WITH WINCALIS, YOU'VE GOT THE WHOLE WORLD IN YOUR HANDS

AN OLYMPICS WINCALIS AUTHOR TUTORIAL, HIGHLIGHTING NEW FEATURES IN VER.2.5

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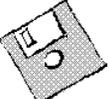
This booklet will be your guide for constructing a WinCALIS lesson model on the Olympics. You can work through it as part of a workshop or on your own. In the former case, workshop participants will be following along with the model lesson construction in synch, and can work on independent lessons as time allows. English is used as the target language of this model lesson to provide a common denominator, but other languages can be explored. Text entry, question and feedback formation, clues, graphics, hotspots, tutorials, audio and video, speech recognition, and more will all be addressed in the creation of this lesson.

This book will guide you on the "what goes where" in the model lesson; WinCALIS Author on-line help gives further details. Available for those interested is an on-line Windows tutorial or a printed copy of Windows Basics. Do not worry if you do not complete everything in this guide during a workshop. This guide also can serve as a handy reference for features and methods involved in putting a WinCALIS lesson together.

Key to Graphics:

	Author Program
	WinCALIS Program
	Save script file (shortcut key: F4)
➲ WINDOWNAME:TASK#	**E.g.: Interactive (Question):5** means: (Activate the Interactive [Question] Window of Task number 5)

Let the Games Begin!

Describe, Direct

 Launch the WinCALIS Author program. It opens to the first task of a blank script. Though you can proceed in any window, let's start with introducing the lesson to the student and preparing him or her for what is ahead.

➲ LESSON DESCRIPTION
Activate (go to) the Lesson Description Window by selecting it from the Window menu or clicking on its icon. Now type in this window:

From Athens to Sydney…

Place your caret (blinking cursor showing the insertion point) at the beginning of the phrase. Then choose Format|Fontsize|Large. (That is: click the menu item 'Format', then choose the selection 'Fontsize', and then 'Large'.)

The Lesson Description window should now look like this:

➲**LESSON DESCRIPTION**

| <FS: LARGE>From Athens to Sydney… |
|---|

Note: The keywords in CALIScript commands are separated by either a colon or a space or a combination of colon and space. Varying these "separators" has no effect on functionality.

This window may be minimized now; each lesson only has one Lesson Description.

➲**POPUP (GROUP DIRECTIONS):1**

Now activate the Popup (Group Directions) Window for Task 1. (From now on, just follow the symbol above to go to the appropriate window.) Press Enter to leave a blank line. Type in (line breaks will be retained exactly where you put them):

You will be given some information about a great world event. Read the text given to you, and answer the following questions.
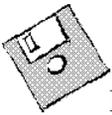
It is a good habit to save work often when working on a computer. Let's save the lesson as a file in the workshop tutorial folder before continuing. This will also let WinCALIS Author know what folder to find our work in. Click on File|Script Database|Save. In the dialog box that appears, save your file in c:\wincal32\scripts\whatsnew\tutorial with your name (e.g: *rick.wca*; *marie.wca*)

Adding a Graphic

➲**PRESENTATION (TEXT):1**

Now let's insert the command to display a "graphic" (i.e., a picture) in the Presentation (Text) Window. First insert a <CE> command to center the picture in the window. Either simply type the command, or insert it with the menu item Format|Center.

Then click on Tools|Insert Graphic. Scroll down, if necessary, in the list box on the left until you see the graphic called "rings.bmp" and select it. Leave the box that says "Height of graphic (lines):" set to '10,' which is about right for the size of the Olympic rings picture. Click on "OK."

New: WinCALIS now supports a variety of graphics formats, including not just Windows .BMP files, but also JPEGs, .WMF Windows vector graphics files, and Internet .PNG graphics files (but not .GIF files).
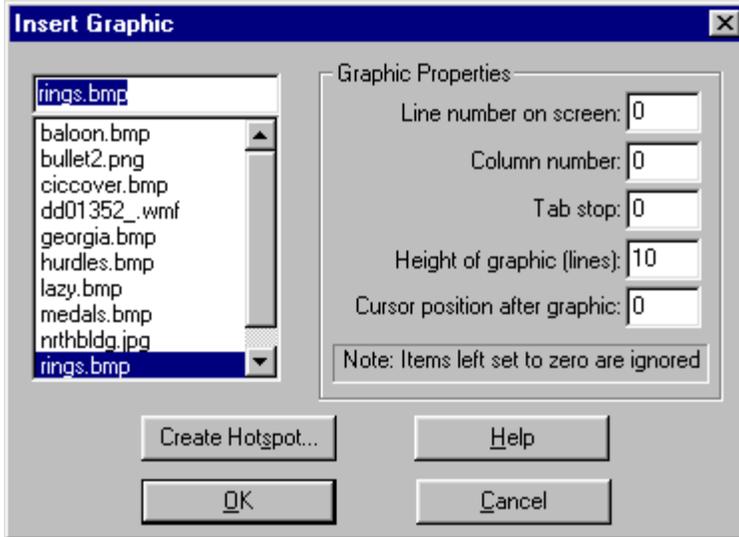
Your screen will then appear as below:

➲**PRESENTATION (TEXT):1**

<CE><GRAPHIC: rings.bmp rings><CUR:+10,1><TAB:0>

 (The <CUR: +10,1> command will leave 10 blank lines for the picture above the text.)

Now insert the text to be displayed below the picture, so that your window appears as below:

➲**PRESENTATION (TEXT):1**

<CE><GRAPHIC: rings.bmp rings><CUR: +10,0><TAB:0>
<CE><SET FS: LARGE><IT>Citius, Altius, Fortius<IT><SET FS MEDIUM>

The commands to set the font size can be inserted either by typing them or by clicking on Format|Set|Fontsize|Large (or Medium). Similarly, text can be highlighted and the <IT> attribute commands added with Format|Selection|Italic. Notice that you have a way to insert *any* CALIScript command (or option, special response, etc.) without having to remember it and type it in. To browse these, click on Tools|Insert CALIScript|Command.
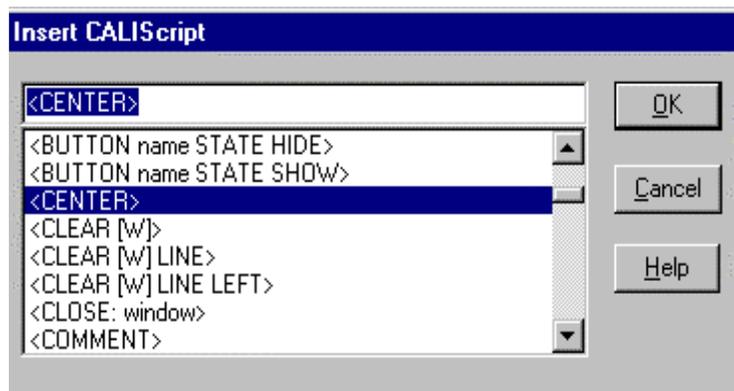
Most of the CALIScript Commands can go right into the script as is; some must be customized. Text and screen formatting commands can be found under the Format menu. For example, Format|Center, which will place a <CE> command right in the window.

