



---

# Dreamweaver CourseBuilder



## Introduction

---

- ❑ Macromedia CourseBuilder is an extension application to Dreamweaver for creating Web-based learning content and interactive Web pages.
- ❑ It extends Dreamweaver with a set of easy to use templates and tools that simplify and accelerate the development of online learning content.
- ❑ Learning interactions created with CourseBuilder are 100% Web-native, enabling cross-platform and cross-browser delivery without plug-ins or applets.



## What you can do with CourseBuilder

---

- ❑ CourseBuilder helps you quickly design compelling learning interactions with step-by-step assistance. In minutes, you can:
  1. Create true/false, multiple-choice, and all-that-apply quizzes
  2. Create drag-and-drop matching exercises
  3. Create explore interactions
  4. Create text-entry interactions
  5. Create buttons, timers, and sliders



## Using CourseBuilder – Hot Area

---

1. Before you start, create a new folder in your local computer for hosting all files and resources in your site.
  - i. Open **File Manager**
  - ii. Create a new folder **MySite** under **C:/**
  - iii. Copy the whole folder from  
`C:\ProgramFiles\Macromedia\Dreamweaver MX 2004\CourseBuilder\Tutorial\cb_tutorial`  
to  
`c:\Mysite`



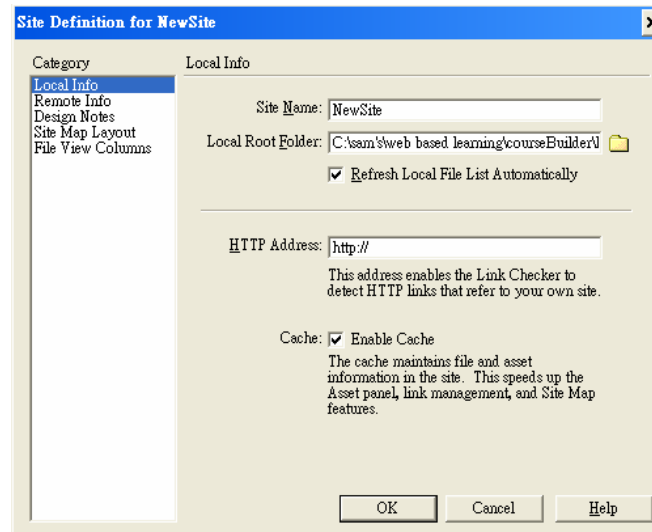
## Using CourseBuilder – Hot Area

---

### 2. Define a Local Site under Dreamweaver

- i. Launch **CourseBuilder** for **Dreamweaver**. A blank document opens
- ii. Choose **Site > New Site**
- iii. In the Site Definition dialog box, make sure Local Info is selected in the Category list
- iv. In the Site Name field, type **Test**.
- v. Click the folder icon to the right of the Local Root Folder field, navigate to the MySites\cb\_tutorial folder

# Using CourseBuilder – Hot Area



- vi. Click **OK**
- vii. Click Create when asked if you'd like to create a cache file for the site
- viii. Leave the Site window open



## Using CourseBuilder – Hot Area

---

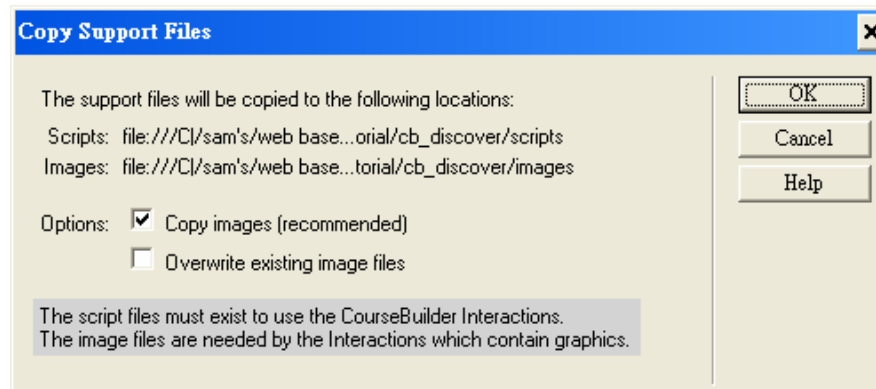
### 3. Create an explore CourseBuilder Interaction

- i. Choose **File > Open**
- ii. In the dialog box, navigate to **Sites/cb\_tutorial/cb\_discover**, then select **cb\_explore.htm**, and click **Select** to open the file.

# Using CourseBuilder – Hot Area

## 4. Copy support files

- i. Choose **Modify > CourseBuilder > Copy Support File**



- ii. Click **OK** to create the necessary folders and to copy the files. The files are copied to the cb\_discover folder.



