latest release of Adobe Captivate, Fluid Boxes get a productivity makeover - use the intuitive UI to control and customize your Fluid Boxes, view parent-child relations, distribute objects equally in a single click, define alignment properties in Static Fluid Boxes, and more.

Interactive videos. Liven up demos and training videos by making them interactive. Record your own or bring in existing YouTube or Vimeo videos. Add informational slides or knowledge check questions as overlays at specific point on the video. You can now have multiple overlay slides play one after the other, at the same point on the video. Add bookmarks in the timeline to aid learner remediation. Customize feedback options for answers and interactions.

Simplified Branching Workflow. Cross the hurdle of creating multi-module eLearning courses by authoring branching logic without programming. Download ready-to-go branching slides from the assets panel and swap out the text, image and other content in the different slide groups. Alternatively, group existing slides into modules. Create a menu that lists all the modules. Use proper naming convention to match the module names with the slide group names and find your multi-module course work seamlessly. Allow your learners to take a quiz only after all the modules are completed.

Automated click-and-replace interaction. Accelerate your eLearning authoring by implementing click-and-replace interaction without programming. Download a ready-to-go multistate interaction slide from the assets panel. Swap out the image, text and other content. use proper naming convention to map the interaction buttons with the corresponding object states. Allow forward navigation for learners, only after all the interactions are viewed or completed.

Multiple theme support. Now get your eLearning content to look exactly the way you want it. In the latest version of Adobe Captivate, there are no restrictions on the number of themes in a project. Bring in different slides from existing courses to your eLearning project and keep the same theme as the original project.

Image swap. Fast-track your eLearning authoring by simply swapping out images in your projects in seconds. Just drag and drop images of your choice to any existing slide in your project and see the old images get replaced by the new ones.

Image and SVGs as buttons. Speed up your authoring by drastically reducing the number of steps required to use images or SVGs as buttons in your eLearning course. The latest update of Adobe Captivate, now allows you to add any image or SVG to your course and directly use them as buttons. Define actions or advanced actions and assign them to the button in a few simple steps.

Copy Paste Appearance. Minimize authoring time by copying and pasting the appearance of one object to multiple other objects. Quickly apply similar formatting, such as color, font style, font size, and border style to different objects and text portions in your eLearning content.

Theme fonts. Now breeze through eLearning authoring by editing fonts with a single click. Format the fonts of all the slides in your project, in one go, by editing the theme fonts.

Smart Font Replacement. Boost your productivity with the smart font replacement features in the new Adobe Captivate. Easily comply with brand guidelines by uniformly changing the fonts, themes, and colors

of an eLearning project with the click of a few buttons. Resolve missing fonts to ensure your projects don't lose their beautiful look and feel. Choose from a list of possible replacement fonts, if the fonts in your project are not available on your computer.

Live device preview. See exactly how your eLearning content will play out on your learners' VR devices. Use the live preview feature in Adobe Captivate to generate a QR code that you can scan using a mobile device and mirror the project real-time on your device browser. Once the initial connection is done, you can keep previewing all your work across projects as long as the Adobe Captivate session is active.

360° learning experiences. Augment the learning landscape with 360° images and videos and convert them into interactive eLearning material with customizable overlay items such as information blurbs, audio content & quizzes. Make learners explore their surroundings and actively engage with the environment to enhance retention. Achieve complex learning use cases such as compliance protocols in action, virtual walkthroughs, realistic product demos and more.

Automatic chroma key effects. Transform your videos by making their backgrounds transparent and replace them in just a few clicks without the need for any green-screen technology. Personalize your video background by adding images or videos of places, scenarios or on-slide content. Get your project on the road with free media assets shipped with Adobe Captivate or choose your own.

Smart video recording – webcam + screen. Create studio-quality HD videos as you simultaneously record your webcam and on-screen content with just a few clicks. Adjust the talking-head video position and add persona to your training content. Easily edit the videos in Adobe Captivate and add interactivity to multi-screen video-based learning.

CSV question import template. Reduce authoring time and effort with the .csv Question Import template in Adobe Captivate, which helps you automatically create question slides in your Adobe Captivate Project. Include all question slide logic in the same .csv file such as marks, correct answers and feedback. You can also import format-compatible question banks from other authoring tools with just a few clicks.



PowerPoint to mobile learning. Fast-forward to smart eLearning authoring by importing PowerPoint presentations to Adobe Captivate with just a few clicks. Transform static PowerPoint slides into eLearning content that works seamlessly across all devices. Enhance the learning experience by adding interactive elements, assets and quizzes.

Automatic device preview. Hit the play button to see your content automatically change shape and form factor across the full spectrum of device sizes. Get a holistic view of how responsive your content is on every screen size.

Overlay slides. Add a new dimension of interactivity to recorded or streaming videos with overlay slides in Adobe Captivate. Mark any slide as an overlay slide and insert it anywhere on your video timeline allowing you to add additional interactive layers for improved learner engagement.

Multiscreen responsive eLearning authoring. Author as you always have—content automatically rearranges for the learner’s device. Use the in-product, device-specific preview to see how your project will appear. Publish as a single project and deliver a fully responsive experience to your learners.

Best-in-class screen capture. Generate robust software simulations with multiple learning modes in a single recording session by capturing all on-screen actions, including mouse movements, system audio, and keyboard activity. Create a single, responsive screen capture project that plays seamlessly across devices. Adobe Captivate detects screen activity in the recording window and pans to those areas to create screen capture output for tablet and mobile views.

Responsive text support. Provide a superior experience to learners, even for text-heavy courses delivered on small screens. Long paragraphs are collapsed to just a few lines, and learners can click to view more.

Responsive themes. Choose from various themes that attractively blend backgrounds, styles, fonts, and layouts and incorporate Fluid Boxes. Fluid Boxes make it easy to render fully responsive content for multiple devices. Customize themes to meet your requirements, or create your own. Save themes for reuse across projects.

Responsive motion effects without programming. Create fluid object transitions that include motion paths and rotations, even in responsive projects. Now add effects to individual objects and groups of objects. Define linear, custom, and scribble motion paths to control the way objects move. Preview animations on hover, and see how effects play out on the integrated Effects and Project timeline. Deliver a superior responsive learning experience by designing different effects for different devices.

Customizable closed captions. Create courses that meet accessibility standards with closed captions generated from slide notes and for slide videos. These can be enhanced by controlling the way they look and where they appear.

Device-specific previews. Eliminate the guesswork. Preview exactly how your content will look on specific devices by selecting from a preset device menu. Add new devices to the menu, as needed.

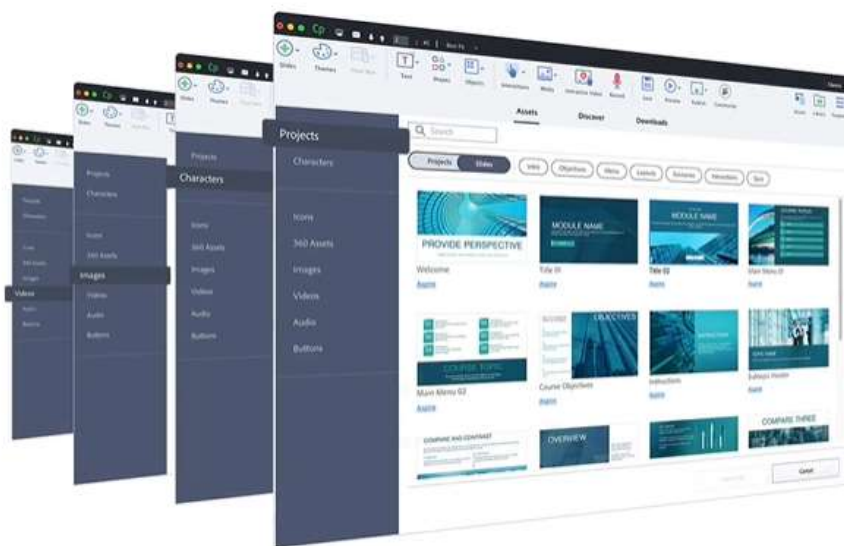
Shared advanced actions. Enable conditional or multiple actions in an interaction or across projects, and create shared action templates to use with other modules and projects. Enhance shared actions with variable parameterization, and create a looping algorithm from within an advanced action. And now you can have one or more decision or conditional tables.

Text to speech. Keep learners tuned in to your content thanks to automatic voiceover functionality that turns text into high-quality speech in a few clicks. Need to change the text? Just click once to update the audio.

Responsive drag-and-drop interactions. Make eLearning fun with drag-and-drop games, quizzes, and learning modules that can run on any device. Choose from a variety of relationships between the drag item and drop target to implement learning outcomes more visually. Provide customizable audio feedback to every drag-and-drop attempt.

It requires some training. It will be easier if you have some basic programming skills. It is best suited to experienced eLearning developers who are comfortable working with a little bit of programming.

It is quite difficult to update and maintain existing content.



5.3 Guidelines for installation and usage

Provide a brief guideline of how to install and if possible add screenshots.

Once you have purchased a version of Adobe Captivate, you will have the installation media:

- Sign in to *My Adobe* to find serial numbers for registered products.
- Or, see Find a serial number.
- If you do not have a serial number, you can use Captivate as a trial for 30 days.
- Make sure that your system meets the requirements for Captivate. For more information, see System requirements.
- After downloading the installation files, see these instructions to extract the files and install your product.

Here is the [link](#) to download.



5.4 How to / tutorial

Briefly explain how the software or the application works – if possible add screenshots and video tutorials.

Training for beginners: [click here](#)

5.5 Official website and link for download

The official product's website and the link for download it or purchase it:

5.6 Platform for Development

If it is a standalone application or a software is required for authoring

It is a complete authoring standalone solution that gives extensive control over all aspects of the courses and allows for customization via advanced elements such as objects, variables and triggers.

All system requirements are [here](#).

5.7 Generated Content and compatibility with the LMS and CMS platforms

How to create [a compliance course video](#).

Publish to Adobe Captivate Prime and other LMSs. You can set up a smart learning ecosystem and deliver a superior experience to your learners thanks to tight integration between Adobe Captivate and Adobe Captivate Prime LMS. Publish your courses with a single click to Adobe Captivate Prime or to other leading LMSs.

Adobe Captivate provides you options to make your projects SCORM/AICC-compliant and also creates the necessary files required for compliance to these standards. You can directly upload the published package to an LMS. Adobe Captivate allows for 'verbose' tracking - which means that both the correct answers and distractors are reported via AICC / SCORM or xAPI depending on developer output. You can also weigh the answers - assign partial and negative scores and even use advanced quiz responses on multiple-choice questions to provide feedback in context for selection of answer/distractors - which can even trigger further actions. Adobe Captivate works with any Learning Management System (LMS) that are SCORM (1.2 or 2004), xAPI (Tin Can), and AICC-compliant.

Publishing to LMS: Workflow ([LMS publishing, reporting, and tracking YouTube video](#))

- Configure the project to report to LMS
- Create a manifest file
- Report button interactions
- View and edit button interactions
- Preview LMS
- Publish the project for an LMS
- Upload to an LMS

How to Configure the project to report to LMS? Here is the [link](#).

In-product LMS preview. Eliminate the guesswork from content-LMS integration, get fine-grained control over all aspects of your course, and reduce dependency on your LMS administrator. Preview courses in Scorm.com to gauge LMS compatibility, and get error logs to identify those portions of the course that need attention.

Roundtripping with Adobe CC. Work with the world's best creative apps and roundtrip seamlessly with Adobe Photoshop, Adobe Illustrator, Adobe Audition and more in Adobe Creative Cloud. Preserve layers in imported Photoshop files, and edit or animate individual layers in Adobe Captivate for just the right effect. Edit and enhance audio files in Adobe Audition and then bring them back into Adobe Captivate.

Accessibility support. Easily create simulations and demonstrations that address accessibility standards, such as Section 508 and Web Content Accessibility Guidelines 2.0 (WCAG 2.0). To help ensure that everyone can access your content, define text equivalents, insert clickable areas that allow keyboard access, and more.

6 Articulate Presenter

Authoring Tool

Activity

Game based Learning



6.1 A short description of the software and its main capabilities

Easily author, narrate, and annotate presentation-based courses right in PowerPoint.

With this app and the Articulate 360 package, you can start building courses in PowerPoint and then add interactions and assessments, kick-start the creative process, fine-tune course elements thanks to the new timeline, which makes syncing course audio, animations, and annotations simple.

Presenter 360 imports and records audio, imports and adjusts video in any format, and adds Flash movies, web objects, and interactive content to the slides.

It has solutions for most eLearning tasks and authoring options for all levels of developers.

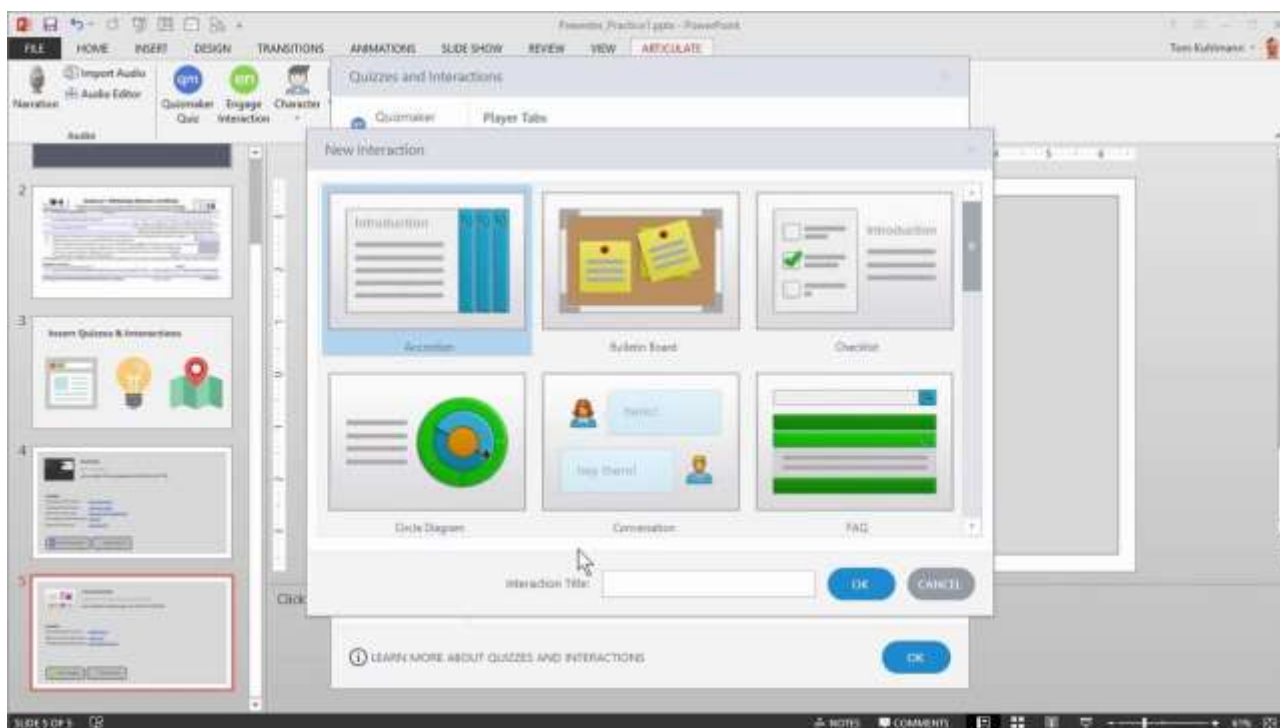
The interface is similar to that of PowerPoint, but with more customization options.

Deliver engaging courses to every device—without any additional work. Simply create your course in Presenter 360, then click publish. Your course automatically plays everywhere, beautifully. The responsive player dynamically adapts to every screen size, optimizes screen real estate, and supports touchscreen gestures that let learners swipe and drag to navigate.

6.2 Features

Transform slides into mobile and online courses. It includes an ever-expanding set of relatable characters and slide templates to build pro-looking courses.

