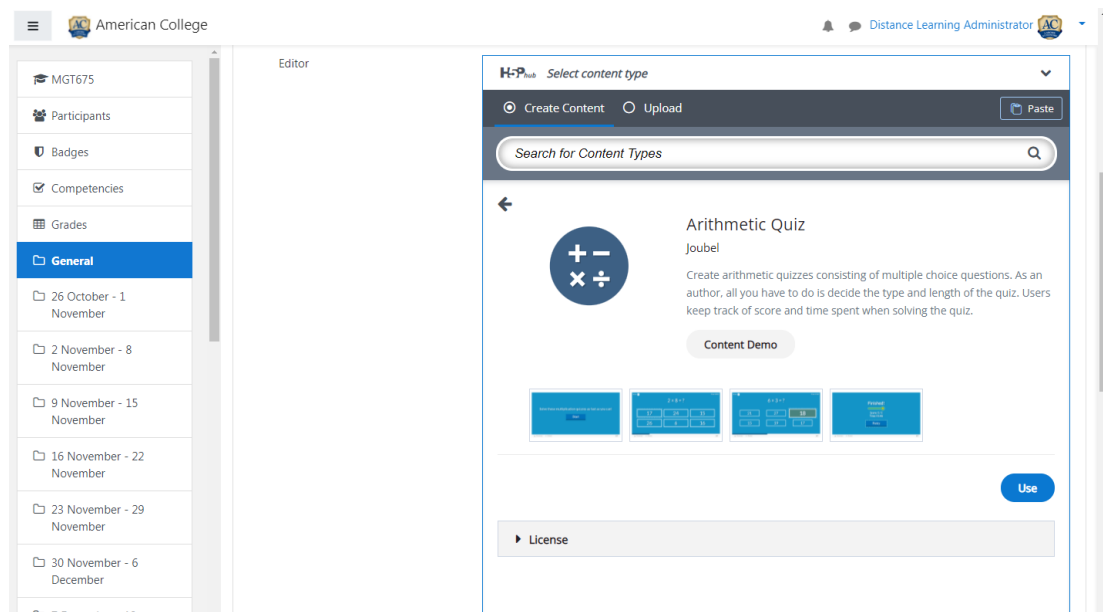


## Annex 3b – Interactive Tools

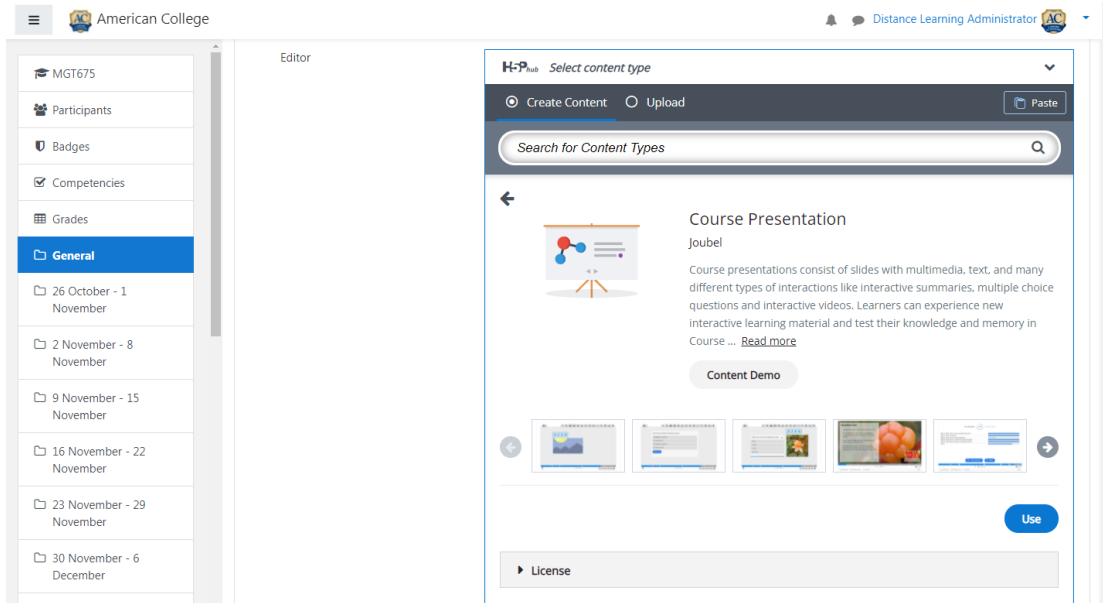
For the interactive tools and content, we have embedded H5P Content in American College Moodle Platform. With H5P, our faculty members create and edit interactive videos, presentations, games, advertisements and more. Below, some examples of the interactive tools used are presented, in alphabetical order:

**Arithmetic Quiz:** *This content type generates random arithmetic quizzes in a flash. As an author, you decide the type and length of the quiz. Users keep track of score and time spent when solving the quiz. Features include (a) Select between addition, subtraction, multiplication and division, (b) Set the number of questions for each game, (c) Customize all texts.*