# Using CourseBuilder – Hot Area

## 5. Insert a CourseBuilder Interaction

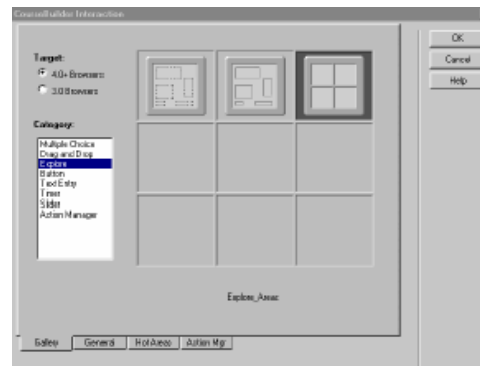
- i. In the Document window, click in the middle of the document to place the insertion point after existing page elements.
- ii. In the Object palette's Common panel, click the **CourseBuilder Interaction icon** to open the CourseBuilder Interaction dialog box.



# Using CourseBuilder – Hot Area

## 6. Select the type of interaction

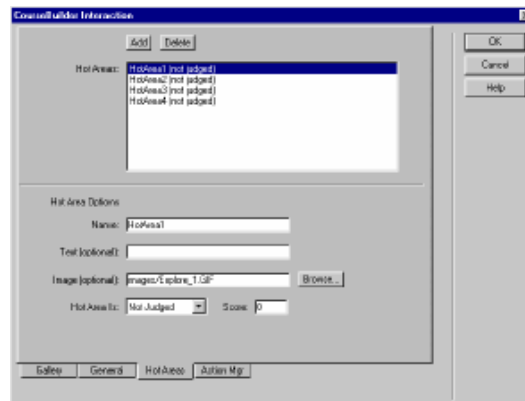
- i. In the CourseBuilder Interaction dialog box, under Target, **4.0+ Browsers** should already be selected. If it is not, select it
- ii. Select **Explore** in the Category list
- iii. Click the icon for the **Explore\_Areas** template



# Using CourseBuilder – Hot Area

## 7. Add graphics for the hot areas

- i. Start by clicking the **Hot Areas tab**



- ii. In the Hot Areas list, Hot Area1 is already selected. In the **Image field**, click **Browse**. Then, in the **Select Appearance dialog box**, navigate to the cb\_graphics folder and select **toy\_racer.gif**. Then click **Select**.



## Using CourseBuilder – Hot Area

---

### 8. Add three more hot area graphics

- i. In the Hot Areas list, select HotArea2.
- ii. In the Image field, click Browse. Then, in the Select Appearance dialog box, navigate to the cb\_graphics folder and select toy\_coldfusion.gif. Then click Select.
- iii. In the Hot Areas list, select HotArea3.
- iv. In the Image field, click Browse. Then, in the Select Appearance dialog box, navigate to the cb\_graphics folder and select toy\_satellite.gif. Then click Select.
- v. In the Hot Areas list, select HotArea4.



## Using CourseBuilder – Hot Area

---

- vi. In the Image field, click Browse. Then in the Select Appearance dialog box, navigate to the cb\_graphics folder and select toy\_waverider.gif. Then click Select.
- vii. Click **OK** to close the CourseBuilder Interaction dialog box.
- viii. Save your file.



## Using CourseBuilder – Hot Area


---

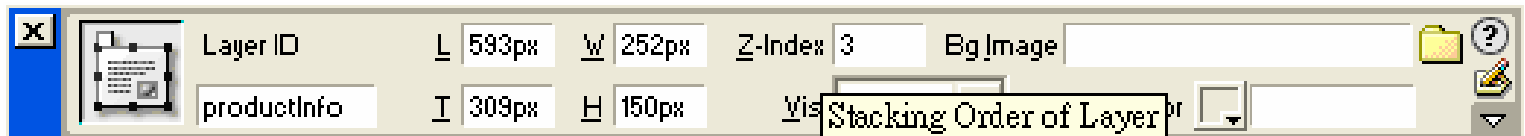
### 9. Arrange the hot areas in the document

- i. In the Document window, select the text “**Click on a hot area**” at the top of the screen, then press Backspace to delete it.
- ii. In the Document window, click the border of a hot area layer to select the layer. Handles appear around a selected layer. Click the layer tab, on the upper left corner, then drag the layer where you want to position it.
- iii. Save your changes.

# Using CourseBuilder – Hot Area


## 10. Add a layer for user feedback

- i. Click the **Layer icon** on the Object palette. 
- ii. Move the pointer to the Document window, then drag to draw a layer in the right side of the document.
- iii. Click the border of the layer to select it. Then, in the Property inspector's **LayerID field**, replace the default text "Layer1" by typing **ProductInfo**.



## Using CourseBuilder – Hot Area

---

- iv. In the Document window, click in the middle of the ProductInfo layer to set the insertion point in the layer.
- v. In the Object palette, click the **Image icon** to insert an image in the layer. The Select Image Source dialog box appears.  

- iv. In the dialog box, navigate to the cb\_graphics folder, select **text\_any.jpg**, and click Select to insert the image in the layer. In the properties box, name the image as TOY.





