

Drag-and-Drop Question Types

Auto-generated captions, merged into complete sentences with timestamps

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Hello, and welcome to this video on using drag-and-drop question types.

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Drag-and-drop nodes allow you to create an interactive visual experience where learners can match or sort items by either dragging an item with their mouse or by clicking on an item and then clicking on a destination.

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To add a drag-and-drop node, click the Add drag-and-drop node icon.

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Start by uploading an image to use as the background.

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Click the Add Image button to upload your image.

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Now, we will cover how to add drop areas and drop items.

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Drop areas represent the response categories, and drop items are the items that belong to each category.

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Click Edit drop area, then select Add drop area to see a dropdown list of shapes you can use. In this example, I'm using a rectangle.

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Use the shape to select the area of the image that you want to designate as a drop area.

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The first four stencils are fixed shapes and will initially be placed in the upper left corner of the image. Vector allows you to place a point and then click to create a straight line between your cursor and the previous point.

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Pencil is a freeform drawing tool that you can use to trace the outline of an area.

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All shapes, including freehand shapes, have a bounding box.

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You can use the sides of the bounding box to stretch or shrink the shape.

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You can also choose Text, which will enable items to be placed as text boxes to support words on a graphic that can be seen by screen readers.

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Text items can be formatted using the font controls, including different sizes and colors. You can also use the controls to adjust the height and width or to rotate an existing shape.

0:01:45– 0:01:55	Once you have defined your drop areas, you can add items to each category by clicking the Plus Item button. Then, click Edit drag item and select Add item area.
0:01:56– 0:02:01	You can define the item area using the same dropdown of shapes that you used for the drop area.
0:02:12– 0:02:15	You may also have items that don't belong in any drop zone.
0:02:16– 0:02:23	These can be used as distractors. To create distractors, create a drop area without a name and do not place a drop zone in the image.
0:02:25– 0:02:28	Any drop items in this set should not be placed in other drop zones.
0:02:30– 0:02:33	Drop zones should always be larger than the largest drop item.
0:02:33– 0:02:44	If a drop zone is too small, you may experience graphical conflicts such as items appearing in other drop zones, items overlapping with items from other sets, or difficulty placing items correctly.
0:02:45– 0:02:47	These issues can ultimately create confusion for the learner.
0:02:49– 0:02:53	Now, we will discuss these controls at the top of the drag-and-drop node.
0:02:54– 0:02:57	Drag-and-drop activities can be set as Opinion or Factual.
0:02:57– 0:03:01	Set the responses to opinion if there isn't a totally right or wrong answer.
0:03:02– 0:03:10	We recommend that you use opinion-based questions when you don't need the responses to be scored. Incorrect responses in drag and drop are marked with a red X.
0:03:11– 0:03:15	When Loop on incorrect is enabled, any correctly placed items are preserved.
0:03:16– 0:03:20	The remaining items are returned to their starting locations, reducing repetitive dragging.
0:03:22– 0:03:25	The other additional toggle you will see is Results remain after question.
0:03:26– 0:03:34	By default, the drag-and-drop content seen on the right side of the presentation panel is removed after the drag-and-drop node has been completed.

0:03:34– 0:03:52	In this case, the image disappears after the learner responds and is given feedback to show the background image. If you toggle Results remain after question on, the results of the images will remain even after it is resolved until the next time the presentation panel is updated with new content such as materials or image nodes.
0:03:53– 0:04:00	This is used when you want to reference the images shown in the question later in the activity or discuss the resulting image.
0:04:00– 0:04:04	You will also see a checkbox to turn on the drop zone grid.
0:04:04– 0:04:08	This helps you place items within drop zones in a more organized way.
0:04:08– 0:04:12	Items are arranged starting in the upper left and moving across and then down.
0:04:13– 0:04:21	For example, items that match the shape of a drop zone can be aligned neatly with the image, or additional space can be allotted to create a more organized arrangement.
0:04:23– 0:04:30	The drop zone grid is visible in the editor and is also used during keyboard navigation regardless of whether this setting is enabled.
0:04:30– 0:04:41	If you want learners to freely place items without having them rearranged, leave this setting turned off. Keep in mind that the shape and size of a drop zone can also influence a learner's decision about where to place an item.
0:04:43– 0:05:00	You can also add margins around the image by using the margin controls and entering a value. Be sure to experiment in preview to make sure you are happy with the result. Also, check the activity at different aspect ratios to make sure the layout works well across different screen sizes.
0:05:00– 0:05:03	This is what a drag-and-drop question looks like from a learner's perspective.
0:05:11– 0:05:14	Now, we will discuss scoring in this question type.
0:05:14– 0:05:27	When creating a drag-and-drop activity, start by scoring all items with a value of one. If items are not scored, there will be no way to inform the learner whether their responses were correct or incorrect.
0:05:28– 0:05:42	Be careful to keep the total number of points in balance with the rest of the activity. For example, a category with three drop zones and four items in each could be worth between 12 and, if loop on incorrect, 36 points for the node.
0:05:43– 0:05:46	Depending on the rest of your activity, that may be out of scale.

0:05:46– 0:05:51	A traditional multiple-choice node, for example, is usually worth three points.
0:05:53– 0:05:57	Use score review mode in the Navigator to make sure your scoring stays in balance.
0:05:57– 0:06:05	You may also want to increase the point values of your other question types by three or four times to keep them balanced with the drag-and-drop question.
0:06:05– 0:06:09	The drop area and item area descriptions serve several roles.
0:06:09– 0:06:32	They will appear as a tooltip when the learner hovers over them, they are what the screen readers use to describe the item or area, and they are how scoring feedback is provided. If necessary, a general alt text description or long image description field is provided as well. Without an initial description orienting the learner to the image, the hotspots could be confusing and lack context.
0:06:33– 0:06:36	That concludes this video on using drag-and-drop question types.
0:06:36– 0:06:37	Thanks for watching