SBLi Advanced Tutorial

Dec 2011

SBLi Advanced Tutorial 0

INTRODUCTION 1

Tutorial Overview 1

TUTORIAL SESSION 5 2

5.1 Actions order (my_portals.sblib) 2
5.2 Location Maps / changing preferences 2
5.3 Location Map / adding a portal 3
5.4 Deadlines and budgets (my_deadlines.sblib) 5
5.5 Set debrief message 8
5.6 Fill in the Blank Report 9

INTRODUCTION

The purpose of this tutorial is build on the knowledge attained in the Introduction Tutorial. If you have not attended the introductory tutorial but already have a sound understanding of the basics you will be able to follow along quite easily.

Initially we will be amending the Fish Tutorial, created by Terry Stewart, Massey University, Palmerston North, New Zealand, to include a new school location.

Tutorial Overview

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

By the conclusion of the whole tutorial you will be able to meet the following outcomes:

Tutorial 5 Outcomes:

- Change the order of existing actions
- Change SBLi preferences
- Add new Location Maps
- Create portals to a new .Location Map
- Set scenario deadlines and budgets ..
- Set a debrief message ..

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

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

The hint box, which holds very useful information.

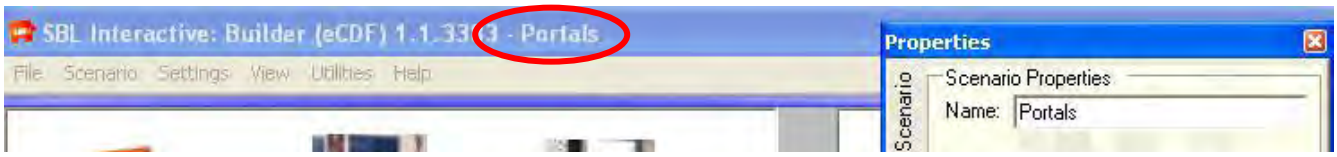
TUTORIAL SESSION 5

5.1 Actions order (my_portals.sblib)

After creating a scenario you may have reason to change the order of some existing actions.

Open the SBLi Builder and load my_portals.sblib which is found in the “2. Adv tute” folder on the resource CD. You will also find a completed portals.sblib for your reference in the “completed examples” folder.

This is a continuation of the “Goldfish example” so remember to change the scenario name (Properties Panel, Scenario Tab / Name) to Portals. This is very important as it helps you identify the file you are working on. This name appears in the Title Bar of Player and Builder.

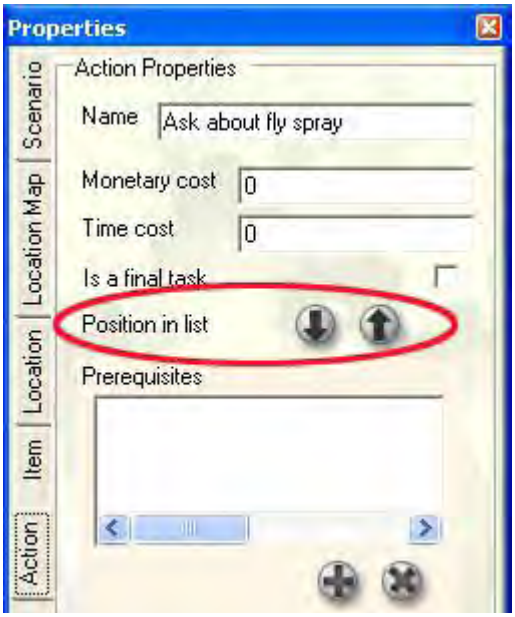


Now navigate to Alex’s Bedroom and click on Alex. Here you can see three action questions created in the introductory tutorial.

To change the order of these questions you need to click on an action and use the Action (vertical) tab in the Properties Panel to alter its position.

Try clicking on the last question “Ask about fly spray”. Now click on the actions tab. This action now appears in the name window.

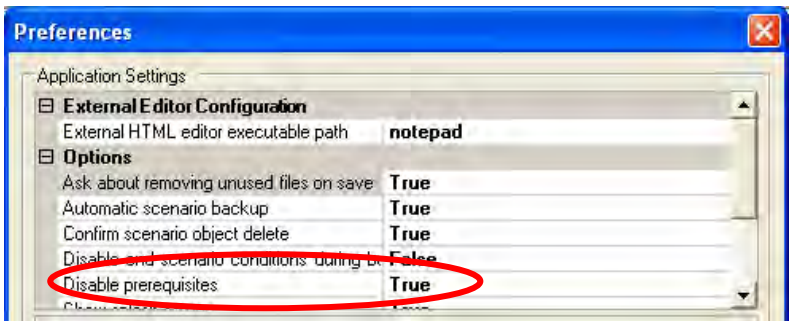
To the right and circled in red is “Position in list”. Use the arrows to move the action up and down as desired.



5.2 Location Maps / changing preferences

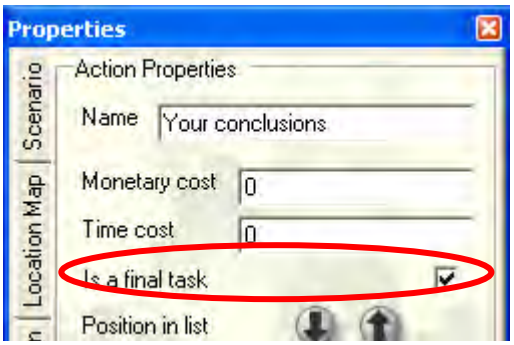
Before proceeding further I want you to check that the pre-requisites are turned off. This will ensure you can see all the existing locations when in the builder mode.

Go to the main menu and select Settings and then Preferences. From the list of options set Disable prerequisites to True.



Because we are extending the original "Goldfish" scenario, we need to remove the Final Task. You may remember we originally set the conclusions report as a Final Task, which means when this report is submitted the scenario will be over and no other locations can be visited.

Go to the kitchen location where you submit your conclusions report. Click on the "Your Conclusions" action and in the Actions tab deselect "Is a Final Task". Save your work.

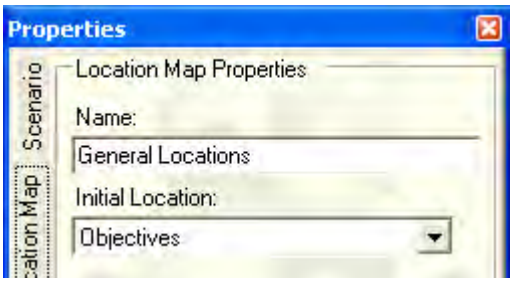


5.3 Location Map / adding a portal

The SBLi Builder allows you to create nested locations. That is, you can create different geographical zones within a region; different rooms in a house or office; different buildings on a farm. When the scenario opens up in the player these nested locations will not be in view; they only appear when you visit the primary location (the region, house, office or farm).

