

D202: Multimedia: Formal Answer in Mediator

Using OpenMind & Mediator

Flash Introduction

A Visual Tour

An Interactive Quiz

Formal Answer in Mediator

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Section 1: Using OpenMind

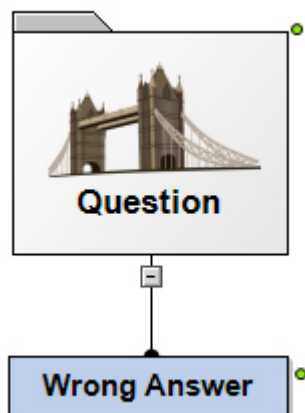
Step 1: Project Planning

Start by referring to the tutorial titled **Planning your projects in OpenMind** and follow the steps of using OpenMind to plan and **organise** your project.

For this project you are going to create a questionnaire style quiz. This particular project is only going to ask one question but once you gain an understanding of how this tutorial works you can create as many questions as you like.

The project is going to consist of two pages, **Page One** will ask a question, if you get it wrong you'll go to **Page Two**, which will ask you if you would like to try it again. We are going to use an **"If" statement** on **Page One** to decide what Mediator has to do depending on if the user gets the question right or wrong.

If you use the **Top Down** layout in OpenMind, your website structure should look like this:



The **Root** will be your **Question** page. In OpenMind, you may add your **question** to the **root**, as well as a relevant illustration from the **Media Catalog**. For this exercise

I'm going to use a picture of Tower Bridge from the Media Catalog and the Question is going to be "What is the name of this bridge?".

- **Export** your OpenMind project as a Mediator file

Section 2: Using Mediator

Mediator is a page orientated authoring tool. It allows you to work on one page at a time, create interactivity on each individual page and then create links between the various pages of your project. You can export your projects as Flash websites or CD ROM's, HTML, or Mediator CD ROM's.

Step 1: Organising your Mediator project

Once OpenMind has completed **exporting** your project, the program asks you if you would like to open **the Mediator project**. Select **Yes**, OpenMind will launch Mediator and open your project.

OpenMind has no idea how you would like your pages designed, you will notice that it has put all the objects (text, pictures, sounds) in the top left hand corner. The first task you have is to arrange your page:

To **move** an object around the page:

- **Left-click** near the **centre** of an object and hold down the left mouse button to **drag** objects around the page

To **scale** images:

- **Left-click** and **drag** one of the corners to adjust the image to the desired size

To **edit** text:

- **Double-click** the text itself to open the **Text Editing** toolbox
- Select the text and then make changes in the toolbox


Step 2: Creating the Question Page

I have used one of the Mediator templates from the Multimedia Catalog for the design of my pages. You are of course free to use your own graphics.


Once you have finished arranging and designing your page we still need to add three objects:

- An **Input Object** (for the user to enter their answer)
- A **Button** (when clicked, Mediator will check the answer in the Input Object)
- A descriptive **Text Object** with the label **Correct!** (which will be hidden until the user gets the question right)


From the Mediator Toolbox:

- Select the **Input Object** tool 
- Left-click and drag an Input Object onto the Page


To place a button on the page:

- Select the **Button** tool 
- **Left-click** and **drag** a frame onto the screen
- Enter the text **Submit** on your button
- **Left-click** anywhere outside the button to **exit** edit mode

Or

- Open your **Multimedia Catalog**  and choose a button
- **Left-click** and **drag** it onto the screen
- **Double-click** your button
- Enter the text **Submit** on your button
- **Left-click** anywhere outside the button to **exit** edit mode

To place a Heading on the page:

- Select the **Text Object** tool 
- **Left-click** and drag a frame onto your page
- Enter the text **Correct** into the window that opens
- Click the **Green Tick** on the toolbar to exit the Text tool

Now we need to hide this Heading:

- Right-click the Heading and de-select **Show Object**


At this point your page should look something like this:




Step 3: Creating the Wrong Answer Page

This is the page the user will go to if they enter the wrong answer. It will give them the option to go back and try answering the question again.


For this page you will need some descriptive text and a Button taking you back to the Question Page.

- Select the **Text Object** tool  from the Toolbox
- **Left-click** and drag a frame onto your page
- Enter the text **Sorry, Wrong Answer!** into the window that opens
- Click the **Green Tick** on the toolbar to exit the Text tool

Now you need to add a button to take you back to the Question Page

- Select the **Button** tool  from the Toolbox
- **Left-click** and **drag** a frame onto the screen
- Enter the text **Try Again** on your button
- **Left-click** anywhere outside the button to **exit** edit mode

