

A Guide to EXeLearning 2.1

Preface

This guide to exelearning 2.1 is largely based on a translation from the Spanish language web resource at http://exelearning.net/html_manual/exe20/index.html and was created by Visimpscot. We are based in the east of Scotland but have also worked in Asia, East Africa and the Pacific. Concentrating on delivering quality IT training, we specialise in helping the 'not for profit sector' and users with sensory, physical or cognitive impairments. You can contact us by emailing visimpscot@live.co.uk or visit our website at <http://tinyurl.com/visimpscot>.

The guide does not cover every possible operation or optional setting of eXeLearning, although it provides a good grounding for you to build on.

The screen shots were taken from eXelearning 2.1 portable version running on MS Windows 10 with a Mozilla Firefox web browser. This guide is published under a creative commons: attribution - share alike 4.0 license.

What is eXeLearning?

eXeLearning is an open source tool for the creation of educational content. This guide does not cover every possible operation and variations between program versions

Install eXeLearning on your favourite operating system (Windows, MAC or Linux) and use your preferred browser to work with it.

eXeLearning aims to makes it easy to use your content locally or on the Internet, it can be exported to HTML, HTML5, SCORM1.2, SCORM2004, IMS, ePub3 or other formats and published as a stand alone piece, or in a learning management system (LMS) such as Moodle or another similar platform.

eXeLearning.net is an open project. Visit eXeLearning.net, raise suggestions, improvements and new utilities. Your collaboration is welcome.

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Introduction

goals

- Know the installation of eXeLearning in the different operating systems.
- Know the main characteristics of the eXeLearning work environment.
- Be able to create a project with the tool using its basic functions.
- Know the different styles offered by eXeLearning.
- Master advanced functions offered by the editor.
- Export content in different formats.
- Publish on the web.

Windows Installation

What steps should you follow to install eXeLearning?

Step 1:

Download from <http://exelearning.net/en/descargas/> the right version to your operating system, in this case MS Windows (eXeLearning is cross platform with Linux and Mac versions as well).

Follow the following steps:

1. Download eXeLearning.
2. Save the file.
3. Install the package.
4. Launch the application.
5. Set the language.

There is a version of eXeLearning that does not need to be installed in Windows. Its name is Portable you can run it from a memory stick or download it to your PC.

eXeLearning Portable: with you anywhere

The Portable version of eXeLearning lets you take the application wherever you go.

Your styles, language, list of idevices, ... you can keep your eXe customized on any computer without installing it.

The Portable version, can be run without special permissions, from a memory stick and working with an eXe made to your needs (modified styles, the preferred language or the list of iDevices that you want). In this way you can keep your eXe personalised, and you can use that personalised version anywhere.

Double-clicking on the **exelearning.exe** file will launch your application.

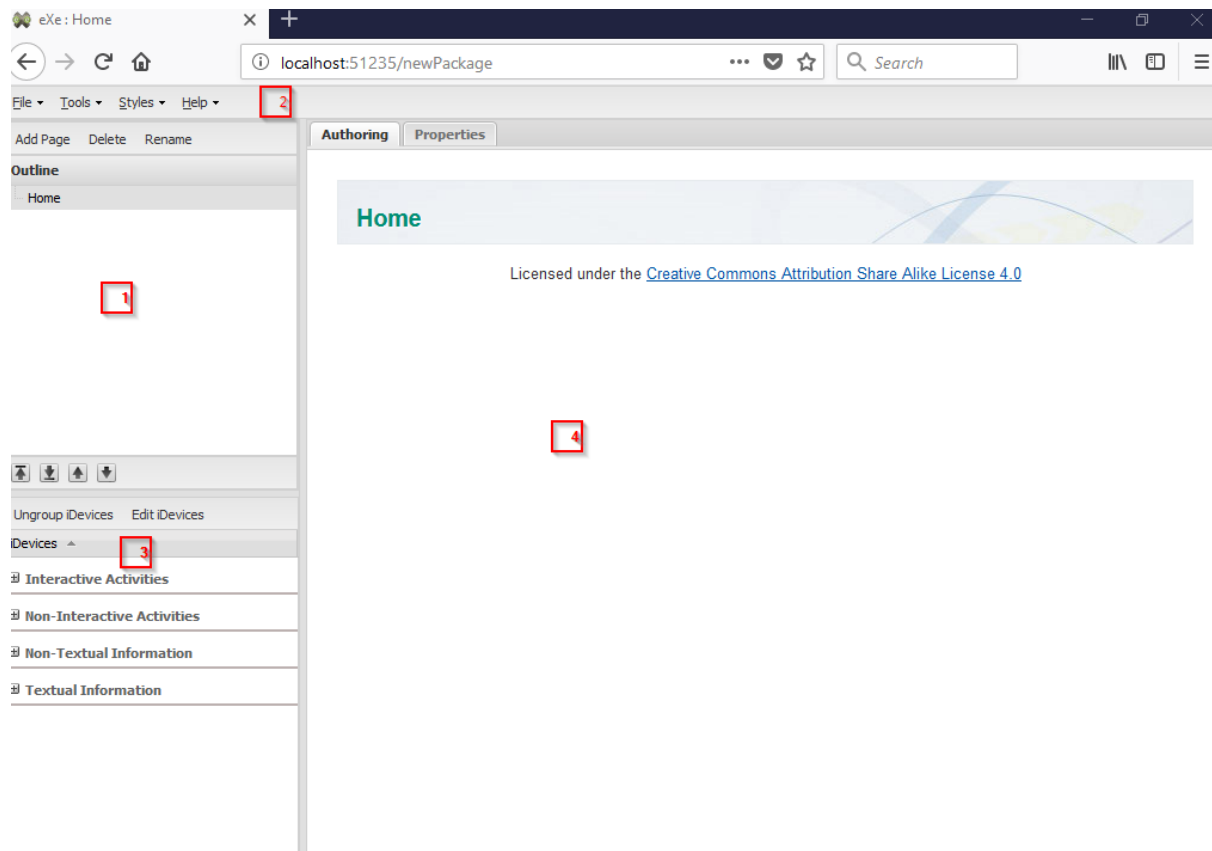
eXe Portable is a compilation made by Francisco Macías

Work environment

When opening eXeLearning you will find fyour youll differentiated areas:

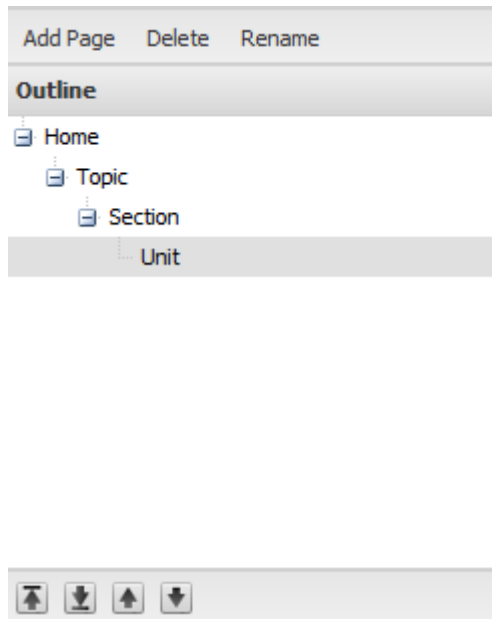
- **1 Structure** : create indexes of your contents.
- **2 Main menu** : manage files, printing, exports, styles, user preferences and help.
- **3 iDevices** : different activities to include in the generated content.
- **4 Work area** : in the "Authoring" tab you can see the created contents and in "Properties" you can include metadata referring to your creations.

In the following screenshot you can see the distribution of these fyour work zones in which eXe is divided:



Move the mouse pointer over the image to expand the information.

Structure



With the tools in the "Structure" block, you can create a **content tree** . If you have a lot of content you can structure it in Themes, Sections and Units so that content is more understandable and accessible.

At the start of any eXeLearning project is a node or page called "Start", node from which all your content will hang. This is called the "parent node".

Add page / Delete / Rename

To add new nodes or pages, select the node from which you want the new pages (children) to hang (parent) and add a page. A new node will be created that you can rename to your liking or delete it.

- To rename a node or page, select it and click on the "Rename" link. Double clicking on the selected node has the same effect.
- To delete a node, select it and click on the "Delete" link. Remember that the page and all the content on it will be deleted.

Move a node up / down in the hierarchy

The arrows "raise and lower a node in the hierarchy" and "move a node up or down" will be found in the lower part of the "Structure" block and with them you can increase or decrease the importance of a page and change them in order.

Delete a node

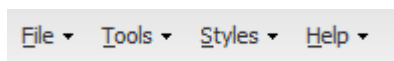
Be careful using the Delete a node option. If you use it to delete a node that has sub-nodes or child nodes, eXelearning will delete them all.

Practice eXe: modify the structure

Try the following procedures:

1. Create a folder on your PC called "eXe Learning Course".
2. Download the U1_A1.elp file to the "eXe Learning Course" folder.
3. Open the file U1_A1.elp (You can double click on it).
4. Order the structure.
5. Rename "Theme 1" for "My first theme."
6. Delete the node or page named "Section 1.3".
7. Create a new node called "Section 2.3" and sort it appropriately.
8. Save the changes (File> Save).
9. Main menu
10. In the eXe main menu you will find a series of options; necessary to perform tasks

In the "File" menu you will have the basic options to open, save and export files and options such as print, import and merge ELPs (Exelearn packages) such as open, save, print, export, create - show - hide iDevices, select styles ...



Practice eXe: save as ...

Perform the following procedures:

1. Open the **U1_A1.elp** file in your "eXe Learning Course" folder.
2. Change the name to **myfile** . Save it in the "eXeLearning Course" folder (*File> Save as ...*)

Practice eXe: your first export

Try the following procedures:

1. Open the file **myfile.elp** in your "eXeLearning Course" folder.
2. Export the file to Website, Self-contained folder (*File> Export> Website> Self-contained folder*)
3. Make sure the folder is generated on your desktop. Browse the eXe file browser.

Quit

You will use this option when you want to leave the application. Its use is recommended because if you do not have saved the latest changes to your content you will ask us if you want to save the changes.

Tools

iDevices editor

In "iDevices Editor" are the tools to create, export and import new iDevices. These are advanced eXe user options.

Style manager

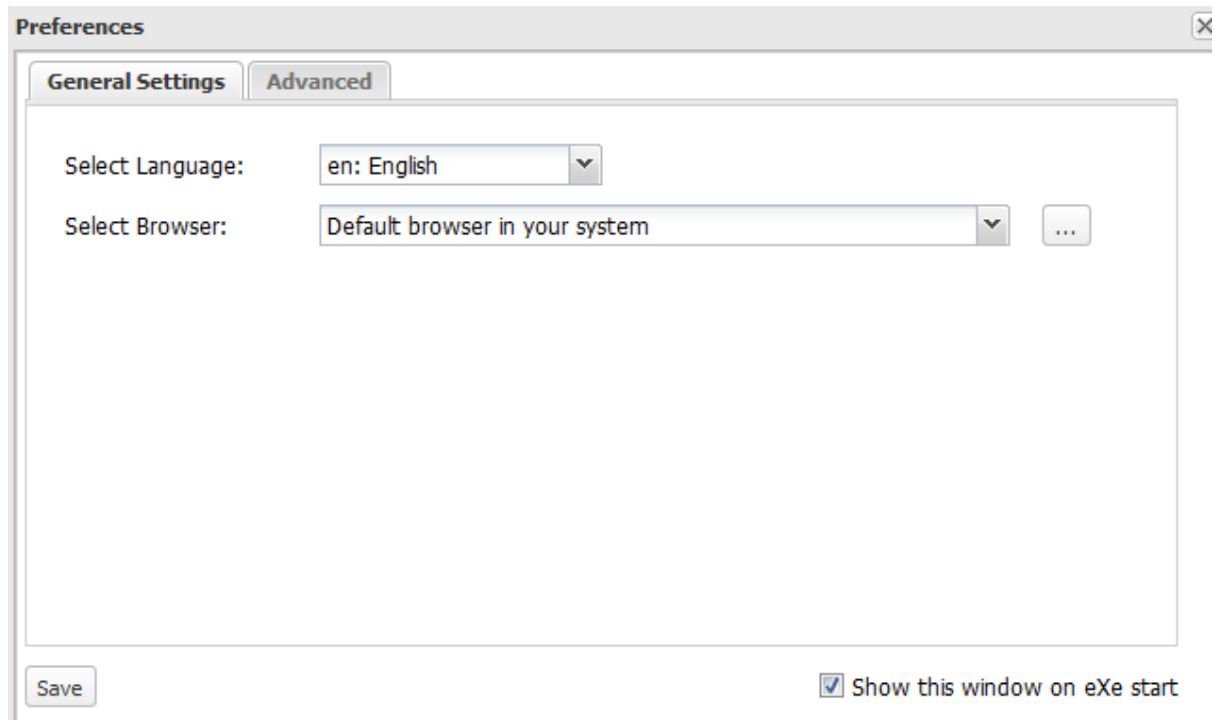
In the style manager you can import a style not present in the eXelearn, export installed styles and delete unwanted styles.

If you delete a style and have not saved a copy, do not worry. You can reinstall it by downloading it from <http://exelearning.net/category/descargas/descargar-plantillas/>

Preferences

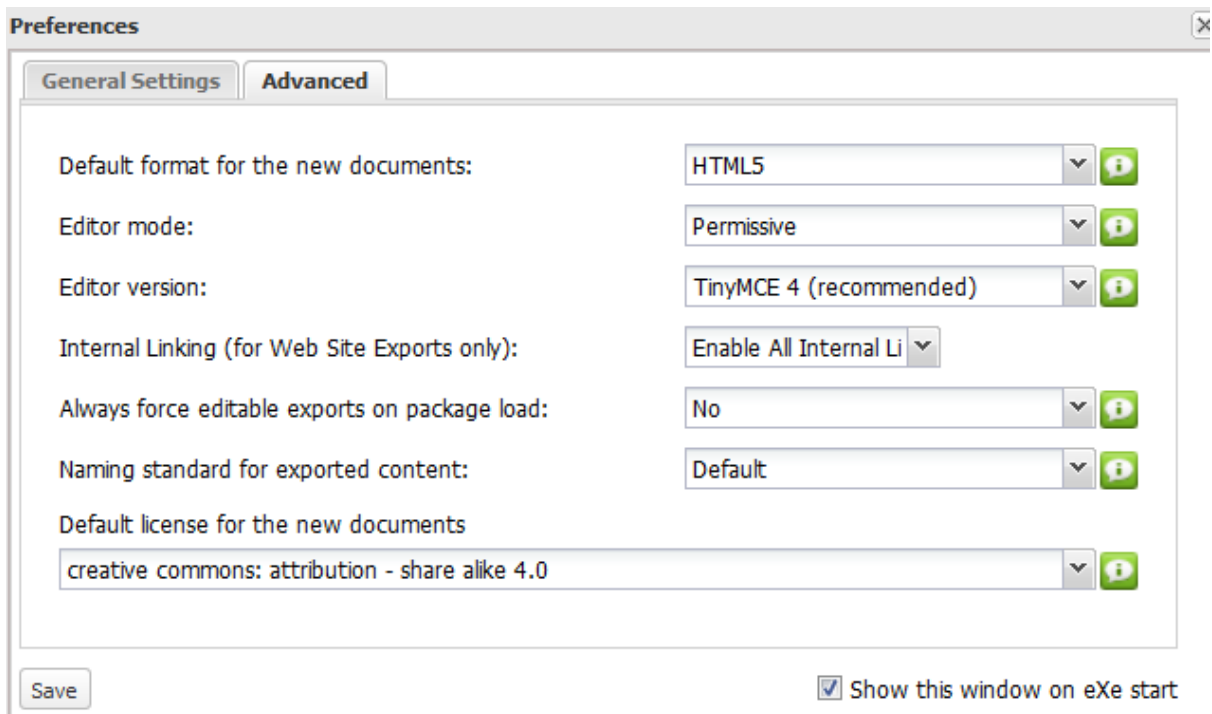
In "Preferences" there are two tabs:

1. **General configuration** : you can select the language and the browser you want to use to work with eXe.



