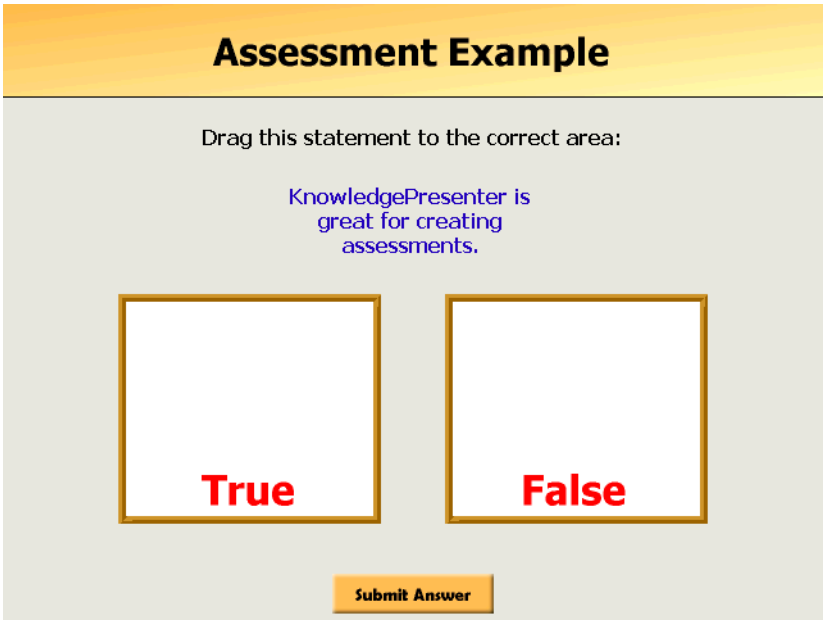
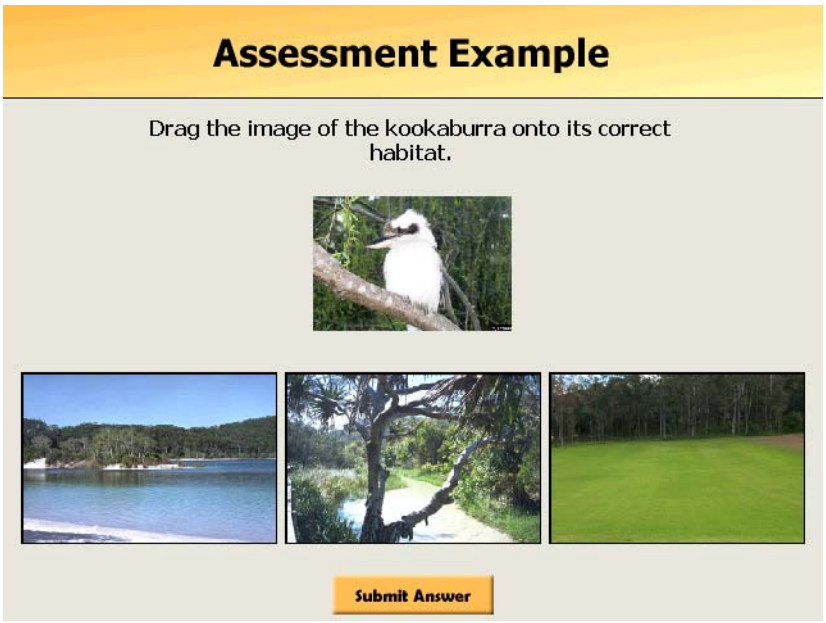
# Drag and Drop Assessment Questions

Drag and drop assessment questions are used where you would like the user to drag one object to a correct area on the screen. Some examples include:

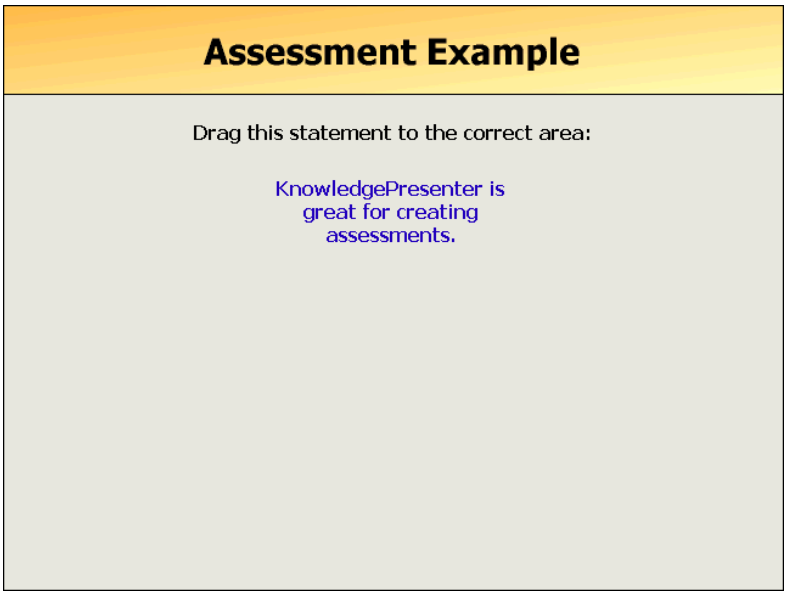


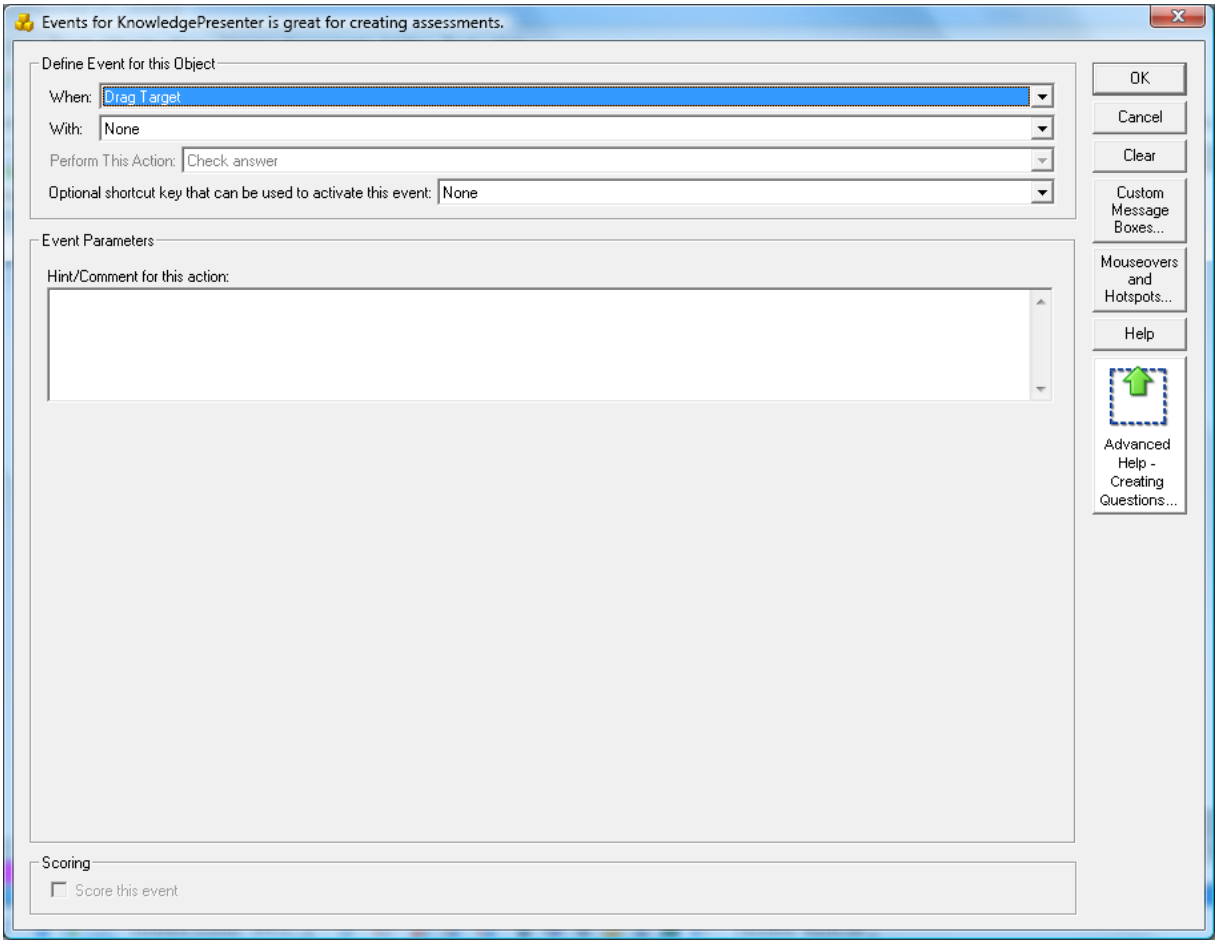

These sorts of questions are quite easy to create.