Posing Questions

➲INTERACTIVE (QUESTION):1

These rings and this motto are the symbols of:

Here, a question is given. Now some responses must be anticipated.
Click on Task|Open Response (Short Answer), or Ctrl+O.
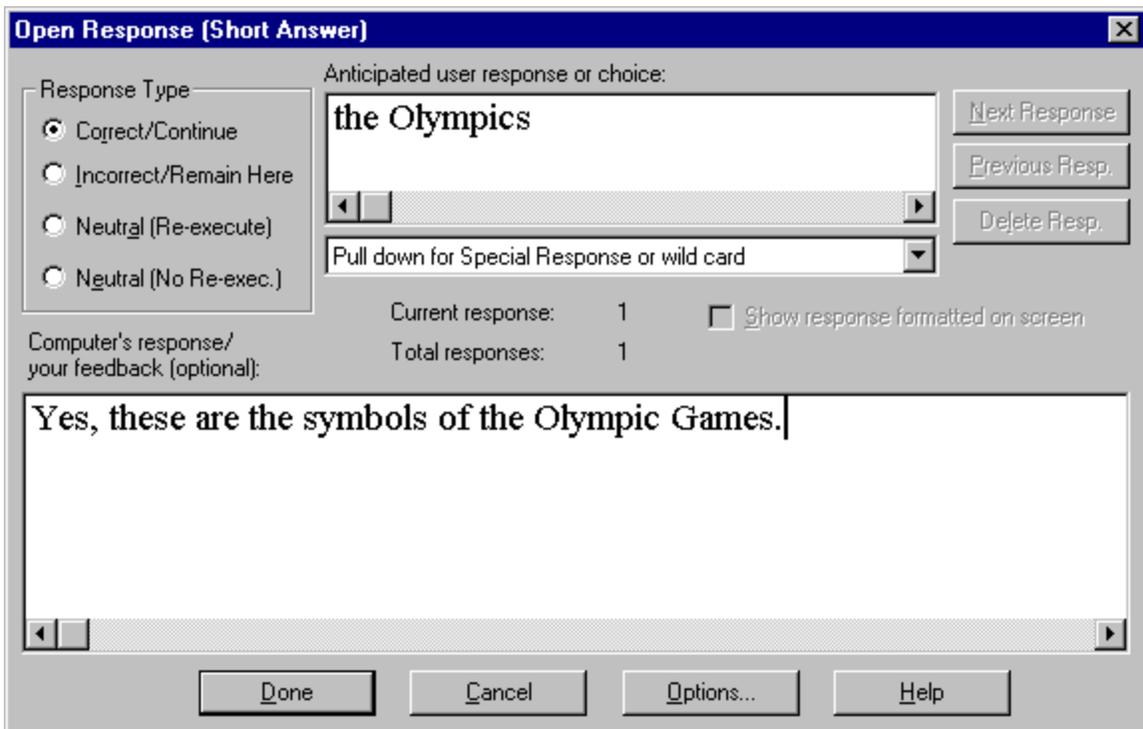
Type in the Anticipated Response and Feedback for Response 1. Notice that the Response Type appears with the **Correct / Continue** radio button chosen. After this response is filled, click the **Next Response** button, and continue entering the following:

Response Type:	*Current Response:*	*Anticipated Response:*	*Feedback:*
Correct / Continue	1	the Olympics	Yes, these are the symbols of the Olympic Games.
Correct / Continue	2	&[Oo]lympic&	Yes, these are the symbols of the Olympic Games.
Incorrect/	3	&{games|sports|competition}&	Be more specific…

Remain here			

Click on the Done button.
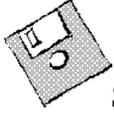
Save!

Included in the above anticipated responses were the wild card characters '&' and '{}' and '[]'. After the "model" Correct/Continue response (for use in Spellmarking and in case the student should Give Up), anticipated answers with wild card characters allow for a broader range of responses. Anticipated responses should be ordered from specific to general, for optimum WinCALIS answer analysis. Notes for reference:

The Wild Card Characters:
Wild Cards Which Match Single Characters

^
The caret wild card will match any single character. For example: the anticipated response, "^ate" will match "date," "fate," "late," and nonsensical words like "xate" and "aate." It will not match "grate" or "berate," because the section of the word preceding the "ate" part has more than one letter.

[ ]
The bracket wild card will match any one of the letters found within the brackets. No comma or notation is needed in between the list of the characters, because the bracket notation tells WinCALIS to match only one character. For example: the anticipated response, "[blr]ump" will match "bump," "lump," and "rump," but not "jump" or "clump," etc.

[-]
In order to anticipate a long series of sequential characters, you may use the hyphen "-" to separate the bounds of the sequence within the brackets. For example "[A-Z]" will match any capital letter between "A" and "Z" (but not any lower case letters). "[1-9]" will match the numerals 1 through 9. Specifying the first and last letters of the Cyrillic alphabet will match any Cyrillic character. And specifying the first and last characters in the Unicode "Han" (Chinese-Japanese-Korean) character pages will match any Han character.

Wild Cards Which Match Single Words
*
The asterisk character will match any sequence of characters in a word and therefore is the most versatile of the one word bounded wild cards. For example: "*es" will match "noses," "proxies," "heroines," etc. It may be used at the beginning, middle or end of the response to match any character or group of characters except the space character.

Wild Cards Which Match Anything

This set of wild cards will function over a string of one or more words.

&
The ampersand wild card will match anything, including the space character ( ). For example: "The chickens &" will match "The chickens are escaping," "The chickens have demolished New York," etc.

| The Vertical Bar

The vertical bar wild card character | (usually above the backslash \ on most keyboards) separates explicit alternatives, any of which will match. The bar functions as an "or" operator. Thus "never|hardly ever" will match "never" and will also match "hardly ever" (but not "never ever").

{ | }

{response1|response2|response3|etc}

In cases where the vertical bar used alone would be ambiguous, braces are used in conjunction with the vertical bar to show how a series of anticipated responses are grouped. The "|" character functions as an "or" operator. For example: "The Baltimore Orioles are the {best|most feared|world champion} team" will match "The Baltimore Orioles are the best team", "The Baltimore Orioles are the most feared team", and "The Baltimore Orioles are the world champion team".

Note: Braces may be used within braces, a technique called nesting, to provide even greater flexibility in anticipating responses.

INTERACTIVE (QUESTION):2 (Use the menu item Task|Next or Task|Previous (shortcuts Ctrl+N or Ctrl+P *or* '+' and '-' keys on number keypad) to move between tasks).