# Using CourseBuilder – Hot Area

---

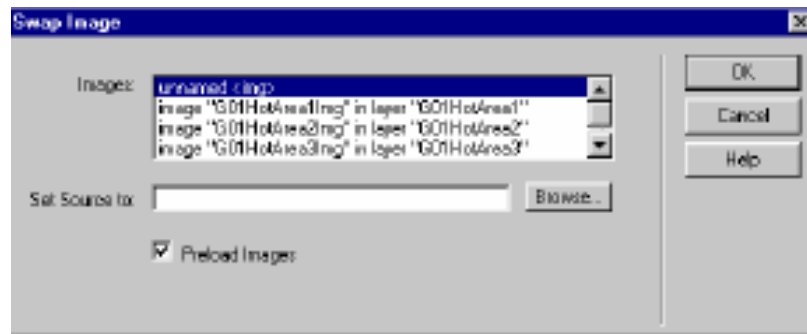
## 11. Editing a CourseBuilder Interaction

- i. Click the **CourseBuilder Interaction icon** in the Document window.
- ii. Click any of the hot area layers, then click **<interaction>** in the tag selector.
- iii. In the Property inspector, click **Edit** to open the CourseBuilder Interaction dialog box.

## Using CourseBuilder – Hot Area

### 12. Add a swap image action for racer product information

- i. Start by clicking the **Action Manager** tab.
- ii. In the Action Manager list under “**if Hot Area1 Selected,**” select **Popup Message**, then click **Cut**.
- iii. Select “**if Hot Area1 Selected,**” then in the Actions pop-up menu choose **Swap Image**, and click **Add**.





## Using CourseBuilder – Hot Area

---

- i. In the Swap Image dialog box, “unnamed <img>” is selected. This is the image you inserted in the ProductInfo layer. You’ll swap this image for an image that describes the image in Hot Area 1, the racer.
- ii. In the “**Set Source to**” field, click **Browse**.
- iii. In the Select Image Source dialog box that appears, select **text\_racer.jpg**, then click **Select** to display the image.
- iv. Click **OK** to close the dialog box.



## Using CourseBuilder – Hot Area

---

13. Add a swap image action for Cold Fusion product information
  - i. In the Action Manager list under “**if Hot Area2 Selected,**” select Popup Message, then click **Cut**.
  - ii. Select “**if Hot Area2 Selected,**” then in the Actions pop-up menu choose **Swap Image**, and click **Add**.
  - iii. In the “**Set Source to**” field, click **Browse**.
  - iv. In the Select Image Source dialog box, select **text\_coldfusion.jpg**, then click **Select** to display the image.
  - v. Click **OK** to close the dialog box.



## Using CourseBuilder – Hot Area

---

### 14. Add a swap image action for satellite product information

- i. In the Action Manager list under “**if Hot Area3 Selected,**” select Popup Message, then click **Cut**.
- ii. Select “**if Hot Area3 Selected,**” then in the Actions pop-up menu choose **Swap Image**, and click **Add**.
- iii. In the Select Image Source dialog box, select **text\_satellite.jpg**, then click **Select** to display the image.
- iv. Click **OK** to close the dialog box.



## Using CourseBuilder – Hot Area

---

15. Add a swap image action for wave-rider product information
  - i. In the Action Manager list under “**if Hot Area4 Selected,**” select Popup Message, then click **Cut**.
  - ii. Select “**if Hot Area4 Selected,**” then in the Actions pop-up menu choose **Swap Image**, and click **Add**.
  - iii. In the Select Image Source dialog box, select **text\_waverider.jpg**, then click **Select** to display the image.
  - iv. Click **OK** to close the dialog box.
  - v. Click **OK** to close the CourseBuilder Interaction dialog box.



## Using CourseBuilder – Hot Area

---

### 16. Create a link to the next page

- i. In the Object palette's Common panel, click the **Layer icon**, then move the pointer to the page, and drag to draw a layer in the space beneath the ProductInfo layer.
- ii. Click the layer to select it, then move the layer if you need to position it. Use the layer tab on the upper left corner of the layer to position the layer.
- iii. Click in the layer to place the insertion point in the layer. In the Object palette, click the **Image icon** to insert an image in the layer.



## Using CourseBuilder – Hot Area

---

- iv. In the Select Image Source dialog box, open the cb\_graphics folder (if it's not already open), select **Arrow\_Sharp\_Right.gif**, and click **Select**.
- v. In the Property inspector, click the **folder icon** next to the Link field. Then, in the Select File dialog box, navigate to the cb\_discover folder, select **cb\_drag\_drop.htm**, and click **Select** to select the file to open when the arrow is clicked.
- vi. Click the border of the layer to select it, then use one of the handles to resize the layer to the size of the graphic.
- vii. Save your document.





## Using CourseBuilder – Hot Area

---

### 17. Test the explore interaction

- i. Choose **File** > **Preview** in Browser, and choose the browser you want to use. The browser launches and displays the page.
- ii. **Click** each of the products and make sure the correct information appears.
- iii. Click the arrow to see if it goes to the “Know your target audience” page.