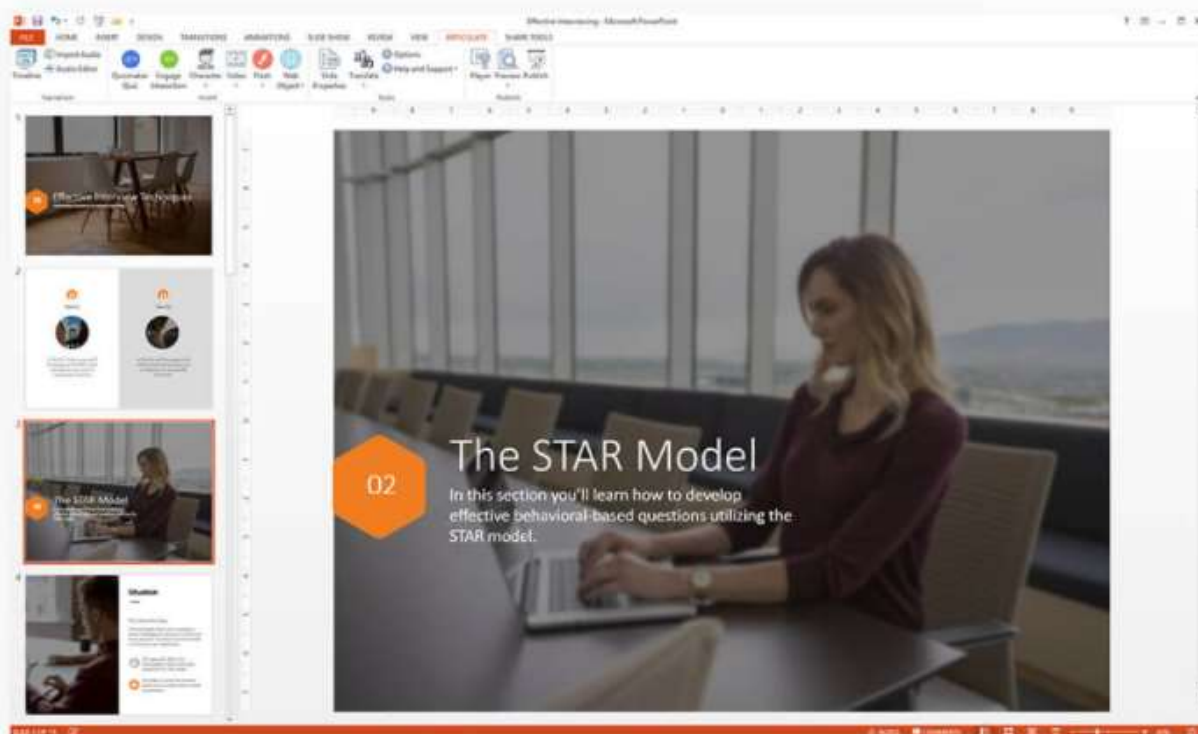
Presenter 360 integrates seamlessly with Engage 360 and Quizmaker 360, so you can easily engage and test learners. Add 20 media-rich interactions from Engage 360 to capture learner attention. Create any quiz, survey, and decision-making activity you want with Quizmaker 360. It takes just seconds to add Engage and Quizmaker content to your Presenter course.



You can create 20 types of interactions quickly and easily. Fully integrated with Presenter 360, Content Library 360 includes an ever-expanding set of relatable characters and gorgeous slide templates you can use to build pro-looking courses faster than ever. Content library collects more than 5 million photos, models, characters, videos and icons.

Some training needed on the main tools, before starting developing courses. To take full advantage of Storyline's capabilities, it is needed to use layers, triggers, and variables.

It is quite expensive and you can only pay all the enrollment costs at a time. There are no monthly charges.



At the end, you can speed project reviews. Finish projects faster with Review 360, the web-based review app that's part of Articulate 360. Simply upload your Presenter 360 course to quickly gather and share feedback. Stakeholders can see the latest version, make in-context comments, and chime in on existing threads. And you can easily view, resolve, and respond to their feedback, keeping everyone in sync.

6.3 Guidelines for installation and usage

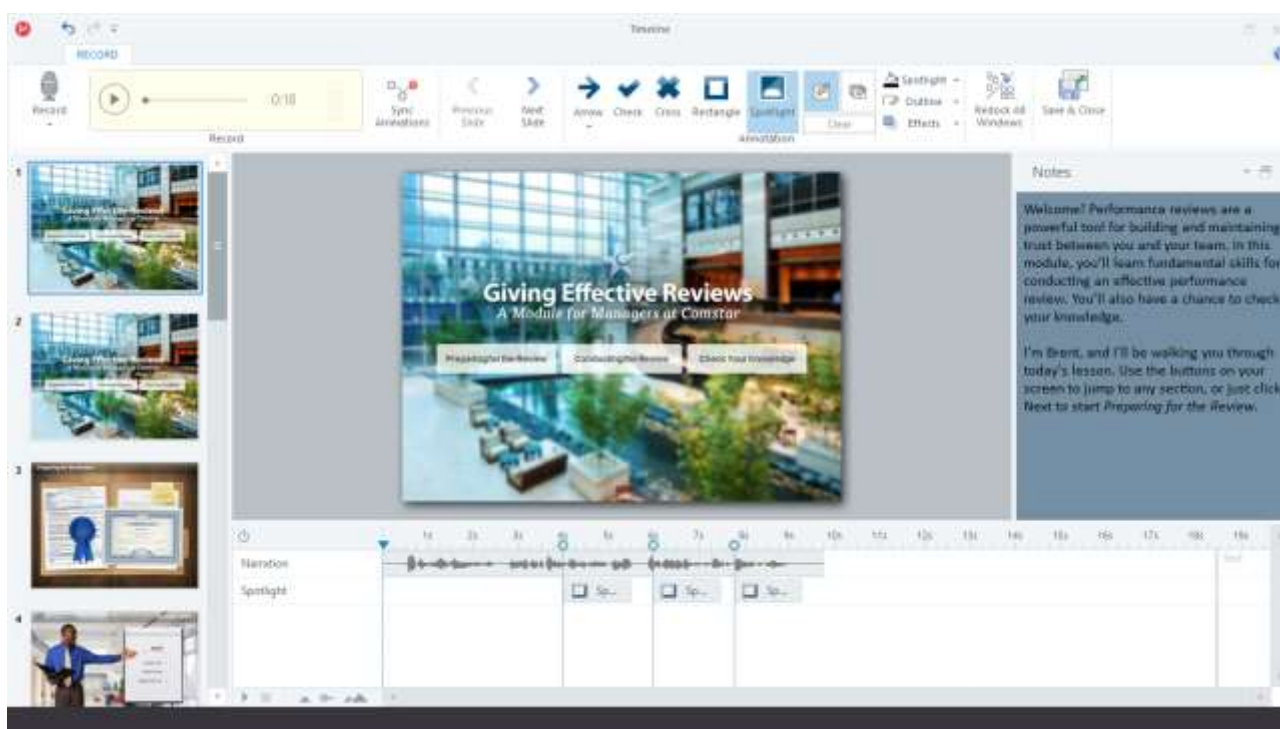
Choose your plan (you can get a 30 days free trial). After selecting your plan and features, you have to install the Articulate 360 desktop app, then use it to install Studio 360, which includes Presenter 360.

Here is the [link](#) to sign up.

6.4 How to / tutorial

- Launch PowerPoint and, if prompted, choose a template.
- Before you can work with any Presenter features, you'll need to save your new presentation. Press Ctrl+S or click Save on the Quick Access Toolbar.
- Browse to a location on your local hard drive, give your presentation a name, and click Save.

YouTube first step tutorial: <https://youtu.be/moGBF08nXWo>



6.5 Official website and link for download

The official product's website and the link for download it or purchase it:

<https://articulate.com/360/studio#presenter>

6.6 Platform for Development

Presenter 360 is not a standalone application but it requires at least:

- Microsoft Office 365 (desktop apps only)
- PowerPoint 2019 (32-bit or 64-bit)

- PowerPoint 2016 (32-bit or 64-bit)

All system requirements are [here](#).

6.7 Generated Content and compatibility with the LMS and CMS platforms

If you view a Presenter 360 course on your local hard drive (or send it to others to view on their local hard drives), you'll encounter security restrictions from the computer, web browser, and network that can cause various features of the course to fail. To test your published content and share it with others, upload it to the environment for which it was published.

Publish your course to Review 360 to collect feedback from stakeholders and track version history. It's a great way to collaborate on a project before distributing the finalized course to learners.

- First, publish your course to Review 360.
- Then, invite stakeholders to review the course.

Publish for Web Distribution. If you don't need to track learners' progress or results, then web publishing is a good option.

- First, publish your course for web distribution.
- Then, do any of the following to get your course onto a web server:
- Use the FTP option on the Publish Successful dialog to upload the published files to a web server.
- Use your own FTP client to upload the published files to a web server.
- Give the published files to your server administrator to upload to a web server.
- Finally, give learners the URL for the presentation.html file, which is the file that launches your course.

If you don't have access to a web server, here are some free options:

- Tempshare is a free service provided by Articulate for testing published courses. The tutorial specifically mentions Storyline, but Temp Share also works for Studio courses. Note: Uploaded files will be deleted after 10 days.
- Amazon S3 offers free hosting with generous usage limits. If you go over your limit, you'll be charged a small fee. See this video tutorial by Tom Kuhlmann to learn more about Amazon S3.
- Google Cloud also has a free hosting service. You'll be charged a small fee if you go over the free limit. See this video tutorial by Tom Kuhlmann to learn more about Google Cloud.

Publish for LMS Distribution. If you need to track learners' progress and results, another great option is to use your own learning management system (LMS). Presenter 360 supports Tin Can API (xAPI), SCORM 2004, SCORM 1.2, and AICC LMSs.

- First, publish your course for LMS distribution.
- Then, click the Zip option on the Publish Successful dialog and upload the zip file to your LMS.
- Finally, invite learners to your LMS to take the course.

Publish for CD or Other Local Media. Need to distribute a course offline? Presenter 360 has an option for that. Just publish for CD, then deliver your course to learners via CD, DVD, USB drive, network drive, kiosk, or email.

- First, publish your course for CD.

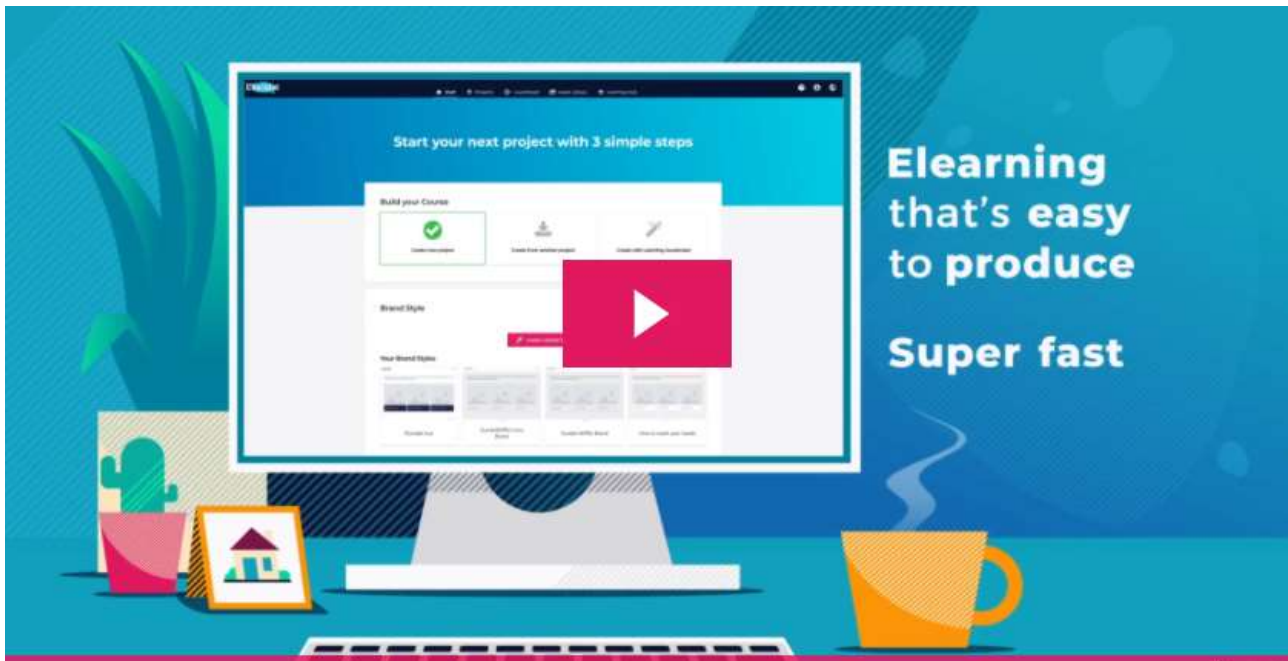
- Then, depending on how you plan to distribute your course, click Email, FTP, or Zip on the Publish Successful dialog.
- Finally, instruct learners to double-click the Launch_Presentation.exe file to launch the course.

7 Elucidat

Authoring Tool

Activity

Game based Learning



7.1 A short description of the software and its main capabilities

Elucidat is a cloud-based e-learning course authoring solution designed to speed up team production for high quality learning at any scale. With Elucidat, users are able to create and customize courses, control and secure content with role-based features, and measure the impact of courses. Key features include brand control, authoring and publishing controls, content management with an integrated media library, and data analytic dashboards and reporting.

Elucidat allows users to create courses from multiple tested templates and control brand elements such as logos, web fonts, and colors across multiple projects from just one dashboard. Using Author mode, Elucidat provides plenty of course authoring tools such as a layout designer or a mobile responsive editor to make sure that users produce high quality content for increased engagement.

With Elucidat you can:

- easily produce high-quality digital learning
- build interactive, engaging and mobile-friendly Elearning – faster than ever before
- work collaboratively and efficiently at scale
- effortlessly manage content on a global scale using team-level permissions, brand control and localization tools
- generate real business impact through learning
- deliver a better ROI by producing people-centred Elearning that makes a difference
- keep up with high demand and business change
- respond faster to the changing needs of your business with advanced processes, workflows and templates

Elucidat offers online support via live chat, an online knowledge base, and built-in training and videos.

7.2 Features

Elucidat works best for large learning teams and the world's biggest organizations, helping them produce and manage high-quality digital learning, at scale. It is expensive, especially if you don't produce a lot of eLearning content. The translation suite is only available to Enterprise plan users with 10,000 students.

It is easy to insert interactive elements such as buttons, flip cards and input boxes. It's easy to manage content at scale with collaborative work and role-based development.

Detailed information on how learners interact with their course via analytical dashboards. Main features are Creating tests and quizzes, managing video and audio, and filling a course with images and text. Easy authoring, Brand control, Engaging content, Quizzes and Assessments, User management & collaboration, Content Management, Publishing & Integrations, Analysis Security

Other features (in alphabetical order):

- Academic/Education
- Activity Dashboard
- API
- Asynchronous Learning
- Audio/Video Recording
- Blended Learning
- Built-in Course Authoring
- Built-in LMS
- Content Library
- Content Management
- Corporate/Business
- Course Authoring
- Course Publishing
- Course Tracking
- Customizable Branding
- Customizable Questions
- Customizable Templates
- Data Import/Export
- Engagement Tracking
- Gamification
- Interactive Content
- Interactive Learning
- Learner Portal
- Mobile Access
- Mobile Learning
- Modeling & Simulation
- Multi-Language
- Quizzes
- SCORM Compliance
- Skills Tracking
- Social Learning
- Storyboarding
- Synchronous Learning
- Template Management
- Tests/Assessments
- Third Party Integrations
- Training Companies
- User Management

- Video Management
- Virtual Classroom

Less experienced content developers can create high quality output.

You can create single courses that are responsive to any device. Not many options as with other authoring software to create custom interactivity or other elements.

Experienced developers may feel limited by workflow and lack of flexibility.

7.3 Guidelines for installation and usage

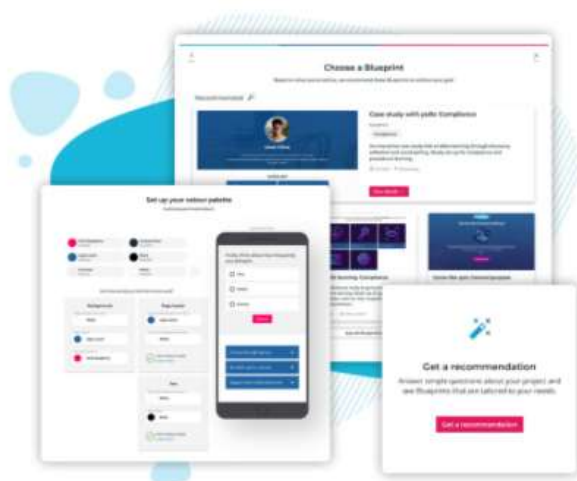
Elucidat is cloud based and no installation is required.

