# Boardgame Tutorial

**Tutorial for Creating a Boardgame Interactive in the Texas Gateway**

## Introduction

The Boardgame can be used to present the learner with a sequence of quizzes within an interactive gameboard. The Boardgame combines multiple quiz types ([Multichoice Questions](#), [Drag and Drop Questions](#), [Drag and Drop Text](#), [Fill in the Blanks](#), and [Mark the Words](#)) and gamifies the assessment experience.

In this tutorial, you will learn how to create a Boardgame interactive within the Gateway. Here's the interactive we'll create:
[http://projectsharetexas.org/resource/boardgame-tutorial](http://projectsharetexas.org/resource/boardgame-tutorial)

## Step 1: Inserting the Interactive Editor

You can add interactive content to a resource using the same process you would use to add other content types (HTML, video, and audio). While in the content page you would like to add the interactive to, click the **Insert** button under the **Add Content** section. Then select **Interactive** from the dropdown.

In the dropdown under **Content type**, choose **Boardgame**.
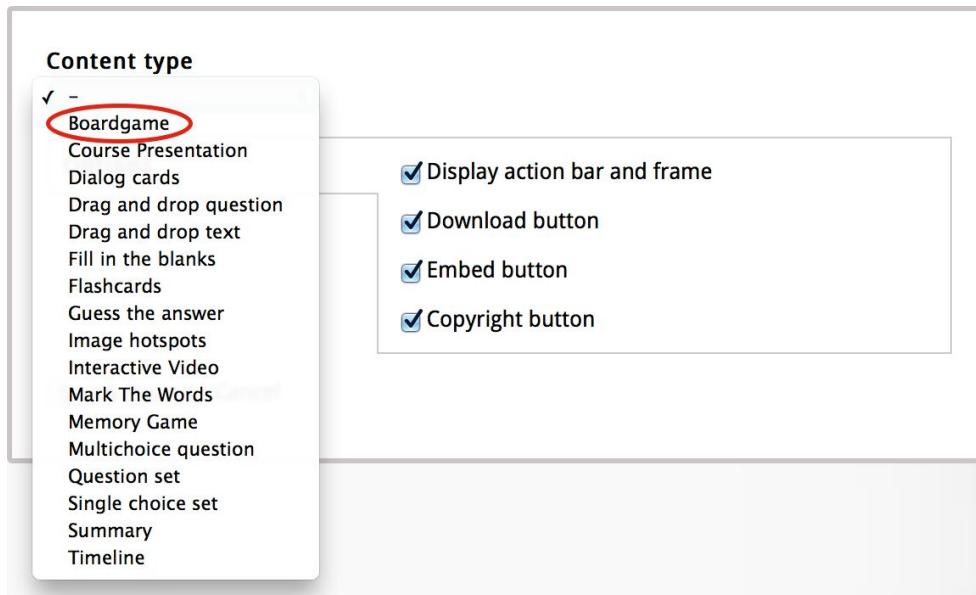


The interactive editor will appear. Follow the steps in the editor.

## Step 2: Adding the Game Title, Board Background, and Game Introduction

The first section of the Boardgame editor consists of a game title, board background, and game introduction.

Enter *Texas Game* in as the **Game title**, as we'll be creating a game that will quiz the learner about Texas.

Add a **Board background** image that will function as a gameboard for the interactive. Choose a map of Texas to upload as the **Board background**. This is the image used in the example: http://txdot.lib.utexas.edu/images/texas.gif

Click on the green plus sign to upload the image file of your choosing. Once you've added the image, be sure to enter all of the necessary copyright information. Click on the **Edit copyright** button beneath the image and enter the information needed to properly cite the image (Title, Author, Year, Source, License).

Next, specify how much space (in px) the board should take up. The aspect ratio should match that of your board image. For this example, we'll enter the **Board size** as *450* x *440*. Leave the **Enable dropshadow** box checked.

**Game title**

Texas Game

This is the title of the game you are creating.

**Board background**



🤝 Edit copyright

Select a suitable background image for your board game.