# Using CourseBuilder – Drag&Drop Interaction

---

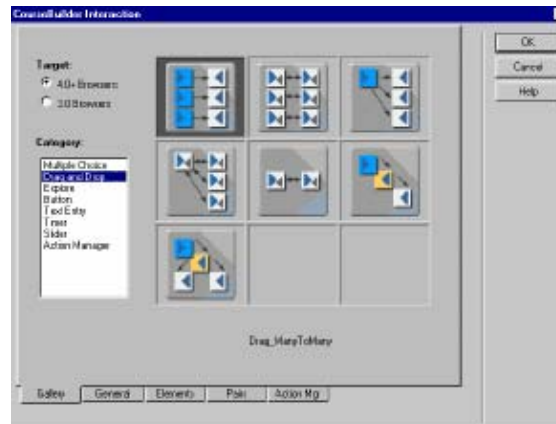
## 1. Insert a CourseBuilder Interaction

- i. Choose **File > Open**. In the dialog box that appears, navigate to **cb\_drag\_drop.htm**, and click **Select** to open the file.
- ii. If the Object palette isn't already open, choose **Window > Objects** to open it.
- iii. In the Document window, click in the middle of the document to place the insertion point after existing page elements.
- iv. In the Object palette's Common panel, click the **CourseBuilder Interaction icon**. The CourseBuilder Interaction dialog box appears.

# Using CourseBuilder – Drag&Drop Interaction

## 2. Select the type of interaction

- i. In the CourseBuilder Interaction dialog box, under Target, select **4.0+ Browsers** if it isn't already selected.
- ii. Select **Drag and Drop** in the Category list.
- iii. Click the icon for the **many-to-many matching template**.





## Using CourseBuilder – Drag&Drop Interaction

---

### 3. Define the General tab options

- i. Click the **General** tab.
- ii. Under Judge Interaction, select “**when the user drops a drag element.**” This option causes feedback to display every time the user moves a toy image to a target audience image—rather than waiting until the user has tried to match every toy with a target audience.
- iii. Under Reset, accept the default setting “**Create a Reset button for this Interaction.**”



## Using CourseBuilder – Drag&Drop Interaction

---

- iv. Under Reaction, select “**Snap back if incorrect.**” This returns the toy to its original position if the user drags it to the wrong target audience.
- v. Under Reaction, accept the default setting “**Snap back if not dropped on target.**” This returns the toy to its original position if the user drags it somewhere other than a target area.
- vi. Under Layer, select “**Insert this Interaction in a layer**” to place the question text in a layer, making it easy for you to position the text in the document. (Each of the drag-and-drop images is already in an individual layer.)



## Using CourseBuilder – Drag&Drop Interaction

---

### 4. Add drag images

- i. Click the **Elements** tab. Drag1 is already selected in the Elements list.
- ii. In the Name field, type **satellite**.
- iii. Click the **Browse** button next to the Image File box. In the cb\_graphics folder, select **toy\_satellite\_mini.gif**, then click **Select** to display the image for this drag object.
- iv. In the Elements list, select Drag2; then in the Name field, type **waverider**.



## Using CourseBuilder – Drag&Drop Interaction

---

- i. Click the Browse button. In the cb\_graphics folder, select **toy\_waverider\_mini.gif**, then click Select to display the image for this drag object.
- ii. In the Elements list, select Drag3; then in the Name field, type **racer**.
- iii. Click the Browse button. In the cb\_graphics folder, select **toy\_racer\_mini.gif**, then click Select to display the image for this drag object.



## Using CourseBuilder – Drag&Drop Interaction

---

### 5. Add target images

- i. In the Elements list, select Target1; then in the Name field, type **satellitematch**.
- ii. Click the Browse button. In the cb\_graphics folder, select **kids\_climbing.jpg**, then click Select.
- iii. In the Elements list, select Target2; then in the Name field, type **waveridermatch**.
- iv. Click the Browse button. In the cb\_graphics folder, select **kids\_bike.jpg**, then click Select.





## Using CourseBuilder – Drag&Drop Interaction

---

- v. In the Elements list, select Target3; then in the Name field, type **racermatch**.
- vi. Click the Browse button. In the cb\_graphics folder, select **kids\_soccer.jpg**, then click Select.
- vii. Click **OK** to close the CourseBuilder Interaction dialog box.



## Using CourseBuilder – Drag&Drop Interaction

---

### 6. Position the images in the document

- i. In the Document window, select a layer by clicking its border.
- ii. Use the layer tab to drag the layers in your document to match this screen layout.
- iii. In the Document window, use the pointer to select the default text **“Drag the objects on the left to the correct targets on the right, then press the ‘Submit’ button to check the answer.”** Replace the text by typing **Ready to sell? Drag each toy to its target customer.**



# Using CourseBuilder – Drag&Drop Interaction

---

## 7. Set snap to settings

- i. Click one of the images in the drag-and-drop interaction, then click **<interaction>** in the tag selector, and click **Edit** in the Property inspector.
- ii. Click the **Pairs** tab.
- iii. Select the **“satellite:satellitematch”** pair if it isn't already selected.



## Using CourseBuilder – Drag&Drop Interaction

---

- iv. Under Snap To, select **“pixels down,”** and in the pixel down field type **70**. Then **“select pixels to right of the target element’s upper left corner,”** and in this field type **30**.
- v. When a match occurs, the drag element will move to these precise positions in the target element.
- vii. Select the **“waverider:waveridermatch”** pair.
- viii. Under Snap To, select **“pixels down,”** and in the “pixels down” field type **70**. Then select **“pixels to the right of the target element’s upper left corner,”** and in this field type **30**.