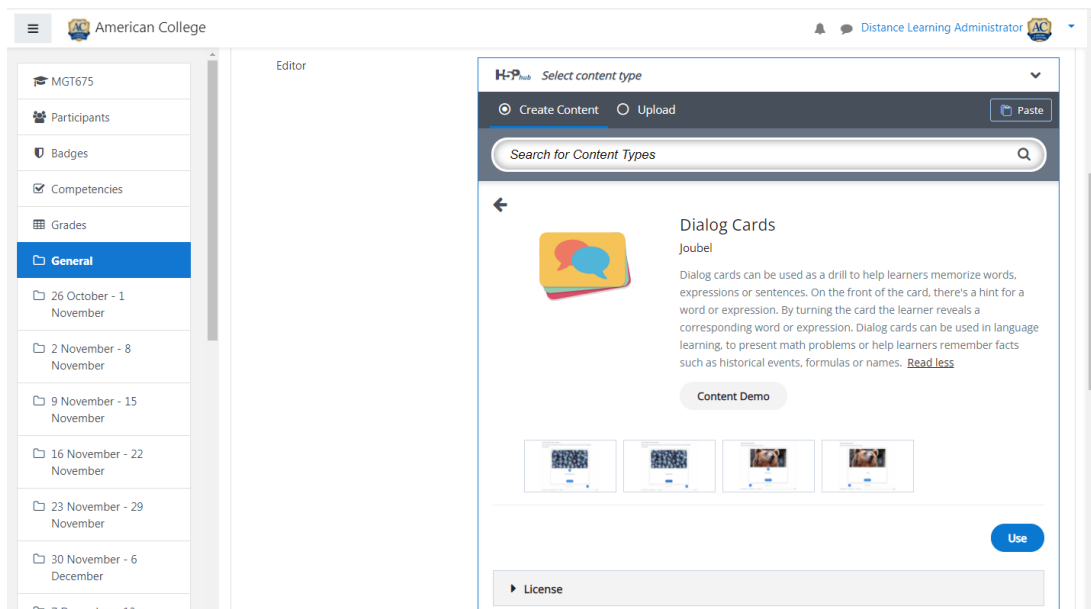
**Course Presentation:** *An HTML5-based presentation content type which allows users to add multiple choice questions, fill in the blanks, text, and other types of interactions to their presentations using only a web browser. Users create engaging presentations with H5P and Course Presentation in publishing systems like Moodle. Course presentations consist of slides with multimedia, text, and many different types of interactions like interactive summaries, multiple choice questions and interactive videos. Learners can experience new interactive learning material and test their knowledge and memory in Course Presentations. As always with H5P, content is editable in web browsers, and the Course Presentation activity type includes a WYSIWYG drag and drop based authoring tool.*

*A typical use of the Course Presentation activity is to use a few slides to introduce a subject and follow these with a few more slides in which the user's knowledge is tested. Course Presentations may however be used in many different ways, including as a presentation tool for use in the classroom, or as a game where the usual navigation is replaced with navigation buttons on top of the slides to let the user make choices and see the consequences of their choices.*



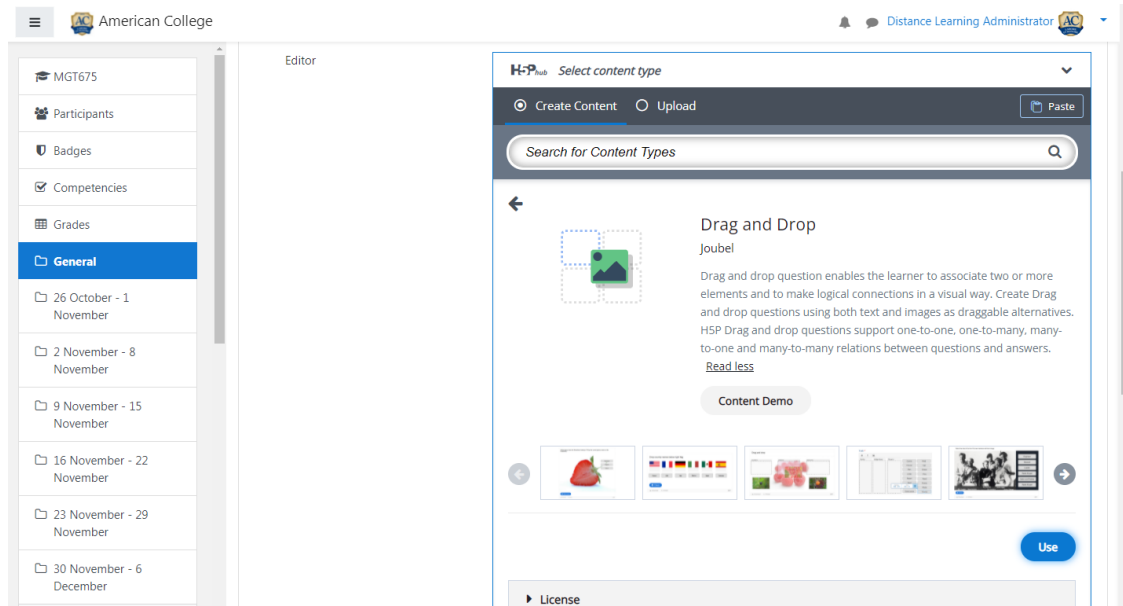
The screenshot shows the American College H5P Editor interface. On the left is a sidebar with a menu containing 'MGT675', 'Participants', 'Badges', 'Competencies', 'Grades', and 'General' (which is highlighted). Below the menu is a list of dates: '26 October - 1 November', '2 November - 8 November', '9 November - 15 November', '16 November - 22 November', '23 November - 29 November', and '30 November - 6 December'. The main area is titled 'Editor' and displays the 'H5P Select content type' dialog. The 'Create Content' tab is selected. A search bar is present with the text 'Search for Content Types'. Below the search bar, the 'Course Presentation' content type is highlighted. It features a thumbnail of a presentation slide, the title 'Course Presentation', the author 'Joubel', and a description: 'Course presentations consist of slides with multimedia, text, and many different types of interactions like interactive summaries, multiple choice questions and interactive videos. Learners can experience new interactive learning material and test their knowledge and memory in Course ... [Read more](#)'. There is a 'Content Demo' button and a 'Use' button. At the bottom, there is a 'License' section.