7.4 How to / tutorial

Elearning inspiration, how-to guides and expert insights that will help you produce people-centered elearning. From videos on a dedicated channel on YouTube (how to start: [click here](#)) that will help you to make the most of the tools within Elucidat's authoring platform, to behind the scenes explainers to show how elearning examples were made. The Elucidat team aims to inspire you to produce elearning that delivers real-life impact.

Anyone can create great elearning with Elucidat

Let our platform do the heavy lifting for you – so you and your team can focus on delivering the best training where it's needed most.



Build projects faster

Start your elearning project from scratch or use our industry-leading [Learning Accelerator](#) to produce it 4x faster.



Edit easily

Change your course structure, add your content and customize your layout. All in a super friendly interface anyone can use.



Stay on-brand

Set up your brand in a few clicks. Your styles will be there for your team to use, keeping every project brand-compliant.

[Free Demo](#)

[Get Pricing](#)

You can also book a personalized demo to get started.

If you're looking for help using Elucidat's authoring platform, head over to the support center: <http://help.elucidat.com/>.

Looking for more elearning inspiration? Check out the blog: <https://www.elucidat.com/blog/>

7.5 Official website and link for download

The official product's website and the link for download it or purchase it:

<https://www.elucidat.com/>

7.6 Platform for Development

Elucidat's award winning authoring standalone platform makes it easy for large learning teams to quickly produce effective online learning that your end users will love.

7.7 Generated Content and compatibility with the LMS and CMS platforms

As a next generation authoring tool, Elucidat's platform produces high-quality, SCORM compliant HTML5 elearning content. Supporting most elearning formats, as well as advanced xAPI data reporting and mobile responsive content, Elucidat is considered as one of the top SCORM elearning authoring tools for both Mac and Windows.

For course publishing, Users can publish and release courses using an embedded web link, exportable SCORN files for any LMS or LRS, or direct upload to Elucidat Learning Launchpad. With Elucidat Analytics suite, users are able track and visual in-depth course metrics such as course engagement or device usage to identify potential content issues and resolved knowledge gaps.

Supported Specifications: SCORM 1.2; SCORM 2004; Section 508xAPI/Tin Can API

Rapid Modular Development

Reduce. Reuse. Repurpose.
Professional Output Accelerated



8.1 A short description of the software and its main capabilities

Lectora is a suite of tools designed to meet the diverse needs of course creators, from building core courses on slides to creating complex custom projects. It differs from other tools by including external services as part of the package, such as eLearning Brothers templates, avatar characters, and an interaction builder. It is possible to manage the content and updating of resources globally.

It is available for free and on monthly and annual subscriptions.

8.2 Features

Lectora Inspire is a suite of rapid development tools that helps create interactive courses. Lectora is a main tool with many “plug-ins” included that you can use to create different types of content. It executes intricate branching navigation, click-to-reveal interactions, knowledge checks, quizzes and assessments, feedback popups, and more. Variety of modular templates, frameworks, and interactions.

Support is extended via documentation and other online measures.

Responsive Course Design. Lectora’s unique approach to mobile design is the most flexible of all tools. It gives you the most control of how your content displays across all devices. Content automatically adapts to the viewing device, but you can make adjustments as needed.

Unmatched Interactivity. Make all your learning needs come to life with Lectora:

- Execute intricate branching navigation, click-to-reveal interactions, knowledge checks, quizzes and assessments, feedback popups, and more.
- Leverage animation, timeline, and event-based triggers to synchronize audio, video, and user actions in a sequence of timed events.

All-New Framework Templates to Streamline Your Workflow. Quickly build instructionally sound and beautiful eLearning by utilizing all-new project templates including course frameworks, themes, style packs, and more! Jumpstart Course Creation with Built-in, Interactive Templates. Choose from a variety of modular templates, frameworks, and interactions from the Lectora Asset Library all maximized for mobile use and accessibility:

- Stunning course starter templates in fresh designs.

- Page layouts, interactions, knowledge checks, quizzes, and more
- Pre-built beautiful and versatile themes and style packs
- Getting-started frameworks

Built-In Asset Library. Easily enhance courses with icons, characters, stock assets, and more.



Screen Recorder & A/V Editor. Select the screen area to record, add your webcam, and go!

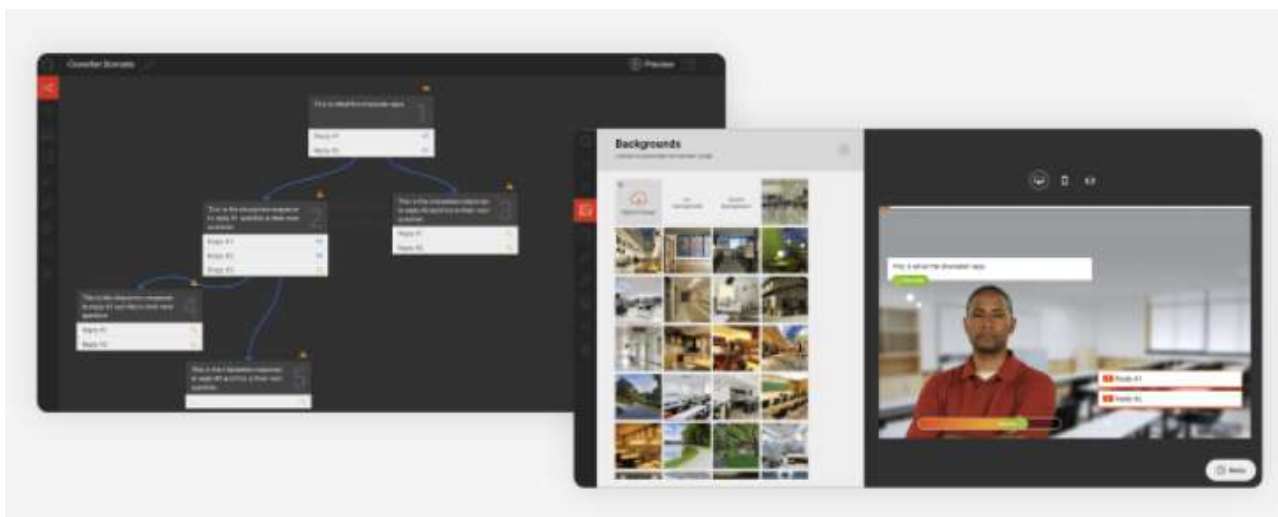
Personalize courses with video using the most user-friendly screen recording and editing tool imaginable. Record with your webcam and sync up with your slides. Liven up your video recording with text, images, animations, and transitions. Edit audio tracks in just a few clicks. There is a steep learning curve with limited support. The built-in audio and video editors have limited recording capabilities

The Accessibility Leader. Create a better experience for all learners. You never set out to purposely create barriers to learning. But if you're not keeping accessibility in mind from the very start of your course design, you may be creating such barriers. Lectora's built-in accessibility settings lead the industry and give you the capabilities you need to ensure all your learners receive the most effective training possible.

Translation & Text to Speech. Engage a global workforce:

- 7 languages: English, French, German, Spanish, Swedish, Chinese (Mandarin) & Brazilian Portuguese
- Save time importing and exporting translation files with XLIFF (XML Localization Interchange File Format)

Personalized, Adaptive Learning. Track & react to learner behavior. Dynamically address skill gaps with BranchTrack for scenario-based branching (integrated with Lectora). Use built-in variables and conditions to create custom learning paths that adapt based on click behavior. Create advanced learning experiences to guide behaviors and maximize learners' performance.



PowerPoint Import. Quickly convert your PowerPoint slides into pages in your course. Upload and transform PowerPoint presentations into engaging eLearning in a just few clicks.

Simply insert a PPT file directly into an existing course or template by clicking the icon on the tool ribbon, add an assessment, publish, and go! Or, transform static slides into instructor-led training with Lectora's built-in screen recorder.

Collaborative Authoring. Work with others without losing your work (and your mind). Automatically log course revisions to help you track version history and communicate changes to remote team members. Track the version of each course to ensure you always deliver the most current eLearning available.

ReviewLink. Share. Collaborate. Succeed. With ReviewLink as part of Lectora, stakeholders and subject matter experts can provide comments throughout your course, which means fewer revisions and speedy approvals.

Additionally, it comes with an administrative dashboard, which lets users assign projects to reviewers and send request notifications to team members, streamlining approval processes. Lectora Online enables administrators to encrypt critical data and grant editing permissions to specific users.

8.3 Guidelines for installation and usage

Once you have purchased a product or service, you will log in the webapp, choosing your language, user ID and password.

Here is the [link](#) to log in.

8.4 How to / tutorial

Lectora is a user-friendly, award-winning authoring tool available as both a cloud-based and desktop solution. Part of the eLearning Brothers Authoring Suites, Lectora empowers you to quickly create, WCAG-friendly interactive eLearning courses that achieve extraordinary results. With more productivity shortcuts than any other authoring tool, Lectora is as simple or advanced as you need it to be.

How to start a Lectora course tutorial [here](#).

8.5 Official website and link for download

The official product's website and the link for download it or purchase it:

<https://www.elearningbrothers.com/create-learning/lectora>

8.6 Platform for Development

Lectora Online is a cloud-based learning management solution that provides small to large enterprises with authoring tools to design, publish and deliver courses on multiple platforms. It enables users to collaborate with team members and automatically track revised content using versioning capabilities.

8.7 Generated Content and compatibility with the LMS and CMS platforms

Easily implement and use HTML, CSS, and Javascript. Publishing Flexibility. Track learner performance by publishing to an LMS/LRS. Publish to any format including SCORM, xAPI, HTML5, AICC, cmi5, and more. Publish directly to the Rockstar Learning Platform, SABA, Healthstream™, Docebo®, SCORM Cloud, and more.

Lectora Online allows businesses to import/export question banks on the platform and embed quizzes or media files into formative assessments. Managers can access various digital assets including photos, videos, templates and sound effects from the in-built media library.

9 Audiotool

Video & Audio Creation

9.1 A short description of the software and its main capabilities

Audiotool is an award-winning, online digital audio workstation (DAW) that runs right in your browser. Without the need for installation, Audiotool gives you all the tools you need to produce music professionally and unleash your creative potential.

9.2 Features

Modular Structure

All of the Audiotool devices can freely be added to the app's desktop where cables can be manually dragged from input to output mirroring the workflow of early electronic musicians.

Samples & Presets

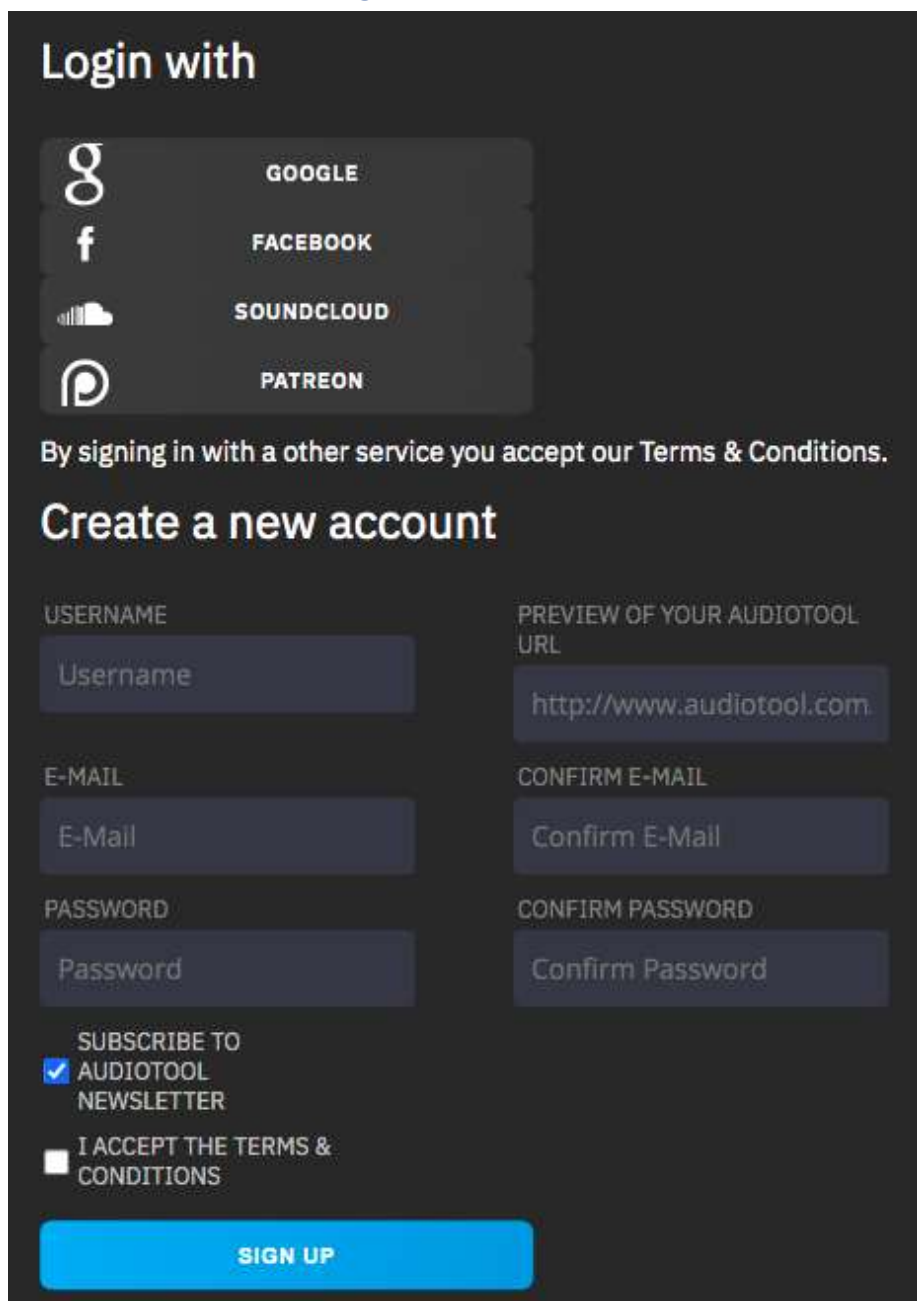
Enjoy an ever growing, community fed cloud based library of over 1,000,000 samples. There are also over 200,000 device presets accessible through the various device's preset browsers.

Cloud Production

All track assets are stored on the Audiotool servers. This means you can access your work from any browser in the world without worrying about further software installations.

- Collaborate & Control
- Synthesizers
- Drum Machines
- Mixing & Routing
- Effects
- Dynamic & Spectrum
- Sample-Editor Probe

9.3 Guidelines for installation and usage



The screenshot shows a dark-themed web interface for Audiotool. At the top, it says "Login with" followed by four social media icons: Google, Facebook, SoundCloud, and Patreon. Below this, a line of text states: "By signing in with a other service you accept our Terms & Conditions." Underneath is the heading "Create a new account". The registration form consists of several fields: "USERNAME" (with a placeholder "Username"), "E-MAIL" (with a placeholder "E-Mail"), "PASSWORD" (with a placeholder "Password"), and "CONFIRM E-MAIL" (with a placeholder "Confirm E-Mail"). There is also a "PREVIEW OF YOUR AUDIOTOOL URL" field showing "http://www.audiotool.com". Below the password fields are two checkboxes: "SUBSCRIBE TO AUDIOTOOL NEWSLETTER" (checked) and "I ACCEPT THE TERMS & CONDITIONS" (unchecked). At the bottom is a large blue button labeled "SIGN UP".

9.4 How to / tutorial

<https://youtu.be/-GZFU2xU0Vs>

<https://www.audiotool.com/help/tutorials>

9.5 Official website and link for download

<https://www.audiotool.com/>

9.6 Platform for Development

Independent.

