

# ELAB V5.0 USER MANUAL

www.elearningapplicationbuilder.com



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## DEFINING ELAB

**eLab**, an acronym for **eLearning Application Builder**, is a tool that enables the rapid integration, updating and deployment of eLearning content.

It has two main components:

- The **eLab Editor** which enables the designer to build learning activities based on a set of templates
- The **eLab Player** which calls the content from the files generated by the eLab Editor and presents it in a dynamic fashion

## IDENTIFYING ELAB'S MINIMUM OPERATING SPECIFICATIONS

**eLab Course Player** operate on:

- the following operating systems:
  - Windows XP and up to and including Windows Vista and Windows 7
  - Mac OS X and higher
- the following browsers:
  - Internet Explorer (v.7 and later)
  - Firefox (v. 4.0 and later)
  - Safari (v. 2.0 and later) browsers
- an Internet connection as slow as 56K

Eruditio **eLab Course Editor** will operate on:

- the following operating systems:
  - Windows XP, Vista and Windows 7
  - Mac OS X and higher

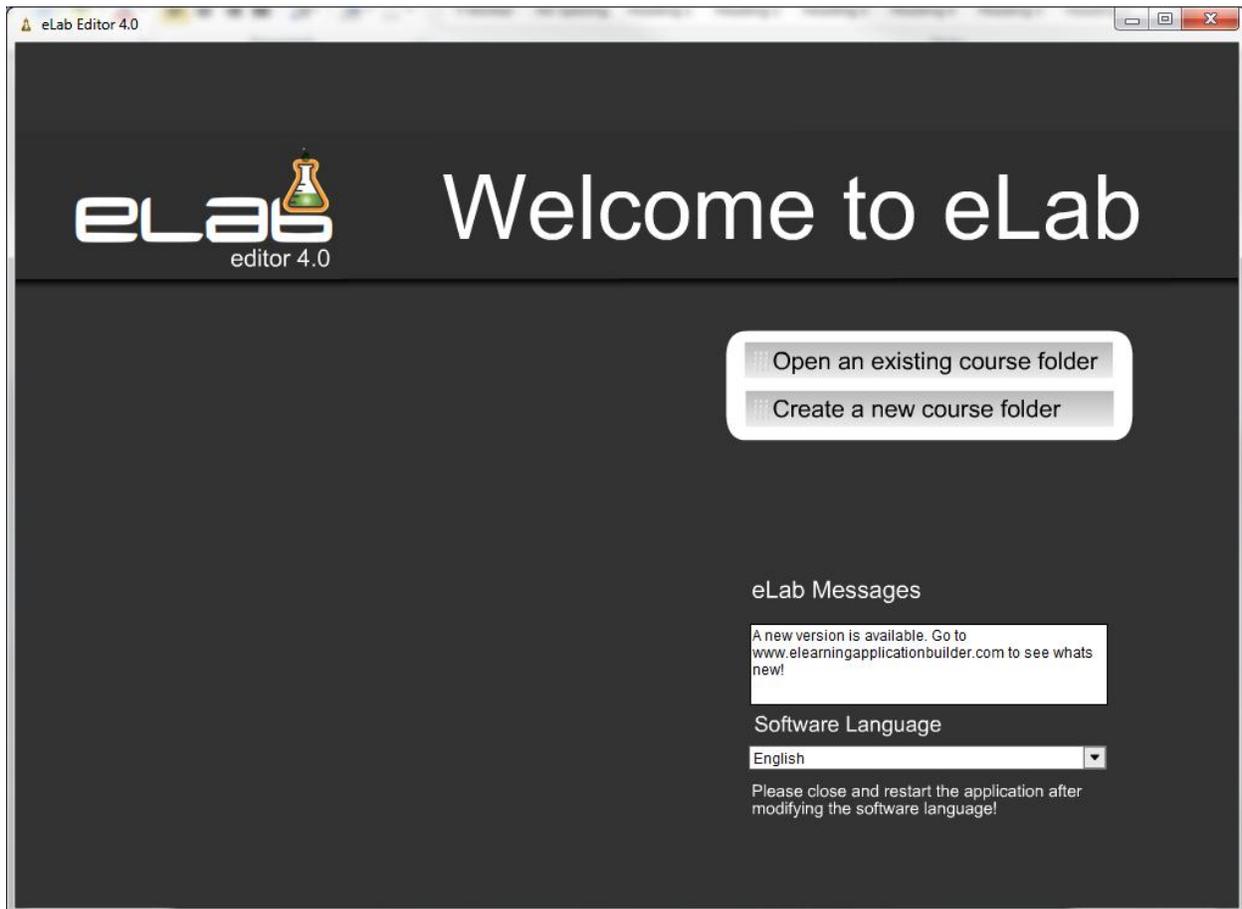
In addition, the end-user or learner will also need the following:

- 512 MB RAM (For the course player)
- 1 GB RAM or more (For the course editor)
- At least 100 MB of free hard disk space
- 1024 x 768 resolution VGA monitor and 32-bit high definition
- 16-bit sound card
- Speakers or head-set (if using narration)
- Flash Player v.9 minimum (free to download)



## IDENTIFYING THE FUNCTION OF THE ELAB EDITOR

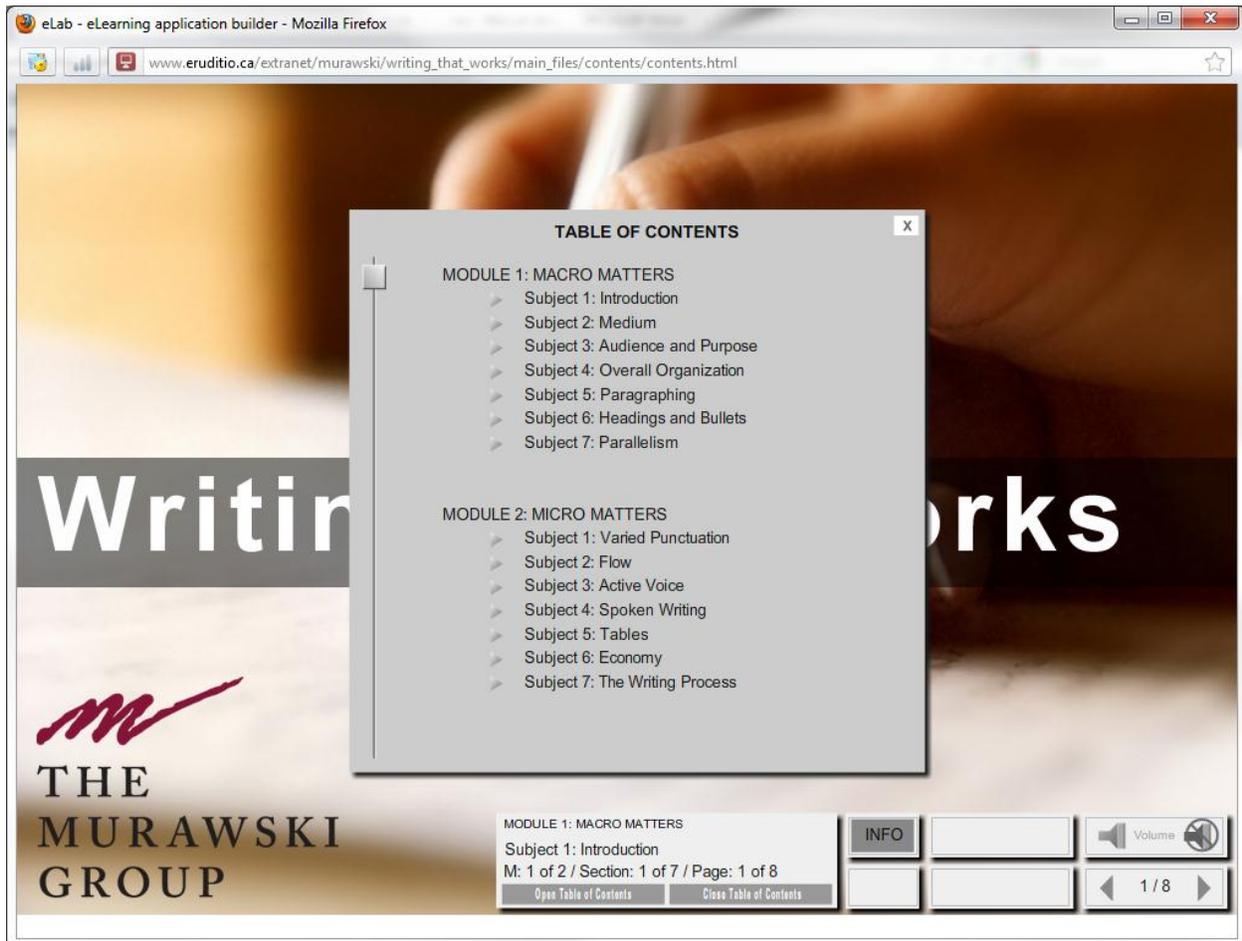
The **eLab Editor** is a standalone desktop authoring application that enables the rapid integration of course content into pre-defined learning activities or Learning Objects. The **eLab Editor** permits the designer to determine the course structure, integrate the content, determine which media elements will appear, set quiz and interactivity parameters. Once the course is built, the **eLab Editor** generates an XML file and a CSS file that interacts with the **eLab Player**.



Before learning how to use the eLab Editor, you will get an overview of the other components of eLab as well as how it works.

## IDENTIFYING THE FUNCTION OF THE ELAB PLAYER

The **eLab Player** is a light-weight (100K) and unique Adobe Flash SWF movie that is composed of a series of intelligent, interchangeable and reusable template pages that manages the output presentation. This Flash movie can be modified, re-ordered at will and populated by content structured in the XML file it calls.



In addition, Cascading Style Sheets (CSS) technology is leveraged to format the data, so that every aspect of the final output can be controlled from the outside. With this approach, the instructional designer need only update the XML document to change any aspect of the content displayed in the Flash SWF movie.



## BUILDING A COURSE WITH THE ELAB EDITOR

### LOGING IN

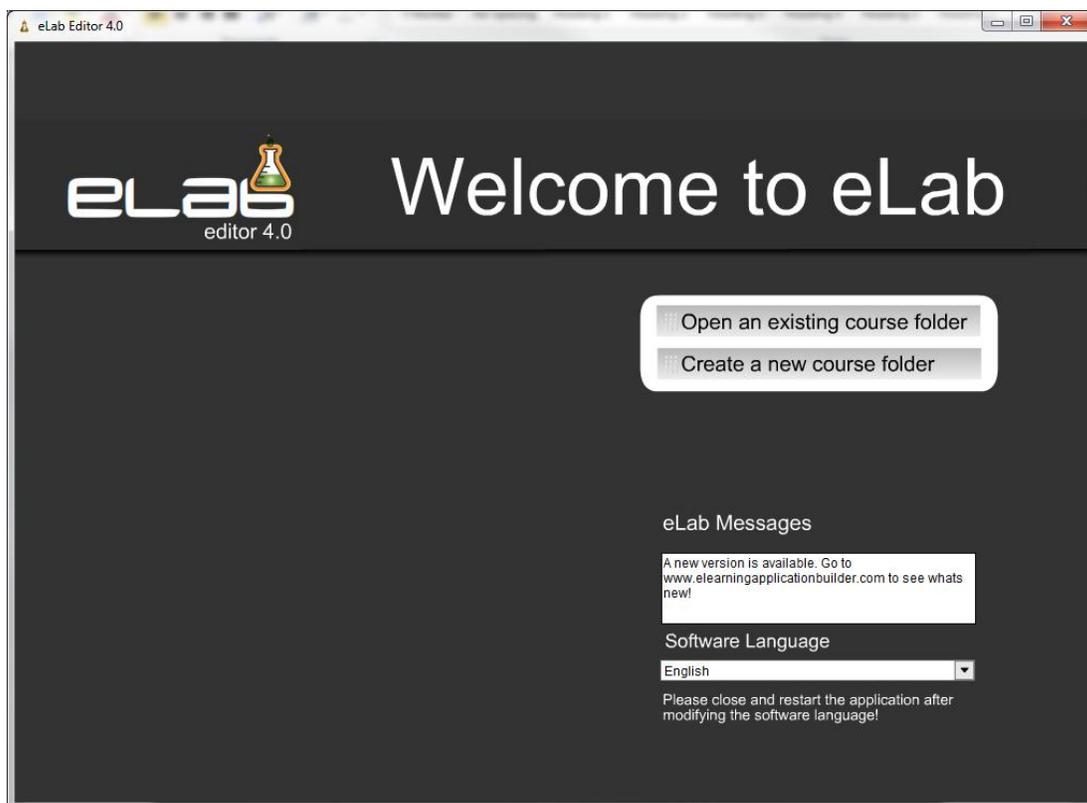
Before downloading the demo or full version, you have created a user account. If you haven't, you will get a chance to do so when you first start eLab. The following screen will be shown every time you start your software. Type the same username and password as the one you have used when creating your account and then hit enter or submit. If you don't have an account, click on the register button and it will get you to the registration page.



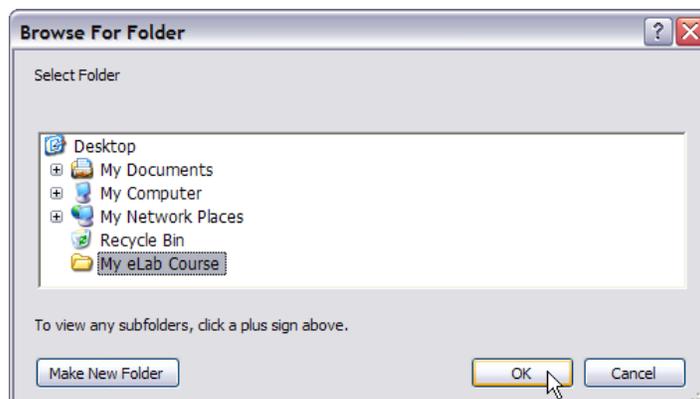
### CREATING A NEW COURSE FOLDER

Before going any further, let me explain the eLab Messages window and the Software Language option. The eLab Messages filed let you know if there is a new update available and if so downloads it for you to your desktop. The Software Language option allows you to switch the language used for the user interface of the eLab editor. So if your first language is French for example, you can use the software in your own language.

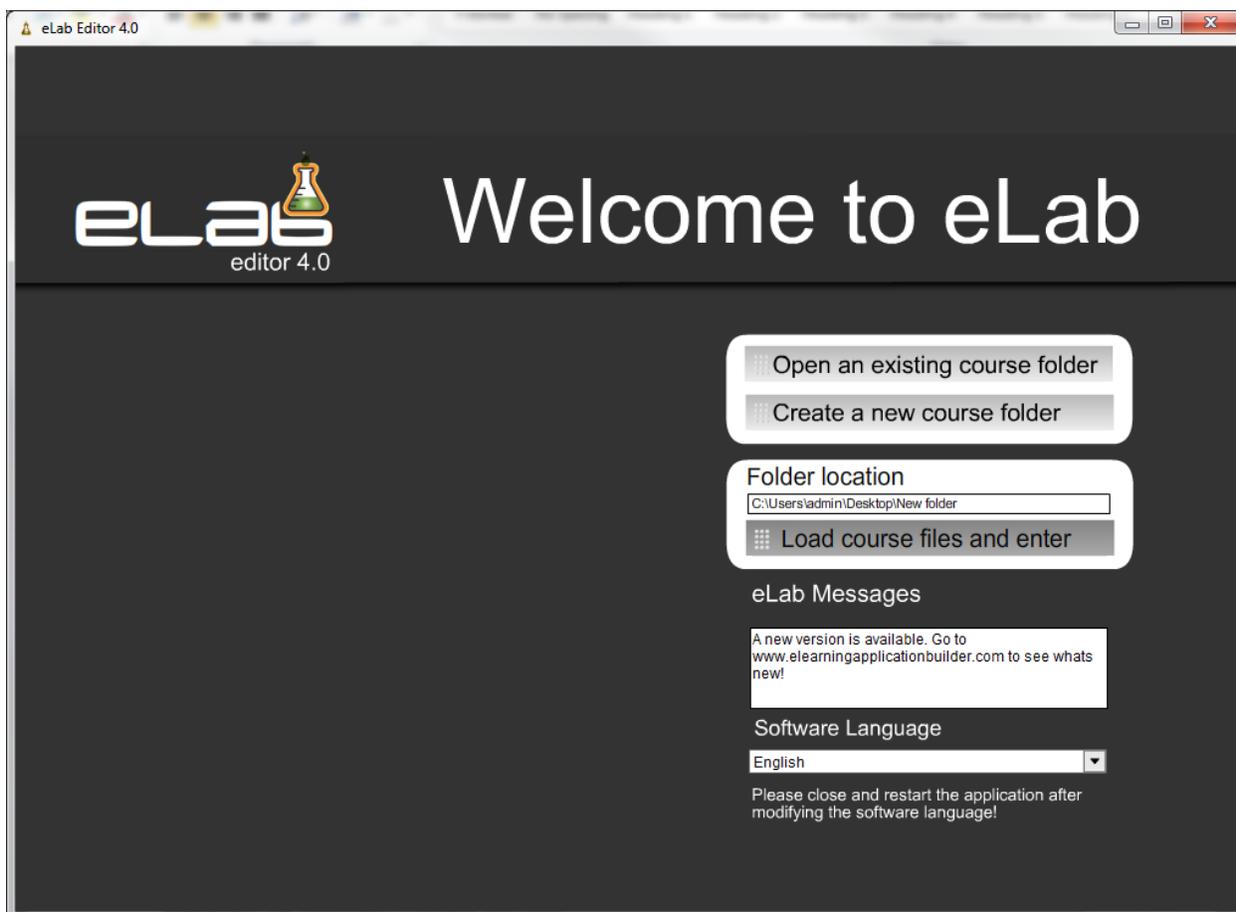
Clicking on **Create a new course folder** will prompt the eLab Builder to create a new structure. You must make a **New Folder** to allow eLab Builder to create a new structure for you.