The Olympic motto, in Latin "Citius, Altius, Fortius," translates to English as:

Choose Task|Multiple Choice, and enter the following:

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	faster, higher, braver	Yes, this is the original translation. The motto was coined by Father Didon, a French educator, in 1895. The modern translation is "swifter, higher, stronger."
Incorrect/ Remain here	2	Europe, America, and Africa	Though the Olympics are an international event, this is not what the motto translates to.
Incorrect/ Remain here	3	control, accuracy, strength	The element "strength" is represented, but there is a better answer choice.
Incorrect/ Remain here	4	Charles, Atlas, and Frederick	These names do not appear in the Olympic motto.

Click on the Done button.
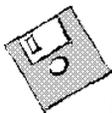
Save!

Since we have two questions, some text, and a graphic completed already, let's try running the script. Normally, you can run a script, or just one or more tasks, most easily by going to Script|Run Script… (shortcut Ctrl+R) and choosing what you want to run. However, so that you are aware that WinCALIS is a separate application and also to experience the WinCALIS opening screen, this time go to the Windows 9x/NT/2000 Start Menu and launch WinCALIS (or use Alt+Tab to switch over to WinCALIS if you already have it running). Navigate to the c:\wincal32\scripts\whatsnew\tutorial folder and locate

"*yourname*" script. (You can adjust what files WinCALIS displays, if necessary, under the Options menu.) Double-click on the lesson name, or click the Run button while the lesson name is highlighted. Your first task will look like the screen shot below. Be sure to try first one or more incorrect responses first, then a correct response, so you can check your feedbacks.

Switch applications (using Alt+Tab or the Task Bar) back to WinCALIS Author:

Task 3 will show the student a chart in the Presentation (Text) Window on the left side of the screen and in the Interactive (Question) Window on the right side, you will ask the student to click with the mouse on the correct answer in the chart on the left. Moving the windows around will be accomplished by inserting window SIZE commands.
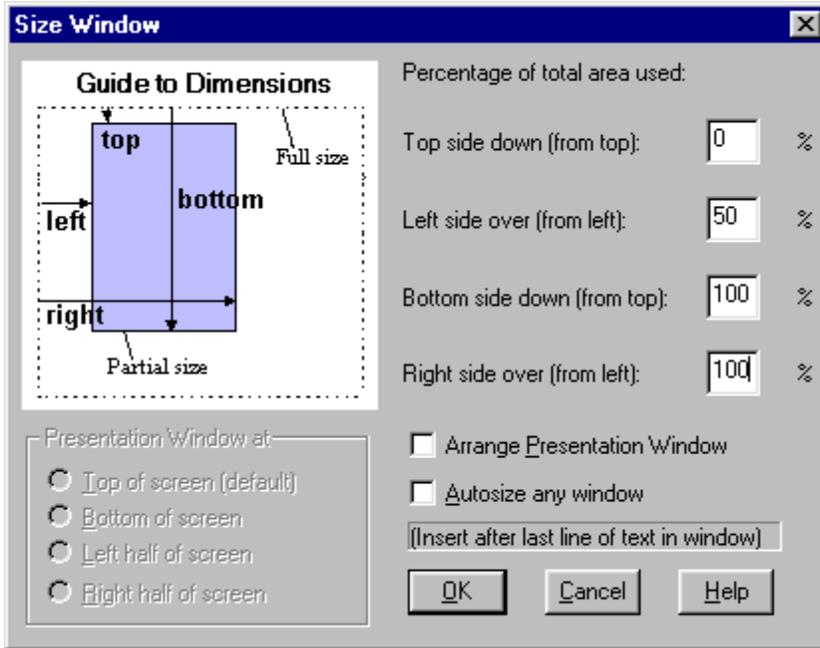
➲INTERACTIVE (QUESTION):3

<SIZE: 0,50,100,100>
This chart shows where the
Olympic Games were held.

Click on the site where the Games
were held in the year 1896.

The <SIZE> command can be typed directly or inserted at the caret (insertion point) by clicking on Format|Size Window…, and inserting the numeric values.

Click on the OK button.

Notice the Window SIZE commands at the top of the Interactive (Question) and Presentation (Text) Window of this Task. The syntax for this command is <SIZE [W]:top,left,bottom,right>. For efficiency, you may use the Size Window… dialog box found under the Format menu item. It reminds you what the four coordinates refer to, and then places the full command into your script.

Window Name	[W]:
Interactive (Question) Window	Q
Presentation (Text) Window	T
Tutorial Windows	F[1-10]
Diagnostic Feedback Window	D

Window Dimensions (top, left, bottom, right):
top   any number between 0 and 100
left   any number between 0 and 100
bottom   any number between 0 and 100
right   any number between 0 and 100

Example: <SIZE Q 5,10,75,45>.
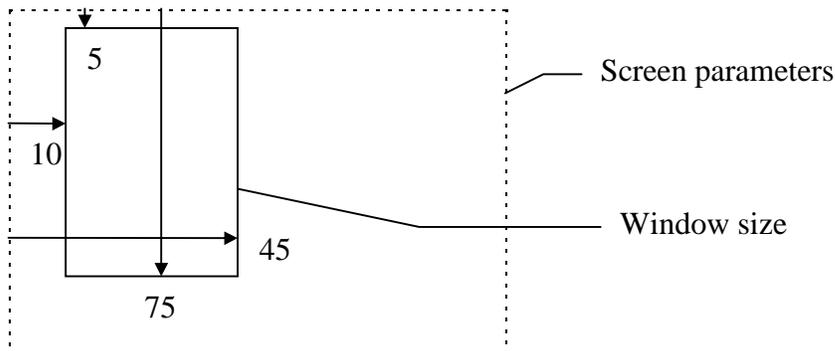
➲ **PRESENTATION (TEXT):3**

WinCALIS retains the contents of the Presentation (Text) Window (which can include graphics) until any changes are made. Starting with this task, we will use different contents in the Presentation (Text) Window. Some text listing the sites of the Olympics Games will be used. The pre-typed plain text is in a file called "gamesite.txt," and can be imported into the Presentation (Text) Window by clicking in that window to make it the active window, then clicking on File|Document file|Open. We could use the same procedure with material obtained from the World Wide Web—first saving it to a file, then importing it into WinCALIS. Or we could copy and paste the content directly from a Web browser—even multilingual content, since the browsers understand Unicode just like WinCALIS.

See below for how the Presentation (Text) Window will look. The <IT> italics commands can be typed directly or inserted by highlighting the text to be italicized, then clicking on Format|Selection|Italic. Insert the SIZE command as you did above for the Interactive (Question) Window. If you wish, you can make your Author windows appear side-by-side, as they will in WinCALIS, by selecting Window|Tile Vertically.