First we'll start with the object that is going to be dragged. This can any object – a graphic, a photo, even some text. Your first step is to create that object, and place it on the canvas.

Below, we've created a step which has first of all the direction for the student (**Drag this statement to the correct area**), and then another text object, which is the object we want the user to drag. In this text box, we created the text **KnowledgePresenter is great for creating assessments**.




Now, ensure this object is selected, and then select the **Event** command from the **Objects** menu. The following dialog box will appear.

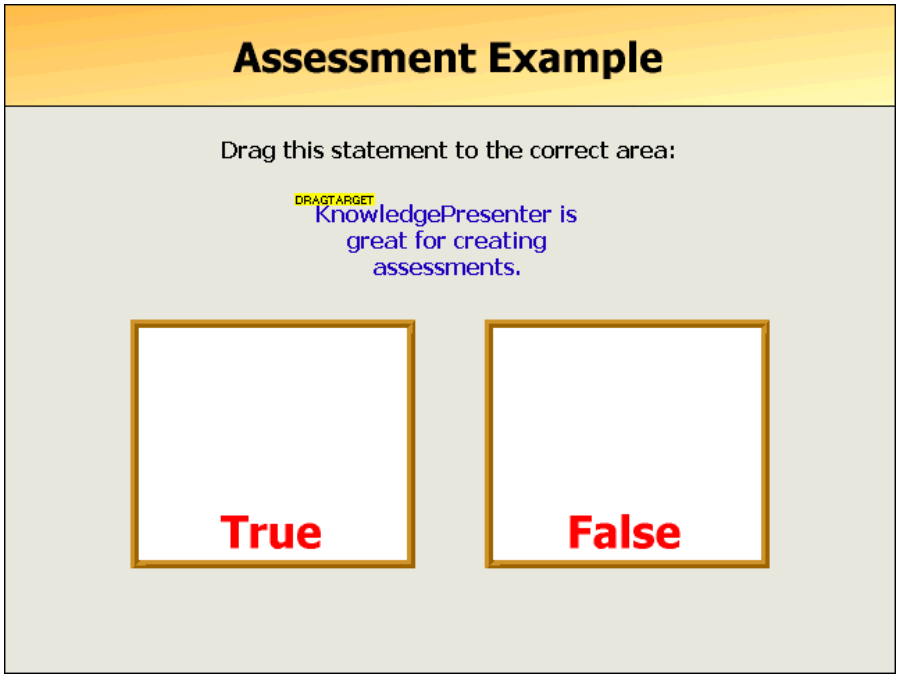



In this dialog box, we select **Drag Target** from the **When** listbox (see above). That's all you need to do – the **Perform This Action** will change by default to **Check Answer**, and cannot be changed.

When this lesson is played back, this object will now be able to be dragged and dropped by the student.

