Interact 3 - A Quick Tour

Loading the Program

From the Program Manager's screen press File to reveal the drop-down menu. Press the Run option and a text box will appear. In the text box type the command line a:\setup. After this the program will load automatically into an Interact directory if you continue to press Enter.

Once the program has loaded, you will see three icons in the Program Manager group ErgoSystems: the Interact Viewer (where programs may be run); the Interact Editor (where programs are designed); and the Interact Assessor (where the results from the programs can be analysed.) Before you start designing your own program it would be a good idea to see an example of an Interact program running. To do this double click on the Interact Viewer...

The Interact Viewer

Double-clicking on the viewer enables programs to be run and its results to be recorded. Interact programs have the .qta extension and you will be prompted to open any of the example programs in the interact directory in your File Manager. To use any of the example programs follow the instructions on the screen.

Once you are familiar with the capabilities of Interact's programs you may wish to design your own program. To do this double-click on the Interact Editor...

The Interact Editor

The Interact Editor screen will appear before you; it is here you will create your own programs. Interact is unique in that it is an object-oriented computer language, i.e. programs are written by connecting objects together, rather than having to write complex code. This method of programming is ergonomic and intuitive, so Interact is quick to learn and easy to use. It must be stressed that no prior experience of programming, or computers for that matter, is necessary in order to program using Interact.

The Interact Editor screen will show an empty workspace above which there are a number of large buttons. These are the essential tools used for writing programs. From left to right the buttons are:

Pointer Tool   Drag & drop questions to move them around.
              Double-click on questions or style boxes to edit them.
              Double-click on the editor screen to change the default style details.

Question Tool   Click on the button and then the editor's workspace to create a new question.
              Double-click on a question to edit the question details. Pictures, sound and
                 video may then be added to each screen.

Style Tool   Click on the workspace to create a new style box on the screen. Resize the
                 box to include the questions which you want to have that style.
              Double-clicking on the style box you created enables you to edit the style. To
              make an aspect of the style different from the default style uncheck the
                 appropriate red box marked "D" (for "Default").

Connect Tool   Drag from the choice letters (R,Y,N,?,1,2,3,4 or 5) and drop on the question
                it should be connected to. An R , or the "Rest" connection, is the path
that   contains no unique connection. Solid lines denote the specific choices
                "Yes", "No", "Don't Know" and any multiple choice answer.

Delete Tool	Click on a question to remove that question and its connections.
	Click on a connection to remove that connection.
	Click on a style box to remove that question and its connections.

Zoom Tool   The left button zooms out to show more of the questions, the right button zooms in. The selections for each question are only shown when fully zoomed in, and connections from choices other than "R" (dotted line) can only be made when fully zoomed in.

Copy, Cut and Paste   These can also be found in the Edit Menu. Copy and Cut both make a copy of the currently highlighted question or style box, Cut also deletes the question or style box. When Paste is clicked, a new

copy   of the question object is pasted onto the workspace.

Options   You may define the name of the results file (.dat) as being different from the questionnaire (.qta) filename and ensure data is saved here. The user's name and ID prompts can be included into the first question.

Viewer Tool   Invokes the Viewer so that the questionnaire can be tested. Selecting the Viewer also causes the session to be saved, so if you want to test

something   without saving it, save it under a different name first.

Help Tool   Clicking the Help button brings up the on-line Help Contents.

By linking boxes together, using the Connect button, interactive programs can be written, i.e. the respondents answers shape the course the program takes. To see an example of this open an example program.

Any program may be greatly enhanced by turning it into a multimedia presentation. By clicking on the Style Screen button you can specify the number and location of any pictures from the pictures directory or video clips (extension .avi or .mov) you would like included in your program from your CD ROM. Background music may also be included by adding a midi file (extension .mid). Individual sound files may also be added (extension .wav) found in the sounds directory.

Now try now to construct your own Interact program.

The Interact Assessor

Having now created a program and viewed it running, you may want to look at a record of your answers, which is an essential part of assessment, marketing and training programs. To record the answers to your program, it is essential that the appropriate box has been checked in the Options screen of Interact's Editor. None of the answers in the example programs will be recorded unless this box is checked. Once you have started to record data you must make no further changes to the program, unless you then save the .qta and .dat files under different names.

To see the results of your program double-click on the Interact Assessor Icon. In order to load the results into the Assessor you must press File in the menu and then Open Questionnaire.. This opens up the quationnaire file, including information such as the question and choice text. Once the questionnaire is opened you shall be prompted to open the corresponding .dat (or results) file.

The program can also be marked, that is to say correct answers are ticked and incorrect answers crossed. Correct and incorrect answers can then be displayed and total scores calculated. To mark a questionnaire, Build Answers must be chosen from the File option in the menu. This will allow you to run through the questionnaire giving the correct responses. Interact will then use

these answers to mark the data you have recorded.

By clicking on areas of the grid, the question details, individuals' answer details and total details can be viewed. There are numerous other options which enables these results to be displayed graphically by pressing the Graph button (represented by a three-bar bar-chart) Other display functions include: percentage scores; date of input; forename, surname and ID; ordering with respect to time of input, alphabetically and percentage score.

Interact v3, the ergonomic programming language, by ***ErgoSystems***.

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Other ***ErgoSystems*** products include:

E-scape - an building evacuation simulation program employing behavioural and movement models.
VDU Workstation - a training and assessment program aiding compliance with the EU regulations for VDU operating equipment and environment.
ManHand - a training and assessment program aiding compliance with the EU regulations on Manual Handling.
Interact - an object-based programming tool enabling easy creation of multimedia questionnaires for training and assessment purposes.
Safety Auditor - automation of safety audits on all the health and safety EU regulations. the audits supplied can be tailored to personal requirements or new audits created using Interact, which is part of the Safety Auditor package.
CHIP ultra - produce labels and safety data sheets easily for hazardous chemicals. Chemical data from the approved supply list (CHIP2) is included in this package.
CDM ultra - ensure compliance with the Construction (Design and Management) Regulations for building sites through risk assessment and production of reports.