DCDC Flash Quiz Maker

Instructions

You can use the DCDC Flash Quiz Maker to make interactive Flash quizzes that provide detailed feedback. And you don't need any additional software or special skills. All you need are the files included in this .zip file and a text editor.

Do not change the names of these files! They will no longer work properly. Instead of changing the file names, I suggest that you copy all of the files to a new folder with a different name.

Included in the .zip file are the following:

- **quiz.fla**
  You only need this file if you plan to edit the quiz in Adobe© Flash©. To make a quiz, you do NOT need a copy of Adobe© Flash© or the quiz.fla file.

- **quiz.swf**
  This is the Flash movie file that will display your quiz. You won't need to make any changes to it.

- **quiz.xml**
  You will edit this file to put your content into the quiz and change the colors. You will need a text editor (NOT a word processor). I recommend the following free, open-source text editors: for Windows, Notepad++; for Mac OS, Smultron. The bulk of this document explains how to edit the file to get the results you want.

- **embedquiz.html**
  You can use this file to display your flash quiz as a web page. To preview a quiz, open this file in a browser (such as Firefox or Internet Explorer).

- **header.jpg**
  This image appears on the first page of the demonstration quiz. You can use any image you choose, but it should be the same size as this image (526 pixels wide by 40 pixels high).

- **DCDC_Flash_Quiz_Maker_Instructions.pdf** and **DCDC_Flash_Quiz_Maker_Instructions.odt**
  You are currently reading one of these two files. They contain the same information. The PDF is included for easy reading, and the .odt is included for easy editing. (See the end of this document for its license.) You can open the .odt file using a word processor that you can download for free from OpenOffice.org.

Editing quiz.xml

By editing quiz.xml, you can change all of the text, colors, and graphics in the quiz. You can include as many of each of the question types as you want, in any order. Follow these steps to get started:

1. Open quiz.xml in your text editor.

2. Scroll past the copyright information to the section that begins with `<list>`, on line 16. The questions begin there.

3. Don't edit the text between the `<  >` characters. In the screenshots shown in this document, only the black text should be changed. You shouldn't change the gray, blue, or red text.

4. The information in gray inside the `<?  ?>` characters is intended to help you. Reading it will remind you of some of the important information in this document.

```
1  <?xml version="1.0" encoding="utf-8"?>
2  <?For use with the Flash file "quiz.fla"?>
3  <?Copyright (c) 2009, Distance Course Design & Consulting Group and Elizabeth Lavolette
4  All rights reserved.
5
6  Redistribution and use in source and binary forms, with or without modification, are
   permitted provided that the following conditions are met:
7
8      * Redistributions of source code must retain the above copyright notice, this list of
   conditions and the following disclaimer.
9      * Redistributions in binary form must reproduce the above copyright notice, this list
   of conditions and the following disclaimer in the documentation and/or other materials
   provided with the distribution.
10     * Neither the name of Technology and Distance Programs, Department of Educational
   Technology, University of Hawaii at Manoa nor the names of its contributors may be used
   to endorse or promote products derived from this software without specific prior written
   permission.
11
12 THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY
   EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
   MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL
   THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
   SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT
   OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
   HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR
   TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS
   SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.?>
13
14 <? Put the questions first in the list below. For each question type, all of the tags
   must be included, even if they don't contain any information. If you don't include any
   information, that option will not appear on the screen. See the true/false question
   (ID="04") for an example. The id numbers don't matter, but can help you understand the
   question order. After the questions, put firstpage, navigation, check, and colors. The
   order of these doesn't matter, but they must come after all of the questions. ?>
15
16 <list>
17
18     <question id="00">
19         <? This question type is the most complicated to design. "q" is the question
   text. For each option (a-f), specify four things. First, the text (txt) that will be
   shown. Second, the correct target (answer) written as one word, for example, targeta.
   Third, feedback to display when the answer is correct (right). Fourth, feedback to
   display when the answer is incorrect (wrong). ?>
20         <type>dragdrop</type>
21         <q>Drag each book to the proper genre. Keep trying until you get it right!</q>
22         <optiona>
23             <txt>King Lear</txt>
24             <answer>targetc</answer>
25             <right>Correct! King Lear is one of Shakespeare's plays.</right>
26             <wrong>Nope. Remember, the author is Shakespeare. Try again!</wrong>
27         </optiona>
28         <optionb>
```