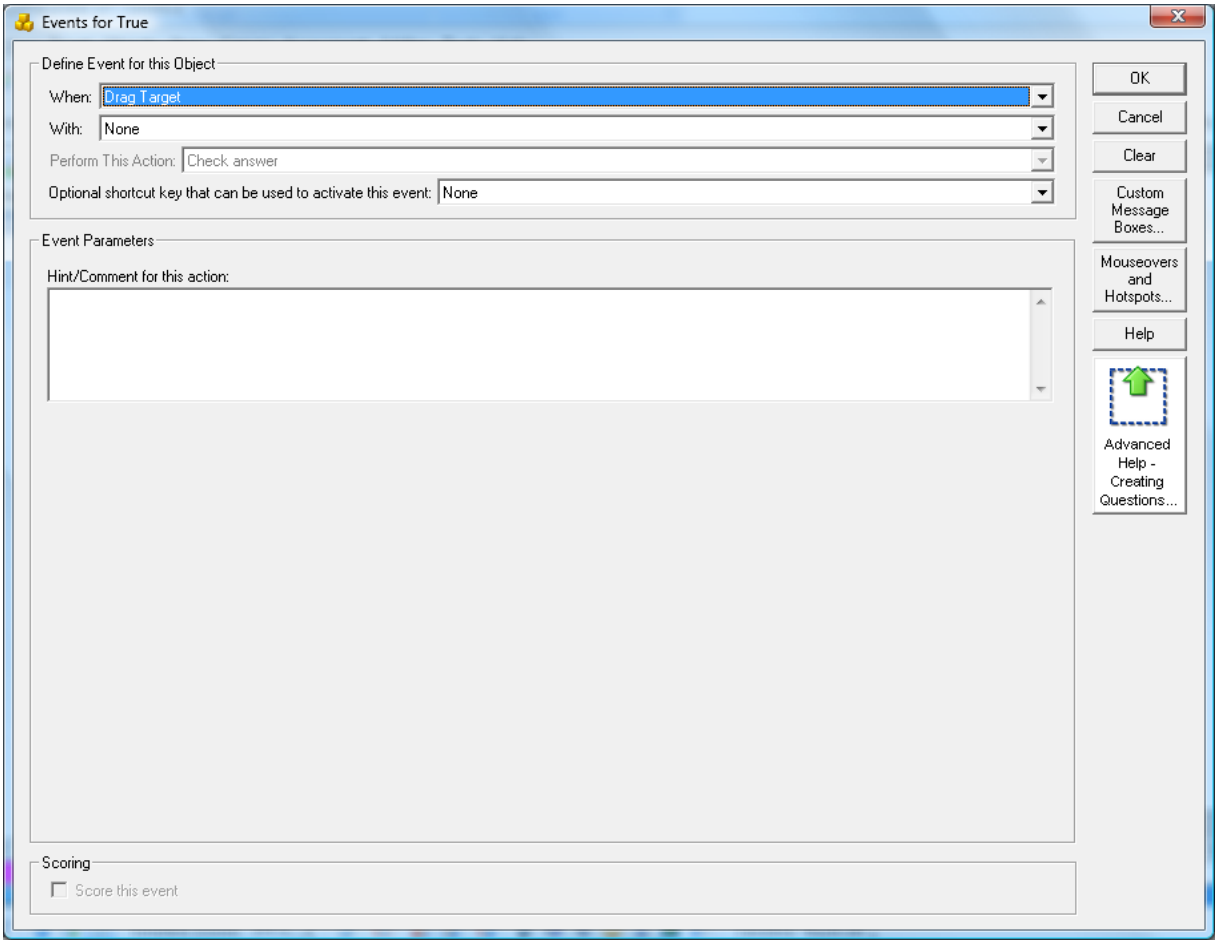
Now we need to create the objects that the user can drag this object onto. Once again, these can be any sort of object –an image, a text object, a created graphic.

Below, we've created two text objects that the user can drag this object onto – one that we have added the text **True** to, and one that we have added the text **False** to (of course, you can add any text you like).



