

Studywiser.com Author Manual

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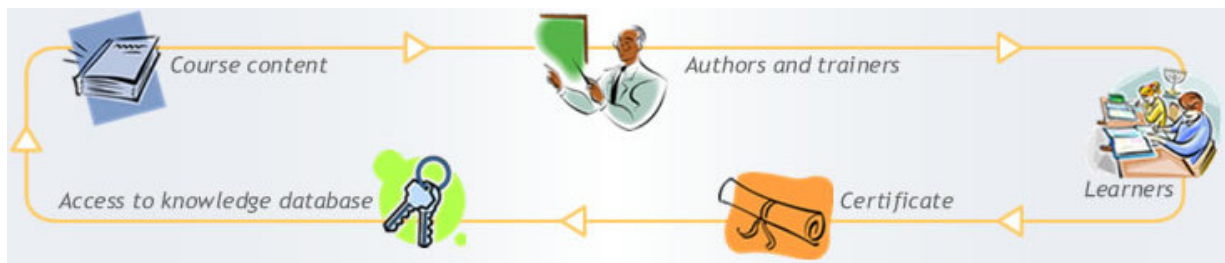
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Studywiser.com

After you have read this manual

- You will know what e-learning authoring is about
- and how to develop an e-learning course in Studywiser.com with:
 - text
 - images
 - multimedia
 - external links
 - exercises and exam questions

What is Studywiser



Studywiser.com is an e-learning framework for author, trainer and learner. The basis is a user-friendly e-learning content management system with features like reuse of content and export of content to XML. The default learning environment of Studywiser content is i-Engine.net. In this sophisticated learning environment the learner can be invited to the course(s), followed form start to end, including an automatically calculated post test (exam) and certificate sent by e-mail. The technology is available in the ASP model (hosted or Software as a Service) but can also be licensed and installed on your own server, for example as part of your intranet or company portal. The Content and Learner Management Systems are developed with optimal compliancy to standards like IMS, AICC and SCORM.

How to create e-learning content

Where do you start with the creation of e-learning content?

- You can start with existing distance learning material.
- You can start with the content of study books.
- You can start with the content used for conventional classroom education.
- You can start from scratch.

Whatever your starting point is, keep in mind that the creation of e-learning content is labor intensive and not simply copying a book to an online version!

The design of your course

In general you will have to answer the following questions.

1. What is the subject of the course?
2. What is my target audience?
3. What are the learning objectives for the learner?
4. What are the objectives for the author?

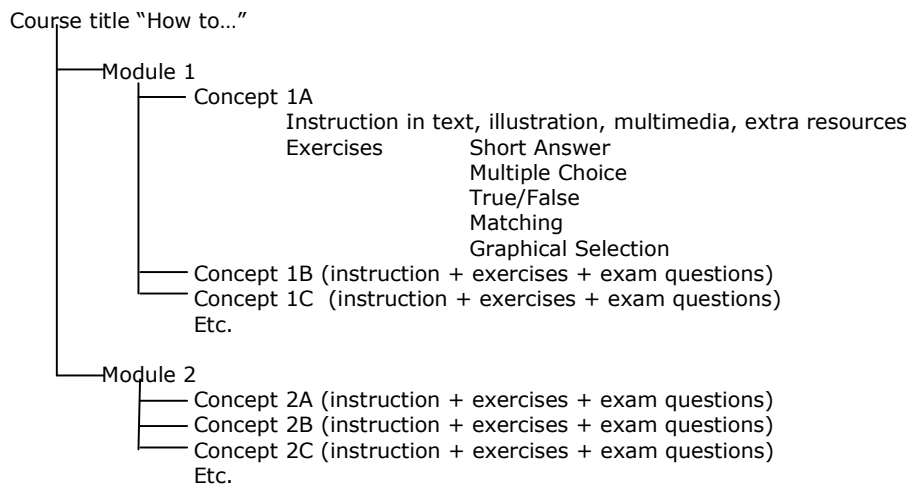
Then take the following steps.

5. Develop a course map, including an index of modules.
6. Specify the learning objectives per module.
7. Determine the level the learner should achieve.
8. Develop the content.

More specific for Studywiser, take the following steps.