## Using CourseBuilder – Drag&Drop Interaction

---

- ix. Select the **“racer:racermatch”** pair.
- x. Under Snap To, select **“pixels down,”** and in the “pixels down” field type **70**. Then select **“pixels to the right of the target element’s upper left corner,”** and in this field type **30**.



## Using CourseBuilder – Drag&Drop Interaction

---

### 8. Set feedback for a correct response

- i. Click the **Action Manager** tab.
- ii. Select the Popup Message action under “**if Correct,**” and click **Edit**. The Popup Message dialog box appears.
- iii. In the dialog box’s Message field, change the default text, “**Correct,**” by typing **You’re ready to sell!**
- iv. Click **OK** to close the dialog box.



## Using CourseBuilder – Drag&Drop Interaction

---

9. Delete default feedback for an incorrect or unknown response

- i. Select “**else if Incorrect,**” and click **Cut**.
- ii. Select “**else if Unknown Response,**” and click **Cut**.

The conditions and their associated Popup Message actions are automatically cut.



## Using CourseBuilder – Drag&Drop Interaction

---

### 10. Add correct match feedback

- i. In the Action Manager list, select the Popup Message action below **“if Correct,”** choose **Else** from the Actions pop-up menu, and click **Add**. Else is added to the Action Manager list.
- ii. With **“-- else”** selected, choose **Popup Message** in the Actions pop-up menu, and click **Add**. The Popup Message dialog box appears.
- iii. In the Message field, type **That’s right!**.
- iv. Click **OK** to close the dialog box.
- v. Click **OK** to close the CourseBuilder Interaction dialog box.
- vi. Choose **File > Save** to save your document.





# Using CourseBuilder – Drag&Drop Interaction

---

## 11. Create a link to the next interaction

- i. In the Object palette, click the **Layer icon**, then move the pointer to the Document window, and drag the pointer to draw a layer in the lower right area of the document.
- ii. Select the layer, then position it using the layer tab to position the layer.
- iii. Click in the layer. In the Object palette, click the **Image icon** to insert an image in the layer.



## Using CourseBuilder – Drag&Drop Interaction

---

- iv. In the Select **Image Source** dialog box, navigate to the cb\_graphics folder, select **Arrow\_Sharp\_Right.gif**, and click Select. An arrow appears in the layer.
- v. In the Property inspector, click the **folder icon** next to the Link field to select the file to open when the arrow is clicked.
- vi. In the Select File dialog box, in the cb\_discover folder, select **cb\_mc.htm**, and click Select.
- vii. Click the border of the layer to select it, then use one of the layer handles to resize it to fit the graphic.



# Using CourseBuilder – Drag&Drop Interaction

---

## 12. Test the drag-and-drop interaction

- i. Choose **File** > **Save**, then choose **File** > **Preview** in Browser. The browser launches and displays the page.
- ii. Drag the toys to the descriptions.



# Using CourseBuilder – Multiple Choice Quiz

---

## 1. Insert a CourseBuilder Interaction

- i. Choose **File > Open**. In the dialog box that appears, navigate to the cb\_discover folder and then to **cb\_mc.htm**, and click **Select** to open the document.
- ii. If the Object palette isn't already open, choose **Window > Objects** to open it.
- iii. In the Document window, click in the middle of the document to place the insertion point after existing page elements.
- iv. In the Object palette's Common panel, click the **CourseBuilder Interaction icon** to open the CourseBuilder Interaction dialog box.



## Using CourseBuilder – Multiple Choice Quiz

---

### 2. Select the type of interaction

- i. In the CourseBuilder Interaction dialog box, under Target, select **4.0+ Browsers** if it isn't already selected.
- ii. Select **Multiple Choice** in the Category list.
- iii. Click the icon for the **multiple-choice image radio template**.



## Using CourseBuilder – Multiple Choice Quiz

---

### 3. Define the multiple-choice interaction

- i. Click the **General** tab.
- ii. In the Question Text field, delete the default text.
- iii. Under Judge Interaction, select “**when the user clicks a choice,**” if it isn’t already selected.
- iv. In Correct When, accept the default setting Any Correct and None Incorrect.
- v. In Tries Are and Time Is, accept the default setting, Unlimited.
- vi. Verify that the Reset option is not selected.
- vii. Select “Insert this in a layer”



## Using CourseBuilder – Multiple Choice Quiz

---

### 4. Define the correct choice

- i. Click the **Choices** tab. In the Choices list, choice1 is already selected and marked as correct.
- ii. Under Choice Options, in the Name field, change the default text “choice1” by typing **waverider**.
- iii. Delete the text in the Text field.
- iv. In the Image File field, click **Browse**.
- v. In the Select Appearance dialog box, navigate to the cb\_graphics folder, then select **toy\_waverider\_mini.gif**, and click Select.



## Using CourseBuilder – Multiple Choice Quiz

---

### 5. Define incorrect choices

- i. In the Choices list, select choice2. Notice that “Choice 1s” is marked incorrect.
- ii. Under Choice Options, in the Name field, change the default text “choice2” by typing **coldfusion**.
- iii. Delete the text in the Text field.
- iv. In the Image File field, click **Browse**. Then, in the Select Appearance dialog box, navigate to the cb\_graphics folder, select **toy\_coldfusion\_mini.gif**, and click Select.





