

Learning objectives:

- ✓ Learn how to download, install and register the program on a PC
- ✓ Learn about the various types of learning objects (activities, games, quizzes) that can be created using StudyMate
- ✓ Learn how to create simple learning objects from scratch.
- ✓ Learn how to enhance learning objects with graphics and web links
- ✓ Learn how to publish StudyMate Flash-based learning objects to Blackboard and to standard web sites
- ✓ Learn how to publish a Flash-based quiz as a SCORM object to Blackboard
- ✓ Learn how to use the "other features" of StudyMate

Using StudyMate at Palomar College

Terry Gray

Objectives and Outline

Today we will be learning how to make Flash-based learning objects (quizzes, games, puzzles, flash cards, etc.) with a PC Software product called StudyMate, from Respondus.

We will be considering the following:

- ❖ How to download and install StudyMate from Palomar's web site
- ❖ How to register StudyMate
- ❖ What types of learning objects can be made with StudyMate
- ❖ How to make the learning objects from scratch
- ❖ How to import learning objects from word processing files or other sources
- ❖ How to publish
- ❖ How to link to your recordings on the web
- ❖ How to embed the media player in Blackboard
- ❖ How to control file-type associations within the media players
- ❖ How to combine textual material with audio instruction on a Blackboard page
- ❖ How to provide download-player and get-help links for your students

We will be using a CD in class today that contains some sample files, and we will also be using the demo files that come with StudyMate.

Installing the Program

Go to <http://www.palomar.edu/pconline/facultyservices/secure/Respondus/default.asp>

in order to download the StudyMate installation file. This software is for PC only, not for Mac. You will be required to login. Use your Palomar College email address as username, and your Palomar College email password as password.

Once logged in, click the download link to download the install file. Choose to Save it locally, and run it from the saved location.

Before leaving the download page, copy the registration information, which is displayed prominently on that page, into a text file, so that you can easily copy and paste it into StudyMate when it asks for user registration.

During installation, StudyMate will ask where to locate the projects file. We recommend that you change the default location to a location within the My Documents folder, so that when you back up this folder, as you should regularly do, your StudyMate projects will get backed up .

We also recommend that you download the user manual from this page.

What does StudyMate do?

StudyMate can be used to create 10 different types of games and quiz activities. These are categorized into “no answer” activities (Fact Cards and Fact Card + - the + adds categorization to Fact Cards); “one answer” activities (Flash Cards, Pick a Letter, Fill in the Blank, Matching (requires at least 9 items), Crosswords, and Glossaries); and “multiple-choice” activities (Multiple choice quizzes and a ‘Challenge’ game much like Jeopardy. All of these activities can be created and stored in the same file, or separate files for separate purposes can be created. Creating the activities is very easy.

Q. Can the activities be based on imported data?

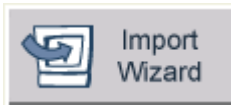
A. Yes, provided the data is in the correct format. Publisher test banks in Respondus format (see user manual) can be imported, or you can create your own import files based on the format specified in the manual. The import formats are very simple, and can be saved as normal Word docs, rtf files, or txt files.

Q. Do I have to import the data?

A. No. You can create the activities from scratch within StudyMate by typing the data into input fields or copying and pasting the data in from pre-existing materials.

Q. How do I import data?

A. Use the Import Wizard from the Start screen:



Q. How do I create an activity from scratch?

A. Click the Create Button from the Start screen.



Q. Can I open existing projects?

A. Of course. Use the open button.

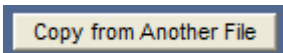


Q. Can I copy in questions I have already created as the basis of a new set of activities?

A. Yes. Use the Quick Copy wizard to do this. You can automatically copy in items from one or multiple StudyMate projects, or you can manually select the items using this Wizard.



If you do not choose to copy questions in this way, you can still copy any question in while editing an existing file using the "Copy from another file" feature on the Edit menu.

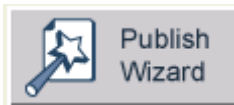


How do I Publish My Activities?

You can publish either directly to Blackboard, or to local files which can then be uploaded to Blackboard or to any web site. We recommend that you publish locally, and then package/upload/unpackage to Blackboard, or simply upload to a web site. We make this recommendation because of the unfortunate behavior of StudyMate when publishing directly to Blackboard. It places the swf Flash file in a folder visible to students, which is undesirable. Another unfortunate effect of publishing directly to Blackboard is that the internal links between the HTML page and the swf file creates links for a specific Blackboard course. The learning objects cannot then be successfully copied between courses. If you use the packaged approach that we recommend, these problems are solved. We also recommend that you do not bother with publishing a SCORM quiz, since it is just as easy to create such quizzes directly in the Test Manager in Blackboard.

