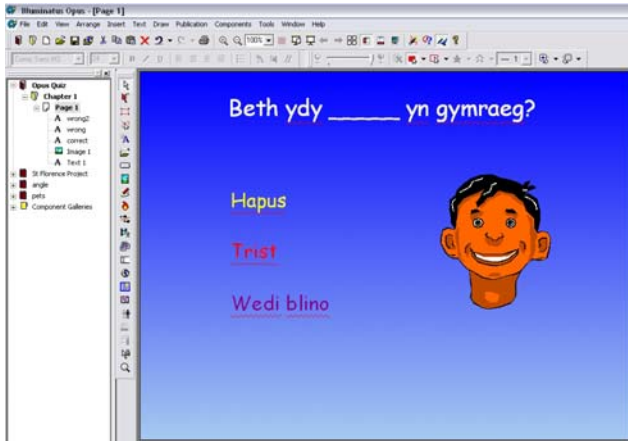


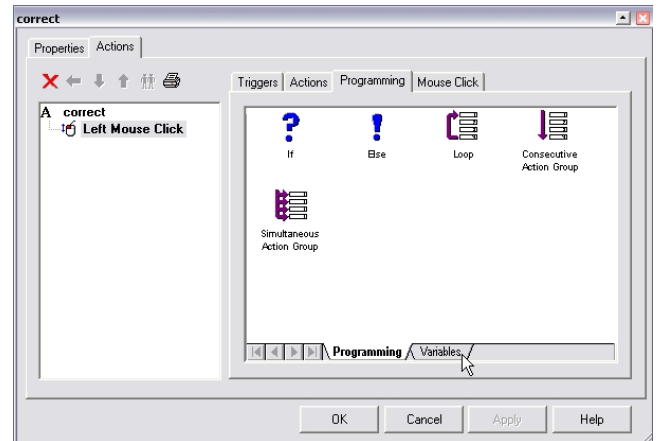
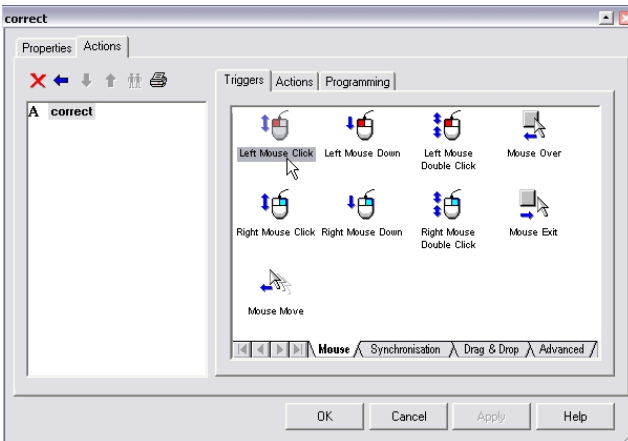
Making a Simple Quiz With Scoring Using Illuminatus Opus

Duncan Whitehurst - ICT Advisory Teacher Pembrokeshire County Council



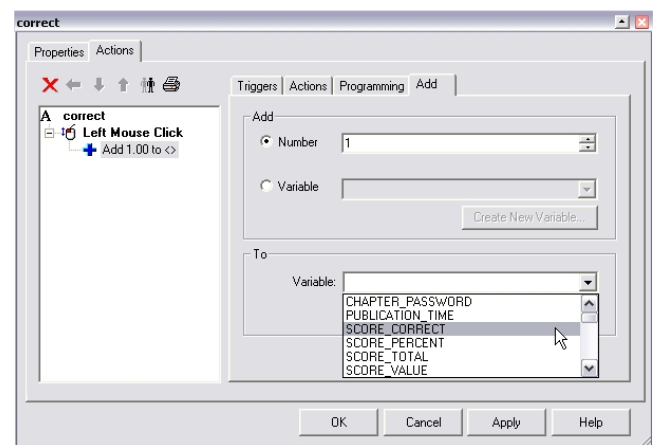
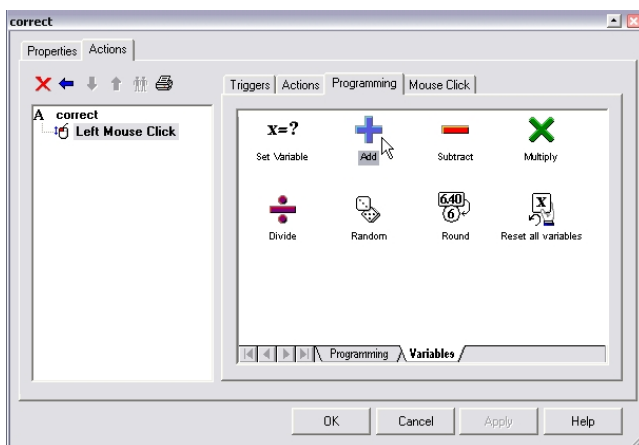
1. To begin, I have set up a page with three possible answers. If the user clicks on the correct answer we want to increase the score by 1 and increase the number of tries by 1. if a wrong answer is clicked we need to increase only the number of tries by 1.