Sites of Olympic Games

1896	Athens, Greece
1900	Paris, France
1904	St. Louis, U.S.
1906	Athens, Greece
1908	London, England
1912	Stockholm, Sweden
1920	Antwerp, Belgium
1924	Paris, France
1928	Amsterdam, Netherlands
1932	Los Angeles, U.S.
1936	Berlin, Germany
1948	London, England
1952	Helsinki, Finland
1956	Melbourne, Australia
1960	Rome, Italy
1964	Tokyo, Japan
1968	Mexico City, Mexico
1972	Munich, W. Germany
1976	Montreal, Canada
1980	Moscow, USSR
1984	Los Angeles, U.S.
1988	Seoul, S. Korea
1992	Barcelona, Spain
1996	Atlanta, U.S.
2000	Sydney, Australia

(how gamesite.txt should look after formatting and mark insertion:)

<IT>Sites of Olympic Games<IT><SIZE: 0,0,100,50>
1896	<M:x1>Athens, Greece<M:y1>
1900	<M:x3>Paris, France<M:y3>
1904	St. Louis, U.S.
1906	<M:x2>Athens, Greece<M:y2>
1908	London, England
1912	Stockholm, Sweden
1920	Antwerp, Belgium
1924	Paris, France
1928	Amsterdam, Netherlands
1932	Los Angeles, U.S.
1936	Berlin, Germany
1948	London, England
1952	Helsinki, Finland
1956	Melbourne, Australia
1960	Rome, Italy
1964	Tokyo, Japan
1968	Mexico City, Mexico
1972	Munich, W. Germany
1976	Montreal, Canada
1980	Moscow, USSR
1984	Los Angeles, U.S.
1988	Seoul, S. Korea
1992	Barcelona, Spain
1996	Atlanta, U.S.
2000	Sydney, Australia
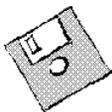
Save!

Now we will make some parts of this text "hot". Making hot text is a two-part process: first you must insert "marks" to indicate where the hot text starts and ends, and secondly you must associate some action or response with clicking on that text. Our marked areas will be referenced in the anticipated responses. First: Highlight the section of text that you wish to mark (Athens, Greece). Then click on Tools|Mark Hot Text…. Select the "Correct/Continue" radio button. Then in the box labeled "Hot text click action," type the feedback "Yes, they were held in Athens, Greece." Click on OK.
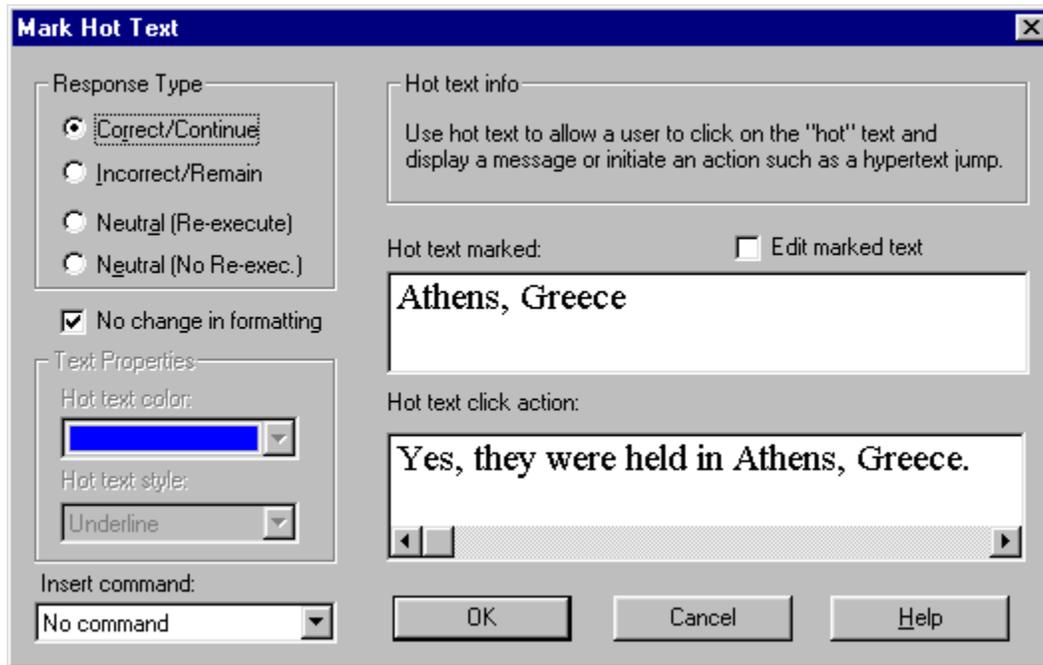
WinCALIS automates this process of marking hot text by inserting both the responses and the computer's resulting action for us in the Answer/Feedback dialog box. Verify this by returning to Task 3 (Ctrl+P) (since you were automatically taken to a new task when you clicked on "OK" in script-creation mode), making your Interactive (Question) window active, then clicking on Task|Open Response (Short Answer), or Ctrl+O. What you just entered in the Mark Hot Text dialog box should now appear here.

Now review this process by repeating it for two more responses, the second occurrence of Athens, Greece, and the first occurrence of Paris, France:

Note: The mark counter will continue to increment during an editing session. In a subsequent new session, it will reset to 0. You can set the mark counter to any number you wish at any time with Format|Insert Marks|Reset Mark Counter…. CALIScript mark labels can be any arbitrary combination of numbers and letters. They should be unique. Other than this, keeping numbers in sequence is for your own editing convenience.

➩INTERACTIVE (QUESTION):3

Response Type:	Current Response:	Highlighted Text (Anticipated Response):	Feedback:
Correct / Continue	1	Athens, Greece (<MOUSE: x1 y1>)	Yes, they were held in Athens, Greece.
Correct / Continue	2	Athens, Greece (<MOUSE: x2 y2>)	Yes, the Olympics were held here in 1896 and then again in 1906.
Incorrect/ Remain here	3	Paris, France (<MOUSE: x3 y3>)	No, they weren't in Paris in 1896. Check the chart again.

Alternative procedure for marking text: Highlight the section of text that you wish to mark (Athens, Greece), then click Format|Selection|Insert Marks|Plain Text. The labels for each subsequent marked pair will be increased by 1. Then make the Interactive (Question) Window active and choose Task|Open Response (Short Answer), or Ctrl+O. Insert the <MOUSE x1 y1> Special Responses either by typing them or by inserting them from the drop-down list box "Pull down for Special Response or wild card."

We will also enable two options for this task only: one that keeps the student's mouse pointer as an arrow (instead of turning into the hand image as it does by default on hot areas), and the other that disables keyboard input. Make the Task 3 Interactive (Question) Window active and choose Task|Open Response (Short Answer), or Ctrl+O. Click on the Options button, then the More Options button. Enable "No mouse hand pointer" and "Disable keyboard." Click Done three times to save the contents of both Options boxes and the dialog box.

➩INTERACTIVE (QUESTION):4

<SIZE: 0, 50,100,100>

Name at least two United States cities that
have hosted the Olympic Games.
<FS FINE>(type answers one at a time, followed by Enter)

Then choose Task|Open Response (Short Answer), and enter:

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	St. Louis	Yes, St. Louis in 1904.
Correct / Continue	2	Los Angeles	Yes, Los Angeles hosted in 1932 and again in 1984.
Correct / Continue	3	Atlanta	Yes, Atlanta in 1996.

