# Product Settings for the Learner Experience

# INTRODUCTION

*This document provides an overview of the key product-level settings that impact on the learner experience in Realizeit. Effectively, these can be configured at the level of the course. Some of these settings can also be implemented at organization-level. If a setting is applied at both organization-level and product-level, the product-level setting will take precedence. The document also covers using a bulk operation to apply product settings to multiple products at once.*

To access the product configuration navigate to *Product data > Products*. Click on *View* beside the required product.

The term objective is used throughout this document – this equates to a module/learning map/unit. The term product is used throughout and this equates to a course.

# TRACK ATTRIBUTE SETS

If attribute sets with the type *competency* are used against the nodes of the product, there is the option to provide tracking of these competencies for the learner and the instructor. In the *Main details* area there is a dropdown for *Track attribute sets (for competencies)*.
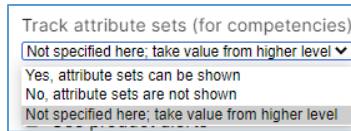
*Figure 1: Track attribute sets dropdown*

When *Yes, attributes sets can be shown* is selected in the dropdown, a *Competencies* area is included on the product page for the learner and instructor. The attributes are listed here.
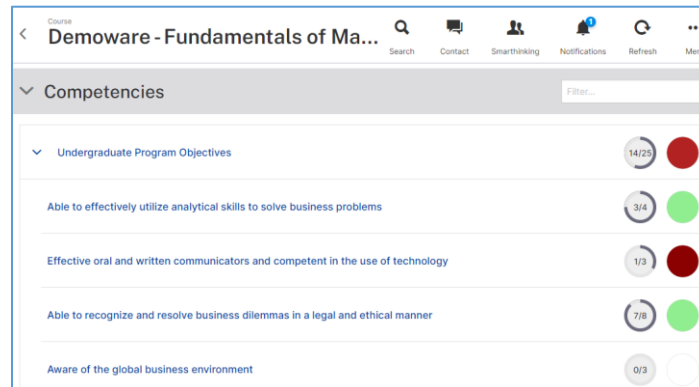


*Figure 2: Competencies area of the product page*

Each attribute has an associated map of any nodes that it applies to. The learner can access these maps and drive their learning experience from there. Knowledge covered and knowledge state indicators are also included for each competency.



*Figure 3: Competency map*

*No, attribute sets can not be shown* should be selected when the *Competencies* area is not required for learners and instructors. Choose *Not specified here; take value from a higher level* to allow the equivalent setting in the organization to apply.

# LAUNCH POINT FOR STUDENTS

For LTI integration with Realizeit, the learner's landing page can be set to the product page or the objective page. To control this in the product, go to the *Main details* area and find the *Launch point for students* dropdown.
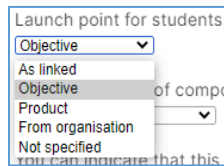


*Figure 4: Launch point for students dropdown*

## AS LINKED

The learner's landing page will be defined by the mapping from the LMS activities to the Realizeit objectives or assessments.

## OBJECTIVE

The learner will land on the appropriate objective page, giving suggested next steps and access to the learning map.

## PRODUCT

The learner will land on the product page. A list of objectives will be provided here, along with a recommendation on which objective to work on.

## FROM ORGANIZATION

The launch point will be defined by the equivalent setting in the organization.

# STUDENT VISIBILITY OF COMPOSITE SCORE

The composite score (or calculated grade) can be displayed to students on the objective page. In the *Main details* area, there are a number of options in the dropdown for *Student visibility of composite score*.
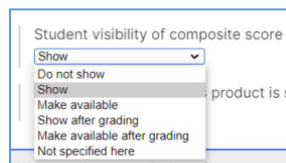


*Figure 5: Dropdown options for composite score*

### DO NOT SHOW

The composite score area can be excluded from the objective page by selecting the *Do not show* option.
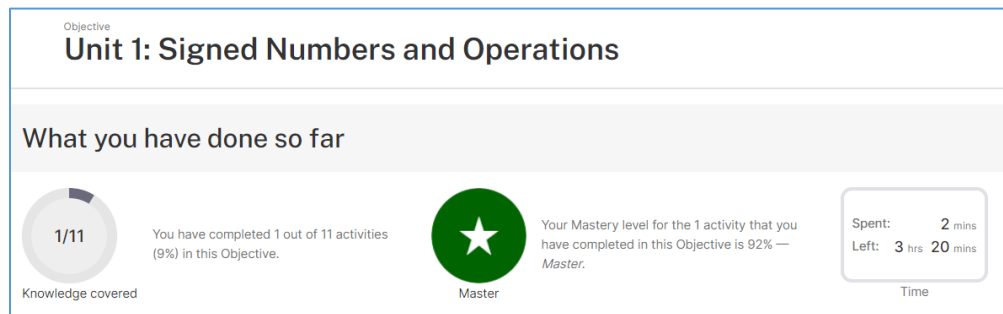


*Figure 6: Objective page without composite score*

### SHOW

With *Show* selected, the student sees a *Composite Score* area on the objective page. The score is included on the icon.
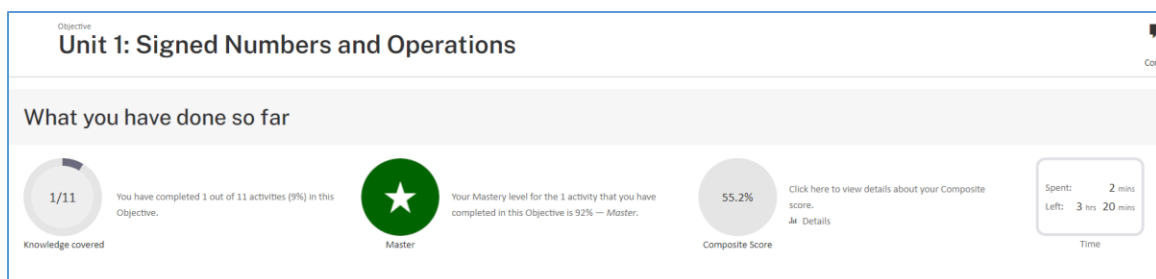


*Figure 7: Objective page with Composite score displayed*

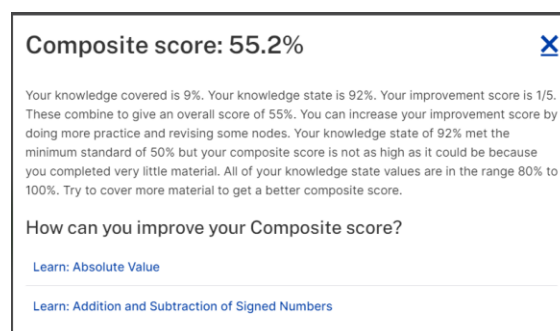The learner can click on the icon to see more details.



*Figure 8: Composite score details*

### MAKE AVAILABLE

Selecting *Make available* amends the composite score area to display only an icon with a question mark.
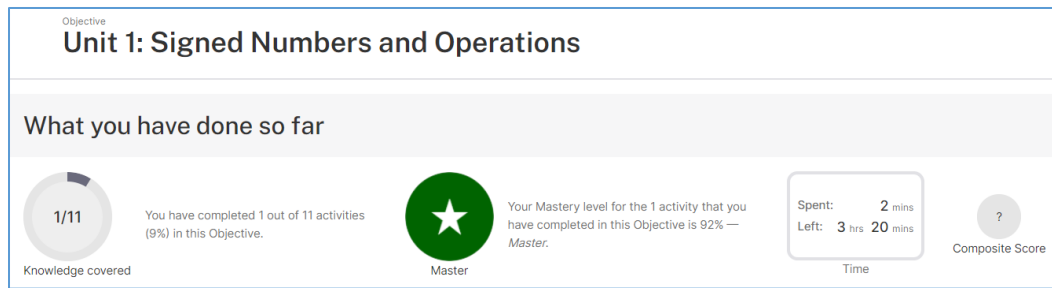
*Figure 9: Objective page with Composite score available*

Clicking on the icon reveals the score itself, and the student can then click on the icon to see more details.

### SHOW AFTER GRADING AND MAKE AVAILABLE AFTER GRADING

With these options the composite score area is hidden on the objective page until a grade has been submitted to the LMS for the learning map. Then the area is displayed as per the descriptions above.