Once you have given a name to your **New Folder**, click the **OK** button and your folder will be given new course files to begin your design.

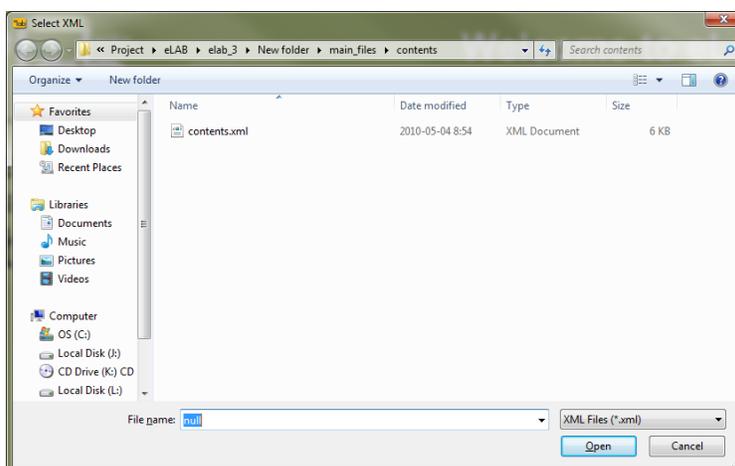


A message will prompt to load the course files and enter the eLab Editor. Click on it to **Load course files and enter eLab** to begin creating your course.



## OPENING AN EXISTING COURSE FOLDER

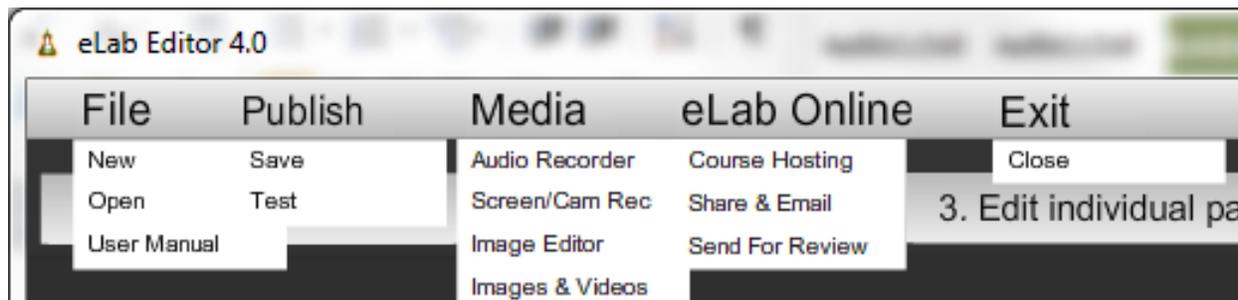
Clicking on **Open an existing course folder** will prompt the eLab Builder to search for an existing folder. Note that the contents of the last course folder you accessed with the eLab Builder will be displayed. If you would like to continue working on this course, simply click the **contents.xml** file displayed in the Windows Navigator pop-up window and then click on **Open**. If not, then search for the course you would like to work on using the Windows Navigator pop-up window.



The same message as in the case of a new course will prompt to load the course files and enter the eLab Editor. Click on it to **Load course files and enter eLab** to begin creating your course.

## EXPLORING THE ELAB MENUS

Once you have loaded the course files, you will be taken to the design environment, the heart of the eLab Editor. At the top, you will discover 5 very simple menus.



### FILE

You can alternatively create a **New** course or **Open** an existing course via this menu. If you select one of these options while you have another eLab project open, it will close the current project to open the new one.

To open an existing eLab project, you must locate the folder in which your course is and select **...\main\_files\contents\contents.xml**.

You can also access the user manual from here.

### PUBLISH

It is a wise practice to **Save** a course regularly in order to ensure you do not lose data. When you **Save & test**, your default browser will open allowing you to see your course in the eLab Player.

### MEDIA

This new menu allows you to access online media tools to facilitate image manipulation, screen captures and much more. It also give you direct access to one of the best media library in the world.

### ELAB ONLINE

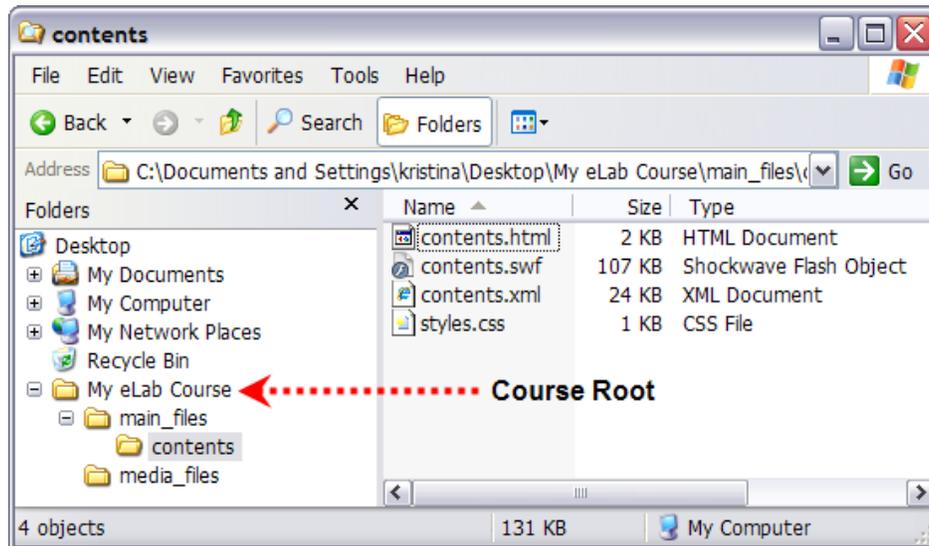
eLab online is the new CLOUD service for eLab. It allows you to host new courses, review them, share them and sell them directly online. Visit the menu items to learn more about each individual option.

### EXIT

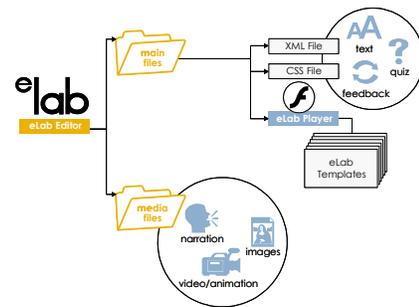
If you do not save before you **Close eLab**, your changes will not be saved. This however can come in handy if you make a large error: you'll be able to revert to your previously saved version.

## RECOGNIZING THE ELAB FILE AND FOLDER STRUCTURE

Once you've **saved** a new eLab project, this is how it should look in your Windows Explorer.



When editing a new document, never edit the original but rather always edit a copy so that if you make an error, you can go back to an original version and you can compare the results of different versions. If at any point you wish to copy a course, you need to create a copy of all files from the **Course Root** and keep the contained files intact. Any changes in the file structure will render the course inoperable.



## SAVING ARCHIVED VERSIONS WHILE ENSURING THE INTEGRITY OF PRINCIPLE FILE NAMES

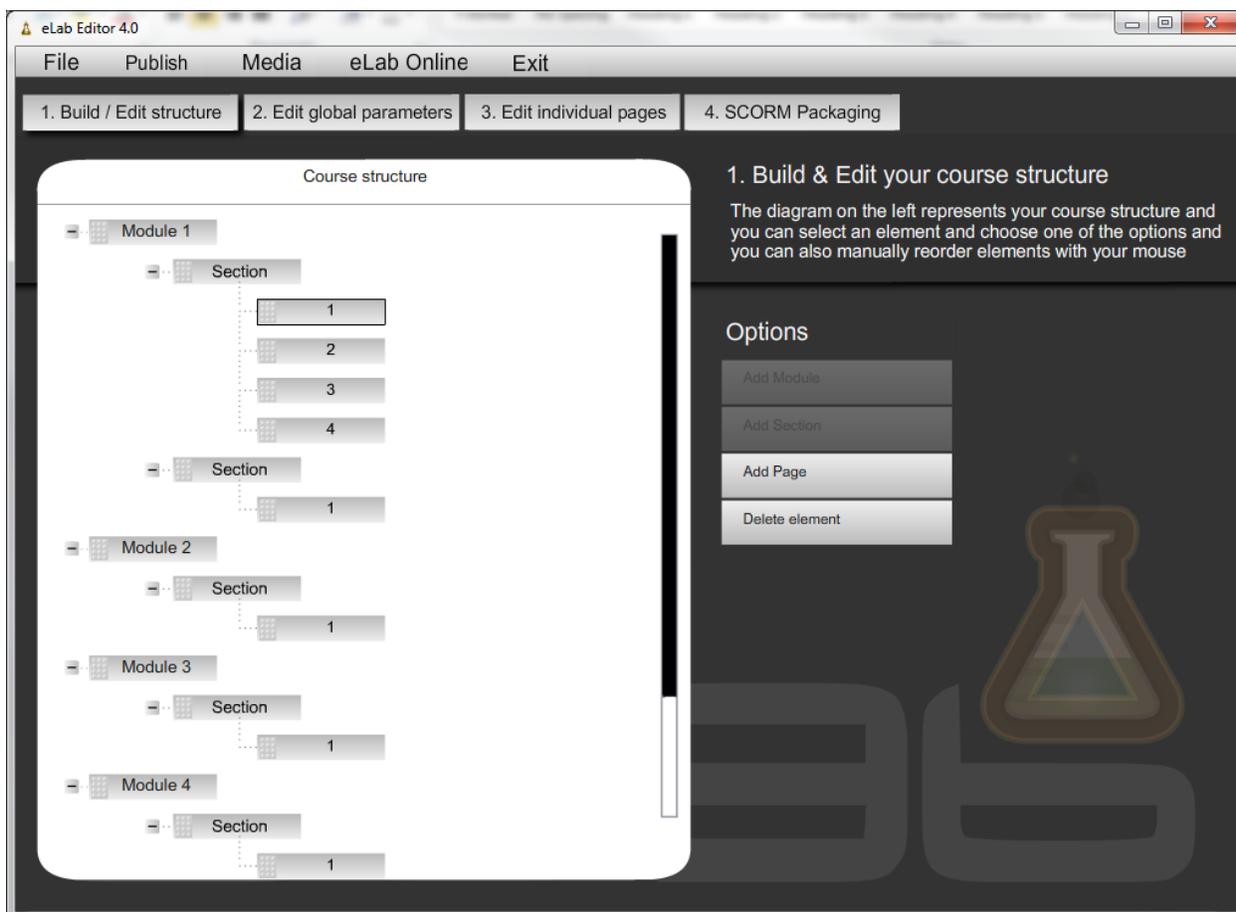
If you rename the **content.xml** file, on any file in the **main\_files** folder, your course will not function properly. The best practice if you wish to archive a version of your course is to create a copy of your content.xml file and rename it such as **content\_080503\_1.xml**. This will give you a snapshot of the course at that moment, however, you continue building on **content.xml**.



## SETTING PARAMETERS IN THE BUILD / EDIT STRUCTURE PANEL

The build/edit structure panel of the eLab Editor is where you start designing your course. You begin by adding **modules**, then **sections** and then **pages** according to your planned course structure. Then, you can assign a name to your modules and sections for easy reference.

When you are done, you will have a bird's eye view of what your course will look like. You can also expand or collapse the tree structure to manage your view. At this time, you can reorder elements.



**Note:** Although, you might be able to create several modules, eLab does not support creating more than 9 modules per course. If you need more, simply create course part A and part B.

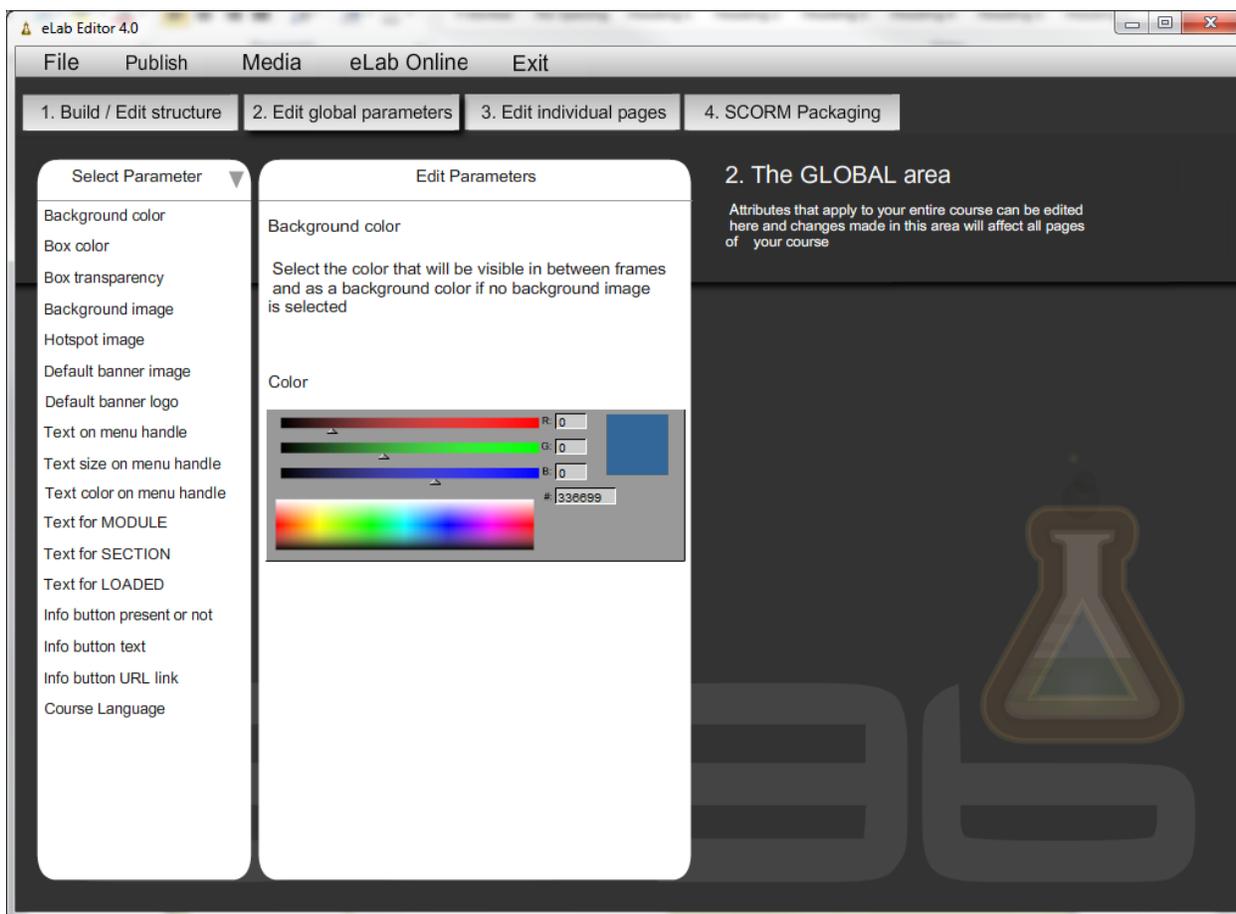
It is important to give your Modules and Sections titles in the Build/Edit tree structure so that you might later generate a table of contents.