**Dialog Cards:** *Dialog cards can be used as a drill to help learners memorize words, expressions or sentences. On the front of the card, there's a hint for a word or expression. By turning the card the learner reveals a corresponding word or expression. Dialog cards can be used to present math problems or help learners remember facts such as historical events, formulas or names.*

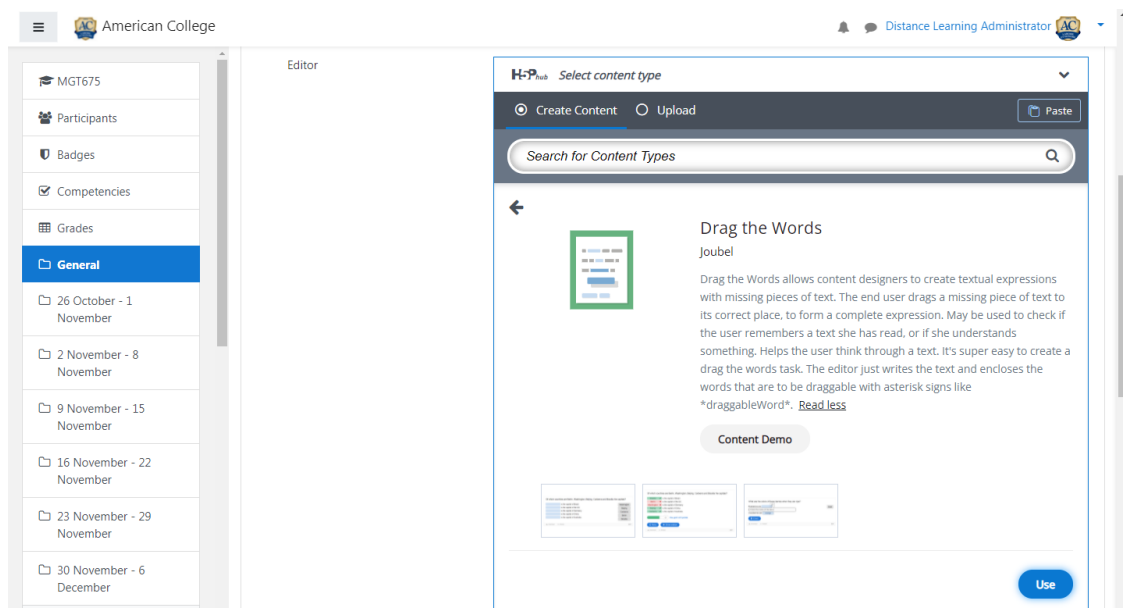


The screenshot shows the American College H5P Editor interface, similar to the one above. The 'Dialog Cards' content type is now highlighted in the 'H5P Select content type' dialog. It features a thumbnail of a stack of cards, the title 'Dialog Cards', the author 'Joubel', and a description: 'Dialog cards can be used as a drill to help learners memorize words, expressions or sentences. On the front of the card, there's a hint for a word or expression. By turning the card the learner reveals a corresponding word or expression. Dialog cards can be used in language learning, to present math problems or help learners remember facts such as historical events, formulas or names. [Read less](#)'. There is a 'Content Demo' button and a 'Use' button. At the bottom, there is a 'License' section.

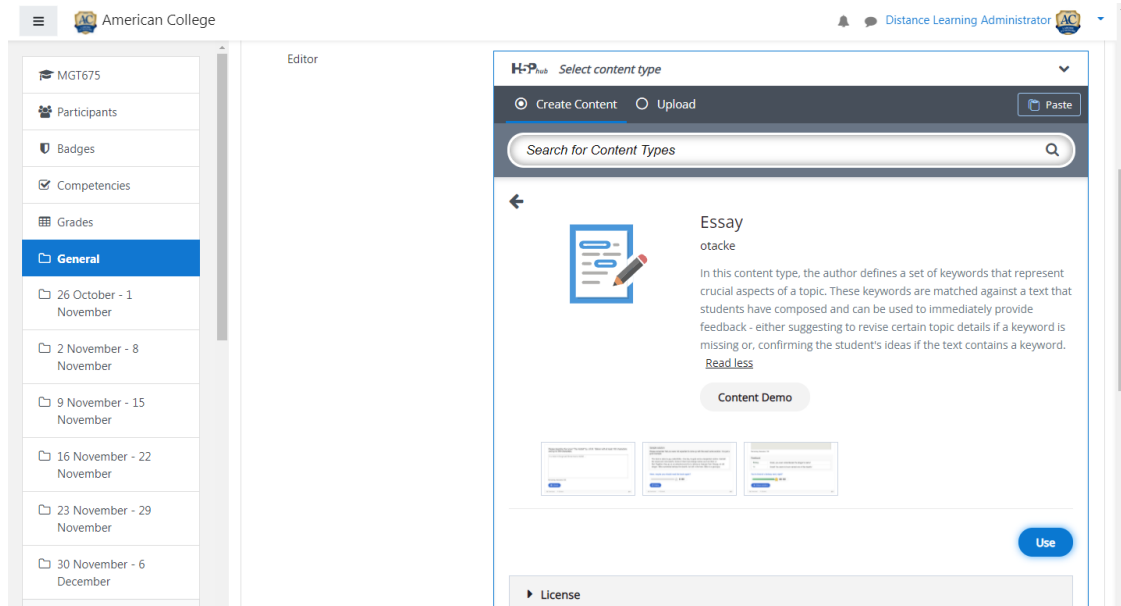
**Drag and Drop:** Drag and drop questions enable the learner to associate two or more elements and to make logical connections in a visual way. Create Drag and drop questions using both text and images as draggable alternatives. H5P Drag and drop questions support multiple draggable to drop zone combinations; one-to-one, one-to-many, many-to-one and many-to-many.