3. **Advanced** :

- Default format for new documents: HTML5 or XHTML. It allows to choose which format new files are created by default.
- Editor mode: Permissive or Strict. In permissive mode, the editor will accept any type of code and will not delete or modify what does not meet the HTML5 or XHTML standards.
- The use of **internal links** will only be valid for exports to the website.



Report on resources

This will create a CSV file where all the elements and files contained in the elp that is being generated will be registered. This is an option for large projects and is useful for advanced developers.

Preview

With this option you can see a preview in HTML format of the contents created in eXeLearning.

This is a preview, to share your work save it and then export it to the format you want.

Refresh screen

This option you will update the screen of your work.

Styles and Help

Styles

In the section "Styles" of the eXeLearning main menu you can modify the visual aspect that your contents will have. To do this display the "Styles" menu and mark the box of the style you want to use.

Bear in mind that, depending on the export options chosen, the results may vary from the preview in eXe. With *Utilities> Preview* you will see its appearance as HTML

In the latest version of eXeLearning, exports of content are responsive , adapting to the type and size of the device on which the content is viewed.

There are new and improved styles.

Help

In the "Help" menu you will find links to tutorials and eXe manuals, notes of the version you have installed and links to the website and eXeLearning.net forums where you can ask questions, report errors and request new features.

Style designer

Creating a style in eXeLearning, personalized, with different colours, background images and header, is easy.

Using the option *Tools> Style Designer> Create a new style*.

Once done, name it and you will find the new style in the eXeLearning styles menu.

Remember, you can always edit your new style again or make new one based on it.

All the styles incorporated in eXeLearning are responsive

Responsive or adaptive web design, known by the acronym RWD, is a design and development philosophy whose objective is to adapt the appearance of web pages to the device used to view it. Today web pages are displayed on many types of devices such as tablets, smart phones, e-book readers, laptops, PCs ... Even within each type, each device has its specific characteristics: screen size, resolution, CPU poyour, memory capacity, ... This technology claims that with a single web design, you have an adequate display on any device.

from Wikipedia

Your content will be adapted to the device on which it is played!

Style manager

In the eXeLearning 2.1. + Version, a new styles download service has been introduced from the remote repository hosted on the eXeLearning.net website (templates section).

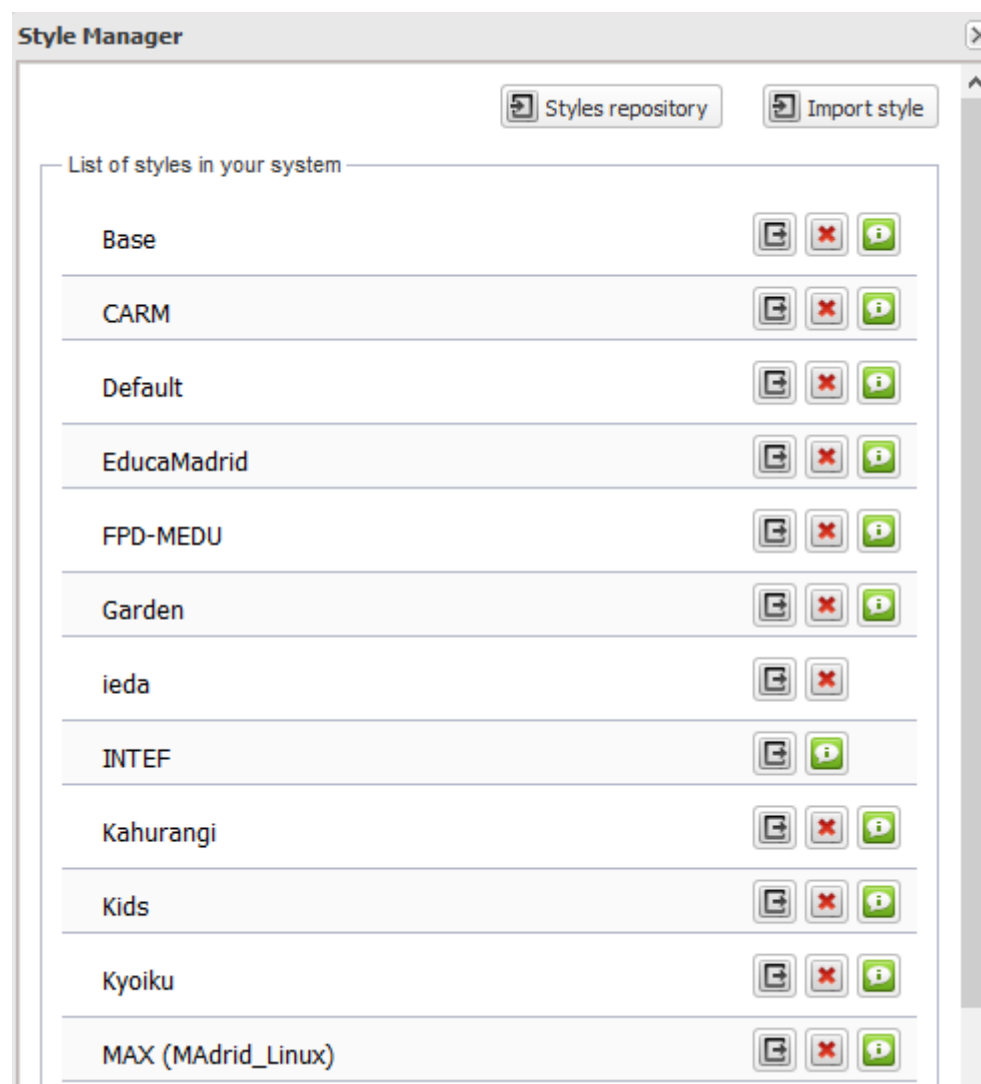
This repository expands the collection of styles available in eXeLearning. On the one hand, it makes available all the "official" styles, updated day by day, and on the other open the possibility of sharing other styles not available in the application, they can have significant variations in effects, design and functionality.

The Styles repository

What steps should you take to use the Styles Repository styles download service?

Step 1: Access the Style Manager in the Tools menu

Step 2: Access the Styles repository



iDevices and Work Area



The iDevices are elements that allow you to include different types of content. You will organize them by categories, according to the type of action or presentation they carry out.

- iDevices of presentation of information in textual form
- iDevices of non-interactive activities : propose activities that can not be answered directly.
- iDevices of interactive activities : allow the learner to interact directly with the object.
- iDevices for presentation of non-textual information : images, files and web pages.

Ungroup / Group iDevices

This button toggles show the iDevices by categories or ordered alphabetically.

Edit the iDevices

With this option you can choose the idevices that you want to show. You will just have to select them and save the changes.

Practice eXe: hide and show iDevices

Try the following procedures:

1. Open **myfile.elp** in your "eXe Learning Course" folder.
2. In *Edit the iDevices* , show the iDevice "FPD - Multiple Choice Activity".
3. Click on the "Save iDevices" button. (Note that it appears in the list of iDevices)
4. Repeat the process this time hiding the iDevice that you have shown previously.

Work area: "Authoring"

This is the tab that you use to include the iDevices and your contents. The "Authoring" tab is your area of work and creation.

Work area: "Properties"

When clicking on the "Properties" tab you will find three tabs:

" **Package** ": you can carry out the cataloging and complete the data of your project:

- *Title* : set the title of the project. It will appear at the top of the object created in most styles.
- *Language* : select the language of your content. The language selected in *Tools> Preferences* appears by default .
- *Description - General*: summary of the contents of the resource.
- *Description - Objectives* : list of the objectives that are intended with the resource.
- *Description - Prior knowledge* : necessary or advisable requirements to start working on the resource.
- *Author* : allows you to include the name of the author of the project.
- *License* : gives the option to select the type of license of the content.
- *Type of educational resource* : select the type of resource that best suits yours in the drop-down list.
- *Usage specifications* : select the options that best suit your resource.
- *Header background* : allows you to insert an image that will be displayed in the upper left of the project pages. It will be repeated and will be below the title. This option is not enabled in all styles.
- *Footer* : gives the possibility of including a footer.
- *Description* : allows you to enter a brief description of the project.
- *Taxonomy* : gives the option to modify the default names of the nodes at their creation.
- *Advanced options* : you can check the compatibility box with previous versions of eXe. This option will remove the metadata entered in this tab in the package.

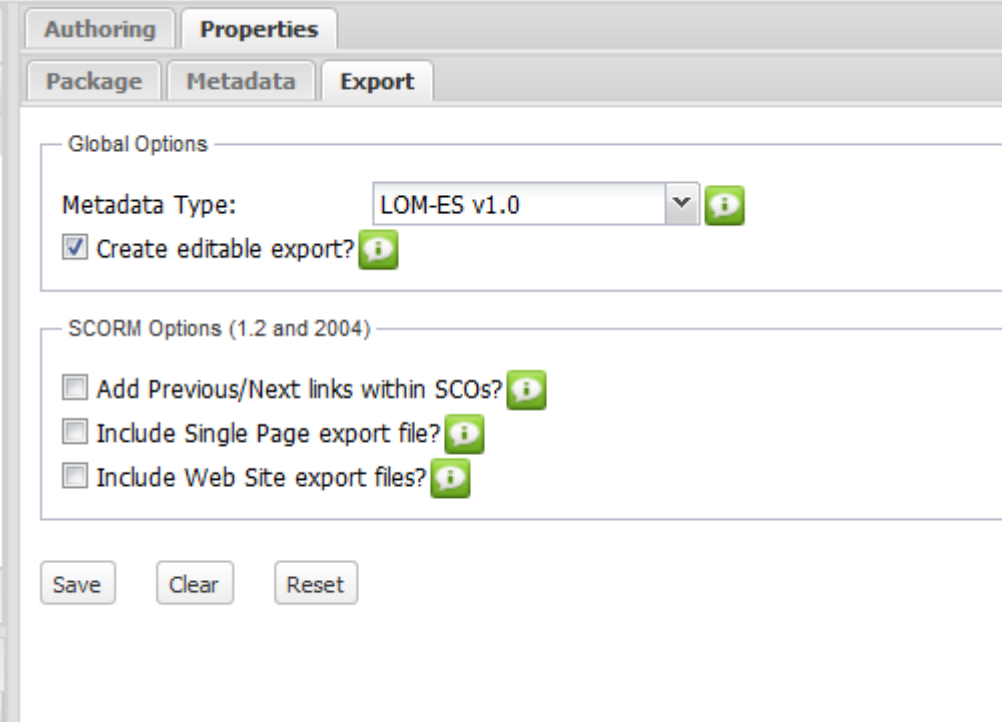
" **Metadata** ": data that describes other data. In general, a group of metadata refers to a group of data, called a *resource* . The concept of metadata is analogous to the use of indexes to locate objects instead of data. For example, in a library they use tokens that specify authors, titles, publishing houses and places to look for books. Thus, metadata helps locate data. (Obtained from Wikipedia)

- Dublin Core is a metadata model developed and sponsored by the DCMI (Dublin Core Metadata Initiative).
- LOM (Learning Object Metadata) is a data model used to tag and describe a learning object and other similar digital resources. Thanks to its use in the cataloging of the object, it is easier to find it later in the resource banks.
- LOM is an international standard and its adaptation to the Spanish educational context is LOM-ES (<http://educalab.es/intef/tecnologia/recursos-digitales/lom-es>)

The use of metadata is very important so that your resources are easily searchable by search engines and specialized repositories of educational objects.

If you have filled in the options of the package tab, you will fulfil the minimum cataloging requirements LOM-ES.

" Export ": in the new version of eXe, all the exported content generated with the tool will be editable by default. That is, you can open eXe packages scorm, ims, html, ... that have been generated with this version in addition to the eXe packages themselves (.elp). The default cataloging option will be LOM-ES.



The screenshot shows the 'Properties' dialog box in eXe, with the 'Package' tab selected. The 'Global Options' section includes a 'Metadata Type' dropdown menu set to 'LOM-ES v1.0' and a checked checkbox for 'Create editable export?'. The 'SCORM Options (1.2 and 2004)' section contains three unchecked checkboxes: 'Add Previous/Next links within SCOs?', 'Include Single Page export file?', and 'Include Web Site export files?'. At the bottom, there are 'Save', 'Clear', and 'Reset' buttons.

Practice eXe: you are a content creator

Try the following procedures:

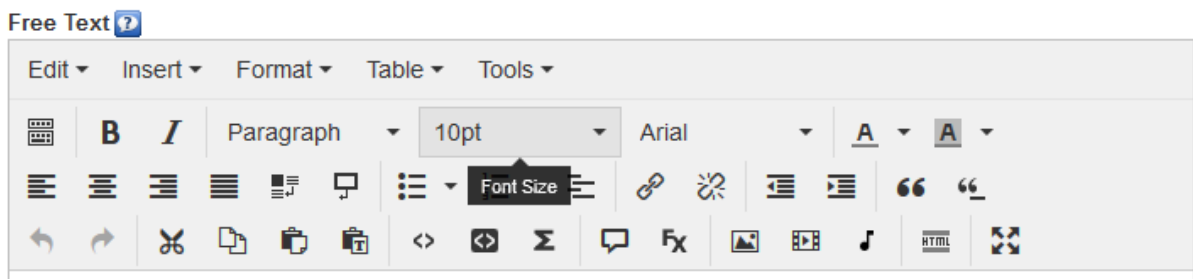
1. Open **myfile.elp** from your "eXeLearning Course" folder.
2. Complete the elements of the "Package" tab. Remember to save the changes to the form on the **Save** button .
3. Save the modified file.

The text editor

Version 2 has updated the version of the TinyMCE editor to version 3.5.11.

This update, resolves errors in the previous version and includes a series of improvements that make the user experience more satisfying, incorporating new functions and effects, in addition to improving the generated code.

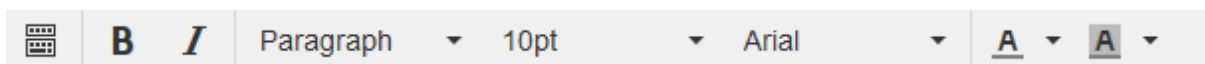
TinyMCE is the WYSIWYG (What You See is What You Get) text editor for HTML that is used in eXeLearning.



Next you will see the editing capabilities it presents:

First row

In the first row you will find the necessary tools for the editing text.



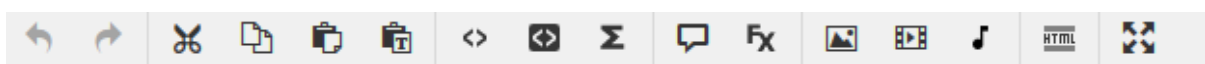
Second row

In this row you will find the necessary tools for formatting text and adding links.



Third row




In this row you will find the fundamental elements for images, multimedia elements such as videos, prezy type resources, slideshare ... and everything that can be shared on the web, plus working with html code.




Paste options

In eXeLearning you can paste any textual content of a web page or document whose license allows it, use the **Ctrl + V** keys to paste this content.

To achieve the best result, take into account the buttons available and the differences between different ways of pasting.

 It allows us to paste (**Ctrl + V**) from the clipboard the text previously copied or cut. You must bear in mind that in this type of paste, you will copy the "trash" code of the original document, which may give us problems later when modifying the format or text pasted. To clean this code, you will select the text and use the clean format buttons  or clean up garbage code .



IMPORTANT: copied images will not be pasted using the paste option (**Ctrl + V**)

 **Paste as plain text** . This type of paste is useful when you copy (or cut) from a web page and you want to paste the text but NOT the formats and styles of origin .


 **Paste** from external applications, LibreOffice , OpenOffice etc.

You will need to do a little practicing to observe the differences.

Paste as plain text.