Writing quiz questions

An example of each of the six question types is included in the quiz.xml file. The types are

- Drag and drop (`dragdrop`)
- Short answer (`text`)
- Multiple choice with up to four answer choices and long feedback (`multichoice`)
- Multiple choice with up to six short answer choices and short feedback (`choose`)
- True or false (`choose` or `multichoice`)
- Multiple selections (`multiselect`)

Use the types indicated in parentheses above to indicate the question type in quiz.xml. For example, if you wanted to make a drag-and-drop question, you would include the line
`<type>dragdrop</type>`

The examples below show how to do this.

The differences between `multichoice` and `choose` are the numbers of answer choices and the length of the possible feedback. If you use `multichoice`, you can include up to four answer choices, and the feedback for any answer choice can be as long as six lines. If you use `choose`, you can include up to six answer choices, and the feedback for any answer choice must be four lines or shorter.

You can add as many of each question type as you want. For example, you could make a quiz that included only drag-and-drop questions, or you could make a quiz that had twenty of each question type. You can put the questions in any order you choose. However, be sure that the questions come before the other information in the quiz.xml file. To add a new question of a given question type, just copy and paste the entire text for that question type in the right position in the list of questions.

The question id numbers (e.g., `<question id="00">`) are not important, but they can help you understand the question order when you are editing the quiz.xml file. I suggest giving the first question an id of 00, the second 01, and so on.

For each question, be sure to include all of the XML tags, even if you don't need all of the options. For example, if you are writing a true-or-false question, you only need two answer options: true (`optiona`) and false (`optionb`). However, you need to keep all options in the XML file, but with the text blank for the unused options. In every case, two is the minimum number of options. See the true-or-false example below to see how to include only two options.

The following six pages illustrate how to write the content for each of the six question types. The numbers in green on the left side of each page (XML) correspond to the numbers in green on the right side (Notes & visual).

XML

```
    <question id="00">
        <? This question type is the most complicated
to design. "q" is the question text. For each option
(a-f), specify four things. First, the text (txt) that
will be shown. Second, the correct target (answer)
written as one word, for example, targeta. Third,
feedback to display when the answer is correct
(right). Fourth, feedback to display when the answer
is incorrect (wrong). ?>
1       <type>dragdrop</type>
2       <q>Drag each book to the proper genre. Keep
trying until you get it right!</q>
        <optiona>
3           <txt>King Lear</txt>
4           <answer>targetc</answer>
5           <right>Correct! King Lear is one of
Shakespeare's plays.</right>
6           <wrong>Nope. Remember, the author is
Shakespeare. Try again!</wrong>
        </optiona>
        <optionb>
            <txt>10,000 Leagues Under the Sea</txt>
            <answer>targeta</answer>
            <right>Correct!</right>
            <wrong>Sorry. This book involves science!
Try again!</wrong>
        </optionb>
        .
        .  Options continue: c, d, e, & f
        .
        <? Enter a label for each target. ?>
7       <targeta>Science Fiction</targeta>
8       <targetb>Travel Guides</targetb>
9       <targetc>Drama</targetc>
10      <targetd>Children's</targetd>
        <? The "other" text will appear if the user is
somehow able to drag an option off the screen. This
should not be possible. ?>
11      <other>I can't tell where you want to put
that. Try again!</other>
    </question>
```

Notes & visual

1. Indicates a drag-and-drop question.
4. Indicates the correct target for this option. In this case, option A (“King Lear”) should be dragged to target C (“Drama”).
5. Feedback that will display if the user drags this option to the correct target.
6. Feedback that will display if the user drags this option anywhere except the correct target.
11. Feedback that will display if the user drags the option off the screen or somewhere illegal. Most likely, this will never display.

