

Welcome and thank you for joining the Alpha-testers of WonderChoice project.

Project URL :

<https://wondertest.org/wonderChoice>

You can be involved in the Alpha-testing as you want, you can share with us your ideas on the philosophy of WonderChoice, how it is relevant in your workflow, how clear is the interface..., all your comments are welcome. You can also report bugs, lacks and errors to help us improve the quality of the application.

Just send me an email (use for the moment my regular email : jean.philippe.riviere@gmail.com) with your comments, in case of bugs : describe the problem, precise the context and if necessary, join a snapshot.

WonderChoice purposes

WonderChoice application is a prototype for an item generator based on choice interaction. Its purposes are to offer **more efficiency** to your workflow, **more freedom**, and **more creativity**.

A better workflow

- WonderChoice can generate item packages, these packages can be imported in TAO platform in one click respecting a PCI format.
- WonderChoice can generate multi-choice/single-choice items using a text list.
- WonderChoice can integrate a Microsoft Word presentation using its own rich editor.
- WonderChoice can automatically index the choice-answers of you items.
- WonderChoice can integrate different parser to massively import your items. A generic parser is available in this Alpha version and named #code (Sharpcode). It can handle more than 100 items imported in one row to your WonderChoice interface.
- WonderChoice has its own item-metadata manager. It means that all item generated are ready to be included in an item library.

A better item presentation

- WonderChoice use a graphic interface to add / modify / delete all elements that will compose your item. You are free to choose where the label or the checkbox will be positioned and what element you want to add.
- But freedom brings complexity, WonderChoice helps you with special handler, a magnetic grid, group selection, and shortcuts to quickly reorganize your elements.
- You are also free to add images and graphics elements and manage their superposition.
- You can resize and rotate all elements.
- You can choose through the parameter menu many variations for checkboxes, ticks, text ... The parameters options are built to be enriched.
- You can resize the canvas and build quickly items adapted to a mobile phone or any specific format

Events handlers and new possibilities, respecting the standards...

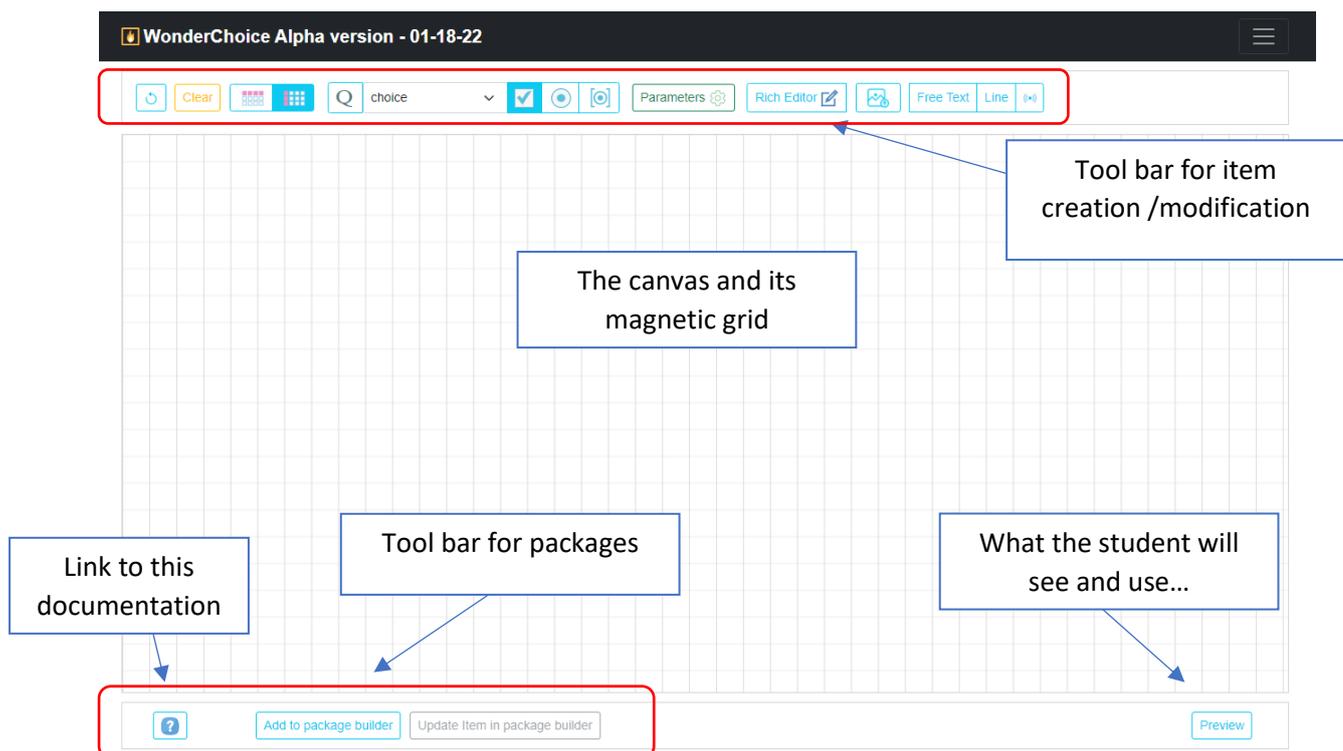
WonderChoice proposes some special modalities

- The elimination mode (you can ask to the student to choose and eliminate answers)
- The feedback (When the choice is clicked a text, or an image can appear)
- The hint (a light globe can be clicked to get some help)
- Shuffling the choices
- Choice limiter
- Reset button
- Time limiter

These options are already present in many assessment tools but, WonderChoice authorize to explore more events, in that Alpha-version, you can discover the possibility to create a hierarchy for clicks and choices. Right now, I'm working on text to speech integration. That will be the next feature...

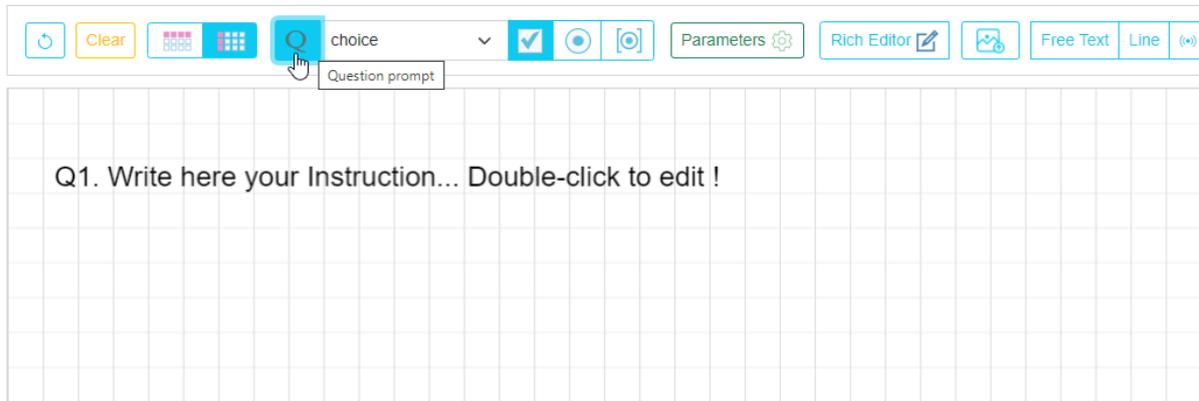
Documentation

Starting point : the empty interface

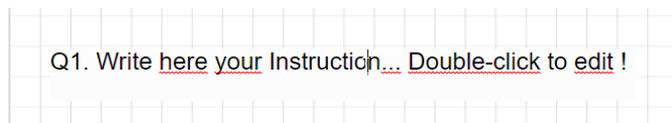


Create a question

WonderChoice Alpha version - 01-18-22



If you double-click, you will access to the edition mode, you can see that the browser corrector identifies some errors (my browser is in french).

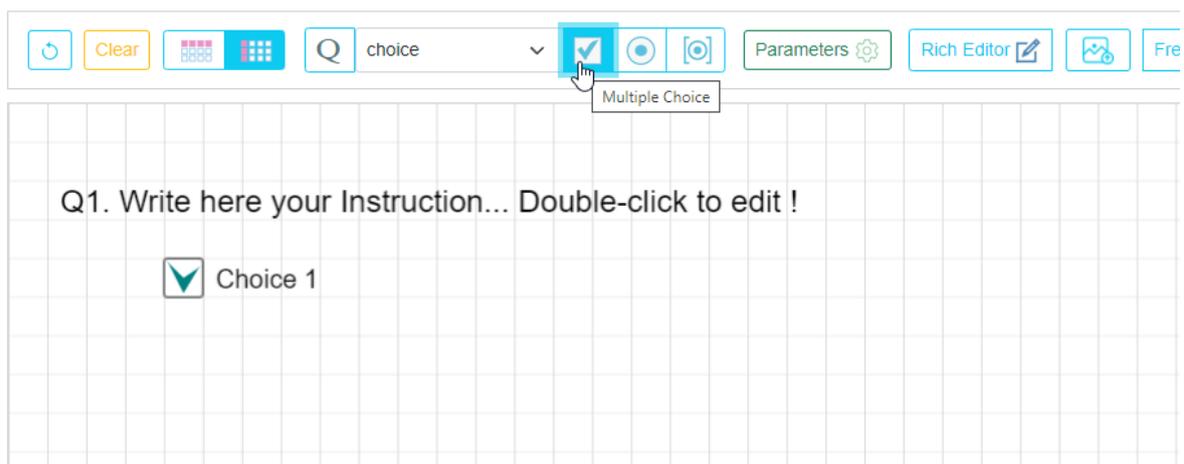


What we call question in WonderChoice is the “major question” and could be also a sort of Main title. It means that it is unique. If you press the Q button twice you will reset the main question. If you want to ask many questions on the same canvas, just use the free-text button to add more.

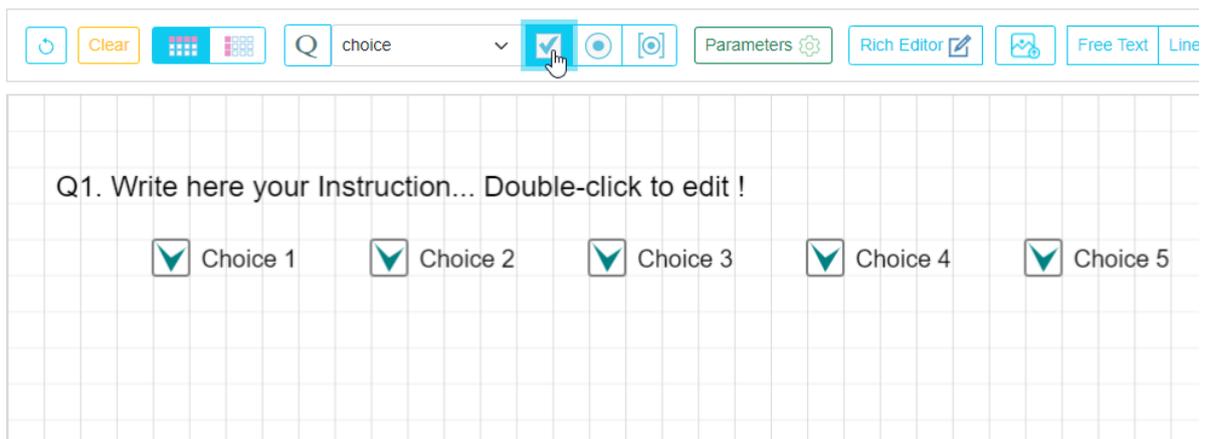
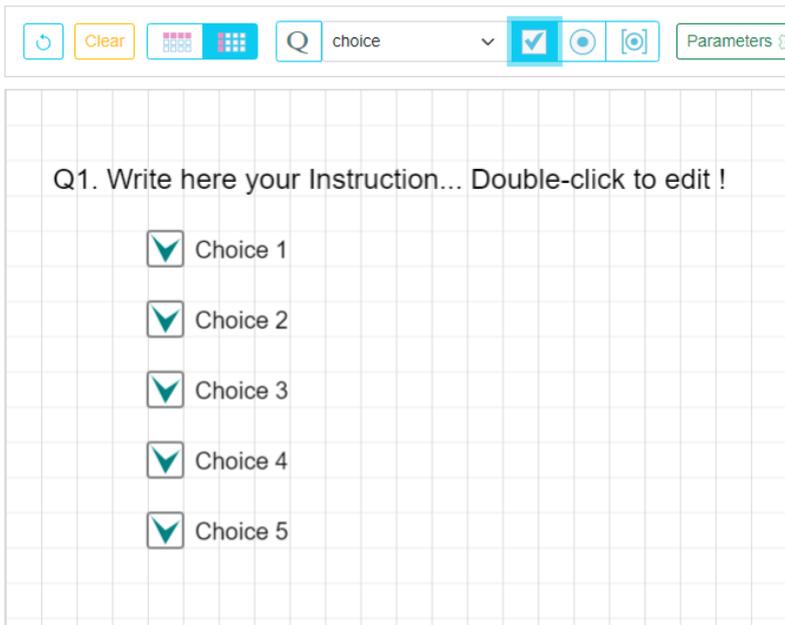
The selector Box is for the moment limited to Choice-Interaction.

Add a choice

WonderChoice Alpha version - 01-18-22

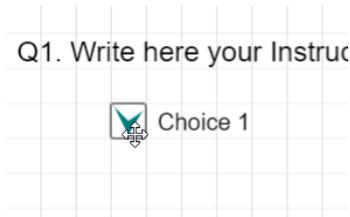


If you press 4 more times, because the vertical display is by default, the choices will automatically be aligned vertically. But if you reset the page and press horizontal display button, you will have now your choices displayed in horizontal mode.