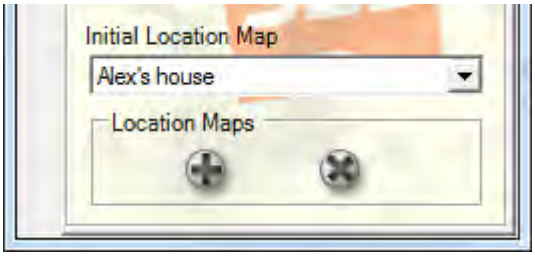
To create nested locations, you first need to create a location map. To illustrate the process, we are going to extend the original scenario and add a portal to Alex's School. When the school is visited, we want two locations to be available within that location: a Class Room and a Library.

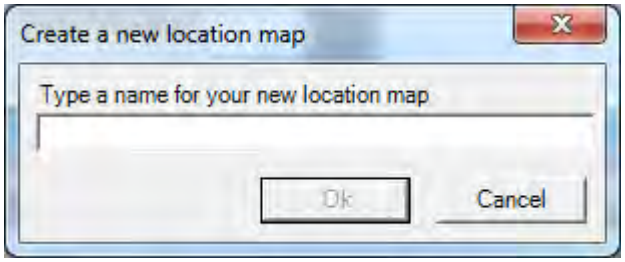
We are now ready to create a new Location Map. If you click on the **properties panel** and select the **Location Map** tab. You will notice we currently have "**General Locations**" with an Initial location of Objectives. So this makes more sense, change General Locations to read "**Alex's house**".



Now click on the **Scenario** tab, at the bottom of this panel You will see "**Initial Location Map**". Notice here it now says **Alex's house**.

Now let's create the Location Map for **Alex's School**. Click on the "**Add a Location Map**" button (it is a button with a plus sign on it). Type School into the Dialogue box that appear..

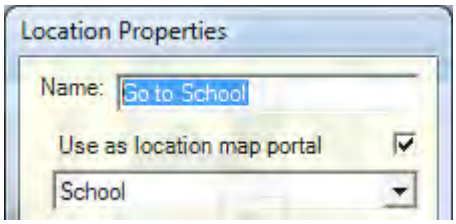




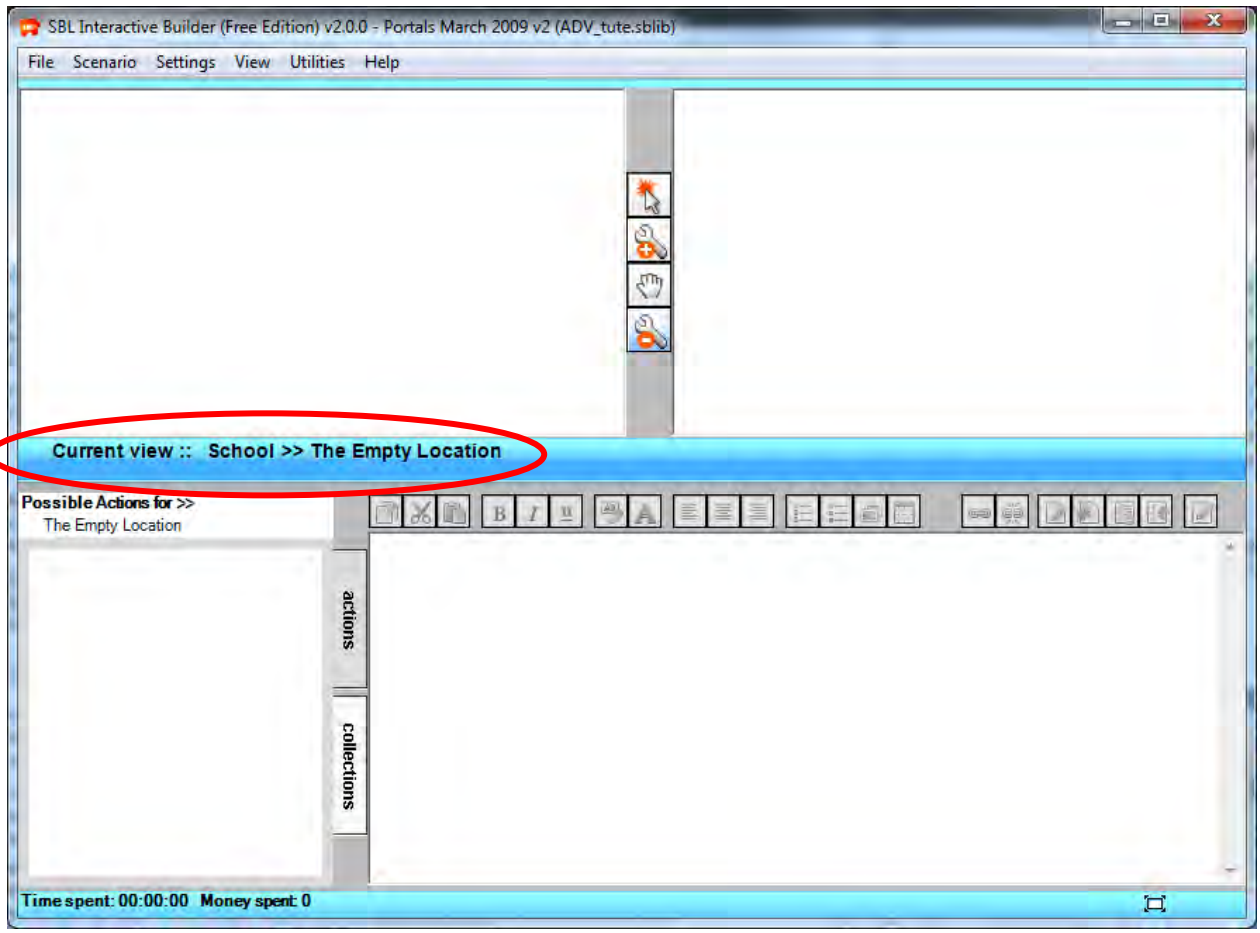
Now we are ready to create the portal that can take us to this **Location Map.**

First add a location to the Location window using the Add tool ( ). Name this location "Go to School". *Note: when you first add this location you will see the default content page. This content will not be seen! Once we convert this Location to a Portal it acts as a doorway to another Location Map. In this instance the school. Clicking on the Location "Go to School" will not show content but take you to the First location in a new "**Location Map**".*

Next with the new location “Go to School” selected, go to the properties panel and tick the “Use as location map portal”