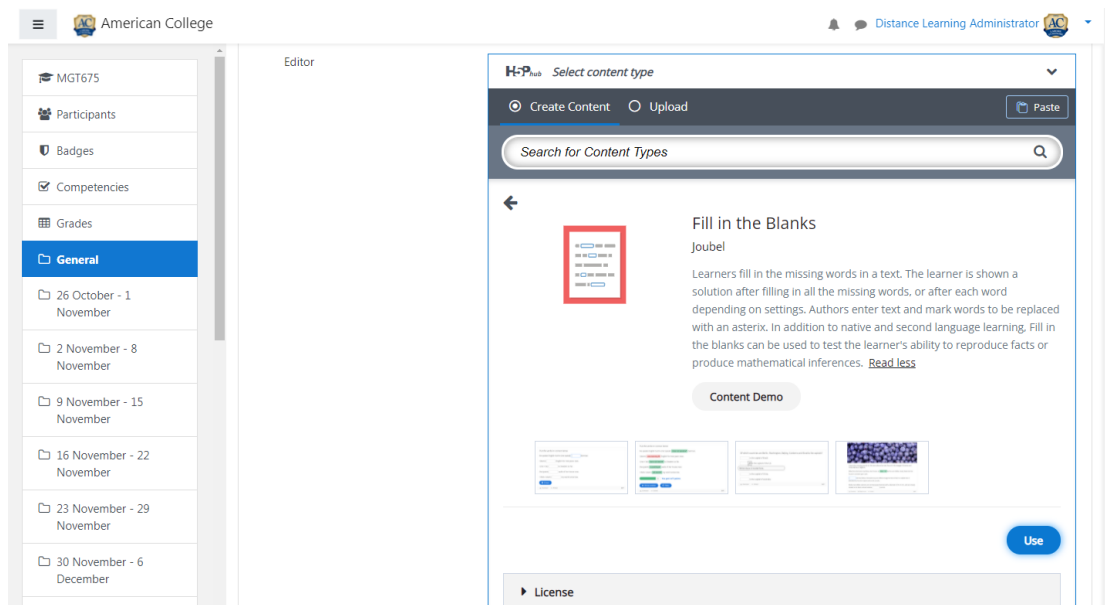
**Drag the Words:** Drag the Words allows content designers to create textual expressions with missing pieces of text. The end user drags a missing piece of text to its correct place, to form a complete expression. May be used to check if the user remembers a text she has read, or if she understands something. Helps the user think through a text.



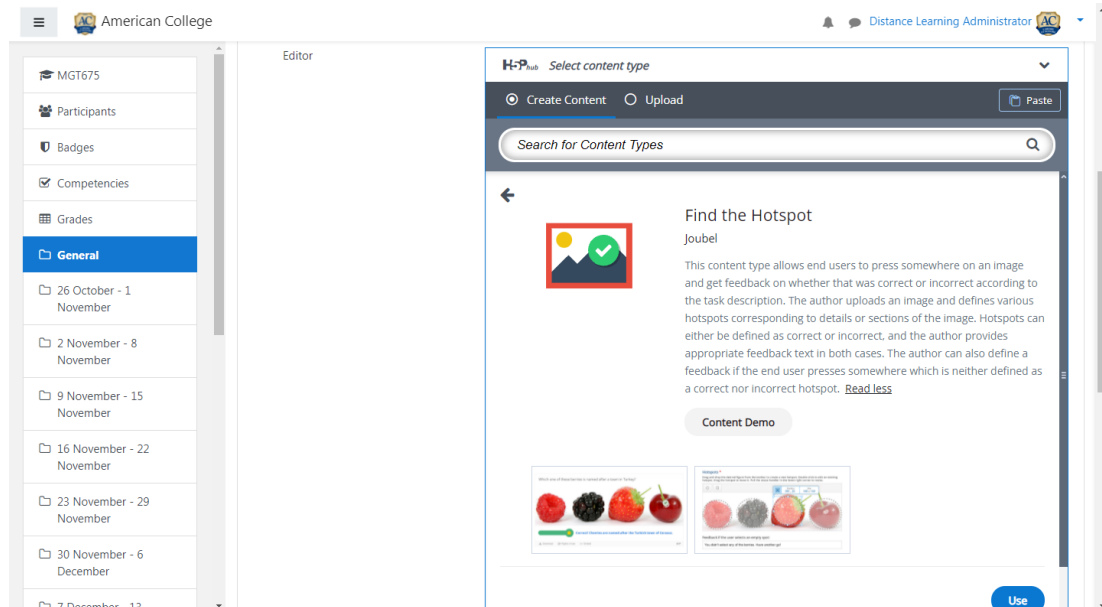
**Essay:** The text which students create can be scanned for keywords that have been defined by an author before. Several options allow to make this rather simple approach still quite flexible for giving feedback. Authors can restrict the number of characters that the students may use to cover all the important aspects of a given topic. This way they can stimulate cognitive efforts that are needed to distinguish between important facts and less relevant details. Also, authors cannot only award points for keywords that have been found (multiple times), but they can provide verbal feedback. If a crucial keyword is missing, one could e.g. point out that an important aspect seems to have been neglected and should be considered when writing the next iteration of the text. On the contrary, if a keyword is found, one could praise the student and confirm the significance of the aspect which the word represents.