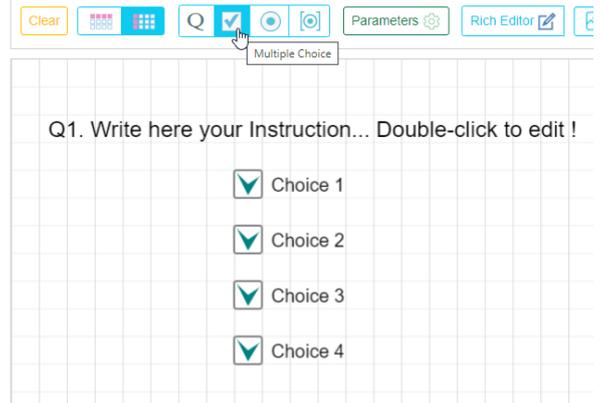
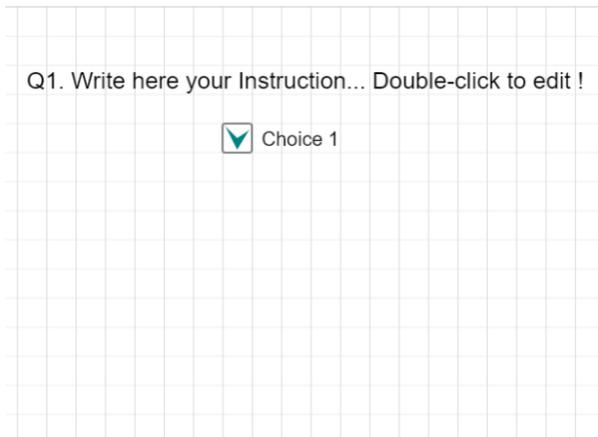


Modifying a choice

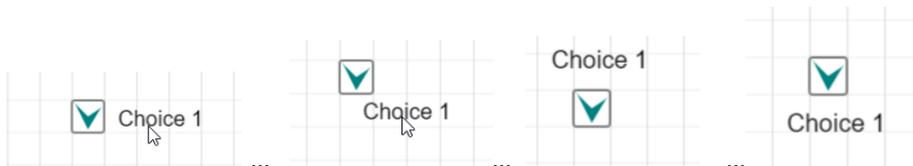
1. If you double-click on a choice text, you will be able to edit it as we did for the question.
2. If you want to move the choice, I mean the group : checkbox and text label..., just use the checkbox as an handler ! You see, over the checkbox, the mouse has now a move icone instead of the classic arrow. When you drop it, it automatically align with the magnetic grid.



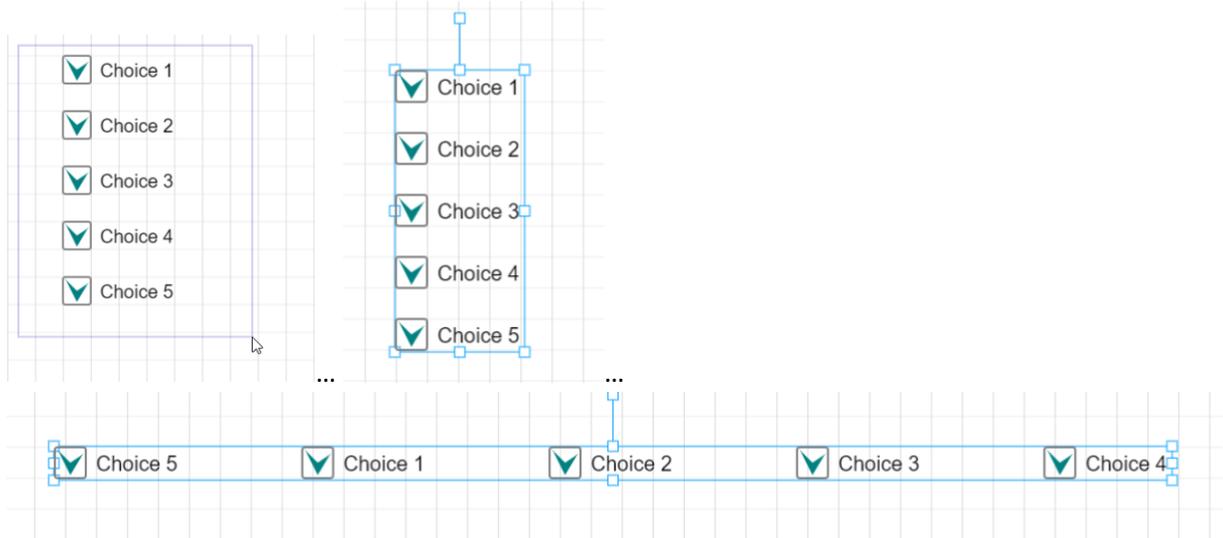
3. I've decided that my first choice will be at this new position, when I add a new choice, it is respecting the new alignment.



4. I want now that my text will be under the checkbox...
Just click and drag the label, not on the checkbox (remember... it is the group handler). You can drop it where you wan, the label is completely independent and has no magnetic constraint.

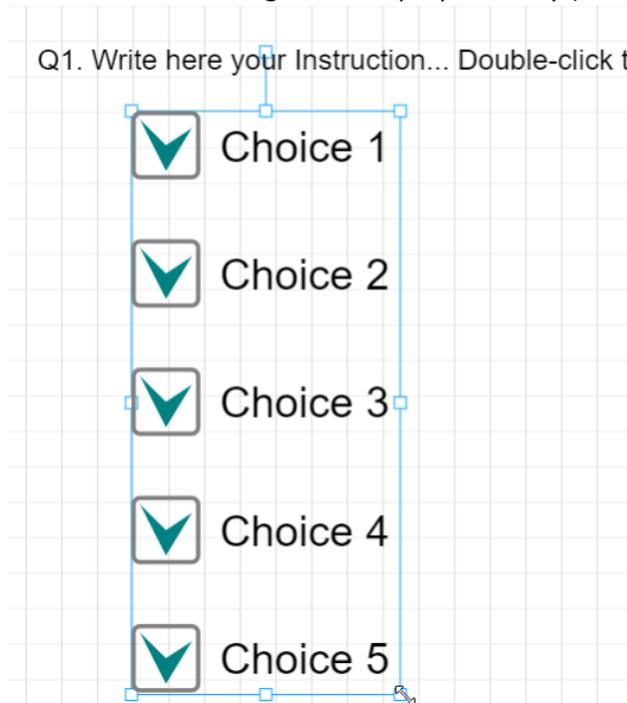


5. I want now to switch from vertical display to horizontal display,
 You must select the item group : use the mouse, click somewhere on the grid and drag the mouse to draw a rectangle selector... Once you release the click, you will have your group selected with new handlers. For the moment, just press H on the keyboard for horizontal display...

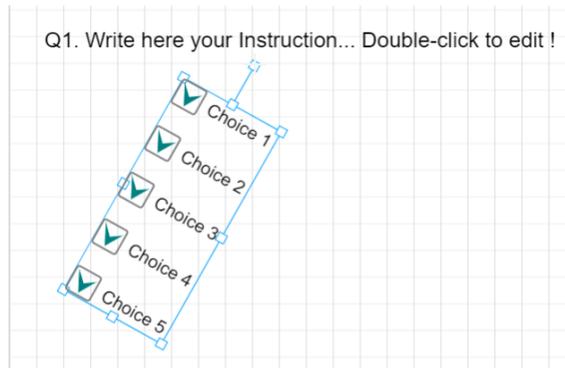


If you press V, you return to vertical mode.

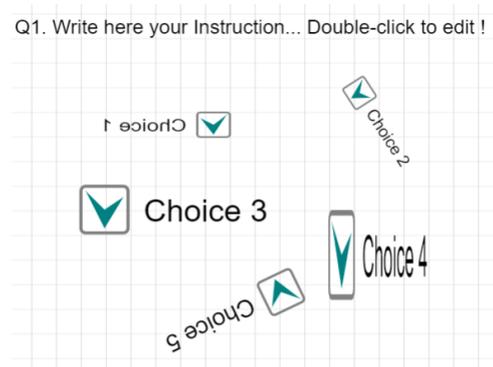
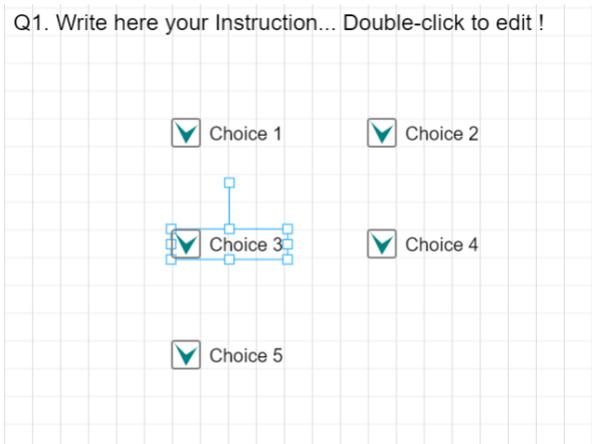
6. Action possible with a group of choices
 Once a group is defined, you can click on an element to move the whole group. You can use the handlers to transform all the elements :
- Corner handlers change the size proportionally (check the mouse position)



- Sider handlers change only one dimension (width or height)
- The handler above authorize the group rotation



7. The graphic selector can work separately with each choice.



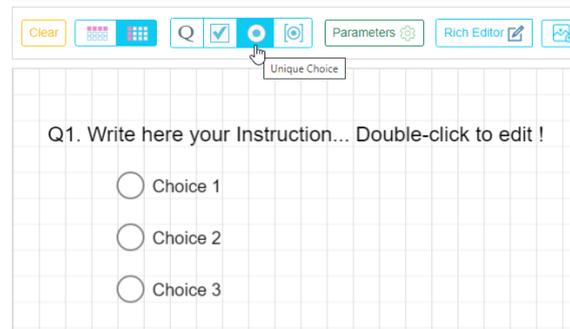
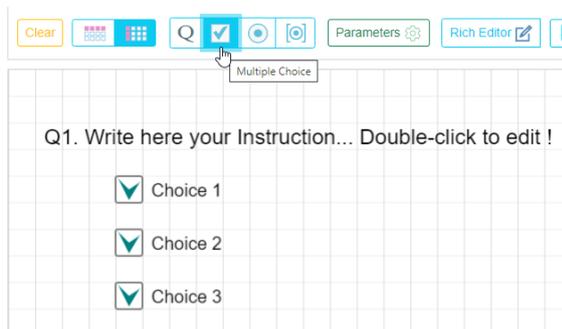
You see in that messy example that we can have a mirror effect showed for choice 1.

8. Deleting a choice

Just select it using the box selector and press D.

MultiChoice or Single Choice ?

The difference between multichoice and single choice is clear. You have 2 dedicated buttons.



But you if you need more than one question in your item, you could need more options...

The main single choice button has a full scope, it means that when you are using it, when it is clicked by the student, it is cancelling all other clicks. For example, if you mix checkboxes and singlechoices you could have this results...

Q1. Write here your Instruction... Double-click to edit !

Choice 1

Choice 4 Choice 5 Choice 6 Choice 7

Choice 2

Choice 8 Choice 9 Choice 10 Choice 11

Choice 3

Choice 12 Choice 13

Changing to choice 3, you cancel automatically all other checked choices...

Q1. Write here your Instruction... Double-click to edit !

Choice 1

Choice 4 Choice 5 Choice 6 Choice 7

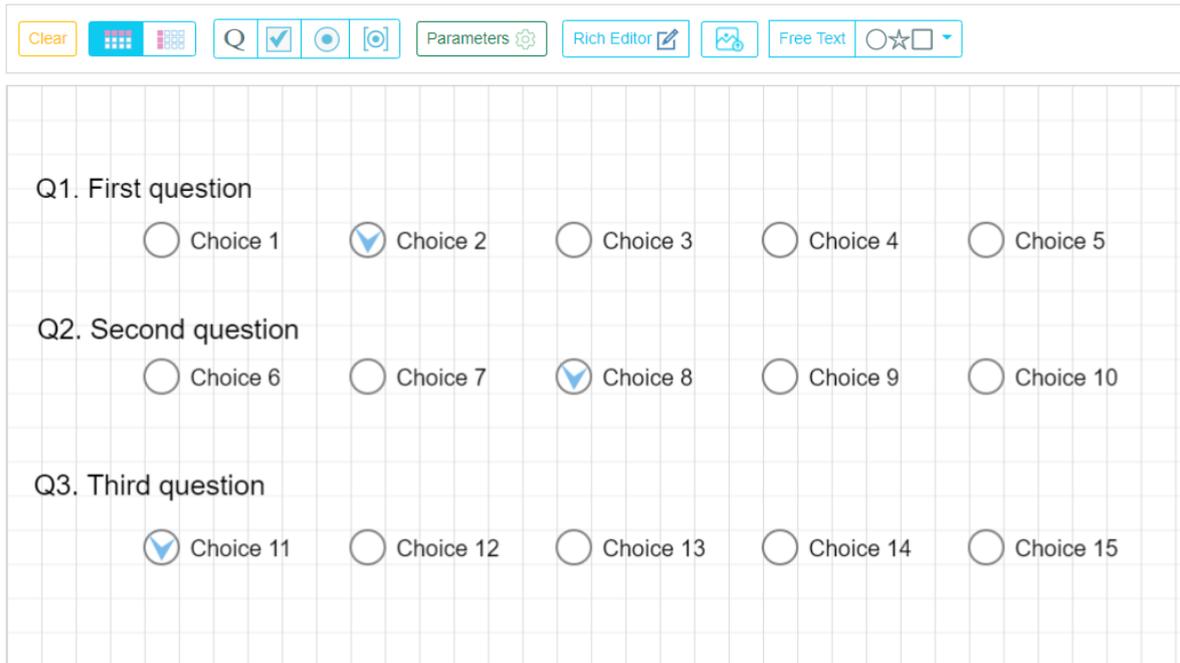
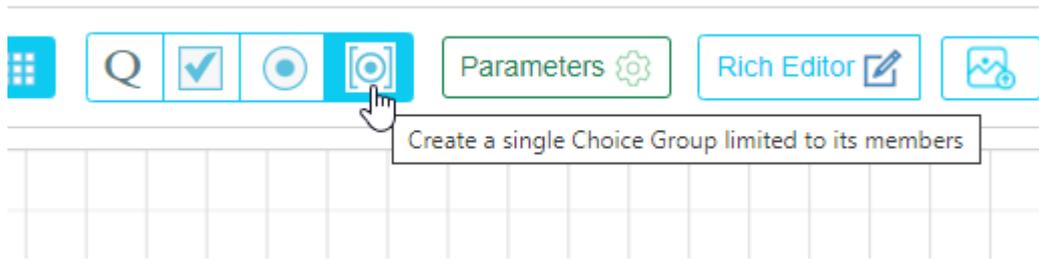
Choice 2