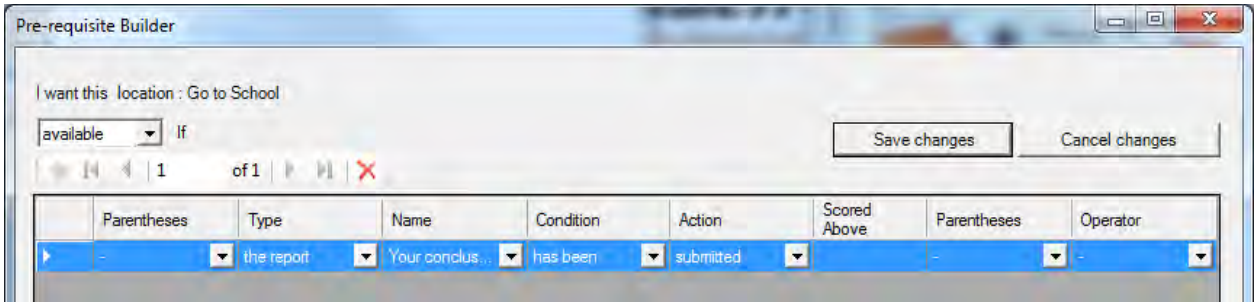
Now click on “Go to School” and see what happens. You should be looking at something like below.



A blank canvas where you can begin adding the School locations. Note the Breadcrumbs in the center bar tell you where you are- **School>>** empt locations.

However there are a couple of more changes we need to do, since we don’t want this location to appear until after the Conclusions Report has been submitted.

As we have done in the intro tutorial, select the location in question “Go to School” and create a prerequisite. NOTE: since this is a portal and clicking on it jumps to a new Location Map, you must select the location using a right mouse click. This will bring up a floating Properties panel where you can make amendments to the location.

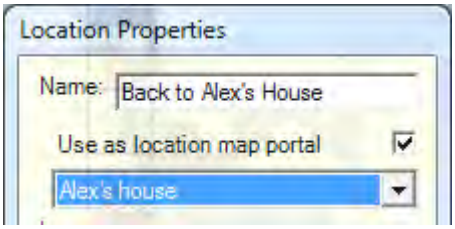


To help the user to progress through the scenario, let’s add an action “Continue to School” underneath the “Your conclusions” action. This action can appear after the report is submitted and give the hint “click on location “Go to School”

Now that the prerequisites are set lets go to the School Location Map.

Add some new locations that will represent a class room and a Library, which can now be populated with content. But how do we get back home?

We need another portal. To do this, create another location at the School called “Back to Alex’s House”. Click on the Location tab and for “Back to Alex’s House” check “Use a location map portal” and select Alex’s House. Now click on the “Back to Alex’s House” icon and you will return to the original Location map.



5.4 Deadlines and budgets (my_deadlines.sblib)

For the deadlines section, please close your portals example and open the file named my_deadlines.sblib.

The most important information with regard to using deadlines is found in the Properties panel “**Scenario**” tab.

The “Scenario” tab contains controls that alter properties related to a Scenario as a whole.

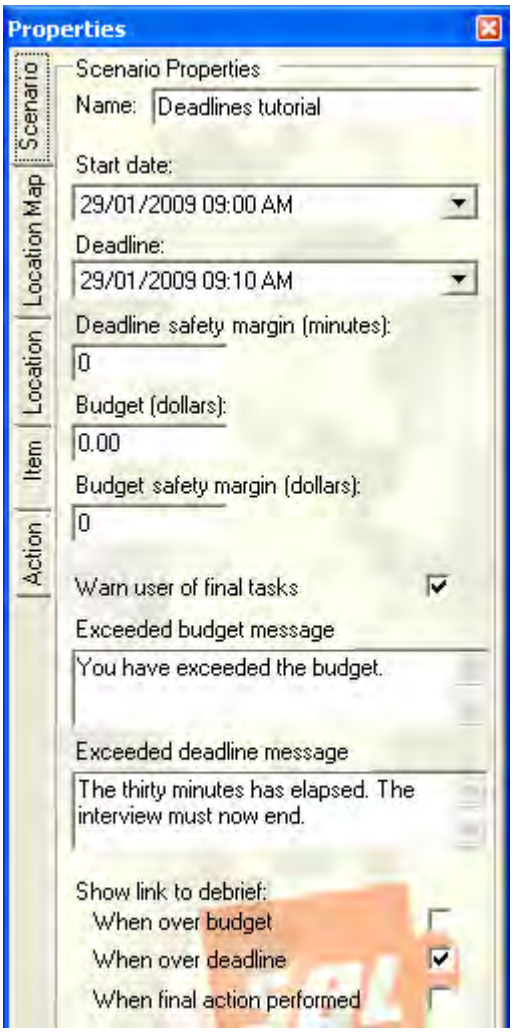
Name: the name of your scenario. This scenario name appears in the title bar when the application is in Builder mode and when it is in Player mode.

Start Date: Scenarios can have a start and finish, time and date. When a scenario that has time properties is first opened, the time and date in the scenario is set to the start time and date. If the scenario user then performs an action which has a time duration associated with it, the time and date will be increased appropriately. If the time and date reaches a predetermined time limit the scenario will end with a time expired message.

Deadline: Allows you to set the virtual deadline time and date for your scenario. A drop down menu enables you to set the future deadline date - you can then change the time if you wish within the Deadline entry box.

Deadline safety margin: You can set the number of minutes when a warning is given before the deadline is reached. The warning says “Performing this action puts you close to your deadline date, continue?” The scenario user can then choose to continue with the action or not.