XML

```
    <question id="01">
    <? "q" is the question text. For each option
(a-g), specify two things. First, the text (txt)
that is inputted by the user. Second, the feedback
to display when that text is inputted. ?>
12  <type>text</type>
13  <q>How many days are there in a year?</q>
        <optiona>
14          <txt>365</txt>
15          <feedback>Right! Except in Leap Years,
when there are 366.</feedback>
        </optiona>
        <optionb>
16          <txt>366</txt>
17          <feedback>That's correct if it's a Leap
Year. Most years have 365 days.</feedback>
        </optionb>
        <optionc>
            <txt>364</txt>
            <feedback>Sorry, but you're one day
short! Try again!</feedback>
        </optionc>
        <optiond>
            <txt></txt>
            <feedback></feedback>
        </optiond>
        <optione>
            <txt></txt>
            <feedback></feedback>
        </optione>
        <optionf>
            <txt></txt>
            <feedback></feedback>
        </optionf>
        <optiong>
            <txt></txt>
            <feedback></feedback>
        </optiong>
        <? "wrong" is the feedback that will
display if the user inputs something other than
options a-g. ?>
18  <wrong>Sorry! There are 365 days in a
normal year, and 366 in a Leap Year.</wrong>
    </question>
```

Notes & visual

12. Indicates a short-answer question.
18. Feedback that will display if the user enters text other than that specified in the options.

XML

```
    <question id="02">
        <? "q" is the question text. For each
option (a-d), specify two things. First, the option
text (txt). Second, the feedback (feedback) that
will be displayed when that option is chosen. ?>
19      <type>multichoice</type>
20      <q>Which flavor of ice cream do you like
best?</q>
        <optiona>
21          <txt>Vanilla.</txt>
22          <feedback>You are very traditional and
straight-laced. You are a hard worker.</feedback>
        </optiona>
        <optionb>
            <txt>Mint chocolate chip.</txt>
            <feedback>While some people say that
you are old-fashioned, you have your own sense of
style and like to mix it up.</feedback>
        </optionb>
        <optionc>
            <txt>Strawberry.</txt>
            <feedback>You like to buck the trends
and follow your own path. At heart, though, you
just want to be loved.</feedback>
        </optionc>
        <optiond>
            <txt>Superman.</txt>
            <feedback>You are in touch with your
inner child. Others may call you childish at times,
but it's your youthful spririt that powers your
creativity.</feedback>
        </optiond>
    </question>
```

Notes & visual

19. Indicates a multiple-choice question with up to four answer choices and long feedback.

XML

```
<question id="03">
    <? "q" is the question text. For each
option (a-f), specify two things. First, the optior
text (txt). Second, the feedback (feedback) that
will be displayed when that option is chosen. ?>
23  <type>choose</type>
24  <q>Which of the following numbers is the
largest?</q>
    <optiona>
25      <txt>1</txt>
26      <feedback>Yes!</feedback>
    </optiona>
    <optionb>
        <txt>-1</txt>
        <feedback>Wrong! Try again.</feedback>
    </optionb>
    <optionc>
        <txt>0</txt>
        <feedback>Nope. Thing BIG, and try
again.</feedback>
    </optionc>
    <optiond>
        <txt>1/2</txt>
        <feedback>Sorry. Try again.</feedback>
    </optiond>
    <optione>
        <txt>0.25</txt>
        <feedback>No, a bigger number is out
there! Try again!</feedback>
    </optione>
    <optionf>
        <txt>75%</txt>
        <feedback>This percentage can also be
written 0.75. Try again!</feedback>
    </optionf>
</question>
```

Notes & visual

23. Indicates a multiple-choice question with up to six answer choices and short feedback.

XML

```
<question id="04">
    <? "q" is the question text. For each
option (a-f), specify two things. First, the option
text (txt). Second, the feedback (feedback) that
will be displayed when that option is chosen. ?>
27  <type>choose</type>
28  <q>True or false: Barak Obama is the
president of the United States.</q>
    <optiona>
29      <txt>True</txt>
30      <feedback>Right!</feedback>
    </optiona>
    <optionb>
        <txt>False</txt>
        <feedback>Wrong! He has been the
president since January 2009.</feedback>
    </optionb>
    <optionc>
        <txt></txt>
        <feedback></feedback>
    </optionc>
    <optiond>
        <txt></txt>
        <feedback></feedback>
    </optiond>
    <optione>
        <txt></txt>
        <feedback></feedback>
    </optione>
    <optionf>
        <txt></txt>
        <feedback></feedback>
    </optionf>
</question>
```

Notes & visual

27. Indicates a multiple-choice question with up to six answer choices and short feedback. This example illustrates how to use it as a true-or-false question.