Choice 8 Choice 9 Choice 10 Choice 11

Choice 3

Choice 12 Choice 13

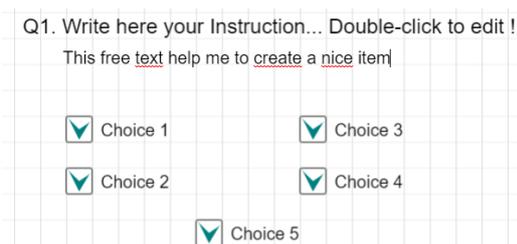
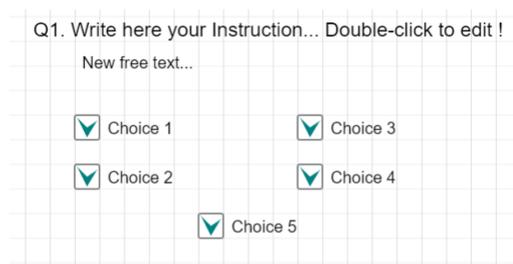
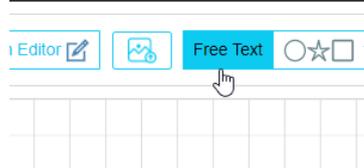
This is powerful in a hierarchical mode, but it is a problem if you need multiple series of single choices. For that use this button, it will control the scope of the single choice elements



Adding Free-Elements

Free-Elements are texts or images that are independent from any choice element. You can use a free element in different situation:

1. To simply add some text... using the free text button.



2. You can be confronted to a complex presentation build in Microsoft word that you must respect.

Two ways to solve this problem,

1. You can copy and paste the word document in the WonderChoice Rich Editor (a word paste button should be available in the next version to a better respect of the format). Then take a snapshot and send it to the canvas using the camera button of the rich editor toolbar



The screenshot shows the 'WonderChoice Alpha version' interface. At the top is a dark header with the version name and a menu icon. Below is a 'Rich Editor' window with a standard text formatting toolbar (bold, italic, underline, link, list, indent, font size, font face, text color, background color). The editor contains the following text: 'This is a complex word document presentation', 'My first question is very important!', 'This is my first question :', 'Read that text and answer :', and a paragraph of Lorem Ipsum text. Below the editor is a toolbar with buttons for 'Clear', 'Parameters', 'Rich Editor', 'Snapshot and insert', 'Parser', and 'Free Text'. The 'Rich Editor' button is highlighted with a red box. Below the editor is a large grid canvas. The canvas displays the same text as the editor. At the bottom of the canvas are five radio button options: 'Choice 1', 'Choice 2', 'Choice 3', 'Choice 4', and 'Choice 5'. At the very bottom of the interface is a footer with a help icon, 'Add to package builder', 'Update Item in package builder', and 'Preview' buttons.

In preview mode :

Preview mode

This is a complex word document presentation

My first question is very important !

This is my first question :

Read that text and answer :

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularized in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

Choice 1 Choice 2 Choice 3 Choice 4 Choice 5

[Check Results](#) [Save Single QTI](#) [Close Preview](#)

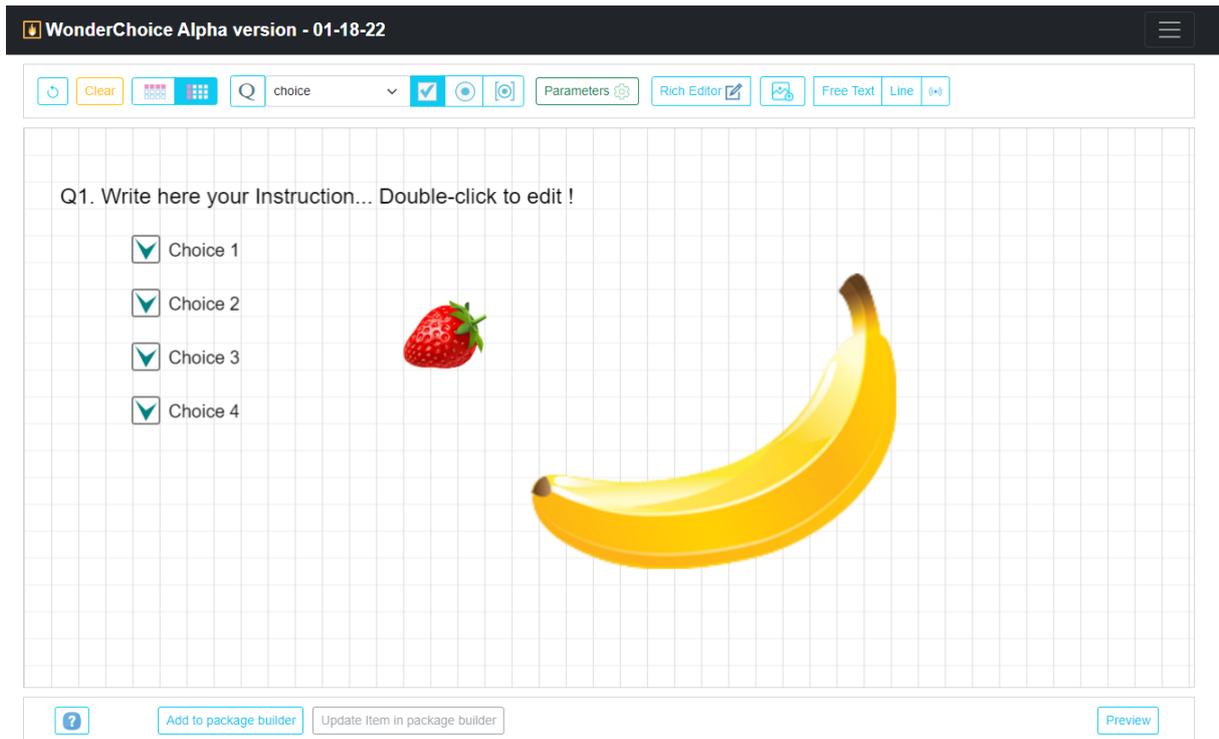
2. Take a snapshot of you word document, save it as a picture and import it. Read the next point to use images.

3. To illustrate your item, add an image, click on



And select an image on your computer. Let's insert a strawberry and a banana...

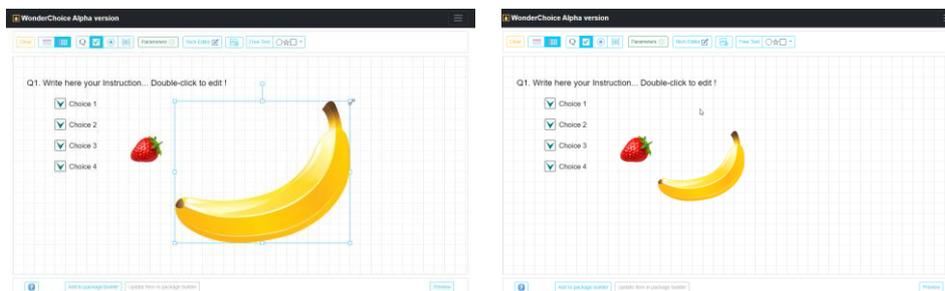
These files are PNGformat, but the application accepts also JPEG, JPG, SVG and GIF. If more format is needed it can be added.



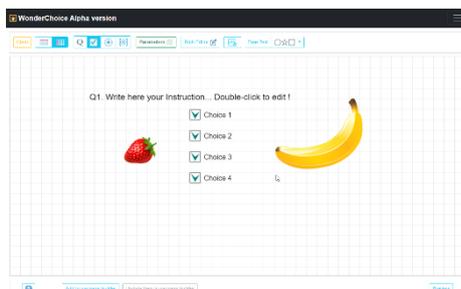
As you see, the sizes are different. To change it, use the box select as we used it before for example on the banana.

To select an image you can drag the mouse upon the picture or just click on the picture.

We have now selected the banana and we can use the transformer as we need, in that case, just decrease the size using the corner handler.



You can drag and drop the image to choose their position. Free elements are not constraint by the magnetic grid.



It is possible to use an image as a background image (special feature in Parameter>canvas>background Image).

The screenshot shows the WonderChoice Alpha version interface. The main content is a diagram of a Mars landing sequence. The question is "Q1. Wich moment is the most dangerous ?". The diagram shows various stages of the landing process, each with a yellow circular marker for selection. The stages and their parameters are:

- Cruise Stage Separation: Time: E - 10min
- Atmospheric Entry: Time: E + 0min
- Peak Heating: Time: -E + 80s
- Peak Deceleration: Time: -E + 90s
- Guided Entry
- Parachute Deploy: Time: -E + 240s, Alt: -6.8 m, Vel: -940 mph
- Heat Shield Separation: Time: -E + 260s, Alt: -4.7 m, Vel: -360 mph
- Radar Lock: Time: -E + 290s, Alt: -4.5 m, Vel: -230 mph
- Terrain Relative Navigation Solution: Time: -E + 330s, Alt: -2.5 m, Vel: -200 mph
- Backshell Separation: Time: -E + 350s, Alt: -1.3 m, Vel: -200 mph
- Powered Descent
- Rover Separation: Alt: -70 ft, Vel: 17 mph
- Mobility Deploy
- Sky Crane
- Fly Away

The interface includes a toolbar with buttons for Clear, Parameters, Rich Editor, Free Text, and a search icon. Below the diagram are buttons for "Add to package builder", "Update Item in package builder", and "Preview".

On this example you can recognize the question Q1 and the yellow dots that are single-choice round boxes. The labels are hidden (use parameter panel to do it globally avoiding 13 clicks). It is possible to name the hidden label and get a clear (explicit) information on what was clicked in the metadata (see below).

Using a snapshot of a word document could also be an efficient solution.

The screenshot shows the WonderChoice Alpha version interface with a word document presentation on a grid background. The text in the document is:

This is a complex word document presentation

My first question is very important !

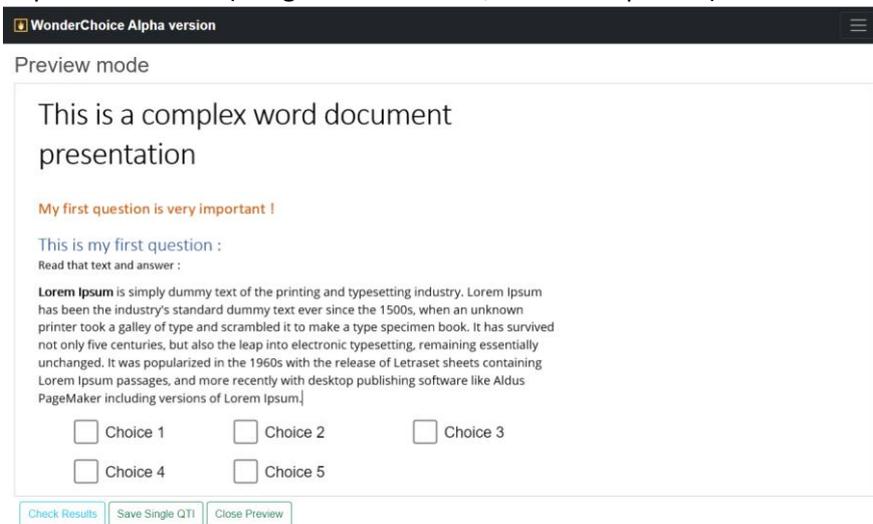
This is my first question :

Read that text and answer :

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularized in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.]

The interface includes a toolbar with buttons for Clear, Parameters, Rich Editor, Free Text, and a search icon. Below the document are buttons for "Add to package builder", "Update Item in package builder", and "Preview".

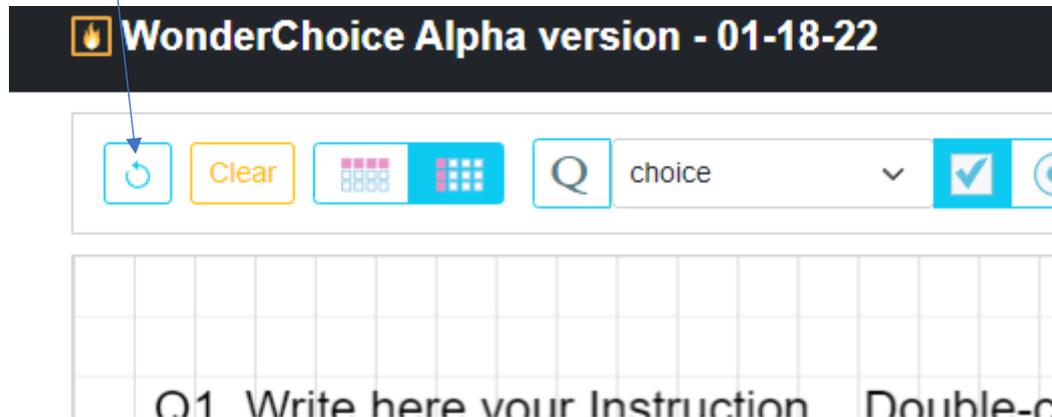
In preview mode : (the grid is not visible; this is an option...)



The undo and the clear button

This button authorize the item builder to cancel the last move of an element.

For the moment, only the last element's position is watched and stored.



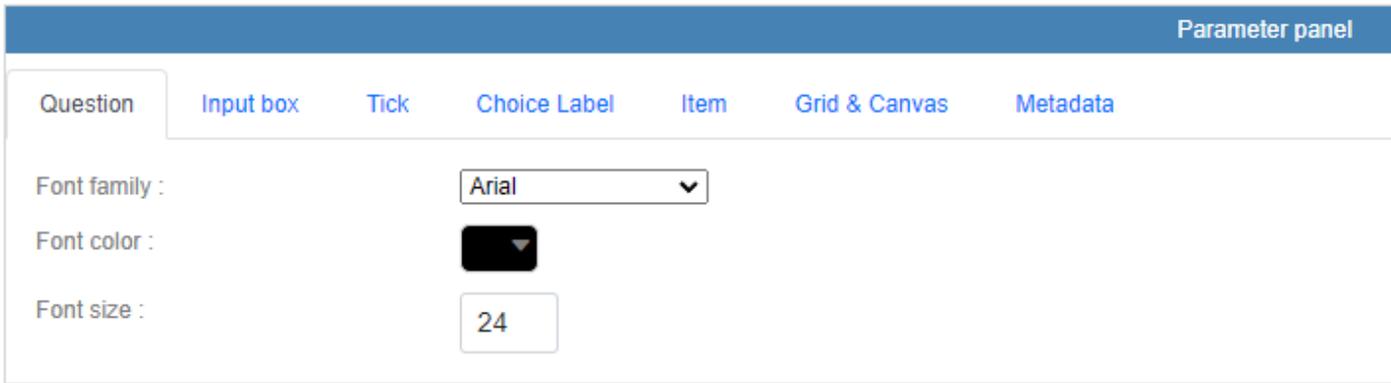
In the future more events will be listened.