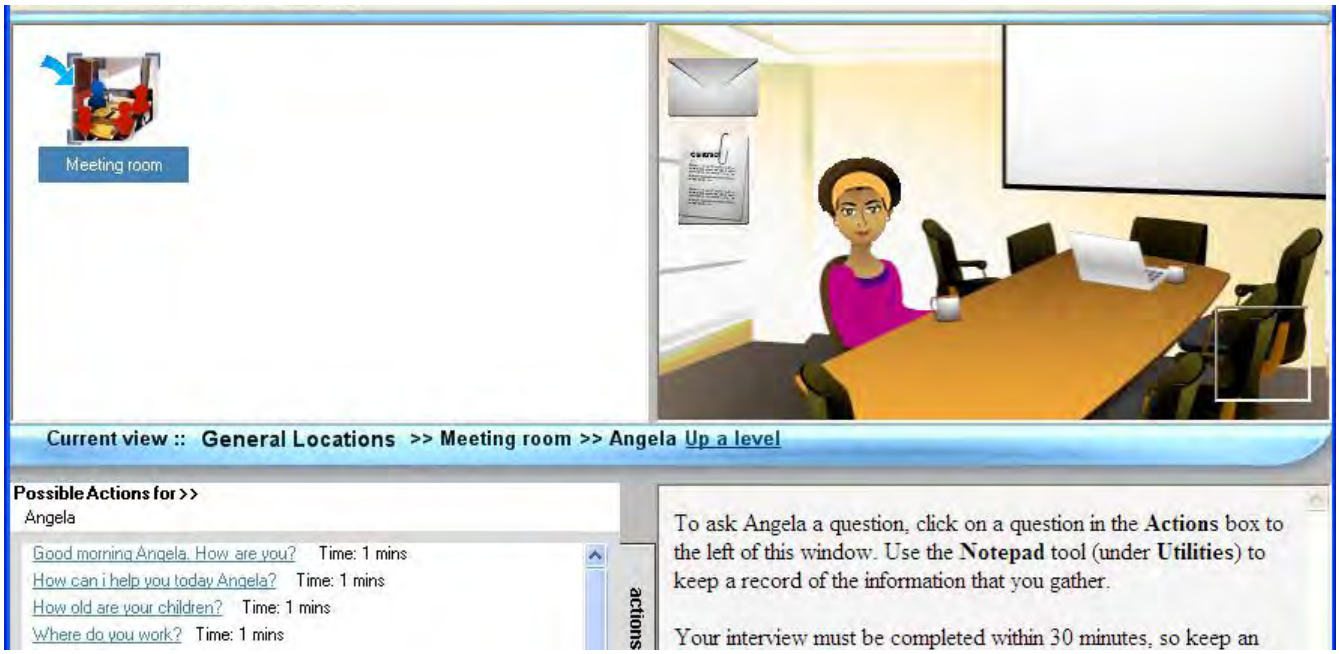
Note: Start date allows you to set the start time and date for a scenario, this value is not related to real time, it is “scenario time”.



EXAMPLE

The example has the "player" in the role of a lawyer interviewing a client. Time and Money is of extreme importance in this industry and for this reason potential lawyers need to gain all information required as quickly as possible to reduce costs for the client.

In order to implement this in the SBLi you need to set a budget and time limit.



NOTE: You can set a monetary **budget** that the users of your scenario can spend by taking certain actions. You need to set a value to indicate the amount of virtual money available to the player of the scenario. The cost of different actions associated with a scenario are entered via the Monetary cost text box on the Actions tab on the Properties panel.

SET SCENARIO PROPERTIES

Step 1. Name your scenario. Make it relevant to this scenario. This name is very helpful for identifying what scenario you are in appears in the title bar when the application is in Builder mode and when it is in Player mode.

Step 2. Set the Start Date and Deadline date. Make sure you don't make the time difference too great (approximately 10mins). We want to be able to see the results of this deadline easily. Later we will set actions that accumulate time, so we can see the time expired message in action.

Step 3. Set a budget of 10 dollars. Although a budget isn't relevant for this example I want you to be able to see how it looks.

Step 4. Set a deadline safety margin, to receive a warning before the deadline is reached. The warning says "Performing this action puts you close to your deadline date, continue?" The scenario user can then choose to continue with the action or not.

Step 5. Tick the "Warn user of final tasks"

Step 6. Type a message in the Exceeded budget and deadline messages windows.

Step 7. If you chose to select "Show link to debrief" remember you will have to enter content in the debrief page.

CREATE THE SCENARIO

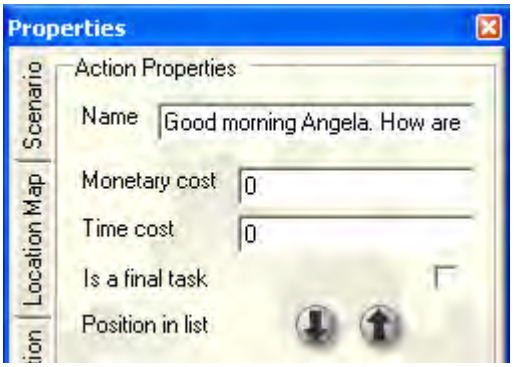
In order to streamline this exercise I have supplied a file that already has the content.

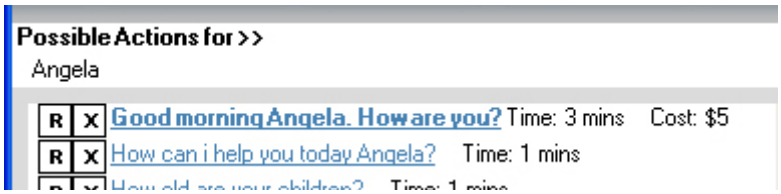
The steps involved in creating this included:

1. Using the "Add Tool" ( ).click in the **Location** window (upper left) to add the **LOCATION** icon.
2. Name the location **Meeting room**, and in the "**Content**" window type the text "*The client, Angela, is waiting for you in the meeting room.*"
3. Use the add tool again click in the **Environment** window (upper right) to add the **ITEM** icon.
4. Name the Item icon **Angela**
5. With **Angela** item selected click on "<<Add a new action>>" each action represents a question, with the content page supplying Angela's answers. .

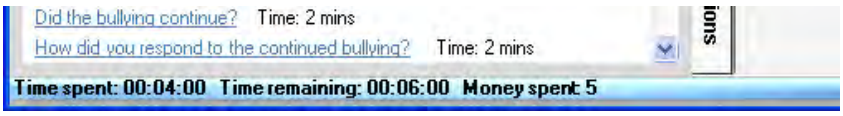
Now we can begin adding the cost and time to each question.

With an action selected, click on the Actions tab in the Properties Panel. Here you can see where you can set the Monetary cost and Time cost. Note if you do not want any value you must enter ZERO. The fields cannot be left blank. Notice the time and cost value now appears next to the action.





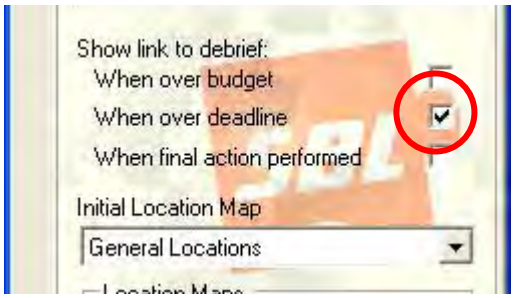
Make sure the total of the value you set will exceed the budgets set for time and money. Now switch to player mode (Ctrl Tab) and test that you get the warning message.



Notice the accumulation of time and money at the bottom of the window.