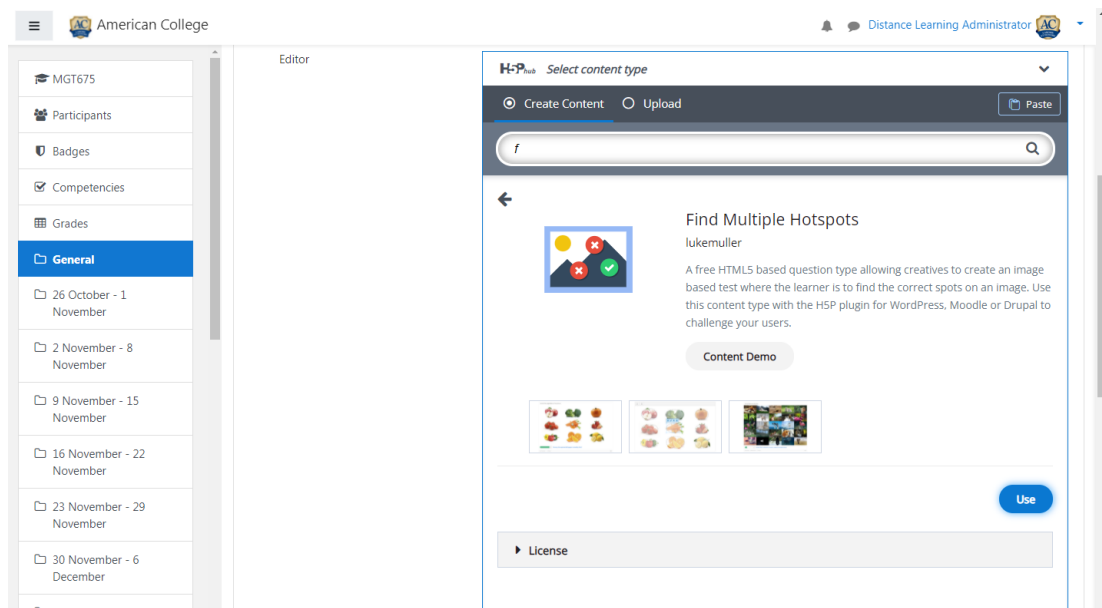
**Fill in the Blanks:** Learners fill in the missing words in a text. Learners are shown a solution after filling in all the missing words, or after each word depending on settings. Authors enter text and mark words to be replaced with an asterix. Fill in the blanks can be used to test the learner's ability to reproduce facts or produce mathematical inferences.



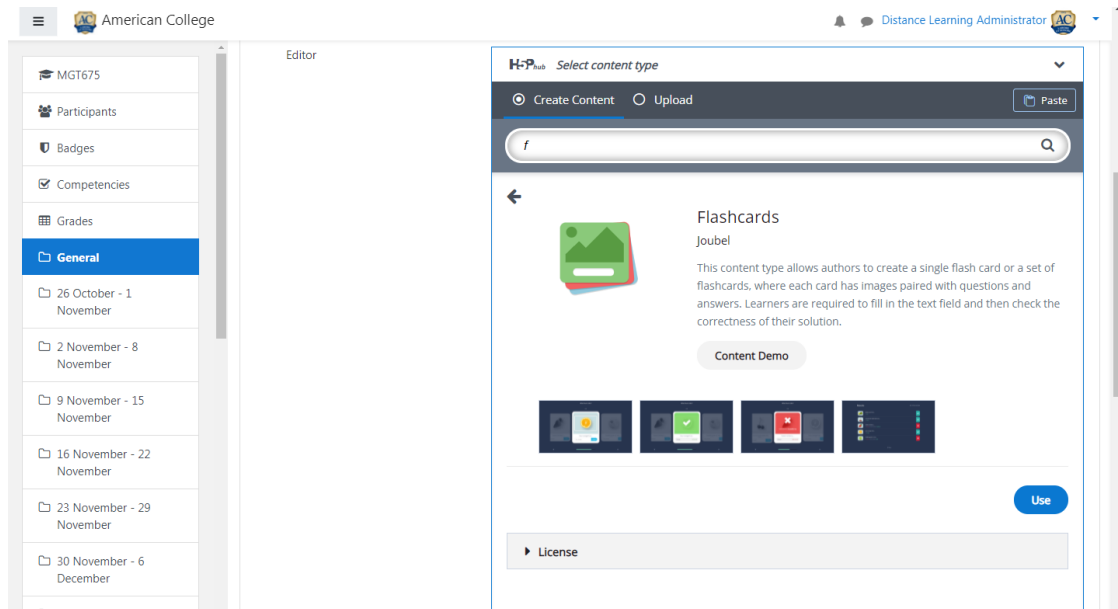
**Find the Hotspot:** This content type allows end users to press somewhere on an image and get feedback on whether that was correct or incorrect according to the task description. The author uploads an image and defines various hotspots corresponding to details or sections of the image. Hotspots can either be defined as correct or incorrect, and the author provides appropriate feedback text in both cases. The author can also define a feedback if the end user presses somewhere which is neither defined as a correct nor incorrect hotspot.



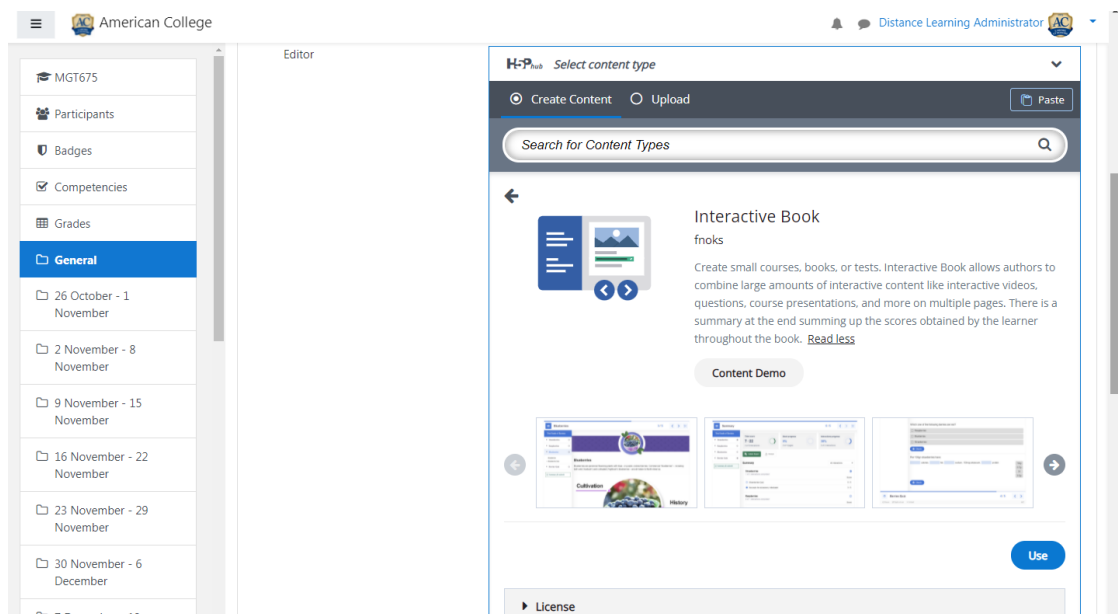
**Find Multiple Hotspots:** This content type can be used for questions where the end users for instance are to find all the hotspots in an image. The end users are provided with relevant feedback based on where they click. It includes features like Upload an image for the specified task, The author can select how many correct hotspots need to be found before marking the question as complete, and Hotspots can either be defined as correct or incorrect, and the author provides appropriate feedback text in both cases. The author can also define a feedback if the end user presses somewhere which is neither defined as a correct nor incorrect hotspot.