9.7 Generated Content and compatibility with the LMS and CMS platforms

Audiotool is a powerful online music production studio right in your browser

10 Open Shot

Video & Audio Creation

10.1 A short description of the software and its main capabilities

OpenShot Video Editor is an award-winning, open-source video editor, available on Linux, Mac, and Windows. OpenShot can create stunning videos, films, and animations with an easy-to-use interface and rich feature-set.

10.2 Features

Our Features



Cross-Platform

OpenShot is a cross-platform video editor, with support for Linux, Mac, and Windows. Get started and [download](#) our installer today.



Trim & Slice

Quickly trim down your videos, and find those perfect moments. OpenShot has many easy ways to cut your video.



Animation & Keyframes

Using our powerful animation framework, you can fade, slide, bounce, and animate anything in your video project.



Unlimited Tracks

Add as many layers as you need for watermarks, background videos, audio tracks, and more.



Video Effects

Using our video effects engine, remove the background from your video, invert the colors, adjust brightness, and more.



Audio Waveforms

Visualize your audio files as waveforms, and even output the waveforms as part of your video.



Title Editor

Adding titles to your video has never been easier. Use one of our templates, or make your own.



3D Animations

Render beautiful 3D animated titles and effects, such as snow, lens flares, or flying text.





Slow Motion & Time Effects

Control the power of time, reversing, slowing down, and speeding up video. Use a preset or animate the playback speed and direction.

10.3 Guidelines for installation and usage

OpenShot Video Editor is available for download on Linux, OS X, and Windows. We provide both direct download links and torrents.

OS X (64-bit DMG)
Compatible with OS X 10.15+. Drag the OpenShot icon into your Applications.
[Download v2.6.1](#) 
[Torrent](#) 

Looking for a different download?

[Linux Downloads](#) [Chrome OS Downloads](#) [OS X Downloads](#) [Windows Downloads](#) [Daily Builds](#) [Source Code](#)

10.4 How to / tutorial

<https://www.openshot.org/videos/>

https://cdn.openshot.org/static/files/user-guide/quick_tutorial.html

Step 1 – Import media files

Before we can begin making a video, we need to import media files into OpenShot. Most video, image and music file formats will work. Drag and drop a few videos or images and a music file from your Desktop to OpenShot. Be sure to drop the files where the arrow in the illustration is pointing to.

Step 2 – Arrange Videos and Photos on Timeline

Next, drag each video or photo onto a track in the timeline (as seen in the illustration). The timeline represents your final video, so arrange your photos in whatever sequence you want them to appear in your video. If you overlap two clips, OpenShot will automatically create a smooth fade between them, displayed by blue rounded rectangles between the clips. Remember, you can rearrange the clips as many times as needed by simply dragging and dropping them.

Step 3 – Add Music to Timeline

To make our creation more interesting, we need to add some music. Click on the music file that you imported in step 1, and drag it onto the timeline. If the song is too long, grab the right edge of your music clip, and resize it smaller (that will make it end earlier). You could also insert the same file multiple times, if your music is too short.

Step 4 – Preview your Project

To preview what our video looks & sounds like, click the Play button under the preview window. You can also pause, rewind, and fast-forward your video project by clicking the corresponding buttons.

Step 5 – Export your Video

Once you are happy with your project, the next step is to export your video. This will convert your OpenShot project into a single video file, which will work on most media players (such as VLC) or websites (such as YouTube, Vimeo, etc...).

Click on the Export Video icon at the top of the screen (or use the File > Export Video menu). Choose from one of the many preset export options, and click the *Export Video* button.

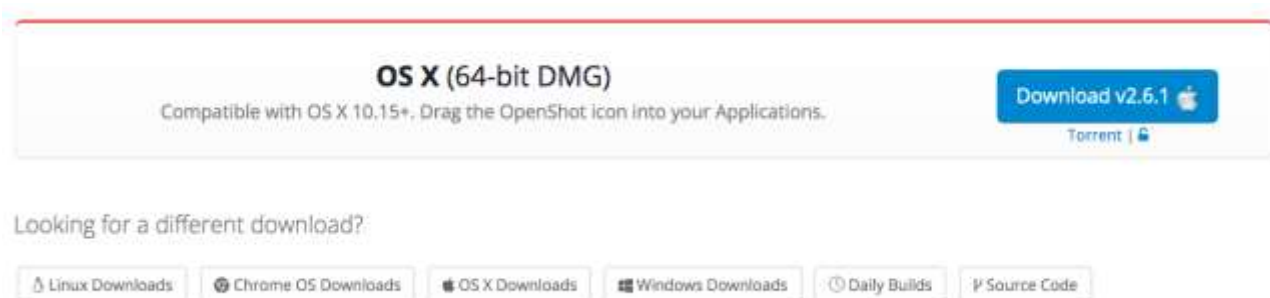
10.5 Official website and link for download

<https://www.openshot.org/download/>

10.6 Platform for Development

OpenShot Video Editor is free software.

10.7 Generated Content and compatibility with the LMS and CMS platforms




11 Reaper

Video & Audio Creation

11.1 A short description of the software and its main capabilities

DAW – Digital Audio Workstation – Open source – Reaper is a full suit for Audio works, compromising all the aspects of the production chain including video sync.

11.2 Features



Record

Record and overdub audio and MIDI. The number of simultaneous recording inputs is limited only by your hardware.

Record directly to any of a dozen supported audio formats, at any sample rate or bit depth.

Any track can record audio or MIDI input, or record that track's processed audio or MIDI output.

Record multiple takes or layers, overdub, punch in and out, or record in a loop.

Record arm and disarm tracks without stopping playback.

Record directly to stereo, surround, or multichannel audio files, before or after effects processing.

Monitor inputs with or without software FX.

Set up multiple monitor mixes with separate FX processing.

Tape-style varispeed recording and playback.

Record simultaneously to multiple disks for redundancy and scalability.

Produce

Drag and drop to import, arrange, and render.

Freely mix audio, MIDI, video, still image media on any track.

Easily move, split, glue, resize, trim, loop, time stretch, pitch shift, fade, crossfade, slip, snap to grid, without switching tools.

Intuitive zoom, scroll, scrub, jog, tab to audio transient, MIDI navigation.

Simple and powerful nested folder system allows group editing, routing, bussing, all in one step.

Open multiple projects simultaneously in separate tabs.


Full automation recording, playback, and editing support for track and media item take controls and plug-ins.

Easily manage tempo, time signature, and varispeed changes.

Separate audio or MIDI into freely arrangeable takes and lanes for easy comping.

Easily copy or move regions, to quickly try out alternate arrangements.

Thorough and flexible multichannel support. Each track supports up to 64 individually routable channels.



Customize


Thoroughly customizable appearance - change colors, icons, toolbars, layouts, almost anything. Switch between multiple layouts as needed for different tasks.

REAPER's outboard windows can be shown, hidden, docked, or displayed on a separate monitor. Save and recall screensets for different tasks.

Almost anything that REAPER can do, literally thousands of actions, alone or in sequence, can be triggered by a keystroke, toolbar button, or external controller.

Easily extensible. Develop simple macros or complex extensions in Lua, EEL, or Python.

Deeply extensible. Includes an integrated development environment for composing, editing, and testing **ReaScripts**.



Transform

Insert almost any third-party audio or MIDI plug-in: VST, VST3, VSTi, LV2, LV2i, DX/DXi (Windows only), AU/AUI (macOS only), JSFX.

Apply FX in real time, or non-destructively render FX output.

Real-time network FX processing: use other local machines as an FX farm.

Includes the JSFX audio and midi plug-in scripting engine, and hundreds of user-programmable effects.

ReWire (audio and MIDI) any capable application for even more flexibility.

Automatic plug-in delay compensation (PDC).

Industry-leading performance and multiprocessor utilization.

Native bridging and firewalling: run 32-bit plug-ins in REAPER x64, maximize RAM utilization, protect against and recover from plug-in crashes.

Sidechain any plug-in, even if the plug-in does not natively support sidechaining.

Real-time pitch shifting, correction, and time stretch. Includes multiple pitch/timestretch engines including Elastique 3 Pro.

ReaSurround included, for spatial visualization and processing of stereo, surround, or multichannel audio (up to 64 channels).

Special-use plug-ins to virtualize outboard hardware, manage MIDI signals, stream audio, connect to NINJAM servers, and more.

11.3 Guidelines for installation and usage

<https://dlz.reaper.fm/userguide/ReaperUserGuide645c.pdf>

A new REAPER 6 license includes unlimited free updates through REAPER version 7.99. Frequency varies, but updates are typically released every few weeks.

These updates include bug fixes, feature improvements, and significant new features, all of which are free. Updates only take a minute or so. All preferences and configurations are preserved, and forward and backward compatibility are maintained.

Windows 64-bit
REAPER v6.45 - 15MB
Windows x64

Also available: [Windows 32-bit - 14MB](#)

[DOWNLOAD](#)

macOS 10.5-10.14
REAPER v6.45 - 21MB
64-bit Intel, optimized for macOS <= 10.14

[DOWNLOAD](#)

Linux x86_64
REAPER v6.45 - 11MB
Linux x86-64/AMD64 64-bit

Also available: [Linux i686 - 11MB](#)
[Linux aarch64 - 10MB](#)
[Linux armv7l - 10MB](#)

[DOWNLOAD](#)

macOS 10.15+
REAPER v6.45 - 25MB
Universal for Intel and ARM64

Also available: [macOS 32-bit - 19MB](#)

[DOWNLOAD](#)

Note: the macOS 10.15+ macOS download is notarized and uses the "hardened runtime," which may reduce compatibility with certain plug-ins. You may still run the regular 64-bit macOS download on macOS 10.15 - macOS 12; however, you must shift+right click and choose "Open" when running that version for the first time.

11.4 How to / tutorial

<https://youtu.be/iQM12Rx0Hf0>

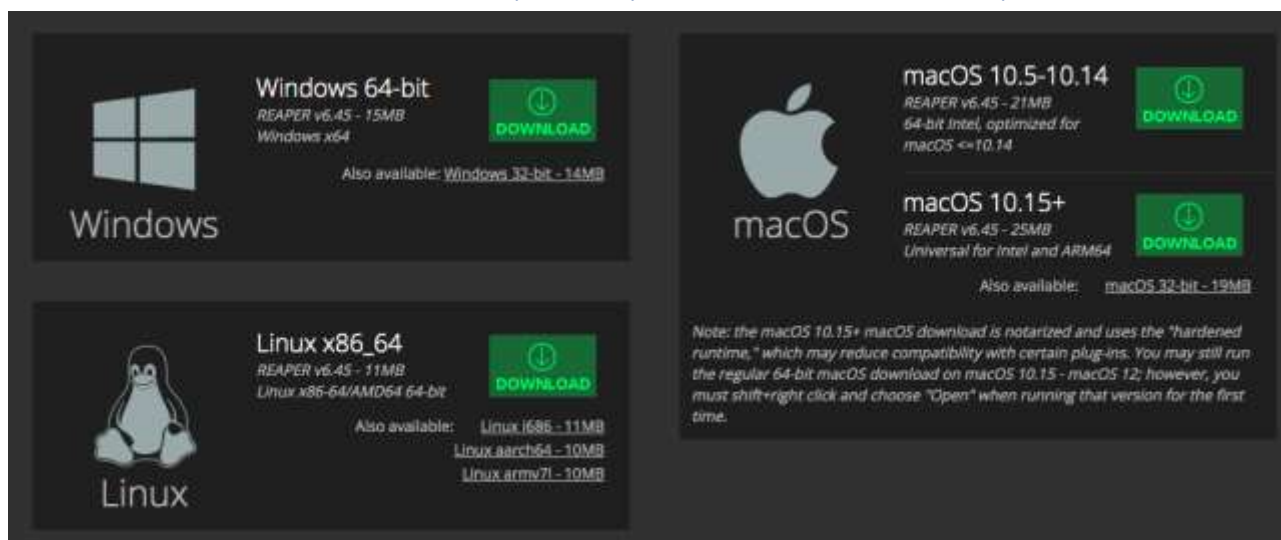
11.5 Official website and link for download

<https://www.reaper.fm/userguide.php>

11.6 Platform for Development

Software

11.7 Generated Content and compatibility with the LMS and CMS platforms



The screenshot displays the REAPER download interface, organized into three main sections: Windows, macOS, and Linux. Each section provides version information, file size, and a direct download link.

Operating System	Version	File Size	Download Link
Windows	Windows 64-bit	REAPER v6.45 - 15MB	DOWNLOAD
	Also available:	Windows 32-bit - 14MB	
macOS	macOS 10.5-10.14	REAPER v6.45 - 21MB	DOWNLOAD
	macOS 10.15+	REAPER v6.45 - 25MB	DOWNLOAD
Linux	Linux x86_64	REAPER v6.45 - 11MB	DOWNLOAD
	Also available:	Linux i686 - 11MB	
		Linux aarch64 - 10MB	
		Linux armv7l - 10MB	

Note: the macOS 10.15+ macOS download is notarized and uses the "hardened runtime," which may reduce compatibility with certain plug-ins. You may still run the regular 64-bit macOS download on macOS 10.15 - macOS 12; however, you must shift+right click and choose "Open" when running that version for the first time.

12 Shotcut

Video & Audio Creation

12.1 A short description of the software and its main capabilities

Shotcut is a free, open source, cross-platform video editor.

12.2 Features

- Wide Format Support
- Support for the latest audio and video formats thanks to FFmpeg
- Supports popular image formats such as BMP, GIF, JPEG, PNG, SVG, TIFF, WebP as well as image sequences
- No import required - native timeline editing
- Frame-accurate seeking for many formats
- Multi-format timeline: mix and match resolutions and frame rates within a project
- Webcam capture
- Audio capture
- Support for 4K resolutions
- Network stream playback (HTTP, HLS, RTMP, RTSP, MMS, UDP)
- Frei0r video generator plugins (e.g. color bars and plasma)
- Color, text, noise, and counter generators
- EDL (CMX3600 Edit Decision List) export
- Export single frame as image or video as image sequence
- Videos files with alpha channel - both reading and writing
- Tone mapping HDR to SDR

12.3 Guidelines for installation and usage

Download

We pledge that our downloads are always free of malware, spyware, and adware. Furthermore, we refuse to bundle any software unrelated to Shotcut such as browser toolbars or download managers. However, we can only provide that guarantee if you come to this website to download.

Current Version: 21.12.24

We think your OS is *macOS*.

Show downloads for [GNU/Linux](#) | [macOS](#) | [Microsoft Windows](#) | [All](#)

macOS

(64-bit macOS 10.12+)

MOST PEOPLE SHOULD GET THE **INTEL** BUILD. ARM64 IS FOR THE NEW APPLE SILICON M1 CHIPS.

Site 1 (FossHub) **Site 2 (GitHub)**

Intel macOS	Intel macOS
ARM64 macOS	ARM64 macOS

An unsigned app bundle is available on GitHub so that you can modify the build per the Free Software license agreement.

12.4 How to / tutorial

<https://shotcut.org/tutorials/>

12.5 Official website and link for download

<https://shotcut.org/download/>

12.6 Platform for Development

Software.

12.7 Generated Content and compatibility with the LMS and CMS platforms

Current Version: 21.12.24

We think your OS is *macOS*.

Show downloads for [GNU/Linux](#) | [macOS](#) | [Microsoft Windows](#) | [All](#)

macOS

(64-bit macOS 10.12+)

MOST PEOPLE SHOULD GET THE **INTEL** BUILD. ARM64 IS FOR THE NEW APPLE SILICON M1 CHIPS.

Site 1 (FossHub) **Site 2 (GitHub)**

Intel macOS	Intel macOS
ARM64 macOS	ARM64 macOS

13 Quizlet

Activity

Game based Learning

13.1 A short description of the software and its main capabilities

Quizlet is a global learning platform that provides and enables the use of attractive learning methods for repetition and memorisation of any material with the help of prepared tools. Users can create a free account or subscribe to Quizlet Plus for teachers. Subscription allows the creation of advanced learning materials and formative assessments to track user progress.

Quizlet takes information and converts it into flashcards, quizzes, games (e.g. timed games or drag and drop games) or tests. Users can create own sets of educational materials or use content from the Quizlet library. After logging in, users are granted access to Quizlet Live – a type of a quiz show in which many participants can participate at the same time. Quizlet converts information into seven different modes (six study modes and single game modes). Quizlet provides users with access to, among others: learning packages, diagram packages, study modes (including flashcards, written exercises or tests) and games.