### NOT SPECIFIED HERE

The composite score visibility can be set in the organization. In this case, choose *Not specified here*.

## PASS RATE

The pass rate is used in Realizeit to determine node completion for the following activities: Learn, Try, assessment on a node, submission and incremental determine knowledge. (The exception is that if the node details setting for *Completion* has been adjusted to *Instructor*, instead of *System*, then the pass rate will not come into play.) The system will look at the available score and the score achieved by the learner. If the learner's score divided by the available score is greater than or equal to the pass rate, the node will be marked complete.

It is possible to set the pass rate in three places in Realizeit: the interface skin, the section (or grouping) and the product. The pass rate on the section, if set, will override the pass rate on the product. The pass rate on the product will override any pass rate set on the interface skin.

Find the *Pass rate* field in the *More advanced details* area. Enter an integer between 0 and 100.



*Figure 10: Pass rate field*

Setting the pass rate in the interface skin is an approach that can be used to set the pass rate at the organization-level.

# MESSAGING

Messages can be exchanged between learners and instructors in Realizeit. This is usually controlled at the organization-level, but it can also be determined at the product-level. There is a dropdown for *Allow messages to be sent* in the *More advanced details* section.
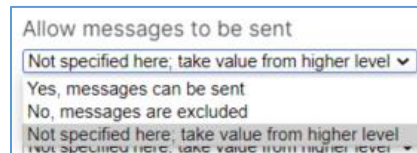


*Figure 11: Messages dropdown*

Choose *Not specified here; take value from higher level* to allow the organization setting to apply. Choose *Yes, messages can be sent* to permit messages for the product. Choose *No, messages are excluded* to remove the messaging functionality from the product.

# QUESTION QUERIES

When a question is marked incorrect, the learner can query the question answer. This notifies the instructor to provide an explanation to the learner, with the option to mark the learner's answer correct retroactively. This capability can be controlled in the product, using the dropdown for *Allow questions to be queried* in the *More advanced details* section.
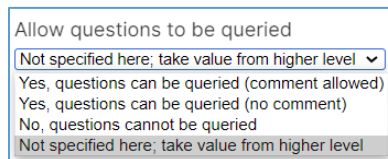


*Figure 12: Question queries dropdown*

With the *Yes, questions can be queried (comment allowed)* option, the student can provide a comment when sending the query. Choose *Yes, questions can be queried (no comment)* to permit queries without allowing commenting. Choose *No, questions cannot be queried* to turn off question queries for the product. If *Not specified here; take value from higher level* is chosen, the system will look at the organization setting for question queries.

# FORCE USE OF SPECIFIC SKIN

The interface skin that applies to the learner is derived from the learner's organization. However, it is possible to override this interface skin by choosing a different skin in the product. There is a dropdown

in the *More advanced details area*, under *New user interface* for *Force use of specific skin*. Choose the required skin here.

## NAVIGATION AFTER ACTIVATION

When activating into Realizeit from an LMS, the usual landing page for a learner is either the product page (showing the list of objectives) or the objective page. Refer to the section *Launch point for students* above. In the case where the launch point for students is the objective page, the learner's ability to navigate from this page can be restricted using the *Navigation after activation* dropdown in the *More advanced details* area (under *New user interface*).



*Figure 13: Navigation dropdown*

*Confine to objective* will restrict the learner to the objective in context. The learner will need to return to the LMS and activate again to access a different objective. *Product but not other objectives* will allow the learner to access the product page and view the list of other objectives therein, however those other objectives will not be accessible. *Product and other objectives* will allow the learner to move freely across the objectives.

## GUIDANCE FRAMEWORK

A guidance framework can be chosen in the dropdown in the *More advanced details* section, under *New user interface*.



*Figure 14: Guidance framework dropdowns*

(The second guidance framework provides for the instructor role.) The guidance framework can also be set in the organization.

## STATE FRAMEWORK

The state framework is often used to capture emotional state information from the learners. The required framework can be selected from the *State framework* dropdown in the *More advanced details* area under *New user interface*, or set in the organization.

# PRODUCT LEARNING MAP

In the *More advanced details* area under *New user interface* there is a dropdown for *Can students access a product learning map?*
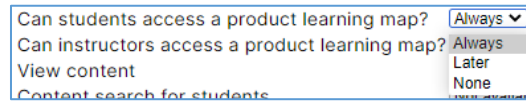


*Figure 15: Product learning map dropdown*

## ALWAYS

A link for *Full learning map* will be available on the product page when *Always* is chosen in the dropdown.
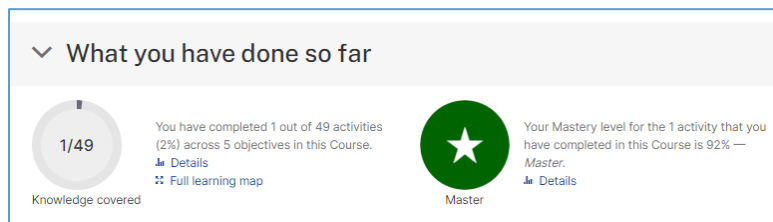


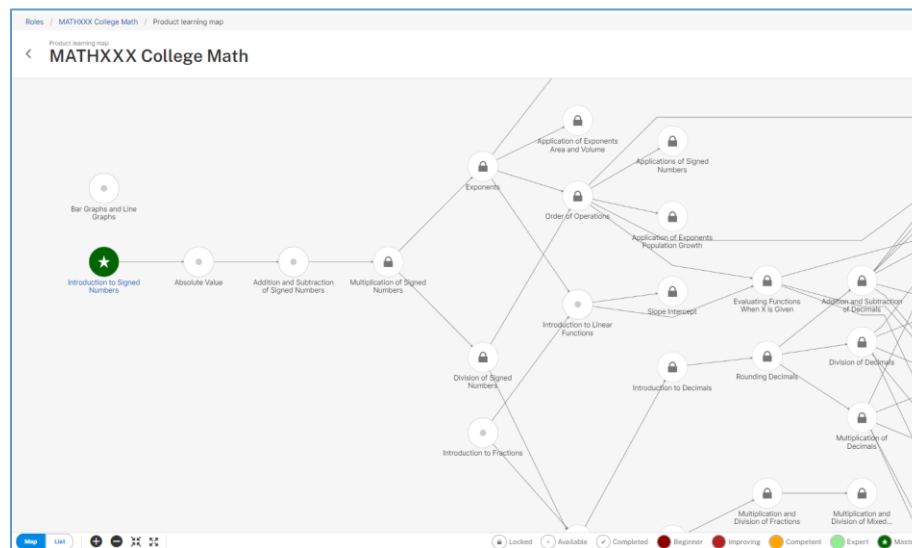*Figure 16: Product page with Full learning map link*



*Figure 17: Full learning map*

Clicking on the link brings the learner to a map showing all nodes across the objectives of the product. This has the benefit of showing any prerequisite links that exist from one objective to another. The user can zoom in and out on the map and pan it.

## LATER

With *Later* selected, the link for the full learning map will become available on the product page after a proportion of the nodes have been completed.

## NONE

The product learning map is not available to the learner.

# VIEW CONTENT

The *View* mode of delivery allows content to be examined, without questions and without stepping through it in the usual way. No evidence of mastery will be applied from this delivery mode. This can be configured in the product. In the *More advanced details* section, go to the *New user interface* area. There is a dropdown for *View content*.
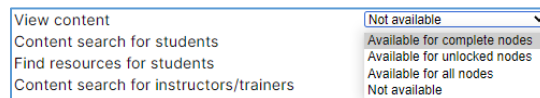


*Figure 18: View content dropdown*

## AVAILABLE FOR COMPLETE NODES

With this option selected, the learner will be able to view the content for completed nodes only. When the learner selects a node, the node details are presented. There is an arrow icon beside the *Revise* button. Clicking on this will provide the *View content* option.
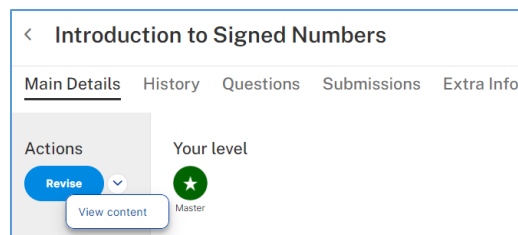


*Figure 19: View content on a completed node*

The *View content* option will not be provided for available nodes nor locked nodes.

