

Intro and Characters

Auto-generated captions, merged into complete sentences with timestamps

0:00:00– 0:00:03	Hello, and welcome to this video on the Intro and Character tabs.
0:00:05– 0:00:14	We will start with the intro. When a learner opens an activity, they first see the intro page. Click the Intro tab at the top of the page to go to the intro editor.
0:00:15– 0:00:28	Here, you can adjust the rich text box that a learner sees when they begin an activity. This is the same rich text editor used in the materials, so more information about these controls can be found in the materials video.
0:00:29– 0:00:36	The intro page is the transition between a learner clicking an assignment link, getting assignment information, and starting the activity.
0:00:36– 0:00:42	Different teams have different approaches for what information is the most important to put on the intro page.
0:00:42– 0:01:03	Sometimes, it's helpful for learners to be told what the learning objectives are and how they will be scored, and other times, it's more important to present a brief description of the scenario and give the learner background information about their role and the storyline. Usually, teams decide to put a mix of both in the intro page. Here, we have a rough outline of what the intro page should feature.
0:01:04– 0:01:10	Authors should replace existing layout content or use their own, but avoid using H1 controls for accessibility reasons.
0:01:11– 0:01:21	We recommend that you place an image to immediately immerse the learner in the activity context. To do that, click on this Add Image button and select the image from your device.
0:01:22– 0:01:27	By default, learners click a button that says Begin to advance from the intro page.
0:01:27– 0:01:31	If you want that button to say anything other than Begin, you can edit that here.
0:01:31– 0:01:33	Now, we will dive into characters.
0:01:34– 0:01:37	First, click on the Characters tab at the top of your screen.
0:01:38– 0:01:56	On the Character tab, the top element contains three controls: Player Name and Avatar, Avatar Selection Screen, and controls to modify avatars on the selection screen. By default, and in most situations, the learner will be able to type their own name and pick their avatar on the avatar selection screen.

0:01:57– 0:02:04	If you have a preset situation where the learner is taking on the role of a specific character, you can enter their name here and select an avatar.
0:02:04– 0:02:11	If this is the case, toggle the Select Avatar screen off by clicking the Select Avatar Screen Disabled or Enabled button.
0:02:12– 0:02:20	If the avatar selection screen is enabled, you can modify the set of avatars the learner can pick from by clicking the Modify Avatar Selection Screen button.
0:02:20– 0:02:23	A dropdown to modify the Select Avatar screen will be available.
0:02:24– 0:02:42	Click the avatars in the Avatar Selection pool to remove them as options that the player can choose. Click the avatars in the Additional Avatar section below to add them to the selection pool. You can add images for the player to select as their avatar by clicking Upload Image and then clicking the new image to add it to the pool.
0:02:43– 0:02:50	Our preset avatars all contain alt text for screen readers, but if you upload your own images, be sure to include alt text.
0:02:51– 0:02:57	If you've uploaded your own images, a green button called Custom Alt Text will appear at the top of the character screen.
0:02:57– 0:02:59	Click this to add alt text to your images.
0:03:00– 0:03:02	The alt text should give a brief description of the avatar.
0:03:03– 0:03:18	For example, the alt text for this avatar is Caucasian female, long red wavy hair, blue blazer. To create a new character, click the New Character button on the top left or the plus button above or below existing characters.
0:03:19– 0:03:22	You will see a few different options to edit your character.
0:03:22– 0:03:24	First, enter a name for your character.
0:03:25– 0:03:29	We recommend including pronouns and, if applicable, a title.
0:03:30– 0:03:32	There's also a place to enter a description.

0:03:32– 0:04:00	The descriptions of the characters are visible to learners before they begin the activity. If you are using the PA, we recommend filling out the plot, purpose, and personality field. This helps the PA understand how the character will influence the story while creating it, and the personality and tone to use in open response feedback. If you are making the story manually, this could be used for your reference. To add voices to your characters, click on the Voice Options button.
0:04:01– 0:04:05	We recommend using the most recent model, such as Cartesia, as the engine.
0:04:06– 0:04:12	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.
0:04:13– 0:04:20	We recommend copying and pasting content from a node from this character into the sample text box to hear what their voice will sound like in context.
0:04:21– 0:04:24	Repeat this process as many times as needed to update all of your characters.
0:04:25– 0:04:34	To change a character's image, also referred to as their avatar, click the picture of the character. This will expand to show the available avatars as seen here.
0:04:34– 0:04:41	A set of preset avatars is available to represent the character, or you can upload an image by clicking the Upload Image button.
0:04:41– 0:04:45	Click an image from the available pool to set it as the character profile picture.
0:04:46– 0:04:53	Once you have created a character in the Characters editor, you can choose them as speakers for nodes, prompts, or response feedback.
0:04:54– 0:04:57	To do this, go to the workspace and expand a node.
0:04:58– 0:05:04	Click on the caret under Prompt Speaker to open a pull-down list of available characters and select the desired character.
0:05:06– 0:05:14	Checking the Show Character Icons in chat box places avatars in a corner during the activity, so all the characters' avatars are visible at all times.
0:05:15– 0:05:18	Learners can click on these avatars to see the name and description.
0:05:19– 0:05:21	This is what it looks like from a learner's perspective.
0:05:22– 0:05:26	The default is unchecked, leaving these off the top left of the conversation area.
0:05:27– 0:05:36	Some people have found it useful to create a material with bios for all characters for learners to reference. By default, the Show Character Cast screen is checked.

0:05:36– 0:05:45	Before learners start the activity, they can see what we call the Personas screen, which lists the characters and their descriptions before the activity begins.
0:05:45– 0:05:53	In some cases, for example, if the activity has the learner assemble a team, you might not want to show the learners the characters beforehand.
0:05:53– 0:05:58	If so, uncheck this box. If the box is checked, you will see a caret.
0:05:59– 0:06:01	Expand this to see some controls for the Personas screen.
0:06:02– 0:06:20	By default, learners click a button that says Play to advance from the Personas page and start the activity. If you want that button to say anything other than Play, you can edit that here. There will also be a title on this page labeled Personas. If you want that title to say anything other than Personas, you can edit that here.
0:06:21– 0:06:29	When the learner sees the intro, avatar selection, and personas screens, you have an option to feature a welcome background image.
0:06:30– 0:06:45	The welcome background image is placed on the Settings tab, since it appears before the activity story element. To upload a welcome background image, go to the Settings tab, scroll down to where it says Welcome Background Image, click the Browse button, and select the image from your device.
0:06:46– 0:06:56	Images must be under three megabytes and can be in the following formats: JPEG, PNG, GIF. You can also ask the PA to create a welcome image for you.
0:06:57– 0:07:02	This is what a completed intro page and a list of characters looks like from an author's perspective.
0:07:03– 0:07:19	Now, we will put this all together to see what all these elements look like from a learner's perspective. As you can see, this is the intro page, which is the first screen the learner sees. As I advance to the next page, notice the welcome background image we just uploaded.
0:07:20– 0:07:24	After having some background, they will be able to select their avatar on the avatar selection screen.
0:07:26– 0:07:29	Before starting the activity, they will see the Personas screen.
0:07:30– 0:07:33	That concludes our deep dive into the intro and characters.
0:07:33– 0:07:34	Thanks for watching