

Back to School 2026 UI/UX Update — How to Update Your Activity

Auto-generated captions, merged into complete sentences with timestamps

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0:00:23 Hello. We are thrilled to share our back-to-school 2026 UI/UX update for Smart Chat. This video walks through the process of updating elements in your activity to get the most out of this update. There are three different areas to update, the voices of your characters, the background images such as the welcome background and the activity background, and the new report card format for end-of-activity feedback. We will start with the voices.

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0:00:28 To update your characters' voices to the newer model, go to the Characters tab.

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0:00:39 Click on one of the characters to expand the node and click on the Voice Options button. Change the engine to Cartesia Sonic 3.5 and select a new voice.

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0:00:45 We have many options to choose from, and you can test them by playing the live broadcast of what's in the sample text box.

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0:00:53 We recommend copying and pasting a node from this character into the sample text box to hear what their voice will sound like in context.

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0:00:57 Repeat this process as many times as needed to update all of your characters.

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0:01:01 You can also ask the PA to do this by going to step four of the playbook.

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0:01:19 Clear the existing prompt by selecting and deleting the text, and ask it to assign new voices to the characters, keeping their name, description, plot, purpose, and personality intact. Note, if you want to use this exact prompt, it is available to copy and paste from the article in the knowledge base.

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0:01:23 This is true for all prompts shown in this video.

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0:01:25 As you can see here, the voices were updated.

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0:01:30 Now, we will move on to the welcome background and activity background images.

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0:01:37 If your activity already had a background image, it has been moved to be the first node of your activity in the Workspace tab.

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0:01:44 This is a more logical location as it is part of the flow of the activity and belongs in the Workspace and Navigator views.

0:01:44– 0:01:57	The new welcome background image is placed on the Settings page, as it is seen prior to starting the activity. This image appears in the backgrounds of the opening screens, which are the intro, avatar selection, and persona screens.
0:01:58– 0:02:01	We will cover how to add a welcome background image later in this video.
0:02:02– 0:02:26	Now, we will cover what to do if your activity doesn't have a background image and you want to add one. If you are using the PA, go to step four of the Generate playbook. Clear the existing prompt by selecting and deleting the text and ask it to make you a background image. You will need to specify you want the image at node ID equals 0.5. As a reminder, this exact prompt is available for you to copy and paste from the article in the knowledge base.
0:02:30– 0:02:39	If you are not using the PA, select the first node of your activity to open it and click on the Add Background Image node button above the node so that the background image is the first node of the activity.
0:02:40– 0:02:59	Upload your image by clicking on the Add Image button and selecting the image from your device. Images must be under three megabytes and can be in the following formats, JPEG, PNG or GIF. Now, we will cover how to add a welcome background image. If you are using the PA, go to step eight of the Generate playbook.
0:03:00– 0:03:10	Clear the existing prompt by selecting and deleting the text and ask it to make you a welcome background image. This prompt is available in the knowledge base article.
0:03:10– 0:03:15	You can go to the Settings page to see the image or preview your activity to see how it looks.
0:03:17– 0:03:20	If you are not using the PA, you can go to the Settings page.
0:03:21– 0:03:28	Scroll down to where it says Welcome Background Image and upload an image by clicking on the Browse button and then selecting the image from your device.
0:03:29– 0:03:31	This image should be a PNG or JPEG image.
0:03:32– 0:03:36	Let's take a look at the new report card format for the end-of-activity feedback.
0:03:36– 0:03:53	To change the format of your end-of-activity feedback, click on the Feedback tab and click on the toggle to change the display mode from LO Grid Format to Report Card Format. The warning that appears lets you know about elements that are not available in this mode, such as extra boxes for additional images and text.

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But don't worry, your current LO Grid setup is saved, so switching back restores it to its prior state.

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Feel free to play around with the formatting options.

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You can change the LO label style to emphasize the name of the LO or the score.

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The score will also be displayed in color based on the scale seen here.

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If you don't want that, feel free to uncheck the box to the left of Use Color on Score Percentages. To preview your feedback from the perspective of a learner, click on this Preview Feedback button.

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You can adjust your scores using these sliders to see how the feedback changes.

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Look for a more extensive video on activity feedback to be released soon.

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For now, there is an article about activity feedback in the knowledge base.

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That concludes the changes for the new user interface.

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Thanks for watching