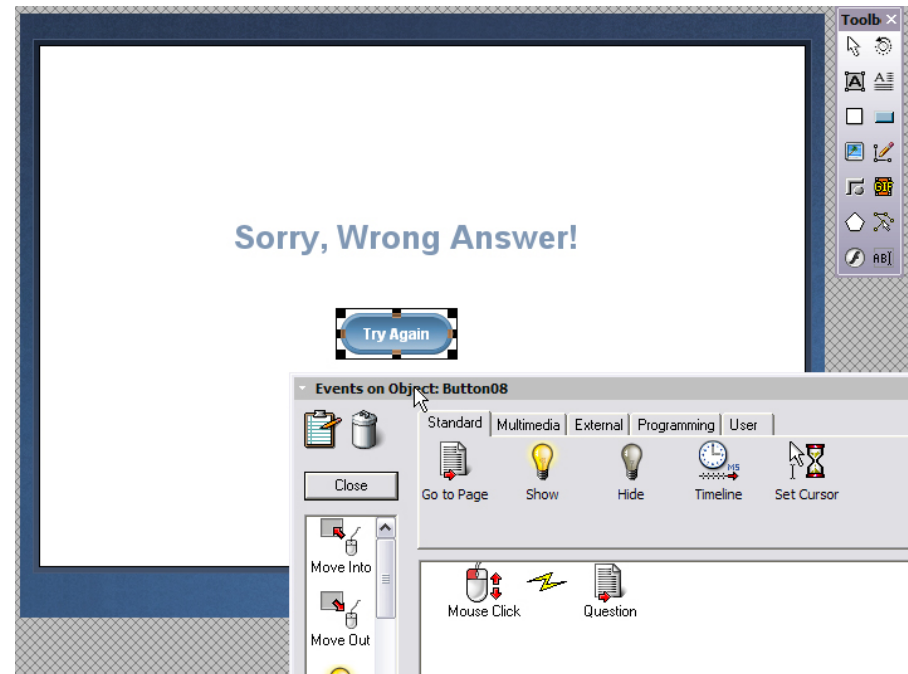
Or

- Open your **Multimedia Catalog**  and choose a button
- **Left-click** and **drag** it onto the screen
- **Double-click** the button to edit the text
- Enter the text **Try Again** on your button
- **Left-click** anywhere outside the button to **exit** edit mode

Now you need to program the button to take you back to the Question page when the user clicks the button.

- Right-click the button on the page and select Events
- Drag the event **Mouse Click** into the centre window

- Drag the action **Go to Page** into the centre window to the right of the **Mouse Click** event
- Select the **Question** page from the Page List
- Click **OK**
- Click **OK** to close the **Go to Page** dialog



Step 4: Creating an IF Statement

Next you need to go back to the Question page:

- Select the page **Question** in the Page List

Now you need to program an "If" Statement on the Submit button to check if the user has entered the right answer. The way an If Statement works is that you

basically create two outcomes from a single Event (Condition), i.e. if the user gets the question right, do this, if the user gets the question wrong, do something else.

- Right-click the button on the page and select Events
- Drag the event **Mouse Click** into the centre window
- Select the **Programming** tab on your Actions panel
- Drag the action **If** action into the centre window to the right of the **Mouse Click** event
- For the If (Condition) type: `Input.text = "Tower Bridge"`

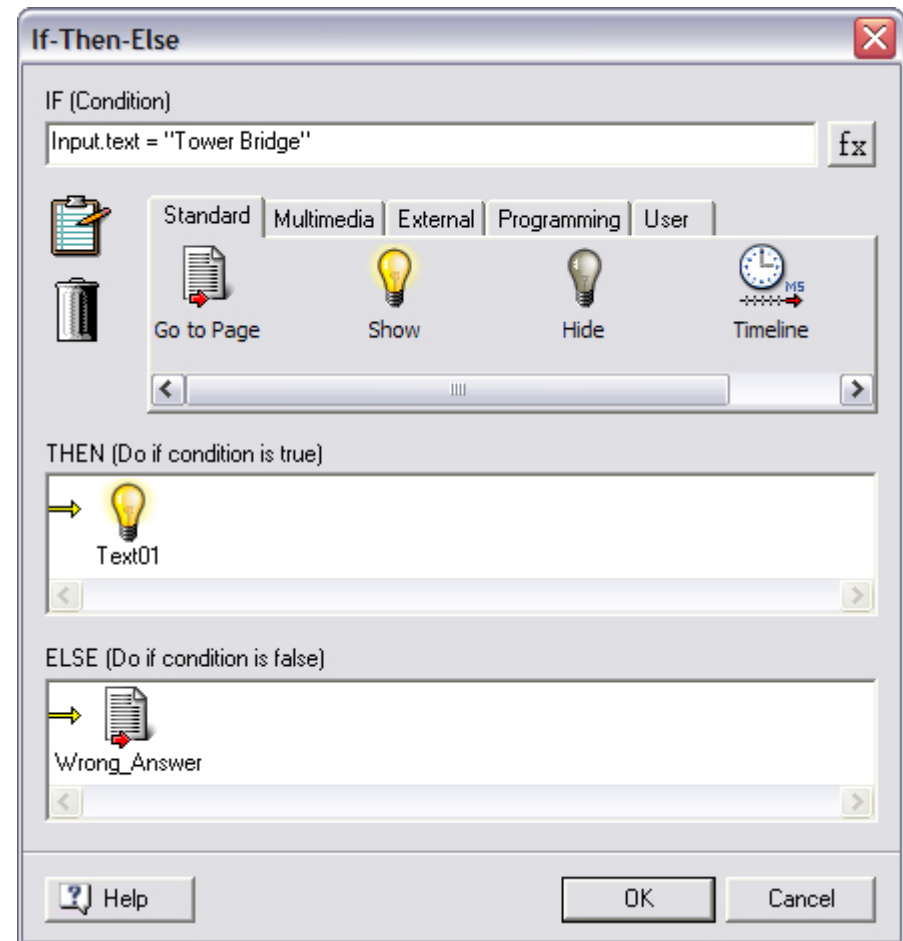
To quickly explain what we did: *Input.text* represents what you are reading, i.e. the text contained in the Input Object. The text between the quotes is the answer "Tower Bridge". So the entire expression is equivalent to: is the answer in the Input field equal to the text we have between the quotes?