The Clear button delete all elements on the canvas. Be careful in this alpha version there is no confirmation requested. A click will delete all !

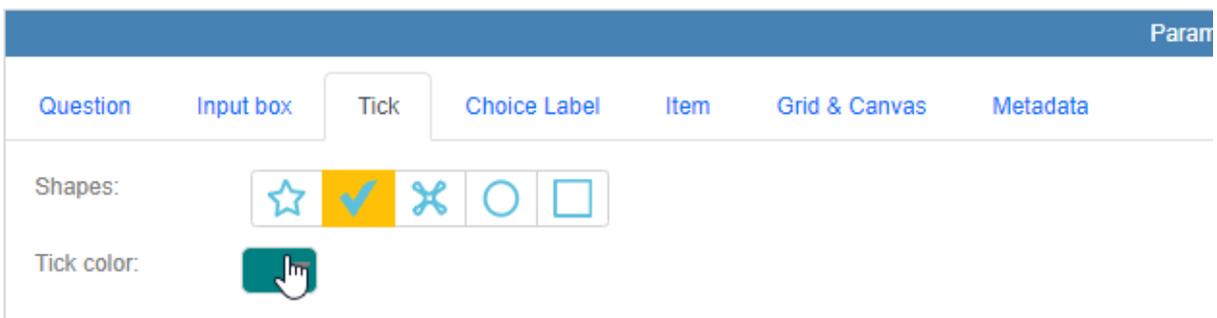
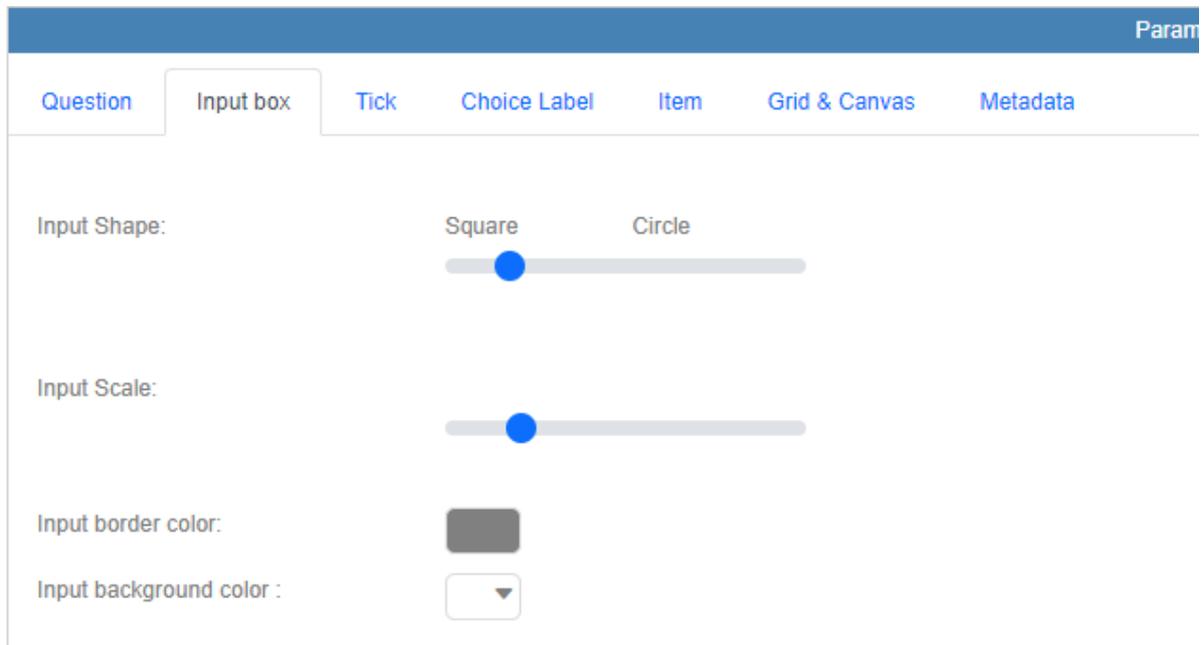
The parameter panel

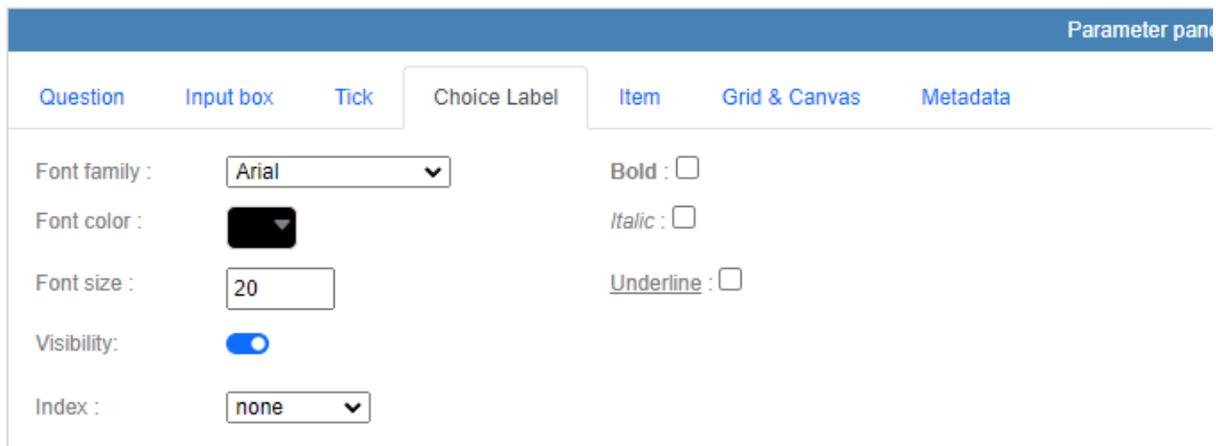
The parameter button  reveals the tab system that organize all the item generator options.

Question, Input box, tick, choice label, item options, grid and canvas and metadata...

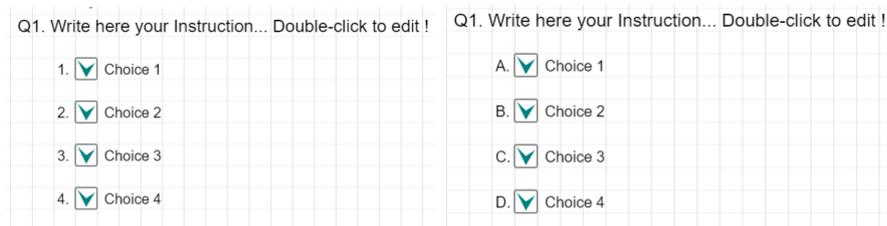


Three tabs concern the choice element, you can modify the input box, the tick and of course the label.





The choice label has an automatic index system (alphabetic or numeric).

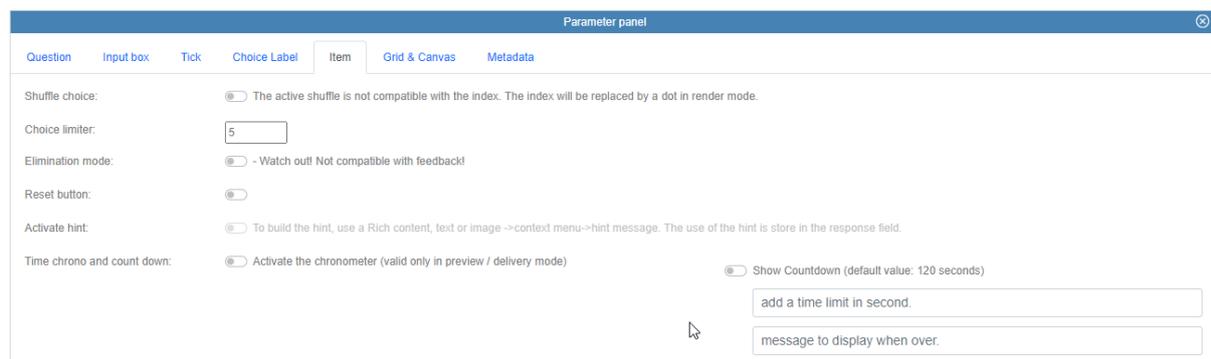


You can use the transparency option and to create clickable area that the test-taker will have to find on a picture, or on a map.

The choice label can be hidden. This feature can be also called from the context menu.

The item tab

It organizes all actions concerning the item in its globality.

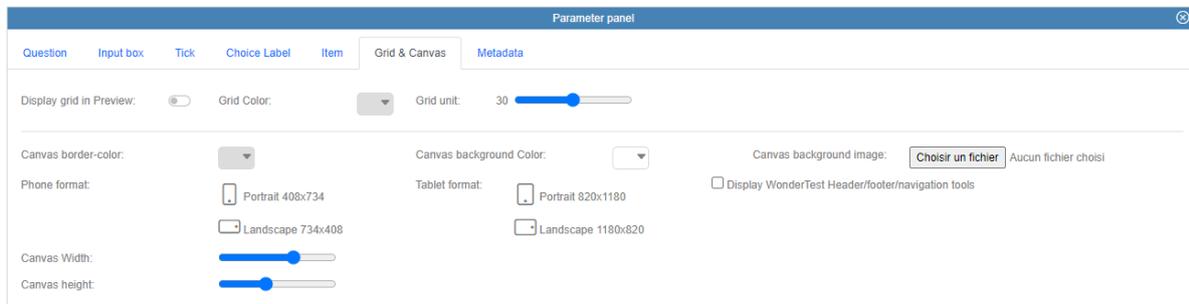


The Grid & Canvas tab

Few options are here available, but they are quite important. First you can keep or hide the grid in the test taker view. You can also change the color of the grid but much more important, you can

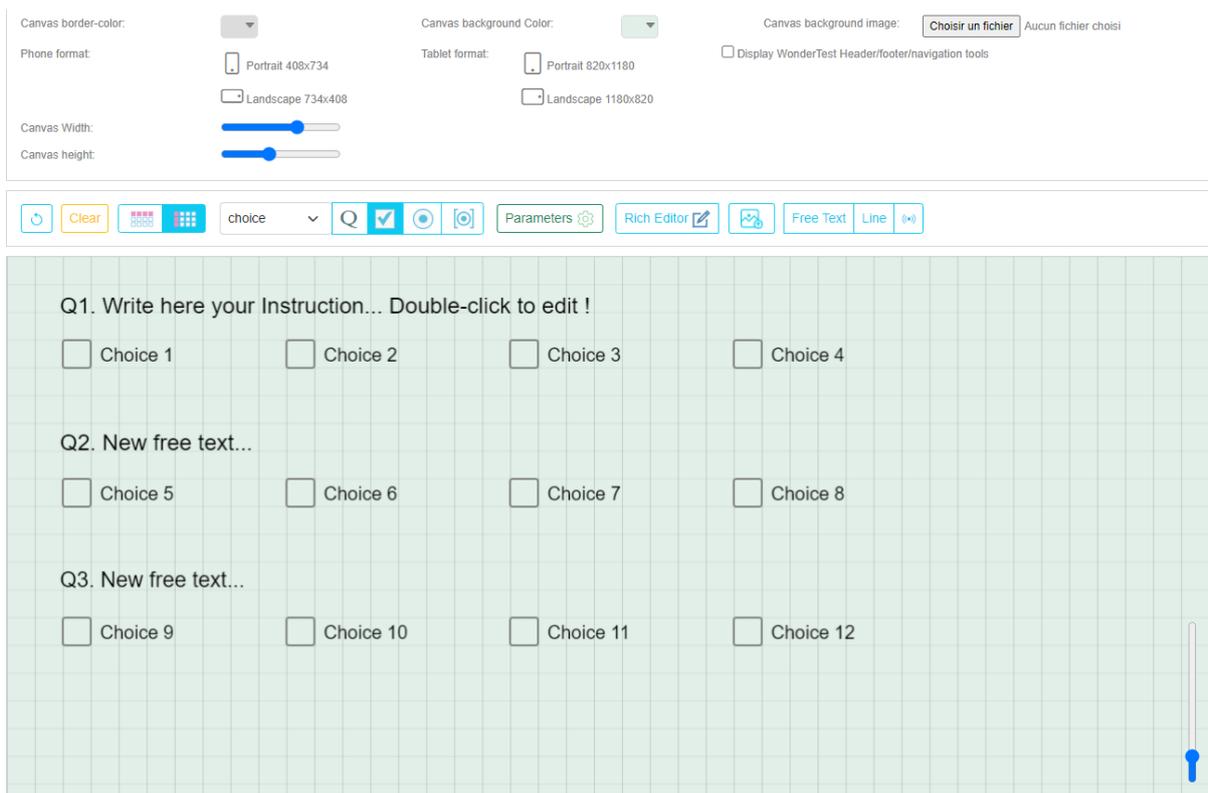
change the grid unit, if you want a full control and cancel the magnetic effect reduce the grid unit to 1.

You can create special format adapted to your target. If you change the Canvas size, you can fit perfectly mobile phone format or tablet. You have a full and stable control... As it is easy to create and modify any item the responsiveness is out of our consideration.