**Board size**

450 x 440

Specifiy how much space (in px) the board game should take up. The aspect ratio should match the one of your background image.

☑ **Enable dropshadow**

Enable a drop shadow around the board. If enabled the board takes up more space than the board size suggests

▸ Game introduction: Start

Add an introduction to the game by clicking the arrow next to **Game introduction: Start** and expanding that section. This section can be used to give the learner basic instructions on how to complete the interactive activity. Under **Welcome and instruction text**, enter the following: *Click on the play buttons around the board and answer the questions about Texas cities.* Keep *Start* as the **Button text**.

## Step 3: Creating the Hotspots

In the next section you will begin adding hotspots to the board. **Hotspots** are the areas on the gameboard that the learner will click on to begin a quiz or set of quizzes. You can think of **Hotspots** as levels or challenges within the game. For this Boardgame, we'll create challenges that are focused on three Texas cities - Austin, Houston, and Dallas.

Our first hotspot will be for Austin. Enter *Austin* as the **Title**. Next, you'll need to add three images for the hotspot:
1) **Hotspot image**
   This image will identify the hotspot before it has been completed. For this example, we used a play button.
2) **Hotspot image - Passed**
   The hotspot image will change to this once the user has completed the challenge and passed. We used a check button for this image.

3) **Hotspot image - Failed**
   The hotspot image will change to this if the user fails the challenge. We used an X button for this.
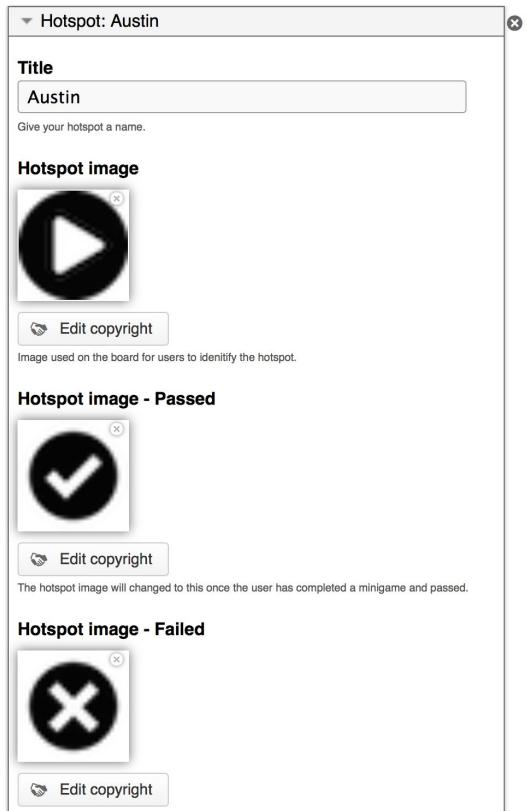
Remember to enter the copyright information for the images if necessary.

Next, enter the **Hotspot position**. This will dictate the location of the hotspot on the board. The horizontal position (the first number) and vertical position (second) should be specified in percent, from the left and from the top of the image respectively. It usually takes a few turns of trial and error to get the position right. You can always press **Save & Preview** to view the result before going back to the editor in order to change the position values. For this hotspot, enter *275* , *245*. This will place the hotspot on the city of Austin.

Now you can begin adding **Questions** to the hotspot. This section is the same as the Question Set editor. You may want to review the Question Set Tutorial before continuing.

For this example, we'll leave the **Quiz introduction** and the **Background image** blank. Choose *Dots* for the **Progress indicator**, and keep the **Pass percentage** at *50*.

The editor allows you to add the following question types:
- Multichoice Questions
- Drag and Drop Questions
- Drag and Drop Text
- Fill in the Blanks
- Mark the Words

As you add questions to your game, it will be helpful to have the tutorials for these interactives on hand.