## EDITING GLOBAL PARAMETERS

The edit global parameters panel of the eLab Editor is where you set the:

- General variables
- Stylesheet variables
- Quiz variables
- Certificate information

You'll see these 4 parameter panels in detail in the following pages.



## SETTING GENERAL VARIABLES

You can select the background color and image, box color and transparency as well as default hotspot, banners and logos for the entire course. This comes in handy for repurposing or rebranding content.

You can also set the size, color as well as edit the individual default labels for the entire course. This comes in handy when you want to translate a course.

This is also where you configure the info button's on/off settings as well as the URL to the linked resource or help document.

## THE INFO BUTTON

Also note that the info button only works when you are testing your course “live”.



You may use the external file button in 2 ways, to link user to:

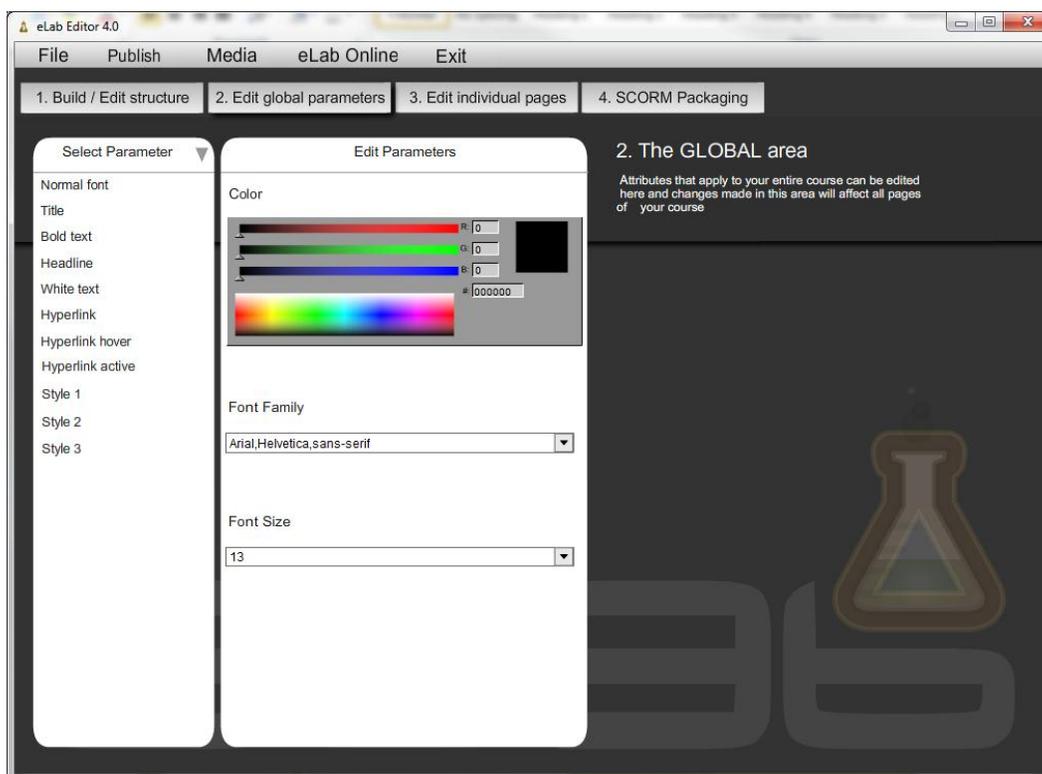
- A hyperlink – note that the external file info button only works when the course is “live”.
- A document – when the document is placed within the main files, you can access it at any time.

## TABLE OF CONTENTS

In version 4.0, the Table of contents is automatically generated. Remember that your table of contents names will be taken from the titles you assign in the Build/Edit tree structure.

## SETTING STYLESHEET VARIABLES

Another set of parameters make up the **Stylesheet variables**. In this section, you can attribute the font family, color, size and emphasis for the course fonts. In all instances, suggested default values are set. The stylesheet editor simply gives you greater flexibility to customize the look and feel of your course.



Note that there are 3 states for the Hyperlink

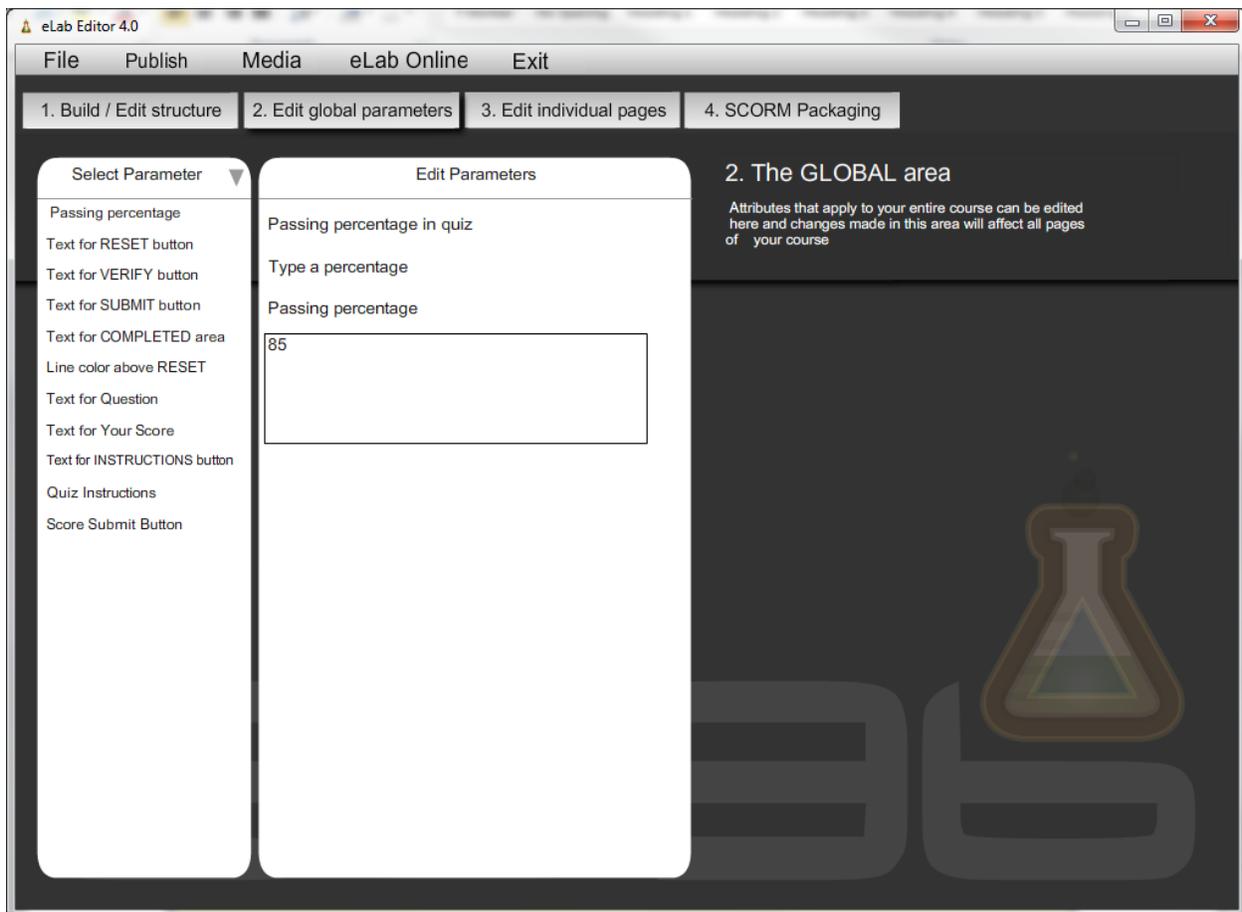
A:link – the color of the hyperlink as it is displayed to the user

A:hover – the color of the hyperlink when the user hovers their mouse cursor over it

A:active – the color of the hyperlink when the user clicks on it

## SETTING QUIZ VARIABLES

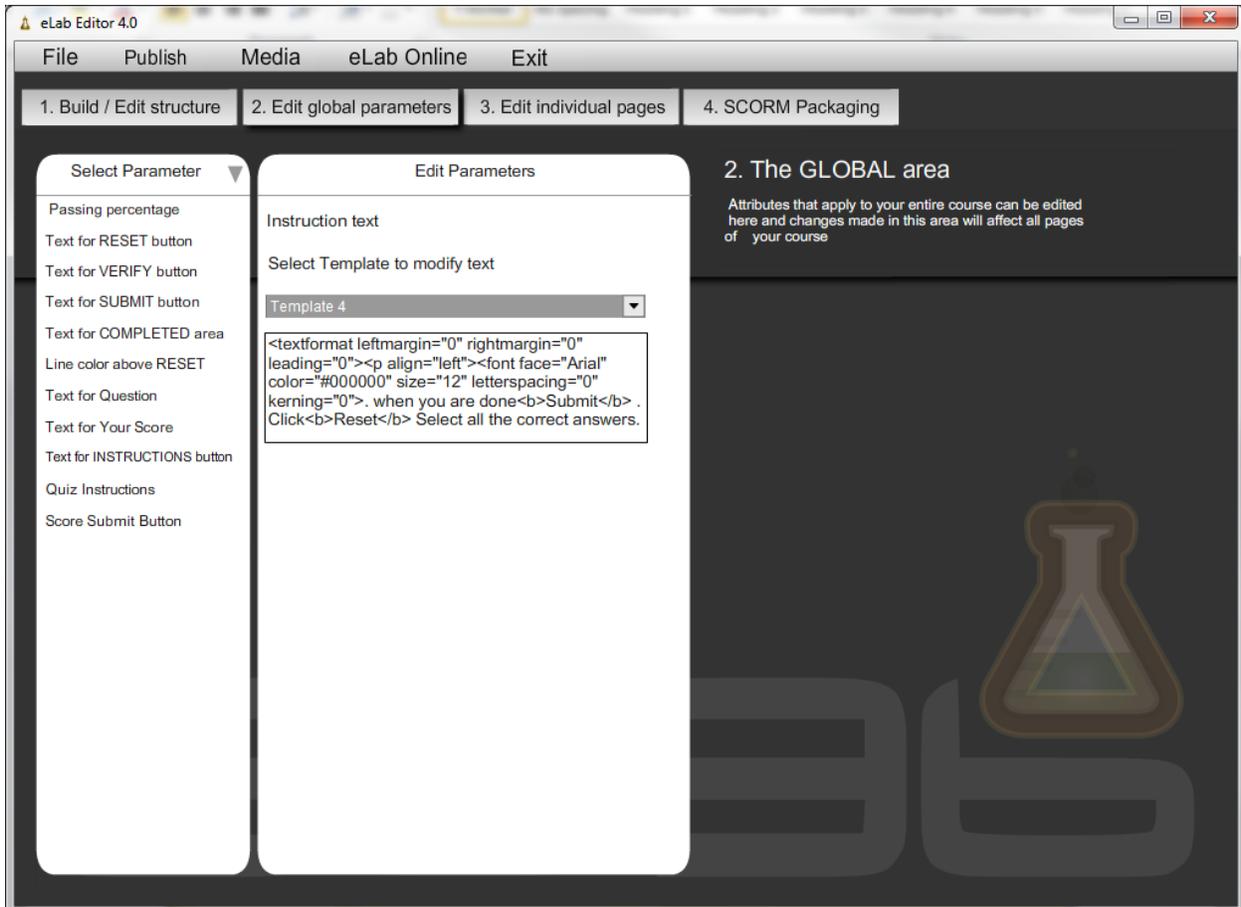
The following set of parameters make up the **Quiz variables**. Here you indicate the total number of questions, maximum and passing score. You can also change the default text on all buttons and graphical elements associated to the quizzes.



***\* Please note that the Total number of questions and Maximum score are both gone in version 4.0 as the software is now handling this task for you.***

## ASSIGNING INSTRUCTIONS TO QUIZZES

In order to save space on each screen, a text instruction section has been added so that generic instructions for each section can be added. These are global instructions to be associated to each template. You cannot make a page specific instruction.

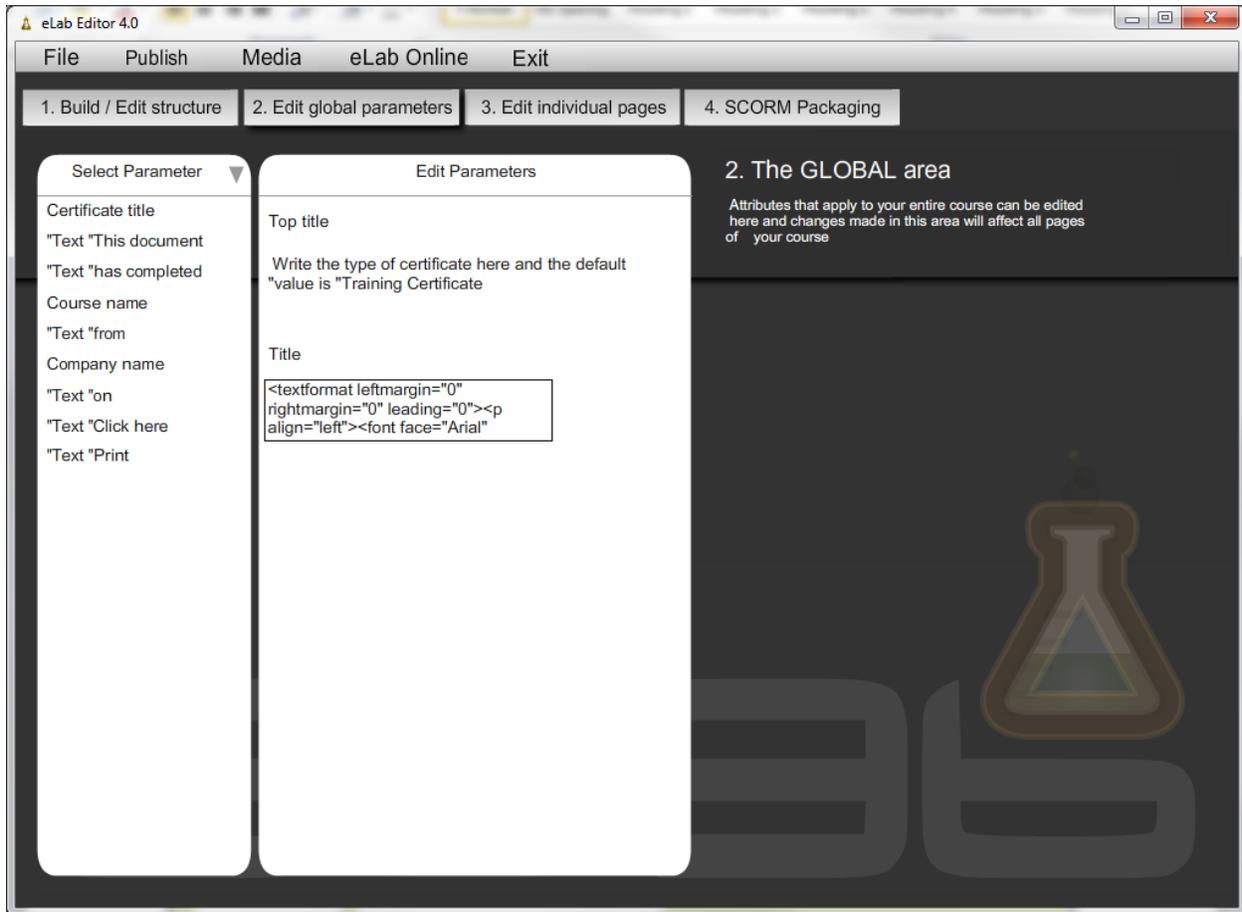


The instructions will appear in a retractable box in the bottom left of the eLab Player interface.