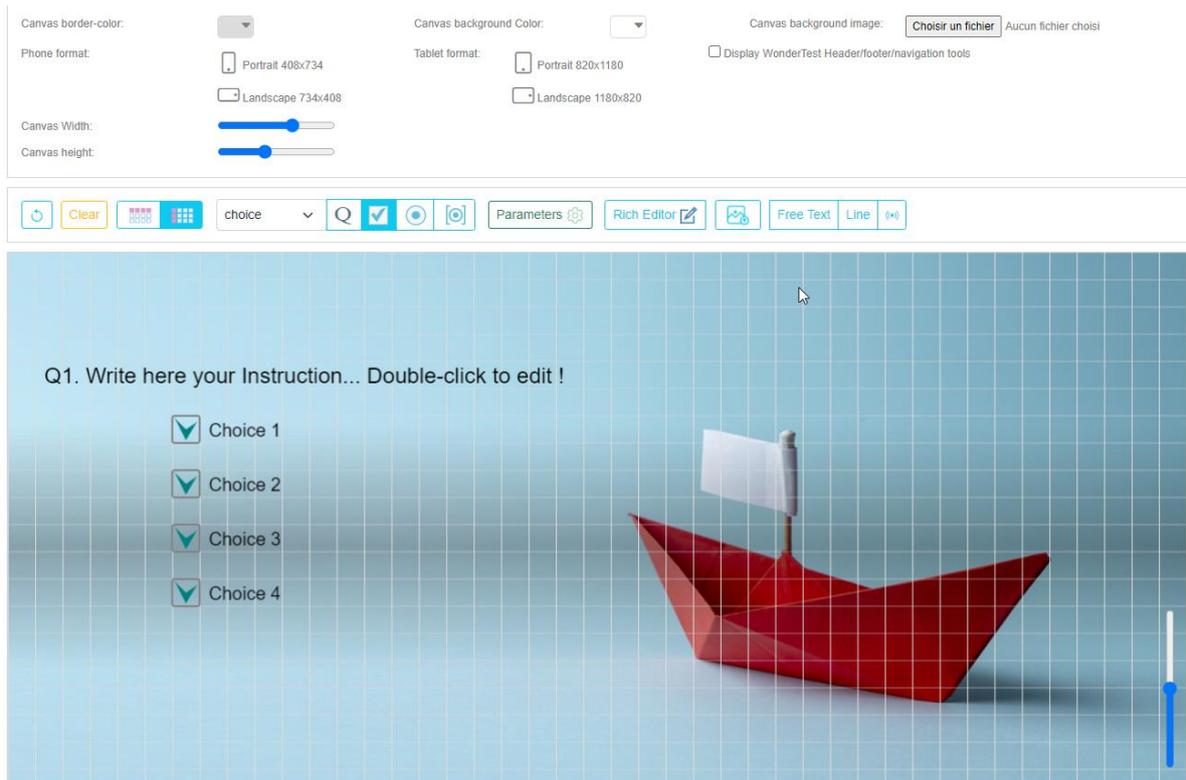


Some presets are available to quickly choose the format for a horizontal / vertical display for phones and tablet.

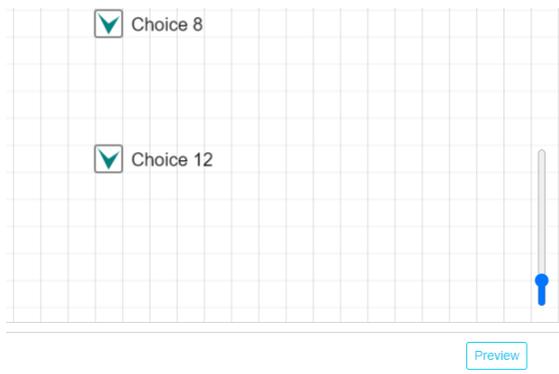
You can choose the background color :



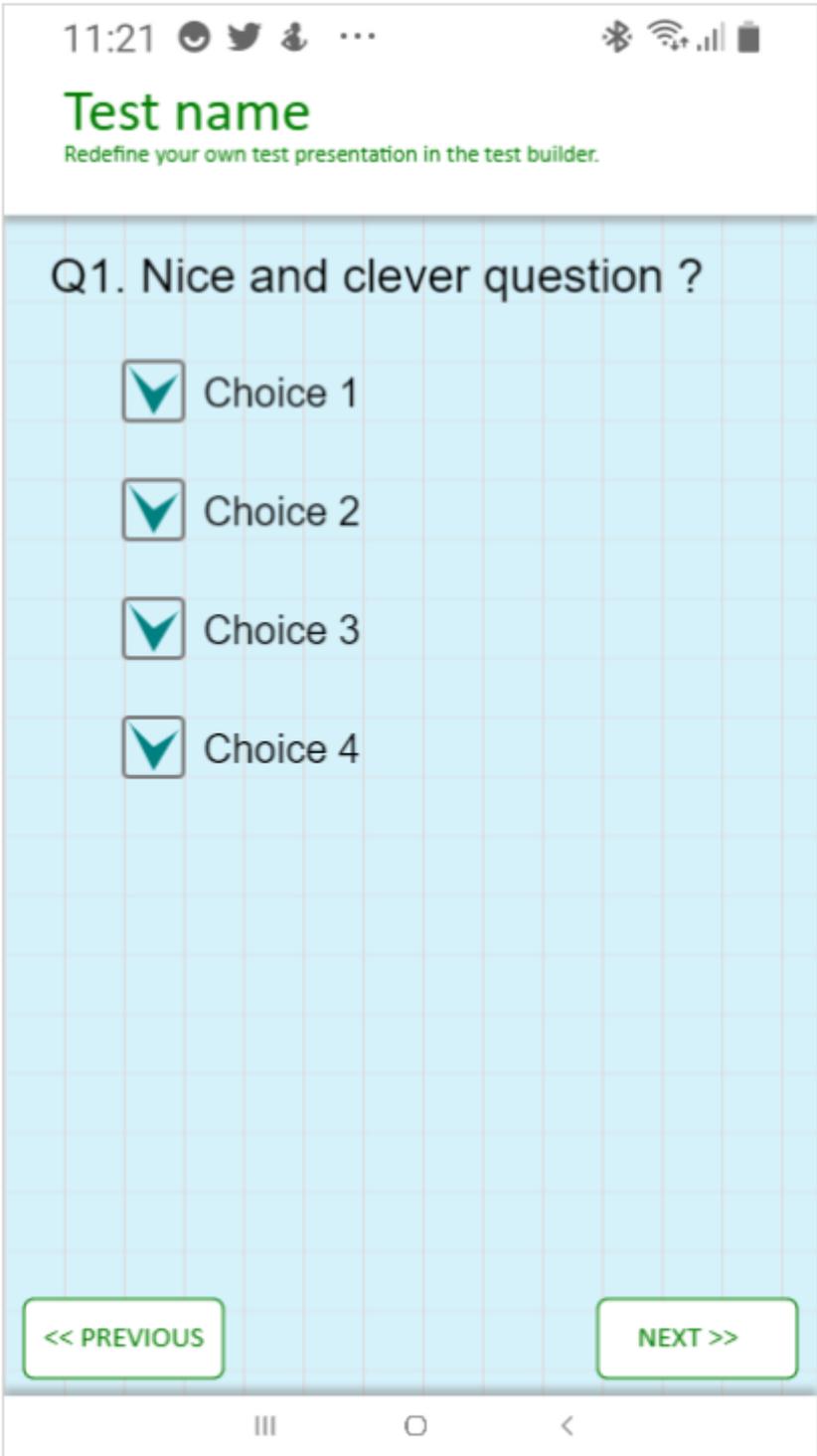
Or choose a image as a background :



A new slider is available on the bottom right angle of the canvas to adjust the contrast of the grid. Depending of the user screen, the default value could be to weak to clearly see the grid



It is possible to display a simulation of the test header and footer



The metadata panel

The screenshot shows a 'Parameter panel' window with a 'Metadata' tab. The form includes the following fields and options:

- Subject* :** A dropdown menu with 'Mathematics' selected.
- Grade* (France) :** A dropdown menu with 'Select the grade code' selected.
- ISCED (auto fill) :** A dropdown menu with 'Select the ISCED code' selected.
- Test taker-Age (auto fill) :** A text field containing 'Age'.
- Skill framework* :** A dropdown menu with 'UNESCO - Global proficiency framework for mathematics' selected and an 'Open' button.
- Didactic nomenclature* :** A section with several greyed-out input fields: 'Framework code', 'Domain', 'Subdomain', and 'Sub-Subdomain'. Below these is a 'Task definition' field.
- Keywords (use coma as separator) :** An empty text field.
- Complementary tool (use coma as separator) :** An empty text field.
- Difficulty level :** A dropdown menu with 'High' selected.
- Correction guide :** A text field with 'Paste here instructions' and a small icon.
- Duration :** A text field with 'in seconds' and a small icon.
- Authors (Separate names with coma) :** A text field with 'Demo_User'.
- Institution :** A text field with 'Institution_DEMO'.
- Country :** A dropdown menu with 'France' selected.
- Language :** A dropdown menu with 'English' selected.
- Confidential Index :** A dropdown menu with 'High' selected.
- License :** A text field with 'License for education only'.
- Comments :** A text field with 'Leave a comment here' and a small icon.

I really wanted to include in this alpha version the metadata question. This authorizes the item to be easily integrated in an item library. The grey elements are automatically filled by a process. For example the ISCED Code and the age of the test-taker is calculated with the grade code. This form by default is focused on Mathematics with the UNESCO Global proficiency Framework. To fill the didactical information, just browse the UNESCO framework like this : click open on the selector you

will have the header of each section :

WonderChoice Alpha version - 01-18-22

Parameter panel

Input box Tick Choice Label Item Grid & Canvas Metadata

Subject*: Mathematics
Grade* (France): Select the grade code
ISCED (auto fill): Select the ISCED code
Test taker-Age (auto fill): Age

Skill framework*
UNESCO - Global proficiency framework for mathematics

Didactic nomenclature*

Framework code Domain
Subdomain Sub-Subdomain
Task definition

Type a keyword, and click on the link to reveal the reference. Search

- [N Number and operations](#)
- [M Measurement](#)
- [G Geometry](#)
- [S Statistics and probability](#)
- [A Algebra](#)

At this point you can choose to click on the entry and open the thematic drawer. Like this:

Type a keyword, and click on the link to reveal the reference. Search

- [N Number and operations](#)
 - [N1 Whole Numbers](#)
 - [N2 Fractions](#)
 - [N21 Identify and represent fractions using objects, pictures, and symbols, and identify relative magnitude](#)
 - N211 Express a visual representation of a fraction (picture, objects) in fractional notation
 - N212 Identify equivalent fractions
 - N213 Identify and express equivalences between improper fractions and mixed numbers
 - N214 Compare and order fractions and mixed numbers, including when they are positive and negative
 - [N22 Solve operations using fractions](#)
 - [N23 Solve real-world problems involving fractions](#)
 - [N3 Decimals](#)
 - [N4 Integers](#)
 - [N5 Exponents and roots](#)
 - [N6 Operations across number](#)
- [M Measurement](#)

And then click on the radio button to fill automatically the data.

Didactic nomenclature*

Framework code: N212

Domain: Number and operations

Subdomain: Fractions

Sub-Subdomain: Identify and represent fractions using objects, pictures, and symbols, and identify

Task definition: Identify equivalent fractions

Type a keyword, and click on the link to reveal the reference.

[N Number and operations](#)

[N1 Whole Numbers](#)

[N2 Fractions](#)

[N21 Identify and represent fractions using objects, pictures, and symbols, and identify relative magnitude](#)

N211 Express a visual representation of a fraction (picture, objects) in fractional notation

N212 Identify equivalent fractions

N213 Identify and express equivalences between improper fractions and mixed numbers

N214 Compare and order fractions and mixed numbers, including when they are positive and negative

The second way to complete the didactic form is to use the search engine. Choose a word or an expression : Here division

Skill framework*

UNESCO - Global proficiency framework for mathematics

Didactic nomenclature*

Framework code:

Domain:

Subdomain:

Sub-Subdomain:

Task definition:

Type a keyword, and click on the link to reveal the reference.

- [N1.3.5-Demonstrate fluency with basic multiplication and division facts](#)
- [N1.4.2-Solve real-world problems involving the multiplication and division of whole numbers, including with measurement and currency units](#)
- [N2.3.2-Solve real-world problems involving the multiplication and division of fractions \(proper and improper\), whole numbers, and mixed numbers](#)
- [N3.4.1-Solve real-world problems involving the addition, subtraction, multiplication, and division of decimals, including currency or money problems](#)
- [N4.3.1-Solve real-world problems involving the addition, subtraction, multiplication, and division of integers](#)
- [A3.2.2-Create numerical expressions to model addition, subtraction, multiplication, or division situations](#)

[N Number and operations](#)

[M Measurement](#)

[G Geometry](#)

[S Statistics and probability](#)

[A Algebra](#)

Keywords (use coma as separator)

Complementary tool (use coma as separator)

And you will get all occurrences in a list, click one element to select an entry.

Type a keyword, and click on the link to reveal the reference.

- [N1.3.5-Demonstrate fluency with basic multiplication and division facts](#)
- [N1.4.2-Solve real-world problems involving the multiplication and division of whole numbers, including with measurement and currency units](#)
- [N2.3.2-Solve real-world problems involving the multiplication and division of fractions \(proper and improper\), whole numbers, and mixed numbers](#)
- [N3.4.1-Solve real-world problems involving the addition, subtraction, multiplication, and division of decimals, including currency or money problems](#)
- [N4.3.1-Solve real-world problems involving the addition, subtraction, multiplication, and division of integers](#)
- [A3.2.2-Create numerical expressions to model addition, subtraction, multiplication, or division situations](#)

[N Number and operations](#)

[N1 Whole Numbers](#)

[N2 Fractions](#)

[N3 Decimals](#)

[N31 Identify and represent decimals using objects, pictures, and symbols, and identify relative magnitude](#)

[N32 Represent decimals in equivalent ways, \(including fractions and percentages\) N3.2.1 Round decimal numbers](#)

[N33 Solve operations using decimals N3.3.1 Add and subtract decimals, including positive and negative decimals](#)

[N34 Solve real-world problems involving decimals](#)

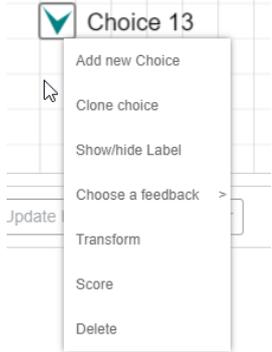
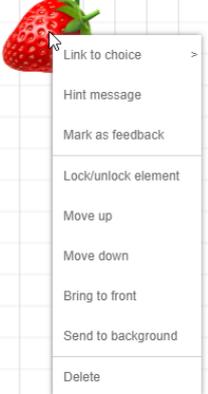
[N341 Solve real-world problems involving the addition, subtraction, multiplication, and division of decimals, including currency or money problems](#)

[N4 Integers](#)

[N5 Exponents and roots](#)

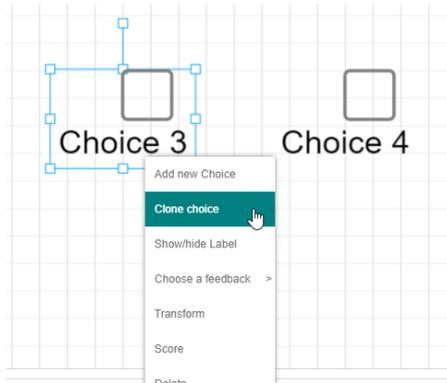
The context-menus

For the moment, there are only 2 context-menus that can be called using right click when the user's mouse is over a choice(1) or a free element(2) that could be a free text or an image.