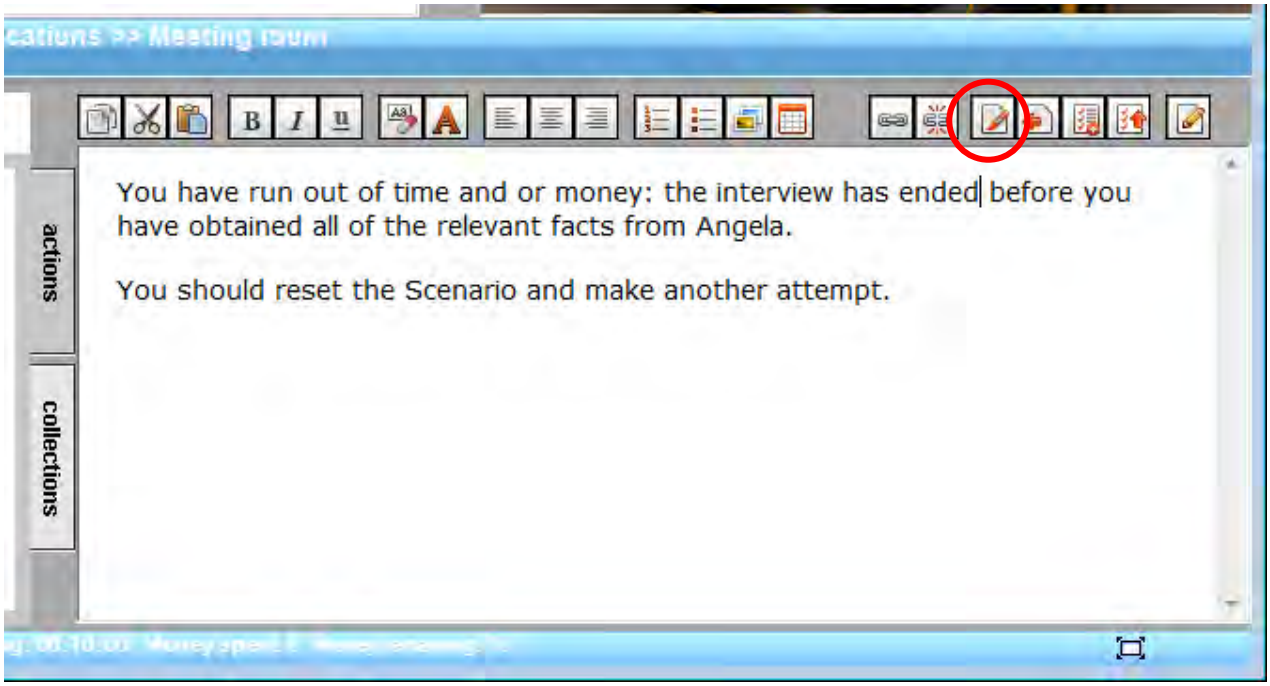
5.5 Set debrief message

You can choose when the link to the debrief appears to the scenario user by clicking on one or more of the tick boxes shown - that is, when over budget, when over deadline, or when the final action has been performed.



To enter your desired debrief message click on the "Edit debrief" tool circled below and type the message:

> You have run out of time and or money: the interview must end before you have obtained all of the relevant facts from Angela.
>
> You should reset the Scenario and make another attempt.