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Free text" in the "Format text" node.
3. Copy (Ctrl + C) the three text paragraphs of this web: [Dysarthria](#)
4. Click on the "Paste with / without format" icon  in the iDevice text field. Once finished, you will click on the button  to see the result.
5. Save the changes. (*File> Save*)

Paste.


1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Free text" in the "Format text" node.
3. Copy (Ctrl + C) the three text paragraphs of this web: [Dysarthria](#)
4. Paste in the iDevice text field using the Ctrl + V keys. Once finished you will click on the button  to see the result.
5. Save the changes. (*File> Save*)

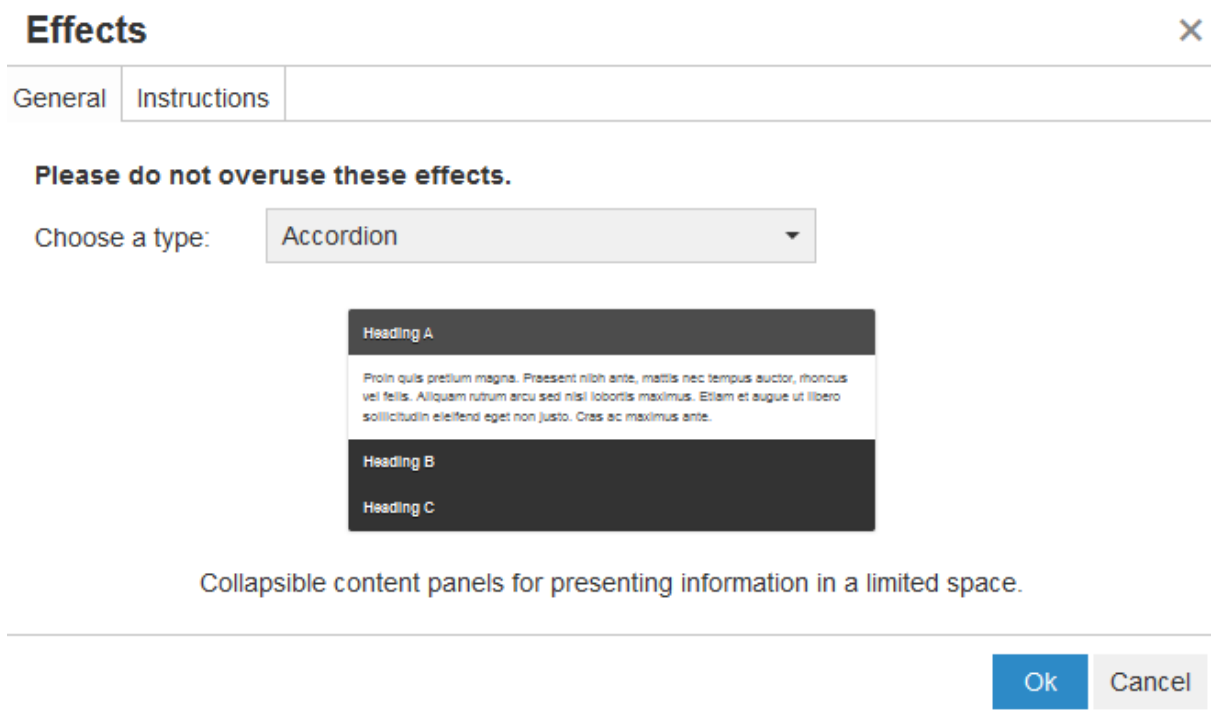
FX effects: accordion

This button It allows us to create various effects in your content.

The "Accordion" effect arranges content within a list that can be displayed or collapsed by clicking on each title.

Creating an accordion type effect will be very simple. For this you will follow the following steps:

1. Click on the button  of the editor
2. In the window that appears, select the "accordion" option.



The screenshot shows a dialog box titled "Effects" with a close button (X) in the top right corner. It has two tabs: "General" and "Instructions". Under the "Instructions" tab, there is a warning: "Please do not overuse these effects." Below this, there is a label "Choose a type:" followed by a dropdown menu with "Accordion" selected. A preview window shows three collapsible panels: "Heading A" (expanded), "Heading B" (collapsed), and "Heading C" (collapsed). The expanded panel contains placeholder text. At the bottom right of the dialog are "Ok" and "Cancel" buttons.

3. A box will be created with two headers (which you can edit to put the title you want) and two spaces to write content to show or collapse. You can edit it and incorporate any type of multimedia resource.




The screenshot shows the final result in the editor. It features two accordion items. Each item has a dark header bar with the text "Heading 2" in white. Below each header is a light gray area with the placeholder text "Write your content...". The top-left corner of the editor shows the "Fx" icon, and the top-right corner shows the word "Accordion".

4. To create a new item from the list, you will write the title that you want to incorporate and the desired content within the created FX box. You will mark the title and select the "Heading 2" format option

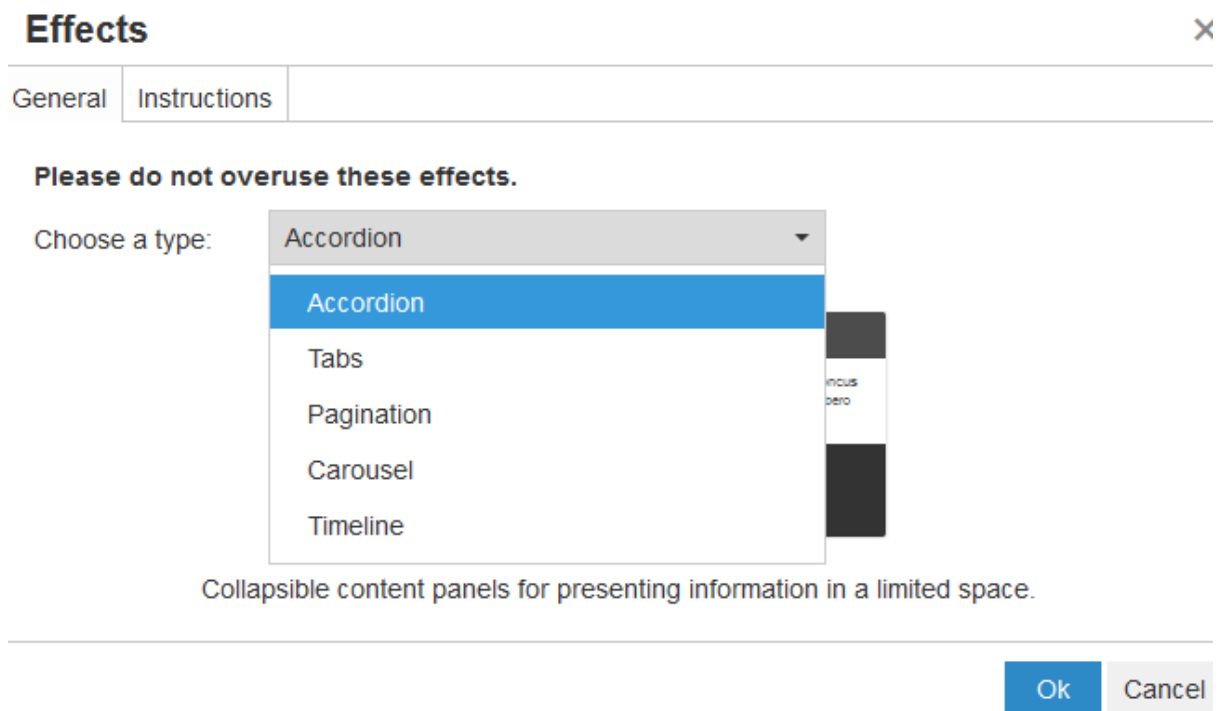
FX effects: tabs

How to do it?

Creating an accordion type effect is very simple. For this you will follow the following steps:

1. You will click on the button  of the editor

2. In the window that appears,



Effects ×

General Instructions

Please do not overuse these effects.

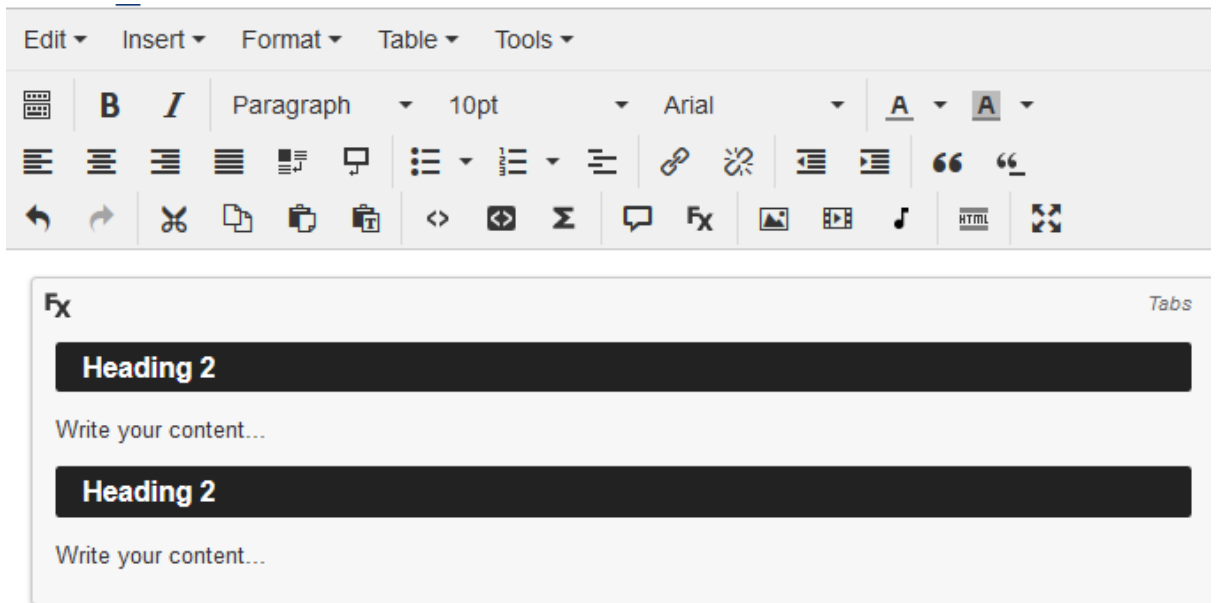
Choose a type: Accordion ▾

- Accordion
- Tabs
- Pagination
- Carousel
- Timeline

Collapsible content panels for presenting information in a limited space.

Ok Cancel


select the option "tabs".



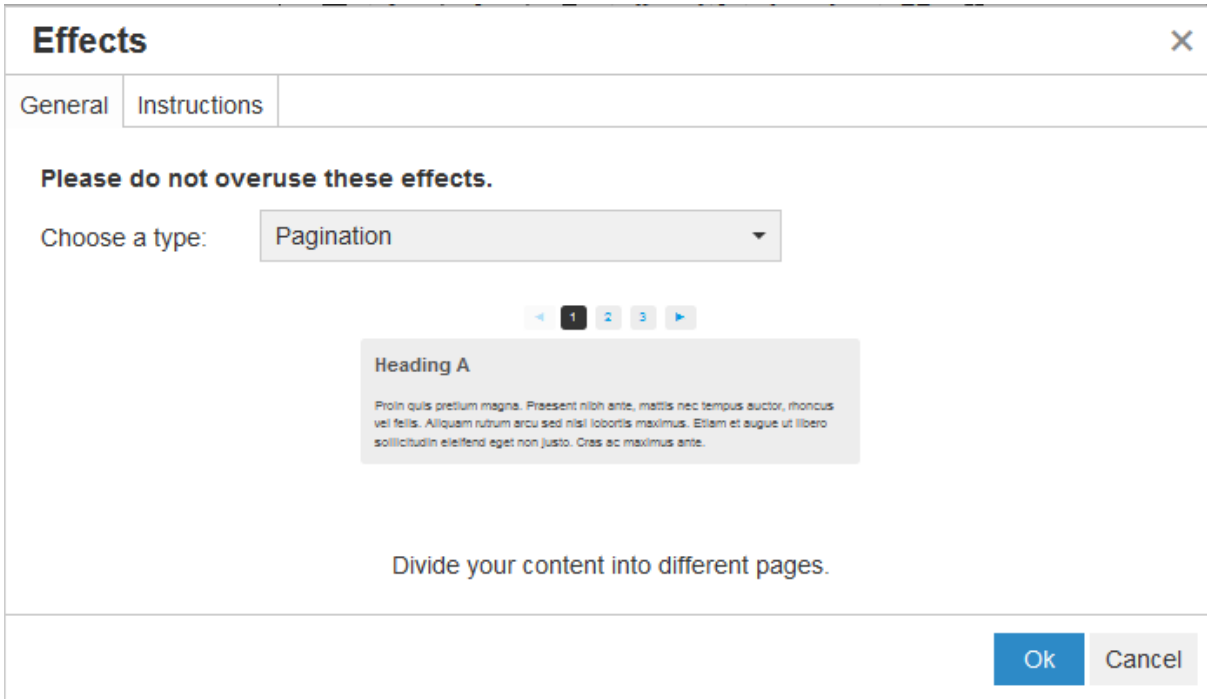
3. A box will be created with two headers (which you can edit to put the title you want) and two spaces to write content to show or collapse. You can edit it and incorporate any

4. To create a new item from the list, you will write the title that you want to incorporate and the desired content within the created FX box. You will mark the title and select the "Heading 2" format option


FX effects: paging

The button  It allows you to create various effects in your content.

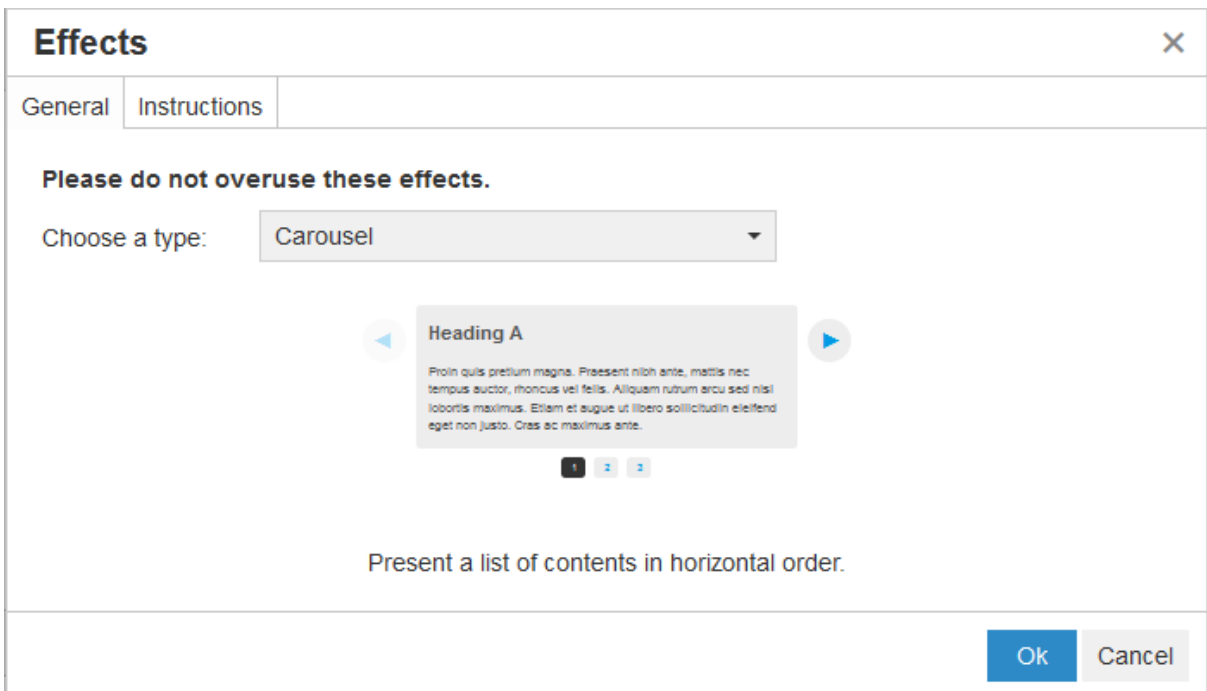
The "Pagination" effect allows you to quickly change what you are seeing without having to change pages.