Here on a choice element	Here on a free element
	

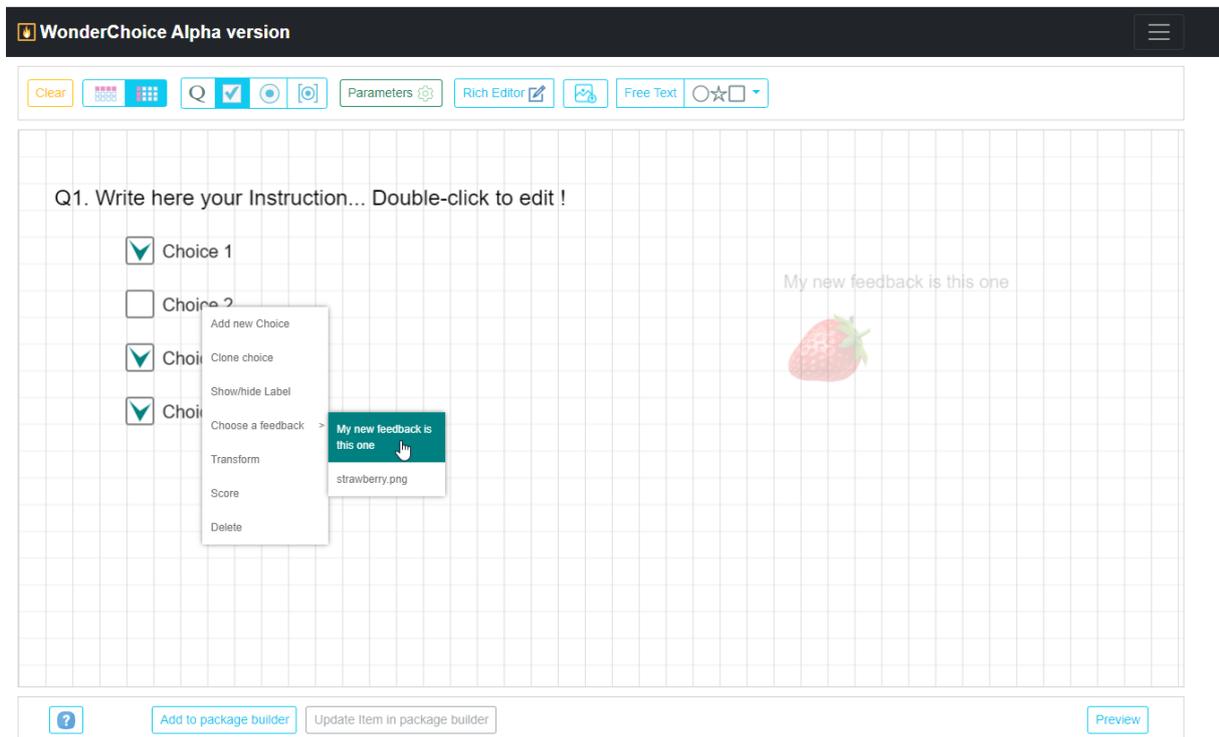
The choice Context-menu

it is possible to add a new choice or clone an existing one. The cloning operation is interesting if you have modified the label position for example or the size of the checkbox. You are earning time avoiding rebuilding a precise position.



You can easily hide the choice label, only for one element.

You can choose feedback. If you click on this entry, no propositions are available, because it is necessary to add first to a free element the feedback attribute. Insert a free element, right click on it and chose "Mark as feedback", it will now appear in the list of feedbacks available. Just go back to your choice and in the context menu click on choose a feedback : if your element is a text element, the text will be present, if it is a image, the file name will be used.



It means that one element or many could be attached as feedback. You are completely free to use it as you need. Once you have chosen your feedback, in the editor the free element chosen is getting more transparent, if you choose/click the choice, it appears normally again. Check the real effect in the preview...The element will appear only if the answer is chosen.

The context-menu transform entry displays the transform box and handlers for the pointed element.

The score entry display a pop-up to build the scoring system.

Scoring parameters×

Choose a scoring type, you can add a special value (positive or negative):

- Right Answer ●
- Choice to eliminate ●
- Penalty ●
- Clear score

Answer value (can be negative if it is a penalty):

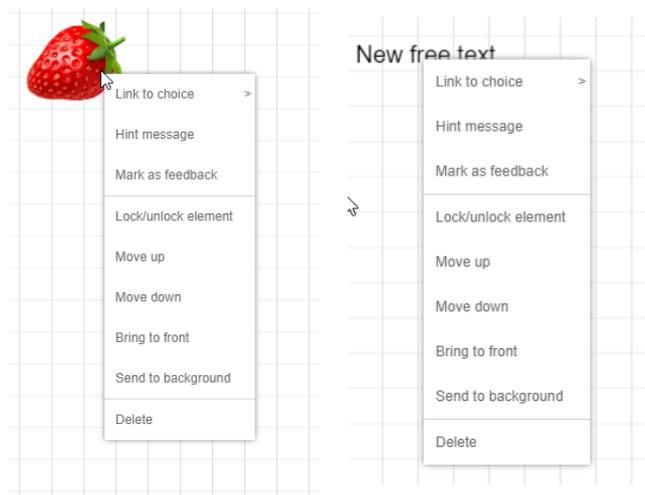
Close

You can encode the answers on 3 modalities : right answer, elimination, penalty. The scoring system is still experimental.

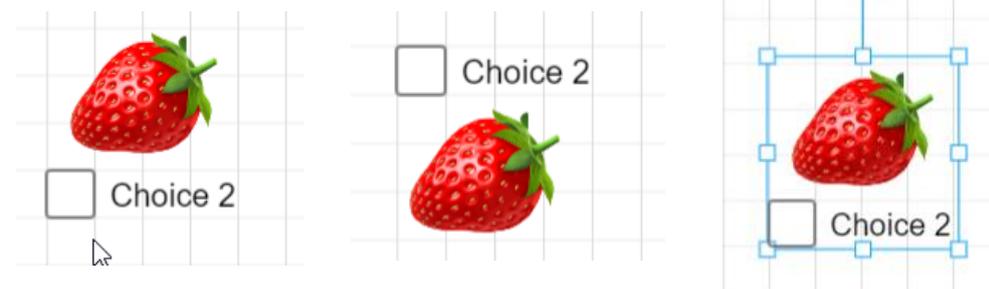
You can delete a choice using this context-menu, it is also possible to use the select box and press del on your keyboard.

The free-element context-menu

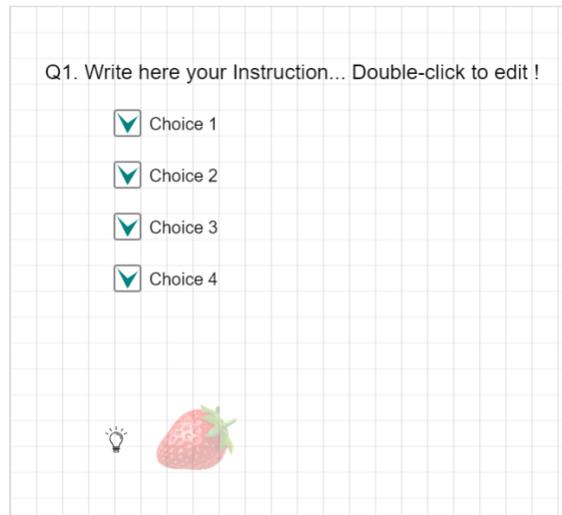
This context menu is available on texts and images.



Link to a choice : you can add a free element to a choice group. Once you've click, the element is dependent of the group, if you use the checkbox as a handler, it will follow the move. But as the label, you can adjust its position independently.

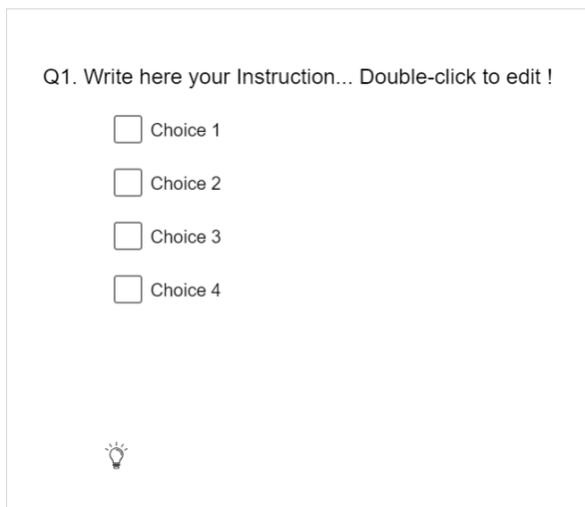


Hint message : once clicked, a light bubble appears, and the free element get faded.

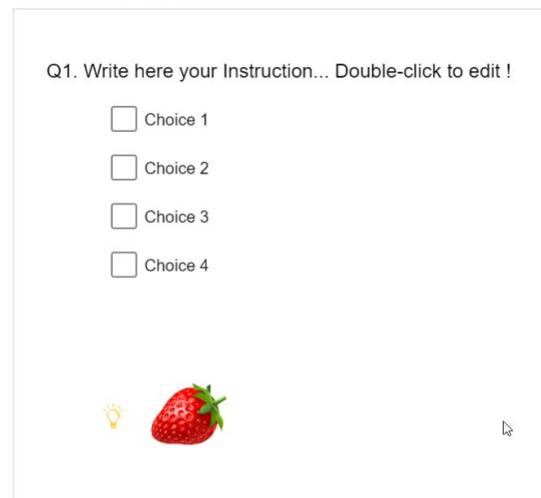


It is now available in preview mode

Preview mode



Preview mode



Mark as feedback : see previously the feedback section.

The second part of the context-menu helps you to manipulate the free element, you can fix its position (lock it), and you can also playing with superposition moving up and down element from the others, bringing it to the front (last layer) or to the background (oldest layer).

As a choice you can delete a free element using the context-menu entry or the select box and the "del" keyboard key.

Text to speech

It could be very useful to have the capacity to read aloud all the written elements on the canvas. For this WonderChoice has this button :



The last of the top toolbar :

WonderChoice Alpha version - 01-18-22

Free Text Line

Q1. Write here your Instruction... Double-click to edit !

Choice 1 Choice 2 Choice 3 Choice 4 Choice 5

This functionality is experimental, I've chosen the English by default, but all languages are available. It is based on the text to speech browser functionality. The voice will be different if you use Chrome or Firefox. It is possible to choose a male or female voice for many languages (no choice = random). When the element is read; it is colored with a red shadow.

WonderChoice Alpha version - 01-18-22

Free Text Line

Q1. Write here your Instruction... Double-click to edit !

Choice 1 Choice 2 Choice 3 Choice 4 Choice 5

If you click on preview, you will found also a button to use the text to speech function in that context.

Choice 8 Choice 9

Q3. New free text...

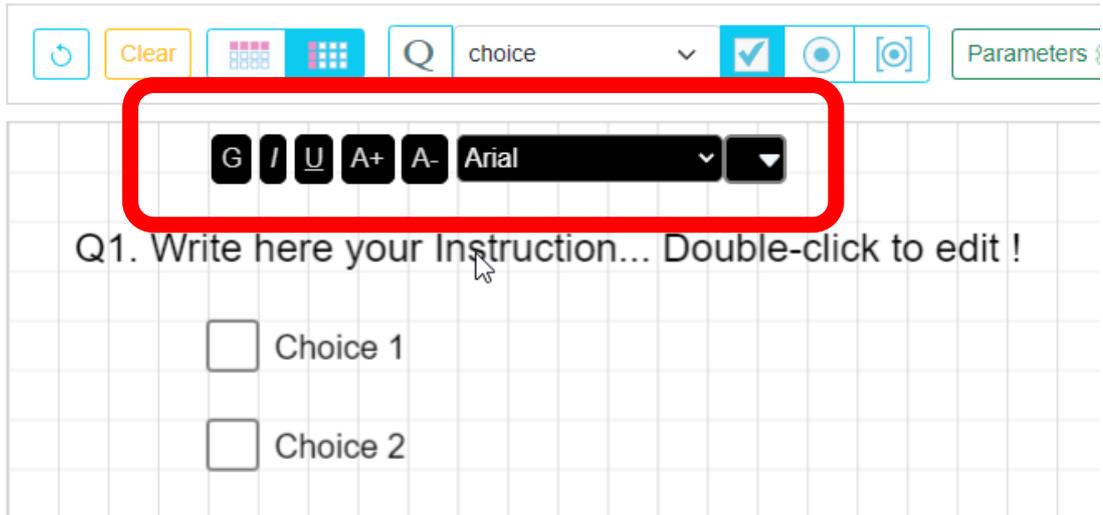
Choice 9 Choice 10

 [Check Results](#) [Close Preview](#)

The text toolbar

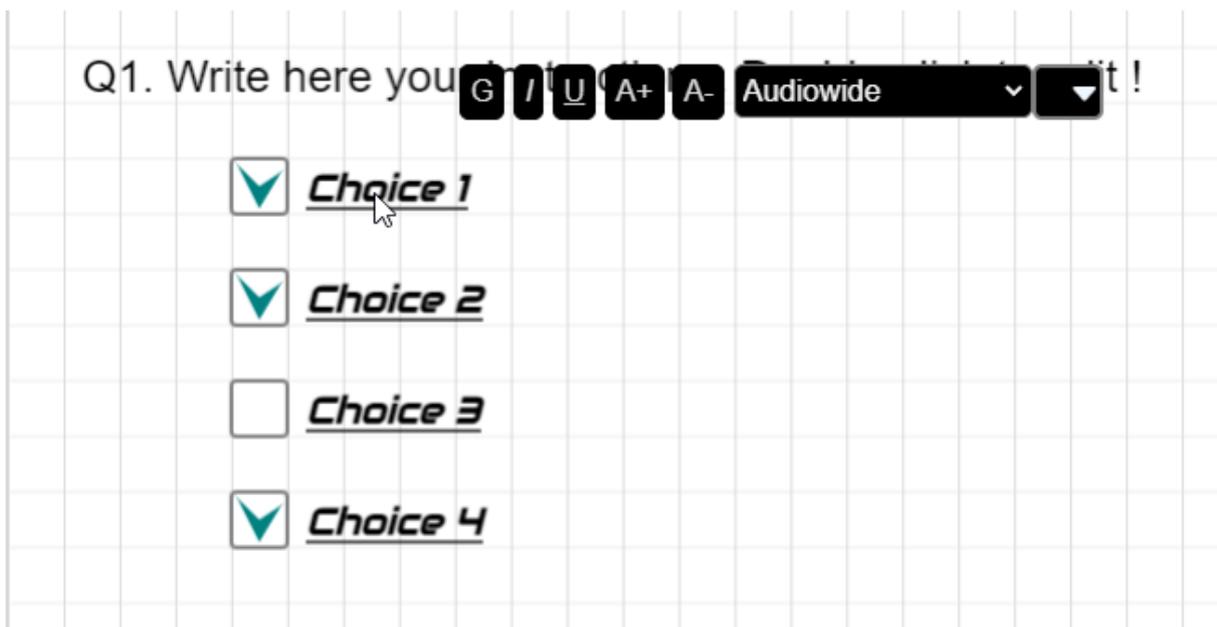
Question, choices, free-text and text paste from the Rich editor have now their own toolbar to quickly modify their format.