Since in this question the student is asked to name 2 of the U.S. sites where the Olympics were held, we will tell WinCALIS to consider this task completed when **2** of the Correct/Continue responses have been entered. This is done by choosing Options, More Options, and "All n Answers", and then typing 2 in the "Enter Number of Answers n:" box.

Push Me!

In this task, let's design a button, with an associated clue. While still in the Interactive (Question) Window of Task 4, place your cursor two lines below the rest of the text.

Then click on Tools|Insert Button…. In the dialog box which appears, enter the following:

Response Type:	Neutral, No Re-execute (the default)
Button Location, Line number on screen:	6 *(or leave set to 0, if you place the button manually; with other settings left at 0, button will be centered by default in Interactive Window, like all text)*
Button Type:	Windows Text Button *NOTE: if you would like to have non-Roman Unicode text on the button (like Arabic or Korean), you would create a Unicode (OWNERDRAW) button instead of a NORMAL Windows button.*
Width in pixels:	50
Height in pixels:	25
Cursor position after button:	8 *A cursor placement command is given after the button, so the prompt appears in a suitable place for the student, not right on top of the button.*
Text on Button:	Clue

Button Action (text):	Replace "Write text or enter commands here" with the following:
	Look for:
	  1904 St. Louis
	  1932 Los Angeles
	  1984 Los Angeles
	  1996 Atlanta

Press "Done."

The Interactive (Question) Window should now look like this:

<SIZE: 0, 50,100,100>
Name at least two United States cities that
have hosted the Olympic Games.
<FS FINE>(type answers one at a time, followed by Enter)

<BUTTON: BtnQ1, CREATE, "Clue", NORMAL, 50, 25><CUR:8,>
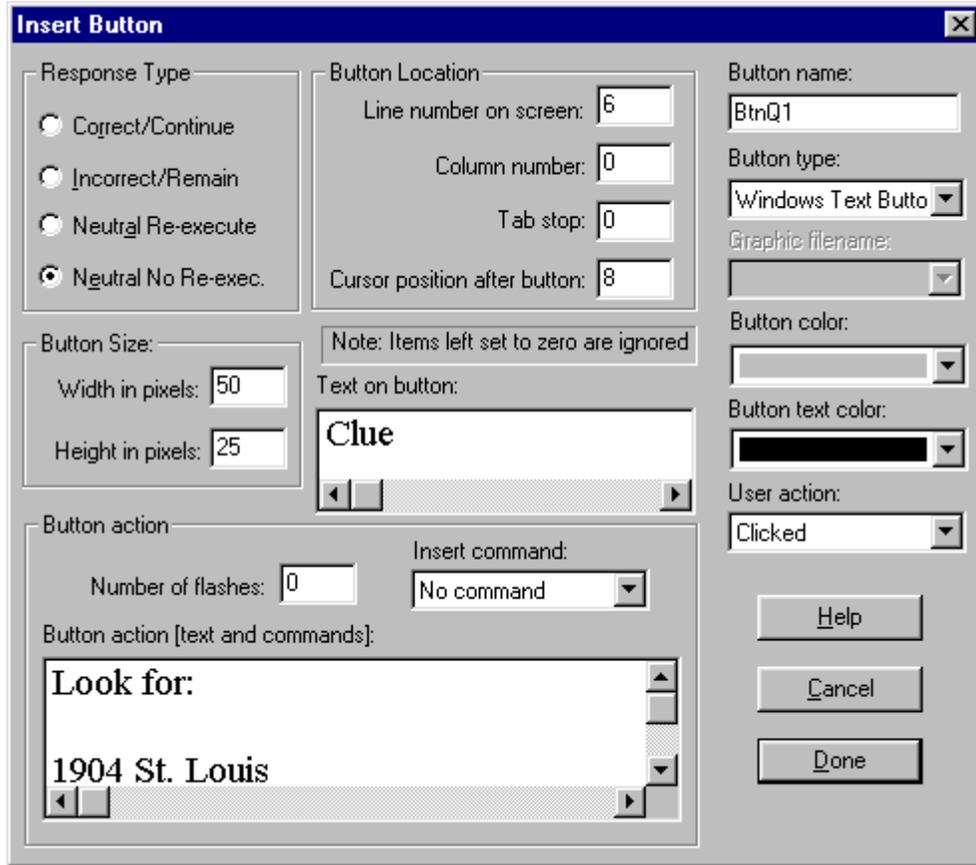
Alternative procedure for creating a button: With your cursor where you want the button, type the following (or use the Tools menu item Insert CALIScript|Command, by selecting <BUTTON name CREATE,"Label" NORMAL w,h> and then editing the string so it reads as shown below:
<BUTTON BtnQ1 CREATE,"Clue" NORMAL 50,25><CUR +2>

Now go back into the Task 4 Open Response dialog box (by clicking on Task|Open Response (Short Answer), and verify that your BUTTON response has been added there as Response 4. Or if you follow the manual alternative, you will need to type in the following anticipated response to handle the button click:

Response Type:	Current Response:	Anticipated Response:	Feedback:
Neutral, No-Re-execute	4	<BUTTON: BtnQ1 CLICKED>	Look for: 1904 St. Louis 1932 Los Angeles 1984 Los Angeles 1996 Atlanta
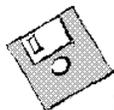
Save!

HOT STUFF!

For the remainder of this Olympics tutorial the Interactive Question Window will fill the WinCALIS screen, so maximize the Interactive Question Window in Author in order to work most effectively.

Task 5 will display a graphic of a map of the Southeastern U.S. (georgia.bmp), and then ask the student to click on Atlanta. The active areas of the map are called "hotspots."

➲**INTERACTIVE (QUESTION):5**

<SIZE Q:0,0,100,100><SIZE T: 0,0,0,0>
Click on the site of the 1996 Olympics:

The SIZE commands minimize the Presentation (Text) Window and maximize the Interactive (Question) Window. First insert the graphic a line or two below the instructions to the student, as you did in Task 1 above. With the Interactive Question Window active and the blinking caret two lines below the text, click on Tools|Insert Graphic… to open the Insert Graphic dialog box.