13.2 Features

- Easy to use online application.
- Many ready-to-use educational materials and interactive charts.
- Available types of activities: tests, writing, memory games, flashcards.
- Possibility to integrate with Microsoft Teams and Google Classroom.
- The 'test' mode does not save progress (test needs to be completed at one go).
- The memory game shows only eight pairs of cards – to learn more, different games need to be taken.
- Additional features are not available in the free version.
- There are five study modes (flashcards, learn, write, spell, tests) and two game modes.
- Quizlet offers the following features: Quizlet Live, Learn, Explanation, Flashcards, Mobile, Quizlet Plus, Quizlet Plus for instructors.
- Quizlet Live requires at least 4 players.

13.3 Guidelines for installation and usage

The user registers at <https://quizlet.com/en-gb>, after clicking on the 'Get started' button (Fig.10). To register, the following details must be provided: date of birth, e-mail address, username and a password; the user also has to choose the teacher or parent option, tick off the 'I accept the Quizlet Terms of Use and Privacy Policy' box and click on the 'Register' button. (Fig. 11). Under the 'Welcome to Quizlet' tab, you may create a class (enter the 'Class Name' and the 'Description'), while under the 'Select a School' tab, you may add the name of your school, company or institution (Fig. 11).



Fig. 10. Registration page for the Quizlet platform
Source: <https://quizlet.com/en-gb> [access: 12/01/2022]

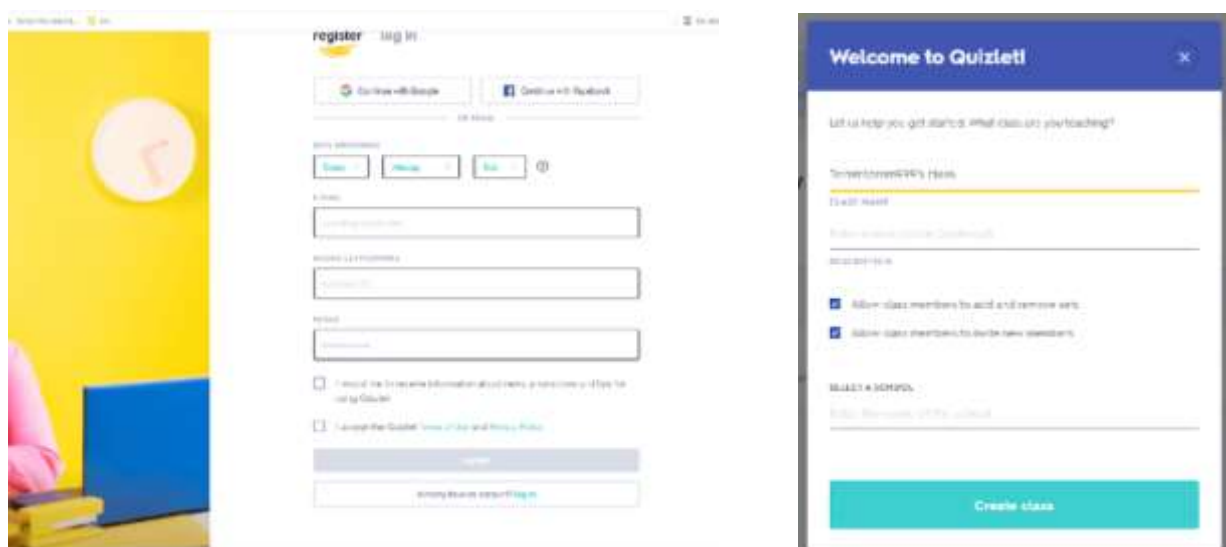


Fig. 11. User registration on Quizlet
Source: <https://quizlet.com/sign-up> [access: 12/01/2022]

Tutorial: <https://help.quizlet.com/hc/en-au/articles/360040762212-Teachers-Getting-started>

13.4 How to / tutorial

Once you have logged into your classroom (Fig. 12), click on the 'Create' icon, name the question set you are creating and add a description to the question.



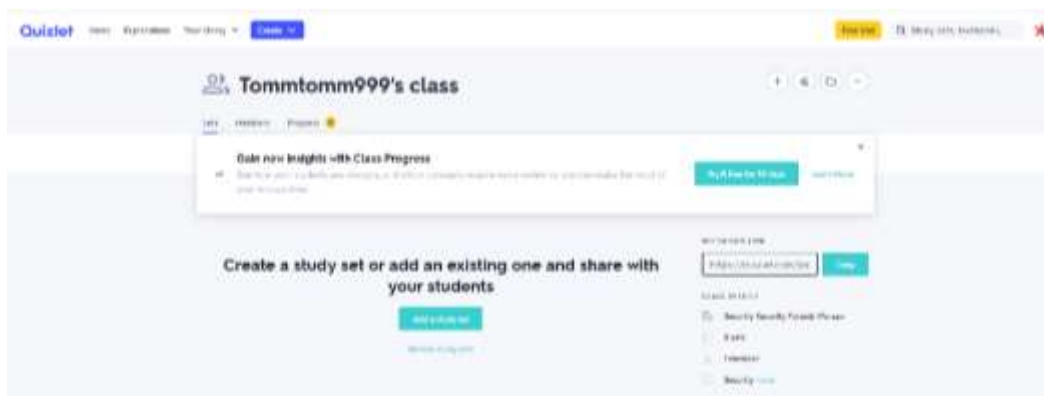


Fig. 12. Creation of a questionnaire on the Quizlet platform

Source: <https://quizlet.com/Tommtomm999> [access: 12/01/2022]

The form (Fig. 13) contains windows for entering terms and their definitions (as text or images). Once the word is entered in the 'term' box, different language options for its definition will be displayed (you can choose the language). You can use them or leave the box empty and add an image (a paid option). When you finish typing, click 'Done'.

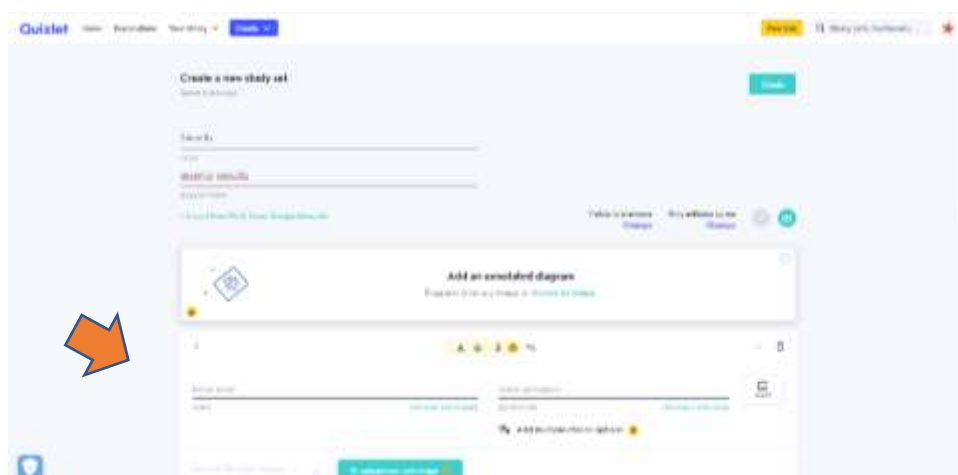


Fig. 13. Entering questions on the Quizlet platform

Source: <https://quizlet.com/pl/658802784/security-flash-cards/> [access: 12/01/2022]

The developed set of questions can be shared (after clicking 'Share') by copying the generated direct link to the resource or using the option to share the set via Google Classroom, Remind or Microsoft Teams (Fig. 14).

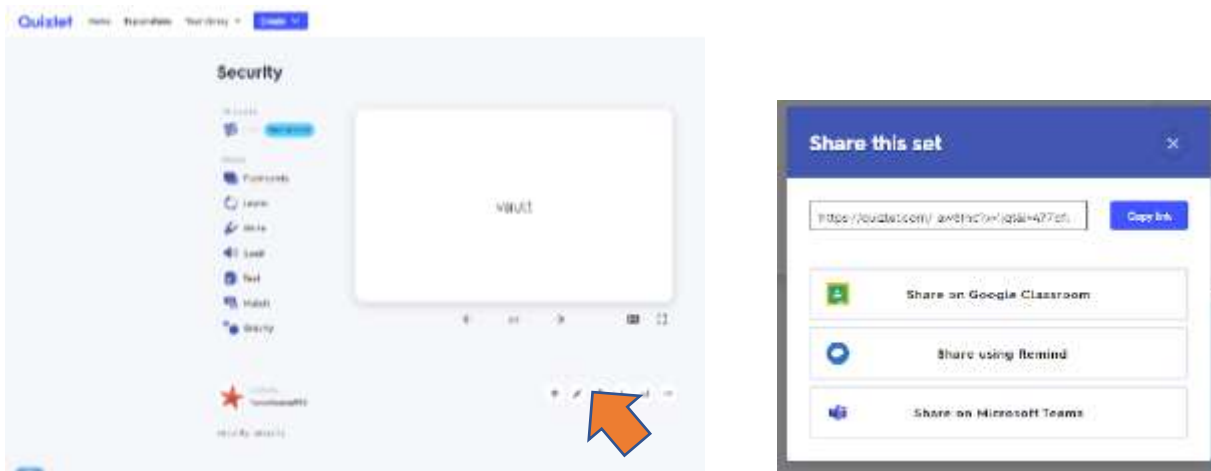


Fig. 14. Adding questions on the Quizlet platform

Source: <https://quizlet.com/pl/658802784/security-flash-cards/> [access: 12/01/2022]

The developed set of questions can be presented in the form of educational content: Flashcards, Learn, Write, Spell, Test, Match, and the Gravity game (Fig. 15).

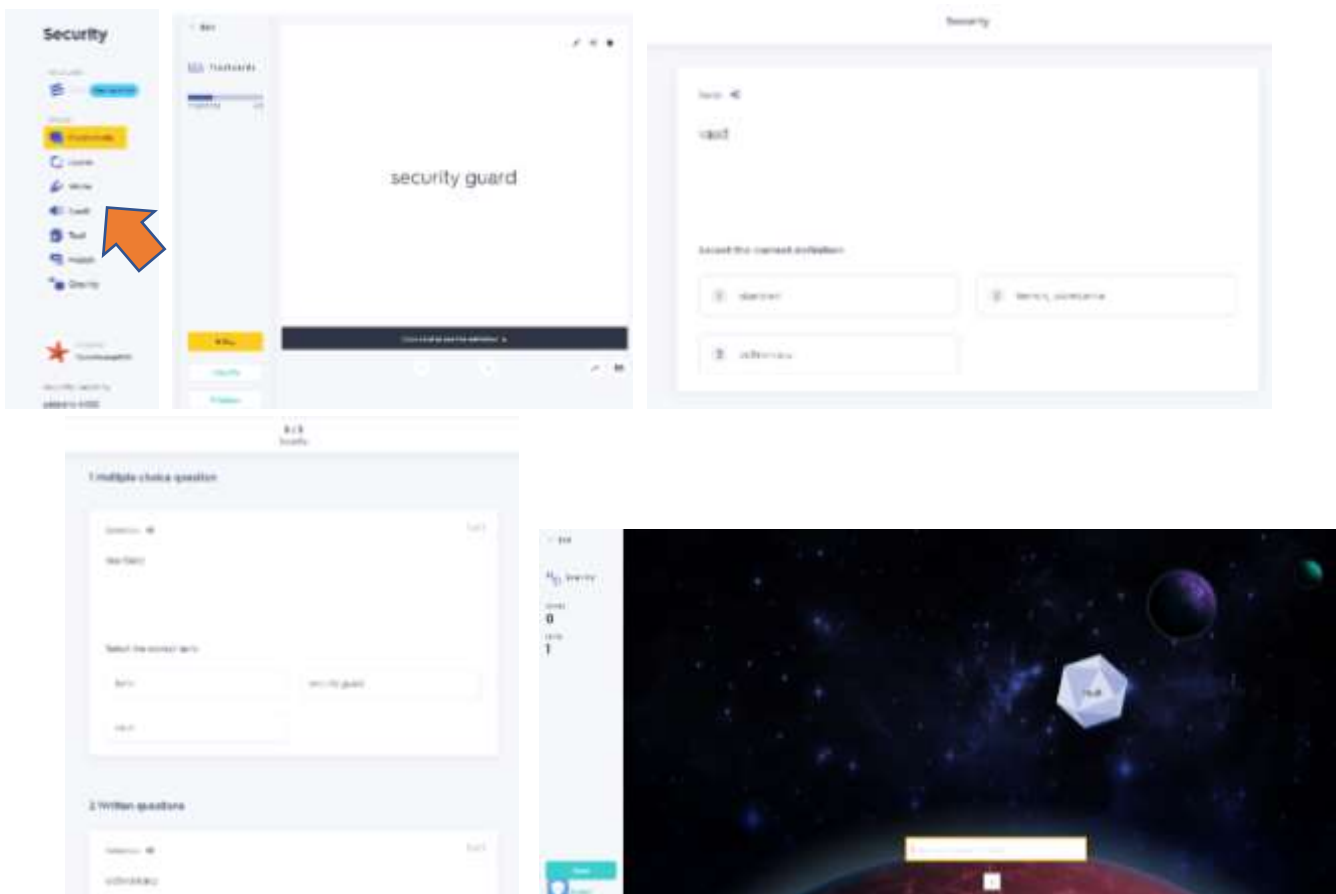


Fig. 15. Examples of learning forms on the Quizlet platform

Source: <https://quizlet.com/658802784/learn> [access: 14/01/2022]

Tutorials:

- <https://help.quizlet.com/hc/en-au>
- <https://help.quizlet.com/hc/en-au/categories/360001598951-Teaching>

- <https://help.quizlet.com/hc/en-au/categories/360001601132-Studying>

13.5 Official website and link for download

<https://quizlet.com/>

13.6 Platform for Development

It is an educational platform and an application for electronic devices.

13.7 Generated Content and compatibility with the LMS and CMS platforms

- CMS compatible via the Quizlet platform
- Compatible with LMS through the Quizlet platform
- Compatible with Google Classroom, Remind, Microsoft Teams

14 Mentimeter

Activity

14.1 A short description of the software and its main capabilities

Mentimeter is an audience engagement platform that makes it easy for users to build presentations and collect polls, data, and opinions. Presentations can be supplemented with questions, surveys, quizzes, images, and GIFs.

Mentimeter is a simple and intuitive tool that can be used in both remote and onsite user meetings. It allows users to receive immediate feedback on their questions. Users answer questions using their computers or smartphones, where they open a designated page and enter an access code received from the questioner.

Presentations, quizzes and word clouds created with Minimeter are interactive and participants' reactions and their answers are displayed in real time, regardless of the poll type (remote, hybrid, face-to-face). Opinions are collected based on a survey in which multiple choice, scale-based, image-based, rated, or open-ended questions can be used. In the free version only a limited number of questions can be asked. However, even this version is very useful for simple polls.

14.2 Features

- Simple and intuitive test and poll creator.
- Browser and mobile device-supported.
- It enables users to create simple presentations with interactive quizzes (single or multiple choice), polls or classic slides.
- Up to 2 slides with questions and up to 5 quiz slides can be created in the free version.
- Mentimeter offers different opinion collection and presentation forms: e.g. word clouds, image selection, scales, answer rating (100 points), open answers, or simple quizzes. It enables teachers to verify students' knowledge in real time.
- Unprocessed data can be exported to an .xls file. Presentations may be downloaded as a screenshot or a .pdf file.
- All features are available in the Pro version.

14.3 Guidelines for installation and usage

The user registers at <https://www.mentimeter.com/>, after clicking on the 'Sing up' button (Fig. 16). To register, the user needs to enter their e-mail address, password and user name, and then select the 'Work', 'Eukaction' or 'Other' option and confirm it ('Save selection') (Fig. 17).