## CONFIGURING CERTIFICATE INFORMATION

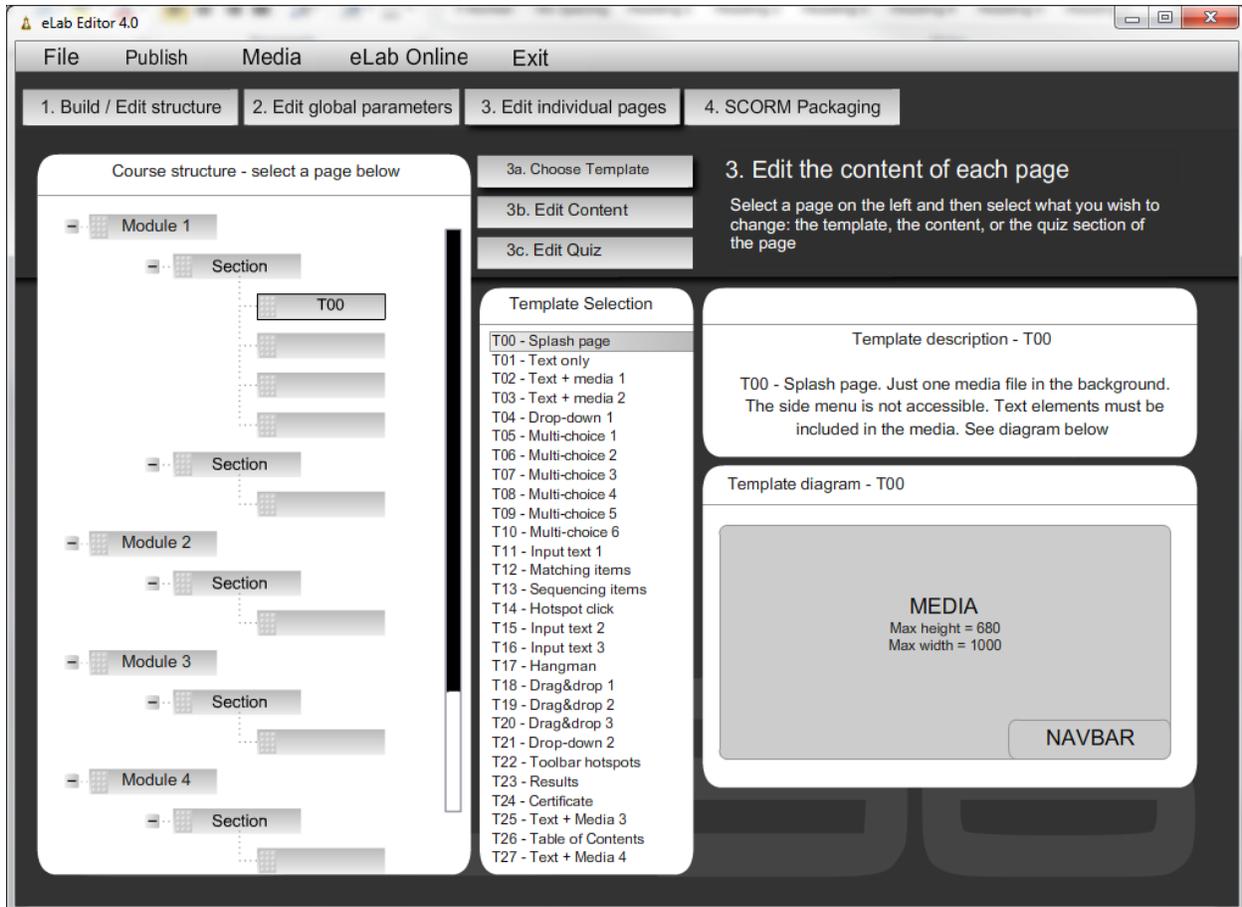
Finally, eLab offers a built-in Certificate template. If you choose to use this template, all the variables to configure the certificate are found in the **Certificate information** parameters.



**\* Note that the certificate information appears on Template 24 – Certificate.**

## EDITING INDIVIDUAL PAGES

The edit individual pages panel of the eLab Editor is where you assign templates for each individual page. Once you've chosen your template for a particular page, notice how a template layout diagram appears with a brief template description.



In the following pages, you will see how to configure each template individually.

The next step involves adding content and setting the media parameters. The panel enables you to indicate which media will be present and whether or not you've chosen to display an alternate banner or background.

For templates that contain quizzes, indicating choices and entering feedback is as easy as 1-2-3! The eLab Player which you are using at the moment is already pre-programmed with rich interactive templates that simply await your input!

## CHOOSING A TEMPLATE

**T00** - Splash page

**T01** - Text only

**T02** - Text on top, media on bottom

**T03** - Text on left, media on right

**T04** - Fill-in the blanks with 5 choices

**T05** - Multiple choice with 2 or 3 choices and media

**T06** - Multiple choice with 2 choices

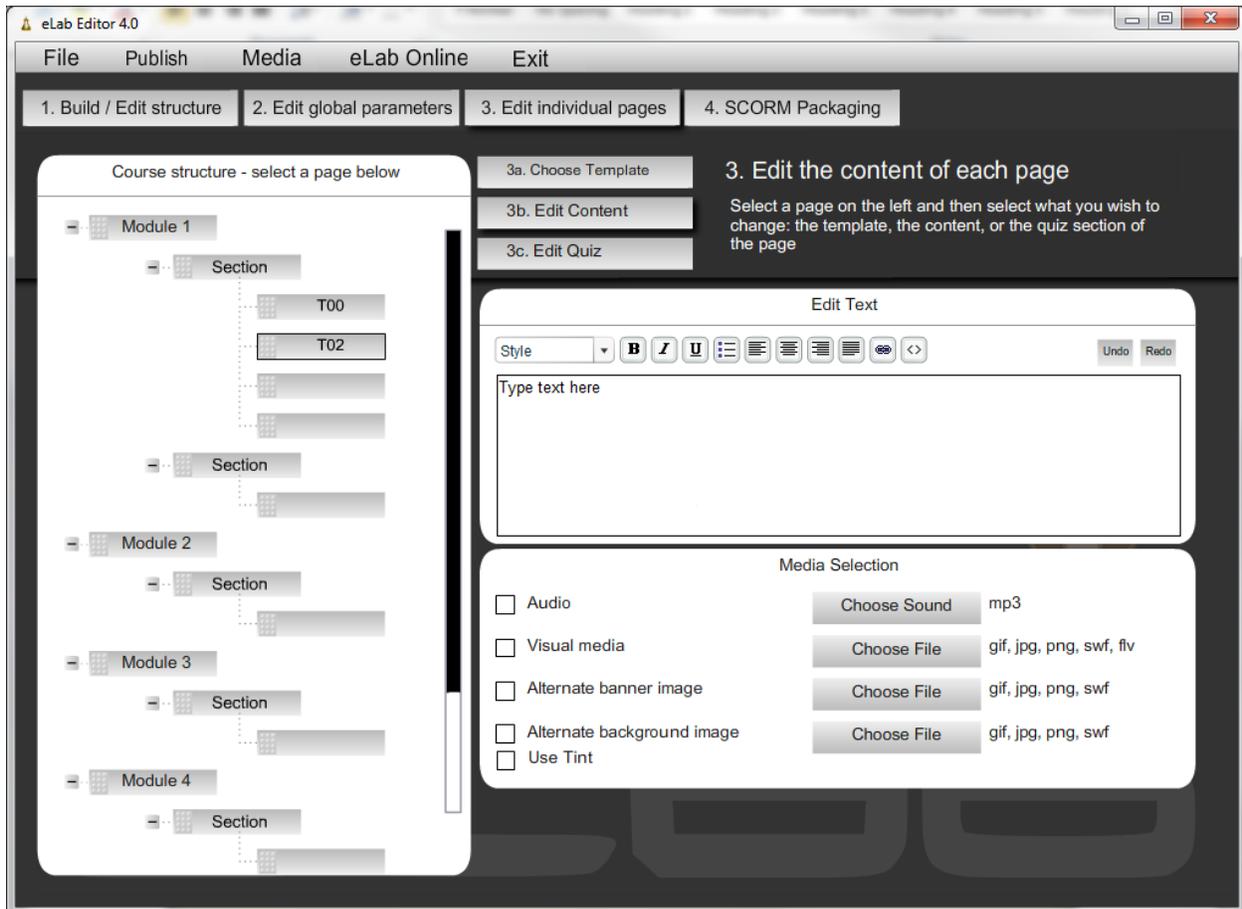
**T07** - Multiple choice, 2 questions with 2 choices each

- T08 - Multiple choice with 3 choices and media
- T09 - Multiple choice with 4 choices and media
- T10 - Multiple choice with 4 choices
- T11 - Input text with 4 boxes
- T12 - Matching with 3 choices
- T13 - Sequencing with 5 choices
- T14 - Hotspot click with hotspot
- T15 - Input text with hotspot
- T16 - Input text with hotspot and image feedback
- T17 - Hangman activity with hotspot
- T18 - Drag and drop 2 columns with 4 objects
- T19 - Drag and drop in oval with 5 objects
- T20 - Drag and drop on hotspot with 9 choices
- T21 - Drop down selection
- T22 - Toolbar with 1 to12 hotspots
- T23 - Results
- T24 - Certificate
- T25 - Text on the left, 640 x 480 media on the right (ideal for videos)
- T26 - Table of contents
- T27 - Text on the right, 640 x 480 media on the right (ideal for videos)

## EDITING CONTENT

### EDITING TEXT

Each eLab template has a main **Text Edition** box in the main **Edit Content** panel of each template with the exception of **Template 00- Splash page** and **Template 24 – Certificate**.



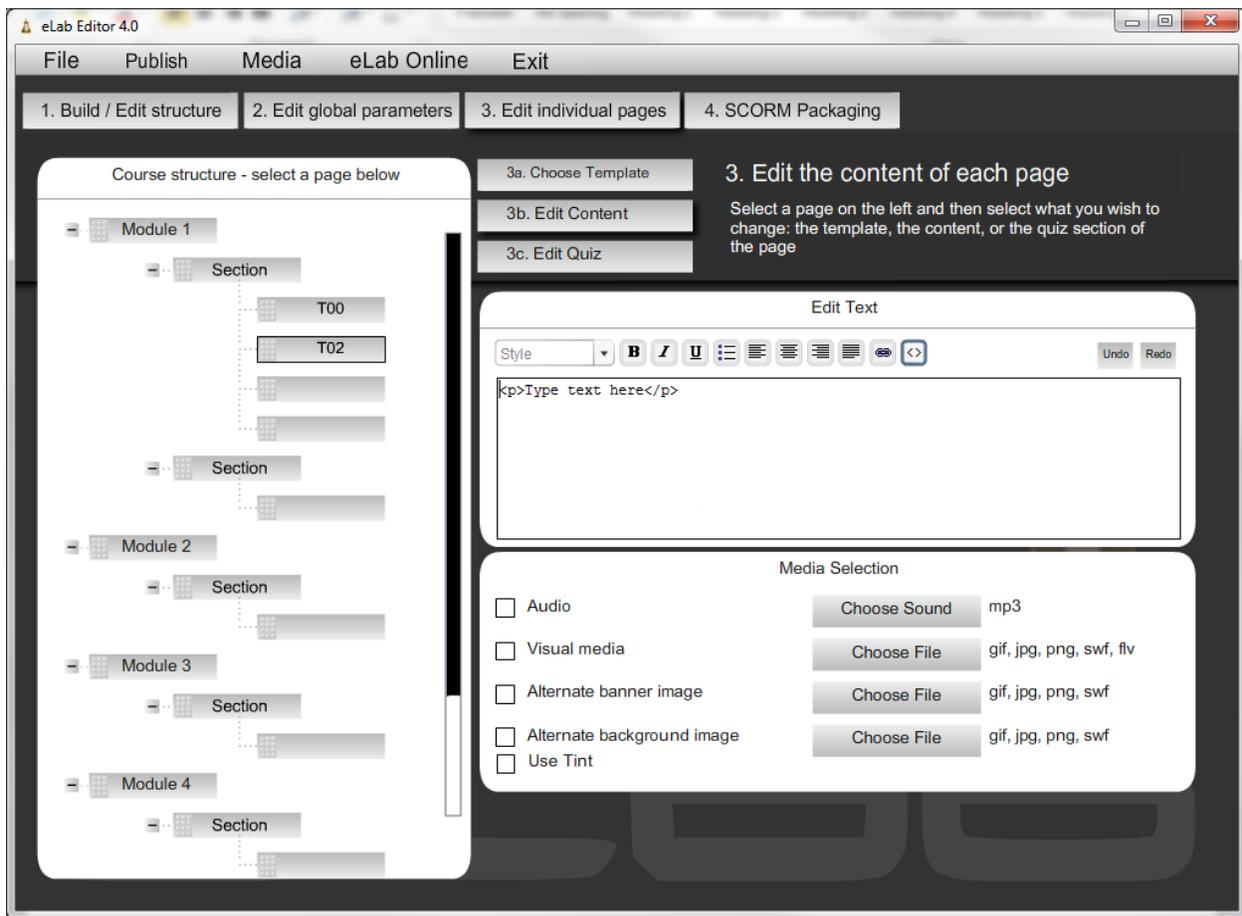
The editor will display your stylesheet settings as you have configured them. You must save your course in order for new stylesheet settings to appear. Note that if you select white text, you may have difficulty viewing the text in the editor as it will show up white on white.

The editor has limited undo/redo functions. They only work when you stay on a specific page. When you change pages, you lose the undo/redo possibilities. Note that if for any reason you undo and all your text disappears, simply click redo and your text will reappear.

You may paste text from Word or any other source into the text editor. You may use either right-click, then Paste or use the Ctrl+V function to paste the text.

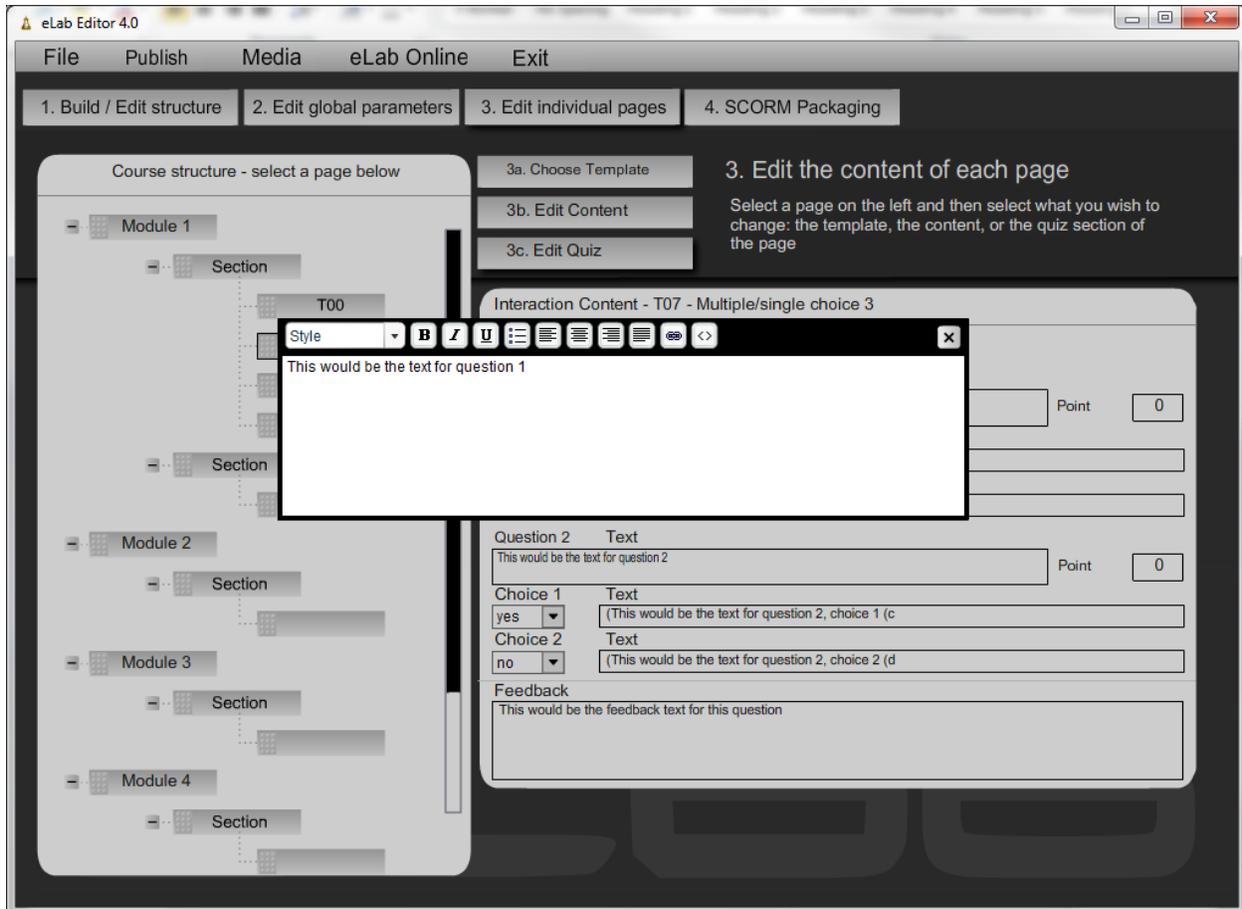
When applying a bullet point, you must either select the entire line or place your cursor in the middle of the line before clicking on the bullet icon. However, if you carriage return after a bullet, you will continue your list.