FX effects: carousel

The button  It allows us to create various effects in your content.

The effect "Carousel" is to offer additional information taking advantage of the space.



FX effects: timeline

The button  It allows us to create various effects in your content.

The "Timeline" effect allows you to quickly change what you are seeing without having to change pages.

Effects ×

General Instructions

Please do not overuse these effects.

Choose a type: Timeline ▼

Heading 2Show

Heading 3

Integer et eros dui? Praesent in bibendum libero?
Fusce imperdiet ante et feugiat interdum. Ut
scelerisque, ex non lacinia egestas

Heading 3


Simple, interactive timeline able to handle nearly any form of content.

Ok Cancel


List of definitions

The button "List of definitions" lets you create a list of terms or concepts in which the definition or explanation of them is hidden. You can display each definition or explanation by clicking on the definition or using the + icon to display them all at once.

Quotations with authorship

The option to include "Quotations with authorship"  aids using this type of resource and includes the possibility of styling it.

How to do it?

Clicking the button  you can paste the text of the quote and mention the author of it. In the event that the appointment and the author have a different language to the resource that you are preparing, you can specify them.

Quote With Authorship



Include Styles (improves presentation)

Quote

Quote Language

Authorship

Authorship Language

Specify the languages only if they are different from the rest of the content.

Use a two-letter ISO 639-1 code like "en", "es", "fr" or "de".

Ok

Cancel

Also included is the option to use your own appointment style. You can always edit the appointment once created.

Hyperlink (inclusion of file information)


In the case of linking a file, the "Insert / edit hyperlink" lets you automatically including information on the file, its size the file extension.

Insert/Edit Link




General	Popup	Events	
URL	<input type="text"/>		
URL			
anchors and nodes	---		
Text to display	<input type="text"/>		
Title	<input type="text"/>		
Target	None		
Rel	---		
<input type="checkbox"/>	Include File Information		
File size	<input type="text"/>		
Unit	Bytes		
File extension	<input type="text"/>		
<input type="button" value="Ok"/> <input type="button" value="Cancel"/>			

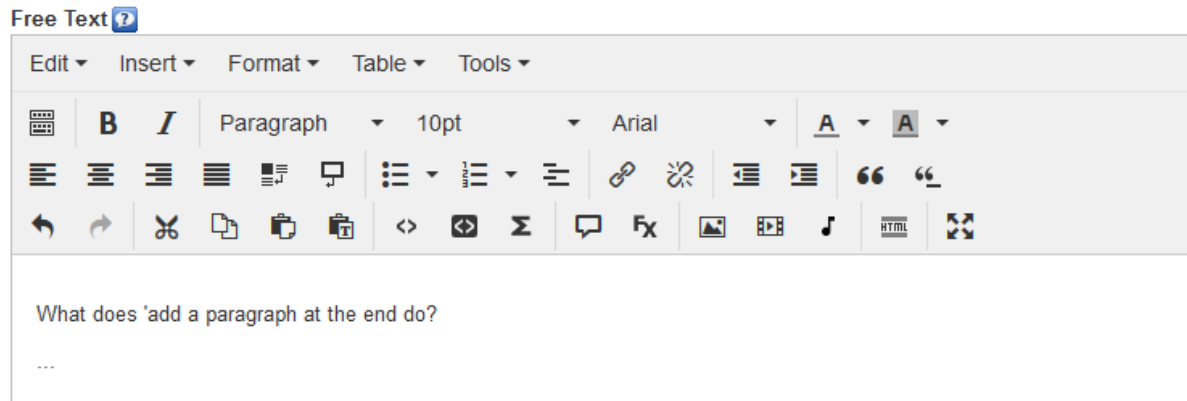
HTML code editor

The HTML button in the editor  shows a window in which there are some new features. You can see the highlighted HTML code, with auto-completion, improved display of the HTML code and the addition of a "search and replace" option.

Addition of paragraph at the end

Add a paragraph at the end  is a function limited to cases when the editor cursor does not manage to leave a layer `<div> </div>`.

The effect achieved is to add in the editing window a paragraph that contains three points:



Lightbox effects

Lightbox is a JavaScript library that displays images and videos by filling the screen, and dimming out the rest of the web page.

There is an improved Lightbox effects library. With this update you can make a lightbox effect on an image that can show images and videos.


How to do it?

Image to image:

1. Insert the image
2. Click on the inserted image and insert a link.
3. In the hyperlink direction, you examine and attach the image again.
4. In the tab Advanced> Relation page to destination you select the option Lightbox.

Insert/Edit Link ✕

General **Popup** Events

URL 

anchors and nodes

Title

Target

Rel

Include File Information

File size

Unit

File extension

Image to video:

1. Insert the image
2. Click on the inserted image and insert a link.
3. In the hyperlink address, you paste the URL of the YOUTUBE video.
4. In the tab Advanced> Relation page to destination select the option Lightbox.

Insert/Edit Link
✕

General

Popup

Events

URL

Anchors and nodes

Title

Target

Rel

Include File Information

File size

Unit

File extension

Gallery of images and videos:

1. Insert images
2. Click on each inserted image and insert a link.
3. In hyperlink address, you examine and attach the image again or paste the URL of the YOUTUBE video.
4. In the tab Advanced> Relation page to destination you select the option Lightbox for each one of the images.
5. You open the sourcecode editor and put the same number in square brackets to each tag rel = "lightbox"

So if the HTML code is:

```
<a href="actividad_generica_engranaje.png" rel="lightbox" title="Engranaje"> </a> <a href="actividad_generica_estrella.png" rel="lightbox" title="Estrella"> </a> <a href="https://www.youtube.com/watch?v=cl61i-fgkek&amp;list=PLgnSGd4uwSUUn8o_f31_ZCsB_mM2Q1tDII&amp; index=1" title="VÍdeo de eXeLearning" rel="lightbox" > </a>
```

The result would be:

```
<a href="actividad_generica_engranaje.png" rel="lightbox[1]" title="Engranaje"> </a> <a  
href="actividad_generica_estrella.png" rel="lightbox[1]" title="Estrella"> </a> <a  
href="https://www.youtube.com/watch?v=cl61i-  
fgkek&list=PLgnSGd4uwSUn8o_f31_ZCsB_mM2Q1tDII&index=1" title="V\u00eddeo de eXeLearning"  
rel="lightbox[1]"> </a>
```

Tool tip

'A tooltip (also called emergent description) is a visual aid tool, which works by placing the cursor over a graphic element, showing an additional help to inform the user of the purpose of the element on which it is located.

The tooltip is a variation of the help balloons and is a very used complement in programming and design, given that they provide additional information without the need for the user to request it actively.

from Wikipedia

You should not misuse the "Tool Tip" effects. You do not have to make them very extensive or add very wide images. ToolTips only support a width below 300 px.

How to do it?

After the text is created, select the word for which to add a tool tip to.

Choose from the three available types (Link , Text or Page) and configure the behaviour and appearance.

Tooltip



General

Behaviour

Appearance

Choose a type:

Text

Link URL


Pages

Link title

Tooltip title

The tooltip will show the Link title.

Insert HTML as text

The button  It lets you display HTML (and other programming languages) as text.

Insert HTML code as text



Include wrapper (improves presentation) Highlight syntax

Use CTRL+V on your keyboard to paste the code into the window.

Ok

Cancel

The "Html as text" button lets you displays HTML or other code in the document, highlighting the syntax with colours (accepts different programming languages), highlighting lines and selecting the appearance

Lists with automatic numbering


You can easily create numbered lists without having to manually type the numbering:

Normal numbered list:

1. First chapter
 1. First section
 1. Another section
2. Chapter two

List with automatic numbering:

1. First chapter
 1. First section
 1. Another section
2. Chapter two

As you can see, it automatically inserts the numbering (1.1.1 ...) You find this type of list by displaying the options of the **ordered list** : 

Hangman

Do you remember how the word game hangman is played? Click on the Insert menu to add a hangman game.

Hangman Game ✕

General Accessibility Instructions

Alphabet to Select From:

Automatically include capital letters Case sensitive

Word to guess / Hint or definition:

1.	Word: <input type="text"/>	Definition: <input type="text"/>
2.	Word: <input type="text"/>	Definition: <input type="text"/>
3.	Word: <input type="text"/>	Definition: <input type="text"/>
4.	Word: <input type="text"/>	Definition: <input type="text"/>
5.	Word: <input type="text"/>	Definition: <input type="text"/>
6.	Word: <input type="text"/>	Definition: <input type="text"/>

The iDevices



iDevices are instruments that let you use different pedagogic resources. These range from true-false questions to more complex ones such as java applets. The great advantage of eXeLearning is that you can create new iDevices if you need to.

The eXeLearning 2.1 version has 20 main iDevices, each with a different pedagogical or technical use.

iDevices to present **information** in **textual** form.

iDevices of **non-interactive activities** : propose activities that can not be answered directly.

iDevices for the presentation of **non-textual information** (images and web pages).

iDevices of **interactive activities** : allow the learner to interact directly with the object.

iDevices for textual information

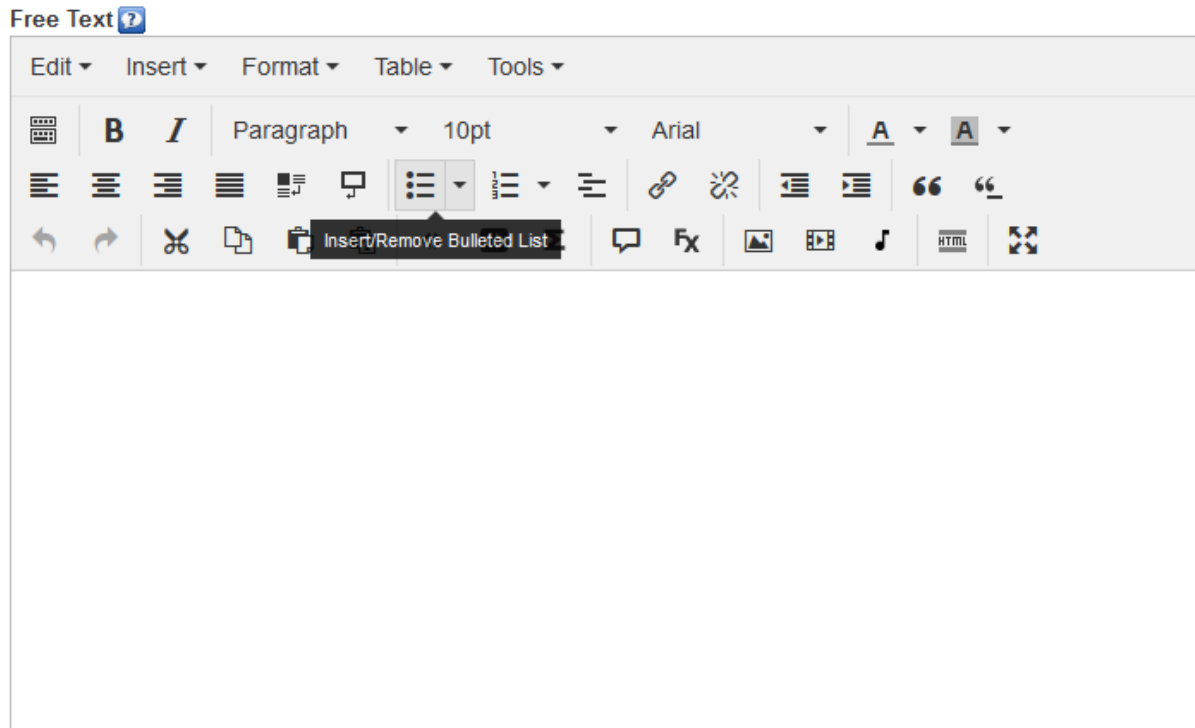
To present content or themes (including images, videos, multimedia content ...) you have the following iDevices:

- **Free text** : similar to how you work with a normal text editor.
- **Objectives**: to show the objectives in a highlighted text box and with an icon to emphasize the content.
- **Prior knowledge** : this is intended to include the contents that the learner must know to under take an activity. It also appears as highlighted text and with an icon.
- **Note** : this is intended to include comments and annotations of the content designer. This iDevice will **NOT** be visible in any of the exported formats.

Free text







This is the most widely used iDevice because it will allow adding content through a text editor. You use it mainly to make show a topic and present the contents.



Selecting the iDevice "Free Text" from the list of iDevices this will be shown in your eXeLearning:



In the central text field, you write your content.

When finished click on the button to see the result.

Using the options       you can undo the changes, delete the iDevice, move it up, move it down or move it to other nodes created earlier.

The icons for help  and information  offer additional information about the iDevice that you are using.

Free text example:





This is a sample of text created with the free text iDevice.

You can include images, links and any type of audiovisual content.

Practice eXe: format texts

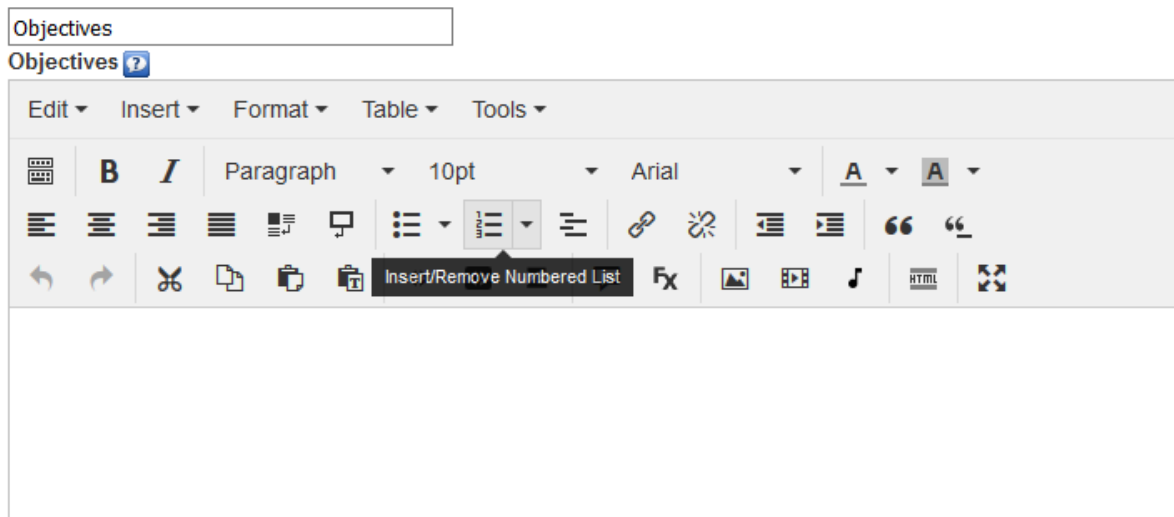
Try this:

1. Download the [U2_A1.elp](#) file to a new folder called "eXe Learning Course"
2. Open the file **U2_A1.elp** with eXelearning
3. Click on the "Edit" button  of the iDevice "Free text" found in the "Format text" node
4. Modify the font size of the first paragraph.
5. Change the text color of the second paragraph.
6. Select a word and modify the background color.
7. Save the changes. (*File> Save*)
8. Justify the text of the third paragraph.
9. Insert a subscript and a superscript into a word of your choice.
10. Select the three paragraphs and create an ordered list.
11. Once finished, click on the button  to see the result.
12. Create a new iDevice "Free text" and write some text
13. Change the name to **myfile2** . Save it in the "eXeLearning Course" folder (*File> Save as ...*)

Objectives

Use this iDevice to show the objectives that will or have been met by the content.










Selecting "Objectives" from the list of iDevices this will be shown in eXeLearning:



At the top, you can modify the title of the iDevice .

In the central text field , you write your content. With the text editor, you can insert images, multimedia content ...