2. Right-click on the text box of the correct answer (I renamed it as 'correct' in the organiser) and select **edit actions**.



3. Click twice on **Left Mouse Click** so it appears in the left hand column.

4. Select the **Programming** tab then select the **Variables** tab in the right hand column.

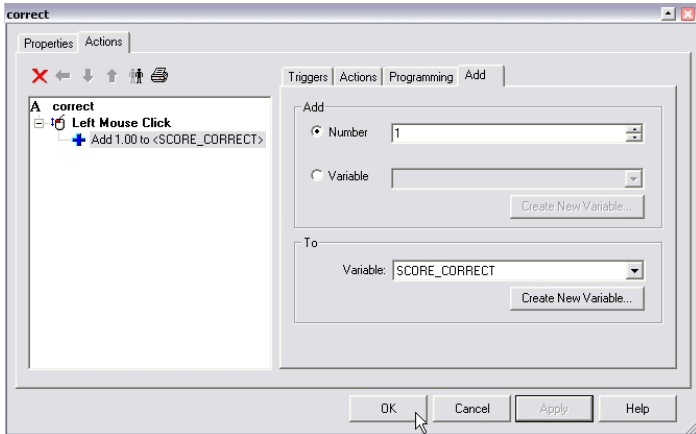


5. Now double click on the **Add** option (Blue Cross).

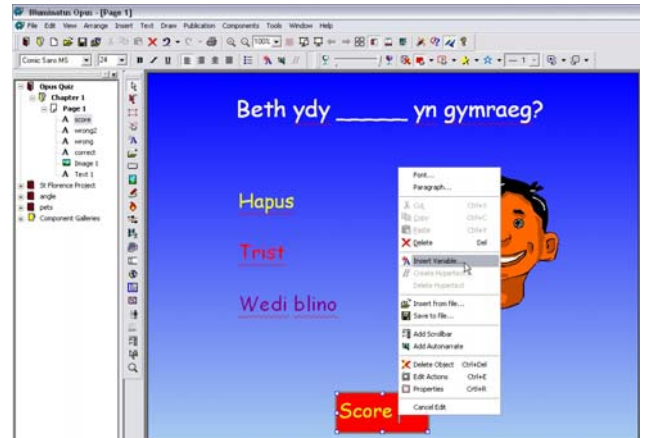
6. Select **Add Number 1** to the variable **SCORE_CORRECT**.

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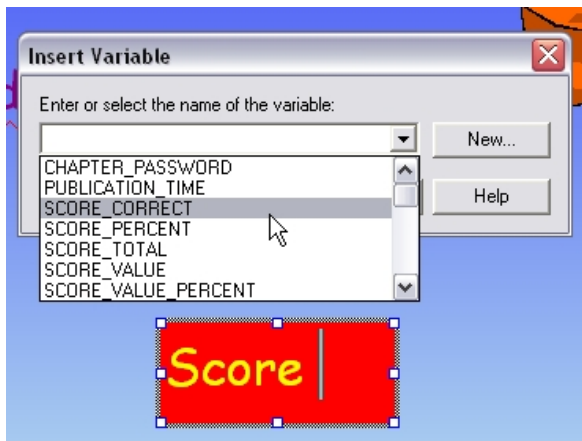
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7. Click **Apply** and **OK**. Now we have a method of counting the score but we need to display this to the user – we'll use a new **textbox** for that and we'll call it **score**. We'll have to come back to the **tries** later.



8. Near the bottom of the screen, draw a text box (red background – yellow text) and add the word **score** – leave a space then **right click** and select **Insert Variable** as shown.