## Using CourseBuilder – Multiple Choice Quiz

---

- v. In the Choices list, select choice3.
- vi. Under Choice Options, in the Name field, change the default text “choice3” by typing **racer**.
- vii. Delete the text in the Text field.
- viii. In the Image File field, click Browse. Then, in the Select Appearance dialog box, navigate to the cb\_graphics folder, select **toy\_racer\_mini.gif**, and click Select.



## Using CourseBuilder – Multiple Choice Quiz

---

- ix. In the Choices list, select choice4.
- x. Under Choice Options, in the Name field, change the default text “choice4” by typing **satellite**.
- xi. Delete the text in the Text field.
- xii. In the Image File field, click **Browse**. Then, in the Select Appearance dialog box, navigate to the cb\_graphics folder, select **toy\_satellite\_mini.gif**, and click Select.
- xiii. Click **OK** to close the CourseBuilder Interaction dialog box.



## Using CourseBuilder – Multiple Choice Quiz

---

### 6. Create a layer for user feedback

- i. In the Document window, click the border of the interaction layer to select the layer.
- ii. Click the layer tab then drag the layer to place the layer in a proper position.
- iii. In the Object palette, click the **Layer icon**. Then move the pointer to the Document window, and in the area to the left of the choices, drag the pointer to draw a layer.
- iv. With the layer selected, in the Property inspector's LayerID field, replace the default text "Layer1" by typing **Feedback**.



## Using CourseBuilder – Multiple Choice Quiz

---

- v. In the Document window, click in the Feedback layer to position the insertion point in the layer, then in the Object palette, click the **Image icon** to insert an image in the layer.
- vi. In the Select Image Source dialog box, navigate to the cb\_graphics folder, and select **text\_mc\_question.jpg**, and click Select.
- vii. With the image selected, in the Property inspector's Image field, name the image **feedback**.
- viii. Move the layer if you need to so it doesn't overlap the layer containing the choices.



## Using CourseBuilder – Multiple Choice Quiz

---

### 7. Set up feedback for a correct response

- i. Click anywhere in the layer containing the choices. Then, in the tag selector click **<interaction>**, and in the Property inspector click **Edit** to open the CourseBuilder Interaction dialog box.
- ii. Click the **Action Manager** tab.
- iii. In the Action Manager list under **“if Correct,”** select **Popup Message**, and click **Cut**.



## Using CourseBuilder – Multiple Choice Quiz

---

- iv. In the Action Manager list reselect **“if Correct,”** then choose **Swap Image** from the Actions pop-up menu, and click **Add**. The Swap Image dialog box appears.
- v. In the Images list, select **“image in the Feedback layer,”** then click **Browse**.
- vi. In the Select Image Source dialog box, navigate to the cb\_graphics folder, select **text\_feedback\_correct.jpg**, and click Select.
- vii. Click **OK** to close the Swap Image dialog box.



## Using CourseBuilder – Multiple Choice Quiz

---

### 8. Set up feedback for wrong response

- i. In the Action Manager list under “**else if Incorrect,**” select **Popup Message**, then click **Cut**.
- ii. In the Action Manager list re-select “**else if Incorrect,**” then choose **Swap Image** from the Actions pop-up menu, and click **Add**. The Swap Image dialog box appears.
- iii. In the Images list, select “**image in the Feedback layer,**” then click **Browse**.
- iv. In the Select Image Source dialog box, navigate to the cb\_graphics folder, and select **text\_feedback\_incorrect.jpg**, and click Select.



## Using CourseBuilder – Multiple Choice Quiz

---

- v. Click **OK** to close the Swap Image dialog box.
- vi. Click **OK** to close the CourseBuilder Interaction dialog box.





# Using CourseBuilder – Multiple Choice Quiz

---

## 9. Test the interaction

- i. Choose **File** > **Save**, then press F12 to preview the page in a browser.
- ii. When the document opens try the interaction:  
  
Click the first button, and you receive feedback that your choice is right.  
  
Click the other three buttons, and you receive feedback that your choice is wrong.



# Using CourseBuilder – Multiple Choice Interaction

---

## 1. Insert a CourseBuilder Interaction

- i. Choose **File > Open**.
- ii. In the Open dialog box, navigate to the cb\_discover folder, then select the file named **cb\_nav.htm**, and click **Open**.
- iii. If the Object palette isn't already open, choose **Window > Objects** to open it.
- iv. In the Document window, click in the middle of the document to place the insertion point after existing page elements.
- v. In the Object palette's Common panel, click the **CourseBuilder Interaction icon**.



## Using CourseBuilder – Multiple Choice Interaction

---

### 2. Select the type of interaction

- i. In the CourseBuilder Interaction dialog box, under Target, select **4.0+ Browsers** if it isn't already selected.
- ii. In the Category list, select **Multiple Choice**. The icons in the Gallery represent the multiple-choice CourseBuilder Interactions that will function in version 4 and later browsers.
- iii. Click the icon for the graphic **multiple-choice image radio template**.