## AVAILABLE FOR UNLOCKED NODES

With this option, *View content* is provided to the learner for completed nodes and available nodes.
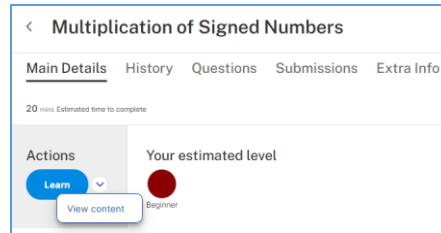
*Figure 20: View content on an available node*

It is not available on locked nodes.

### AVAILABLE FOR ALL NODES

To make *View content* accessible to students on locked nodes, choose the *Available for all nodes* option in the dropdown. It will also be possible to view the content on completed and available nodes.
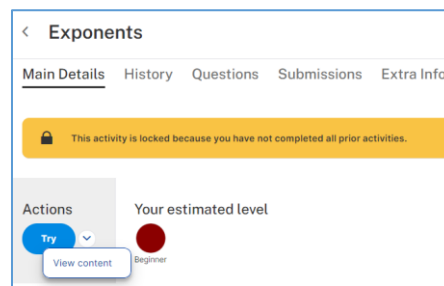


*Figure 21: View content on a locked node*

### NOT AVAILABLE

Choose *Not available* in the dropdown to deny access to the *View content* mode of delivery for learners.

## CONTENT SEARCH

This function allows the learner to find nodes based on content. In the *More advanced details* section, go to the *New user interface* area.
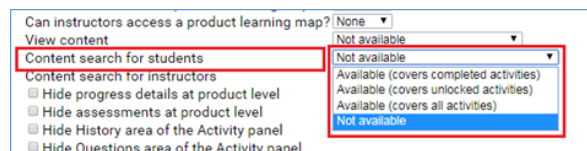


*Figure 22: Content search dropdown*

The content search functionality for learners is available from the *Menu* button when a product, or objective is selected.
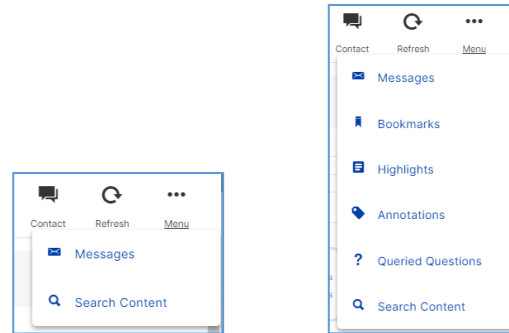
*Figure 23: Search content option in the product page menu (left) and in the objective page menu (right)*

The learner enters a search term. A list of results presents the node names and a preview of the content containing the search term. The number alongside the node name indicates the number of hits for that node. The node status (complete, available, locked) is shown. The learner can click on the node to access it.
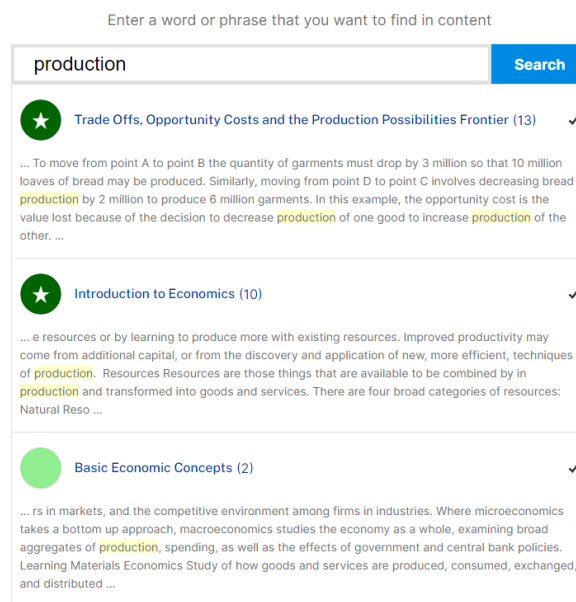


*Figure 24: Content search results*

The scope of the search is determined by the selection in the dropdown on the product page.

## AVAILABLE (COVERS COMPLETED ACTIVITIES)

The search will look through nodes completed by the learner only.

## AVAILABLE (COVERS UNLOCKED ACTIVITIES)

The search will look through completed nodes and nodes that are currently unlocked (available) to the learner.

## AVAILABLE (COVERS ALL ACTIVITIES)

The search will look though completed nodes, unlocked nodes and locked nodes.

## NOT AVAILABLE (DEFAULT)

Content search is not available to the learners.

# PROGRESS ON THE PRODUCT PAGE

In the *New user interface* area of the *More advanced details* section, there is a checkbox for *Hide progress details at product level*. Checking this will hide the *What you have done so far* area of the product page that shows knowledge covered, knowledge state and time aggregated to the product-level.
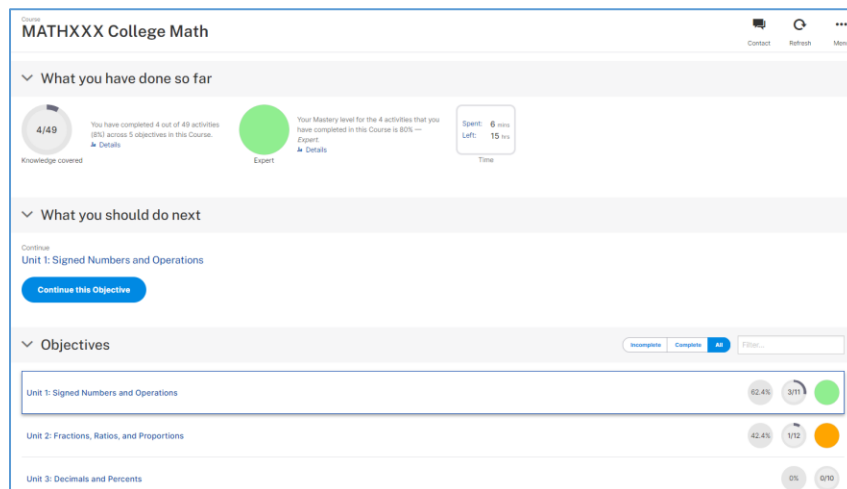


*Figure 25: Learner's product page with What you have done so far included*
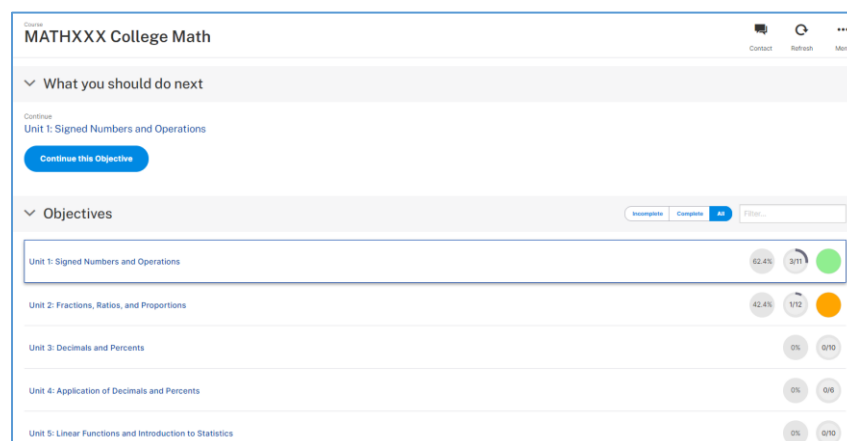


*Figure 26: Learner's product page with What you have done so far excluded*

# ASSESSMENTS ON THE PRODUCT PAGE

Any assessments included in the product are usually listed for the learner on the product page in an *Assessments* area.
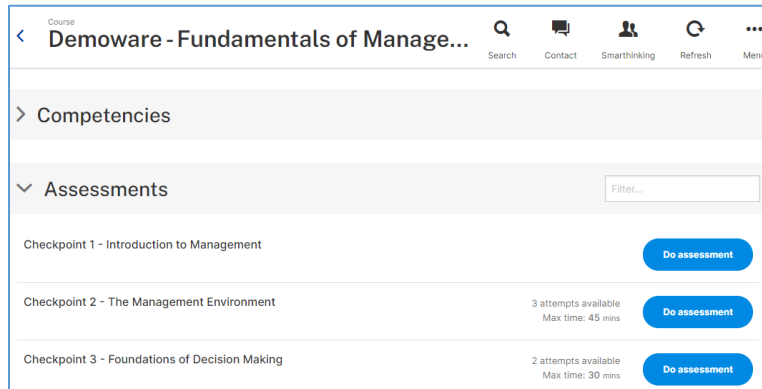


*Figure 27: Assessments area of the learner's product page*

In the case where the assessments should only be accessed via the nodes, this area can be hidden from learners using a product-level setting. In the *New user interface* area of the *More advanced details* section, check *Hide assessments at product level*.