First add a Multichoice Question. Select *Multichoice Question* from the **Question type** dropdown. The Multichoice Question editor will now appear. Enter the following information:
**Question:** *What is Austin's official slogan?*
**Option:** *Keep Austin Weird*
**Option:** *The Live Music Capital of the World*
**Option:** *The Hipster Capital of America*

(Check the **Correct** checkbox for the second option - *The Live Music Capital of the World*)



We'll keep the default settings as is for the sections below, **Quiz finished: Your result:** and **Settings for "show solution" button and "Retry."** In these sections, you can customize the way that quiz results are displayed to the user. You can even add videos that will be shown for the user once he completes the quiz, and can include different videos for learners that passed the quiz and learners that failed the quiz. There will be an opportunity later on to adjust these settings for all of the quizzes in the Boardgame.

Add another question to this hotspot by pressing the **Add Question** button. Select *Fill in the Blanks* as the **Question type**. Type *Fill in the blanks* for the **Task description**. Insert the following into the **Text block**: *Austin is the \*capital\* of Texas and the seat of \*Travis\* County.*

Now that your first hotspot is complete, create a second hotspot by clicking the **Add hotspot** button. Enter *Houston* as the **Title** and upload the same hotspot images. For the **Hotspot position**, insert the following: *368 , 260*. Stick with the default settings for the quiz information (as you did in the first hotspot).

Select *Mark the Words* from the **Question type** dropdown. For the **Task description**, add the following text: *Mark the proper nouns in the passage about Houston.* Insert the following into the **Textfield**: *\*Houston\* is the most populous city in \*Texas\*, and the fourth most populous city in the \*United\* \*States\*. It was founded in 1836 on land near the banks of \*Buffalo\* \*Bayou\*.*

Add one last hotspot by following the same steps as above. Enter *Dallas* as the **Title** and *308* , *145* as the **Hotspot position**. This time, choose *Drag and Drop Text* as the **Question type**. Keep the default text in the **Task description**. Insert the following in the **Textfield**:
*Dallas' MLB team is the \*Texas Rangers\*.*
*Dallas' NBA team is the \*Dallas Mavericks\*.*
*Dallas' NHL team is the \*Dallas Stars\*.*

There is no limit to the number of hotspots you can add. To remove a hotspot, press the X button in the top right corner of the hotspot editor. You can change the order of the hotspots by pulling the arrows icon in the top right corner of the hotspot you'd like to move. Note that this will only change the order of the hotspots within the editor, it will not change the position of the hotspots on the board.

## Step 4: Adjusting Settings
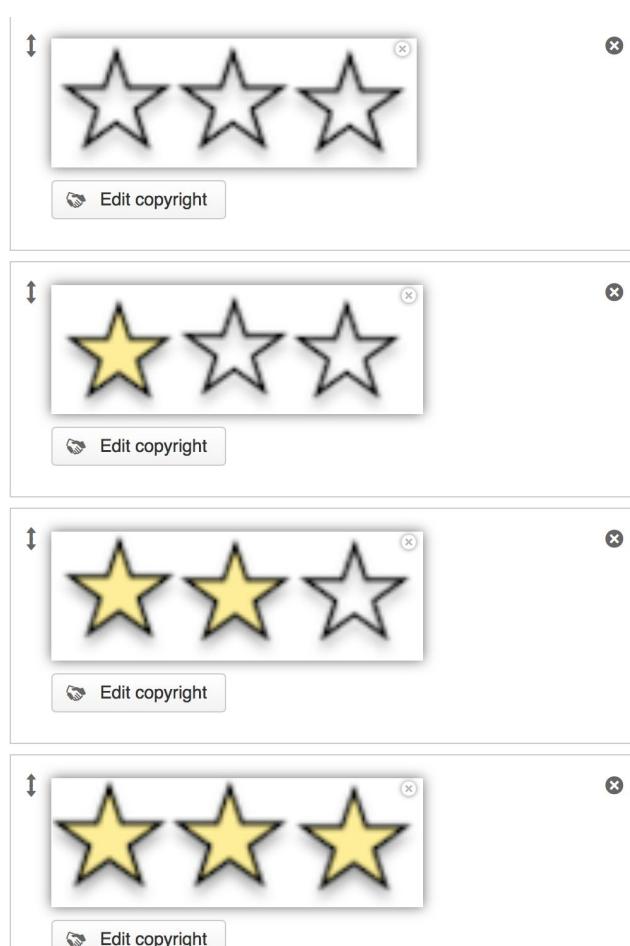
The Boardgame editor provides several options for adjusting the interactive's settings and functionality.