🔥 WonderChoice Alpha version - 01-18-22



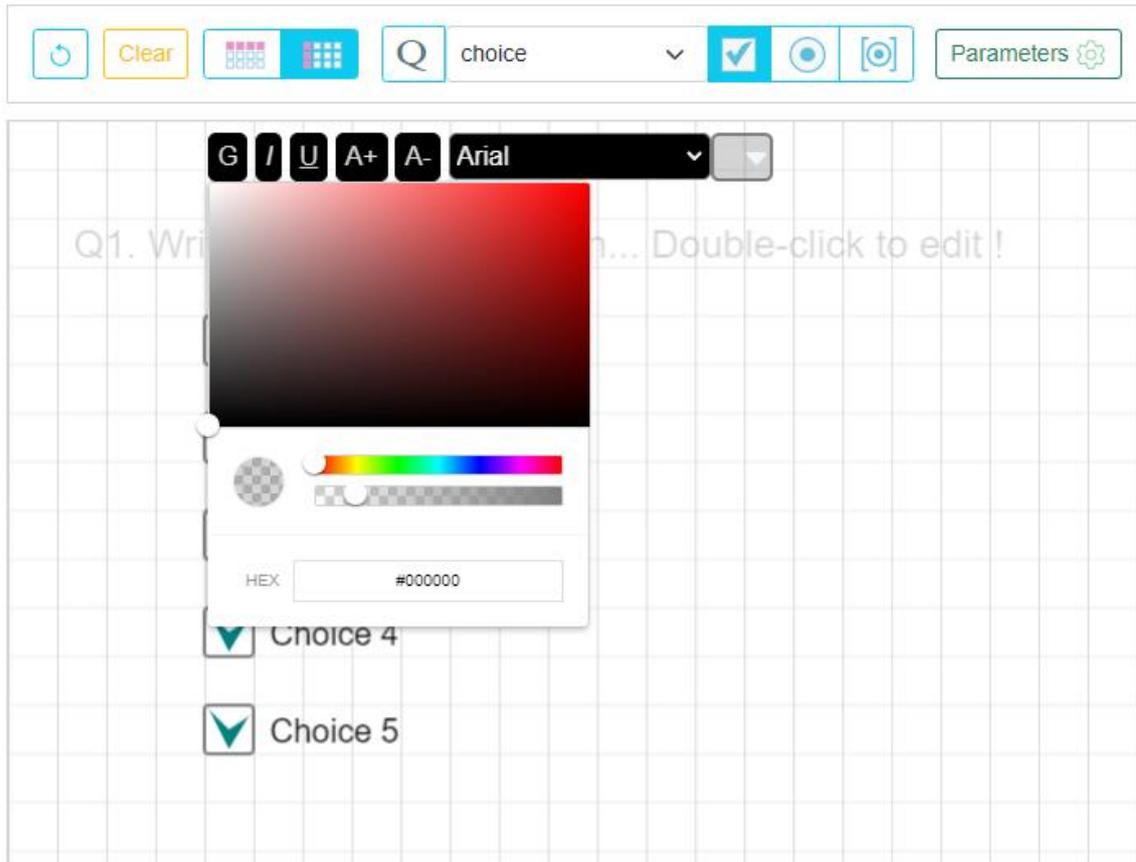
It is possible to integrate all kind of fonts. In the online demo some fonts are from google fonts.

A special feature for Choice-text : if you choose to modify 1 element, all elements will be modified



The text toolbar is not as powerful as the rich editor. The style you choose will be applied to the whole element. It is not possible to add the bold style just to one word in a question. If you want to do that, use the rich editor, add a question and choose transparent as the Question color in the parameter or in the tool bar.

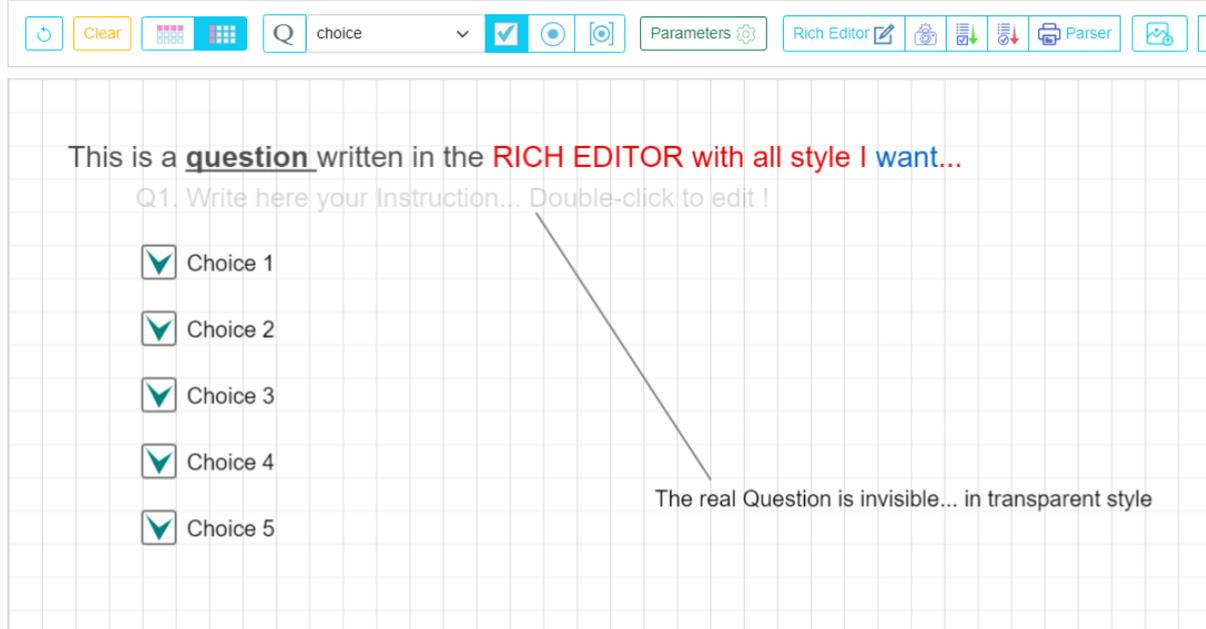
🔥 WonderChoice Alpha version - 01-18-22



The screenshot shows the top toolbar of the WonderChoice Alpha version. It includes a refresh icon, a 'Clear' button, a grid icon, a search icon with the text 'choice', a dropdown arrow, a checkmark icon, a circular arrow icon, a camera icon, and a 'Parameters' button with a gear icon. Below the toolbar is a rich text editor with a grid background. The editor contains the text 'Q1. Write here your Instruction... Double-click to edit !'. A color picker is open over the text, showing a gradient from black to red. The color picker has a 'HEX' field with the value '#000000'. Below the color picker, there are two choice options: 'Choice 4' and 'Choice 5', each with a checkmark icon.

By this way, you will keep the question that could be useful as a title in the item library or in the item package, for a TAO export.

🔥 WonderChoice Alpha version - 01-18-22



The screenshot shows the top toolbar of the WonderChoice Alpha version. It includes a refresh icon, a 'Clear' button, a grid icon, a search icon with the text 'choice', a dropdown arrow, a checkmark icon, a circular arrow icon, a camera icon, a 'Parameters' button with a gear icon, a 'Rich Editor' button with a pencil icon, a download icon, an upload icon, a 'Parser' button with a printer icon, and a help icon. Below the toolbar is a rich text editor with a grid background. The editor contains the text 'This is a question written in the RICH EDITOR with all style I want...'. Below this text is the text 'Q1. Write here your Instruction... Double-click to edit !'. There are five choice options: 'Choice 1', 'Choice 2', 'Choice 3', 'Choice 4', and 'Choice 5', each with a checkmark icon. A line points from the text 'The real Question is invisible... in transparent style' to the text 'Q1. Write here your Instruction... Double-click to edit !'.

The rich editor as a super Tool !



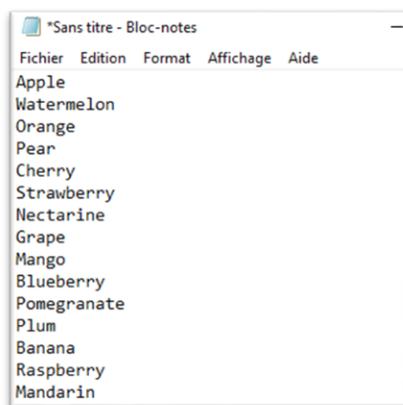
The rich editor can be used in many ways :

[Adding a complex and rich document to your Canvas...](#)

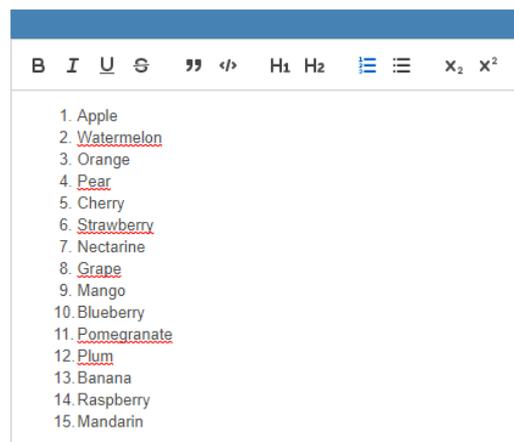
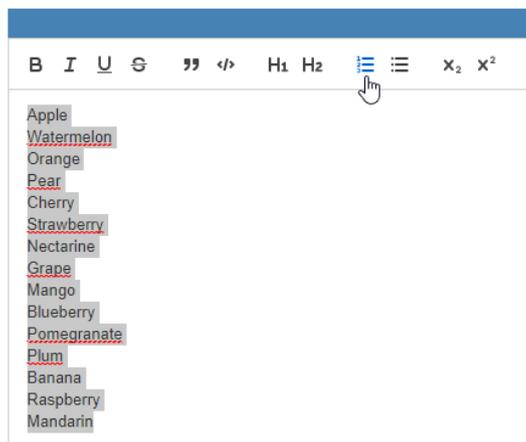
To integrate a text document in the canvas as an image. See the example before with the word document.

[Quick choices generator](#)

To quickly write all your choice to your item. For example let define a long list of fruits : they will be the choices of this new item. Here they are in my notepad !



Let's copy them and paste in the rich editor. Then lets select them and define it as a list



Choose an orientation for your choices :



In the rich editor Toolbar choose what kind of choice you want ...
Multi-choice or Single- choice ? and click...



Your item choices will appear immediately, respecting the horizontal or vertical display...

Q1. My favourite fruits are ...

<input checked="" type="checkbox"/> Apple	<input checked="" type="checkbox"/> Mango
<input checked="" type="checkbox"/> Watermelon	<input checked="" type="checkbox"/> Blueberry
<input checked="" type="checkbox"/> Orange	<input checked="" type="checkbox"/> Pomegranate
<input checked="" type="checkbox"/> Pear	<input checked="" type="checkbox"/> Plum
<input checked="" type="checkbox"/> Cherry	<input checked="" type="checkbox"/> Banana
<input checked="" type="checkbox"/> Strawberry	<input checked="" type="checkbox"/> Raspberry
<input checked="" type="checkbox"/> Nectarine	<input checked="" type="checkbox"/> Mandarin
<input checked="" type="checkbox"/> Grape	

Q1. My favourite fruits are ...

<input checked="" type="checkbox"/> Apple	<input checked="" type="checkbox"/> Watermelon	<input checked="" type="checkbox"/> Orange	<input checked="" type="checkbox"/> Pear	<input checked="" type="checkbox"/> Cherry	<input checked="" type="checkbox"/> Strawberry
<input checked="" type="checkbox"/> Nectarine	<input checked="" type="checkbox"/> Grape	<input checked="" type="checkbox"/> Mango	<input checked="" type="checkbox"/> Blueberry	<input checked="" type="checkbox"/> Pomegranate	<input checked="" type="checkbox"/> Plum
<input checked="" type="checkbox"/> Banana	<input checked="" type="checkbox"/> Raspberry	<input checked="" type="checkbox"/> Mandarin			

In the previous example we have chosen the multichoice modality... If we use the single choice...

Q1. My favourite fruits are ...

Apple Watermelon Orange Pear Cherry Strawberry

Nectarine Grape Mango Blueberry Pomegranate Plum

Banana Raspberry Mandarin

Voilà !

The parser project

This part of the project is very important because it simplifies the conversion from a text version to a canvas version. You must keep in mind that in this project, all contents are not blocked in one format, the WonderChoice project manage all kind of formats and promotes fluid conversion to QTI/PCI format.