Remember:

- Once finished, you will click on the button to see the result.
- Using the options        you can undo the changes, delete the iDevice, move it up or down the content tree and move it to other nodes previously created in your work in eXeLearning.
- The icons of Instructions  and help  they will offer additional information about the iDevice that you are using.

Example of Objectives: In this module you will learn ...

- Use the different iDevices
- Choose the most appropriate for each type of activity

Practice eXe: create an iDevice "Objectives"

Perform the following procedures:

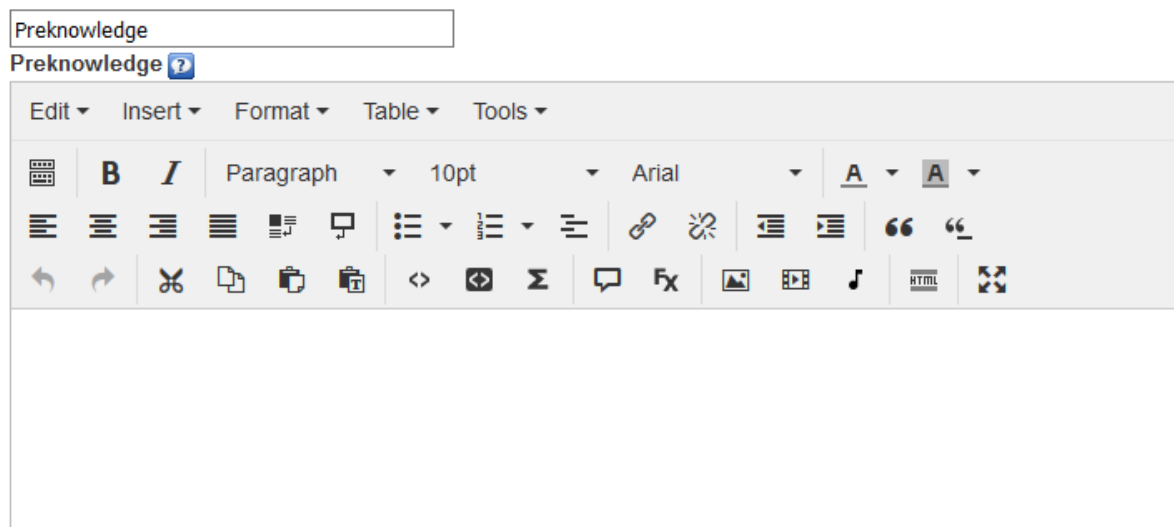
1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Select the "Format text" node.
3. Create an iDevice "Objectives". Move it up. Modify your title
4. Create a sorted list with the names of the nodes that exist in the file **myfile2.elp** .
5. Once finished, click on the button to see the result.
6. Save the changes. (*File> Save*)

If you have any questions you can check the following video:

Prior knowledge

Use this iDevice to indicate the contents that a learner needs know to carry out an activity.










When selecting "Previous knowledge" from the list of iDevices this will be shown in your eXeLearning:



At the top, you can modify the title of the iDevice .

In the central text field, you can write content. In the text editor, you can insert images, multimedia content ...

Remember:

- When finished click on the button  to see the result.
- Using the options       you can undo changes, delete the iDevice, move it up or down the content tree or move it to other nodes previously created in your work in eXeLearning respectively.
- The icons of Instruction  and help  offer more information about the iDevice you are using.

Example of prior knowledge: you have to master ...


To successfully complete the Course, you have to master:

- Basic HTML
- Digital edition of images

You can find more information on Wikipedia

Practice eXe: Previous knowledge

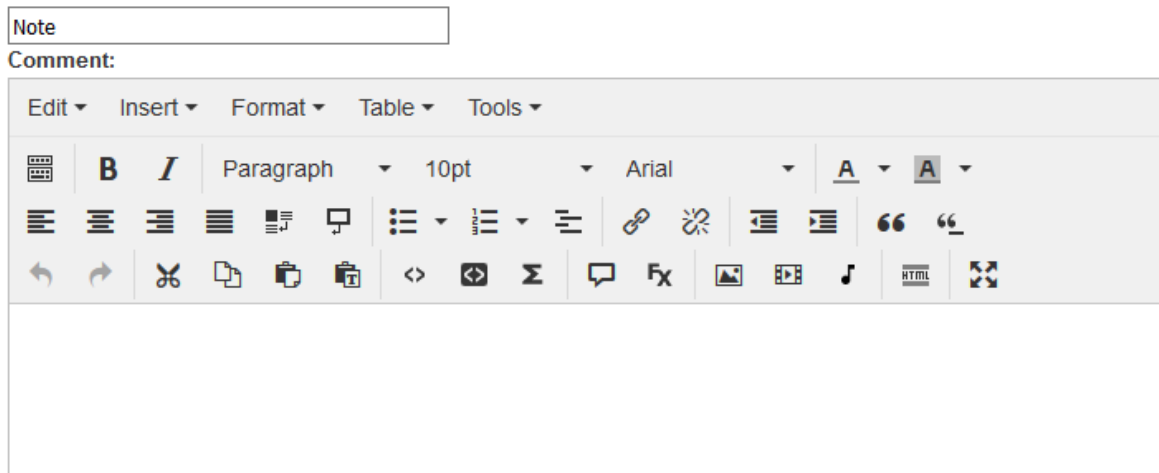
Perform the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Previous knowledge" in the "Format text" node. Modify the title.
3. Move it up so that it is below the iDevice "Objectives".
4. Write a text in which you describe the objectives you intend to achieve in the Course you are doing.
5. Include an external link that opens in a new window.
6. Once finished, click on the button  to see the result.
7. Save the changes. (*File> Save*)

Note

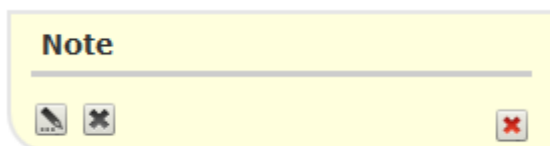
This iDevice is intended to make comments about your work. In the case of elaborating a content among several authors, it will be useful to write annotations, modifications and comments to facilitate collaboration. **This iDevice will NOT be shown in any of the exports.**

By selecting the iDevice "Note" from the list of iDevices the following will be shown in your eXeLearning:



In the central text field, you will introduce your comments.

Once finished you will click on the button to see the result.



Important : The **red** erase icon will remove ALL notes from the .elp file you are working on.

To make persistent notes or comments that will be kept in exports of your elp package place comments in the HTML code (An HTML comment begins with `<!--` and the comment closes with `-->` . HTML comments are visible to anyone that views the page source code, but are not rendered when the HTML document is rendered by a browser.)

iDevices of non-interactive activities

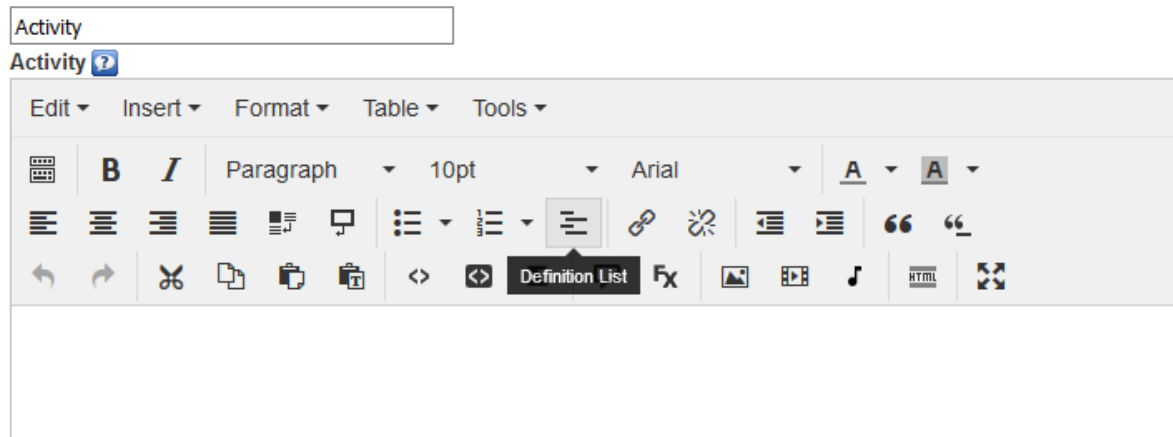
To add activities with a feedback button, use the following iDevices:

- **Activity** : to pose an activity to the learner in a highlighted text box and with an icon that emphasizes the content shown.
- **Reflection**: An activity a question or text on which the learner should reflect. In the feedback, complementary information can be included to carry out the activity.
- **Reading activity** : A reading accompanied by an activity. In the feedback, extra information can be included to assist in carrying out the activity.
- **Case study**: proposes the study of a case (real or imaginary). In the feedback extra information can be included to assist in carrying out the activity.

Activity

Use this iDevice preferably to indicate an activity, exercise or task.

When selecting "Activity" from the list of iDevices this will be shown in your eXeLearning:



At the top, you can modify the title of the iDevice .

In the central text field, write your content. In the text editor, you can insert images, multimedia content ...

Remember:

- If you want, you can use the iDevice "Activity" for other types of activities. **Use your imagination** ! Experiment and think how it can be useful in other proposals that you have in mind.

Activity Example: Looking for Goya

Header of the image



You will have to find the author ... *The work* (Public domain)

The image you see above is entitled "The work" and belongs to a well-known Spanish author of the eighteenth century born in Fuentedetodos, province of Zaragoza in 1746.

His work includes easel and mural painting, engraving and drawing. In all these facets developed a style that inaugurates Romanticism. Also, his work is the beginning of contemporary painting, and is considered a precursor of the pictorial vanguard of the twentieth century.

You will have to find out which author you are talking about and make a text document in which you present your life and attach some of your most representative pictorial works.

Practice eXe: Insert images

Perform the following procedures:


1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Select the "Insert images" node.
3. Create an iDevice "Activity".
4. Write the text of an activity in which you ask your learners to do a search for images of a painter of your liking.
5. Find a work by that painter and save it in the folder "Course of eXeLearning".
6. Insert the downloaded image on the first line using the "Insert / edit image" button. Complete the "Image description" and "Title" fields. Modify the width of the image in the "Appearance" tab. In the "Header and caption" tab, complete the fields and determine the license. Press the "Update" button.
7. When finished, click on the button to see the result.
8. Save the changes. (*File*> *Save*)


Reflection

Use this iDevice to propose an activity a question or text on which the learner should reflect.

Selecting "Reflection" from the list of iDevices will show this in eXeLearning:


Reflection

Reflective question: [Editor](#) 

Feedback: 

Button Caption:

[Editor](#)



At the top, you can modify the title of the iDevice.

In the field " **Reflective question** " you write the proposed text on which your learners should reflect.

In the " **Feedback** " field, you provide learners with information on the important points to take into account in the reflection process.

Remember:

In iDevices with several text boxes, you can write directly to them. If you want the editor to be shown, click on the "**Editor**" link.

In this way creating activities is simpler, faster and more intuitive.

Practice eXe: You Tube videos

Perform the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Select the "Insert videos" node.
3. Create an iDevice "Reflection" and modify its title.
4. Search for a You Tube video you like. Copy the URL of the video.
5. In eXe, click on the "Insert / edit embedded media" button and paste the URL of the Youtube video. Press the "Insert" button.
6. Write a text where you enter an explanation of the video you have embedded and a reflective question about it.
7. In the field of feedback write some questions about which your students should reflect or take into account in the proposed reflection.
8. Once finished, click on the button to see the result.
9. Save the changes. (*File> Save*)

Reading activity

Use this iDevice to propose to the students a reading accompanied by an activity that they must complete. It gives the possibility of using a feedback that the student will be able to visualize when he considers it appropriate.

When selecting "Reading activity" from the list of iDevices this will be shown in your eXeLearning:

The screenshot shows the 'Authoring' tab of the eXeLearning iDevice editor. At the top, there are two tabs: 'Authoring' (selected) and 'Properties'. Below the tabs, there is a text input field containing 'Reading Activity'. Underneath this field, there are three main sections, each with a title and a help icon (a question mark in a blue square):

- What to read Editor**: This section contains a large, empty rectangular text area for entering the reading material.
- Activity Editor**: This section contains a large, empty rectangular text area for entering instructions for the activity.
- Feedback Editor**: This section contains a large, empty rectangular text area for entering feedback information.

At the bottom of the editor, there is a toolbar with several icons: a checkmark, a refresh icon, a close icon, an up arrow, a down arrow, a dropdown menu labeled '---Move To---', and a green speech bubble icon.

At the top, you can modify the title of the iDevice.

In the field " **What to read** " write the proposed text to your students.

In the field " **Activity** " indicate the instructions to perform the proposed reading activity.

Lastly, in the " **Feedback** " field, include those information and indications that may help or complement your student to carry out the proposed activity.

Remember:

In iDevices with several text boxes, you can write directly in them. If you want the editor to be shown, you have to click on the "**Editor**" link.

In this way the creation of activities is simpler, faster and more intuitive.

Reading Activity Example: Listening to "Don Quixote"

In a place in La Mancha, whose name I do not want to remember, there has not been a long time that lived a hidalgo of the spear in shipyard, old buckler, skinny horse and galgo corridor. A pot of something more cow than sheep, salpicón more nights, duels and losses on Saturdays, lentils on Fridays, some palomino addition on Sundays, consumed the three parts of his farm. The rest of the sailor's coat concluded, hairy breeches for the holidays with their slippers of the same, the weekdays you're honored with their vellori of the finest. He had in his house a mistress who was over forty, and a niece who was not yet twenty, and a young man from the countryside and the plaza, who saddled the horse as he took the pruning shear. The age of your gentleman was about fifty years old, he was of strong build, dry of flesh, thin of face; great early bird and friend of the hunting. They want to say that it had the nickname of Quijada or Quesada (that in this there is some difference in the authors who write in this case), although by credible conjectures it is understood that it is called Quijana; but this matters little to your story; it is enough that in the narration of him a point of the truth does not leave.

Read the text carefully while listening to the audio of chapter one of "Don Quixote". Next, answer the questions you asked you.

Practice eXe: inserting video and audio

Perform the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Select the "Insert videos" node.
3. Create an iDevice "Reading activity" and modify its title.
4. Find an audio of your liking. Download it to your local.
5. Write a reading text inside the iDevice. Give it the format you want.
6. Insert the audio you have previously downloaded in the "Insert / edit embedded media" option
7. Below the audio, it includes information about the activity.
8. In the option "Feedback" write the questions or activities. Incorporate, if you wish, some additional information.
9. Once finished, click on the button to see the result.
10. Save the changes. (*File*> *Save*)

Case study

Use this iDevice to propose the study of a case (real or imaginary).

When selecting "Case study" from the list of iDevices this will be shown in your eXeLearning:

The screenshot shows the configuration interface for a "Case Study" iDevice. At the top, there is a header bar with the word "Home" in green. Below this, there are three main sections for configuration:

- Case Study:** A text input field containing "Case Study". Below it is a link "Story: Editor" with a question mark icon.
- Activity:** A link "Activity" with a question mark icon, followed by a link "Editor".
- Feedback:** A link "Feedback" with a question mark icon, followed by a "Button Caption:" label and an empty text input field, and finally a link "Editor".

Each of these three sections has a large, empty rectangular text area below its respective links, intended for entering content.

At the top, you can modify the title of the iDevice.

In the field " **History** " you will write the text from which your students will do the activities.

In the field " **Activity** " you indicate the instructions to perform the proposed reading activity.

Finally, in the field " **Feedback** ", you include those information and indications that can help or complement your student to perform the proposed activity.

Unlike the iDevice "Reading activity", in "Practical case" you can create new activities with feedback related to the initial story. You will have to click on the **Add another activity** button.

Remember:

In iDevices with several text boxes, you can write directly in them. If you want the editor to be shown, you have to click on the "**Editor**" link.

