

Test questions

This documentation will explain the purpose of test questions and how they can be used in the e-learning and documentation. It will also outline the difference between the Study mode and the Assessment mode.

1 How are test questions structured in the e-learning?

Test questions can be stored in the e-learning in order to check the success of a training program. The results are then evaluated.

There is a special "Test Questions" tab in the Document Editor for the creation of test questions. They can either be inserted with the help of a template with a ready-made layout or – just like every other content page in a Producer document – created from **individual elements**. In doing so, you need to remember that a content page has to be marked as a test question page. This can be done via the **Activate Question mode** function in the **Question mode** function group.

A test question's question elements can be positioned and edited at will, assuming the author has been granted editing rights. Presentation objects, along with sound and animation effects (for example), can also be used and it's possible to combine different types of questions.

When it comes to test questions, you need to differentiate between the **Study** and the **Assessment mode**. A test question in the Study mode merely serves the purpose of self-monitoring, whereas a test question in the Assessment mode involves checking by others.

When compiling test questions, the author can select the particular mode for which the respective question is to be activated.

Properties

Title:

E-learning modes:

Individual Play mode:

Hide step in site map

The following section will outline the differences between test questions in the **Study** mode and those in the **Assessment mode**.

2 Test questions in the Study mode

In the Study mode, users should be given the opportunity to check their knowledge themselves, i.e. they answer the questions and receive feedback regarding their answers. A test question has three states in which it's possible to provide feedback. These are:

Test state

Users answer the displayed questions during the test state in the Study mode. The author can specify the number of **runs** for each test question here. Each run gives the user another opportunity to change their answer. The evaluation page will be displayed after the final run. It is then no longer possible to switch back to the test state.

Evaluation state

During the evaluation state, symbols are used to inform the user which answers were correct and which were not.

Sample-answer state

The correct answer is displayed here.

2.1 Feedback in the Study mode

Test state

A text-based **feedback** can be given to the user during every **run** in the test state. It's possible to specify a feedback for the **partly correct** and **all wrong** scenarios. When users answer the questions correctly, they receive a **success feedback**. This procedure can be used to point users toward the correct answer, ultimately allowing them to broaden their knowledge. Feedbacks are specified by default via the **global feedbacks**, but they can also be modified individually by the author.

Property	Value
Animation	
Type	Wipe up
Common	
Trigger type	-
Trigger object	-
Numbering in documentation	-
Flow	
Presentation object	_text
E-learning context	<ul style="list-style-type: none"> Test question: All correct Test question: All wrong Test question: Partly correct Test question: during the cycles Test question: in the evaluation
Transition	
Delay (ms)	
Duration (ms)	
Run	
Play Sound and stop any other	
Loops	
Infinite repeats (Animation)	-
No. of repeats (Animation)	-
Infinite repeats (Trigger)	-
No. of repeats (Trigger)	-

Evaluation and Sample-answer states

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

3 Test questions in the Assessment mode

The Assessment mode is equivalent to an **examination situation**. It involves testing the users' retention of knowledge. The Assessment mode does not provide users with any help in identifying the correct answers to test questions. The Assessment mode can also contain **simulation sections**, which are then also incorporated into the test. An **evaluation page** can be stored anywhere within the document. This can take the form of an intermediate evaluation or a final evaluation. The author specifies the particular **mode** for the Assessment mode in the **document's properties**.

The Assessment mode differentiates between three modes:

Drill and practice

In this mode, the user always only has one chance to view the question. Users are unable to display a question a second time once it has already appeared. The Back button in the tutorial control is deactivated. The evaluations or runs for every step can be optionally displayed exactly like in the Study mode.

Free browsing

The "Free browsing" mode behaves in exactly the opposite manner. Here users are free to skip from one question to the next, and to take another look at earlier questions. They also have the option to change their answers.

Question pool

The "Question pool" option is used to select individual questions from existing test questions by means of a random generator.

Assessment

You can change the document's metadata here.

Metadata | E-learning | E-learning extended | **Assessment** | Documentation | Publishing

Time limit (in mins.):

Action when limit exceeded:

Assessment mode:

- Drill and practice
- Drill and practice (show evaluation for each step)
- Drill and practice (several tries)
- Free browsing
- Question Pool

Required Assignments:

Question Pool Assignments:

Mastery score (%):

3.1 Evaluating test questions in the Assessment mode

All answers and simulation steps are evaluated in the Assessment mode. The **Define evaluation** button can be used to specify the desired evaluation settings for every task. Since test questions may vary with regard to their level of difficulty, an individual weighting system – which takes account of this when it comes to compiling the user's results – can be introduced (score). 5 points is the default score for each question.

Evaluate test questions

Task 1

Title: Score

Required when choosing from the Question Pool

Type of question: Multiple-choice

Mastery score



Once a test section has been completed, the results can be transmitted to an LMS via AICC/SCORM.

The mastery score for an **individual lesson** defines the percentage of questions that a user has to answer correctly in order to pass the lesson.

The mastery score for an **entire course** defines the percentage of assessments included in a course that a user has to pass in order to be regarded as having successfully completed the course.