To explore this kind of solution, I've created two concepts : the #code parser and the item package...

1. The #code parser

It is a way to encode a text version of an item. In appendice, you will find the #code description. Using this code, you can add tags to your text item version. In the example below, the tags are highlighted.

#Q_ Who was Napoleon ? Choose the right answer and eliminate the worst.

#C_A french guy #FB_ You can be more precise

#C_A french painter of the 17th century #E_10

#C_A french Emperor #R_ #FB_ Bravo

#C_A soldier1 #FB_ You can be more precise

#H_ He wanted to extend his power...

I have create a list of 4 items based on this code... I copy/paste in the rich editor

Rich Editor

B I U H1 H2 x₂ x² Normal Normal f_x Sans Serif

#Q_Who was Napoleon? Choose the right answer and eliminate the worst.
 #C_A french guy #FB_You can be more precise
 #C_A french painter of the 17th century #E_10
 #C_A french Emperor #R_#FB_Bravo
 #C_A soldier1 #FB_You can be more precise
 #H_He wanted to extend his power...

#Q_Who was Gaston Phoebus? Choose the right answer and eliminate the worst.
 #C_A french guy #FB_You can be more precise
 #C_A french painter of the 17th century #E_10
 #C_A french Emperor #FB_Nooooo! #P_
 #C_a Prince #R_#FB_Bravo et Vive Gaston!
 #H_He wanted a revenge...

#Q_Who was Jules César? Choose the right answer and eliminate the worst.
 #C_A Roman Emperor #R_#FB_Bravo Bravo et encore bravo
 #C_A french painter of the 17th century #E_10
 #C_A french Emperor #FB_Are you really sure? #P_
 #C_A soldier #FB_You can be more precise
 #H_His son was not very nice...

#Q_Who was Mickey Mouse? Choose the right answer and eliminate the wrongs.
 #C_An american guy #FB_You can be more precise
 #C_A cartoon Mouse #R_#FB_Of course!
 #C_A french rabbit #FB_Oh no
 #C_A soldier #FB_I don't think so...
 #C_A duck #FB_No, not really #P_
 #C_A russian spy #FB_No, not really #P_
 #C_A poet #FB_No, not really #P_
 #H_Mini was his girlfriend..)

Clear Parameters Parser Free Text

And click on the Parser button highlighted in blue.

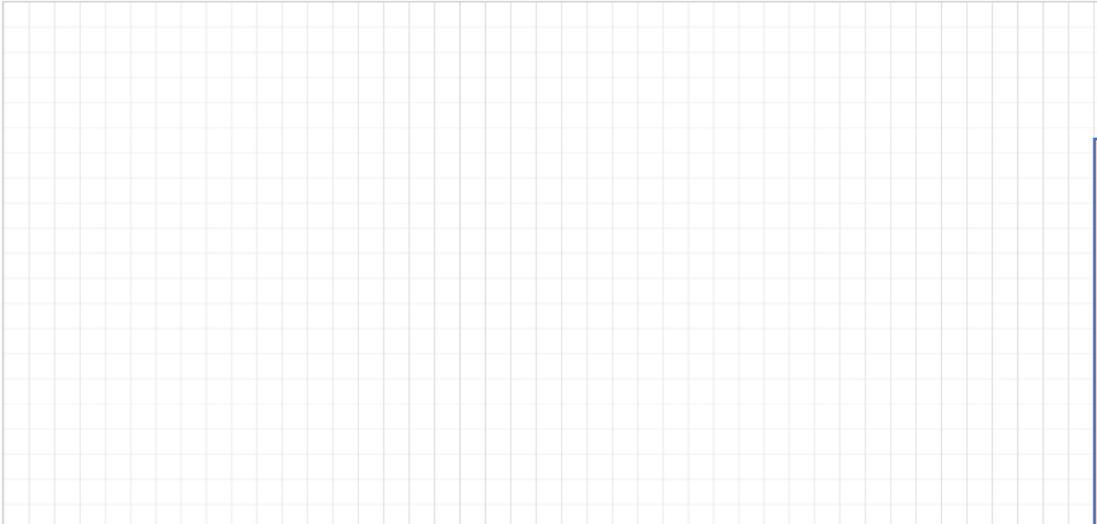
WonderChoice will ask you if you prefer multichoice or single-choice ?

Parser options ×

Choose the interaction type :

Click on your preference... and automatically, WonderChoice will generate four items. The screen is scrolling down under the usual canvas, and it shows now the package builder monitor...

Clear [Icons] Parameters Rich Editor Parser Free Text [Icons]



[Help] Add to package builder Update Item in package builder Preview

Package Builder Monitor

The importation from text format to package builder is done. 4 item(s) have been parsed.

Package Metadata

Who was Napoleon ? Choose the right answer and eliminate the worst.

- A french guy
- A french painter of the 17th century
- A french Emperor
- A soldier1

He wanted to extend his power...

Zoom in Preview Edit Delete

Content Options Metadata

Question: Who was Napoleon ? Choose the right answer and eliminate the worst.

Proposition	Right Answer	Feedback	Eliminate	Penalty
A french guy	false	You can be more precise	false	false
A french painter of the 17th century	false	false	true	false
A french Emperor	true	Bravo	false	false
A soldier1	false	You can be more precise	false	false

Who was Gaston Phoebus? Choose the right answer and eliminate the worst.

- A french guy
- A french painter of the 17th century
- A french Emperor
- a Prince

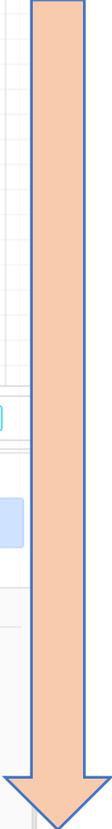
He worked a message...

Zoom in Preview Edit Delete

Content Options Metadata

Question: Who was Gaston Phoebus? Choose the right answer and eliminate the worst.

Proposition	Right Answer	Feedback	Eliminate	Penalty
A french guy	false	You can be more precise	false	false
A french painter of the 17th century	false	false	true	false
A french Emperor	false	Nooooo!	false	true
a Prince	true	Bravo et Vive Gaston !	false	false



Let's take a look at one package element...

The parser report Item snapshot Item data and metadata

Package Builder Monitor

The importation from text format to package builder is done, 4 item(s) have been parsed.

Package Metadata ▾

Who was Napoleon ? Choose the right answer and eliminate the worst.

A french guy
 A french painter of the 17th century
 A french Emperor
 A soldier1

He wanted to extend his power...

Zoom in Preview Edit Delete

Content Options Metadata

Question: Who was Napoleon ? Choose the right answer and eliminate the worst.

Proposition	Right Answer	Feedback	Eliminate	Penalty
A french guy	false	You can be more precise	false	false
A french painter of the 17th century	false	false	true	false
A french Emperor	true	Bravo	false	false
A soldier1	false	You can be more precise	false	false

Package Metadata ▾

- Package ID :
- Author(s) :
- Interaction type :
- Domain :
- Sub-domain :
- ISCED :

Because you must keep the control of this process, you can verify with the snapshot that the item is conformed. You can zoom in to have a better idea or use the preview button to check the test taker view. You have also the possibility to edit the item, modify it and save it back to the package.

You can also quickly check the validity of your item data and metadata using the tabs...

Content Options Metadata

Elimination mode: undefined
Hint: He wanted to extend his power...
choice limiter:
Chronometer set : ❌ chrono is OFF
Time limit : ❌ timer is OFF | Time limit: | Time limit
message:
Shuffle: false
Reset Button: false

If you notice something wrong, you just have to edit your item using the edit button. It sends to the editor all elements.

In the example let's edit the Napoleon item...

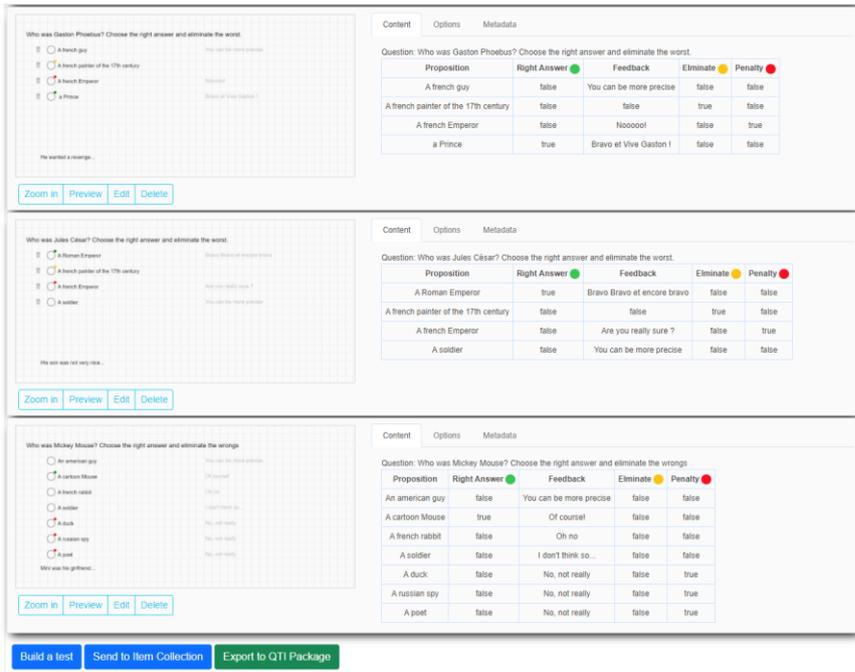
As you see, the elimination mode is active, you also noticed that the update button is active too. Just click it to update the changes. It will send it to the end of the item package list.

Once you parsed all the items, you are free to add more items to this package and for example create a new item and add it using the button :

[Add to package builder](#)

All these actions take place on the client, not on the server. We are using full javascript.

Each item card-package shows that all data and metadata are here structured and ready to be exported to another format. If you scroll down to the bottom list...

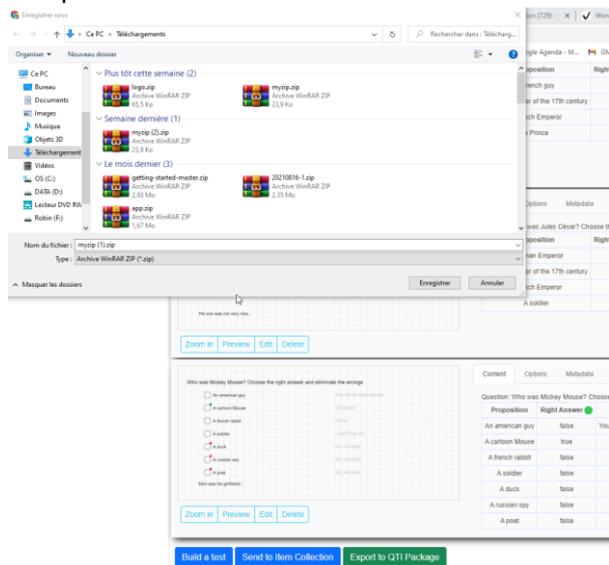


The blue buttons are for the moment not functional (coming soon).

The item cards in the package list are now draggable, the user will be able to reorder the item package. It announces the future "build test" functionality (soon)

You can see that it is possible to export to QTI the whole package and use it in TAO platform for example.

If you click on export to QTI Package, you will have the possibility to download the package to your computer.



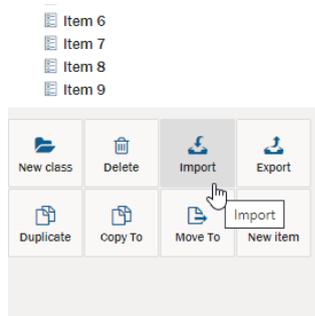
How can we use this package in TAO ?

First you have to install in TAO the wonderChoice PCI, using the WonderChoice PCI ZIP package.

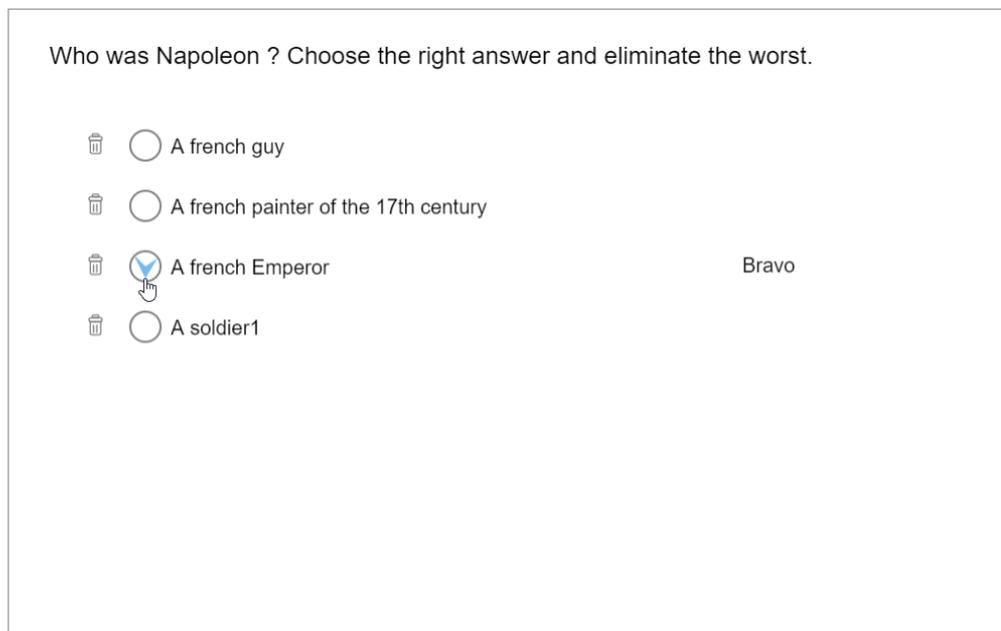
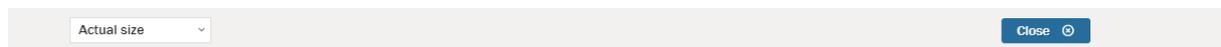
To get the zip go to <https://wondertest.org/public/pci/wonderChoicePCI.zip>.

Download and install it.

To add your item, just use the import process in tao



You will be able to use these new items...



Documentation written by Jean-Philippe Rivière, WIQUID. Toulouse, updated the 02/08/22