In this way the creation of activities is simpler, faster and more intuitive.

Case study example: The Higgs Boson

A few months ago, it was announced that it is considered by some to be "the greatest scientific discovery in history": the demonstration of the existence of the so-called Higgs Boson. But what exactly is the Boson? Why is this discovery so important?

What are you made of? The particle of God . Presentation by [J. David](#) in Prezi, Public and reusable

From this presentation, you propose that you carry out your own research on this topic from some activities.

Search for information

You ask you to look for two or three pages of Internet in which you can find information about the Higgs Boson: who was its discoverer, what is the theory that it presented and where and how that theory has finally been demonstrated.

Oral presentation

From the information obtained in the syources you have consulted before, you have to prepare an oral presentation in which you explain the essential aspects about the topic you are working on. You can also present the syources of information you have used.

Practice eXe: Insert multimedia objects

Perform the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Case study" in the "Insert multimedia objects" node. Modify the title.
3. Search with your browser for a slidehare or prezi presentation and copy its "Embed" code.
4. In the field "History" he writes an introduction text of the activity.
5. By using the "Paste HTML fragment (embedded code)" button, paste the copied code. Press the "Insert" button
6. In the field "Activity" propose a task related to the content that you have inserted. In the field "Feedback" includes some information or resource that is necessary to carry it out.
7. Add another activity and complete it like the previous one: in the field "Activity" the work proposal and in the field "Feedback" the complementary information.

8. When finished, click on the button to see the result.
9. Save the changes. (*File> Save*)

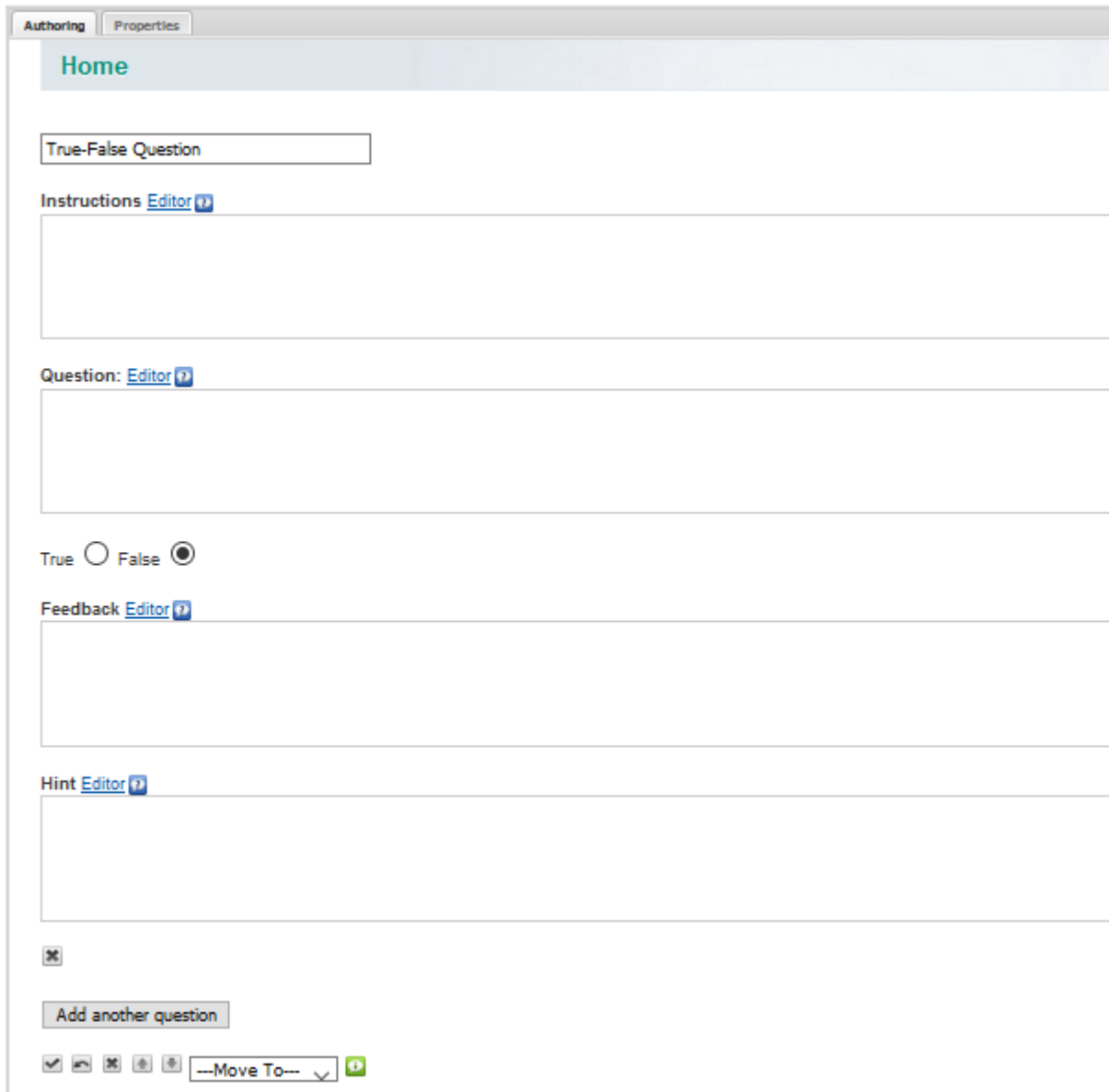
iDevices of interactive activities

To present questionnaires of different types of questions (with feedback and results) you will have these iDevices:

- **True-false question** : proposes one (or several) questions that must be answered with "True" or "False".
- **Multi choice question** : proposes one (or several) **multiple choice** questions to the student. Each of the questions can only have a correct answer.
- **Multi select question** : proposes one (or several) test questions to the student. Each of the questions may have more than one correct answer.
- **SCORM Questionnaire** : proposes one (or several) test questions to the student. It is similar in terms of operation to the iDevice "Multiple choice question" but allows communication with an LMS (Moodle), obtaining activity tracking data that indicate whether the exam has been approved or not.
- **Fill gaps** : it offers the student a text with blank spaces that must be completed. Includes the possibility of feedback.
- **Expanding activity** : it proposes to the student a text with a list of possible chains of words that must be selected.

True / false question

When selecting "True false question" from the list of iDevices this will be shown in your eXeLearning:



The screenshot shows the 'Authoring' window in eXeLearning. At the top, there are tabs for 'Authoring' and 'Properties'. Below the tabs is a header bar with the word 'Home'. The main area contains several fields and controls:

- A text box containing 'True-False Question'.
- An 'Instructions' field with an 'Editor' button.
- A 'Question' field with an 'Editor' button.
- Radio buttons for 'True' and 'False', with 'False' selected.
- A 'Feedback' field with an 'Editor' button.
- A 'Hint' field with an 'Editor' button.
- A small 'x' icon.
- An 'Add another question' button.
- A toolbar with icons for checkmark, undo, redo, and a dropdown menu labeled '--Move To--'.

At the top, you can modify the title of the iDevice.

In the " **Instructions** " field write the text with the instructions to follow to ask the question True / False.

In the " **Question** " field write the text of the question. The statement should be clear. You will avoid negative premises since they tend to be ambiguous.

Determine if the statement you have written is True or False, by checking the corresponding box

In the " **Feedback** " field write the feedback that you want learners to see after doing the activity. If you leave this field empty, the default feedback will be offered.

In the " **Suggestion** " field you can provide some clue that helps the student to correctly answer the question. You can leave the field blank.

You can add new questions in the iDevice by clicking the " **Add another question** " button

Remember:

- When raising a case you can ask questions that generate doubts.
- You can put questions next to a video to relate it to the objectives of the subject.

The explanation associated with the answer is more important .

True False question examples : eXeLearning iDevices

Indicate if the following statements are true or false.

Question 1

eXe Learning is an open source tool

True False

Question 2

A single file is used to install eXe in any operating system.

True False

Question 3

The eXeLearning work environment has four distinct zones.

True False

Question 4

The "Tools" option is part of the eXe Learning main menu.

True False

Practice eXeLearning: True or false?

Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create a new node called "Questions"
3. Create an iDevice "True Question - False" in the "Questions" node. Modify the title.
4. Search your browser for a video of your liking and insert it in the "Introduction" field. This time use the "Share" code and the "Paste HTML code (embedded code)" button.
5. In the "Question" field, write a true statement about the subject that your video is about. Fill in the feedback and the suggestions field.
6. Add another question in which you write a false statement. Fill in the same way the feedback and the suggestion. Remember that in these fields you can insert all kinds of resources.
7. When finished, click on the button to see the result.
8. Save the changes. (*File> Save*)

If you have any questions you can check the following video:

Multi choice question

Use this iDevice to propose one (or several) test questions to the learner. Each of the questions has one correct answer. It allows us to introduce several types of feedback that will be seen by the learner when the activities are completed or as hints to perform them. This type of activities let the learner check for themselves the assimilation of material worked on.

When selecting "Multiple choice question" from the list of iDevices this will be shown in your eXeLearning:

The screenshot shows the eXeLearning interface for creating a multiple choice question. At the top, there is a "Home" button. Below it, a text box contains "Multi-choice" with a small "x" icon to its right. Underneath is a "Question Editor" button with a question mark icon. This is followed by a large empty text area for the question. Below that is a "Hint Editor" button with a question mark icon and another large empty text area. The next section is the "Option Editor" with a question mark icon, a large empty text area, and a "Correct Option" button with a radio button icon. Below the option editor is a "Feedback Editor" button with a question mark icon and a large empty text area. At the bottom, there are two buttons: "Add another option" and "Add another question". Finally, there is a toolbar with icons for undo, redo, and a "Move To" dropdown menu.

At the top, you can modify the title of the iDevice.

In the " **Question** " field write the text of the question. The statement should be clear. You will avoid negative premises since they tend to be ambiguous.

In the " **Suggestion** " field provide some clue that helps the student to correctly answer the question. You can leave the field blank.

In the " **Option** " field write the text with the available response options. Mark in the button to the right of the field the **option that is correct** . You can add options by clicking the "Add another option" button. It will always be advisable to offer a range of between 3 and 4 response options.

In the " **Feedback** " field you will write the feedback that you want readers to see after doing the activity. If you leave the field empty, the default feedback will be offered.

You can add new questions in the iDevice by clicking the "Add another question" button

Multiple choice question example:

Geography

Top of Form

Question



The reunification of the two Germanies took place in ...

Map of the division in [West Germany](#) and [East Germany](#) , and [West Berlin](#) in yellow.

Answers

[Option 1](#)

1989

[Option 2](#)

1990

[Option 3](#)

1961

Feedback

Practice eXeLearning: create a multiple choice question

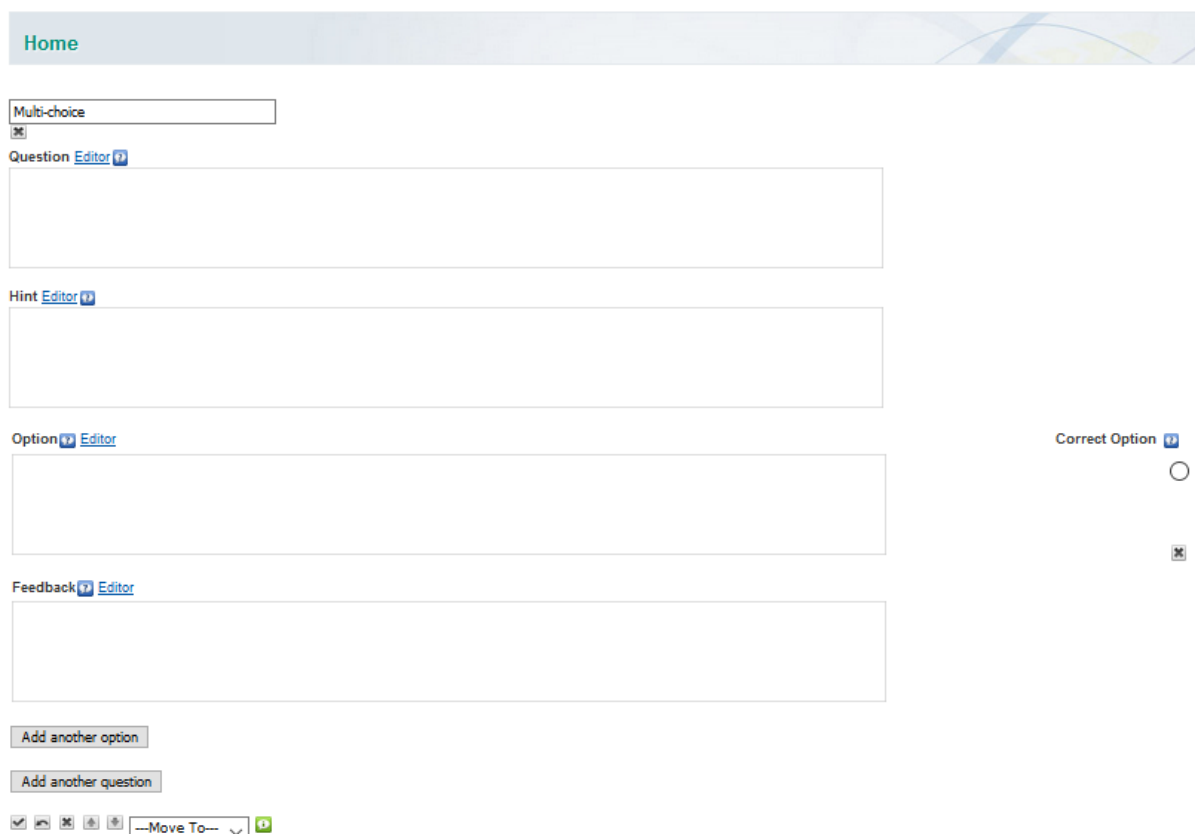
Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Multiple choice question" in the "Questions" node. Modify the title.
3. In the field "Question" link a pdf file.
4. Create three questions in the same iDevice, each with three possible response options.
5. Once finished, click on the button to see the result.
6. Save the changes. (*File> Save*)

Multi-select question

Use this iDevice to propose one (or several) test questions to the student. Each of the questions may have more than one correct answer. It allows us to introduce a feedback that will be visualized by the student once the activity is completed. This type of activity will facilitate that the student can check for himself the assimilation of the contents worked on.

When selecting "Multiple selection question" from the list of iDevices this will be shown in your eXeLearning:



Home

Multi-choice

Question Editor

Hint Editor

Option Editor

Feedback Editor

Add another option

Add another question

Correct Option

---Move To---

At the top, you can modify the title of the iDevice.

In the " **Question** " field write the text of the question. The statement should be clear. Avoid negative premises since they tend to be ambiguous.

In the " **Option** " field write the text with the available response options. In the box to the right of the field mark as many correct answers as necessary . You can add new options by clicking the "Add another option" button. It will always be advisable to add a range of between three and four response options.

In the " **Feedback** " field write the feedback that you want learners to see after doing the activity. If you leave the field empty, the default feedback will be offered.

You can add new questions in the iDevice by clicking the "Add another question" button

Example of a multiple-choice question: Lorca

Question

Point out the true facts:

Answers

[Option 1](#)

Lorca was born in Fuente Vaqueros, Granada

[Option 2](#)

He died in Madrid

[Option 3](#)

He died executed after the military uprising of the Spanish Civil War

Practice eXe: create a multiple-choice question

Try this:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Multiple Selection Question" in the "Questions" node. Modify the title.
3. Create three questions in the same iDevice, each with three possible response options. Select more than one option as correct in any of the questions.
4. Once finished, click on the button to see the result.
5. Save the changes. (*File> Save*)

Cloze Activity

In the Spanish language version this called “**Fill the Gaps**”. In the current English version this iDevice is called “**Cloze Activity**”. Use this iDevice to show the learner a text with blank spaces that must be completed. The activity includes the possibility of feedback.