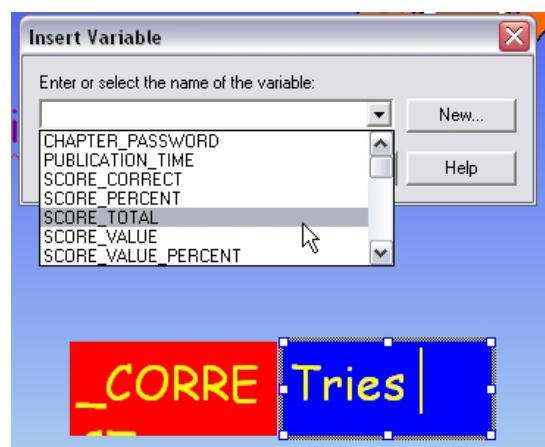
9. From the list offered select the variable **SCORE_CORRECT**.



10. Save your file then try out the page by clicking on **Preview** (the screen on a stand) at the top of the window. On clicking **answer C** the score of **1** should be displayed in the **score** textbox. Press **Esc** exit preview.



11. Add a new textbox (called **tries**) – with a blue background and yellow text. Enter the text **Tries**, leave a space, then **right click** and select **Insert Variable**.



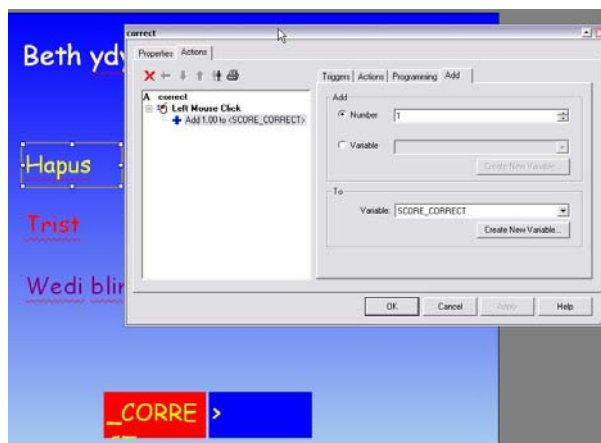
12. Insert the variable **SCORE_TOTAL**.

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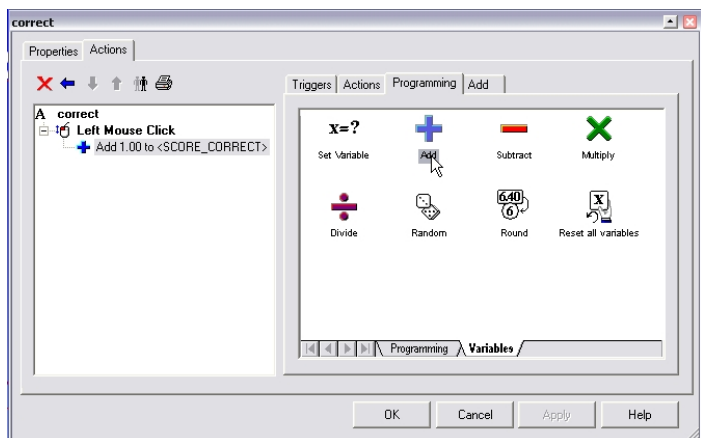
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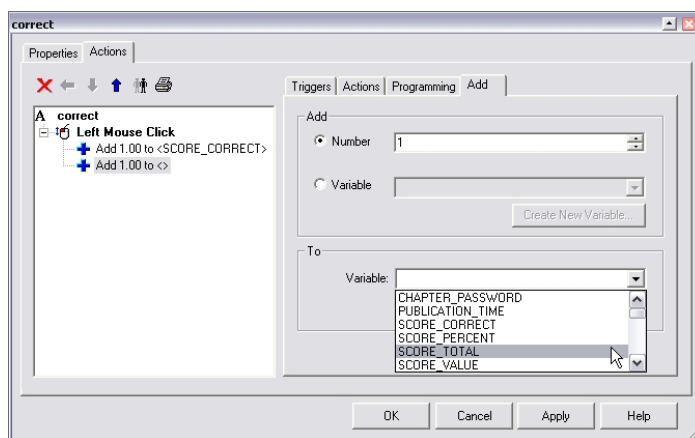
13. Preview the page again – this time **score 1** and **tries 0** should be displayed. Press **Esc**.