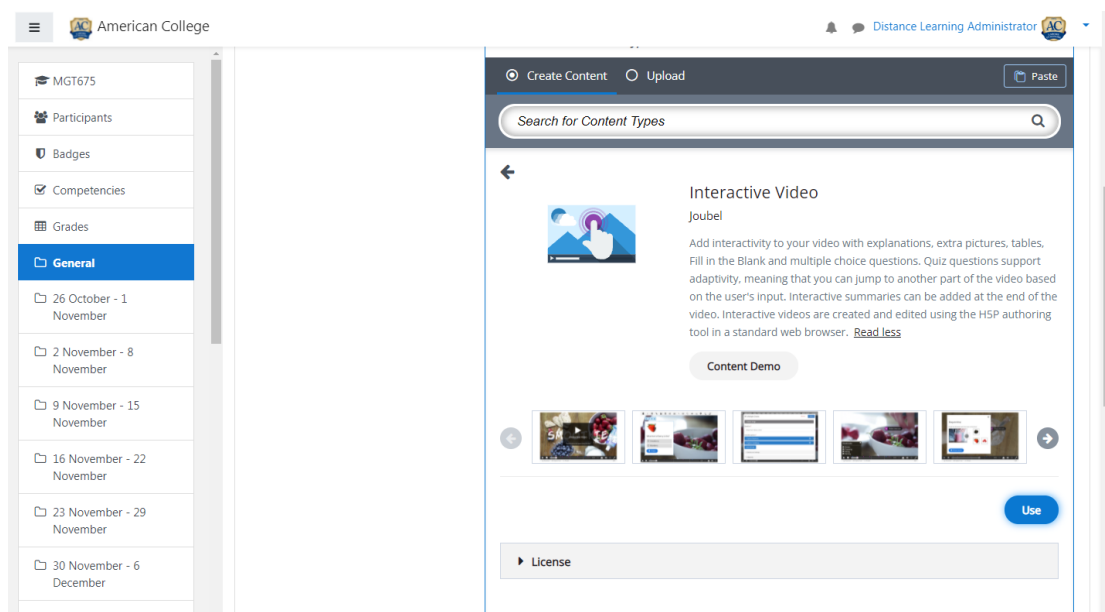
**Flashcards:** This content type allows authors to create a single flash card or a set of flashcards that have both questions and answers. Learners are required to fill in the text field and then check the correctness of their solution.



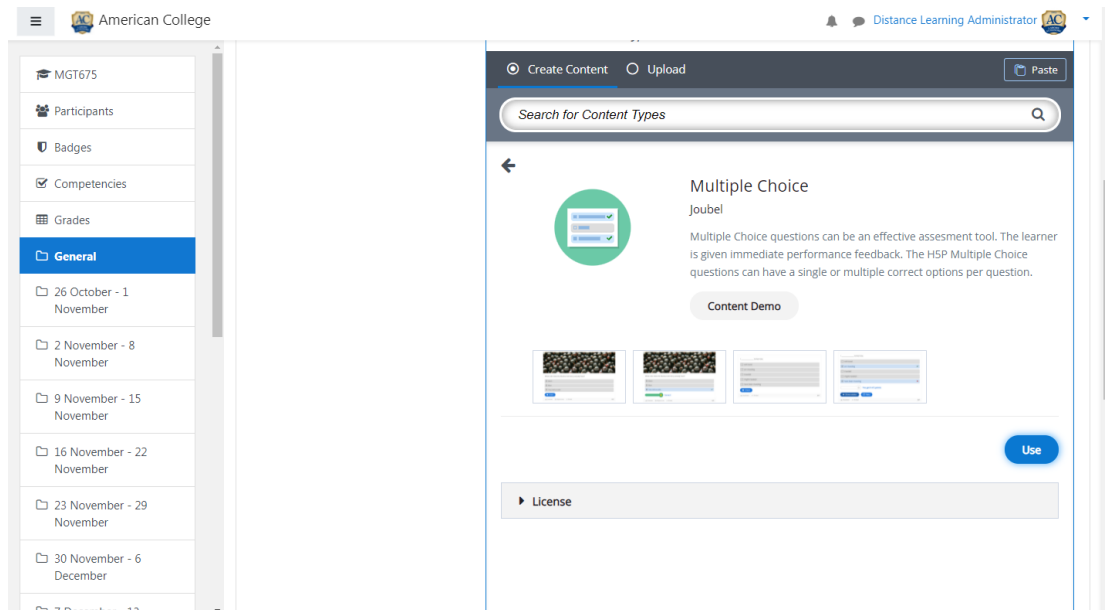
**Interactive Book:** A content type for creating interactive books. It allows users to put together large amounts of interactive content like interactive videos, questions, course presentations and more on multiple pages. Also each page in the book has its own URL allowing you to link to a specific page and also making sure that every page is indexed by Google.