# ATTRIBUTES SETS ON THE PRODUCT PAGE

When competencies are being tracked against a product (refer to the section titled *Track attribute sets* above), the competencies area is included in the learner's product page, providing access to the maps associated with each competency and details of the progress and ability against each competency.
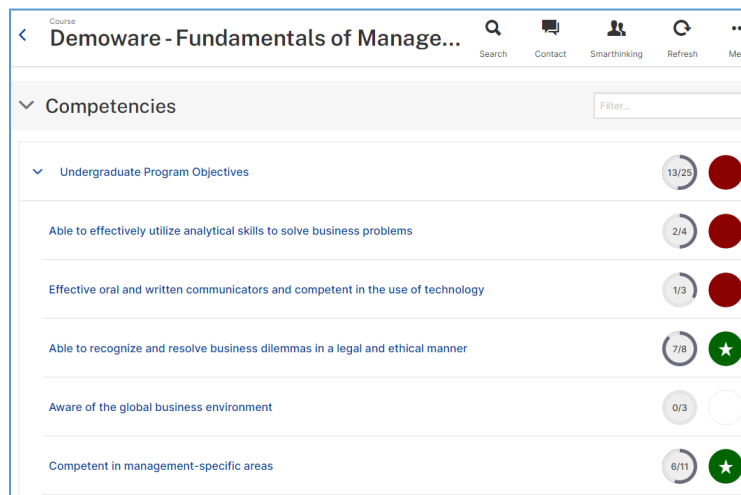


*Figure 28: Competencies area of the learner's product page*

This area can be hidden from the learners such that only instructors will have access to this view, using a product-level setting. In the *New user interface* area of the *More advanced details* section, check *Hide attribute sets and attributes at product level (for students)*.
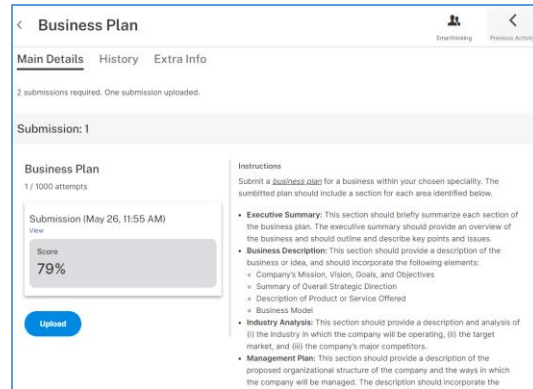
## GRADING RUBRIC DETAILS

Both before and after a grading rubric has been scored for a learner, the student can click on *Show grading rubric* in the node details to see the grading rubric components and details. Following scoring, the learner's score is included, along with any feedback.
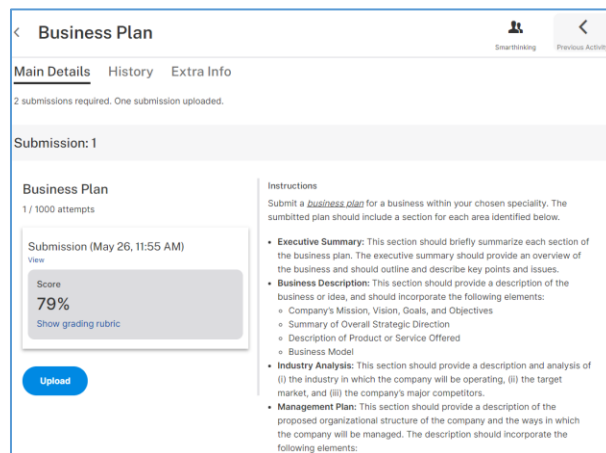


*Figure 29: Node details with Show grading rubric link*
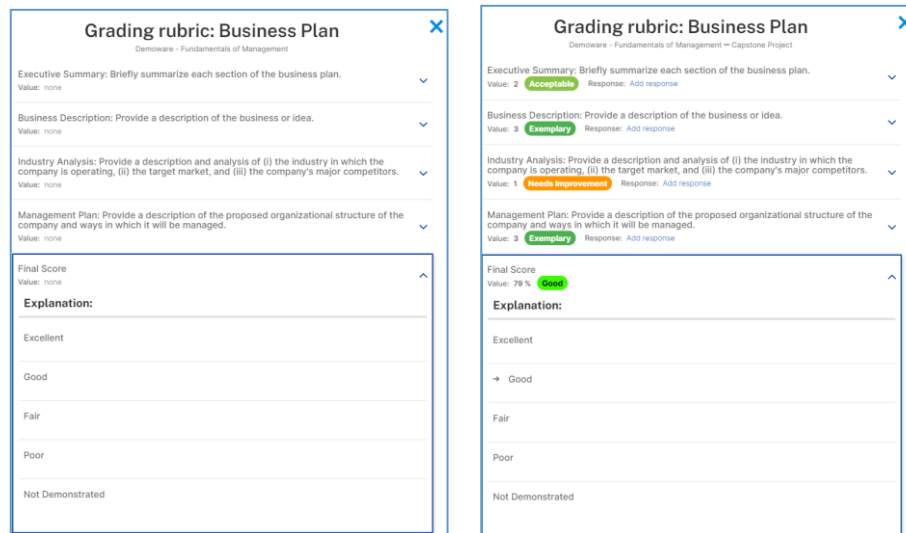


*Figure 30: Rubric details shown to learner before grading (on left) and after grading (on right)*

The *Show grading rubric* option can be disabled for learners using a product-level setting. In the *New user interface* area of the *More advanced details* section, check *Hide grading rubric details from students*.

*Figure 31: Node details without Show grading rubric option*

# HISTORY

The *History* tab of the node shows all interactions the student has had with the node through determine knowledge, learning, revising, practicing, assessments and submissions. This includes indirect evidence applied to the node.



*Figure 32: History tab of node details*

This tab can be hidden from students at the product-level. In the *New user interface* area of the *More advanced details* section, check *Hide History area of the Activity panel*.
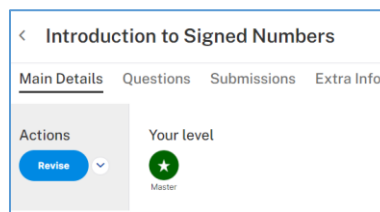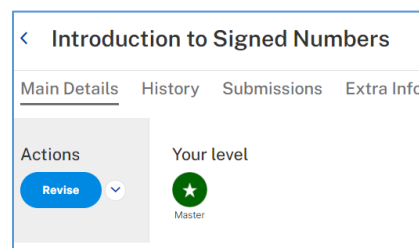


*Figure 33: Node details without History tab included for learners*

## QUESTIONS

The *Questions* tab of the node details provides a list of any questions the learner has been delivered. Information such as correct status and score are included. The user can drill further to see the exact instance of the question delivered, along with the correct answer expected and the learner's answer.



*Figure 34: Questions tab of node details*

The *Questions* tab can be hidden from learners using an option in the product. In the *New user interface* area of the *More advanced details* section, check *Hide Questions area of the Activity panel*.