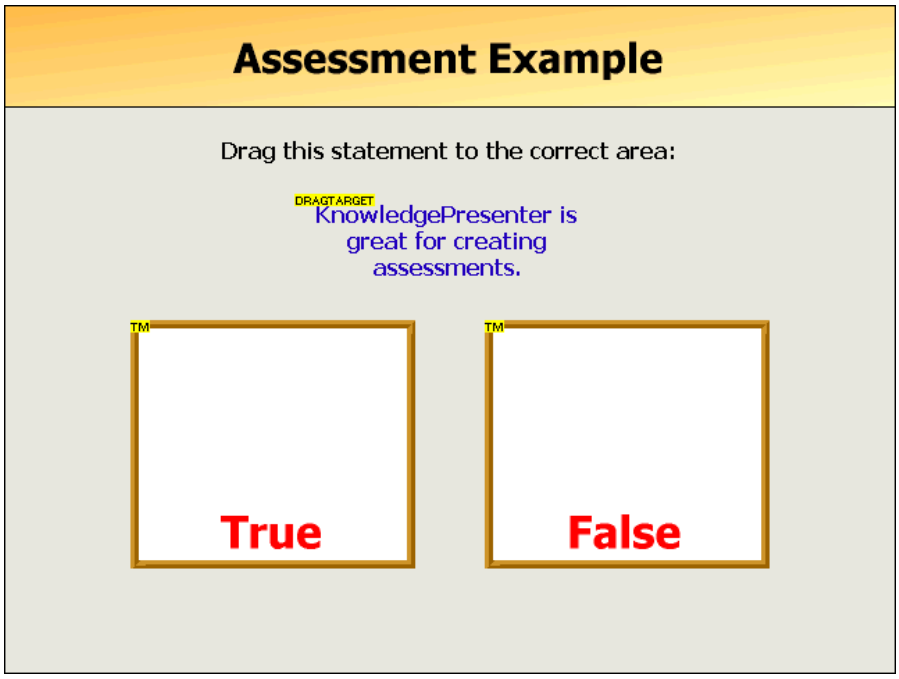

Currently, these are just standard text objects, with no events of any sort associated with them. We now need to give each of these a certain type of event.

We select the first text object (marked **True**), and select the **Event** command from the **Objects** menu. The following dialog box will appear.



In this dialog box, we select **Target Marker** from the **When** listbox (see above). That's all you need to do – the **Perform This Action** will change by default to **Check Answer**, and cannot be changed.

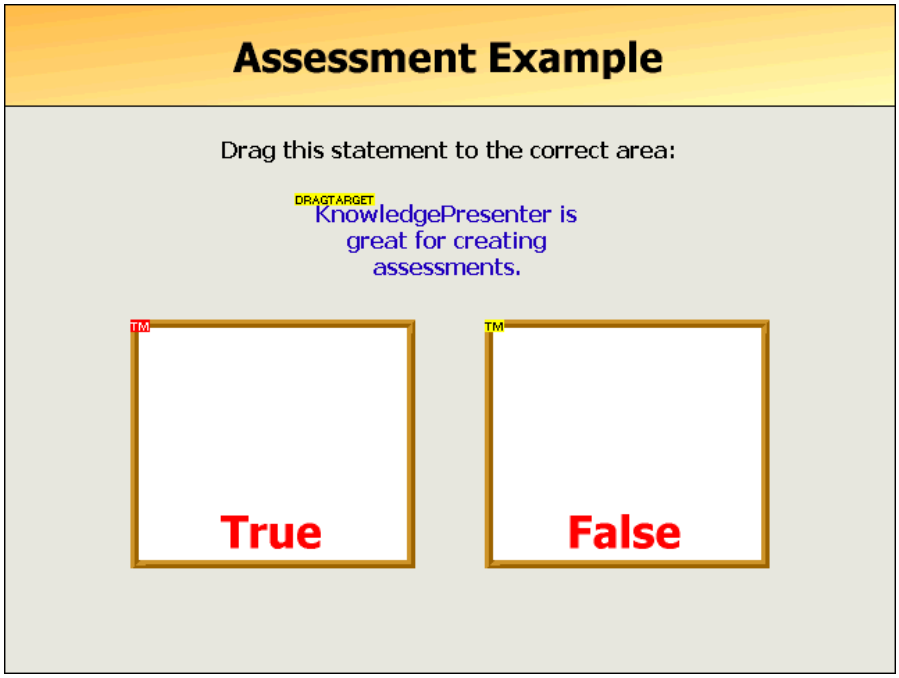
We then repeat this step for the other text object. Our canvas will now look like this:



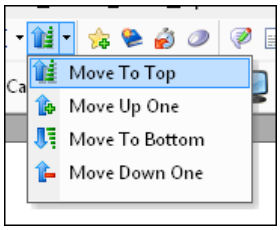

Note that the object we set as the **Drag Target** object has the text **DRAGTARGET** in its top left-hand corner. The two text objects have the text **TM**, indicating they are **Target Markers**.

Now we need to set which one of these two target markers represents the correct answer. In this case, we want the object with the text True in it to be set as the correct answer. This means that this object has to be scored. There are two ways to do this – either select this object, return to the **Event** command from the **Objects** menu, and select the **Score this event** checkbox, or select this object, and then select the **Score This Object** command from the **Assessment** menu.

Your canvas will then appear as below. Note that the **TM** at the top left of the text object with True in it is now white with a red background, indicating this object is scored, or is the correct answer.




One final thing we will do to these objects – we want to the ensure that the object that is being dragged sits above the other objects in the layering – so we select the **Drag Target** object, and then select the **Object Layer / Move to Top** command from the **Objects** menu.