If you wish to edit the HTML text, simply click the toggle to an HTML view button.



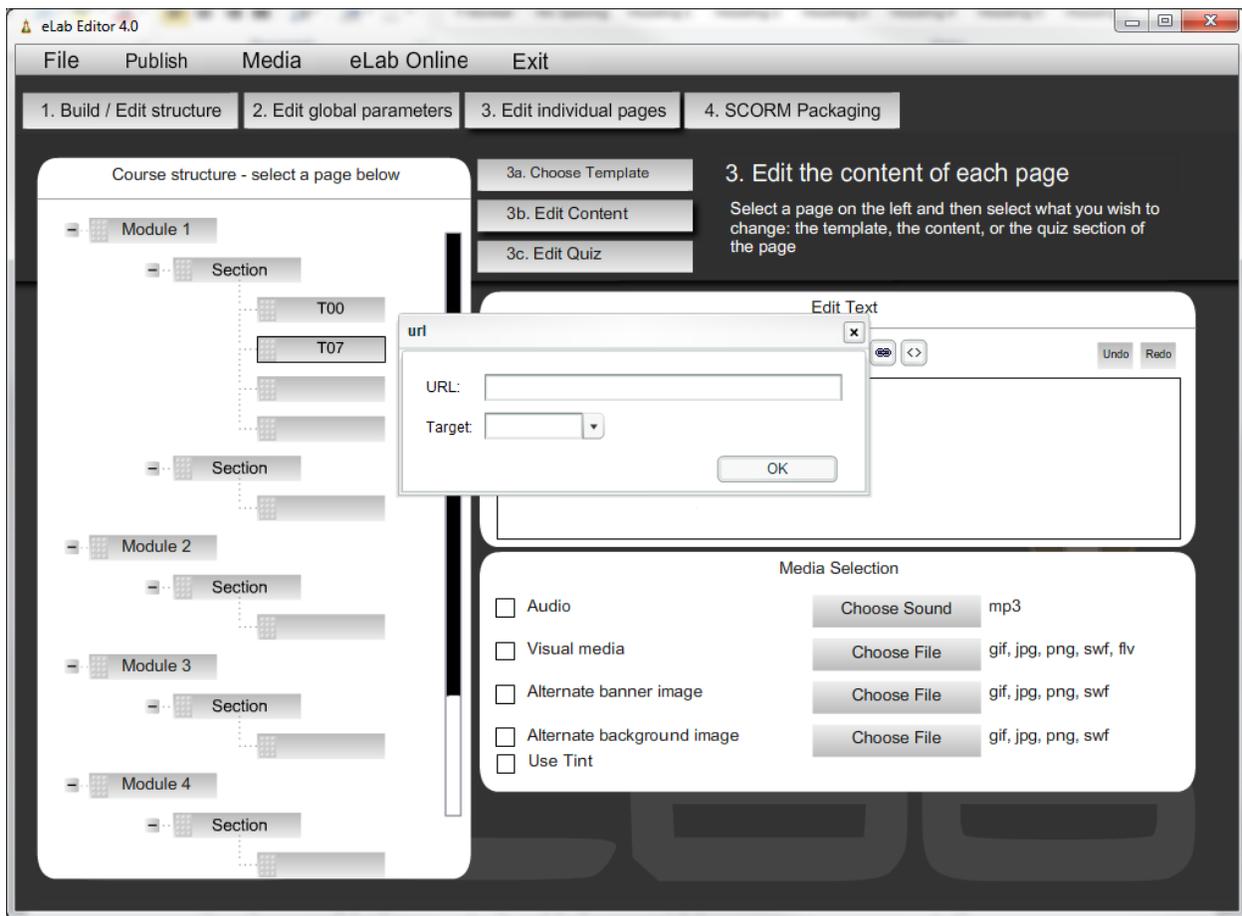
## EDITING SECONDARY TEXT BOXES

There are secondary text boxes all over eLab. That is what makes it so flexible! Whenever you come across a text box that isn't framed by a Text Edition box, simply click in the text box and a pop-up Text Editor will appear. Enter your text and when you are done, click the upper right hand X to save.



## INSERTING A HYPERLINK

If you wish to add a hyperlink within a template, you just click on the hyperlink button and a box will prompt and you will need to type the hyperlink. Also, you will select for the target field *blank* if you'd like to have a new window to be opened in explorer.

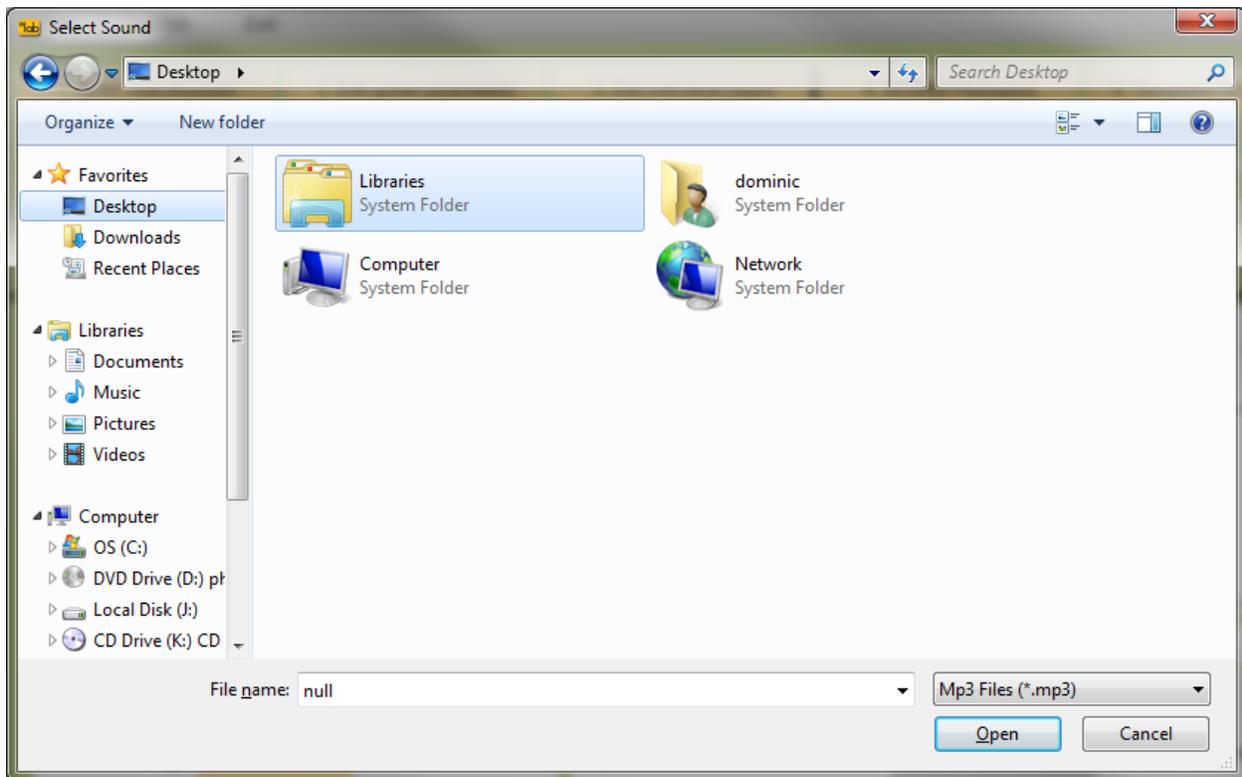


The hyperlink activates a weblink, a pdf or word document. In the case of a link to document, here are a few pointers:

- Place the document in **main\_files/content/** of the root folder for easy retrieval
- Keep the name of the document simple and don't use special characters, nor spaces, nor capital letters
- The name must include its file extension i.e. mydocument.pdf
- These pointers equally apply in the use of the external file button (general parameters)

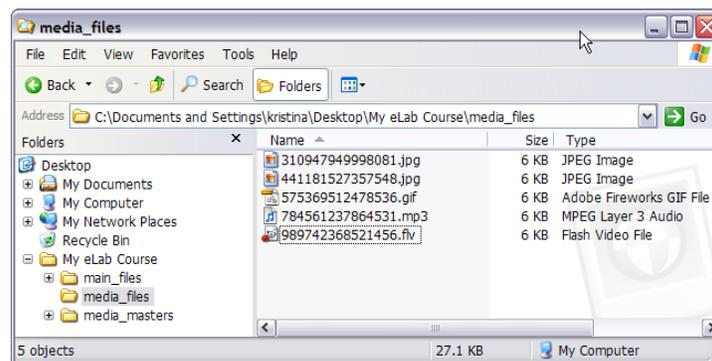
## SELECTING MEDIA

The panel enables you to indicate which media will be present on this template, and whether or not you've chosen to display an alternate banner or background. In order to select a media, simply click on the **Choose File** button listed to the media element you wish to select, the locate the media resource. Select it and click on **Open** to assign it.



A copy of your media file will be renamed and saved in the **media\_files** folder of your course. Note that any changes to your original file will not be reflected in the new file. The integration of a new file will be required.

## IDENTIFYING SUPPORTED MEDIA FORMATS



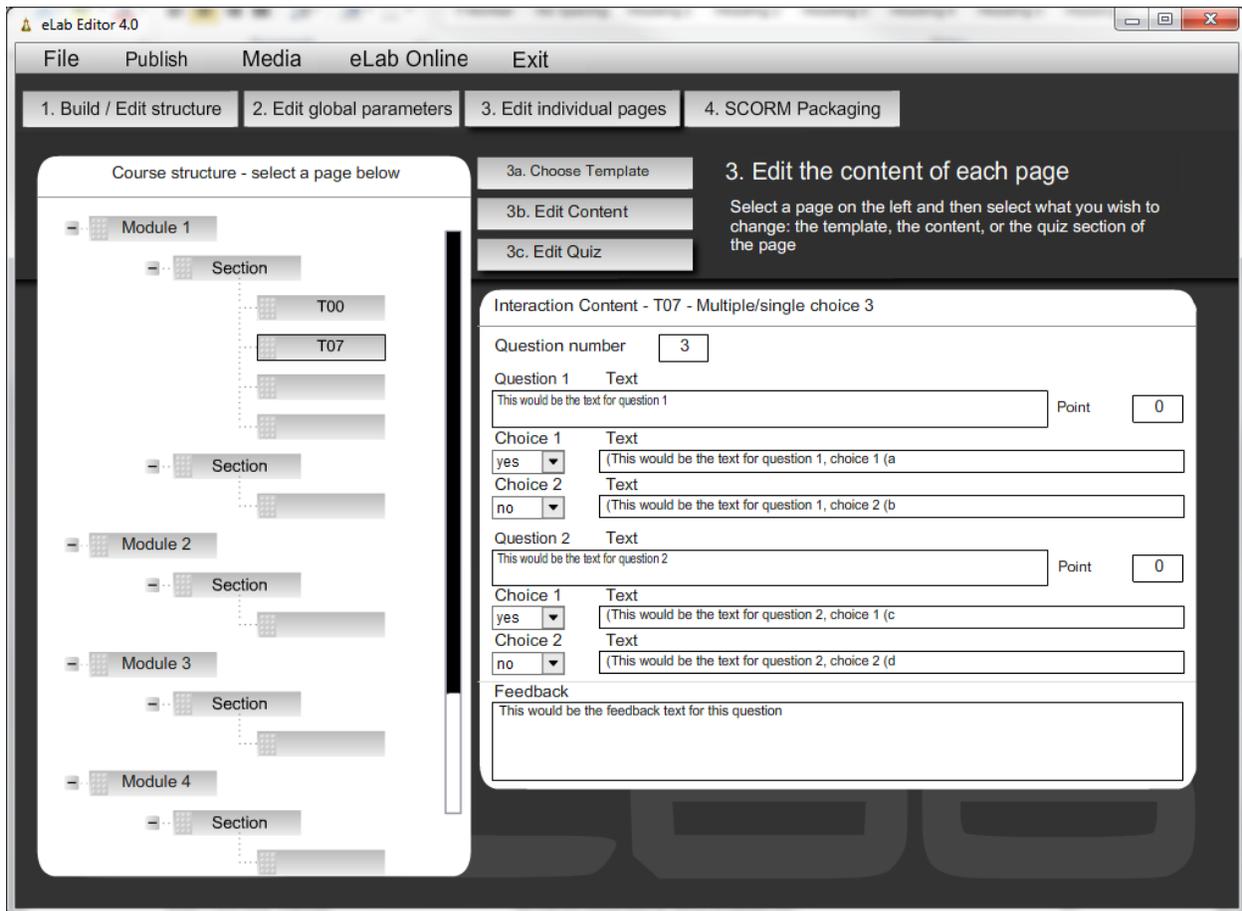
## USING THE TINT OPTION

Instead of selecting an Alternate background image, you can select **Use Tint** instead which will simply display the **Background colour** that you set in the **General variables** of the **Global parameters**.

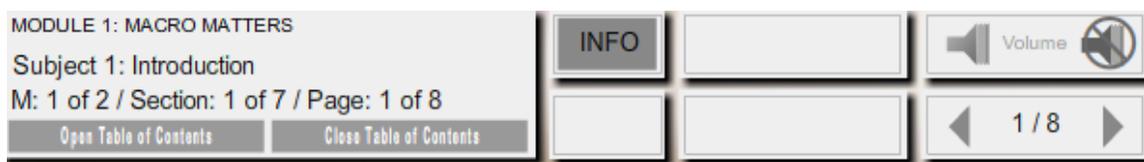
## EDITING QUIZZES

A noticeable feature in choosing a quiz template is whether or not the quiz is processed for points. A note stating **This interaction is not processed** is mentioned in two areas: Descriptor in **Choose Template** and on the top line of **Edit Quiz**. You should note that unless stated by the designer, the learner will likely assume that all quizzes are

processed. The rationale for this is that some of the quiz templates are more of an interactive game while others really have an evaluation component to them.



The **Number of choices** is a feature found on only two templates: 05 and 08. The designer has a choice of writing either two or three questions from this template. All other templates have a fixed number of questions.



The Edit Quiz asks you to indicate the **Question number**. The correct sequence of questions must be manually indicated. In the published version of the program the learner will see this function as, for instance, question 4 of 10. Four is as indicated from the quiz template and ten is the total number of questions as stated in the 'Edit global parameters> Quiz Variables> Total number of processed questions.