14. We have not yet programmed for the number of **tries** – we'll do that now! Again right click on the **correct answer** – select **Edit Actions** – **Left Mouse Click** trigger should be highlighted in the left hand column.



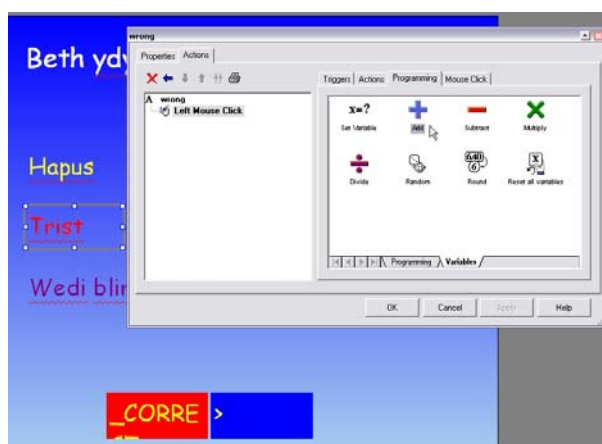
15. Select **Programming, Variables** and **Add**.



16. Select **Add Number 1** to variable **SCORE_TOTAL**.



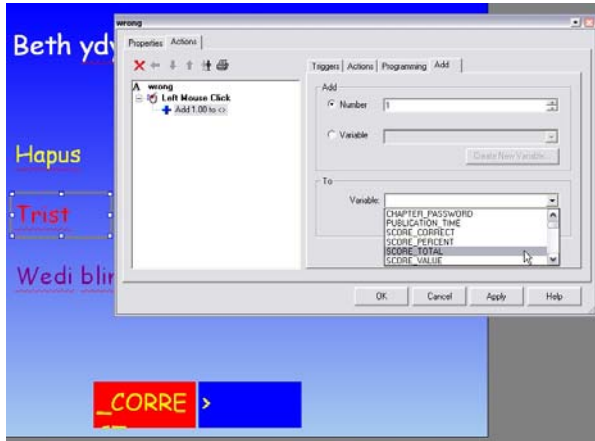
17. Preview the quiz again and check that both the **score** and **tries** increases by **1** when you click on the correct answer.



18. Now for the wrong answers. I re-named these **wrong** in the organiser to help me remember. **Right click** on a wrong answer , select **Edit Actions** , double click on **Left Mouse Click** , then **Programming, Variables, Add**.

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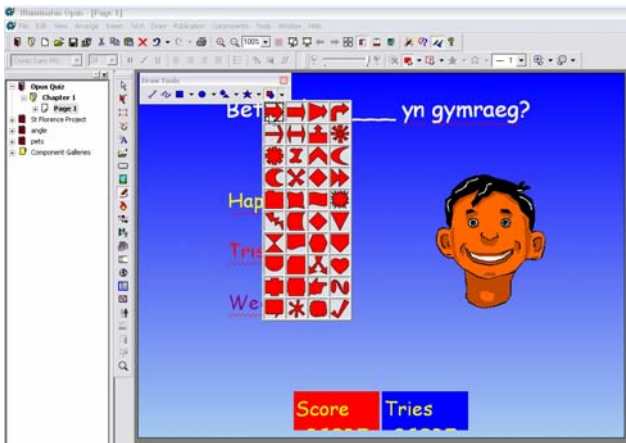
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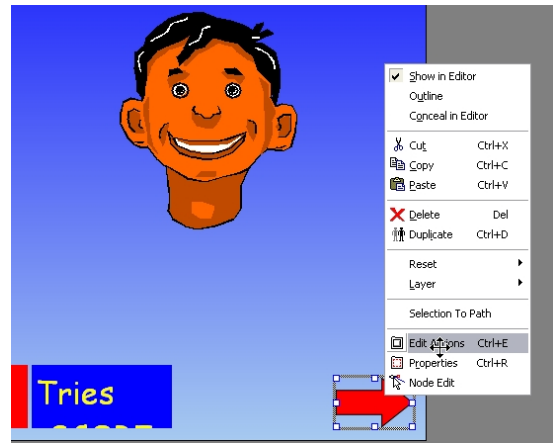
19. Add 1 to variable **SCORE_TOTAL**. Repeat this operation for the other wrong answer.