9. Insert the content in Studywiser.com.
10. Test the course.
11. Invite the learners.

The structure of a Studywiser course



Start using the authoring tool

Content in concepts

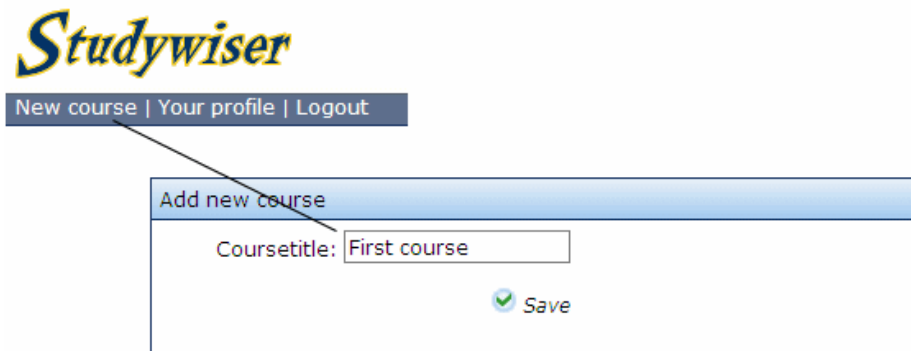
Log in to the authoring tool with your username (e-mail address) and password.



The image shows the Studywiser login interface. At the top is the Studywiser logo. Below it is a login form with a 'Username' field containing 'username', a 'Password' field with masked characters, and a 'Login' button. There are also flags for the Netherlands and the United Kingdom, and a link for 'Forgot your login-data?'.

In case you forgot your password, you can have it sent to you by e-mail. If you do not have a personal access code yet, go to www.studywiser.com and register your own account.

After you logged in, you can create a new course.



The image shows the 'Add new course' form in the Studywiser interface. At the top is the Studywiser logo. Below it is a navigation bar with 'New course | Your profile | Logout'. The 'Add new course' form has a 'Course title' field containing 'First course' and a 'Save' button with a green checkmark icon.

Enter the course title and click save.

Now you can enter extra course information, see the screen below for an example. In the field "Contact" you enter the e-mail address of the teacher or tutor who will be the first contact for the learners. Exam scores will be sent to the learner and to this course contact as well. The course information will also be shown in this e-mail after the student completes the exam.

If you tick the Survey box, you can distribute the course as a survey. A survey consists of a short introduction text followed by the questions. The course contact will receive all answers in an e-mail. All responses will be available as an excel file in the management area of the learning environment. You will need the assistance of the administrator of Studywiser.com, who will provide you with an encrypted URL that you can use in the invitation e-mail or to publish on your website.



Poker, basic rules

Rank of hands

- ▼ Royal Flush
 - GS** Indicate a face card.
 - MC** The odds of getting a roy ...
 - SA** The highest poker hand is ...
 - + Add question
- ▶ Straight Flush
- ▶ Four Of A Kind
- ▶ Full House
- ▶ Flush
- ▶ Straight
- ▶ Three of a Kind
- + Add concept
- Conceptoverzicht

[Topic Overview](#)
[Change order](#)
[Advanced](#)
[Add module](#)

Legenda:
M: Module
C: Concept
SA: Single-answer question
MC: Multiple-choice question
TF: True-false question
GS: Graphical Selection question
MA: Matching question

Your courses

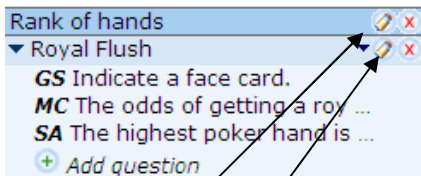
Edit course

Course title	<input type="text" value="Poker, basic rules"/>
Contact	<input type="text" value="info.int@studywiser.com"/>
Organisation name	<input type="text" value="Studywiser.com"/>
Target group	<input type="text" value="Card players, Casino visitors"/>
Language	<input type="text" value="English"/>
Price	<input type="text" value="0"/>
Survey	<input type="checkbox"/>

Course information

The objectives for this part of the Poker Game course are for you to learn the basic rules and names like oyal Flush, Straight Flush, Four Of A Kind, Full House, Flush, Straight and Three of a Kind. (This course is followed by Poker Variations).

In the left menu tree you can navigate directly to the part of the course that you want to edit.