XML

```
<question id="05">
    <? "q" is the question text. For each
option (a-f), specify two things. First, the option
text (txt). Second, the correctness of the option
(answer). If the option is correct, specify
"right"; if it is incorrect, specify "wrong". You
can specify as many right or wrong as you like. ?>
31  <type>multiselect</type>
32  <q>Which of the following are colors?
Choose them all, then click "Check."</q>
    <optiona>
33      <txt>Seven</txt>
34      <answer>wrong</answer>
    </optiona>
    <optionb>
        <txt>Pink</txt>
        <answer>right</answer>
    </optionb>
    <optionc>
        <txt>Teachers</txt>
        <answer>wrong</answer>
    </optionc>
    <optiond>
        <txt>California</txt>
        <answer>wrong</answer>
    </optiond>
    <optione>
        <txt>Betsy</txt>
        <answer>wrong</answer>
    </optione>
    <optionf>
        <txt>Yellow</txt>
        <answer>right</antswer>
    </optionf>
    <? The "right" feedback will display if the
user choose all of the correct answers (and none of
the incorrect answers). Otherwise, the "wrong"
feedback will display. ?>
    <feedback>
35      <right>That's right! You know your
colors very well.</right>
36      <wrong>Sorry. Try to pick all of the
colors, and only the colors!</wrong>
    </feedback>
</question>
```

Notes & visual

31. Indicates a multiple-choice question for which the user can choose multiple answers.
34. Indicates that this is not a correct answer choice. Use `right` to indicate a correct answer choice. Use `wrong` to indicate an incorrect answer choice. **Also use `wrong` to indicate a missing answer choice.** For example, if you have only five possible answers (a-e), the answer text for the sixth one (f) should be blank, but the answer should be `wrong`.
35. Feedback displayed if the user chooses all of the correct answers and does not choose any of the incorrect answers.
36. Feedback displayed if the user does not choose all of the correct answer or if the user chooses any incorrect answers.

Changing other quiz options

You can change many other parts of your quiz in addition to the questions: text, images, and colors. The part of quiz.xml that follows the quiz questions controls these options, starting with `<firstpage>`.

To change the colors using quiz.xml, you need to use
`0x`
(that's a zero, not the letter “O”), followed by the hex code (i.e., hex code) for the color you want. For example, the hex code for white is
`FFFFFF`
To use this color in quiz.xml, you need to write
`0xFFFFFF`

A good place to find the hex codes for colors is Color Schemer Online v2.

The following pages illustrate how to change the text, images, and colors. The numbers in green on the left side of each page (XML) correspond to the numbers in green on the right side (Notes & visual).

```
        <feedback>
            <right>That's right! You know your colors very well.</right>
            <wrong>Sorry. Try to pick all of the colors, and only the colors!</wrong>
        </feedback>
    </question>

    <firstpage>
        <? The image should be 526 pixels wide by 40 pixels high. If you don't specify an image,
nothing will appear. ?>
        <img>header.jpg</img>
        <title>Demonstration Quiz</title>
        <intro>This quiz demonstrates the types of questions that you can create using the Flash
Quiz Maker. You can easily change the content and the colors without using Flash! The 6 question
types are drag and drop (dragdrop), short answer (text), multiple choice with up to four long
answer choices (multichoice), multiple choice with up to six short answer choices (choose), true
or false (choose), and multiple selections (multiselect). Each answer choice gives unique
feedback, so try as many as you like! Click the &#8227; button below to start.</intro>
    </firstpage>

    <navigation>
        <first>Go to the first question.</first>
        <goon>Go to the next question.</goon>
        <last>This is the last question.</last>
        <previous>Go back.</previous>
    </navigation>

    <check>
        <? "txt" is the text that will appear on the check button in the short-answer and
multiple-selection question types. Use 0x followed by the hex color code for the colors (without
the #). For example, "0xFFFFFF" is white. ?>
        <txt>Check</txt>
        <txtcolor>0xFFFFFF</txtcolor>
        <backgroundcolor>0x0000CC</backgroundcolor>
        <bordercolor>0x0000CC</bordercolor>
    </check>

    <colors>

        <? Use 0x followed by the hex color code for your colors (without the #). "title" and
"intro" appear on the first page only. "bdrcolor" specifies the color of the border around every
page. "backgroundcolor" specifies the background color of every page. ?>
        <title>0xF20001</title>
        <intro>0x666666</intro>
        <bdrcolor>0xF20001</bdrcolor>
        <backgroundcolor>0xFFFFFF</backgroundcolor>

        <? "questiontext" and "feedbacktext" appear on every page except the first. ?>
```