5.6 Fill in the Blank Report

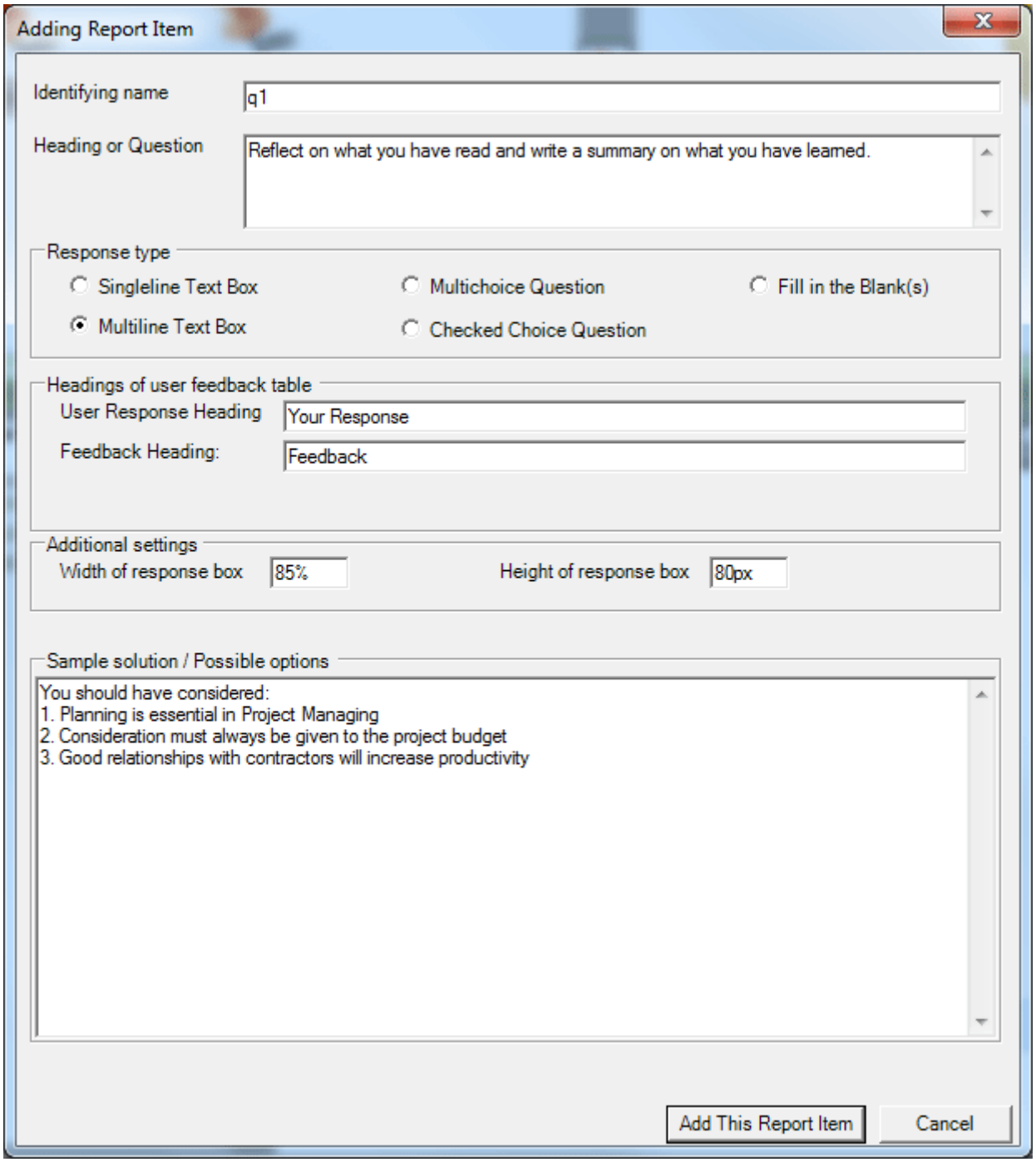
Report Types

There are 3 distinct report types

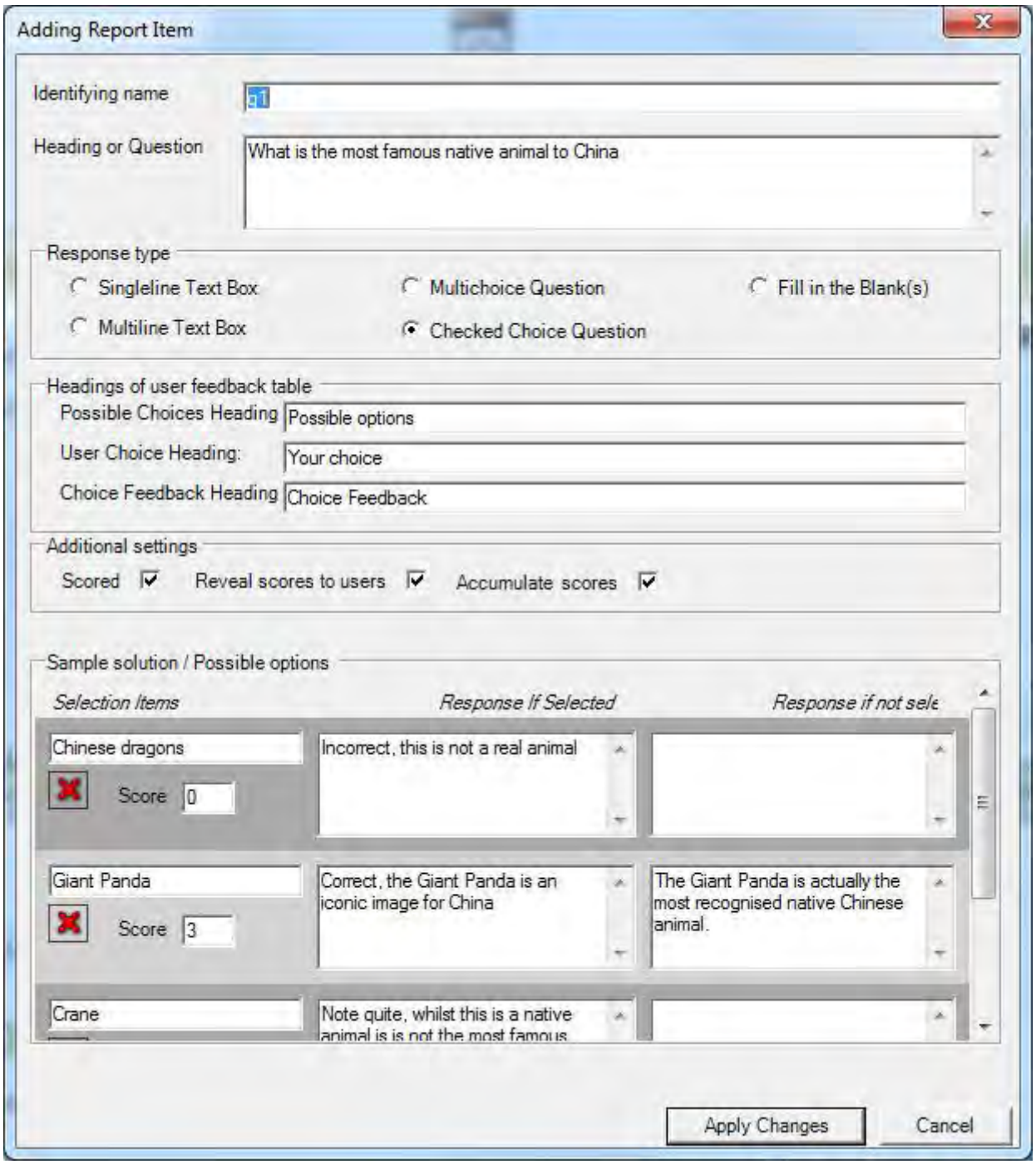
1. Singleline and Multiline Questions
2. Multichoice Question and Checked Choice Question
3. Fill in the Blank(s)

Singleline and Mutiline Questions are the only types that can NOT be scored, as they require a written response from the user.

Below is the dialogue box for a Mutiline Question. The Singleline Option is the same but is used when the answer is expected to be just a few words. **Note: *"Additional Settings"*** of allows you to edit the width and height of the response box depending on your needs.



All other questions types can be scored by selecting the "Scored" check box. Other options include "Reveal scores to user" and "Accumulate scores". The example below is for "Checked Choice Question" where the layout and options are the same for "Multichoice Question". The only difference between the two is "Check Choice Question" can have more than once answer correct. In this instance you can score responses on a sliding scale depending on appropriateness of answer.