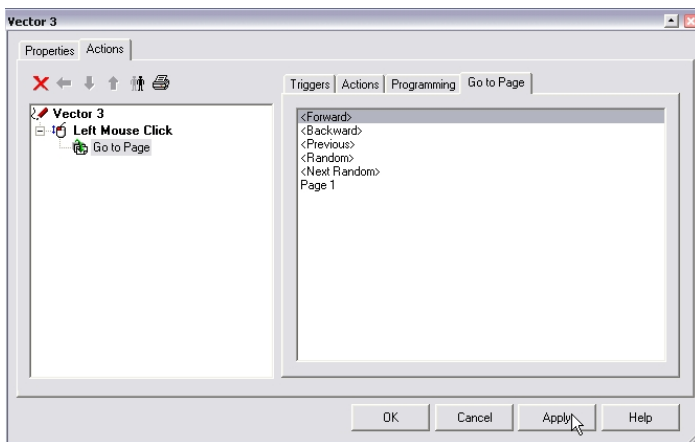
20. Preview the quiz again and make sure the **tries** increases for a wrong answer!



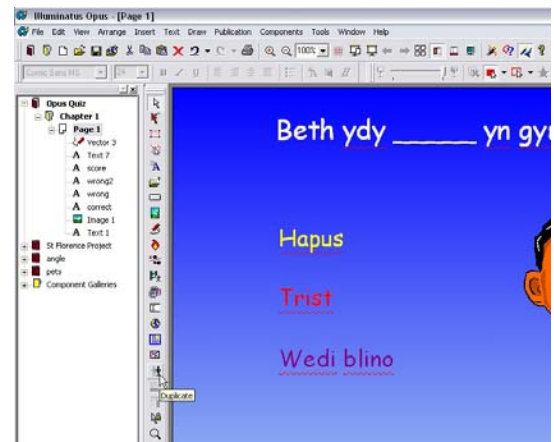
21. Now we've successfully made one quiz page, we could get it ready to duplicate. First we need a button to take us to the next page. Click on the **Draw** tool and select an arrow.



22. Draw the arrow on the page then **right click** on it and select **edit actions**.



23. Double click on **Left Mouse Click** and select **Go To Page Forward**.



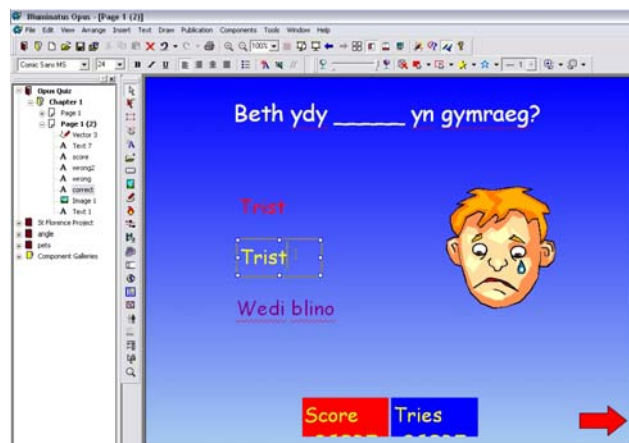
24. Now to duplicate the page. In the organiser **click once** on **Page 1** so that it is highlighted then click on the **Duplicate** tool on the toolbar.

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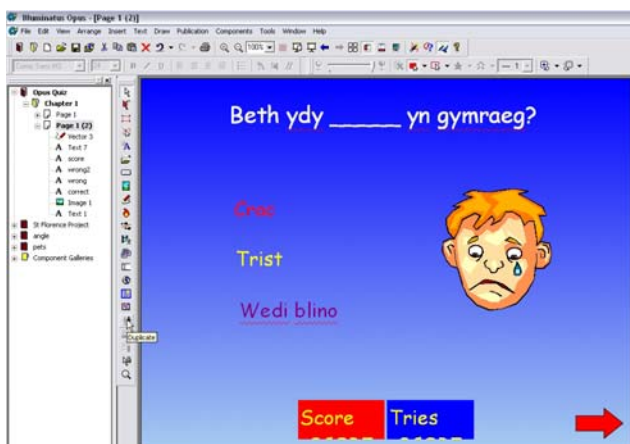
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25. You will now have a page called **Page 1(2)** with all of the same objects, properties and quiz programming of Page 1.