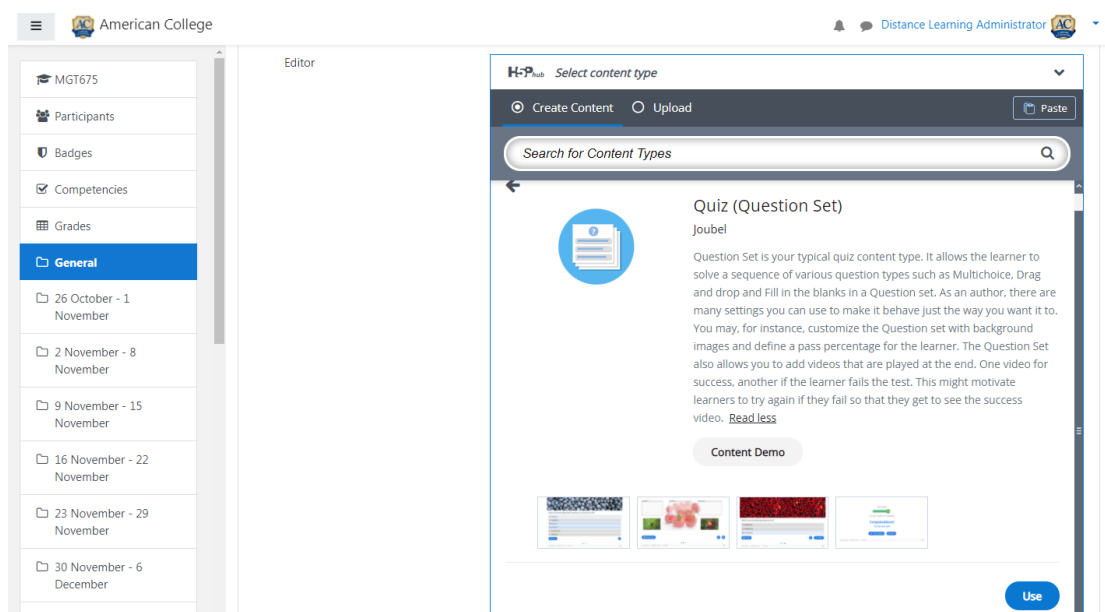
**Interactive Video:** Videos may be enriched with interactivities like explanations, extra pictures, tables, Fill in the Blank and multiple choice questions. Quiz questions support adaptivity, meaning that you can jump to another part of the video based on the user's input. Interactive summaries can be added at the end of the video. Interactive videos are created and edited using the H5P authoring tool in a standard web browser. The following H5P content types may be added to your video: Multiple choice questions with one or more correct answers, Free text questions, Fill in the blank questions, Drag and drop questions, Interactive summaries, Single choice question sets, Mark the word activities, Drag and drop text, Images, Tables, Labels, Texts, Links. All question types can be configured to perform adaptive behavior, meaning that a correct answer could cause the user to skip to a specified place in the video while an incorrect answer could take the user somewhere else in the video. Typically, submitting a wrong answer will cause the user to be directed to the place in the video where the answer to the question is presented.



**Multiple Choice:** *Multiple Choice questions can be an effective assesment tool. The learner is given immediate performance feedback. The H5P Multiple Choice questions can have a single or multiple correct options per question.*

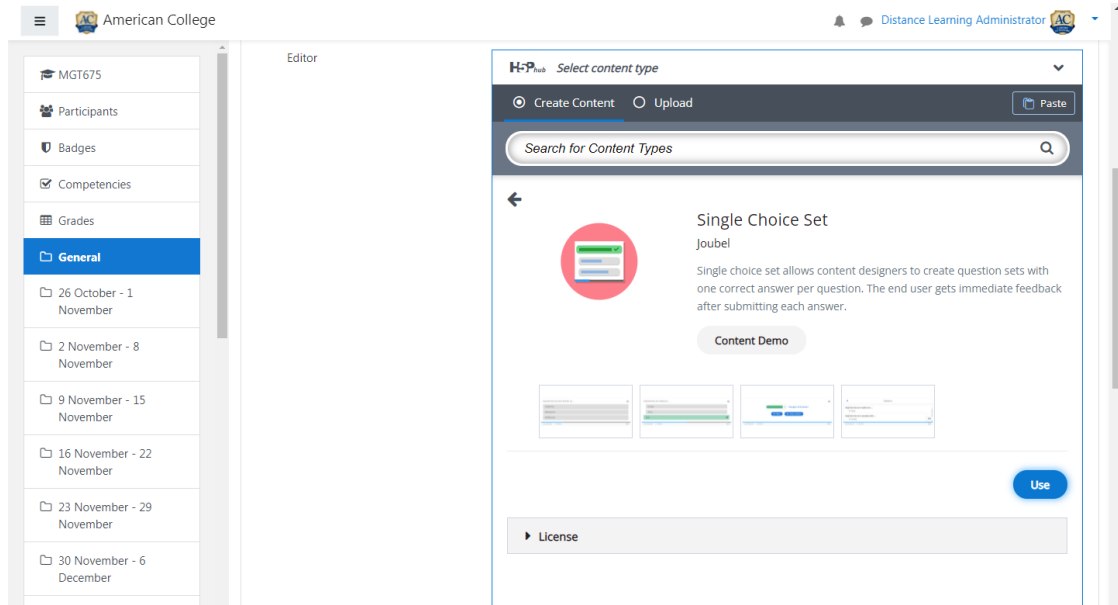


**Quiz (Question Set):** *Question Set is a typical quiz content type. It allows the learner to solve a sequence of various question types. You can combine many different question types like Multichoice, Drag and drop and Fill in the blanks in a Question set. As an author there are many settings you can use to make it behave just the way you want it to. You may for instance customize the Question set with background images and define a pass percentage for the learner. The Question Set also allows users to add videos that are played at the end. One video for success, another if the learner fails the test. This might motivate learners to try again if they fail so that they get to see the success video.*