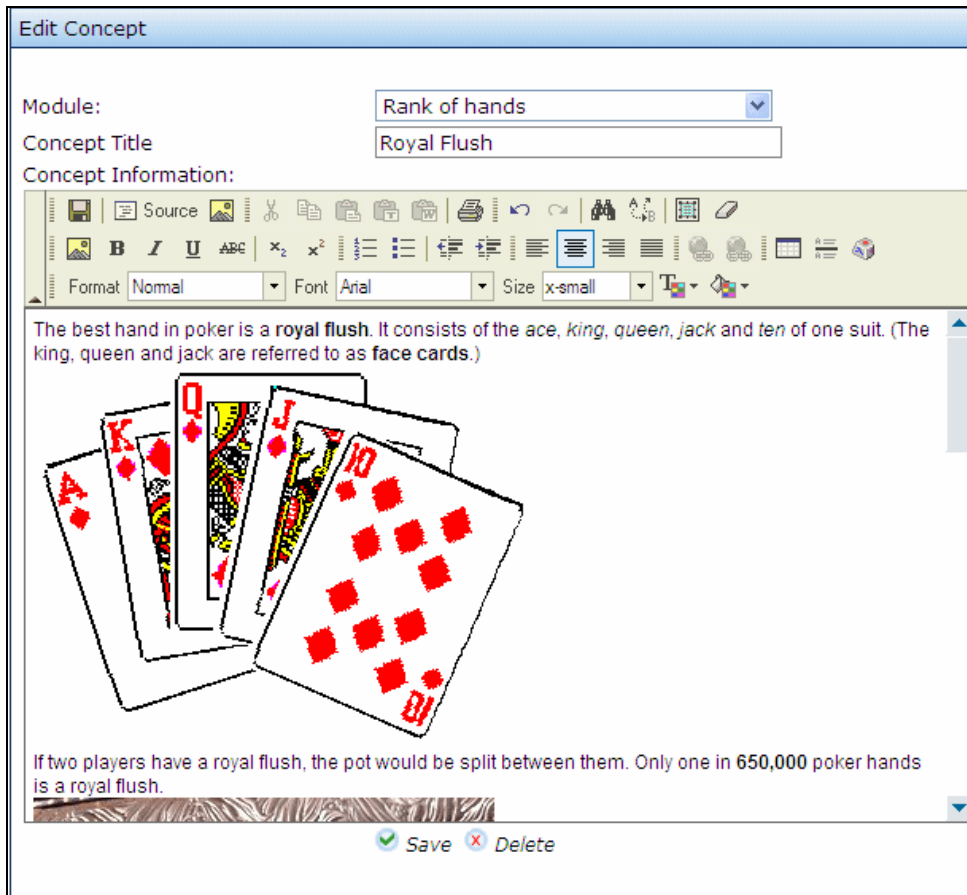




Click on the edit icon next to "Rank of hands" to edit the title of the module. With the delete icon, you will delete the entire module, including concepts.

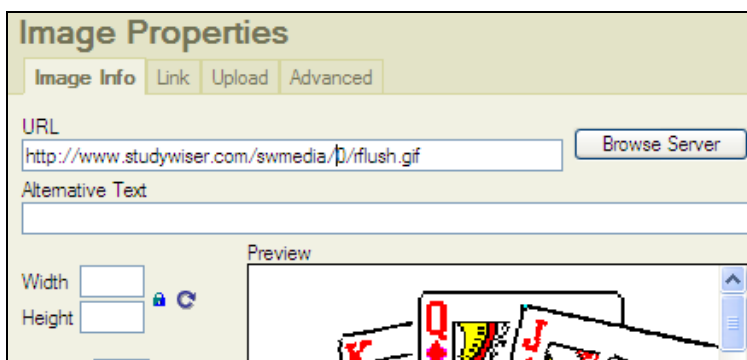
Click on the edit icon next to "Royal Flush" to edit the concept title and text or to move the concept to another module. With the delete icon, you will delete the entire concept, including exercises and exam questions.

Below the concept title you see the questions for exercises and exams (GS, MC, SA, TF and MA). Read more about the question types in the chapter "Exercises and exam questions".


We will now edit the concept "Royal Flush". The screen below shows the text and the graphics.