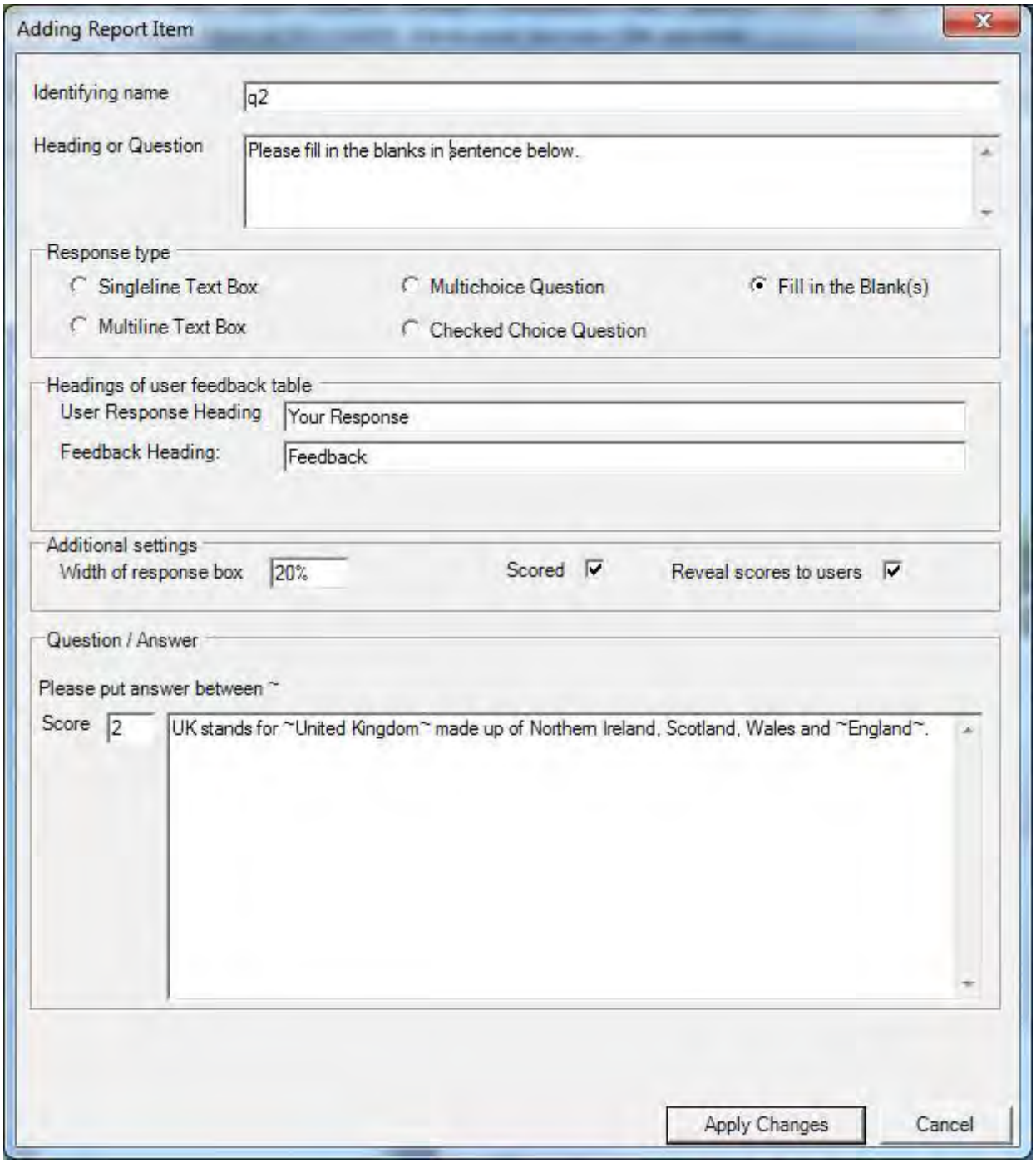


The ability to provide immediate feedback is an important teaching tool and **all question types** have this option. Feedback can be provided when an answer IS selected and/or when an answer is NOT selected; as in the example above.

To complete the report just click on "Add This Report Item" or "Apply Changes" if you made edits.

You can also add multiple reports on one content page. The last example shows the third report type "Fill in the Blank(s)".
Note: ***"Width of the response box"*** allows you to adjust the window size to allow for longer or shorter words.

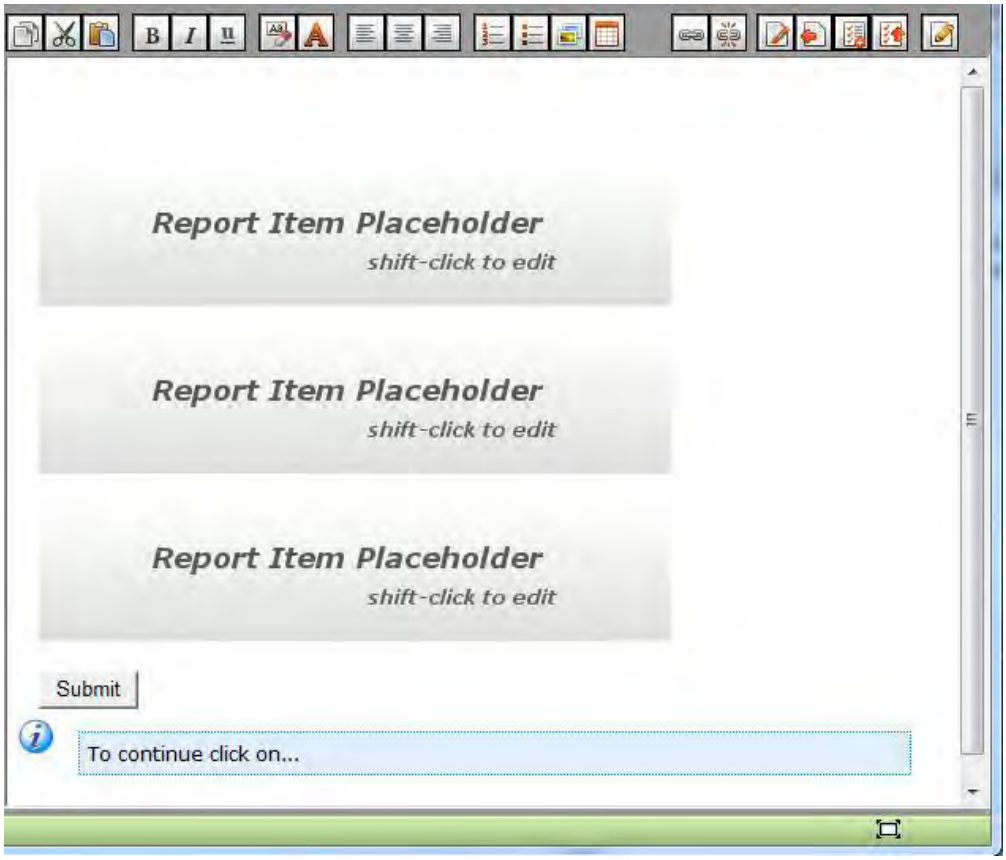
To create a "Fill in the Blanks" report, you need to type the correct and complete sentence and bracket the words you want hidden with **~** marks. In the example below the answers are United Kingdom and England.
Note: it is NOT case sensitive.



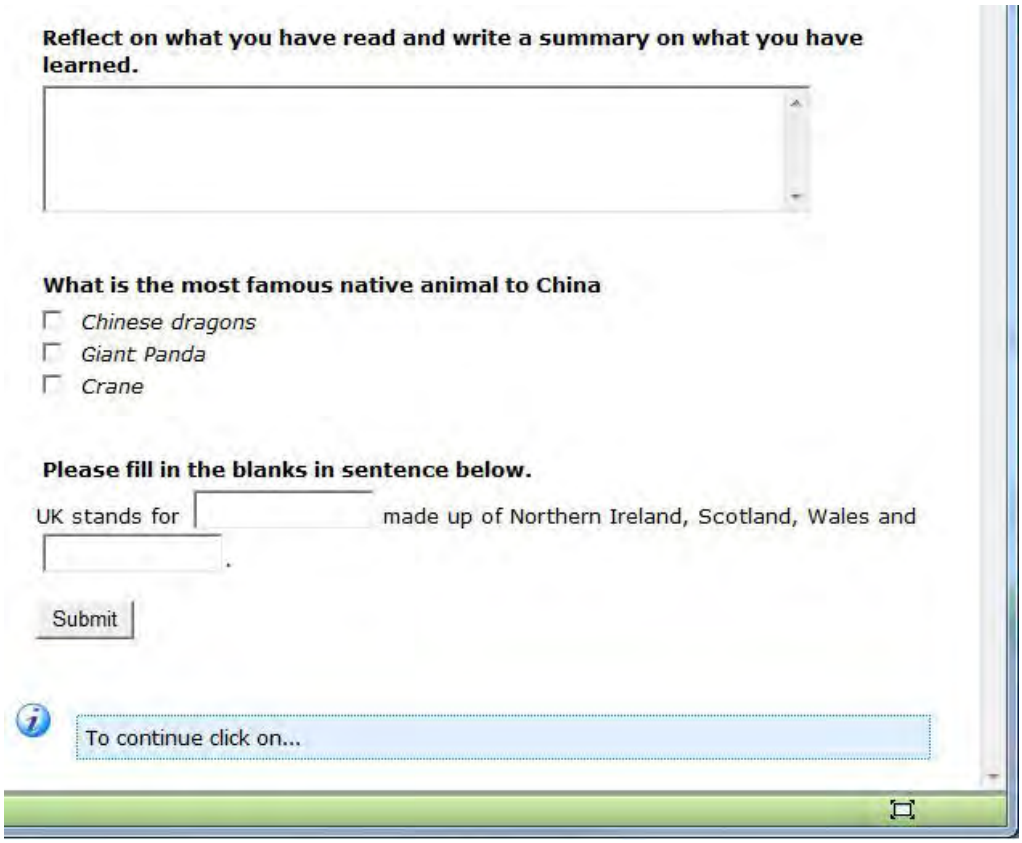
Note: so the report can be submitted there also needs to be a "Report Submit" button added to the content page. To add a submit report button, see ***"Insert Report Submit"***.