XML

```
<firstpage>
    <? The image should be 526 pixels wide by 40
pixels high. If you don't specify an image, nothing
will appear. ?>
37  <img>header.jpg</img>
38  <title>Demonstration Quiz</title>
39  <intro>This quiz demonstrates the types of
questions that you can create using the Flash Quiz
Maker. You can easily change the content and the
colors without using Flash! The 6 question types are
drag and drop (dragdrop), short answer (text),
multiple choice with up to four long answer choices
(multichoice), multiple choice with up to six short
answer choices (choose), true or false (choose), and
multiple selections (multiselect). Each answer choice
gives unique feedback, so try as many as you like!
Click the &#8227; button below to start.</intro>
</firstpage>

<navigation>
40  <first>Go to the first question.</first>
41  <goon>Go to the next question.</goon>
42  <last>This is the last question.</last>
43  <previous>Go back.</previous>
</navigation>
```

Notes & visual

37. This must be an image file.

XML

```
<check>
    <? "txt" is the text that will appear on the check button in the short-answer and multiple-selection question types. Use 0x followed by the hex color code for the colors (without the #). For example, "0xFFFFFF" is white. ?>
44  <txt>Check</txt>
45  <txtcolor>0xFFFFFF</txtcolor>
46  <backgroundcolor>0x0000CC</backgroundcolor>
47  <bordercolor>0x0000CC</bordercolor>
</check>
```

Notes & visual

44. Text on button.
45. Color of text on button.
46. Color of button background.
47. Color of border around button. (In this case, it is the same blue color as the background.)

XML

```
<colors>

<? Use 0x followed by the hex color code for your colors (without the #). "title" and "intro" appear on the first page only. "bdrcolor" specifies the color of the border around every page. "backgroundcolor" specifies the background color of every page. ?>
48 <title>0xF20001</title>
49 <intro>0x666666</intro>
50 <bdrcolor>0xF20001</bdrcolor>
51 <backgroundcolor>0xFFFFFF</backgroundcolor>

<? "questiontext" and "feedbacktext" appear on every page except the first. ?>
52 <questiontext>0x000000</questiontext>
53 <feedbacktext>0x0000CC</feedbacktext>

<? The following will be shown on every page that has answer ("option") choices. ?>
54 <optiontext>0x000000</optiontext>
55 <optionborder>0x0000CC</optionborder>
56 <optionbackground>0xFFFFFF</optionbackground>

<? The following is used only in the short-answer (text) questions. ?>
57 <answertext>0xF20001</answertext>
58 <answerborder>0x000000</answerborder>
59 <answerbackground>0xFFFFFF</answerbackground>

<? The following are only used in the drag-and-drop questions. ?>
60 <targettext>0x666666</targettext>
61 <targetborder>0x666666</targetborder>
62 <targetbackground>0xE0E0E0</targetbackground>

<? The following are the colors for the TEXT next to the navigation graphics. ?>
63 <nexttextcolor>0xF20001</nexttextcolor>
64 <prevtextcolor>0xF20001</prevtextcolor>

<? The following are the colors for the navigation graphics. ?>
65 <nextcolor>0x0000CC</nextcolor>
66 <prevcolor>0x0000CC</prevcolor>
67 <stopcolor>0x666666</stopcolor>
</colors>
```

Notes & visual

48-67. Colors, not text or graphics.
50. Border color. In this case, red.
51. Background color. In this case, white.

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