## Using CourseBuilder – Multiple Choice Interaction

---

### 3. Define the multiple-choice interaction

- i. Click the **General** tab.
- ii. In the Question Text field, replace the text “**Put your question text here**” by typing:

**Here’s the latest on our new line of toys - specs, prices, and this quarter’s sales incentives. Explore first, then test your knowledge with a couple of quizzes.**

**Click a button to choose:**

The text instantly updates in the Document window when you click another field on this tab.



## Using CourseBuilder – Multiple Choice Interaction

---

- iii. Under Judge Interaction, accept the default setting, “**when the user clicks a choice.**” This option dictates that the interaction is instantly judged when a user makes a selection.
- iv. In Correct When, accept the default setting, Any Correct and None Incorrect.
- v. In Tries Are and Time Is, accept the default settings, Unlimited. You aren’t limiting the number of tries, nor the amount of time the user has to respond correctly to the question in this interaction.
- vi. Verify that the Reset option is not selected.



## Using CourseBuilder – Multiple Choice Interaction

---

- vii. Select “**Insert this Interaction in a layer**” to place the CourseBuilder Interaction in a layer so you can easily position it in the document.



## Using CourseBuilder – Multiple Choice Interaction

---

### 4. Define the choices

- i. Start by clicking the **Choices** tab. In the Choices list, “choice1(correct)” is already selected.
- ii. In the Name field, replace the default text “choice1” by typing **Explore**.
- iii. In the Text field, replace the default text “Text for choice1” by typing **Explore the new products**. This is the text the user sees on the screen.
- iv. In the Choice Is pop-up menu, select **Not Judged**. This interaction guides navigation, so a user’s choice isn’t correct or incorrect.



## Using CourseBuilder – Multiple Choice Interaction

---

- v. In the Choices list, click **“choice2”** to select it. Notice that the Name field changes; it now matches the selected choice in the Choices list.
- vi. In the Name field, replace the default text “choice2” by typing **DD**.
- vii. In the Text field, replace the default text “Text for choice2” by typing **Know your target customer**.
- viii. In the Choice Is pop-up menu, select **Not Judged**.





## Using CourseBuilder – Multiple Choice Interaction

---

- ix. In the Choices list, click “choice3” to select it.
- x. In the Name field, replace the default text “choice3” by typing **MC**.
- xi. In the Text field, replace the default text “Text for choice3” by typing **What’s in it for you**.
- xii. In the Choice Is pop-up menu, select **Not Judged**.
- xiii. In the Choices list, select “choice4” then click Delete to remove this choice from the interaction.

# Using CourseBuilder – Multiple Choice Interaction

## 5. Select the Action Manager tab

- i. Start by clicking the **Action Manager** tab.
- ii. In the Action Manager list, select **Segment:Correctness** to select this segment.
- iii. Click **Edit**. The Segment Editor appears.
- iv. In the Segment Name field, replace the default text, by typing **Navigation**.
- v. Click **OK** to close the dialog box.





## Using CourseBuilder – Multiple Choice Interaction

---

### 6. Define the explore condition

- i. In the Action Manager list, select the **“if Correct”** condition.
- ii. Click **Edit**. The Condition Editor appears.
- iii. In the Condition Name field, type **Explore selected** to indicate which condition is represented.
- iv. In the rightmost Interaction pop-up menu, which currently shows <none>, select **Button “Explore.”**
- v. In the bottommost Type pop-up menu, make sure **True** is selected.

# Using CourseBuilder – Multiple Choice Interaction

Condition Editor

Condition Name:

Expressions:

---

Type:

Interaction:

Property:

Type:

vi. Click OK to close the dialog box.



## Using CourseBuilder – Multiple Choice Interaction

---

### 7. Add a Go To URL action

- i. In the Action Manager list, under “**if Explore selected,**” select **Popup Message**.
- ii. Click **Cut** to delete this action from the Action Manager list.
- iii. In the Action Manager, select “**if Explore selected.**”
- iv. In the Action Manager pop-up menu, choose **Go To URL**, then click **Add**. The Go To URL dialog box appears.



## Using CourseBuilder – Multiple Choice Interaction

---

- v. In the URL field, click **Browse**.
- vi. In the dialog box that appears, navigate to the cb\_discover folder, then to **cb\_explore.htm**, and click Select to select the file to open when the choice is clicked.
- vii. The URL field updates.
- viii. Click **OK** to close the dialog box.



## Using CourseBuilder – Multiple Choice Interaction

---

### 8. Define the drag-and-drop condition

- i. In the Action Manager list, select the **“else if Incorrect”** condition.
- ii. Click **Edit** to open the Condition Editor.
- iii. In the Condition Name field, type **Drag and Drop selected** to indicate which condition is represented.
- iv. In the rightmost Interaction pop-up menu, select Button **“DD.”**
- v. In the bottommost Type pop-up menu, make sure **True** is selected.
- vi. Click **OK** to close the dialog box.



## Using CourseBuilder – Multiple Choice Interaction

---

### 9. Add a Go To URL action

- i. In the Action Manager list, under “**else if Drag and Drop selected,**” select **Popup Message**.
- ii. Click **Cut** to delete this action from the Action Manager list.
- iii. In the Action Manager, select “**else if Drag and Drop selected.**”
- iv. In the Action Manager pop-up menu, choose **Go To URL**, then click **Add**.