Fig. 16. User registration on Mentimeter

Source: <https://www.mentimeter.com/> [access: 17/01/2022]

Fig. 17. User registration on Mentimeter

Source: <https://www.mentimeter.com/> [access: 17/01/2022]

14.4 How to / tutorial

After logging in, click 'New presentation' and 'Create presentation'. You may choose different presentation types under the 'Type' tab (Fig. 18), e.g.:

1. 'Popular question types?' – if we want to receive answers to the question, we can choose the following:
 - 'Multiple choice' – users select one of the options;
 - 'Word cloud' – users create a word cloud from the answers given;
 - 'Open ended' – we get more answers;
 - 'Scales' – users rate on a scale;
 - 'Ranking' – users put the given answers in a certain order;
 - 'Image choice' – users make a choice using an image;
 - 'Q&A' – users ask questions that the tutor can display and answer.
2. 'Quzi Competitiom?' – we create a quiz:
 - 'Select answer' – quiz with closed questions;
 - 'Type answer' – quiz with open questions.
3. 'Content slide' – add variety to the prepared presentation by, among others:
 - 'Heading' – it allows you to add a title slide;
 - 'Image' – it allows you to add a photo;
 - 'Big' – it allows you to add a large text size.
4. 'Advanced' – it offers additional options, e.g.:
 - '100 Points' – it allows you to split a hundred points between several different features;
 - '2X2 Grid' – allows you to present particular answers on a graph;
 - 'Who will win?' – it allows you to vote for the best photo, work, etc.

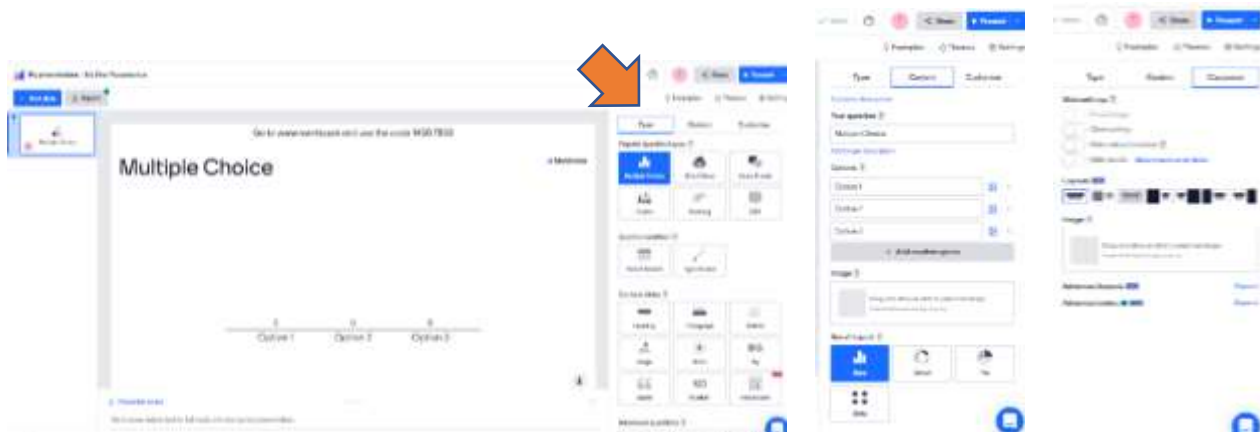


Fig. 18. Presentation creation on Mentimeter

Source: <https://www.mentimeter.com/> [access: 17/01/2022]

When you want to display the prepared presentation, click 'Present' and when it is ready, click on the 'Share' button to share it (Fig. 19). This generates a link, a QR code and an access code valid for two days. To answer the questions, users have to go to <https://www.mentimeter.com/> and enter the code at the top of the page. The answers are then automatically displayed on the screen.

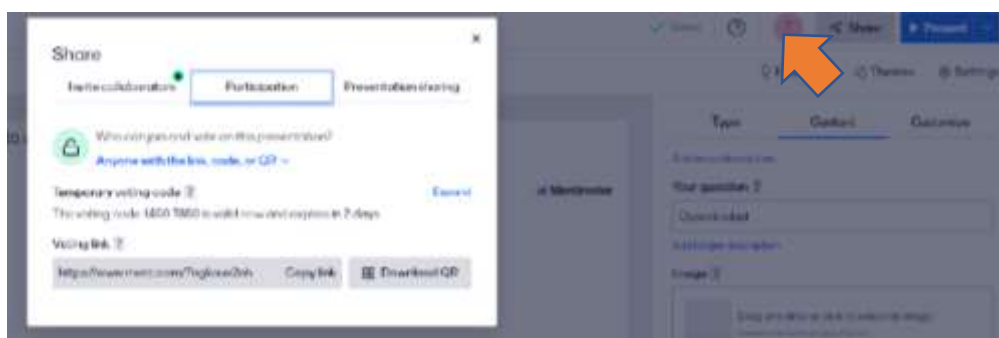


Fig. 19. Presentation sharing on Mentimeter

Source: <https://www.mentimeter.com/> [access: 17/01/2022]

Tutorials:

- Some helpful guides: <https://www.mentimeter.com/how-to>
- How To Create Your First Mentimeter Presentation: <https://www.youtube.com/watch?v=IQwGklW62v8>
- <https://www.mentimeter.com/features>
- Templates: <https://www.mentimeter.com/templates/speakers>
- Discover all about Mentimeter: <https://www.mentimeter.com/features>
- <https://www.youtube.com/watch?v=hNf-wQWIRIY>
- <https://www.youtube.com/watch?v=pBIQNjSvhiE>

14.5 Official website and link for download

<https://www.mentimeter.com/>

14.6 Platform for Development

It is an educational platform and an application for electronic devices.

14.7 Generated Content and compatibility with the LMS and CMS platforms

- CMS compatible via the Quizlet platform
- Compatible with LMS through the Quizlet platform
- Compatible with Zoom, Microsoft Teams

15 Sticky Notes

Activity

15.1 A short description of the software and its main capabilities

Sticky Notes is a plugin for moodle. It is an easy-to-use activity to build a **post-it wall for your brainstorming, pedagogic uses, ranking, meeting, ideas organization....** You can create, update and move sticky notes in different columns as a kanban, change background color and vote for sticky notes as you wish !

15.2 Features

When creating an activity, teacher can define which **background colors** will be used between the 6 default colors, and add a meaning/caption for each color if necessary. Teachers can edit any notes, while users updates only their own notes.

The **vote function** can be enabled in order to "like" some notes.

Teacher can also enable or define :

- number of notes per user
- number of votes per user if enabled
- enable the rotate effect for notes for accessibility
- view authors (only for teachers)

During the activity, the student can:

- create, update, delete and move his own notes
- vote for notes if enabled

15.3 Guidelines for installation and usage

In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/view.php?plugin=mod_stickynotes&moodle_version=31
2. Login in Moodle with site wide administrative rights
3. Click on **Site Administration**
4. Select the **Plugins** tab
5. Click on **Install Plugins**
6. Under the "Install plugin from ZIP file" click on **Choose file** and from the **File Picker** window click on **Choose file.**
7. In the window titled "**Open**" navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
8. Finally, click on install plugin from the zipped file and follow the steps.

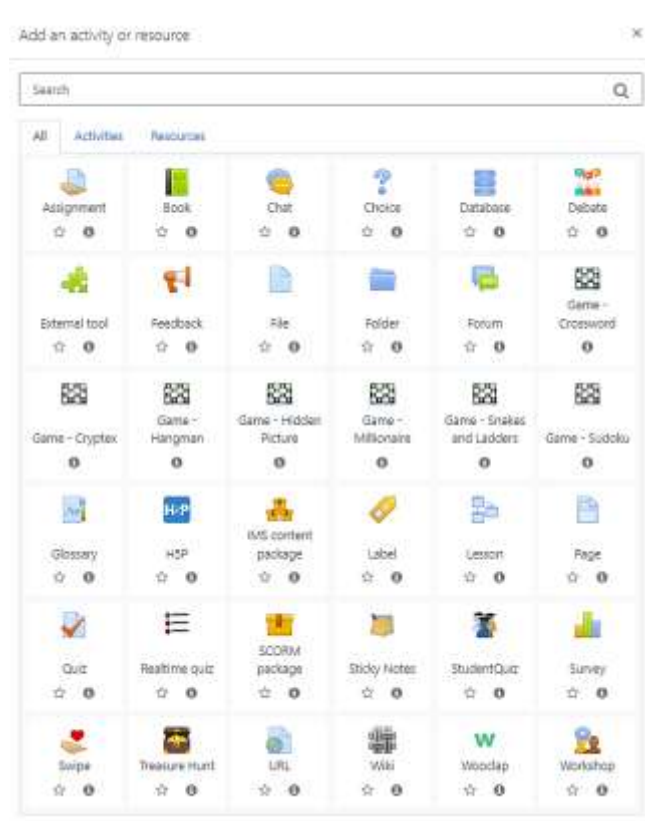
Sticky Notes Setup

1. Once Sticky notes have been installed, to change the settings of the plugin go to Site Administration, then click on the Plugins tab and then click on plugins overview.
2. Scroll in the list to find the Sticky Notes plugin
3. Click on Settings
4. The only setting you can change in Sticky notes is the default colors of the sticky notes. Sticky notes offer 6 colors which you can change by clicking on the color palette.
5. Once done click on **Save Changes**

15.4 How to / tutorial

Creating an activity using Sticky notes

1. Login on Moodle with an account that has at least Course Creator rights.
2. Click the course in which you wish to add a Sticky Notes Activity.
3. Under the desired Topic, click on Add an activity or Resource link and select Sticky Notes



1. Write an Activity Name and optionally write the description of the activity



4. Under Notes Settings you have the option to Display the description of the activity, Limit how many notes a user can add and type in a maximum number of votes. You can also select the option to display which student wrote each note, and rotate the notes randomly.



5. Under the Section **Votes Settings** you can select in the **Vote Type** the “Like Votes” option, which enables the participants to “Like” one or more sticky notes. You can also Limit the number of Likes by enabling the option and adding a **Max Votes Number**.

6. Under the section Color Settings you can enable or disable the option Let user choose background color for notes. You can also enable to Display a Caption for each color i.e. Yellow means Hate, Red means Love etc. Then, under each color you need to right them meaning of each color.
7. Click on **Save and Display**. The next screen appears that enables you to create labeled columns for the students to add their sticky notes. Click on the + sign to add and name your columns.
8. Click on **Save and Close**

15.5 Official website and link for download

https://moodle.org/plugins/view.php?plugin=mod_stickynotes&moodle_version=31

15.6 Platform for Development

Moodle

15.7 Generated Content and compatibility with the LMS and CMS platforms

Activity in Moodle

16 StudentQuiz

Activity

16.1 A short description of the software and its main capabilities

StudentQuiz enables students to collaboratively create their own question pools in Moodle. Students can filter these questions into quizzes, and they can rate and comment questions while working through the quizzes. StudentQuiz computes each students contribution and learning progress and compares this with the community. The created questions become part of the Moodle question bank and can be reused in other Moodle quizzes.

16.2 Features

Students like quizzes to prepare for exams. However, it's hard to create all the questions needed for assessments and exams. That's where the Moodle plugin StudentQuiz comes in. StudentQuiz enables students to collaboratively create their own question pools within Moodle. This allows a better learning experience because knowledge is actively constructed by the learner, not just passively received from the environment. And even if an individual student contributes a few questions only, a larger cohort can easily build up an extensive question pool.

In StudentQuiz, learners can create individualised quizzes. They also add their feedback to each questions by rating and commenting while working through the quizzes. Students can see their personal learning progress, and they can compare their contribution and competence with their peer group. Furthermore, the created questions become part of the Moodle question bank and can be reused in standard Moodle quizzes.

The teacher can approve/disapprove questions, or hide or delete questions. The teacher can also configure:

- whether students' names are displayed or kept anonymous.
- whether questions are published right away or have to be approved first.
- the number of points assigned to questions contributed and answers given.
- what user roles to exclude from participation.
- what questions types are allowed to be added to the pool.
- whether students are enforced to rate questions.
- whether students are enforced to comment questions.

The video [StudentQuiz in a minute](#) provides a quick introduction. There's also the 16 mins video [Tutorial for Teachers](#).

StudentQuiz is available in many languages.

16.3 Guidelines for installation and usage

In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/mod_studentquiz
2. Login in Moodle with site wide administrative rights
3. Click on **Site Administration**
4. Select the **Plugins** tab
5. Click on **Install Plugins**
6. Under the "Install plugin from ZIP file" click on **Choose file** and from the **File Picker** window click on **Choose file**.

7. In the window titled “**Open**” navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
8. Finally, click on install plugin from the zipped file and follow the steps.

StudentQuiz Settings

1. Once **StudentQuiz** has been installed, to change the settings of the plugin go to Site Administration, then click on the Plugins tab and then click on plugins overview.
2. Scroll in the list to find the **StudentQuiz** plugin and click on **Settings**. The following screen appears:

Ranking settings

These values define the default values when creating a new studentquiz activity.

Published question factor <small>studentquiz addquestion</small>	<input type="text" value="10"/>	Default: 10
	Points for each published question	
Approved question factor <small>studentquiz approveall</small>	<input type="text" value="5"/>	Default: 5
	Points for each approved question	
Rating factor <small>studentquiz rate</small>	<input type="text" value="3"/>	Default: 3
	Points for each star received	
Latest correct answer factor <small>studentquiz correctanswer</small>	<input type="text" value="2"/>	Default: 2
	Points for each correct answer on the last attempt	
Latest wrong answer factor <small>studentquiz incorrectanswer</small>	<input type="text" value="-1"/>	Default: -1
	Points for each wrong or partially wrong answer on the last attempt	
Exclude roles in ranking <small>studentquiz exclude roles</small>	<input type="checkbox"/> Manager <input type="checkbox"/> Course creator <input type="checkbox"/> Teacher <input type="checkbox"/> Non-editing teacher <input type="checkbox"/> Student <input type="checkbox"/> Guest <input type="checkbox"/> Authenticated user <input type="checkbox"/> Authenticated user on frontpage Default: None	

Selected roles are hidden in the rankings, enrolled users in these roles can still participate normally in the activity

3. In the **StudentQuiz settings**, under **Ranking Settings** you can change how many points are allocated when student published a question, approved a question, rated a question, answered a question etc. You can also exclude specific roles in ranking.
4. Under **Question Settings** you can select the type of questions that will be available and select whether rating and commenting is enforced.

Question settings

These values define the default values when creating a new studentquiz activity.

Allowed question types
(studentquiz | defaulttypes)

- ☒ Multiple choice
- ☒ True/False
- ☒ Matching
- ☒ Short answer
- ☒ Numerical
- ☒ Calculated
- ☒ Calculated multichoice
- ☒ Calculated simple
- ☒ Drag and drop into text
- ☒ Drag and drop markers
- ☒ Drag and drop onto image
- ☒ Embedded answers (Cloze)
- ☒ Select missing words

Default: Multiple choice, True/False, Matching, Short answer, Numerical, Calculated, Calculated multichoice, Calculated simple, Drag and drop into text, Drag and drop markers, Drag and drop onto image, Embedded answers (Cloze), Select missing words.

Limit the allowed question types to the selected entries

Enforce rating
(studentquiz | forcerating)

☒ Default: Yes

Enforce rating in the question attempt

Enforce commenting
(studentquiz | forcecommenting)

☐ Default: No

Enforce commenting in the question attempt

Comment editing/deletion period
(minutes)
(studentquiz | commentediting_deletionperiod)

10 ± Default: 10

Set the time period (in minutes) that the Edit/Delete button will be available to students to edit/delete their own comment (or response to a comment) once it is posted. Values between 0-60 minutes are allowed. If the deletion period is set to 0, students are

5. Once done click on **Save Changes**

16.4 How to / tutorial

Watch a Short Video <https://tube.switch.ch/videos/d0e37788>

Documentation: https://docs.moodle.org/34/en/StudentQuiz_module

16.5 Official website and link for download

https://moodle.org/plugins/mod_studentquiz

16.6 Platform for Development

Moodle Plugin

16.7 Generated Content and compatibility with the LMS and CMS platforms

Quizzes created by Students in Moodle

17 SWIPE

Activity

17.1 A short description of the software and its main capabilities

With Swipe, you can get feedback on text, images and videos in a fun interactive way. The swipe feedback activity is a fun and simple activity where users can provide feedback on images, text or videos, displayed on a deck of cards that can be swiped right if liked, or swiped left if disliked.