*Figure 35: Node details without Questions tab included for learners*

## NUMERICAL VALUE FOR KNOWLEDGE STATE

Knowledge state measures the learner's ability or mastery on what has been completed. Values for knowledge state are calculated at three levels: product, objective and node. The knowledge state is displayed to learners at these three levels also. It is possible to hide the numerical knowledge state values from learners. In the *New user interface* area of the *More advanced details* section of the product, check *Hide numerical value for knowledge state from students*. The following screenshots show the difference this setting makes.
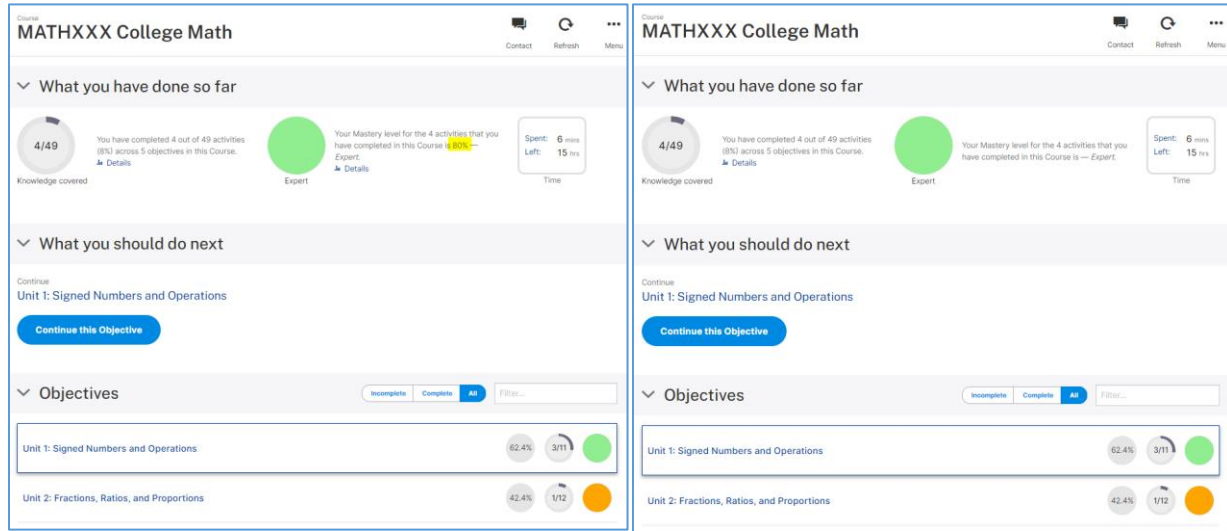
## PRODUCT PAGE



*Figure 36: Product page with numerical knowledge state for product highlighted (left) and without numerical knowledge state (right)*

The setting hides the numerical knowledge state value for the product, but the appropriate mastery band is applied and visible.
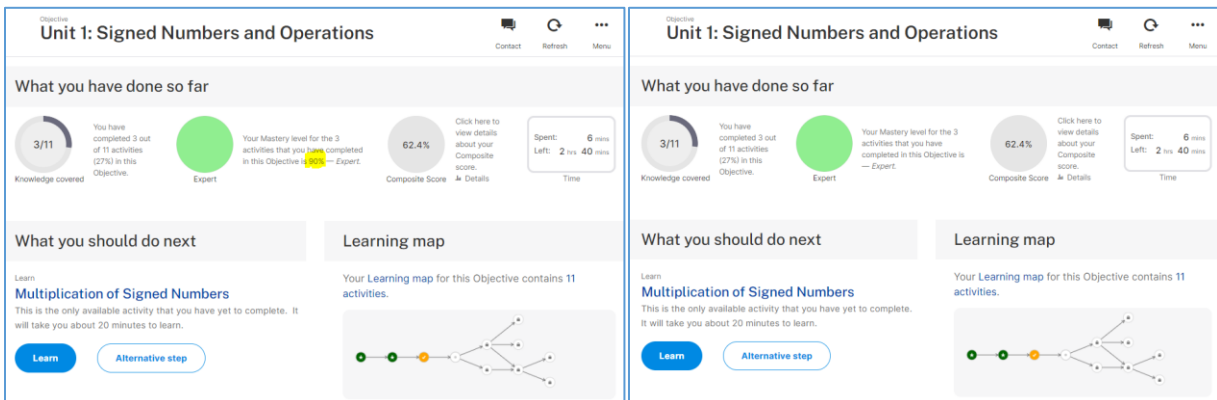
## OBJECTIVE



*Figure 37: Objective page with numerical knowledge state highlighted (left) and without numerical knowledge state (right)*

Again, the appropriate mastery band label and color is still applied at the objective-level.

## NODE

Clicking on the mastery band associated with a node will show the knowledge state value.
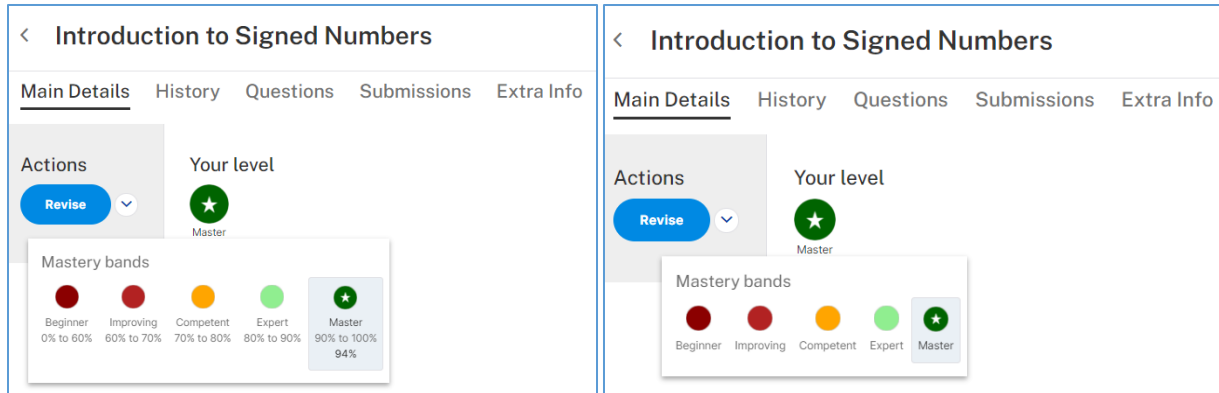
*Figure 38: Node details with knowledge state (left) and without numerical knowledge state (right)*

With the setting in place, this numerical value is no longer shown to the learner. The associated mastery band color and label is displayed.

The *History* tab is also affected. The *Effect* column tells us how the knowledge state of the node was impacted by a particular activity.



*Figure 39: History tab with Effect column*

With the setting in place, the *Effect* column is hidden from the node details *History* tab.



*Figure 40: History tab without knowledge state*

## KNOWLEDGE COVERED ON THE OBJECTIVE PAGE

Knowledge covered can be hidden on the objective page for the student. In the *New user interface* area of the *More advanced details* section of the product, check *Hide Knowledge covered shown with student objective overview*.
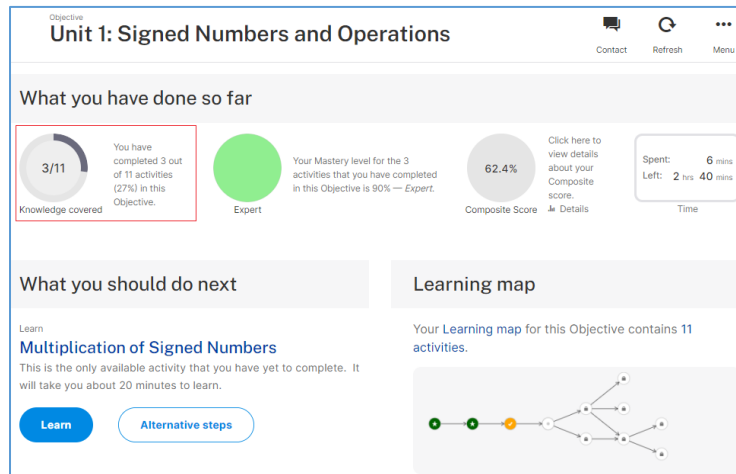


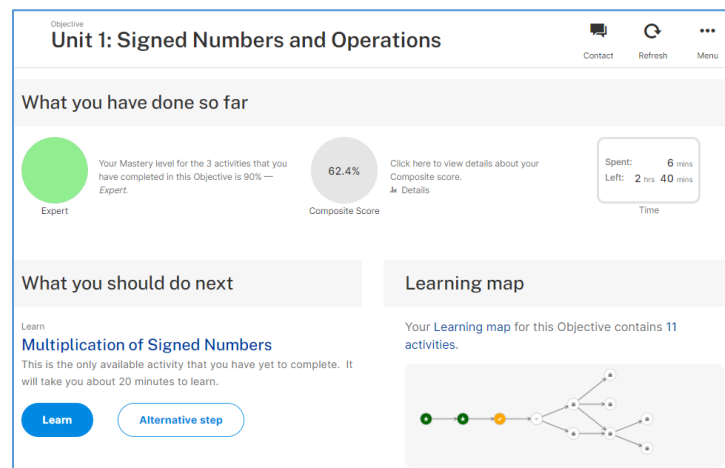*Figure 41: Objective page with knowledge covered area highlighted*