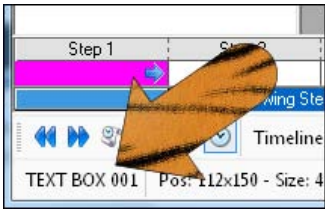

Finally, when creating an assessment question of this type, you need to add a button or some other object that allows the user to submit their answer. This is because when the user drags a Drag Target object when running this assessment, that object can be dragged and place anywhere on the screen, but does not leave the current step.

When you create the button or other object, give it the event **Go to Next Step**. KnowledgePresenter will automatically take a note of where the user dragged the object, and whether they got this step wrong or right.

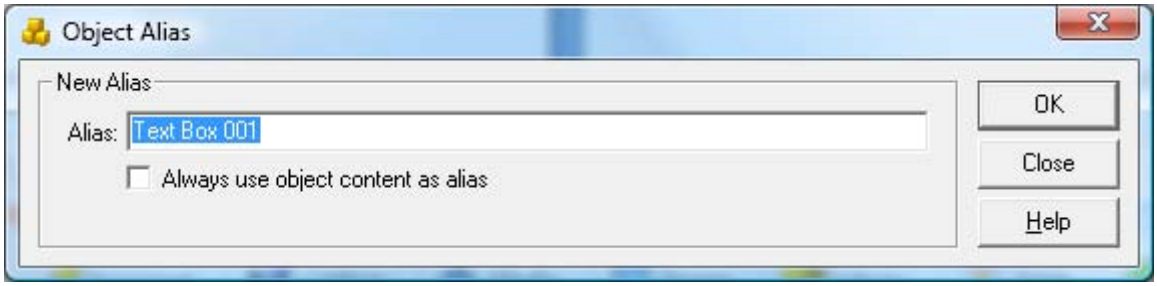
## *The Object Alias*

When creating **Target Marker** objects, it is wise to ensure that these objects are named in a meaningful way. Actually, this is optional, and will not affect scoring in any way, but it does affect what information KnowledgePresenter reports to a Learning Management System (or displays on screen if required) when it reports on how the user went with this objective.

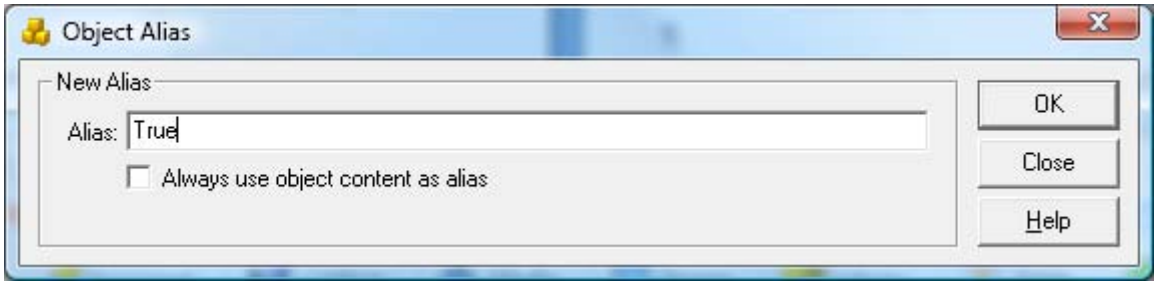
To change the alias of an object, select that object, and select the **Object Alias** button in the bottom toolbar.




The following dialog box appears.




This will display the current alias of the object. As you can see, the name **Text 118** is not really that meaningful. It should be changed to reflect the option it is representing. Below, we've renamed the top **target marker** object to **True**. This should be repeated with each of the **Target Marker** objects on this step so that they all have meaningful names.




