Fill-In-The-Blank Widget Help Contents

For more help, see <u>Multimedia ToolBook 4.0 CBT Edition Help</u>.

<u>Using the Fill-In-The-Blank question widget</u>

Information and step-by-step instructions to help you use this widget.

<u>Fill-In-The-Blank Question Properties dialog box</u>

Descriptions to help you use this widget's Properties dialog box.

Using the Fill-In-The-Blank question widget

Click a topic below for more information.

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About the Fill-In-The-Blank question widget

Using the Fill-In-The-Blank question widget

The Fill-In-The-Blank question widget allows users to enter text to answer a question. You can analyze the text by matching case or word order, allowing homonyms, and ignoring punctuation. You can use simple text matches or complex OpenScript expressions to define multiple answers for the question.

If you are working with a hotword Fill-In-The-Blank question, you must drop it into the text of an activated field.

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Adding a Fill-In-The-Blank question widget

Using the Fill-In-The-Blank question widget

To add a Fill-In-The-Blank question widget:

1 Drag a Fill-in-the-Blank question widget from the Widget Catalog and drop it onto the page.

If the target of the drop is a field and the type of the question dropped is a hotword, the question is inserted into the text of the field.

2 Select the widget (if a hotword, select the hotword), then open the Fill-in-the-Blank Question Properties dialog box (General tab) by choosing Question from the Object Properties submenu in the Object menu.

- To limit the amount of time or the number of attempts that are to be allowed for a question, and to define when a question is to be reset, select the appropriate options.

4 To set options for answers, click the <u>Answers</u> tab.

- To add possible answers, click Add, then enter response text in the box.
- Select any other appropriate options.

5 To set options for scoring, click the Scoring tab, then select whether the question is to be scored, how the question is to be weighted, and other appropriate options.

6 To add immediate feedback (feedback that occurs at the time of response), click the <u>Immediate Feedback</u> tab, then select the appropriate options.

7 To add delayed feedback (feedback that occurs later), click the Delayed Feedback tab; then select the appropriate options.

8 To accept the current property settings, click OK.

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Generic question widget behavior
Using the Fill-In-The-Blank question widget

All question widgets respond to and use the same messages and functions.

If enabled, question widgets reset their appearance and properties whenever the `ASYM_Reset` message is sent (in most cases when the page is entered and the `enterPage` message is sent). You can use the `ASYM_Reset` message to provide additional behavior within the widget. If you do write a handler for `ASYM_Reset`, you must always forward this message.

A question widget is locked when the `ASYM_WID_Locked` property is set to `true`. This property is handled automatically by the system.

You can get the value of a question score using the `ASYM_WID_Score()` function. You can then display the score by sending the `ASYM_ShowYourScore` message to the question.

Feedback for a question widget can be immediate or delayed.   If delayed, an outside object must trigger the feedback by sending the `ASYM_PlayFeedback` message to the question widget.   This object could be one of the Check Response widgets from the widget catalog.

You can specify the following types of feedback for question widgets:

- Play a media clip.
- Display text in a field or record field named `"feedback"`, or in a popup window.
- Send a custom OpenScript message to the question.
- Execute a hyperlink.

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Fill-In-The-Blank Question Properties (General tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Sets general Fill-In-The-Blank question properties.

Note Click a tab below to see its options.

4 - Immediate Feedback	5 - Delayed Feedback
1 - General	2 - Answers	3 - Scoring

Option	Description
Name	Specifies the question name, which is used for writing information to the log file.
Limit Time	Specifies the limit on the amount of time allowed for a response to the question. The count for the time begins when the question is reset, usually when the page is entered. When the time limit is reached, the question is locked and no further responses are allowed.
Limit Tries	Specifies the limit on the number of tries allowed for the question. (A try is counted when a question is scored or when feedback plays.) When the limit is reached, the question is locked and no further responses are allowed.
Automatically Reset Question	Specifies if and when the question is reset. ◆ Never: Never on page navigation. Reset occurs only when an ASYM_Reset message is sent to the page, to the book, or directly to the widget. ◆ When entering the page: When the page is entered. ◆ When leaving the page: When the page is exited. ◆ Always: Every time the page is entered and exited. Hint: You may want to use the Never option and reset the widget whenever you save and reset the book. Check the Prompt for Reset When Saving option in the Book Properties-CBT Extensions dialog box.

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Fill-In-The-Blank Question Properties (Answers tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines answers and sets special Fill-In-The-Blank question properties.

Note Click a tab below to see its options.

4 - Immediate Feedback	5 - Delayed Feedback	
1 - General	2 - Answers	3 - Scoring

Option	Description
Possible Answers	Lists the defined responses for the question. Click the graphic at the beginning of each line to toggle the correctness of each response.
Add	Opens the Add An Answer dialog box, which you can use to add an object to the list of answers.
Edit	Opens the Edit The Answer dialog box, which you can use to change the list of objects used for answers.
Delete	Deletes the selected object.
Match Case	Performs a case-sensitive match (i.e., matches upper and lower case letters).
Match Word Order	All words must be in the correct order.
Enable Sounds Like	Positive match occurs if the test word is a homonym for the expected response.
Ignore Punctuation	All punctuation in text is ignored.
Cannot Change Responses	Locks individual response elements when the user selects an answer.

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# Fill-In-The-Blank Question Properties (Scoring tab)

Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines how Fill-In-The-Blank question is to be scored and weighted.

Note Click a tab below to see its options.