## Using CourseBuilder – Multiple Choice Interaction

---

- v. In the Go To URL dialog box, in the URL field, click **Browse**. Then, in the dialog box that appears, navigate to **cb\_drag\_drop.htm** in the tutorial folder, and click Select to select the file to open when the choice is clicked.
- vi. Click **OK** to close the dialog box.



## Using CourseBuilder – Multiple Choice Interaction

---

### 10. Define the multiple-choice condition

- i. In the Action Manager list select the “**else if Unknown Response**” condition.
- ii. Click **Edit** to open the Condition Editor.
- iii. In the Condition Name field, type **Multiple Choice selected** to indicate which condition is represented.
- iv. In the rightmost Interaction pop-up menu, select **Button “MC.”**
- v. In the bottommost Type pop-up menu, make sure **True** is selected.
- vi. Click **OK** to close the dialog box.



## Using CourseBuilder – Multiple Choice Interaction

---

### 11. Add a Go To URL action

- i. In the Action Manager list, under “**else if Multiple Choice selected,**” select **Popup Message**.
- ii. Click **Cut** to delete this action from the Action Manager list.
- iii. In the Action Manager, select “**else if Multiple Choice selected.**”
- iv. In the Action Manager pop-up menu, choose **Go To URL**, then click **Add**.



## Using CourseBuilder – Multiple Choice Interaction

---

- v. In the Go To URL dialog box, in the URL field click **Browse**. Then in the dialog box that appears, navigate to **cb\_mc.htm** in the cb\_discover folder, and click Select to select the file to open when the choice is clicked.
- vi. Click **OK** to close the dialog box, then click **OK** to close the CourseBuilder Interaction dialog box.
- vii. Choose **File** > Save to save your document.



## Using CourseBuilder – Multiple Choice Interaction

---

### 12. Position the interaction in the document

- i. Click the border of the layer to select it.
- ii. Then do the following to resize or move the layer:  

Use the layer tab (on the upper left corner) to drag the layer to the desired location.

Drag any of the layer handles to resize the layer.
- iii. Save your changes.



## Using CourseBuilder – Multiple Choice Interaction

---

### 13. Test the interaction

- i. Choose **File** > **Preview** in Browser. Your browser opens and displays the interaction.
- ii. Click each of the buttons to test your site. The other interaction pages you created appear.
- iii. Close your browser when you are done testing your site.



## Using CourseBuilder – Text Input

---

- The text entry CourseBuilder Interaction displays a single- or multiple-line HTML text input box that accepts either plain or password-encrypted text.
- Text that the user types in the box is compared against characters or strings (called *possible responses*) defined for the CourseBuilder Interaction.
- When user input matches one of the defined strings, actions occur—depending on whether you have designated the string as correct, incorrect, or not judged.



# Using CourseBuilder – Text Input

---

## 1. Insert a CourseBuilder Interaction

Insert a CourseBuilder Interaction in the document by doing one of the following:

- i Click the Insert CourseBuilder Interaction icon in the Object palette.
- ii Click the Insert CourseBuilder Interaction icon, then drag it to the document window.
- iii Choose Insert > CourseBuilder Interaction





## Using CourseBuilder – Text Input

---

2. In the CourseBuilder Interaction dialog box, under Target, select 4.0+ Browsers; then in the Category list, select Text Entry.
3. In the template gallery, select the text entry icon you want to use.



Single line



Multiple line



## Using CourseBuilder – Text Input

---

4. In the General Tag, input the following setting:
  - i In Judge Interaction, select “when the user clicks a button labeled SUBMIT.”
  - ii In Correct When, select “Any Correct and None Incorrect”.
  - iii Check “Create a Reset Button” and “Insert in a Layer”.



## Using CourseBuilder – Text Input

---

5. In the Response Tag, input the following setting:
  - i Make sure that Response1 is selected.
  - ii In Must Contain field, input “wave rider”
  - iii Uncheck “Case Sensitive” and “Exact Match Required”
  - iv In Any Other Response Is, select “Incorrect”
  - v Select Response2 and click Delete
  - vi Select Response3 and click Delete



## Using CourseBuilder – Text Input

---

6. Modify the response in Action Manager.
  - i Under If Correct, select PopUp Message and click Edit
  - ii In the message box, type “You are Right!!!”
  - iii Under If Incorrect, select PopUp Message and click Edit
  - iv In the message box, type “You are Wrong!!!”
  - v Select Unknown Response and click Delete



## Using CourseBuilder – Text Input

---

7. Click OK.
  
8. Replace the placeholder text above the text field with a question or instructions.
  - i Type “Which kind of toy is suitable for kindergarten children?”
  
9. Save the job and press F12 to see the result.



## Class Exercise II

---

Construct a simple on-line test interface using Dreamweaver CourseBuilder. The interface should contain two or more pages which are inter-linked. You should include at least two of the following interactions in the pages:

- Hot Area
- Multiple Choice
- Drag and Drop
- Text Input

Marking Criteria:      Authoring skill – 60%

Design and Layout – 20%

User Friendliness – 20%