## TESTING THE ELAB COURSE IN A BROWSER

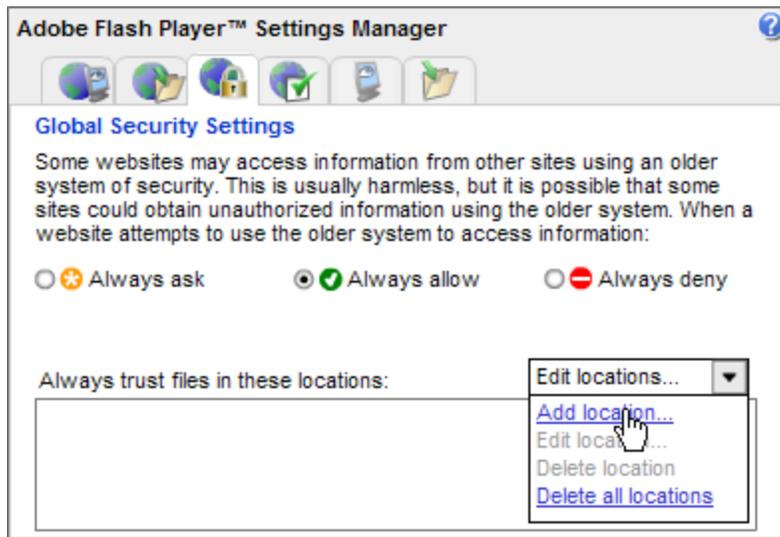
When testing your course locally, you must ensure that all elements of the course work. If they do not work locally, they will not work once uploaded on the server.

There is an issue with permissions that occurs when testing Flash-based products locally when there is no version of the Adobe Flash authoring software installed. To get around this, you must configure the permissions for Flash to access content on the local drive. In order to do so, follow these next steps:

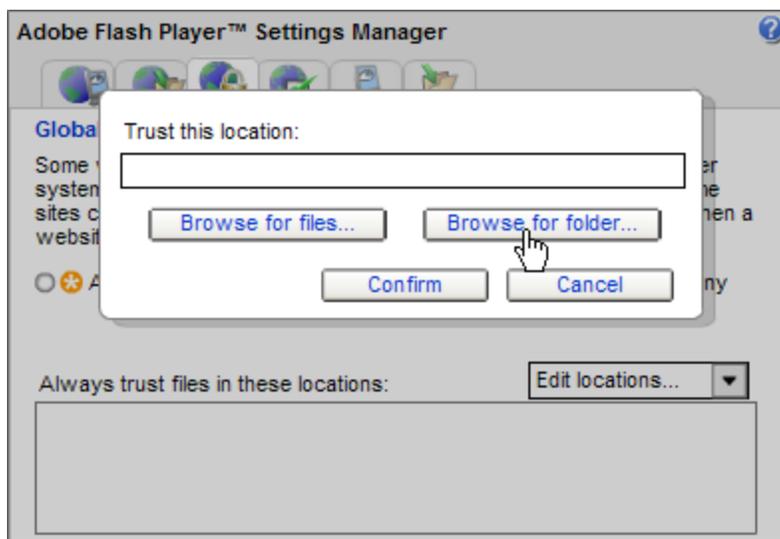
1. From the computer you are working on, go to the **Global security settings for content creators** website:

[http://www.macromedia.com/support/documentation/en/flashplayer/help/settings\\_manager04a.html](http://www.macromedia.com/support/documentation/en/flashplayer/help/settings_manager04a.html)

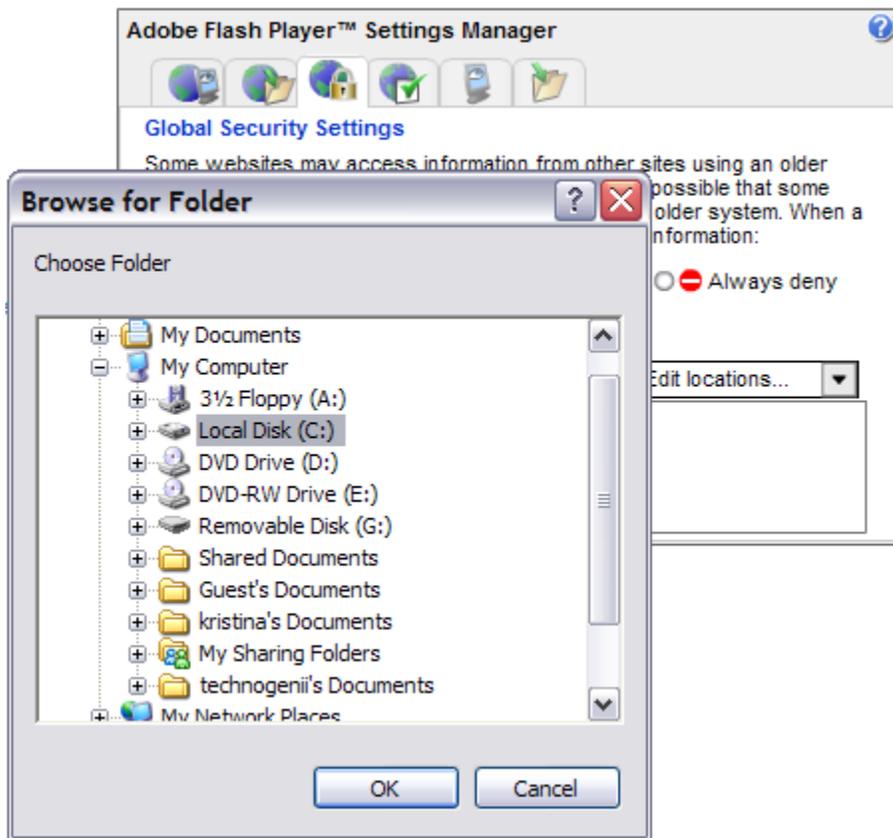
2. In the **Adobe Flash Player™ Settings Manager** window, select **Add location**.



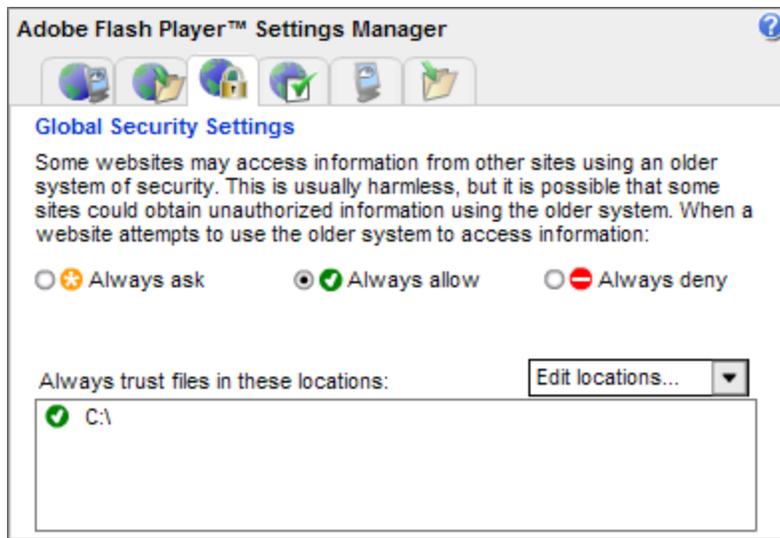
3. Select **Browse for folder**.



4. Select the drive, in most cases **Local Disk (C)**.



5. Ensure that the drive name appears in the trusted locations box with a green check mark next to it.



## DESIGNING A COURSE NAVIGATION PAGE

The interface elements of eLab allow the learner to navigate through the program with a click of the mouse. As a designer, you will quickly become familiar with the functionality of each of these elements however, for a first time user the uses of these features need to be explained.

It is important to explain the use and function of each of these elements to the user. You will notice that at the bottom of each template in the following pages, explanations and text suggests are available. Further to this, a complete descriptor of these elements is readily available through the training and development e learning team.

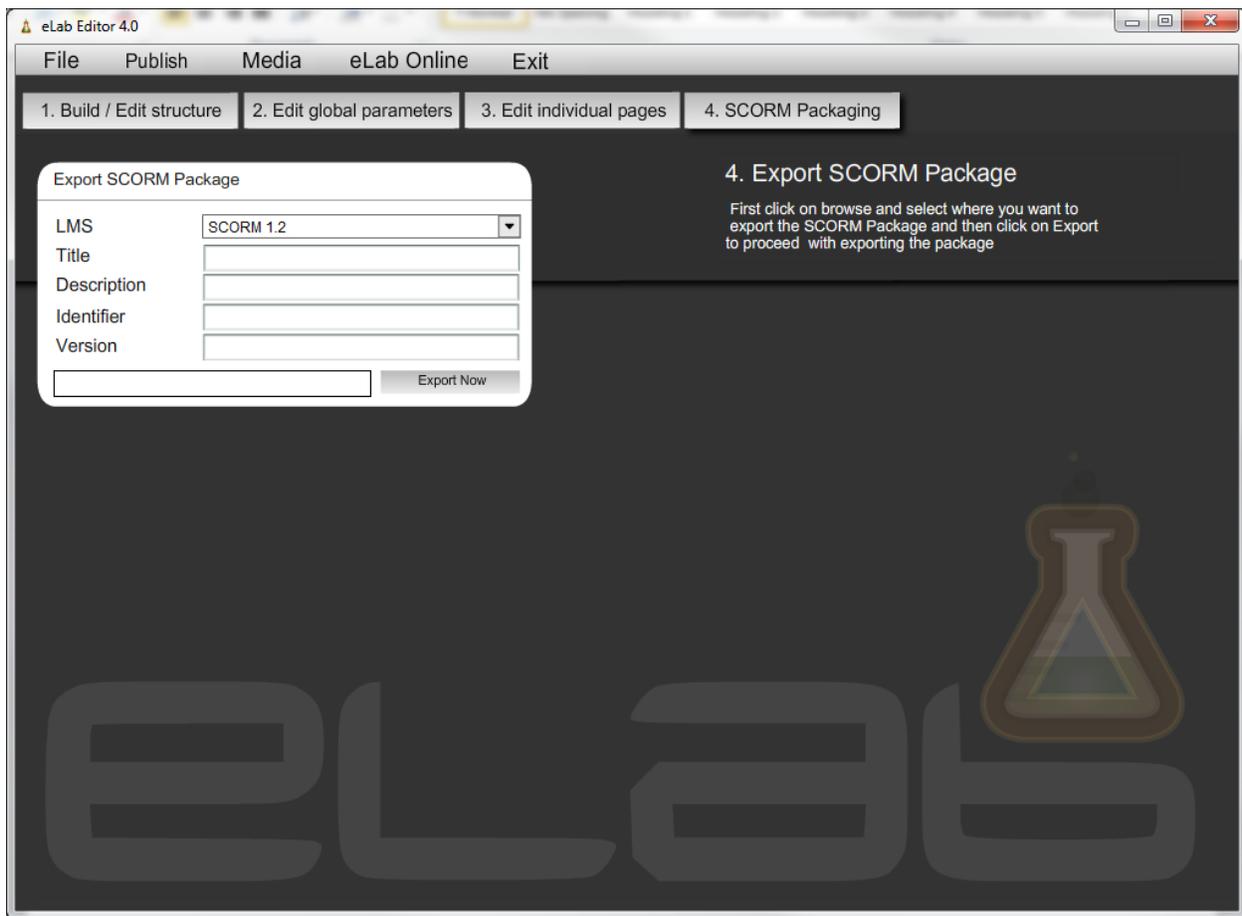
The following text will help you understand eLab's console.



- In the bottom right corner, the **forward and backward buttons** enable you to navigate screen by screen. Clicking forward at the end of a module leads to the following module.
- You can easily keep track of where you are by looking at the **module and unit display area**.
- The **info** button holds a link directed to a resource or help page.
- The **audio** button turns narration on and off. However, videos and animations have their own player console.
- The **question display box** is only visible when you are attempting a gradable question.
- When doing an activity or answering a question, click on the **submit** button (alternately called **feedback**) to validate your response.

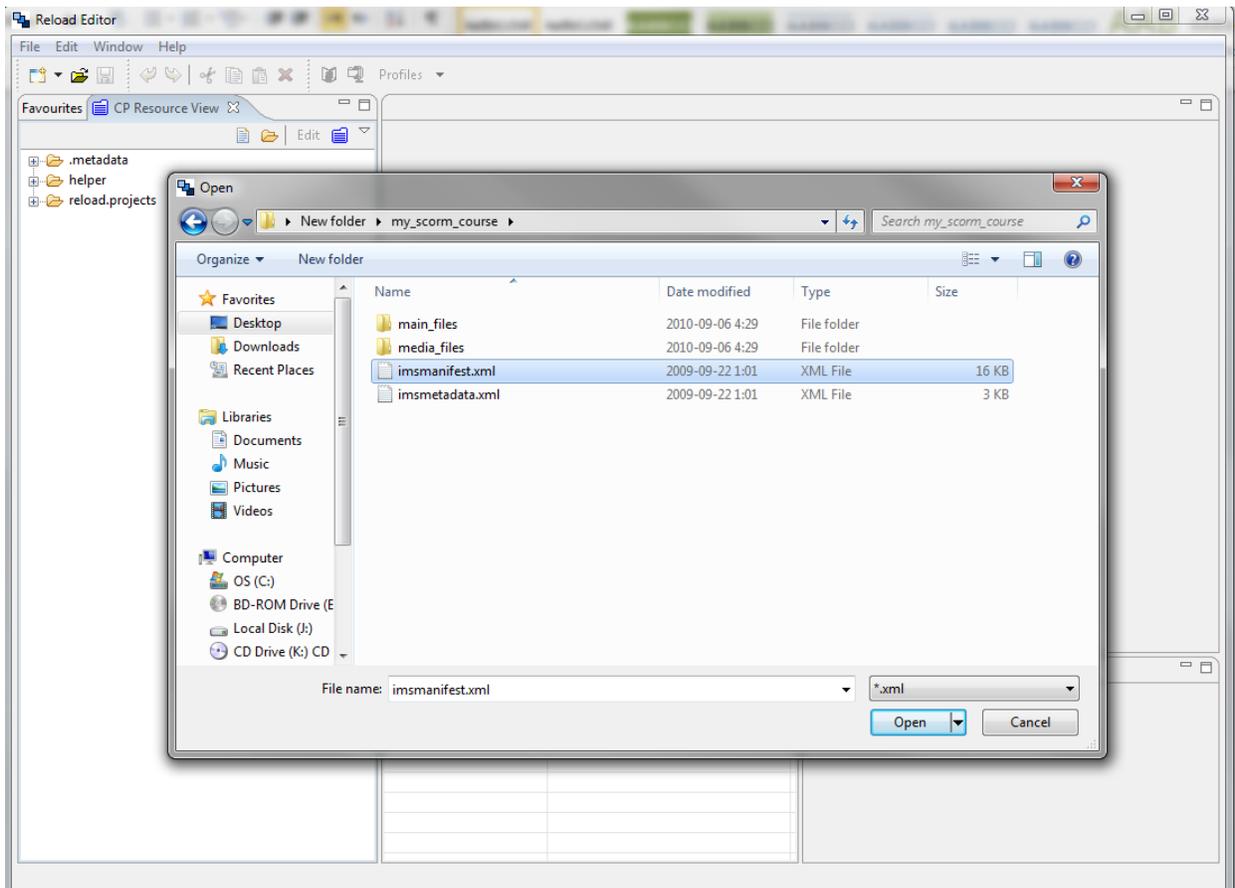
## SCORM PACKAGING

The first step in this new functionality is to click on export now and select a folder where you want to export your scorm version. Once this is done, you will see a new software opening called Reload Editor which is a free open source scorm package editor and compressor.



Once Reload Editor is open, click on the open icon and select the file called imsmanifest.xml and click on open. You can then find the "ZIP" icon located in the toolbar and click on it.

