

Conditional Nodes

Auto-generated captions, merged into complete sentences with timestamps

0:00:00– 0:00:03	Hello, and welcome to the video about conditional nodes.
0:00:04– 0:00:17	Use a conditional node when an activity needs to branch off something other than a response and a question. Conditional nodes use a Boolean expression to compare two values and establish a true or false result and create a new true and a new false branch.
0:00:18– 0:00:24	Create a new conditional node by clicking on the If button before or after a node.
0:00:24– 0:00:31	There are three aspects to our conditional node: the first value, the Boolean expression, and the comparison field.
0:00:32– 0:00:36	The first value is set by using a pull-down list of objectives and variables.
0:00:36– 0:00:38	The second value is a Boolean expression.
0:00:39– 0:00:45	And the third value can be a number or other value pulled from our array of variables, objectives, and tokens.
0:00:46– 0:00:56	Pick a variable, objective, or token from the provided collection of these objects nearby. If you are not familiar with the token system, watch the variables video.
0:00:56– 0:00:59	Placing a conditional node immediately creates a branch.
0:00:59– 0:01:07	If you decide you need to remove the conditional node, one of the branches must be deleted before the conditional node itself can be deleted.
0:01:07– 0:01:18	Usually, this is the true branch. Select the empty node in the workspace or navigator view under the true branch, and then delete the node if this is the branch you are not planning to use. You can then delete the conditional node.
0:01:20– 0:01:27	Now, we will move into examples. As shown in the variables video, we frequently use unit variables as counters.
0:01:29– 0:01:52	Counter variables, used for steering and feedback, track points that a learner earns by answering questions. So, for example, suppose you are creating an activity for a healthcare course. If you set up an activity with six patients, as seen here, and you want learners to talk to three patients, you can use a conditional node to set up the conditions to either exit the activity or continue talking to patients.

0:01:52– 0:02:04	I've already set up a branch for each patient, as seen here, so that a storyline for each patient can occur. Every time the learner talks to a new patient, the counter variable increases by one.
0:02:04– 0:02:25	You can create a conditional node at the bottom of each patient branch to branch one way, such as to talk to more patients if the counter is less than three, and branch another way in the counter, such as to proceed if the counter is equal to three. That way, the story only proceeds after the learner has talked to three patients. Here's what this looks like from the navigator view.
0:02:25– 0:02:31	Notice how each patient has a branch, and that branch loops back up to the original question if the counter is less than three.
0:02:31– 0:02:34	If the counter equals three, the story proceeds.
0:02:34– 0:02:50	People often ask how they can track a variety of outcomes and create feedback based on the path the learner took. For example, suppose the scenario has the learner troubleshooting an issue at work, and they only have time to talk to three people, but there are five they might want to talk to.
0:02:50– 0:02:58	At the end, we want to detect who they talked to in order to ask questions about the conversation with that person and what the learner gained from it.
0:02:59– 0:03:07	We do this by defining the five people as variables: person one, person two, person three, person four, and person five.
0:03:09– 0:03:20	We can have a multiple-choice question for the learner to select which of the five people they want to talk to next. And this time, we add one to the counter, but we also add a one-point value for the appropriate person number variable.
0:03:21– 0:03:36	So we created five branches, one for each person, as seen here, and we can use the traditional counter here as well to loop back up until three conversations have been had. We now use a cascade of conditionals, such as person five equals one.
0:03:36– 0:03:46	The true branch leads to new conversational content with that person, and the false branch leads to person four equals one, another conditional, until all permutations have been exhausted.
0:03:50– 0:04:30	The key here is that the bottom of the person five true branch loops right up to the person four conditional check. The person four true branch loops back to the person three check, et cetera.
0:04:33– 0:04:46	This can get confusing, so here's what it looks like in the navigator view for a clearer visual of the branches. The third common use case we are going to cover is using an objective, usually the overall score, as the first value.

0:04:46– 0:04:49	This is useful for creating alternate endings based on performance.
0:04:50– 0:04:56	So, for example, let's say that you are creating an activity that requires the learner to go through an interview.
0:04:56– 0:05:04	If an overall score less than or equal to 75% is a fail, you could create an alternative ending for a fail, where the learner doesn't get the job.
0:05:04– 0:05:09	If the learner gets an overall score above 75%, they do get the job.
0:05:10– 0:05:13	To do this, select Overall Score from the pull-down list.
0:05:14– 0:05:28	Use the less than or equal to sign for the 75%, and then put 0.75 in the comparison field. Note: if using score percentages, make sure to put it in decimal format, so it will be a value between zero and one.
0:05:28– 0:05:49	This creates a branch when the following statement is true: the overall score is less than or equal to 0.75. When the statement is false, so the overall score is greater than 0.75, the learner will continue down the main branch, which is a different story path. That concludes our video about using conditional nodes.
0:05:49– 0:05:49	Thanks for watching.