First select the graphic "georgia.bmp." Then click on the button "Create Hotspot...." This opens the "Create Hotspot on Graphic" dialog box, which can also be opened directly by clicking on Tools|Create Hotspot on Graphic.… The entire graphic is "hot" by default. But we want just the part around Atlanta. So select the radio button "Part of Graphic," then press the button "Define Custom Size." Enter the percentages "40, 45, 50, 50" (greater Atlanta); then click on OK.
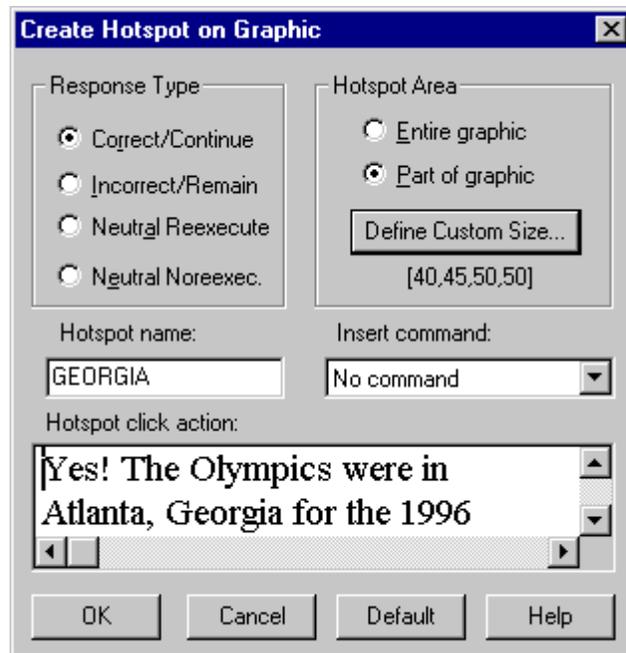
Now back in the "Create Hotspot on Graphic…" dialog box, leave the Response Type set at the default "Correct/Continue"; and for the "Hotspot click action," replace "Write text or insert commands here." with

> "Yes! The Olympics were in
> Atlanta, Georgia for the 1996
> Games."

Note that "georgia" has automatically been supplied here as the "Hotspot name" (more precisely the name of the graphic containing the hotspot). Any name will do, but Author simply uses the name of the graphic itself, sans extender). When you make subsequent hotspots directly using the "Tools|Create Hotspot on Graphic…" dialog, you will need to supply that name yourself, since Author will not be able to supply it automatically.

Click on OK twice to close both the Hotspot and the Graphic dialogs. Since you are automatically taken to the next task, return to Task 5, where there is more to do.

The Interactive (Question) Window should now look like this.

<SIZE Q:0,0,100,100><SIZE T: 0,0,0,0>
Click on the site of the 1996 Olympics:

<GRAPHIC: georgia.bmp georgia><CUR:+10,1><TAB:0>

This creates a link to a graphic file on disk of a map of the Southeastern U.S. (georgia.bmp), and then it gives it a name (here, "georgia"), by which it can be referred to

when defining hotspots. As with the hot text in Task 3, the Author program has automatically created the Special Response for the mouse click on the hotspot. Verify this by choosing Task|Open Response (Short Answer). It should look like this:
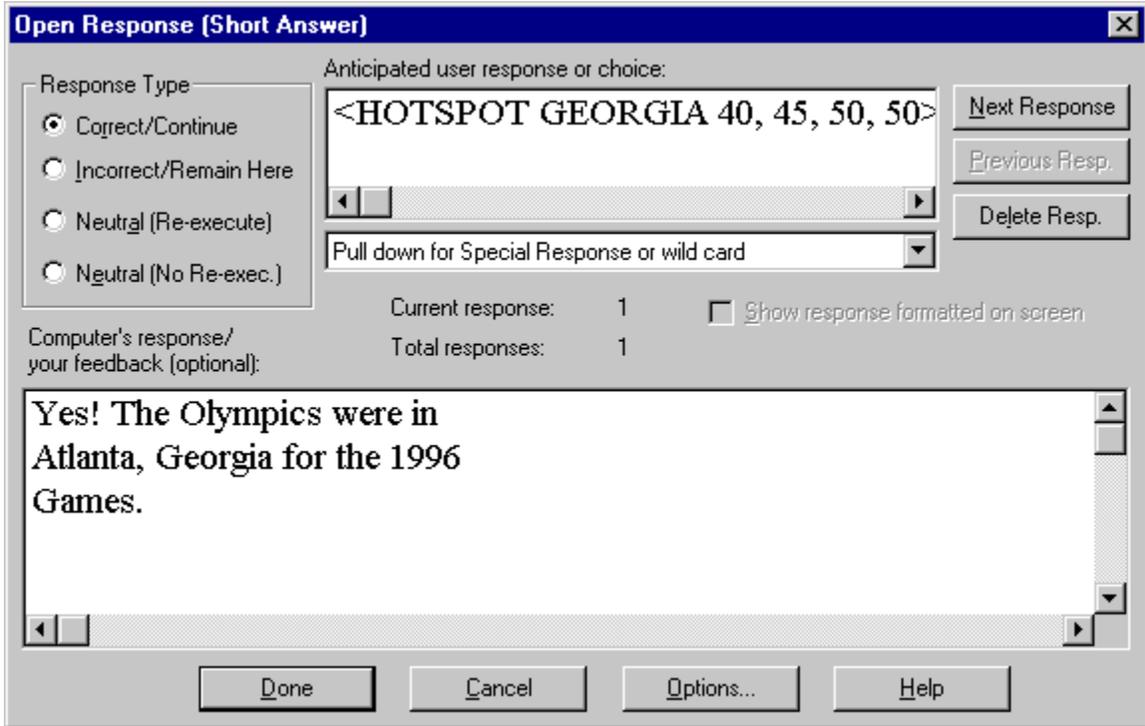
Now review the process of creating hotspots by repeating it for three more *incorrect* hotspot responses. Since you have already specified the graphic on which the hotspots are defined, start with "Tools|Create Hotspot on Graphic…." Select the Incorrect/Remain Here Response Type; replace "default" as the Hotspot name with "georgia"; then Part of Graphic (except for Response #4, which is the "everywhere else" response, including 100% of the graphic); then specify the percentages; then type in the text for the Hotspot click action; etc.

Response Type:	Current Response:	Anticipated Response:	Hotspot click action (Feedback):
Correct / Continue	1	<HOTSPOT georgia 40, 45, 50, 50>	Yes! The Olympics were in Atlanta, Georgia for the 1996 Games.
Incorrect/ Remain here	2	<HOTSPOT georgia 25, 60, 40, 70>	No, they were not in North Carolina. Try further south.
Incorrect/ Remain here	3	<HOTSPOT georgia 20, 20, 80, 45>	Not quite -- go toward the east…
Incorrect/ Remain here	4	<HOTSPOT georgia 0,0,100,100>	Hint: It was in the state of Georgia.

When you have done the three remaining responses, verify that your Special Responses were properly added for this task by choosing Task|Open Response (Short Answer). While you have the Answer/Feedback dialog box open, go into Options|More Options and check the box next to Disable Keyboard, in order to keep the blinking cursor from appearing.
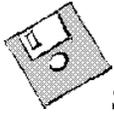
Save!

Try running the lesson and trying the new tasks.

Percentage coordinates for hotspots are determined much like the method for window resizing, except that you are working with creating the percentages for the hotspot within the dimensions of the graphic. Marking coordinates for hotspots usually takes some trial and error. As you become more familiar with sizing and percentages, then it will go more smoothly. There are a few mathematical methods that you may use, e.g., in Windows Paint or another graphics program, to be more precise in your coordinates.