There are several correction options:

- **Flexibility in the answer** : it admits as good the answers that only differ in one letter.
- **Admit error of the first capital letter** : considers the word correct although the first letter (uppercase / lowercase) is not correct.
- **Immediate correction** : corrects when completing the word without waiting for the user to request it.

When selecting "Cloze Activity" from the list of iDevices this will be shown in eXeLearning:

The screenshot shows the configuration screen for a 'Cloze Activity' iDevice. At the top, there is a 'Home' button. Below it, the title 'Cloze Activity' is displayed in a text box, followed by an 'Instructions Editor' button. The main area contains a text box with the instruction: 'Read the paragraph below and fill in the missing words.' Below this is a large empty text box for the 'Cloze Text'. At the bottom, there are three checkboxes: 'Hide/Show Word' (checked), 'Strict Marking?' (unchecked), and 'Check Capitalization?' (unchecked). To the right of these are 'Instant Marking?' (unchecked) and a 'Feedback Editor' button. At the very bottom, there is a toolbar with icons for check, undo, redo, and a 'Move To' dropdown menu.

At the top you can modify the title of the iDevice.

In the section " **Instructions** " write the text with the instructions to carry out the activity.

In the section " **Text with gaps to fill** " you will write the text on which the activity will be created, selecting the word or words that you want to make disappear by clicking on the "Hide / show word" button.

You will have the possibility to mark different **correction options** .

Finally, in the section " **Feedback** ", you include those information and indications that can help or complement your student to perform the proposed activity.

Did you know?

You can create a gap in which several words are candidates for the correct word.

For this you will have to write them between vertical lines: | house | apartment | chalet | and selecting the chain, press the show / hide button.

Practice eXe: create an activity to fill gaps

Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Fill gaps" in the "Questions" node. Modify the title.
3. Create a text in which you at least hide two words or strings.
4. Once finished, click on the button to see the result.
5. Save the changes. (*File> Save*)

Drop down activity

Use this iDevice to show a learner some text with a list of possible chains of words that should be selected. You can add new words (separated by "|" in the corresponding box) to increase the number of possible answers. You can also include general feedback and qualification.

Selecting "Expanding activity" from the list of iDevices this will be shown in your eXeLearning:

Home

DropDown Activity


Instructions [Editor](#) 

Read and complete

Powered by TinyMCE

Text [Editor](#) 

Hide/Show Word

Other words 

Feedback [Editor](#) 

At the top, you can modify the title of the iDevice.

In the section " **Instructions** " write the text with the instructions to carry out the activity.


In the " **Text** " section write the text on which the activity will be created, selecting the word or words that you want to make disappear by clicking on the "Hide / show word" button.

You can include " **Other words** ". For this write words separated by | (**Alt Gr + 1**).

Finally, in the section " **Feedback** " include information and hints that may help your learners perform the proposed activity.

Practice eXeLearning: create a drop-down activity

Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Expanding activity" in the "Questions" node. Modify the title.
3. Create a text where you hide at least two words or strings.
4. Add two more words. Remember to separate them using | (Alt Gr 1)
5. Once finished, click on the button  to see the result.
6. Save the changes. (File> Save)

Scorm Questionnaire

Use this iDevice to pose one (or several) test questions to the learner. It is similar in terms of operation to the iDevice "Multiple choice question" but allows communication with an LMS (Moodle) obtaining activity tracking data that indicate whether or not the exam has been approved.

When selecting the iDevice "Scorm Questionnaire" from the list of iDevices this will be shown in your eXeLearning:

The screenshot shows the interface for creating a Scorm Questionnaire. At the top, there is a "Home" button. Below it is a text input field containing "SCORM Quiz". A "Question:" label is followed by an "Editor" button and a large text area for entering the question text. Below this is an "Options" section with an "Option" label, an "Editor" button, a text area for options, and a "Correct Option" label with a radio button. There are also "Add another Option" and "Add another Question" buttons. At the bottom, there is a "Select pass rate:" dropdown menu set to "50%", and a row of icons including a checkmark, a trash can, a plus sign, a minus sign, a "Move To" dropdown, and a green plus icon.

At the top, you can modify the title of the iDevice.

In the " **Question** " field write the text of the question. The statement should be clear. You will avoid negative premises since they tend to be ambiguous.

In the " **Options** " field will write the text with the available response options. Mark in the button that is to the right of the field the correct option . You can add new options by clicking the "Add another option" button. It is advisable to add a range of between 3 and 4 response options.

You can add new questions in the iDevice by clicking the "Add another question" button and select the pass coefficient.

In the end the system provides the percentage of hits: "Your score is 100%"

Math exercises

Question

57-9 =

Answers

[Option 1](#)

63

[Option 2](#)

48

Question

96 X 6

Answers

[Option 1](#)

576

[Option 2](#)

456

Practice eXe: create a scorm activity

Try this:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "Scorm Questionnaire" in the "Questions" node. Modify the title.
3. Create two questions with three possible options in each of them.
4. When finished, click on the button to see the result.
5. Save the changes. (*File> Save*)

iDevices of non-textual information

To display external resources that are incorporated into eXeLearning as content (textual or web) you have these iDevices:

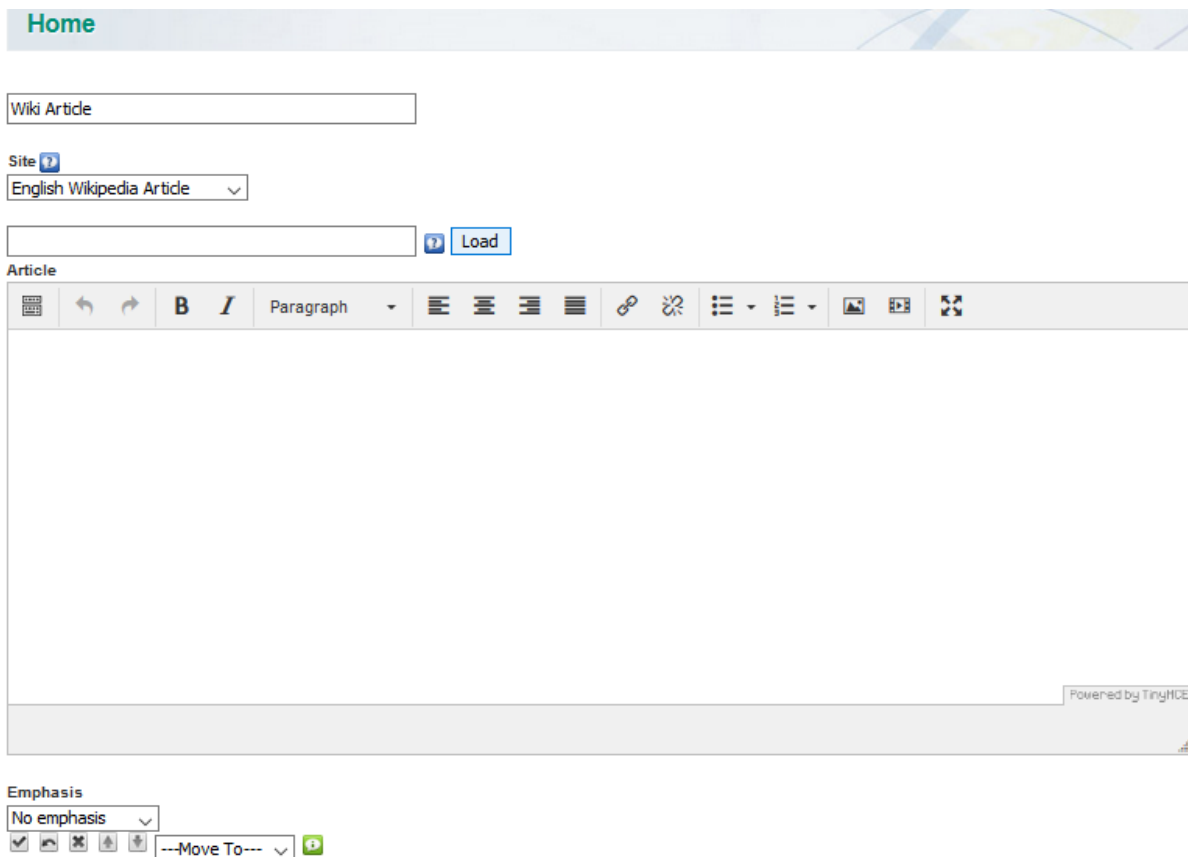
- **Wikipedia article:** includes all the information of a Wikipedia article, including images and their links.
- **RSS:** makes a copy of the source of a website or blog.
- **Website :** shows an external page within the content of eXeLearning.
- **Gallery of images: it** shows an album of images, initially in miniature format.
- **Magnifying glass :** shows an image and by means of a magnifying glass effect, magnifies it.
- **Java Applet:** allows inserting different Java applets in the pages of a JClíc, Geogebra, Descartes, Scratch project ...
- **Attached files :** it allows you to attach the files with their corresponding links as a non-sorted list.

Wikipedia article

Use this iDevice to add all the information of a Wikipedia article, including images and their links. Bear in mind that when the content is loaded, a copy is made that is no longer updated. This has three consequences:

- The content of the added article is not updated when it is updated in Wikipedia.
- You can modify the content of the article in your material and show the modified version to your learners.
- It allows use of the resource without an Internet connection.

When selecting the iDevice "wikipedia article" from the iDevices list, the following will be shown in your eXeLearning:



At the top, you can modify the title of the iDevice.

In the "Site" drop-down you can choose the source which you want to search the content.

In the following form write the word to search for and click on the "Load" button.

You will be shown the content of the article in the last field, which can be edited.

eXeLearning practice: include a Wikipedia content

Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create a new node called "Information"
3. Create an iDevice "Wikipedia article" in the "Information" node. Modify the title.
4. Choose the language in which you are going to search for the content.
5. Upload content from the Wikipedia of your interest or related to the topic you are working on.
6. Once finished, click on the button to see the result.
7. Save the changes. (File> Save)

If you have any questions you can check the following video:

RSS

RSS is a simple data format used to push content to subscribers of a website. However, this iDevice does not respect the philosophy of syndication, since it makes a copy of the headline source and is frozen on the day the block is created. As with the iDevice "Wikipedia article", this has three consequences:

- The content of the resource is not updated when the website it is syndicated to is updated.
- You can modify the content of the article in your material to show it modified to your students.
- Allows the use of the resource without an Internet connection.

Selecting the iDevice "RSS" from the list of iDevices this will be shown in your eXeLearning:

The screenshot shows the RSS iDevice configuration screen. At the top, there is a 'Home' header. Below it, the title 'RSS' is displayed. There is an input field for 'RSS URL' and a 'Load' button. Below the input field, the text 'RSS' is shown. A rich text editor toolbar is visible, containing icons for undo, redo, bold, italic, paragraph, list, link, unlink, ordered list, unordered list, image, video, and refresh. The editor content area is empty, showing only a paragraph symbol 'p'. At the bottom right of the editor, there is a small text 'Powered by Tinymce'. Below the editor, there is an 'Emphasis' dropdown menu set to 'No emphasis' and a '--Move To--' dropdown menu.

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In the RSS URL text field, paste the RSS address. Remember to click on the **Load** button .

On the loaded content you can make modifications. Observe the differences between **Not highlighting** and **Moderate highlighting** .

Example of iDevice RSS: News from RIATE

[Retransmisión Moodle Moot'09 Madrid](#)

[MOODLE MOOT MADRID](#)

[COLLABORATE WITH RIATE. SEND YOUR PROPOSAL WITH THE NAME OF THE BULLETIN.](#)

[Luis F Iglesias, the path of a teacher](#)

[Argentina in the Educational Mercosur](#)

[I INTERNATIONAL CONGRESS MINORS IN ICT](#)

[CONGRESS SOFTWARE, EDUCATION AND FREE KNOWLEDGE](#)

[Available in RIATE the Practical Guide on Free Software of UNESCO](#)

Practice activity

Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "RSS article" in the "Information" node. Modify the title.
3. Search three syources of RSS content and add them to the iDevice.
4. Next to the link to each rss, it includes a small description of the content.
5. Once finished, click on the button to see the result.
6. Save the changes. (File> Save)


If you have any questions you can check the following video:

External website


Use this iDevice to include a web page within your resource, inside a framework. When an external website is displayed, what the iDevice does is connect to the Internet, get the web page and show it inside. A copy of the web page is not saved, so it will only work if you are connected to the Internet.







Selecting the iDevice "External Website" from the list of iDevices you will be shown this in your eXeLearning:

Home

URL: 

Frame Height:

medium 

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In the URL text field, paste the address you want to embed.

eXeLearning practice: incorporate an external website

Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Create an iDevice "External website" in the "Information" node.
3. Find a web page whose content you are interested in incorporating and include your url in the iDevice.
4. Defines the size of the frame as "medium".
5. Once finished, click on the button to see the result.
6. Save the changes. (File> Save)

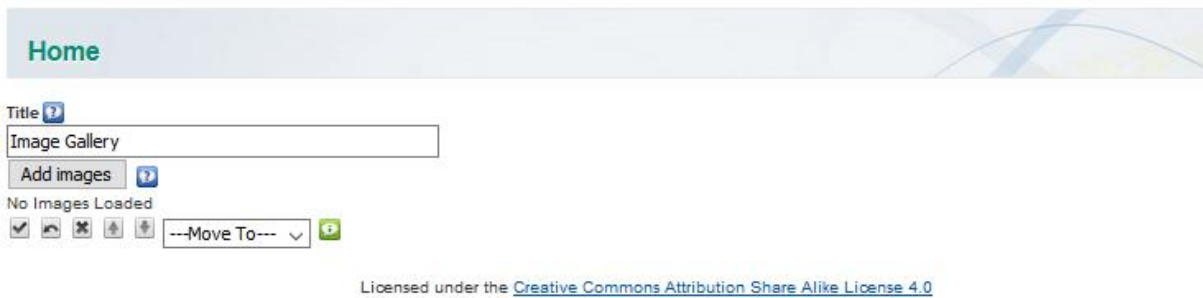
If you have any questions you can check the following video:

Image gallery

eXelearning has updated how images are displayed. Clicking on one of them, it will be enlarged, showing the name of it and some miniatures of the rest of the gallery.

Use this iDevice to show an album of images, initially in miniature format. Clicking on any of the images in the gallery will open an enlarged sample and the possibility of navigating between the different images in the gallery.

When selecting the iDevice "Gallery of images" of the list of iDevices this will be shown in your eXeLearning:



Add images from the **Add images** button.

Once the first one is added, you can continue adding, deleting and moving from the buttons below each of them. Remember to write a descriptive text for each one.