26. Now change the picture/question, move the correct answer to a different place (so that the quiz is not too easy!) and change the text of the correct answer so that it is, infact, correct.



27. Now duplicate this page.



28. Change the picture/question and answers as before. Repeat this process as many times as you want.



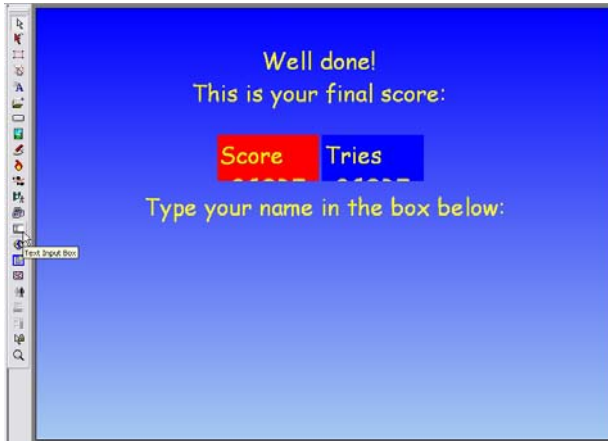
29. For the final page, duplicate a page and delete the questions but leave the **score** and **tries** boxes.



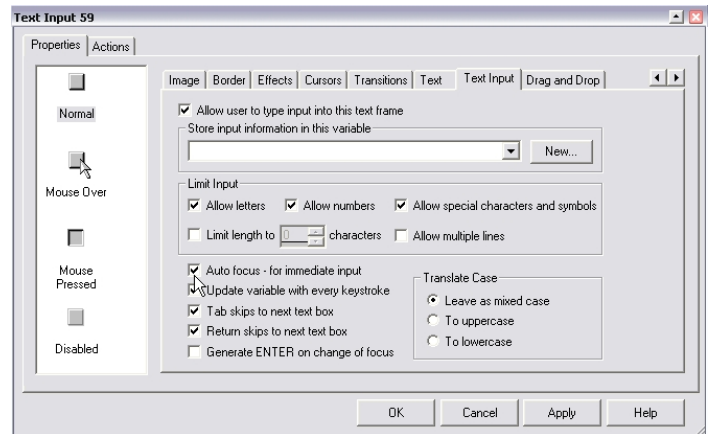
30. Make a text box and type in a title which says 'This is your final score' as above.

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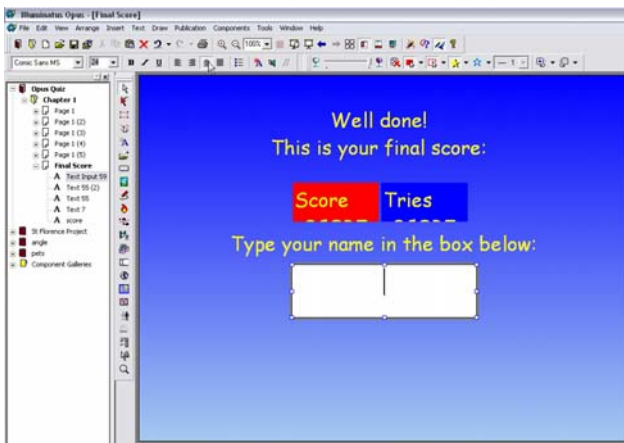
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31. Make another text box that says 'Type your name in the box below'. Now click on the **Text Input Box** tool on the toolbar and drag out a Text Input Box—this is a special text box that the user can type into.



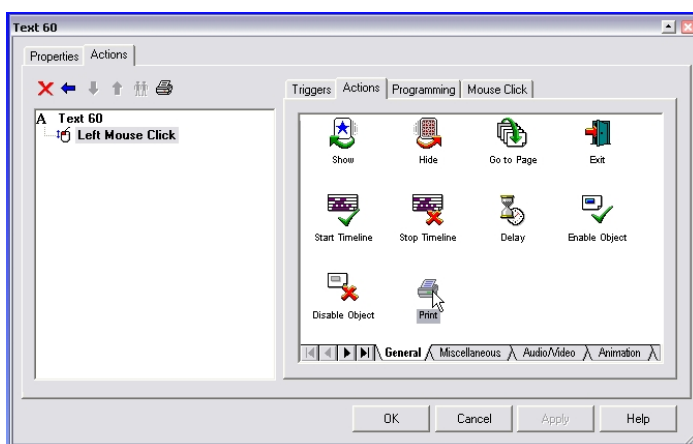
32. Select the **Auto focus** option from the properties box that appears. Click **Apply** and **OK**.