At the end of the deck the user has the opportunity to provide some more feedback by entering some text to be read by the teacher that setup the deck.

Teacher and admin can see how many times somebody liked / disliked a card and read the feedback given at the end of the deck. The activity is designed to work well on desktop and on mobile devices, it even works for users logged in as guest in Moodle.

17.2 Features

- Teacher or admin can add images, videos and text in cards.
- Students can provide feedback on the cards presented to them. Students can also provide feedback after all cards are presented to them
- Teachers can see how many times somebody liked / disliked a card and read the feedback given at the end of the deck

17.3 Guidelines for installation and usage

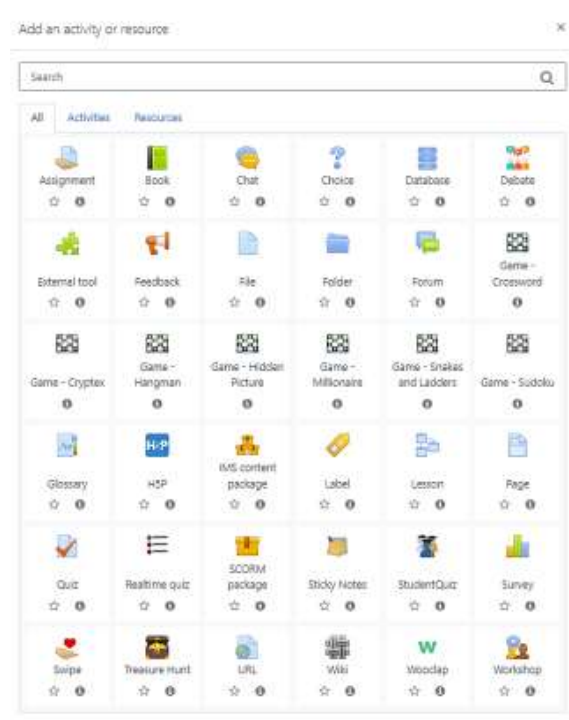
In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/mod_swipe
2. Login in Moodle with site wide administrative rights
3. Click on **Site Administration**
4. Select the **Plugins** tab
5. Click on **Install Plugins**
6. Under the “**Install plugin from ZIP file**” click on **Choose file** and from the **File Picker** window click on **Choose file**.
7. In the window titled “**Open**” navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
8. Finally, click on install plugin from the zipped file and follow the steps.

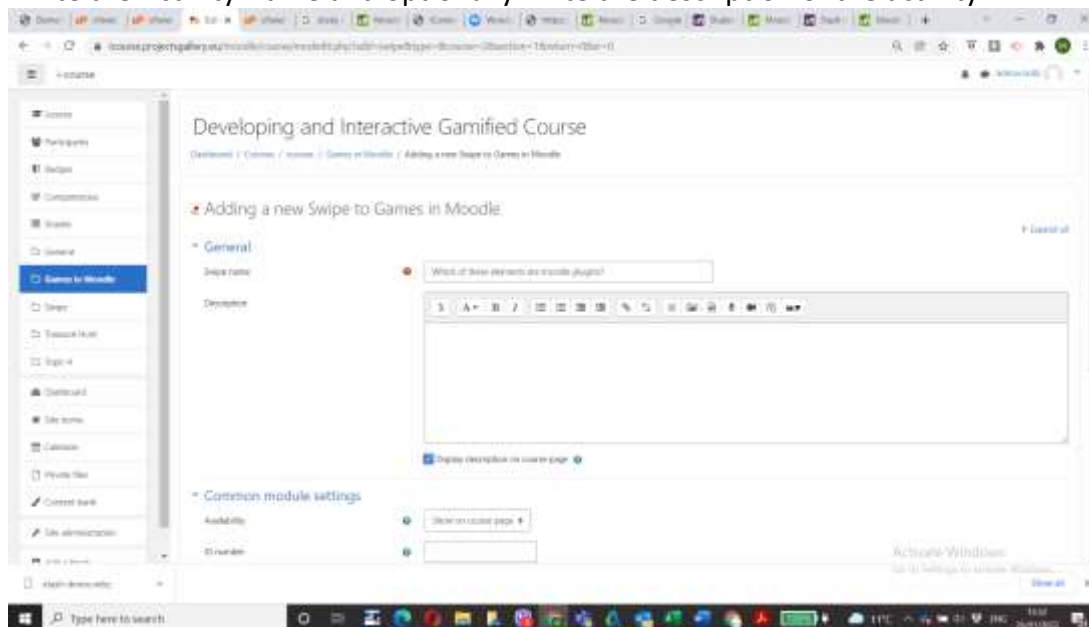
17.4 How to / tutorial

Creating an activity using Swipe

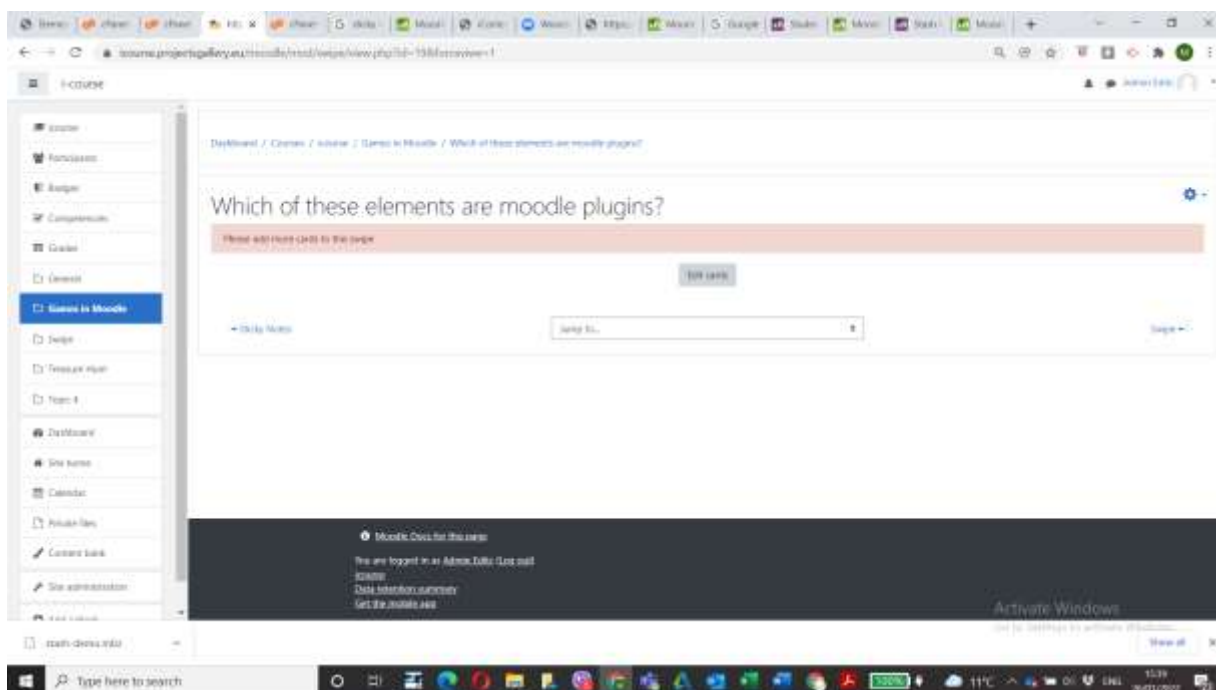
1. Login on Moodle with an account that has at least Course Creator rights.
2. Click the course in which you wish to add a Swipe Activity.
3. Under the desired Topic, click on **Add an activity or Resource** link and select Swipe



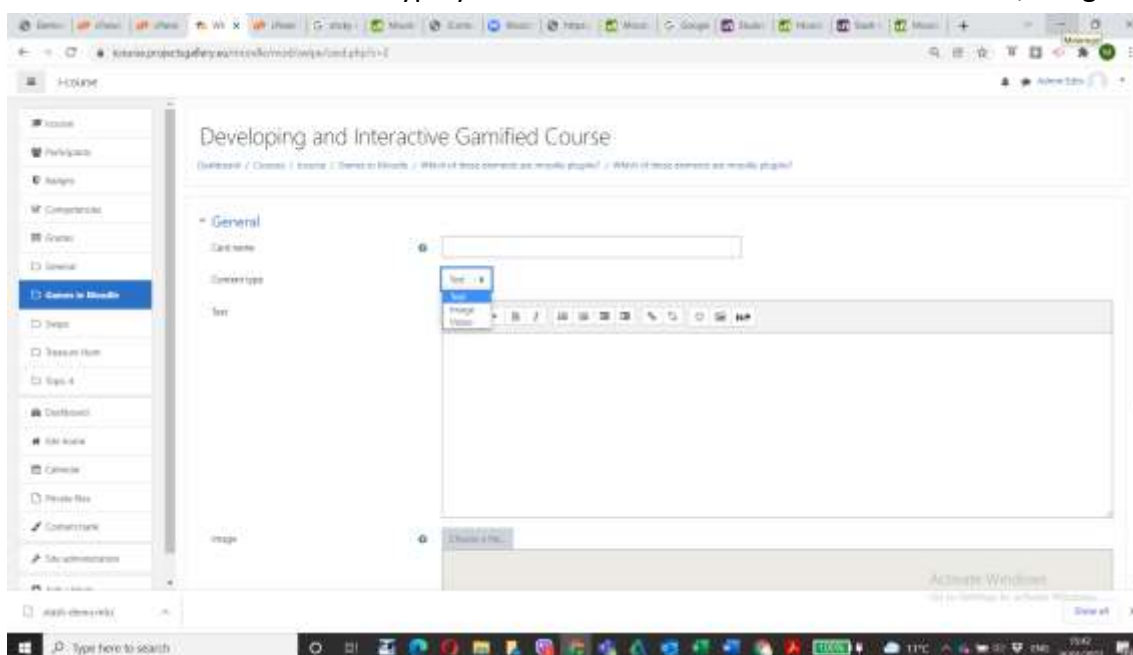
4. Write the Activity Name and optionally write the description of the activity



5. At the bottom of the screen click Save and Display. The next screen appears as shown below:



6. Click on Edit Cards
7. To add a card click on Add Card. In the new screen that appears you type in a name for the card, and from the content type you can select the content of the card: Text, Image or Video



8. Depending on the Type you have selected the corresponding box will be enabled in order to type text or upload an image or a video.
9. Once done, click on Save and Close.
10. Repeat in order to add as many cards as you wish.

17.5 Official website and link for download

https://moodle.org/plugins/mod_swipe

17.6 Platform for Development

Moodle



This project has been funded with support from the European Commission. The publication [communication] reflects the views only of the author and the Commission cannot be held responsible for any use which may be made of the information contained therein.

17.7 Generated Content and compatibility with the LMS and CMS platforms

Moodle

18 DEBATE

Activity

18.1 A short description of the software and its main capabilities

The debate is a moodle activity that allows students to debate on a given topic inside moodle.

It is common in any face to face class that moderators or teacher or even employees are divided into group and they are asked to give their opinion or debate on a given topic. This plugin is the approach to take that whole scenario inside moodle.

18.2 Features

Debate is an activity that you can add in a moodle course. It allows you to:

- **Create teams in debate activity:** You can create multiple teams for a debate activity for positive and negative side for a group of users. You will need to use the groups feature inside the course, create groups and use those groups as a part of each team. Each team can have:
 1. A name of the team.
 2. Number of responses allowed for the team.
 3. The side of the team, either positive or negative.
 4. The selection of groups for each team will determine which user goes to which team.
- **Control the response from the users:** These are the following options available when it comes to accepting response from the users:
 1. Unlimited response - users can add as many positive and negative response as they want.
 2. Allow one response on one side - only one response is allowed on any one side, either positive or negative.
 3. Allow one response on each side - allow anyone to respond either on the positive or negative side.
 4. Use debate teams - use teams feature instead which will control these for individual teams.
- **Control of activity completion of the module:** These are the types of completion you can use:
 1. User viewing the debate activity (and/or).
 2. User submitting the required number of debate responses.
(for example, the user will have to submit 2 responses to complete this module)

Debate also:

- logs all types of activities inside the debate instance
 - Visiting a debate instance.
 - Adding a debate instance.
 - Updating a debate instance.
 - Deleting a debate instance.
 - Adding a debate response.
 - Updating a debate response.
 - Deleting a debate response.
 - introduces capabilities for users and other roles inside a course
 - Add a new debate instance: allows users to add a new debate activity inside the course.
 - View debate content: View the debate page where the actual debate will happen.
 - Delete any debate response: Allows moderators or teachers to delete debate responses from users.
 - Delete own debate response: Gives the user the capability to delete their own response.
 - Update own debate response: Gives the user the capability to update their own response.
 - Manage debate teams: Gives a teacher or manager the capability to create, update
- Guidelines for installation and usage

18.3 Guidelines for installation and usage

In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/mod_debate
1. Login in Moodle with site wide administrative rights
2. Click on **Site Administration**
3. Select the **Plugins** tab
4. Click on **Install Plugins**
5. Under the “**Install plugin from ZIP file**” click on **Choose file** and from the **File Picker** window click on **Choose file**.
6. In the window titled “**Open**” navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
7. Finally, click on install plugin from the zipped file and follow the steps.

18.4 How to / tutorial

Creating a debate activity in a course

Adding a debate activity is simple, just the usual way, go to the course, turn editing on and add the activity. A debate activity will have three parts:

1. A name of the activity (a usual moodle activity name).
2. The topic of the debate (the actual topic where the users will debate on).
3. Activity description, a usual moodle field where you can upload pictures or other descriptions which can be viewed on either of the course page or the debate page or both. There is a checkbox while adding or deleting a debate instance allows to set up this feature.

1. If you wish to control the user response you can select:
 - Unlimited response - users can add as many positive and negative response as they want.
 - Allow one response on one side - only one response is allowed on any one side, either positive or negative.
 - Allow one response on each side - allow anyone to respond either on the positive or negative side.
 - Use debate teams - use teams feature instead which will control these for individual teams.
2. Click on Save and Close or Save and Display if you selected debate teams in the previous step

About Debate Teams Option: In order to create debate teams you need first to create groups and then create the Positive and Negative Teams. In order to create Groups watch the video at <https://www.youtube.com/watch?v=3n5VFTggTt4>

18.5 Official website and link for download

https://moodle.org/plugins/mod_debate

18.6 Platform for Development

Moodle

18.7 Generated Content and compatibility with the LMS and CMS platforms

Activity in Moodle

19 Real Time Quiz

Activity

19.1 A short description of the software and its main capabilities

Each student receives each question at the same time with a time limit to answer it (default 30 seconds). In between each question the correct answer is displayed, along with the number of students giving each answer, This allows each question to be discussed before moving on.

Teachers can review the answers, once the quiz is finished, to identify any areas that need to be covered again.

19.2 Features

The RealTimeQuiz allows to create a quiz where each Question is presented at the same time to students. The Teacher or Administrator can

1. Create a quiz with a list of questions
2. Set the time given to answer a question (30 seconds is the default)
3. View statistics about the percentage class / individual correct answers.

19.3 Guidelines for installation and usage

In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/mod_realtimequiz
8. Login in Moodle with site wide administrative rights
9. Click on **Site Administration**
10. Select the **Plugins** tab
11. Click on **Install Plugins**
12. Under the “**Install plugin from ZIP file**” click on **Choose file** and from the **File Picker** window click on **Choose file**.
13. In the window titled “**Open**” navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
14. Finally, click on install plugin from the zipped file and follow the steps.

19.4 How to / tutorial

Watch the video https://youtu.be/VwCwBstM_fQ to understand how RealTime Quiz works

To create an activity with RealTime Quiz

1. Click on Add an Activity or Resource
2. Select the RealTime Quiz activity
3. Type in a name and optionally a description
4. Under the Realtime quiz settings type the number of seconds students will have to answer each question. The default is 30 seconds

Developing and Interactive Gamified Course

Dashboard / Courses / course / Topic 4 / Realtime Quiz / Edit settings

≡ Updating Realtime quiz in Topic 4 Expand all

General

Realtime quiz

Introduction

Realtime Quiz

Display description on course page

Realtime quiz settings

Default question time: 30

Common module settings

Availability: Show on course page

5. Click on Save and Display. The RealTime Quiz screen appears

Realtime Quiz

View quiz Edit quiz View responses

Start quiz

Use this to start a quiz for the students to take.