You can edit the text just like you would in a text processor program like Word. Use the  "paste from Word" icon if you are copying from a Word file. The graphics can be inserted by clicking the  icon. You can browse the server for graphics and images that are already available in this course. If you want to add a new image, browse to the folder with the desired image on your computer, select it and choose upload to add it to your online course folder. After that you can insert it to your course content.



Advanced users may want to use the  "Code" icon to adjust the HTML source code.

Save your concept with the  icon. Return to the tree menu and click on the concept title to expand the menu for the questions belonging to that concept.

Exercises and exam questions

Studywiser supports the following question types:

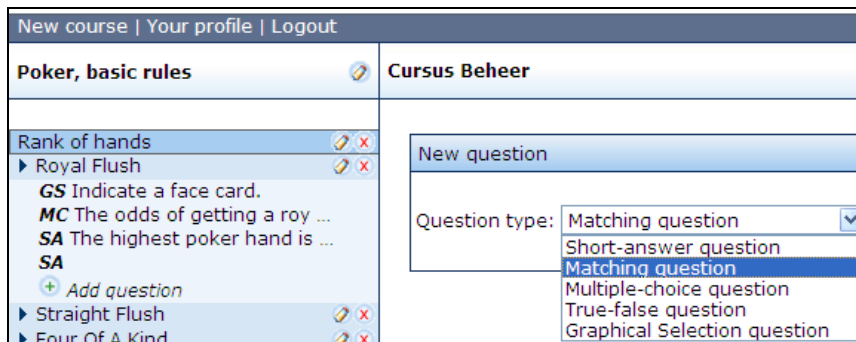
SA: Single-answer question (e.g.: The capitol of England is..... -> London)

MC: Multiple-choice question (e.g.: time can be indicated in [x] seconds , [x] hours, [] liters. x=correct)

TF: True-false question (e.g.: Time can be indicated in seconds -> true)

GS: Graphical Selection question (e.g.: Clicking on a specific area in an image)

MA: Matching question (e.g.: matching 3 capitols with 3 countries.)



The screenshot shows the Studywiser interface. At the top, there are links for 'New course | Your profile | Logout'. Below that, the course name 'Poker, basic rules' is displayed next to the user's name 'Cursus Beheer'. A list of questions is shown on the left, including 'Rank of hands', 'Royal Flush', and 'Straight Flush'. A 'New question' dialog box is open, showing a dropdown menu for 'Question type' with options: 'Matching question', 'Short-answer question', 'Multiple-choice question', 'True-false question', and 'Graphical Selection question'. The 'Matching question' option is currently selected.

You can click on the question to edit it. Click on "Add question" to add a new question.


You can choose from the list of available question types.

For all question types the following general rules apply.

- Pay attention to the feedback texts because these very helpful and stimulate the interaction with the learner.
- If you tick the box "exam" the question will not appear during the course, but only in the exam at the end of the course. There is no need to add feedback, since feedback will not be shown during the exam.
- In some question types you can tick the box "Case question". This means that the answers to these questions will be saved and the tutor can read and comment these answers and score the answers manually. These scores will be part of the total exam score.
- Make smart combinations of question types. For example: use a short answer question "Type the capitol of England: _____" as exercise and create a similar true/false question "London is the capitol of England." for the exam.

Short answer

From the menu tree click on "Add question" and choose "Short Answer" and "save". You can create the question with the screen below as reference.

Question: 
The highest poker hand is a _____ flush.

Answer:

Feedback:


Case question:

Exam question: Delete Save

This question is marked for the exam. The learner has to answer "royal" (or "ROYAL" because it is not case sensitive) to get the full 100% score.

Multiple Choice

From the menu tree click on "Add question" and choose "Multiple Choice" and "save". You can create the question with the screen below as reference. The green answers are correct, the red answers are incorrect.

Question: 
The odds of getting a royal flush are

Exam question:

Case Question: Delete Save

Correct answer:

Feedback:

Incorrect answer:

Feedback:

Delete Save

In this example there is one correct answer and one incorrect answer. The exam question box is not ticked, so the feedback with extra instruction will be show during the exercise.

Keep in mind that you can create as many correct and incorrect answers as you wish. However, for the exam you should consider the commonly used 4 answers.

The score will be automatically calculated. Let us consider a question with 2 correct and 2 incorrect answers. The scores can be be:

2 correct boxes ticked: score=100%.