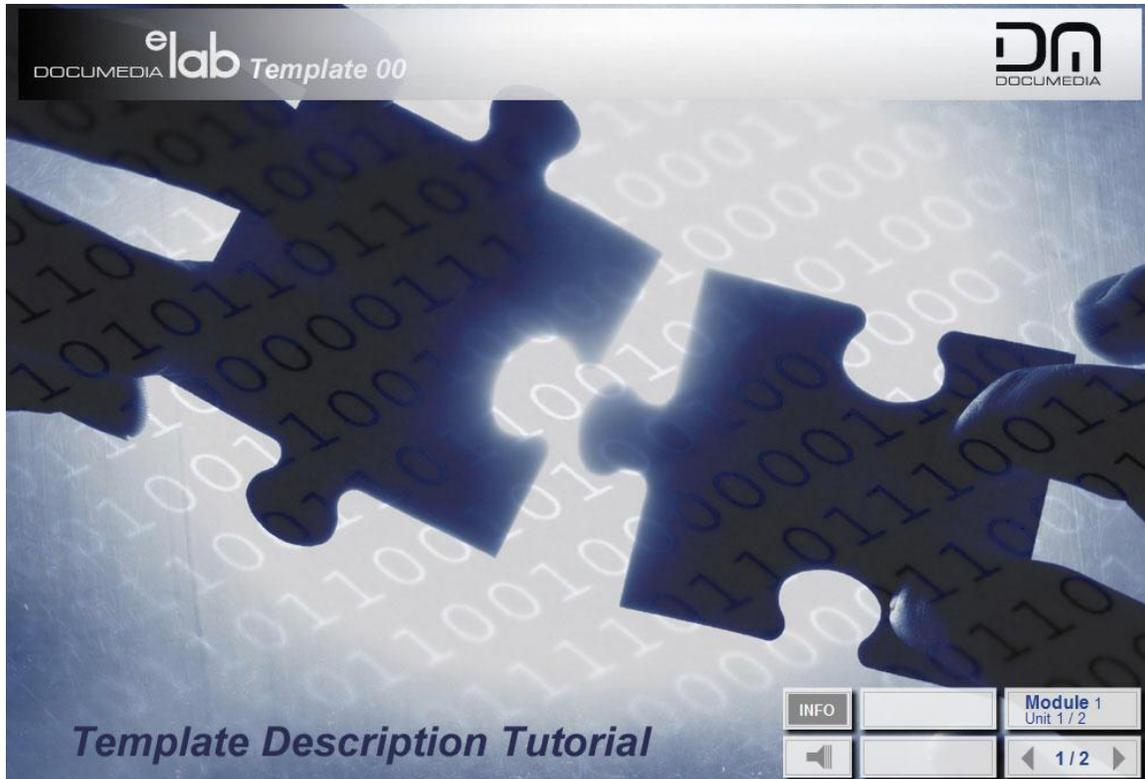
Select where you want to export the final SCORM package and then name it and export it. Once this is done, you will end-up with a zip file containing your SCORM files and ready to import into a SCORM ready LMS or LCMS



## TEMPLATE DESCRIPTION

Here is the complete list of templates available and more details about each one.

## TEMPLATE 00 - SPLASH PAGE



## TEMPLATE 01 - TEXT ONLY

DOCUMEDIA **eLab** Template 01

DOCUMEDIA

Text Only

This template comes in useful when you have a great deal of text to display. There are 25 templates in total which you will see one by one in this course:

- Template 00 - Splash page
- Template 01 - Text only
- Template 02 - Text on top, media on bottom
- Template 03 - Text on left, media on right
- Template 04 - Fill-in the blanks with 5 choices
- Template 05 - Multiple choice with 2 or 3 choices and media
- Template 06 - Multiple choice with 2 choices
- Template 07 - Multiple choice, 2 questions with 2 choices each
- Template 08 - Multiple choice with 3 choices and media
- Template 09 - Multiple choice with 4 choices and media
- Template 10 - Multiple choice with 4 choices
- Template 11 - Input text with 4 boxes
- Template 12 - Matching with 3 choices
- Template 13 - Sequencing with 5 choices
- Template 14 - Hotspot click with hotspot
- Template 15 - Input text with hotspot
- Template 16 - Input text with hotspot and image feedback
- Template 17 - Hangman activity with hotspot
- Template 18 - Drag and drop 2 columns with 4 objects
- Template 19 - Drag and drop in oval with 5 objects
- Template 20 - Drag and drop on hotspot with 9 choices
- Template 21 - Drop down selection
- Template 22 - Toolbar with 2,3,4,6 or 12 hotspots
- Template 23 - Results
- Template 24 - Certificate

MODULES

INFO

Module 1  
Unit 1 / 2

2 / 2

Template Description Tutorial

## TEMPLATE 02 - TEXT ON TOP, MEDIA ON BOTTOM

DOCUMEDIA **eLab** Template 02

DOCUMEDIA

Text on Top, Media on Bottom

This template comes in useful when you have a landscape oriented image, figure, video or animation that you want to display.

980 pixels

398 pixels

MODULES

INFO

Module 1  
Unit 2 / 2

1 / 2

Template Description Tutorial

## TEMPLATE 03 - TEXT ON LEFT, MEDIA ON RIGHT

DOCUMEDIA **eLab** Template 03

DOCUMEDIA

Text Left, Media Right

This template comes in useful when you have a portrait oriented image, figure, video or animation that you want to display.

485 pixels

503 pixels

MODULES

INFO

Module 1  
Unit 2 / 2

2 / 2

Template Description Tutorial

TEMPLATE 04 - FILL-IN THE BLANKS WITH 5 CHOICES

DOCUMEDIA **eLab** Template 04

DOCUMEDIA

Fill-in the Blanks with 5 Choices

In this activity, the user completes a sentence by selecting a word from the drop-down menu. Scoring is 1 point for each correct answer for a total of 5 points.

(01) This would be the text for the \_\_\_\_\_ statement.

(02) This would be the text for the \_\_\_\_\_ statement.

(03) This would be the text for the \_\_\_\_\_ statement.

(04) This would be the text for the \_\_\_\_\_ statement.

(05) This would be the text for the \_\_\_\_\_ statement.

(01) \_\_\_\_\_

(02) \_\_\_\_\_

(03) \_\_\_\_\_

(04) \_\_\_\_\_

(05) \_\_\_\_\_

MODULES

INFO

SUBMIT

Module 2  
Unit 1 / 5

Question 1 / 9

1 / 1

Template Description Tutorial

QUIZ 04 - FILL-IN THE BLANKS WITH 5 CHOICES

Complete the following statement(s) by selecting the correct term from the drop-down menus on the right. You may change your answer at any time. When you are done, click **Submit**.

Associate the definition to the correct term from the drop-down menus on the right. You may change your answer at any time. When you are done, click **Submit**.

## TEMPLATE 05 - MULTIPLE CHOICE WITH 2 OR 3 CHOICES AND MEDIA

The screenshot displays the 'eLab Template 05' interface. At the top left, it says 'DOCUMEDIA eLab Template 05'. At the top right is the 'DN DOCUMEDIA' logo. The main content area is divided into two sections. The left section contains the title 'Multiple Choice with 2 or 3 Choices & Media' and a description: 'In this activity, the user selects all the answers that apply. Programming options permit two or three choices. This question is not graded.' The right section is a large empty area for media, with a vertical label 'MODULES' on the right edge. Below the media area, there are two choice options, each with a square input field and a text label: 'Text for choice a' and 'Text for choice b'. Below these is a 'Reset' button. At the bottom of the interface, there is a 'Template Description Tutorial' banner on the left, and a control panel on the right with buttons for 'INFO', 'SUBMIT', 'Module 2 Unit 2 / 5', and a navigation bar with '1 / 1'.

## QUIZ 05 - MULTIPLE CHOICE WITH 2 OR 3 CHOICES AND MEDIA

Select all the correct answers. If necessary, click **Restart**. Click **Submit** when you are done.

Indicate if the following statement is True or False. If necessary, click **Restart**. Click **Submit** when you are done.  
(only if option for 2 choices is selected)

## TEMPLATE 06- MULTIPLE CHOICE WITH 2 CHOICES

The screenshot shows the eLab interface for a multiple-choice question. At the top left, it says "eLab Template 06" and "DOCUMEDIA". At the top right, there is a logo for "DN DOCUMEDIA". Below the header, the title "Multiple Choice with 2 Choices" is displayed, followed by the instruction: "In this activity, the user selects all the answers that apply. Scoring is 1 point for all correct answers (all or nothing)." The main area contains two choice options, each with a square checkbox and a text input field. The first option is labeled "Text for choice a" and the second is labeled "Text for choice b". Below these options is a "Reset" button. At the bottom of the interface, there is a navigation bar with buttons for "INFO", "SUBMIT", and "Module 2 Unit 3 / 5". A progress indicator shows "Question 2 / 9" and "1 / 2". The text "Template Description Tutorial" is visible in the bottom left corner of the interface.

## QUIZ 06- MULTIPLE CHOICE WITH 2 CHOICES

Select all the correct answers. If necessary, click **Restart**. Click **Submit** when you are done.

Indicate if the following statement is True or False. If necessary, click **Restart**. Click **Submit** when you are done.

## TEMPLATE 07 - MULTIPLE CHOICE, 2 QUESTIONS WITH 2 CHOICES EACH

The screenshot displays the 'eLab Template 07' interface. At the top left, it says 'DOCUMEDIA eLab Template 07'. At the top right is the 'DN DOCUMEDIA' logo. Below the header, the title 'Multiple Choice, 2 Questions with 2 Choices Each' is shown, followed by a brief instruction: 'In this activity, the user selects all the answer that applies to each question. Scoring is 1 point for each correct answer for a total of 2 points.' On the right side, there is a vertical 'MODULES' label. The main content area contains two questions. Each question has a text box on the left and two choice boxes on the right, each with a square selection button. The first question's text box is labeled 'This would be the text for question 1' and its choices are 'This would be the text for question 1, choice 1 (a)' and 'This would be the text for question 1, choice 2 (b)'. The second question's text box is labeled 'This would be the text for question 2' and its choices are 'This would be the text for question 2, choice 1 (c)' and 'This would be the text for question 2, choice 2 (d)'. Below the questions is a 'Reset' button. At the bottom, there is a 'Template Description Tutorial' link, an 'INFO' button, a 'SUBMIT' button, and a progress indicator showing 'Module 2 Unit 3 / 5' and 'Question 3 / 9' with navigation arrows.

## QUIZ 07 - MULTIPLE CHOICE, 2 QUESTIONS WITH 2 CHOICES EACH

For each statement, select all the correct answer. If necessary, click **Restart**. Click **Submit** when you are done.

Indicate if the following statements are True or False. If necessary, click **Restart**. Click **Submit** when you are done.

## TEMPLATE 08 - MULTIPLE CHOICE WITH 3 CHOICES AND MEDIA

The screenshot displays the 'eLab Template 08' interface. At the top left, it says 'DOCUMEDIA eLab Template 08'. At the top right is the 'DN DOCUMEDIA' logo. The main content area is divided into two sections. The left section contains the title 'Multiple Choice with 2 or 3 Choices & Media' and a description: 'In this activity, the user selects all the answers that apply. Scoring is 1 point for all correct answers (all or nothing)'. The right section is a large grey rectangle representing a media placeholder, with a width of 485 pixels and a height of 250 pixels. Below these sections are three radio button options: 'Text for choice a', 'Text for choice b', and 'Text for choice c'. A 'Reset' button is located below the options. At the bottom of the interface, there is a 'Template Description Tutorial' banner on the left and a control panel on the right. The control panel includes 'INFO', 'SUBMIT', and 'Module 2 Unit 4 / 5' buttons, along with a speaker icon, 'Question 4 / 9', and navigation arrows for '1 / 2'.

## QUIZ 08 - MULTIPLE CHOICE WITH 3 CHOICES AND MEDIA

Select all the correct answers. If necessary, click **Restart**. Click **Submit** when you are done.

## TEMPLATE 09 - MULTIPLE CHOICE WITH 4 CHOICES AND MEDIA

The screenshot displays the 'eLab Template 09' interface. At the top left, it says 'DOCUMEDIA eLab Template 09'. At the top right is the 'DN DOCUMEDIA' logo. The main content area is divided into two columns. The left column contains the title 'Multiple Choice with 4 Choices & Media' and a description: 'In this activity, the user selects all the answers that apply. Scoring is 1 point for all correct answers (all or nothing)'. Below this is a large light blue rectangular area representing a media placeholder, with a horizontal dimension of 485 pixels and a vertical dimension of 349 pixels. The right column contains four radio button options, each with a text label: 'Text for choice a', 'Text for choice b', 'Text for choice c', and 'Text for choice d'. Below these is a 'Reset' button. On the far right edge, there is a vertical label 'MODULES'. At the bottom of the interface, there is a navigation bar with buttons for 'INFO', 'SUBMIT', and 'Module 2 Unit 4 / 5'. Below these are navigation arrows and the text 'Question 5 / 9' and '2 / 2'. The text 'Template Description Tutorial' is visible in the bottom left corner of the interface area.

## QUIZ 09 - MULTIPLE CHOICE WITH 4 CHOICES AND MEDIA

Select all the correct answers. If necessary, click **Restart**. Click **Submit** when you are done.

## TEMPLATE 10 - MULTIPLE CHOICE WITH 4 CHOICES

The screenshot shows the eLab interface for a multiple-choice question. At the top left, it says "DOCUMEDIA eLab Template 10". At the top right, there is a logo for "DN DOCUMEDIA". Below the header, the question title "Multiple Choice with 4 Choices" is displayed. The main area contains four radio button options, each with a text label: "Text for choice a", "Text for choice b", "Text for choice c", and "Text for choice d". Below these options is a "Reset" button. At the bottom of the interface, there is a navigation bar with buttons for "INFO", "SUBMIT", and "Module 2 Unit 5 / 5". A progress indicator shows "Question 6 / 9" and "1 / 1".

DOCUMEDIA eLab Template 10

DN DOCUMEDIA

Multiple Choice with 4 Choices

MODULES

Text for choice a

Text for choice b

Text for choice c

Text for choice d

Reset

Template Description Tutorial

INFO SUBMIT Module 2 Unit 5 / 5

Question 6 / 9 1 / 1

## QUIZ 10 - MULTIPLE CHOICE WITH 4 CHOICES

Select all the correct answers. If necessary, click **Restart**. Click **Submit** when you are done.

## TEMPLATE 11 - INPUT TEXT WITH 4 BOXES

The screenshot displays the 'eLab Template 11' interface. At the top left, it says 'DOCUMEDIA eLab Template 11'. At the top right is the 'DN DOCUMEDIA' logo. Below the header, the title 'Input Text with 4 Boxes' is shown, followed by a description: 'In this activity, the user types in answers. This ideal for an exercise that requires reflection. This activity is not graded.' On the right side, there is a vertical 'MODULES' button. The main content area contains four rows of text input boxes. Each row has a label on the left and an empty input box on the right. The labels are: 'This would be the text for question 1', 'This would be the text for question 2', 'This would be the text for question 3', and 'This would be the text for question 4'. At the bottom of the interface, there is a 'Template Description Tutorial' link on the left. On the right, there are buttons for 'INFO', 'SUBMIT', and a navigation bar showing 'Module 3 Unit 1 / 2' with a speaker icon and '1 / 1' navigation arrows.

## QUIZ 11 - INPUT TEXT WITH 4 BOXES

Type your answers in the corresponding boxes. You may change your answer at anytime by deleting and retyping it. Click **Submit** when you are done.

## TEMPLATE 12 - MATCHING WITH 3 CHOICES

The screenshot shows the 'eLab Template 12' interface. At the top left, it says 'DOCUMEDIA eLab Template 12'. At the top right is the 'DN DOCUMEDIA' logo. Below the header, the title 'Matching with 3 Choices' is displayed, followed by the instruction: 'In this activity, the user matches the image with the statement. Scoring is 1 point for each correct answer for a total of 3 points.' A vertical 'MODULES' sidebar is on the right. The main content area is a grid with dimensions: a total width of 980 pixels, a middle section width of 324 pixels, and a right section width of 180 pixels. Below the grid are three input fields, each with a small square icon and the text 'This would be the text for statement 1', 'This would be the text for statement 2', and 'This would be the text for statement 3' respectively. At the bottom, there is a 'Template Description Tutorial' link, an 'INFO' button, a 'SUBMIT' button, and a navigation bar showing 'Module 3 Unit 2 / 2', 'Question 7 / 9', and '1 / 2'.