Alternative procedure for creating a hotspot on a graphic: Choose Task|Open Response (Short Answer) and insert the <HOTSPOT georgia w,x,y,z> Special Responses either by typing them or by inserting them from the drop-down list "Pull down for Special Response or wild card."

Sounds Good!

In the following question models, we will record the student's voice, include some audio clips, and a bit of video. Remember that you can place the clips virtually anywhere that you want; we will be placing some in the Interactive (Question) Window, some in the feedback window. Before we put in the clips, we need to prepare them from the sources. From Tools|Multimedia Editor, or from the Windows Start Menu or Program Manager, launch the WinCALIS Multimedia Editor component.

Advanced Option
As time and equipment allow, you may be able to record your own *.wav files for embedding in the lesson (if not, no problem: you can use a prerecorded one).
To record a wave audio file:
In the WinCALIS Multimedia Editor, the Windows Sound Recorder, GoldWave (in the 3rdparty folder on the WinCALIS CD), or another program that will allow recording from a microphone), click the record button (a microphone is pictured). Read the following text clearly and slowly:

The most important thing in the Olympic Games is not to win but to take part, just as the most important thing in life is not the triumph but the struggle. The essential thing is not to have conquered but to have fought well.

When you have finished reading, click the stop button (a square). Now save the file as creed***.wav (with your initials as the last three characters) in the same folder where you have been saving your script. If you click on File|Save in the WinCALIS Multimedia Editor, you will see a warning, "Save changes to the wave file?". This is because the File|Save menu item in Multimedia Editor is primarily intended to save *.mmd clip files. Answer "Yes," save your recording, then cancel the following dialog box for saving the clip file, since you haven't defined any clips yet.

After opening or recording the .wav file in the Multimedia Editor, it is ready for 'clipping'. Open the file by first launching the Multimedia Editor, then by choosing Device|Sound. Select the file called *creed***.wav*. (Some may have saved the file with their initials as the last three characters, some may be using *creedsls.wav*). To make clips:

- Place the slider at approximately the point you want the clip to begin, then click the Mark In button to indicate the beginning
- Move the slider or click the play arrow to advance, then click the Mark Out button to indicate the end point. Adjustments to the start and end points can be made by resetting the slider and clicking Mark In or Out again.
- Name the clip by clicking on the button pictured with a bit of tape reel.

Make a clip of the entire .wav file and call this 'all'. Try making some clips of other lengths and at different Mark In and Mark Out points. When you save the .mmd file, be sure you not only put it in the same folder, but also give it the *same name* as your lesson (*yourname*.mmd).

Now we will invite the student to record his or her voice, and then play it back. This will be done in a few stages. In particular, we will put the actual recording of the student's voice all by itself in a separate Task 7, in order to manage it most easily. We will lead up to the recording in Task 6, and play it back in Task 8.

➲**POPUP (GROUP DIRECTIONS):6**

You will be presented with the text of the Olympic creed and be given the opportunity to record yourself reading it. Then you can compare your reading to that of another speaker.

<GRAPHIC: medals.bmp medals><CUR +10,1><TAB: 0>

To avoid typing the text of the creed, you may import the document file "creed.txt" from your working tutorial folder (review Task 3 for how to do this).

➲INTERACTIVE (QUESTION):6

<IT>Please read aloud the Olympic creed:

<SET FC BLUE>
The most important thing in the Olympic Games is not to win but to take part,
just as the most important thing in life is not the triumph but the struggle.
The essential thing is not to have conquered but to have fought well.
<SET FC BLACK>

<CUR:14><CE>Press the Enter key twice in order to record your voice.
<CE>Recording will end automatically after 15 seconds.

(remember, you can find these commands in the Format menu or the Tools|Insert
CALIScript|Command… menu)

Under Task|Open Response (Short Answer):

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	<ENTER>	

Click on Options, and change the following: uncheck Score, uncheck Praise, uncheck
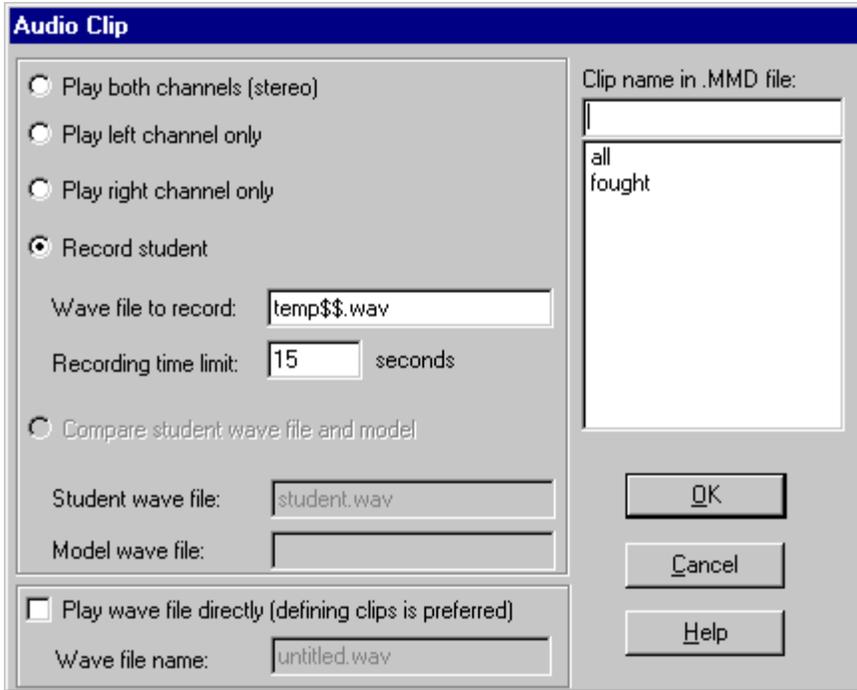Center Prompt [More Options] check Allow Repeat (if it is not checked).

➲INTERACTIVE (QUESTION):7

<AUDIO: RECORD TEMP$$.WAV 15000>
<CUR 14><CE><DKGREEN>Now press any key to hear your recording
<CE><DKGREEN>and compare it to another speaker's version.

The above syntax tells WinCALIS to record audio to a file called "temp$$.wav" for 15
seconds (15000 milliseconds). To insert the command automatically to record the
student's voice, click on Tools|Insert Audio Clip…. Select "Record student" and specify
the file name "temp$$.wav" and a recording time limit of 15 seconds. Click on OK.

In the Open Response (Short Answer) dialog box:

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	<KEY: ANY>	

Options: uncheck Score, uncheck Praise (feedback), [More Options] check Allow Repeat (if it is not checked), uncheck Blank Interact. Q Window.

