

# Global feedbacks for test questions

This documentation will reveal what global feedbacks are, what they can be used for and how to create or edit them.

## 1 What are global feedbacks?

A **global feedback** for a test question is a feedback for the user in the **Study mode**. It is used to point the user toward the correct answer during a lesson.

The global feedback is linked to the various states of a test question. These are:

**Test state:** The user has to answer the questions that appear on screen during the test state in the Study mode of an e-learning.

**Evaluation state:** Icons are used to inform the user which answers were correct and which were not during the evaluation state.

**Sample-answer state:** The correct answer to a test question is displayed here.

Global feedbacks can be defined individually in all three states.

In the **test state**, the author can decide how many attempts the user can make before the evaluation takes place. The author specifies the number of **runs** in advance. The user receives a feedback during every run, along with the opportunity to change their answer. The evaluation page will be displayed only after the final run. It is then no longer possible to switch back to the test state.

A feedback can be given for the **evaluation state**. The same applies to the **sample answer**.

The **feedbacks** point the user toward the correct answer. They can be used during the runs and evaluation. Feedbacks for the following situations can be stored:

- **All correct:** The user solved the task correctly.
- **Partly correct:** The user's answer was only correct in parts.
- **All wrong:** The user's answer was completely wrong.

Default feedbacks are available, but they can also be customized by the particular author.

Furthermore, it is also possible to define **instructions** in the Global Feedbacks dialog. These are then displayed in the comment window or via the **comment text** AutoText.

 The first instruction in the test state also appears in the Assessment mode.

## 2 Editing global feedbacks

The **Wizard** for the creation of test questions opens automatically when creating test question elements (multiple or single choice) or test question templates. Here you can define how many **runs** a user is to be allowed during the **test state** when answering the question in

the Study mode. Here you can also edit the default standard texts for the **instruction** and the **feedback**.

**Number of runs**

Runs:

Unlimited no. of runs

**Feedbacks**

Instruction (Comment):

Feedback: All correct:

Depending on the specified number of runs, you can enter separate **instructions** for each run. The feedback section is for entering appropriate feedback text for scenarios where the user's answers are all wrong or where they are partly correct.

**Run**

Instruction run 2:

**Feedback on run 1:**

Feedback: All wrong:

Feedback: Partly correct:

## Evaluation

It's also possible to specify separate **instructions** for the Evaluation page. The final **feedbacks** will also be displayed on the Evaluation page. Here a distinction is also made between situations where the end user's answers are all wrong or partly correct.

### **Sample answer**

Last but not least, the **instruction** for the sample answer can also be stored. If sample answer **feedbacks** in text form are stored in the template, they will be displayed here and can also be edited.

## 3 Individual feedback

With the aim of ensuring that the learner fully absorbs the new knowledge, it's also possible to incorporate so-called **individual feedbacks** for every **potential answer** in both the evaluation and sample-answer states. For example, the feedback can be used to explain to the user why a particular answer is right or wrong. The text appears as soon as the user touches a particular answer with the mouse pointer, for example. This is basically a context-sensitive Help which can be created individually by the author via the **trigger function**.