

The Settings Page

Auto-generated captions, merged into complete sentences with timestamps

0:00:00– 0:00:02	Hello, and welcome to the video about the settings page.
0:00:03– 0:00:07	To access the settings editor, click the Settings button at the top of the screen.
0:00:08– 0:00:12	Note, I am closing the production assistant panel so we have more room to work.
0:00:13– 0:00:16	The first thing you will see in the settings page is the layout options.
0:00:17– 0:00:24	Settings lets you set the layout style of an activity as either left/right, top/bottom, or single screen view.
0:00:25– 0:00:47	In left/right screen view mode, materials, images, videos, and image responses can appear on the right-hand side, while the dialogue appears on the left side. Similarly, in top/bottom view mode, materials, images, videos, and image responses can appear on the top of the screen, while the dialogue appears on the bottom of the screen.
0:00:49– 0:00:59	If you know your learners are using primarily mobile devices, we recommend using single screen mode. This view mode has all content in the same panel, and it scrolls as the learner plays through it.
0:01:00– 0:01:11	When switching to single screen, you need to manually change material focus nodes from auto forward to paused, so that the activity doesn't immediately move past the materials before the learner has a chance to look.
0:01:11– 0:01:14	Next, you will see a list of checkboxes.
0:01:15– 0:01:18	This is a toggle to turn random response order on.
0:01:19– 0:01:31	Turning random response on will randomize the order of responses in all question nodes. Best practices are to leave this off when developing, so that colleagues can know the correct answer without necessarily having expertise in the subject area.
0:01:32– 0:01:36	However, learners may pick up on the fact that the correct answer is always first.
0:01:36– 0:01:39	So we recommend that authors turn it on before publishing.
0:01:41– 0:01:44	This is the toggle to turn off animations, which defaults to on.

0:01:44– 0:01:56	Animations introduce subtle animations during transitions throughout the activity, such as crossfades between screens, charts animating when drawn, and the way new information is scrolled out in the chat stream.
0:01:56– 0:01:59	Turning animations off removes all of these transitional elements.
0:02:01– 0:02:04	This is the toggle to turn off the use of markdown in text boxes.
0:02:05– 0:02:11	Markdown setting enables the use of italics and bold, and puts those controls on top of a node being edited in the workspace.
0:02:12– 0:02:15	Authors can select the text and click bold or italic to use it.
0:02:16– 0:02:19	This is the toggle to turn on show conversation tails.
0:02:19– 0:02:39	Turning this on changes the shape of the character's dialogue box from a rectangle to more of a text bubble. This is the difference between this being toggled to on, versus being toggled to off. This is the toggle to make the score weights and point totals visible. Turning this on allows the learner to see how their score was weighted at the end of the activity.
0:02:40– 0:02:45	This is the difference between this being toggled to on, versus being toggled to off.
0:02:47– 0:02:49	This is the toggle to turn on ReadSpeaker.
0:02:50– 0:02:52	Once you turn this on, additional controls will appear.
0:02:53– 0:03:11	If your organization has a ReadSpeaker account ID number, enter it and adjust the desired ReadSpeaker controls. This is the toggle to turn off the use of AI to generate images. By default, our production assistant uses AI to create images in the materials, the intro page, and the background images.
0:03:11– 0:03:15	If you toggle this off, the production assistant will not generate any images.
0:03:16– 0:03:19	As always, you have the option to upload your own images while editing.
0:03:21– 0:03:25	This is the toggle to turn off the use of AI to assign NPC voices.
0:03:25– 0:03:30	By default, our production assistant uses AI to assign voices to characters.
0:03:30– 0:03:38	If you toggle this off, the production assistant will not assign voices to characters. You can always go to the Characters tab and assign voices manually.

0:03:38– 0:03:41	More information about this can be found in the characters video.
0:03:42– 0:03:45	This is the toggle to turn off the microphone button in open response questions.
0:03:46– 0:03:53	By default, learners will see a microphone button, and if they click it, they will have the option to verbally speak their answer instead of typing it.
0:03:54– 0:03:57	If you prefer not to have this option for learners, toggle this off.
0:03:58– 0:04:01	The next set of controls is the option to add images.
0:04:03– 0:04:20	If you upload a logo image, it will be displayed on the top toolbar on the left as learners play through it. This image is typically a logo of your institution or company. To do this, click on the browse button and then select the image from your device. Don't forget to add an alt text description.
0:04:21– 0:04:24	This is what a logo image looks like from a learner's perspective.
0:04:26– 0:04:32	The welcome background image appears in the backgrounds of the opening screens: the intro, avatar selection, and personas.
0:04:33– 0:04:38	To upload a welcome background image, click on the browse button and then select the image from your device.
0:04:39– 0:04:44	Both images must be under three megabytes and can be either a JPEG or a PNG.
0:04:44– 0:04:47	Now, you will see a few additional button controls.
0:04:48– 0:04:51	This is the button to edit special characters.
0:04:51– 0:05:15	Edit special characters is used in conjunction with foreign language text matching and creates a set of accents and special characters above the student entry field, which you can edit here. To add special characters from the possible special characters box, select them and then click on the arrow to add them to the selected characters box. If you want to remove special characters from the selected box, you can select them and then click the other arrow.
0:05:16– 0:05:19	We also have a few predefined sets available for selection.
0:05:20– 0:05:25	Once you are ready to turn this on, select the checkbox next to enable special characters.
0:05:26– 0:05:29	This button allows you to edit transcribe options.

0:05:29– 0:05:31	This is used for open response questions.
0:05:32– 0:05:35	You can select up to five languages for audio-to-text transcription.
0:05:36– 0:05:42	You may want to use this if you know you have learners giving responses in other languages. This is the edit help button.
0:05:42– 0:05:46	Edit help allows you to customize the help files and add new content.
0:05:46– 0:06:00	To edit an existing help file, click on it to open it, and then you can edit it in the rich text editor. This is the same rich text editor used in the materials, intro, and feedback. More information about these controls can be found in the materials video.
0:06:02– 0:06:04	This is the button to edit additional text controls.
0:06:05– 0:06:21	Additional text controls are for localization or changing the set game-provided text. For example, after materials are updated, the activity automatically displays text saying, "Materials on the right have been updated." You can edit that, as well as other text here.
0:06:23– 0:06:26	There are also two buttons to export content, one including scores.
0:06:27– 0:06:30	This allows you to export your Smart Chat activity to a CSV file.
0:06:31– 0:06:39	This may be useful for collaboration because these files can be opened with a spreadsheet processing program, such as Google Sheets or Microsoft Excel.
0:06:40– 0:06:42	Only text from the narrative will be exported.
0:06:42– 0:06:45	Note that you cannot import a CSV into Smart Chat.
0:06:46– 0:06:59	The last control in settings is a checkbox to turn on attributions for all types of media. Turning this on allows you to select fields required in order for the license rights to be properly accounted for for each resource.
0:07:00– 0:07:04	Check image attribution needed when you require authors to attribute images.
0:07:04– 0:07:18	Similarly, check video attribution needed when you require authors to attribute videos. Checking either image or video attribution needed will generate an error message if an attempt to publish this activity is made without attribution in an image or video node.

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Based on what attribution fields are needed for your organization, check the appropriate fields. You can create your own fields by using the plus button at the bottom.

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Use the export attributions button to generate a CSV file relevant to what has been completed for attributions.

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Authors need to fill out each field, or a warning will be generated.

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You can also put this information in the order you would like by using the up or down arrows. This will change both the display for entering data and if you use the export attributions button. That concludes the video about the settings page.

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Thanks for watching