By naming objects in this way, KnowlegePresenter will know, and reflect when necessary, that the correct answer for the example we are working with is **True**. If the user selects the **False** option, then the reporting may look something like this:

*Objective*: **KnowledgePresenter is great for creating assessments:**
*User Response*: **False**
*Correct Response*: **True**
*Score*: **0**

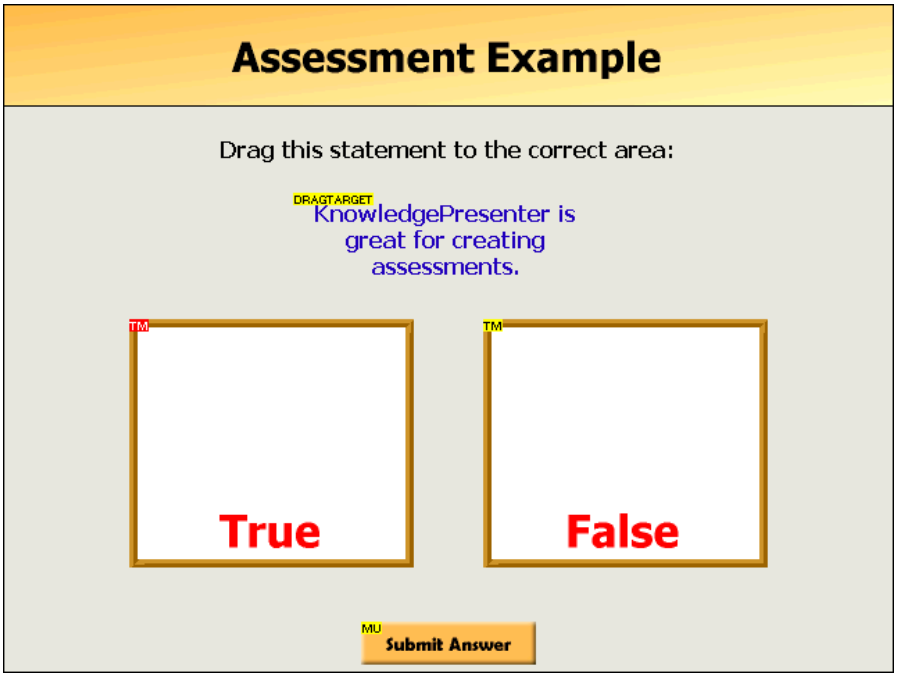
As you can see, this looks a lot better and more understandable than:

*Objective*: **KnowledgePresenter is great for creating assessments:**
*User Response*: **Text 118**
*Correct Response*: **Text 119**
Score: **0**

## *Drag and Drop Feedback*

Providing feedback for **drag and drop** assessment questions is in some ways a little different to providing feedback for hotspot and multiple choice questions, but in some ways quite similar. If a button is added to this

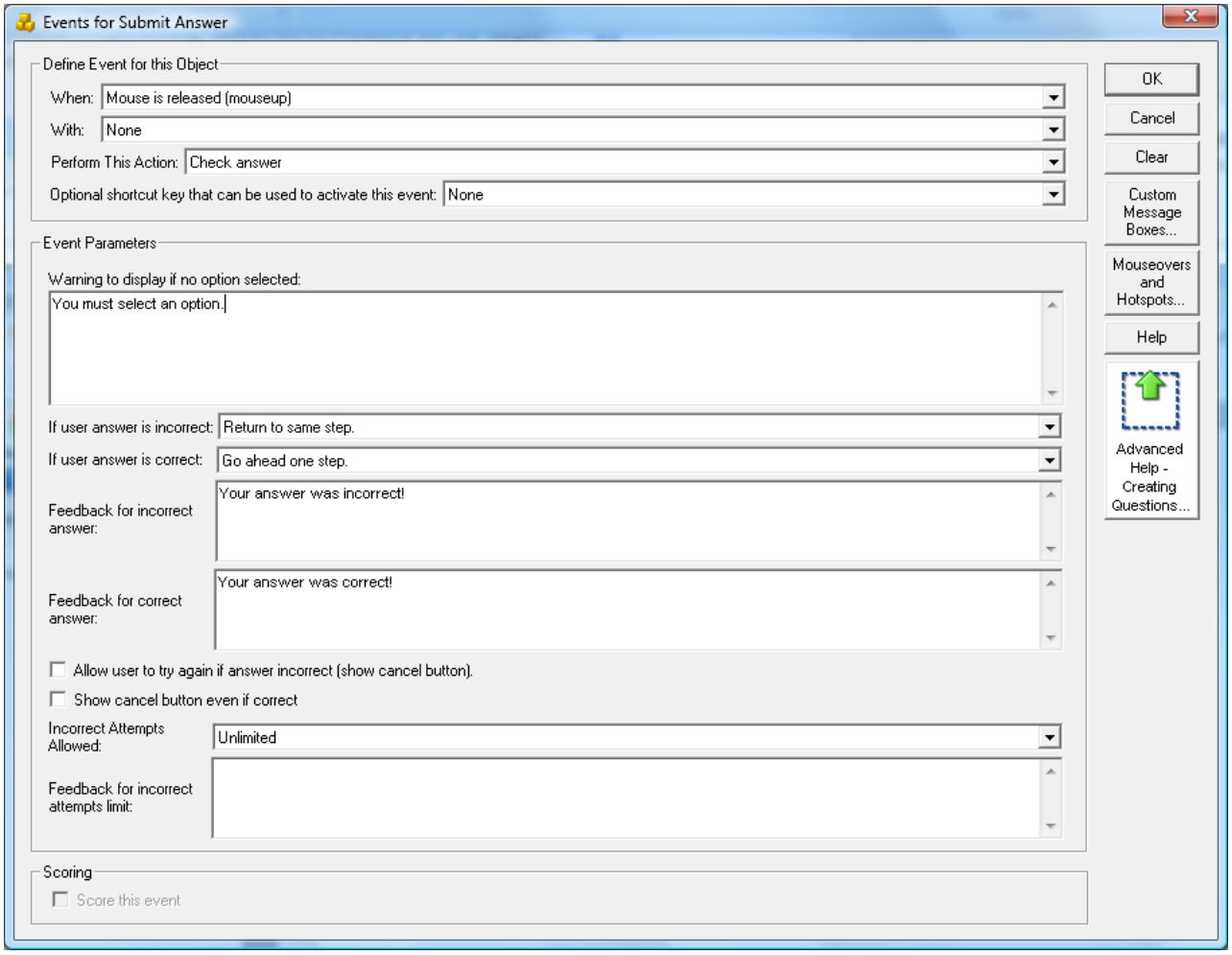
step which allows the user to move to the next step, then as we mentioned, KnowledgePresenter will take a note of where the user dragged an object, and score them appropriately, but it will provide no feedback.