*Figure 42: Objective page without knowledge covered*

## QUESTIONS AFTER COMPLETION

After a node has been completed by an individual learner, *Revise* and *Practice* operations are available on it. These can be restricted using a setting in *More advanced details*. Check the option for *Prevent student-directed actions that will involve questions after completion* to deny access to the *Revise* and *Practice* activities.
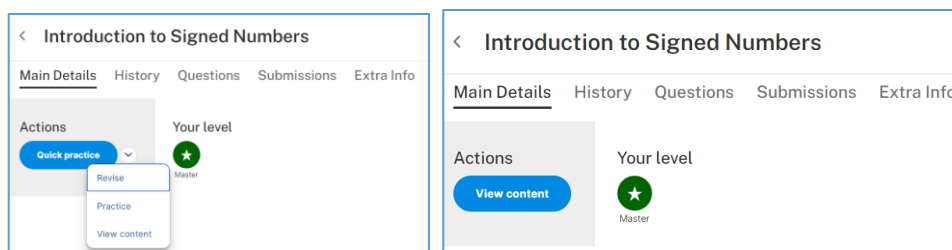
*Figure 43: Completed node with Quick practice, Revise and Practice activities (left) and only View content (right)*

# FREE PRACTICE

Free practice on a node allows a learner to practice questions without applying evidence for the node. To enable this, in the *More advanced details* section, go to the *New user interface* area. Check the box *Allow free practice for students*. Once the node is completed, the student will have the option to do a *Free practice*. All questions from the question section will be delivered.
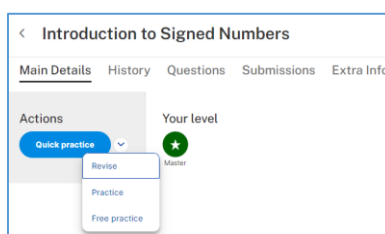


*Figure 44: Node details with Free practice available*

# I DON'T KNOW

When a student is responding to a question, they can check an option labelled *I don't know* instead of leaving the answer blank. To hide the *I don't know* option during question delivery, go to the *New user interface* area in the *More advanced details* section of the product. Check the box *Hide the I don't know option when delivering questions*.
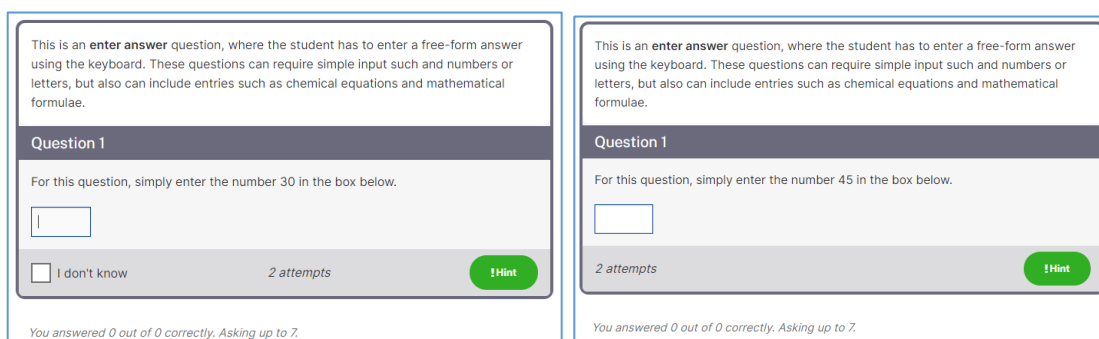


*Figure 45: Question delivery with I don't know option available (left) and unavailable (right)*

## LIST VS MAP

Two views are available for an objective – map-based and list-based. The learner can switch between them.
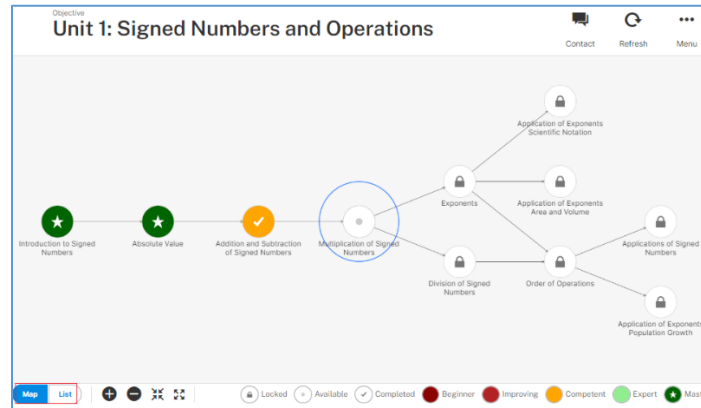


*Figure 46: Map view of an objective with Map/List toggle highlighted*

It is possible to only provide the list view. To do this, check *Show list instead of map for students* in the *More advanced details* section under *New user interface*.
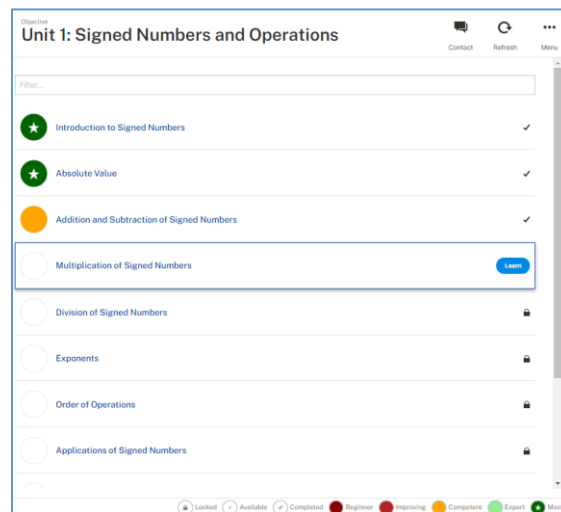


*Figure 47: List view of an objective*

## CLEANER VIEW

Refer to the separate Realizeit documentation on *Cleaner View for Repeating Students*.

# INCREMENTAL DETERMINE KNOWLEDGE

Refer to the separate Realizeit documentation on *Incremental Determine Knowledge*.

# PRODUCT TIME DISPLAY

The time spent so far and the estimated time remaining can be provided for the learner on the product page. This is customizable in the *Product time display (for students)* dropdown in the *More advanced details* section under *New user interface*.
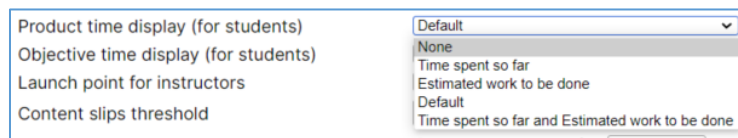


*Figure 48: Product time display dropdown*

### TIME SPENT SO FAR AND ESTIMATED WORK TO BE DONE

This option shows how long has been spent in all activities so far across the product. An estimate of the time remaining is provided.
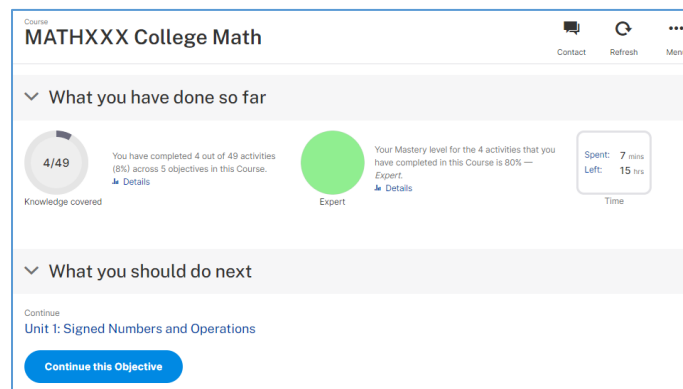


*Figure 49: Product page showing time spent so far and estimate for work remaining*

### TIME SPENT SO FAR

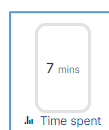With this option the time left is excluded from the display.



*Figure 50: Product page time spent*

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## ESTIMATED WORK TO BE DONE

The time spent so far is not included with this option; only the estimated time left is presented.
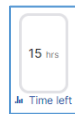


*Figure 51: Product page time left*

## DEFAULT

With this option, the value is taken from the organization setting.