4 - Immediate Feedback	5 - Delayed Feedback	
1 - General	2 - Answers	3 - Scoring

Option	Description
Score this question	Specifies if the question is to be scored.
Possible answers	Displays the possible answers that were defined under the Answers tab. Hint: Double click on an answer to go to the Edit the Answer dialog box under the Answers tab.
Weight of Answer	Specifies the percentage of the maximum score to be applied to the answer. Select Automatic for automatic weighting of the question.
Lowest possible score	If the question is to be scored, set a minimum score for the question by typing a number in the Lowest Possible Score box.
Highest possible score	If the question is to be scored, set a maximum possible score by typing a number in the Highest Possible Score box.
Partially correct response	Select how a partially correct response is to be scored.

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# Fill-In-The-Blank Properties Editor (Immediate Feedback tab)
Object menu / Object Properties / Question

Keyboard: Ctrl+Shift+W

Defines Fill-In-The-Blank question immediate feedback.

Note Click a tab below to see its options.

1 - General	2 - Answers	3 - Scoring
4 - Immediate Feedback	5 - Delayed Feedback	

Option	Description
Enable feedback	Causes feedback to be delivered at the time of response
Possible answers	Lists the possible answers that have been defined for the question. Click the graphic at the beginning of each line to toggle the correctness of each response. Double click to go to the Edit the Answer dialog box under the Answers tab.
Select All Correct	Selects all correct responses, allowing you to specify the same feedback for all correct responses without having to define feedback for each correct response separately.
Select All Incorrect	Selects all incorrect responses, allowing you to specify the same feedback for all incorrect responses without having to define feedback for each incorrect response separately.
Play Media Clip	Specifies the clip to play for the selected response. To choose a clip, click ⌘🔍 (opens the <u>Media Clip</u> dialog box).
Feedback Text	Specifies the text that is to be displayed for the selected response. To add or edit the text, click ⌘🔍 (opens the <u>Feedback Text</u> dialog box).
Send OpenScript	Specifies the OpenScript message to send to the question for the selected response. To add or edit the message, click ⌘🔍 (opens the <u>Send OpenScript Message</u> dialog box).
Go To Page	Specifies the hyperlink to execute for the selected response. To add or edit the hyperlink, click ⌘🔍 (opens the <u>Hyperlink</u> dialog box).
Of Book	Specifies the book that owns the specified hyperlink page.

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# Fill-In-The-Blank Question Properties (Delayed Feedback tab)
**Object menu / Object Properties / Question**

Keyboard: Ctrl+Shift+W

Defines Fill-In-The-Blank question delayed feedback.

Note Click a tab below to see its options.

| 1 - General | 2 - Answers | 3 - Scoring |
| 4 - Immediate Feedback | 5 - Delayed Feedback | |

| Option	Description
Feedback to execute on request...	Allows you to deliver different types of delayed feedback depending on the number of correct responses to the question.
Play Media Clip	Specifies the clip to play for the selected response. To choose a clip, click CℬℰↃ (opens the <u>Media Clip</u> dialog box).
Feedback Text	Specifies the text that is to be displayed for the selected response. To add or edit the text, click CℬℰↃ (opens the <u>Feedback Text</u> dialog box).
Send OpenScript	Specifies the OpenScript message to send to the question for the selected response. To add or edit the message, click CℬℰↃ (opens the <u>Send OpenScript Message</u> dialog box).
Go To Page	Specifies the hyperlink to execute for the selected response. To add or edit the hyperlink, click CℬℰↃ (opens the <u>Hyperlink</u> dialog box).
Of Book	Specifies the book that owns the specified hyperlink page.

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Feedback Text (dialog box)

Object menu / Object Properties / Question / Feedback tab / Feedback Text

Defines the text to display as feedback for the Fill-In-The-Blank question.

Option	Description
Text field	Specifies the text to display when a response matches the current item.
Show Only If Media Will Not Play	Displays text only if the assigned clip will not play. If no clip is assigned, this option is ignored.
Display Method	Controls the method by which the text is displayed.
	Note When text is displayed in a popup window, the first textline is displayed as the title in bold text and the remaining textlines are displayed with normal text.
	CЗБO Auto (Use Popup If No Field Exists). Uses a field, if present; otherwise, uses a popup window. CЗБO Use Popup Window. Displays text in a popup window.
	CЗБO Use Feedback Field. Puts the text into the text of a field or record field named `"feedback"`.

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Send OpenScript Message (dialog box)

Object menu / Object Properties / Question / Feedback tab / Send OpenScript

Defines the OpenScript message to send as feedback for a Fill-In-The-Blank question. Add or enter the text you want to use, then click OK.   Checking Add message to hotlist saves your message in the combo box for later use.

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Add An Answer / Edit The Answer (dialog box)
Object menu / Object Properties / Question / Answers tab / Add or Edit

Defines the conditions for analyzing answer text.

Option	Description
Match Text	Compares the user's answer to the entered Response Text using a simple non-case sensitive match:
OpenScript Expression	Evaluates the answer definition when checking a user's response. The expression must evaluate to `true` or `false`.
Response text	The response text can contain wildcards (represented by an asterisk [*]) that replace any number of characters.
Match Case	Performs a case-sensitive match.
Match Word Order	All words must be in the correct order.
Confirm if Recognized	Compares student response to text entered in Confirm box. Allows instructor to anticipate multiple interpretations of the question.
Enable Sounds Like	Positive match occurs if the test word is a homonym for the expected response.
Ignore Punctuation	All punctuation in text is ignored.
Correct/Incorrect	Click button at lower left to toggle between correct and incorrect.

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