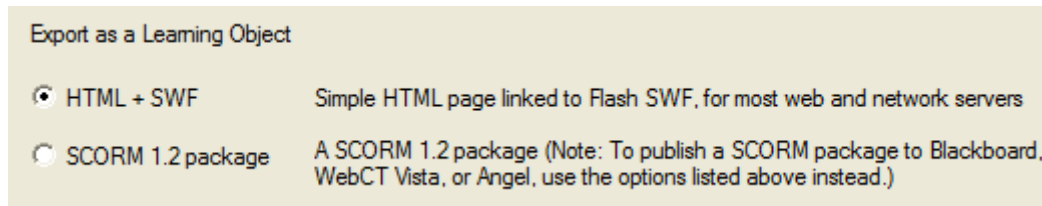
Q. How do I publish my learning activities?

A. Use the Publish Wizard on the Preview & Publish tab.



Q. What settings should I use?

A. HTML + SWF



Q. Should I publish directly to Blackboard using the Publish Wizard?

A. While this will work, we do not recommend it. There are two problems:

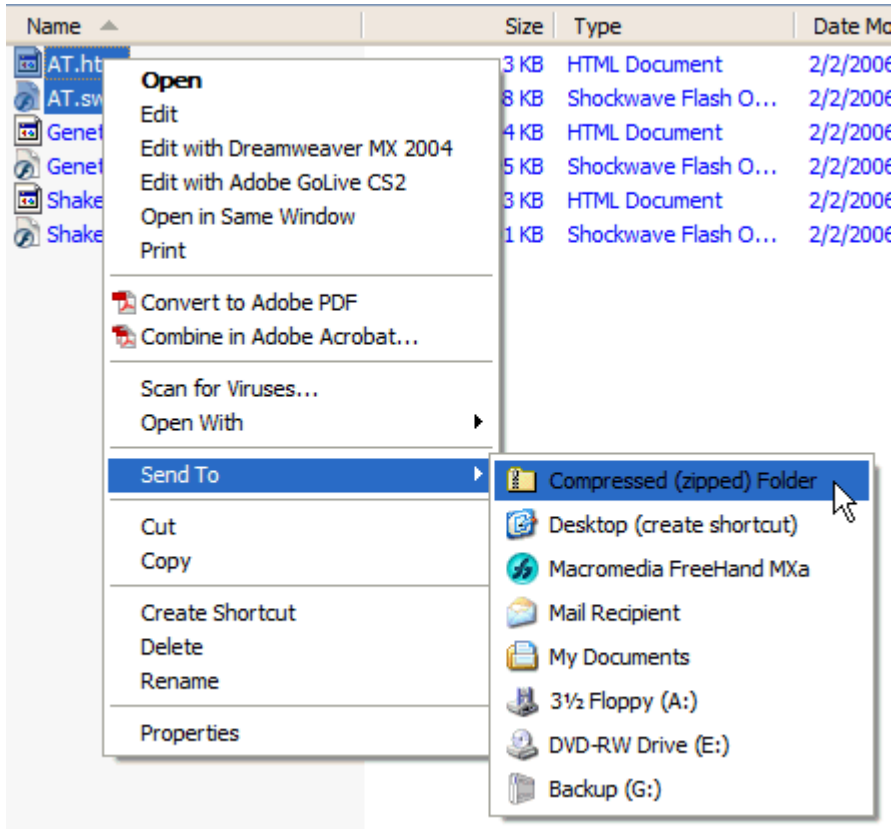
- 1) Your swf (flash) file will be exposed to students, causing potential confusion
- 2) The links that start each activity will be specific to the Blackboard course to which you publish, making it impossible to use the Blackboard course copy feature later when you wish to build your courses for the next semester.

We recommend you publish to a local folder, and then zip your files ("package them" in Blackboard parlance) and upload them choosing the unpackage option. This will solve both problems.

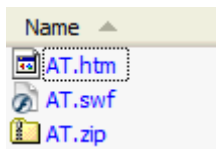
Here's how:

Start the Windows XP Explorer (not the web browser, the file Explorer) and select both the swf and the htm file for your project. (Hold down the ctrl key while clicking on both of them).

Choose Send to > Compressed (zipped) folder.



This folder is your "packaged file" for Blackboard purposes.



Now, login to Blackboard, enter your course, go to the course area you wish to place the learning objects, go to Edit View, and choose Add Item.

Give the item a name in the Content Information field of the Add Item form, and then click the Browse button in the Content area.

Browse to the zip file you just created

BE SURE to choose “Unpackage this file” in the Special Action dialog box.

2 Content

Files can be attached to the above information. Click **Browse** to select the file file.

Attach local file

Name of Link to File

Special Action ▼

Click Submit. Because Blackboard needs to know the entry point of this packaged file, you will be asked to choose which file is the entry point. It is always the htm file.

1 Embedded Media Information

Select options for embedded content.

Entry Point
AT.swf

Launch in new window Yes No

Note that you can choose for the activity to launch in a new window or not.

Click Submit, and you are done. In Display View Blackboard will place the “(Package File)” indicator after the link.

Q. How do I place the activities on my web site?

A. This is even simpler than placing them in Blackboard. You do not need to zip the files. Simply upload the htm and swf files to your web site. It is a good idea to create a separate folder for them, but this is not necessary. Then link to the htm file. That’s all there is to it.