## NONE

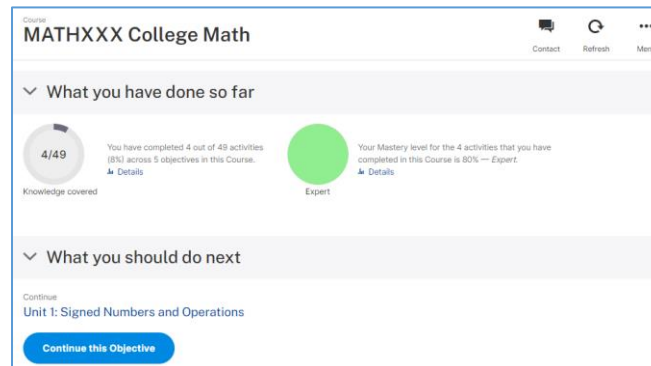No time metrics are presented on the product page in this case.



*Figure 52: No time display on product page*

# OBJECTIVE TIME DISPLAY

For each objective, the system shows the learner the time spent so far and the estimated time remaining on the objective page. This can be adjusted using the *Objective time display (for students)* dropdown in the *More advanced details* section under *New user interface*.
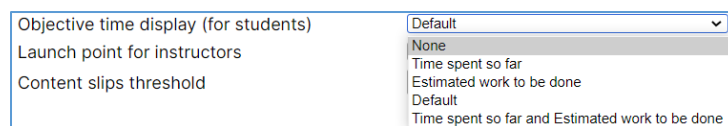


*Figure 53: Objective time display dropdown*

## TIME SPENT SO FAR AND ESTIMATED WORK TO BE DONE

Both time spent so far and estimated time left are shown to the learner for the objective with this option.
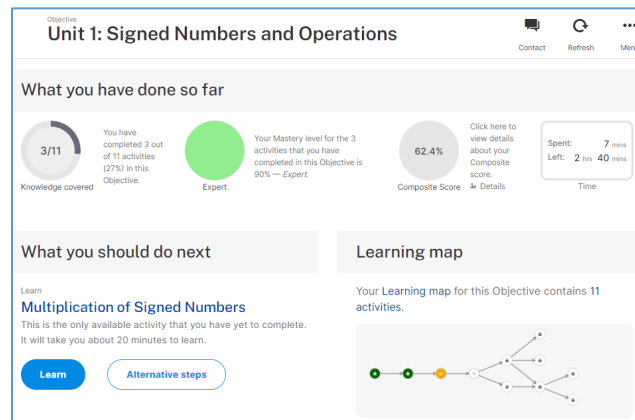


*Figure 54: Objective page with both time metrics*

## TIME SPENT SO FAR

To see only a measure of the time spent so far on the objective, choose this option.
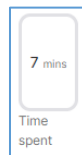


*Figure 55: Objective page time spent*

## ESTIMATED WORK TO BE DONE

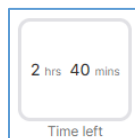This option provides the learner with an estimate of the time left on the objective only.



*Figure 56: Objective page time left*

## DEFAULT

With this option, the value is taken from the equivalent organization setting.

## NONE

Both time spent and time left can be hidden at the objective-level by choosing *None*.
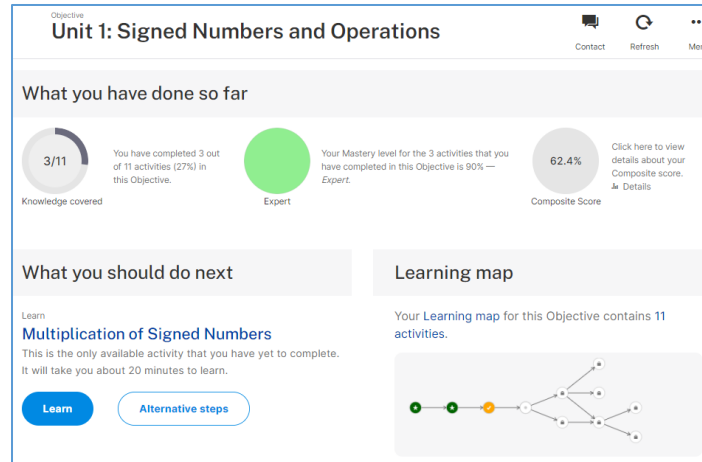
*Figure 57: Objective page without time metrics*

## REMOVE AND SKIP SECTION

During a lesson delivery the learner can alter the lesson path by clicking on a section and choosing to skip to it or choosing to remove it from the path.
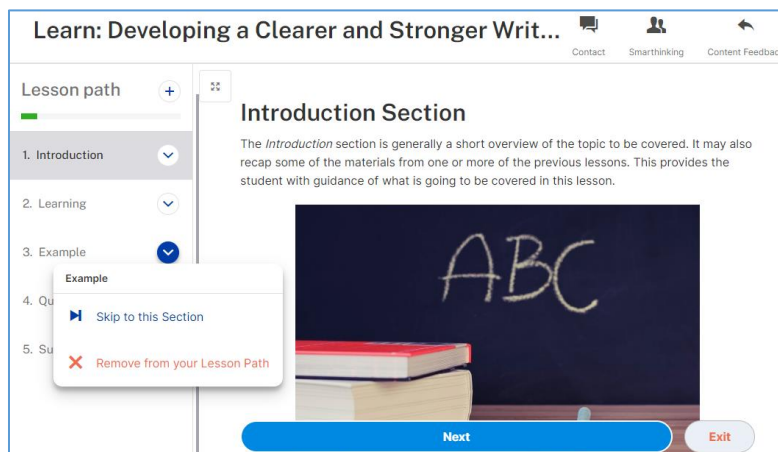


*Figure 58: Lesson delivery showing skip section and remove section options*

There are settings in the interface skin to prevent the student from accessing these options. These can be used to control this functionality at the organizational-level.



*Figure 59: Interface skin options for removing and skipping sections*

In the product, navigate to the *Settings in skin* area in the *More advanced details* section. Choose *Yes* and *No* for *Cannot remove section* and *Cannot skip to section* as required. Alternatively, select *Use default* to apply the interface skin selections.



*Figure 60: Product settings for skipping and removing sections*

# GRAPH KEY

The mastery bands give a simplified and visual representation of the learner's knowledge state across nodes. The default mastery bands in Realizeit are as follows:

- Beginner – dark red – 0% to 40%
- Improving – red – 40% to 55%
- Competent – orange – 55% to 70%
- Expert – light green – 70% to 90%
- Master – dark green with star icon – 90% to 100%

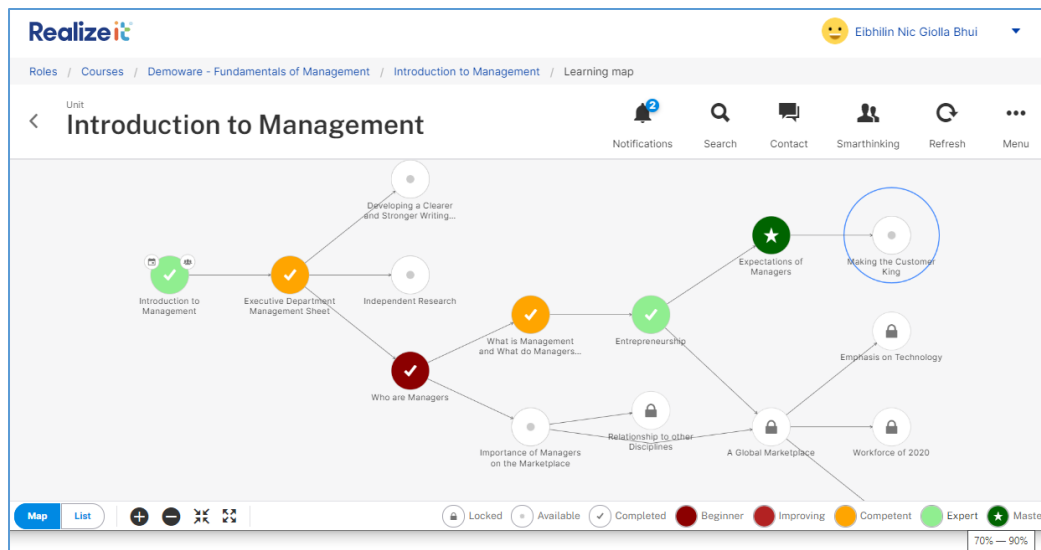The graph key appears in the bottom right of the learning map and explains the bands for the learner.