In the screen above, we added a button which we called **Submit Answer** to the bottom of the screen. The user must select this button to submit their answer. There are two main events or actions we can assign to this button:

- **Go to Next Step**. KnowledgePresenter keeps a track of user selections, scores appropriately, but provides no feedback.
- **Check Answer**. Using this event, you get to determine what happens when the user gets the answer right or wrong. This may be to display appropriate feedback, go to different steps – or a combination of both. Again, KnowledgePresenter will always keep a track of what the user answered.

Below you can see the event screen for this button. Note that **Check answer** is selected in the **Action** listbox.




Above, you can see the many options available when you select the **Check Answer** option from the **Perform This Action** listbox (note that this selection is only a valid one for *true/false*, *freeform text entry*, *target*, and *drag and drop* questions – the types of questions where a submit button is required).

As you can see, you get to decide:

- Whether to display a message if the user does not make any selection before submitting an answer (**Warning to display if no option selected option**). This is optional. If this is left empty, and the user submits before selecting an option, they are assumed to have got this incorrect.
- What to do if the user gets the answer incorrect (**If user answer is incorrect option**).
- What to do if the user gets the answer correct (**If user answer is incorrect option**).
- Display some feedback if the user gets the question incorrect (**Feedback for incorrect answer option**). This is optional.
- Display some feedback if the user gets the question correct (**Feedback for correct answer option**). This is optional.
- You can also determine whether to display cancel buttons on the message box (**if feedback is used**), so that the user can select to skip the question, or try it again.
- You can select a number of **Incorrect Attempts Allowed**. If the user reaches this limit, the lesson will move to the next step after this message below is displayed.
- You can enter a message that will appear should the user reach the maximum number of attempts allowed (**Feedback for incorrect attempts limit**). If the user reaches this limit, the lesson will move to the next step after this message is displayed.

Using the above options, in a variety of combinations, you can perform almost any action, or provide any feedback based on an incorrect or correct answer. What you do is up to you!

## *Other Feedback Method for Drag and Drop*

One other method exists for creating feedback for **drag and drop** assessment questions – you can add other hotspots or objects on the page – ones that may or may not be **Target Markers**. If you give these objects an event that occurs when the user releases the mouse button, then if the user drags the **Drag Target** object onto this object, the event defined for this object will occur. This may be something as simple as displaying a message, or something more detailed, like going to another step, for example.