Use the textbox to define a name for this session (to help when looking through the results at a later date).

Join quiz as a student

Use this if you want to try out a quiz yourself (you will also need to click/press connect to the quiz in a separate window).

Hidden Quiz

Jump to...

Delete

6. Click on the Edit Quiz tab
7. Click on Add Question

Adding question 3

General

Question text:

Question time (s) for default:

Answer 1:

☒

Answer 2:

☐

Answer 3:

☐

Answer 4:

☐

☐ Has 'right' answer

[DO NOT SAVE YET \(NOT FINISHED\)](#)

8. Type in the Question and the answers below. Make sure you select the correct answer
9. Click on the Breadcrumbs to go back to the course page.

19.5 Official website and link for download

https://moodle.org/plugins/mod_realtimequiz

19.6 Platform for Development

Moodle

19.7 Generated Content and compatibility with the LMS and CMS platforms

Activity in Moodle

20 GoodHabits

Activity

20.1 A short description of the software and its main capabilities

This plugin enables learners to monitor their habits over time. It provides a flexible calendar system that can be customised to track activities on a day-by-day basis, a week-by-week basis, or over a range of days. The entry system is designed to encourage reflection on activities that are related to online learning. This can help reveal trends over time which can shape learners' attitudes and motivation.

This is an activity module, so you must first add it to a course as an administrator or teacher. You can then create Activity Habits to track, which are visible to everyone using the activity. Learners can also create their own personal habits, visible only to themselves. They can also add a break to their habits, for example, to account for holiday time.

20.2 Features

GoodHabits activity allows

1. The teacher to define a set of GoodHabits that will be available for all the students to monitor their performance over time
2. The student to specify their own set of GoodHabits to monitor their performance over time
3. Add breaks, where the specified dates will not be available for habit monitoring
4. The teacher to review his/her students GoodHabits performance

20.3 Guidelines for installation and usage

In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/mod_goodhabits
2. Login in Moodle with site wide administrative rights
3. Click on **Site Administration**
4. Select the **Plugins** tab
5. Click on **Install Plugins**
6. Under the **"Install plugin from ZIP file"** click on **Choose file** and from the **File Picker** window click on **Choose file**.
7. In the window titled **"Open"** navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
8. Finally, click on install plugin from the zipped file and follow the steps.

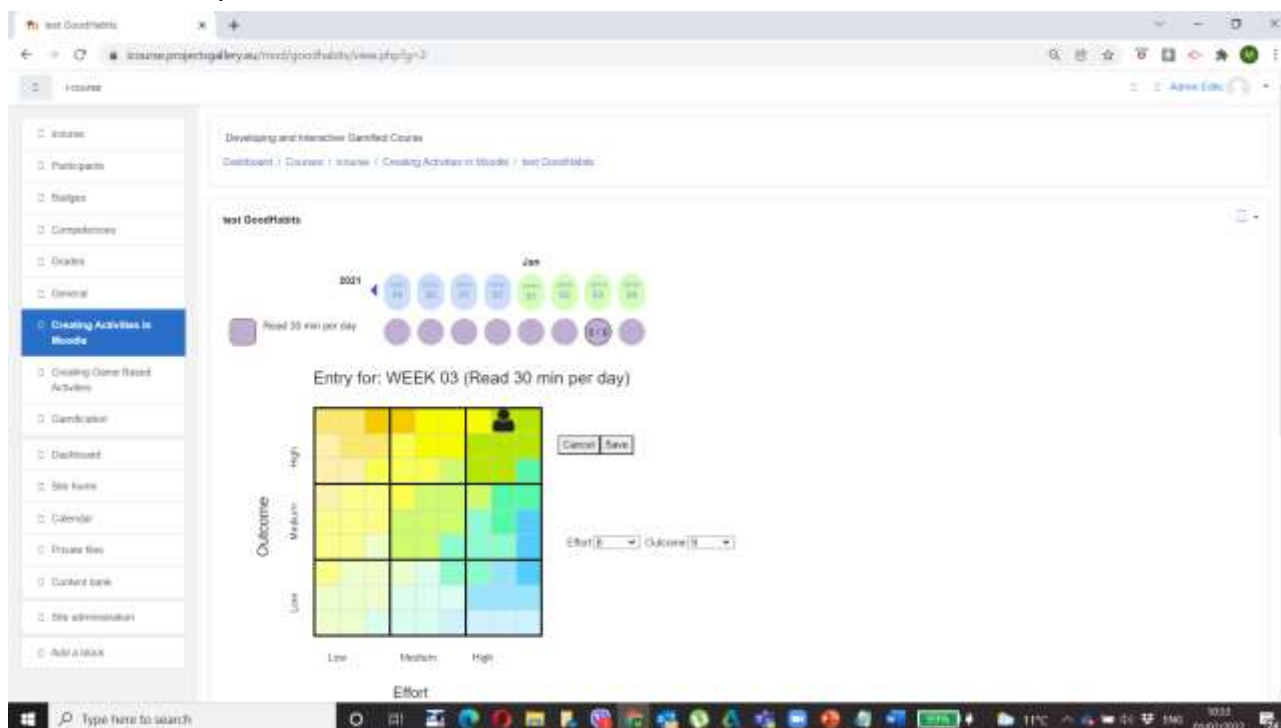
20.4 How to / tutorial

Watch the video to understand how GoodHabits Works: <https://youtu.be/t5myhN3wvAc>

To create an activity with GoodHabits:

1. Click on Add an Activity or Resource
2. Select the GoodHabits activity
3. Type in a name and optionally a description
4. At the bottom click on Save and Display
5. In the next windows you have 4 buttons:
 - [Admin] Manage habits for everyone: Here you can add Habits which will be global. By global it means that the habbits will be available for all users.
 - [Admin] Review entries: Here you can review

- Manage habits: Here you can add Habits which will be available to use only by the user currently logged in
 - Manage Breaks: Here you can add breaks such as holidays, time off etc.
- Let's assume you wish to add some habits that will be available to everyone. Therefore, click on [Admin] Manage habits for everyone.
 - In the next window, type in a habit (i.e. Reading 30 min per day), optionally add a description and make sure that Show is selected next to the Show option
 - Click Add habit for everyone.
 - Repeat steps 7-8 to add more habits.
 - Once done, click on **Go Back to test Good Habits**
 - In the next screen, click on the circle that corresponds to the habit and date, and click on the chart to show your effort and outcome



- Click **Save**.
- Repeat steps 11-12 for each Habit to enter your score.
- As an Administrator or a Teacher, you may review the habits of the students. Click on **[Admin] Review entries**, and in the **Select** text box type in the name of the student. While typing a list will appear in order to select the student.
- Click on **Review User Entries** to view the student's score on the various Habits.

20.5 Official website and link for download

https://moodle.org/plugins/mod_goodhabits

20.6 Platform for Development

LMS Moodle

20.7 Generated Content and compatibility with the LMS and CMS platforms

Activity in Moodle

21 QuizVenture

Game based Learning

21.1 A short description of the software and its main capabilities

Quizventure is an activity which makes an arcade-type game from multiple choice and matching questions in the Question bank. Possible answers come down the screen as spaceships and students have to shoot the correct one to gain points.

21.2 Features

QuizVenture uses the questions from a question category in the Question bank. Two types of Questions can be used: multiple choice and matching questions

21.3 Guidelines for installation and usage

In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/mod_quizgame
2. Login in Moodle with site wide administrative rights
3. Click on **Site Administration**
4. Select the **Plugins** tab
5. Click on **Install Plugins**
6. Under the “**Install plugin from ZIP file**” click on **Choose file** and from the **File Picker** window click on **Choose file**.
7. In the window titled “**Open**” navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
8. Finally, click on install plugin from the zipped file and follow the steps.

21.4 How to / tutorial

1. As a course teacher make sure you have some multiple choice or/and matching questions in your question bank.
2. Quizventure only uses these two question types, and for one game, the questions must all be in the same category.
3. With the editing turned on, select Quizventure from the Activity chooser.
4. Give your game a name and if required a description and choose the question category from which you want to draw the questions for this game.
5. Save the game.

21.5 Official website and link for download

https://moodle.org/plugins/mod_quizgame

21.6 Platform for Development

LMS: Moodle

21.7 Generated Content and compatibility with the LMS and CMS platforms

Activity in Moodle

22 MindMap

Activity

22.1 A short description of the software and its main capabilities

This Mindmap module allows you to create and save simple mindmaps from within moodle.

22.2 Features

Provides the capability to teachers to create and save a mindmap. At any given point in time, provided that teacher allows it, a single user can edit the mindmap.

22.3 Guidelines for installation and usage

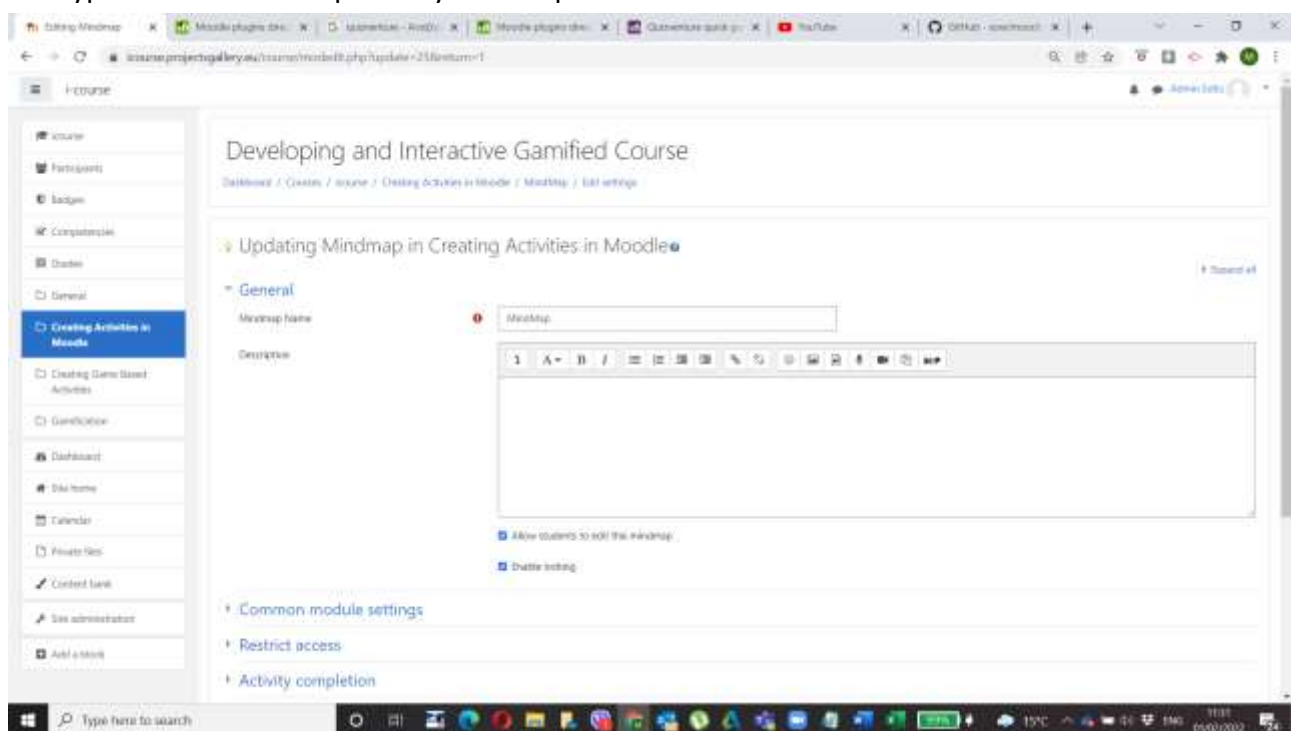
In order to install this plugin in Moodle you need to have administrative rights on the platform.

1. Download the plugin from https://moodle.org/plugins/mod_quizgame
2. Login in Moodle with site wide administrative rights
3. Click on **Site Administration**
4. Select the **Plugins** tab
5. Click on **Install Plugins**
6. Under the “**Install plugin from ZIP file**” click on **Choose file** and from the **File Picker** window click on **Choose file**.
7. In the window titled “**Open**” navigate to the folder where the zipped file is located (that is the zipped file you downloaded in step 1) and click on **Open**
8. Finally, click on install plugin from the zipped file and follow the steps.

22.4 How to / tutorial

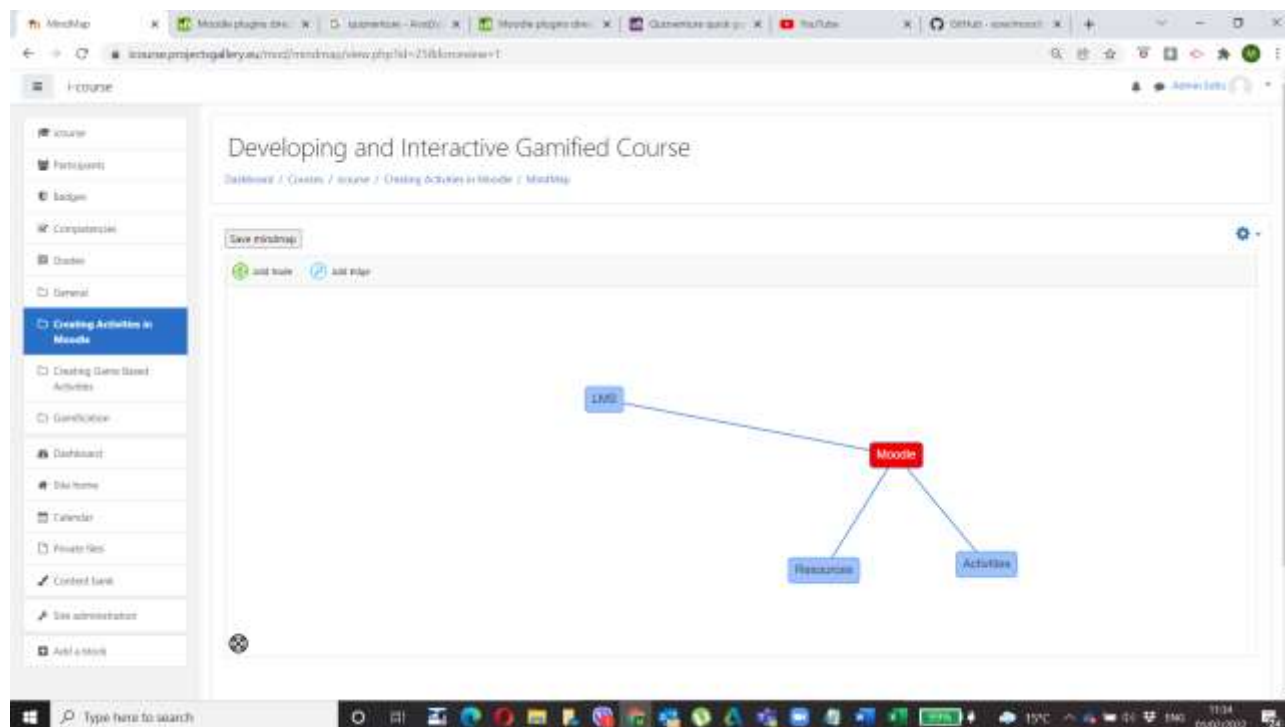
To create an activity with MindMap:

1. Click on Add an Activity or Resource
2. Select the MindMap activity
3. Type in a name and optionally a description



4. Select whether you wish the students to be able to edit the mind map

5. At the bottom click on Save and Display
6. In the next screen use the Add node and Add Edge buttons to create a mind map



7. Once done click on Save Mindmap.
8. Click on the Breadcrumbs on the top to go back to the course.

Important Note: In order for students to edit the mindmap, the teacher or any other student cannot be in editing mode at the same time.

22.5 Official website and link for download

https://moodle.org/plugins/mod_mindmap

22.6 Platform for Development

LMS: Moodle

22.7 Generated Content and compatibility with the LMS and CMS platforms

Activity in Moodle

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This project has been funded with support from the European Commission. The publication [communication] reflects the views only of the author and the Commission cannot be held responsible for any use which may be made of the information contained therein.

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