*Figure 61: Learning map with graph key, including tooltip for range*

The number of mastery bands can be varied. The labels, colors and ranges can all be specified. This is usually defined in the organization. It can also be specified at the product-level. To do this, navigate to *More advanced details* to find the *Graph key definition for new UI* field.

Graph key definition for new UI
```
55,101,DarkBlue,false,Master|0,55,LightGray,false,Improving
```

*Figure 62: Graph key definition field*

The bands are separated by a | symbol. Five parameters are required for each band. The first parameter is the lower limit of the band. The second parameter is the upper limit. The third is the color – hexadecimal colors are accepted here. True or false in the fourth parameter defines if a star icon should be included. The final parameter is the label for the band. Two example definitions are as follows.

## EXAMPLE 1

90,101,DarkGreen,true,Master|80,90,LightGreen,false,Expert|70,80,Orange,false,Competent|60,70,Fire brick,false,Improving|0,60,DarkRed,false,Beginner
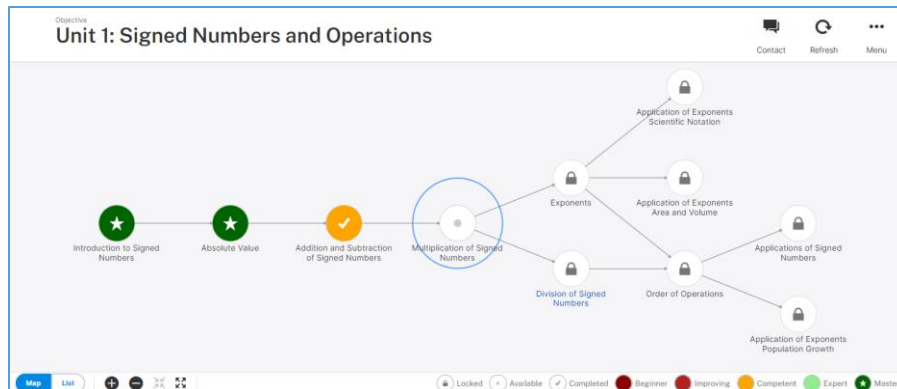
This definition results in 5 bands, one with a star.



*Figure 63: Objective page with Example 1 mastery bands*

## EXAMPLE 2

55,101,DarkBlue,false,Accomplished|0,55,LightGray,false,Improving

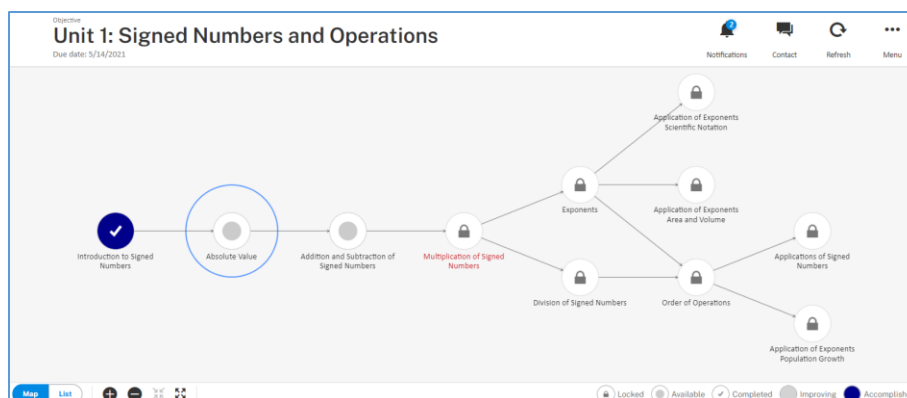Here there are two bands and neither has the star icon.

*Figure 64: Objective page with Example 2 mastery bands*

## SKIP OVER NEXT STEP

In the *More advanced details* area there is an option for *Skip over Next Step*. This means that the objective page, where the *What you should do next* area is included, is skipped. The learner lands on the learning map page if coming directly from the LMS to the objective level. If the LMS activation launches the learner to the product page, then selecting an objective on the product page brings the learner straight to the learning map for that objective.
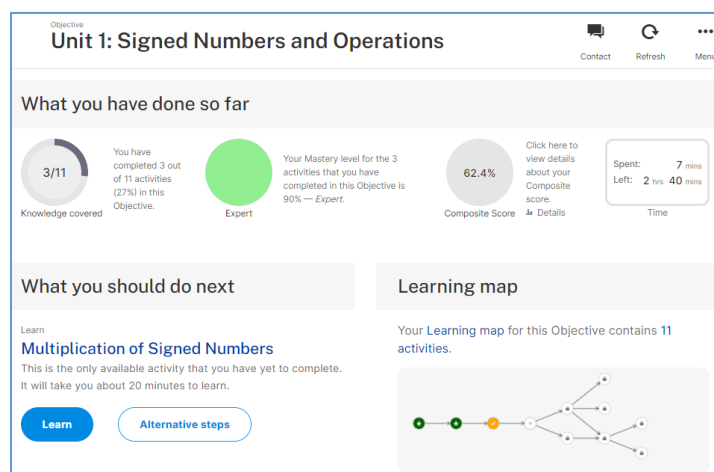


*Figure 65: Objective page, hidden from learner when Skip over Next Step is checked*
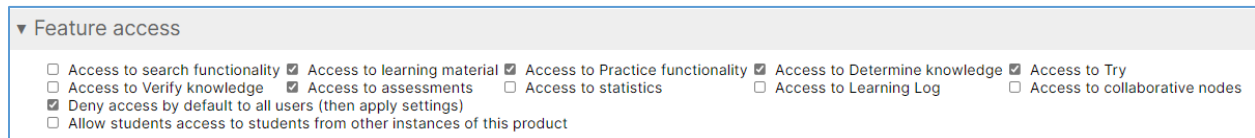
This option should only be used when determine knowledge is turned off for the course.

## GRADING DEFINITIONS

Refer to separate Realizeit documentation on *Grading Definitions*.

# FEATURE ACCESS

The *Feature access* area provides control of the learning activities that are available to a learner of the product. If the *Feature access* area is not visible, scroll to the bottom of the page and click more. Then expand *Feature access*.



*Figure 66: Feature access configuration*

- *Deny access by default to all users (then apply settings)* should be checked.
- Check *Access to learning material*.
- Check *Access to Practice functionality* if learners should be able to do practice on the objective, practice on the node and quick practice on the node.
- Check *Access to Determine knowledge* unless the initial knowledge check is not desirable in the product.
- Check *Access to Try* if learners should be allowed to answer questions from a locked node to unlock that node and its prerequisites.
- If there are assessments in the product, check *Access to assessments*.

# REWARD SYSTEMS

Refer to separate Realizeit documentation on Reward systems.

# BULK OPERATIONS

All of the configurations detailed above can be set at the individual product-level. Many of the settings can also be applied to multiple products at once using a *Bulk operation*. These are as follows:

- Grading definition
- Pass rate
- Determine knowledge mode
- Present cleaner view to repeating students
- Hide numerical value for knowledge state from students
- Hide Knowledge covered shown with student objective overview
- Prevent student-directed actions that will involve questions after completion
- Product time display (for students)
- Objective time display (for students)
- Allow free practice for students

- Hide the I don't know option when delivering questions
- Show list instead of map for students

To use the bulk operation, navigate to *Product data > Products*.

Filter the list of products to the products the settings will be applied to. For instance, to see base products only, use the *Type* dropdown to select *Base*. Use the *Product folder* to choose a particular product folder. Expand the *Conditions* area to filter the list further according to, for example, product name, or the value of a certain property such as pass rate.



*Figure 67: Filtering the product list using filters and conditions*

Expand *Bulk operation* at the bottom left of the page. Find the required property and choose the desired values. Note that properties can be set and removed.



*Figure 68: Bulk operation to set the pass rate to 60*

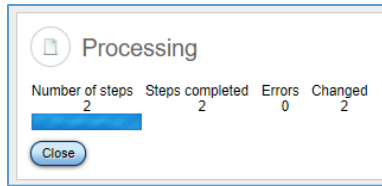Scroll to the bottom and click on *Do bulk operation*. Click on *Ok* to confirm. A status page will open for the operation. Click on *Close* when complete.

*Figure 69: Bulk operation status*