## QUIZ 12 - MATCHING WITH 3 CHOICES

Associate the image with the appropriate text by typing the correct number, from 1 to 3, in the corresponding box. You can change your answer as often as you like. When you are done, click on **Submit**.

## TEMPLATE 13 - SEQUENCING WITH 5 CHOICES

**eLab** Template 13  
DOCUMEDIA

**DN**  
DOCUMEDIA

**Sequencing with 5 Choices**

In this activity, the user puts the statements in the correct order. Scoring is 2 points for all correct answers (all or nothing).

MODULES

This would be the text for statement 1

This would be the text for statement 2

This would be the text for statement 3

This would be the text for statement 4

This would be the text for statement 5

*Template Description Tutorial*

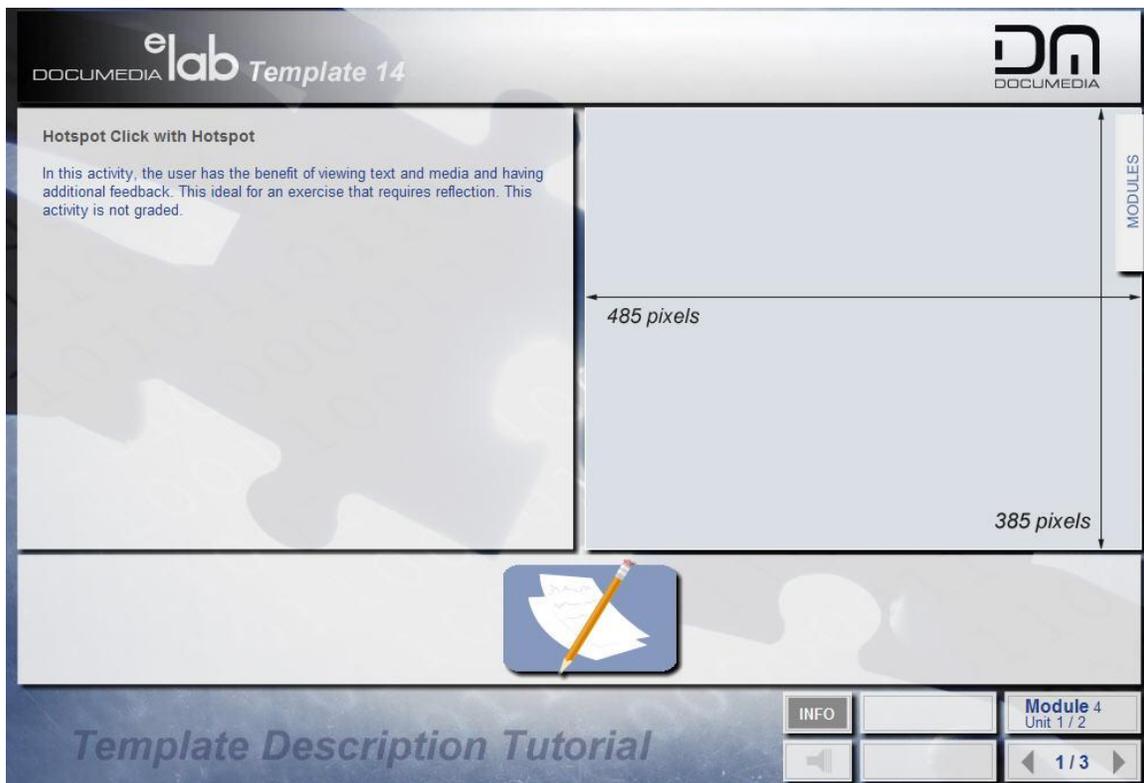
INFO SUBMIT **Module 3**  
Unit 2 / 2

Question 8 / 9 ◀ 2 / 2 ▶

## QUIZ 13 - SEQUENCING WITH 5 CHOICES

Put the following statements in the correct order text by typing the correct number, from 1 to 5, in the corresponding box. You can change your answer as often as you like. When you are done, click on **Submit**.

## TEMPLATE 14 - HOTSPOT CLICK WITH HOTSPOT



## QUIZ 14 - HOTSPOT CLICK WITH HOTSPOT

Click on the image for additional information.

## TEMPLATE 15 - INPUT TEXT WITH HOTSPOT

The screenshot displays the 'eLab Template 15' interface. At the top left, it says 'DOCUMEDIA eLab Template 15'. At the top right is the 'DN DOCUMEDIA' logo. The main content area is split into two columns. The left column contains the title 'Input Text with Hotspot' and a paragraph: 'In this activity, the user types in answers and benefits from a split screen of text and media. There is an additional feedback area that can serve as a note. This template is great for an exercise which requires reflection. This activity is not graded.' The right column is a large, empty light blue area. A horizontal dimension line indicates a width of '485 pixels' for the right column, and a vertical dimension line indicates a height of '412 pixels' for the right column. Below the main content area is a large white rectangular input box. At the bottom of the interface, there is a blue footer area with the text 'Template Description Tutorial' on the left. On the right side of the footer, there are several buttons: 'INFO', 'SUBMIT', 'Module 4 Unit 1 / 2', and a navigation bar with a speaker icon, a left arrow, '2 / 3', and a right arrow. A vertical 'MODULES' sidebar is visible on the right edge of the main content area.

## QUIZ 15 - INPUT TEXT WITH HOTSPOT

Type your answers in the box below. You may change your answer at anytime by deleting and retyping it. Click **Submit** when you are done.

## TEMPLATE 16 - INPUT TEXT WITH HOTSPOT AND IMAGE FEEDBACK

The screenshot displays the 'eLab Template 16' interface. At the top left, it says 'DOCUMEDIA eLab Template 16'. At the top right is the 'DN DOCUMEDIA' logo. The main content area is split into two columns. The left column contains the title 'Input Text with Hotspot & Img Feedback' and a paragraph: 'In this template, in addition to the split screen of text and media, there is an additional feedback area that can serve as a note. This template is great for an exercise which requires reflection. This activity is not graded.' Below this is a white rectangular input box. The right column is a large light blue area with a vertical label 'MODULES' on the right edge. Dimensions are shown: '310 pixels' for the width of the input box and '503 pixels' for the height of the feedback area. At the bottom, there is a navigation bar with buttons for 'INFO', 'SUBMIT', 'Module 4 Unit 1 / 2', and a page indicator '3 / 3'. The background features a blue and white binary code pattern with the text 'Template Description Tutorial' at the bottom.

## QUIZ 16 - INPUT TEXT WITH HOTSPOT AND IMAGE FEEDBACK

Type your answers in the box below. You may change your answer at anytime by deleting and retyping it. Click **Submit** when you are done.

## TEMPLATE 17 - HANGMAN ACTIVITY WITH HOTSPOT

**Hangman Activity with Hotspot**

In this activity, the user completes guesses a word associated to an image on the size. The user can either tab between boxes or click on each one. There is also a verify button which will highlight which letters they got right before revealing the complete answer. This activity is not graded.

400 pixels

135 pixels

412 pixels

Verify

INFO SUBMIT Module 4 Unit 2 / 2

1 / 1

## QUIZ 17 - HANGMAN ACTIVITY WITH HOTSPOT

It is important to note that all words have a maximum of 18 letters, are case sensitive and that spaces are ignored.

Fill in the cells by clicking each individually or by tabbing to the next. Beware, as the cells are case sensitive. Click **Verify** to see if you are on the right track. If you want to reveal the answer, click **Feedback**.

## TEMPLATE 18 - DRAG AND DROP 2 COLUMNS WITH 4 OBJECTS

The screenshot shows the eLab interface for 'Template 18'. At the top left, it says 'eLab Template 18' and 'DOCUMEDIA'. At the top right is the 'DN DOCUMEDIA' logo. Below the header, the title 'Drag & Drop in 2 Columns with 4 Objects' is displayed, followed by the instruction: 'In this activity, the user drags & drops the objects into the appropriate column. This activity is not graded.' The main area is divided into three sections: a 'Left' column on the left, a central area with four draggable boxes labeled 'Right', 'Left', 'Right', and 'Left' from top to bottom, and a 'Right' column on the right. The background features a faint image of hands holding puzzle pieces. At the bottom, there is a 'Template Description Tutorial' label, an 'INFO' button, a 'FEEDBACK' button, and a navigation bar showing 'Module 5 Unit 1 / 2' with a '1 / 2' indicator.

## QUIZ 18 - DRAG AND DROP 2 COLUMNS WITH 4 OBJECTS

Drag and drop the boxes with the appropriate column. You may try as often as you like. When you are done, click **Submit**.

## TEMPLATE 19 - DRAG AND DROP IN OVAL WITH 5 OBJECTS

The screenshot displays the 'eLab Template 19' interface. At the top left, it says 'DOCUMEDIA eLab Template 19'. At the top right is the 'DN DOCUMEDIA' logo. Below the header, the title 'Drag & Drop in Oval with 5 Objects' is shown, followed by the instruction: 'In this activity, the user drags & drops 1 of 5 objects in the oval. This activity is not graded.' The main area features a large central oval with the text: 'Drag the **Right Answer** into the center of this oval. You can try dragging a **Wrong Answer** but it won't stick.' Surrounding the oval are five rectangular boxes, each labeled 'Wrong Answer', and one box at the bottom labeled 'Right Answer'. On the right side of the interface, there is a vertical label 'MODULES'. At the bottom, there is a 'Template Description Tutorial' banner, a control panel with 'INFO', 'FEEDBACK', and 'Module 5 Unit 1 / 2' buttons, and a navigation bar showing '2 / 2'.

## QUIZ 19 - DRAG AND DROP IN OVAL WITH 5 OBJECTS

Drag and drop the correct box into the oval. You may try as often as you like. When you are done, click **Submit**.

## TEMPLATE 20 - DRAG AND DROP ON HOTSPOT WITH 9 CHOICES

The screenshot displays the 'eLab Template 20' interface. At the top left, it says 'DOCUMEDIA eLab Template 20'. At the top right is the 'DN DOCUMEDIA' logo. Below the header, the title 'Drag & drop on hotspot with 9 choices' is shown, followed by the instruction: 'In this activity, the user drags & drops the image in one of the 9 squares. This activity is not graded.' The main area features a 3x3 grid of squares. The top-left square is highlighted with a blue border and contains a hotspots image (a blue square with a black crosshair). Dimensions are indicated: the top row is 665 pixels wide, the middle row is 216 pixels wide and 135 pixels high, and the bottom row is 412 pixels high. To the right of the grid is a larger image of a hotspots image. At the bottom, there is a 'Template Description Tutorial' banner and a control panel with 'INFO', 'FEEDBACK', 'Module 5 Unit 2 / 2', and navigation buttons.

## QUIZ 20 - DRAG AND DROP ON HOTSPOT WITH 9 CHOICES

Drag and drop the image into the correct square. You may try as often as you like. When you are done, click **Submit**.

## TEMPLATE 21 - DROP DOWN SELECTION

**Drop-down Selection**

In this activity, the user matches the image with a word selected from the drop-down menu. Scoring is 1 point for each correct answer for a total of 3 points.

400 pixels

135 pixels

412 pixels

(01)

(02)

(03)

Module 6  
Unit 1 / 2

Question 9 / 9

1 / 1

## QUIZ 21 - DROP DOWN SELECTION

From the drop-down menus in the middle, select the term that corresponds with the image to its left. You may change your answer at any time. When you are done, click on **Submit**.

## TEMPLATE 22 - TOOLBAR WITH 2,3,4,6 OR 12 HOTSPOTS

The screenshot displays the 'eLab Template 22' interface. At the top left, it says 'DOCUMEDIA eLab Template 22'. At the top right is the 'DN DOCUMEDIA' logo. Below the header, the title 'Toolbar with 12 Hotspots' is shown. A paragraph of text explains the activity: 'In this activity, the user can drag his mouse over vignettes (2,3,4,6,12) and additional information will reveal itself in the box below. This activity is not graded.' Below this text is a toolbar consisting of six rectangular hotspots. On the left side of the toolbar, four horizontal arrows indicate widths: '489 pixels' for the first, '324 pixels' for the second, '160 pixels' for the third, and '980 pixels' for the fourth. On the right side, a vertical arrow indicates a height of '150 pixels'. Below the toolbar is a large, empty rectangular area for displaying information. At the bottom of the interface, there is a navigation bar with the text 'Template Description Tutorial' on the left, an 'INFO' button, a speaker icon, and a 'Module 6 Unit 2 / 2' indicator with navigation arrows and '1 / 1'.

## QUIZ 22 - TOOLBAR WITH 1 TO 12 HOTSPOTS

Drag your mouse over each image in order to obtain additional information.

Drag your mouse over each image in order to explore this concept further.

## TEMPLATE 23 - RESULTS

DOCUMEDIA eLab Template 23

DN DOCUMEDIA

MODULES

undefined 0%

**Results**  
As this is a demo course, there is no maximum score to obtain a certificate. You simply must get one answer right.  
Click below to obtain see what the certificate template looks like.

INFO

Module 7  
Unit 1 / 1

1 / 2

Template Description Tutorial

## TEMPLATE 24 - CERTIFICATE

DOCUMEDIA eLab Template 24

DN DOCUMEDIA

MODULES

**Training Certificate**

This document certifies that

\_\_\_\_\_

has successfully completed the course

"eLab Template Descriptions Course"

from

Documedia

on

5/16/2007

Print

Template Description Tutorial

## TEMPLATE 25 – TEXT ON THE LEFT, 640 X 480 MEDIA (IDEAL FOR VIDEOS)

The screenshot shows the eLab application running in a Windows Internet Explorer browser. The interface features a dark header with the 'eLab' logo on the left and the 'Documedia' logo on the right. The main content area is split into two columns. The left column contains text: '8- Variante sur le gabarit T03 avec une place pour un media 640 x 480', 'Voici le nouveau gabarit T025. (Nous verrons dans la version 3 d'eLab à mieux organiser la liste des types de gabarits.)', and 'Voici un FLV - le vidéo a été filmé avec une caméra numérique et converti en FLV avec Flash 8 Video Encoder.' The right column contains a video player showing a young child in a purple shirt looking at a large screen displaying a virtual environment. The video player has standard controls (play, stop, back, forward) and a progress bar. At the bottom right, there is a navigation bar with an 'INFO' button, a 'Module 3 Section 2 / 2' indicator, and a '1 / 1' page indicator.

## TEMPLATE 26 – TABLE OF CONTENTS

The screenshot shows the eLab application interface with a 'Table of Contents' window open. The header is identical to the previous screenshot. The 'Table of Contents' window is a white box with a scroll bar on the left, containing a list of items: 'Mise à jour 2.3' (with sub-items 'Introduction' and 'Table des matières'), 'Enter Module Name' (with sub-items 'Les hyperliens' and 'Les 3 styles de texte'), and 'Instructions contextuelles' (with sub-items 'Régler la fenêtre' and 'Voir la fenêtre en action'). To the right of the main content area, there is a vertical 'MODULES' sidebar. At the bottom right, the navigation bar shows 'Module 0 Section 2 / 2' and a '2 / 2' page indicator.

TEMPLATE 27 – TEXT ON THE RIGHT, 640 X 480 MEDIA (IDEAL FOR VIDEOS)

The screenshot displays a web browser window titled "documedia eLab - eLearning application builder - Windows Internet Explorer". The interface features a header with the "eLab" logo and "DOCUMEDIA" text on the left, and a "DM" logo with "DOCUMEDIA" on the right. The main content area is split into two columns. The left column contains text: "8- Variante sur le gabarit T03 avec une place pour un media 640 x 480", "Voici le nouveau gabarit T025 (Nous verrons dans la version 3 d'eLab à mieux organiser la liste des types de gabarits.)", and "Voici un FLV - le vidéo a été filmé avec une caméra numérique et converti en FLV avec Flash 8 Video Encoder." The right column contains a video player showing a child in a purple shirt in a natural setting. The video player has a play button and a "MODULES" label on the right. The bottom navigation bar includes an "INFO" button, a "Module 3 Section 2 / 2" indicator, and a "1 / 1" page indicator.