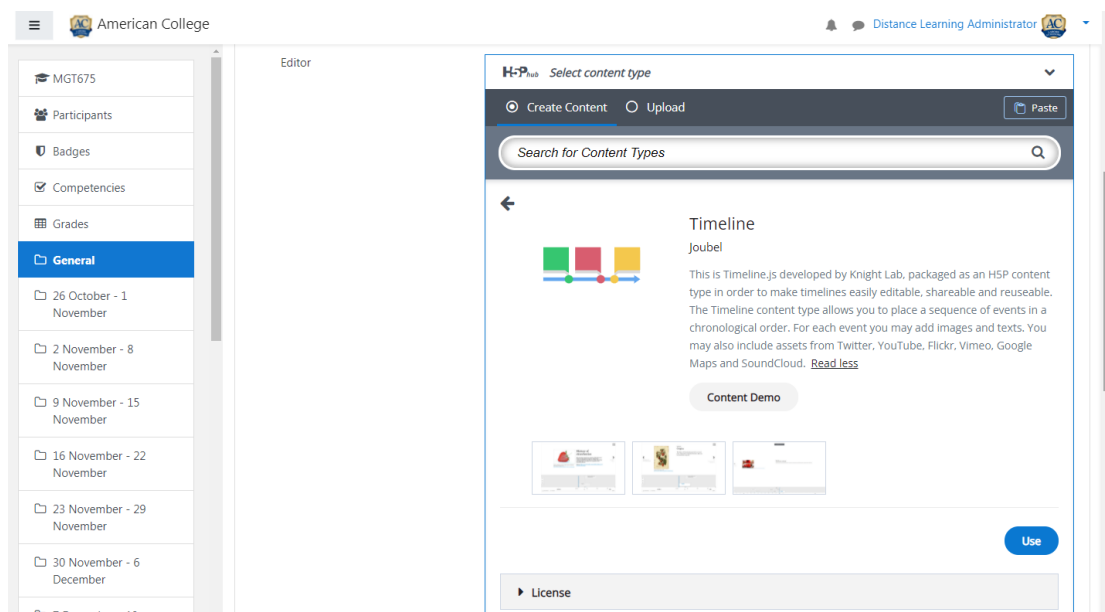




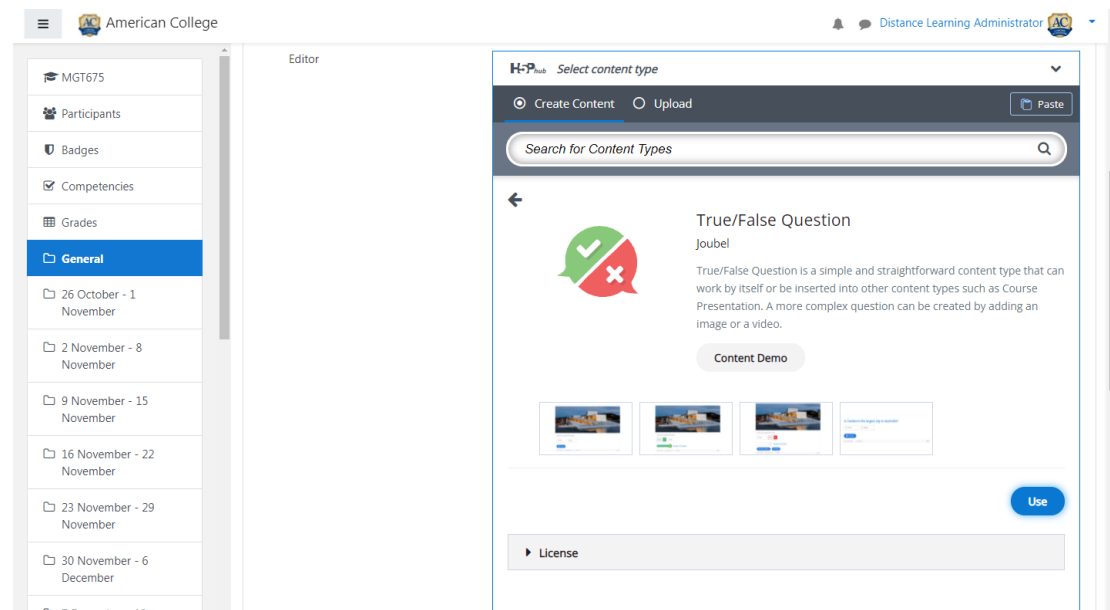
**Single Choice Set:** Single choice set allows content designers to create question sets with one correct answering alternative per question, in just a few seconds. The end user gets immediate feedback after submitting each answer. It includes features such as Sound effects for correct and wrong (sound effects may be turned off), Fully responsive design, Summary at the end showing the solution to all questions, and Single choice sets can be included in Presentation and Interactive video content types



**Timeline:** This is Timeline.js developed by Knight Lab, packaged as an H5P content type in order to make timelines easily editable, shareable and reusable. The Timeline content type allows you to place a sequence of events in a chronological order. For each event you may add images and texts. You may also include assets from Twitter, YouTube, Flickr, Vimeo, Google Maps and SoundCloud.



**True/False Question:** *True/False Question is a simple and straightforward content type that can work by itself or combined into other content types such as Course Presentation. A more complex question can be created by adding an image or a video.*



**Virtual Tour (360):** *An HTML5 based virtual tour content type allowing users to add questions, texts and interactions to multiple 360 environments using only a web browser. 360 (equirectangular) images become more engaging with H5P and Virtual Tour in publishing systems like Moodle. 360 (equirectangular) and normal images may be enriched with interactivities like explanations, videos, sounds, and interactive questions. The images may also be linked together to give the user an impression of moving between environments or between different viewpoints within the same environment. This content type is used to give a feeling of exploring and learning within a realistic environment. It includes an easy to use drag and drop authoring widget making it easy for everyone to create their own virtual tours.*