For Then (If the condition is correct):

- **Left-click** and drag a **Show** action into the window
- Select the **Heading** from the **Object List**
- Click **OK**

For Else (If the condition is not correct):

- Drag the action **Go to Page** into the window
- Select the **Wrong** page from the page list
- Click **OK**
- Click **OK** to close the **If Statement** dialog
- Click Close to close the **Events Dialog** box



- Click the **Run Document**  button to test your page

Step 5: What if something goes wrong?

We have no idea how the user is going to enter their answer. They might use Lower Case or Upper Case letters, or a variation of both. Currently, with the way we have set it up, Mediator will only think the answer is correct if the user enters it exactly how we have it in the If Statement. So what you need to change is:

- Left-click the **Submit** Button
- Select **Events**
- Double-click the **If** action
- Now change your code slightly: UPPER (Input.text) = "TOWER BRIDGE"
- Click **OK** to close the **If Statement** dialog
- Click Close to close the **Events Dialog** box

To quickly explain what we did: *UPPER* tells Mediator to convert whatever follows between brackets to Upper case. Putting *Input.text* between the brackets tells Mediator that this applies to the text the user enters in the Input field. This is then compared to the expression between quotes.

Give it a try now:

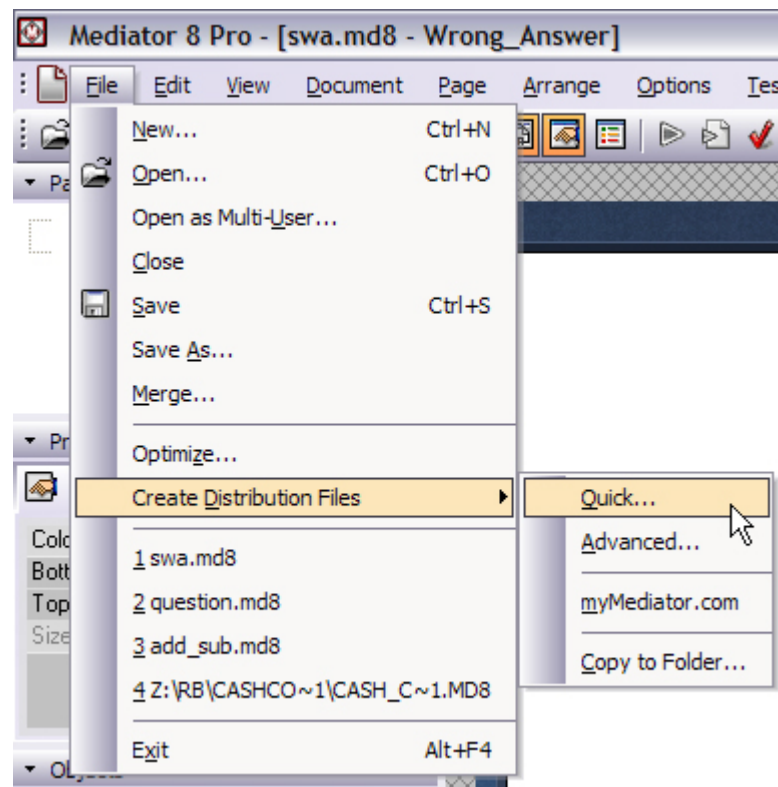
- If you enter **ToWeR BrldGe** it will be correct
- If you enter **TOWER BRIDGE** it will be correct
- If you enter **tower bridge** it will be correct

Section 3: Exporting your work

Step 1: Creating distribution files

Once you have saved your work:

- Select the **File** menu
- Click **Create Distribution Files**
- Select **Quick**



From the **Quick Distribution** dialog box:

- Select **Flash (web site)**
- Click **OK**
- Select **No** when you are asked whether to optimise your pictures
- Select **Preview** to view your project in a browser