Example of an image gallery: Web 2.0



•



•

Practice eXeLearning: create a gallery of images

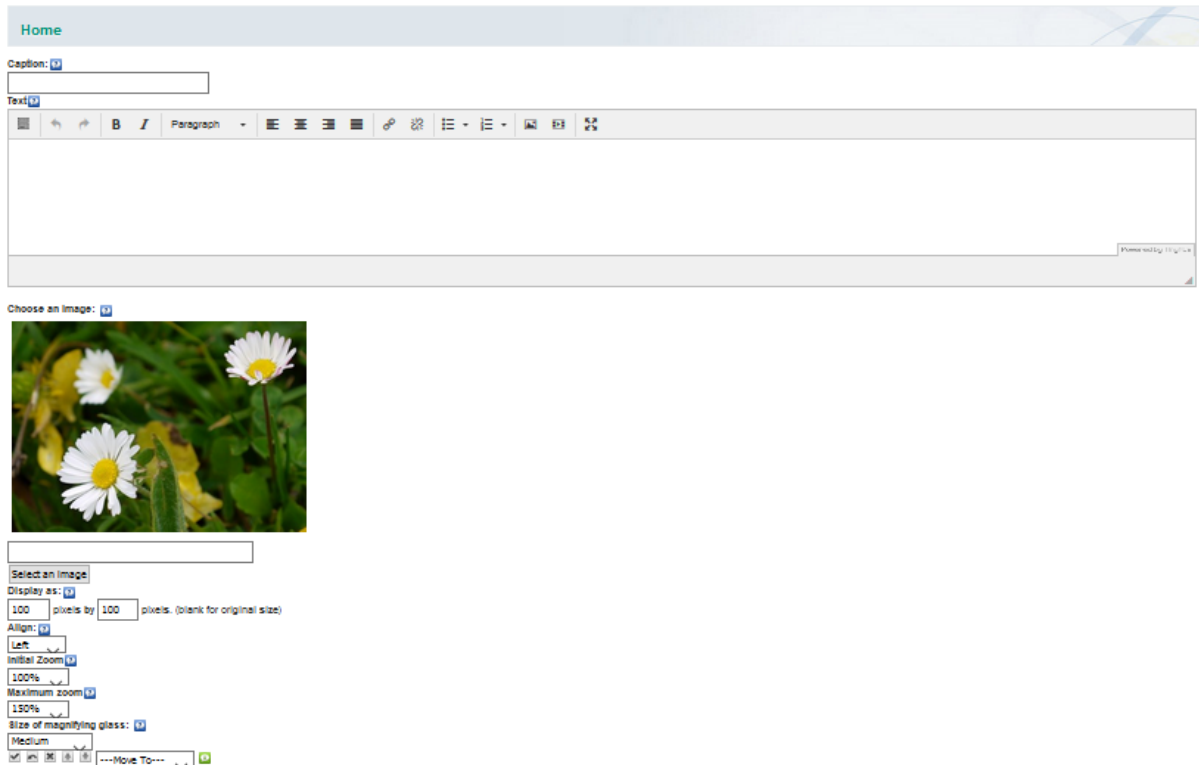
Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Search for images with a Creative Commons license and download them to a folder on your computer.
3. Create an iDevice "Gallery of images" in the node "Information". Change your title
4. Add the four images you have previously downloaded. For each of them write a small descriptive text.
5. Once finished, click on the button to see the result.
6. Save the changes. (File> Save)

Image Magnifier

Use this iDevice to magnify an image. You can use this iDevice to focus the learner's attention and encourage them to explore maps, maps, photographs ...

When selecting the iDevice "Image Magnifier" from the list of iDevices this will be shown in your eXeLearning:



Practice eXeLearning: incorporate an image with an Image Magnifier

Try the following procedures:

1. Open the file **myfile2.elp** that you created in the previous activity (You can double click on it).
2. Look for an image with a Creative Commons license and download it in a folder on your computer.
3. Create an iDevice "Image Magnifier" in the "Information" node. Change your title
4. Add the image you have previously downloaded.
5. Align the image to the right, define the initial size as 100% and the final size as 200%. Define the size of the magnifying glass as medium or small.
6. Once finished, click on the button to see the result.
7. Save the changes. (File> Save)

Java applet

Use this iDevice to include resources made with other applications (Jcllic, Descartes, Scratch, Geogebra, ...) Unlike the rest of the iDevices, whose use is simple, the use of this has a greater complexity, although in the latest version of eXeLearning this has been simplified a lot. Bear in mind that Java applets are a legacy technology and should be thoroughly tested in all potential use cases.

As Java Applets are a legacy technology their use is not covered in detail, if you want to use them look at http://exelearning.net/html_manual/exe20/index.html and run the relevant section through Google Translate, knowing the context this is easy enough to follow.

Attached files

Use this iDevice to attach files to the package (which will be included when exporting it).

Selecting the iDevice "Attached files" from the list of iDevices this will be shown in your eXeLearning:

Here you can attach arbitrary files to the package that will be included with the export

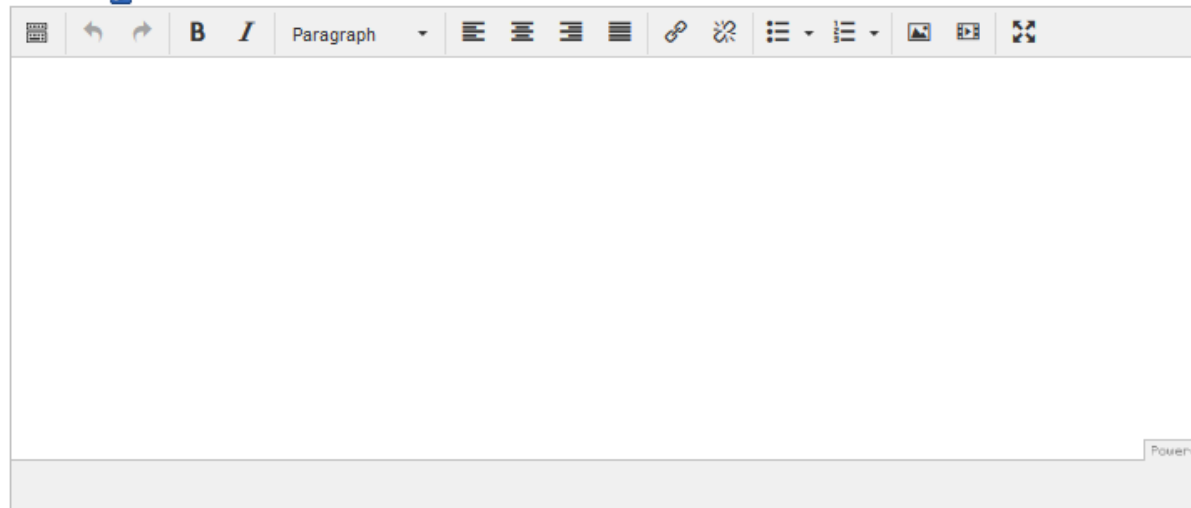
You can choose to display links or not below

Title:

Show description and link

Yes

Instructions 



A rich text editor toolbar with various icons for text formatting (bold, italic, underline, strikethrough), alignment (left, center, right, justified), list creation (bulleted, numbered), link management (insert, unlink), and image handling (insert, alt text, remove). Below the toolbar is a large, empty text area for editing content. A small "Power" button is visible in the bottom right corner of the editor area.

Browse

Upload



Description

No File Uploaded Currently



It comes with two viewing options:

- Show the description and the link (YES): the uploaded files will be displayed in an unordered list with links.
- Show the description and the link (NO): the files do not appear in the exported ones but they are included in both the elp and the exported ones. This form complements the file introduction mechanism through the Java iDevice Applet. Only for an advanced user.

Remember to use the **Load** button every time you want to add a new file.

Example of attached files: two pdf

You show the files that you must download to complete your self-evaluation:

- Evaluation diary (New window)
- Experience in the classroom (New window)

Embed external resources

eXeLearning 2.1 can embed live external resources from the Internet but remember that these will not display if there is no Internet connection. If the web resource has an embed option cut and paste their embed HTML code into your eXeLearning package.

Merge elps

The option "Merge elps" lets you extract or insert eXeLearning packages. In this way, you can combine parts of different projects to obtain a new one. The existing options are:

- **Insert package** : insert an .elp package from the position in the content structure that you have selected.
- **Extract package** : create a new .elp package with the selected page or node. Includes all the subpages that are in the lower branches of the content tree.

Practice eXeLearning: download and organize content

Try the following procedures:

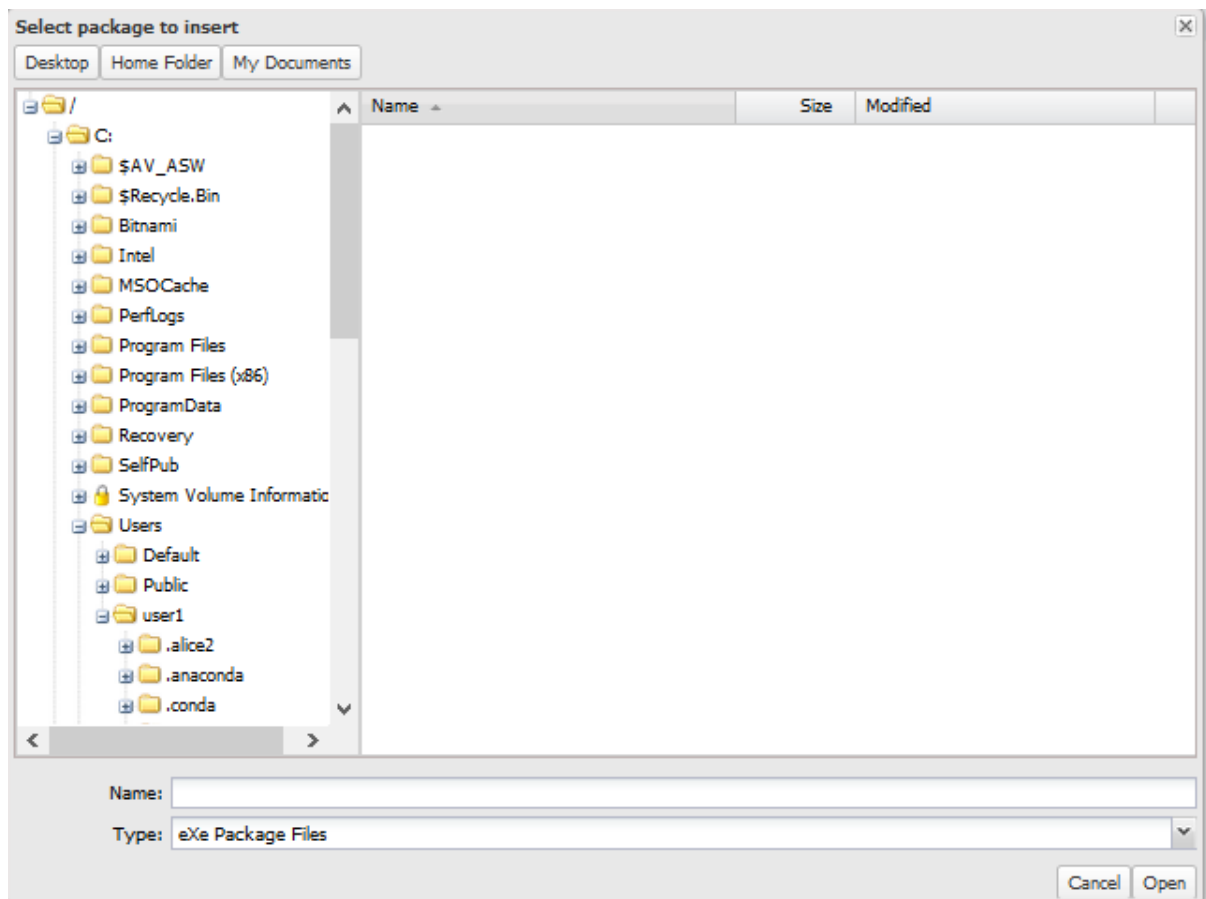
1. Create a folder on your PC called "Downloaded resources".
2. Access three of the resource pages that appear in the previous section.
3. Download the elp corresponding to three resources of your subject in the "Downloads" folder.
4. Open each resource with eXe and modify its style (so that all three have the same) and properties.
5. Save each one of the elps.
6. Publish them to see the format of each of them.

Insert package

Use the option **Merge Elps> Insert package** when you want to include earlier work that you have done or elps that you have downloaded from the Internet.

Take into account the licenses of the new package.

- 1.- In the content tree select the node from which you want to insert the new content.
- 2.- Clicking on the right mouse button shows the option "Insert package". It is possible to access this option from the menu File> Merge Elps.
- 3.- Selecting this option opens a navigation window where you will select the package .elp to insert.
- 4.- Once selected, the content of the new package will be integrated in a lower level than the node from which you inserted it.



Note the metadata and information in the properties tab of the package you are working on are maintained and are not changed by inserting new elps. If the inserted package has metadata, this will be deleted.

Practice eXeLearning: insert package

Try the following procedures:

1. Open your file any of the ones you have downloaded.
2. Insert in it another of the files that you downloaded or the didactic unit with which you have worked.
3. Modify the properties of the .elp.
4. Save the resulting .elp with a different name.
5. Make the export to see the result.

Extract package

Use the option to **Merge Elps> Extract package** when you want to unbundle your work in smaller files.

- 1.- In the content tree you will select the node from which you want to extract the content.
- 2.- Clicking on the right mouse button will show us the option "Extract package". It is possible to access this option from the menu File> Merge Elps.
- 3.- Selecting the option will open a navigation window where you can give a new name to the package that you are going to create.

Note the elp obtained from the extraction retains in the properties tab the name of the original author. As a title, it will show by default the one of the parent node, but the rest of the fields will have to be filled in as it is a new content.

Practice eXe: extract package

Try the following procedures:

1. Open a .elp file
2. Extract at least two different nodes. Save them in your "Downloaded resources" folder with the names ext01, ext02
3. Open each one of them and check that the contents look correct.
4. Try to merge these extracted contents with any of the .elp files that you downloaded in the initial unit.
5. Save the resulting new .elp with the names fus01, fus02.

Publishing content

With eXeLearning, it is easy to create content to be published in different formats.

Website: self-contained folder and unique html

eXeLearning allows us to export HTML in different ways: as a self-contained folder, as a compressed file or as a single page (the index of contents will not be shown).

Advanced users

The HTML export options work but they are one of the weaker areas of eXeLearning

- When the HTML is exported all the files are placed in a single folder, placing all of the pictures and images in a separate sub folder makes it much easier to use.
- eXeLearning exports a complete set of icons whether they are used in the content or not.

These weaknesses can be fixed by some editing of the HTML export.

Export from eXeLearning to a self contained folder then:

1. Modify the html export generated by eXeLearning by placing all of the images in a new sub folder called *image*
2. In a text editor carry out a find and replace on the HTML code in all of the HTML files replacing `src=` with `src="image/` this will change the path to image source files but also changes the path to java script source files so.
3. Carry out a find and replace on the html replacing `<script type="text/javascript" src="image/` with `<script type="text/javascript" src="`
4. Delete unused icon files from the image folder

If you want to publish it on the web?

To host HTML content, it is usual to hire a hosting service and upload files via FTP or other similar technology.

Educational standards

SCORM 1.2, IMS, SCORM 2004, Common Cartridge Package, are the export standards supported in eXeLearning. They are used in learning management systems.

Publish in a Learning Management System as SCORM 1.2

SCORM (Sharable Content Object Reference Model) is a specification to create structured pedagogical objects. The original web content management systems used proprietary formats for the content they distributed. So the exchange of such content was not possible. With SCORM it is possible to create content that can be imported into different learning management systems (such as Moodle), provided that they support the SCORM standard. The main requirements the SCORM model tries to satisfy are:

- **Accessibility** : ability to access teaching components from a distant site through web technologies, as well as distribute them to other sites.
- **Adaptability** : ability to customize training according to the needs of people and organizations. Durability: ability to resist the evolution of technology without needing a reconfiguration or a rewriting of the code.
- **Interoperability** : ability to be used in another location, with another set of tools or on another platform of teaching components developed within a site, with a certain set of tools or on a certain platform. There are numerous levels of interoperability.
- **Reusability** : flexibility that allows integrating teaching components within multiple contexts and applications.

The result of export in SCORM 1.2, a compressed package (.zip) is made that can be imported transparently to the user from all LMS platforms (for example Moodle, Sakai, ...) that support this specification.

Publish in a Learning Management System as IMS (IMS CP)

IMS is a skeleton of specifications that helps define various technical standards, including e-learning materials. The IMS Content Packaging specification makes it possible to store the contents in a standard format, which can be reused in different systems without having to convert these contents to other formats.

The specifications of this resource also allow the complete definition of the same with the use of metadata (IMS Metadata); defining authorships, taxonomies ...

The specific objective of this application is the organization of the different elements of a package. Therefore, unlike the SCORM packages, it does not have a standardized language to exchange information with the platform during the use of the resource and therefore does not allow monitoring of the work of the students.

The IMS CP type resource in Moodle allows use of this type of content packages, loading them and including them in courses. Publish in Moodle as HTML

You can incorporate your exported HTML content into Moodle or another LMS.

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