In the **Progress indicator** section, you can upload images to use as a measure of progress. This step is optional. If you choose to do this step, check the **Enable progress indicator** box. Upload images, one for each hotspot in addition to one that will be used if no progress has been made yet. Since our Boardgame has three hotspots, we'll upload four images. First, we'll upload an image of three star outlines, none of which has been filled in. This is the image that will appear when the learner enters the game and has not made any progress on completing hotspots yet. Next, click the **Add image** button and upload an image of the three star outlines with one of the stars filled in. This will be the image shown when the

learner has completed the first hotspot. Follow these steps two more times, uploading the same image with two stars filled in and then three stars filled in. Note that these images must be placed in the order that they will appear to the learner. You can change the order of the images by pulling the arrows icon in the top left corner of the image you'd like to move.

After adding the progress indicator images, you'll need to indicate the position where the images will show up on the board. Under **Progress indicator position**, enter *300 , 20*. This will place the progress indicator in an area of the board that will be easily seen by the learner.

For the **Game finished: Skip video** settings, you can upload a video that will be shared with the learner once he has completed the Boardgame. To upload a video, click on the dashed gray box under **Finished video**. You can either select a video file to upload or type in the URL for a video. For this example, we used this YouTube video: https://youtu.be/hT94urc-MVw. Be sure to edit the copyright information by pressing the **Edit copyright** button below the black video clip icon. Enter the information needed to properly cite the video (Title, Author, Year, Source, License). Check the **Allow skipping of finished video** checkbox as we'll want to permit the learner to skip the video if he does not wish to view it. Leave the default **Skip button text** as it is.



Under the **Game results: Try more** header, you have options related to how the quiz results are shown to the learner at the end of the Boardgame. We'll keep the defaults for these settings.

In the **Settings for "Show solution" button and "Retry"**, you can enable, disable, or override the settings for the **Show solution** buttons and **Retry** functions that appear throughout the Boardgame. We'll leave these settings as is.

The **Settings and texts** options allow you to customize your interactive by editing the text and labels associated with the various functions you have enabled. For this example, we'll stick with the default settings and texts.

You can use checkboxes under **Options** to manage the actions that users have access to. The action bar includes buttons that allow users to download the interactive, access the embed code, and view copyright information. If you do not want to provide access to these buttons (or to the entire action bar), uncheck the boxes accordingly.

| Options | ☑ Display action bar and frame |
|---|---|
| **Publishing options** Published | ☑ Download button |
| | ☑ Embed button |
| | ☑ Copyright button |

Save & Preview   Cancel
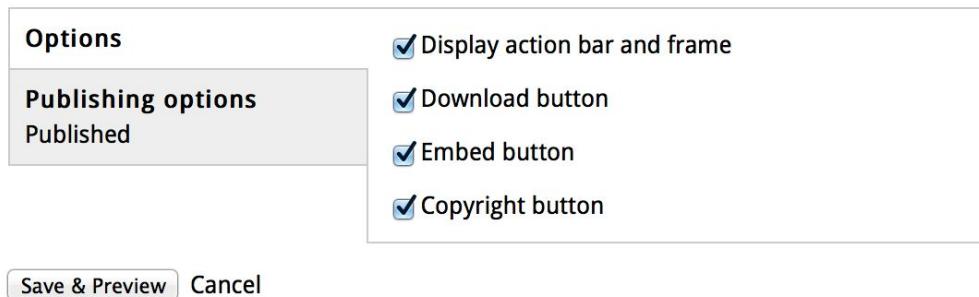
## Step 5: Completing the Interactive

Once you have finished all of the steps above, be sure to click the **Save & Preview** button. You should now have the same interactive as the example: http://projectsharetexas.org/resource/boardgame-tutorial