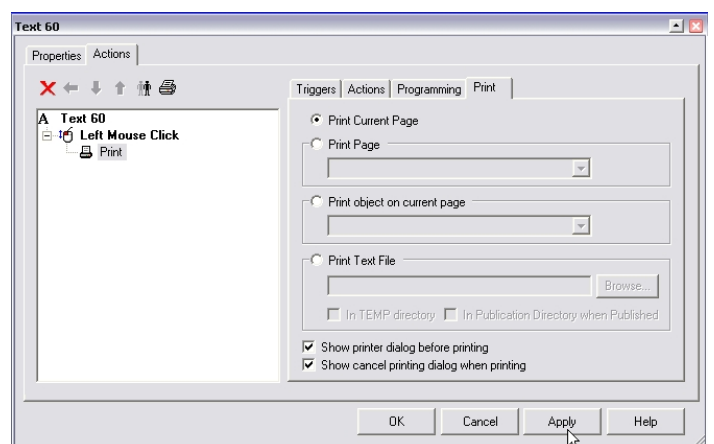
33. Click once in the text input box and you can choose a **font** and **font size** for the text input in the usual way. Here I have chosen Comic Sans, size 24.



34. Make another text box as above. We are going to make this text box allow the user to print this page with their name and final score. **Right click** on the text box and select **Edit Actions**.



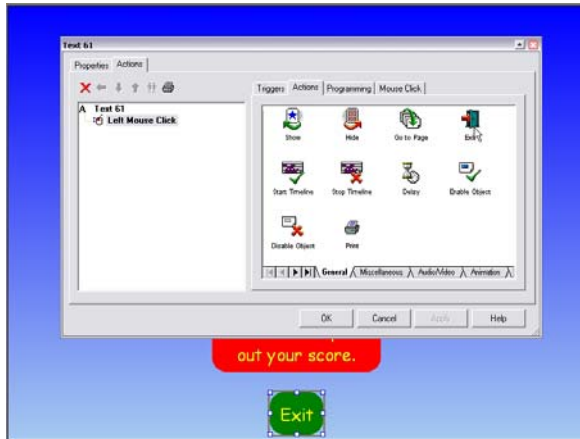
35. Double click on **Left Mouse Click**, then double click on **Print** from the list of general actions.



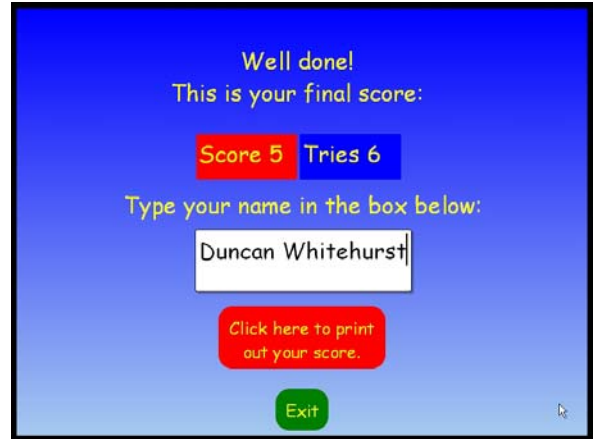
36. Select 'Show printer dialog before printing' and 'Show cancel printing dialog'. Click **Apply** and **OK**.

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37. All we need now is an exit button. Make a text box with a coloured background. **Right mouse click** on it, select **Edit Actions**, double click on **Left Mouse Click**, double click **Exit** from the general actions. Click **Apply** and **OK**.



38. Preview your quiz to test it. Your score should add up as you progress through the quiz. On the final page you should be able to type in your name and print out your score. This page could be handed to the teacher for his or her records.

Please note! This is just one way of making a quiz. Opus has a quiz wizard which can make a quiz automatically—although it never makes the quiz I want! When you get more confident with variables and quizzes you can try commands which save the results to disc on your computer or quizzes which respond to written answers from a text input box. The Opus manual and the Opus Forum online have plenty of information about this. However, my advice is keep it simple at first—developing advanced interactive quizzes can be quite time-consuming!