Finally to view the report items as they will appear to a person playing the scenario, switch to player mode via "Ctrl+ tab" or using the "Settings>>Mode>>Player Mode" option in the menu bar of the main window. Switch back using "Ctrl+ tab" or the "Builder Mode" option in the same menu. In builder mode the report items are represented as report item tokens.

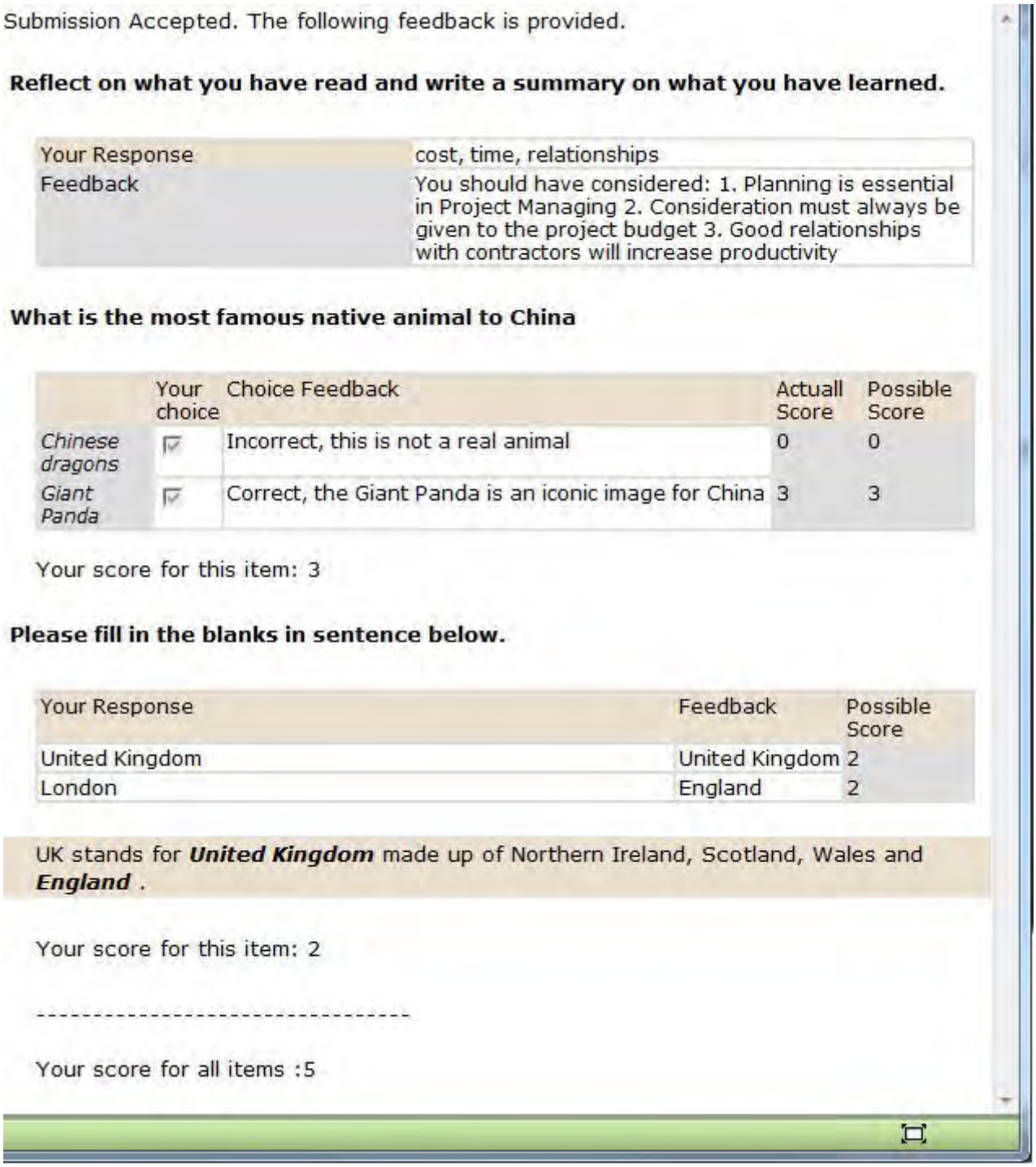
The below image is how the reports looks in "Builder Mode".



Below is the "Player Mode" view.



The image below is the feedback page that the user sees after submitting. **Note: *"Your score for all items"*** is the accumulated value for both reports.



Submission Accepted. The following feedback is provided.

Reflect on what you have read and write a summary on what you have learned.

Your Response	cost, time, relationships
Feedback	You should have considered: 1. Planning is essential in Project Managing 2. Consideration must always be given to the project budget 3. Good relationships with contractors will increase productivity

What is the most famous native animal to China

	Your choice	Choice Feedback	Actuall Score	Possible Score
Chinese dragons	☑	Incorrect, this is not a real animal	0	0
Giant Panda	☑	Correct, the Giant Panda is an iconic image for China	3	3

Your score for this item: 3

Please fill in the blanks in sentence below.

Your Response	Feedback	Possible Score
United Kingdom	United Kingdom	2
London	England	2

UK stands for ***United Kingdom*** made up of Northern Ireland, Scotland, Wales and ***England*** .

Your score for this item: 2

Your score for all items :5