1 correct box ticked: score=50%.


1 incorrect box ticked: score=0%.

1 incorrect box and 1 correct box ticked: score=0%.

Matching

From the menu tree click on "Add question" and choose "Matching" and "save". You can create the question with the screen below as reference. This question type is very appropriate for comparisons, for instance capitols with countries. With + icon you can add rows. A matching question needs at least 2 rows.

Header:



Match the capitols with the countries.

Exam question:

Puzzle: ✖ Delete ✔ Save


Left column:	Right column:	Answer:
Germany	Berlin	Now it's Berlin again. Bo ✖ ✔
Belgium	Brussels	Brussel is the capitol of ✖ ✔
France	Paris	Paris is the capitol of Fra ✔

In exams the score for matching questions depends on the number of options and just like with the multiple choice questions there is no negative score.

True/false

This is the easiest question type and therefore the most popular. Use this question type in the format of a statement.

Question:





Poker is a card game.

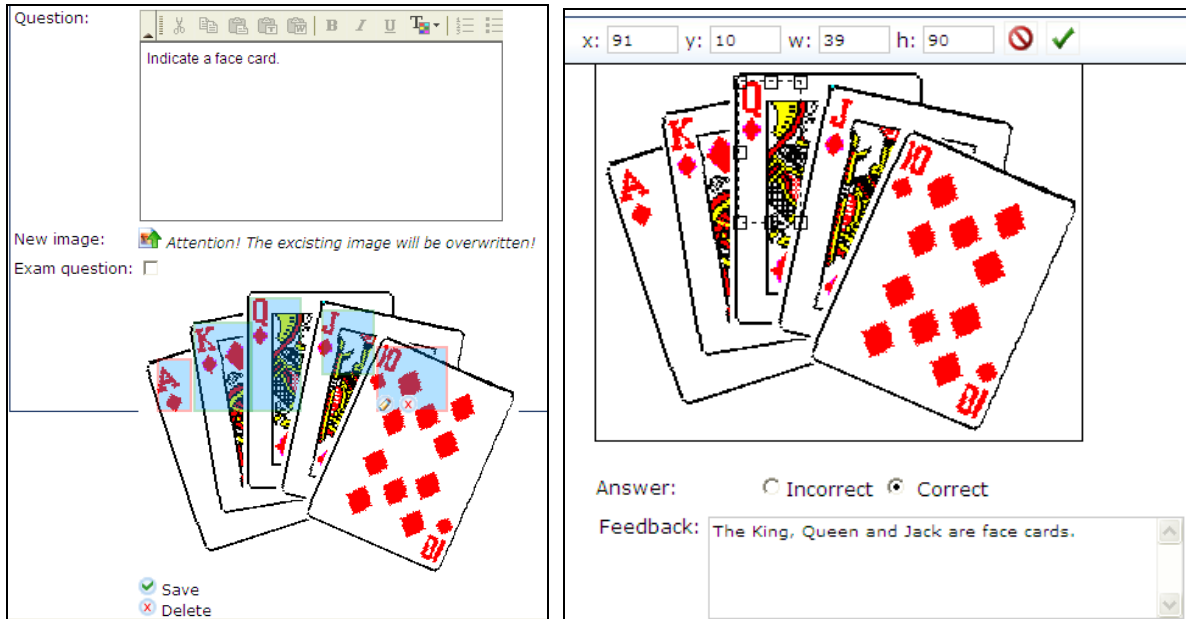
Answer: Incorrect Corret

Exam question: ✖ Delete ✔ Save

Graphical questions

The graphical selection question seems complex but is a very appealing and effective question type. Use images in JPG or GIF format with a maximum height of 600 pixels and width of 400 pixels. Use freeware like Irfan View (www.irfanview.com) to adjust your images before uploading them.

First select an image by clicking the  button. Enter the text of the question and click save. Now you will have to create a selection area in the image that represents the correct answer. In the example below we clicked-and-dragged the cursor in such a way that the Queen card was selected. The click the  icon.



In the left screen you see the areas where the learner can click. There is only 1 correct area. If you move the cursor above the areas the icons "editing" and "deleting" will appear.

The advanced options in the left menu are about changing the order of the concepts within a module and reusing concepts.

After you have finished the concepts, exercises and exam questions, you can invite your learners in the learning environment.