➲**INTERACTIVE (QUESTION):8**

<IT>Your recording:
<SET FCOLOR: BLUE>
The most important thing in the Olympic Games is not to win but to take part,
just as the most important thing in life is not the triumph but the struggle.
The essential thing is not to have conquered but to have fought well.
<SET FCOLOR: BLACK>
<AUDIO: PLAY TEMP$$.WAV><DELAY: 16>

<IT>Now listen to the creed as read by another speaker. <DELAY: .5>
<AUDIO: all>
<DELAY: 14>

<SET FS: SMALL> Choose one:
Record and listen again
Listen again only
Continue to the next task
<SET FS MEDIUM>

There are many things happening in this task! First, some text is shown, and the student's temporary audio file is played. A delay of 16 seconds keeps the rest of the text from appearing until later. Then your previously prepared audio clip is played, and yet another delay keeps the rest of the text at bay. Then we offer the student a few choices about what to do next.

To insert the command to play back the student's voice, you can either type it directly or click on Tools|Insert Audio Clip…. Select "Play wave file directly" and specify the same file name you used to record, "temp$$.wav." Click on OK. Similarly, to insert the command to play the clip 'all', click on Tools|Insert Audio Clip…, and select the clip 'all' and press OK.

The three lines in reduced text at the bottom of the screen give the student the choice of looping back through Tasks 6, 7, and 8 and starting the recording process again; or just listening by repeating Task 8; or continuing on to the next task. Here is how to create the choices:

Then one at a time, mark each of the choices as hot text and tell WinCALIS how to respond if the student clicks on it. As in Task 3 above, first highlight the section of text that you wish to mark (e.g., Record and Listen again). Then click on Tools|Mark Hot Text. Enter the settings you need, Then click on OK. Repeat for all three choices.

Tools|Mark Hot Text Responses:

Response Type:	Current Response:	Highlighted Text (Anticipated Response):	Color and Style:	Hot text click action:
Correct / Continue	1	Record and listen again (<MOUSE: x4 y4>)	Uncheck "No change in formatting"	<INSERT: 6,7,8>
Incorrect/ Remain Here	2	Listen again only (<MOUSE: x5 y5>)	Uncheck "No change in formatting"	Delete "Write text or insert commands here."
Correct / Continue	3	Continue to the next task (<MOUSE: x6 y6>)	Uncheck "No change in formatting"	Delete "Write text or insert commands here."

Go to Task|Open Response. First verify that the responses you created are there. Now let's add a small embellishment: we will handle the student's pressing a single key on the keyboard as an alternative to a mouse click—'r' for "Record and listen again," 'l' (el) for "Listen again only," and 'c' for "Continue to the next task." We will do this like Author

did automatically for the Multiple Choice questions in Task 2 above, using the <KEY 'x'> Special Response. Go to Anticipated Response 1 and put your insertion point (blinking caret) at the end of the <MOUSE: x4 y4> response. Pull down the list of special responses and select the <OR> response. Then select the <KEY 'x'> response. Change the 'x' to an 'r'. Now copy the string "<OR><KEY 'r'>" to the clipboard (Ctrl+C), then paste it into Anticipated Responses 2 and 3 (Ctrl+V), changing the 'r' into an 'l' or a 'c' respectively.
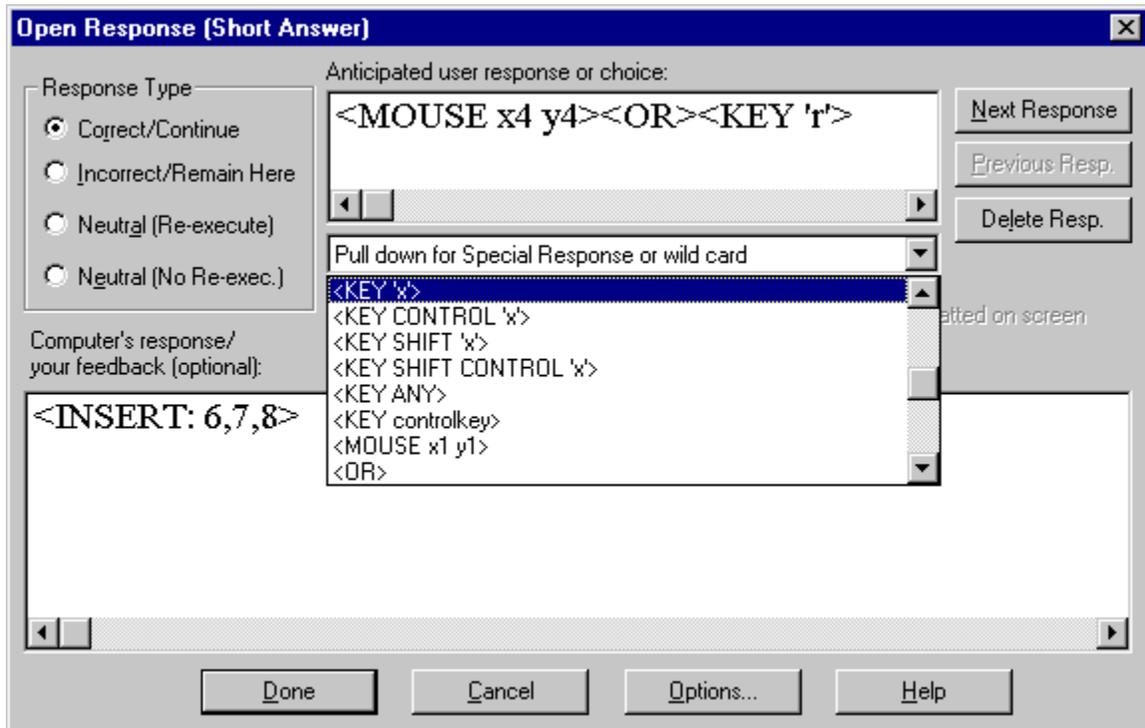
Finally, click on Options and uncheck Score, uncheck Praise (feedback), [More Options] be sure Allow Repeat is checked, check Blank Question Window.

Click on Done.

We will suggest the "Press a key" option visually to the student by underlining just the first capitalized letter in each choice. Do this by cutting the <UL> command, which toggles underlining off, from near the end of each line and pasting it just after the capital letters 'R', 'L', or 'C'.

Here is how the choices at the bottom of the Task 8 Interactive (Question) Window will look when we are done:

➥**INTERACTIVE (QUESTION):8**

> .
> .
> .
> <SET FS: SMALL> Choose one:
> <BLUE><UL><M:x4>R<UL>ecord and listen again<M:y4><BLUE>
> <BLUE><UL><M:x5>L<UL>isten again only<M:y5><BLUE>
> <BLUE><UL><M:x6>C<UL>ontinue to the next task<M:y6><BLUE>
> <SET FS MEDIUM>

Be sure that you have finished typing in or inserting any other needed formatting and <DELAY> commands in the Task 8 Interactive (Question) Window.
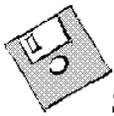
Save!

Now you can see why the previous tasks were made to "Allow Repeat": so that they could be presented again should the student decide to come back to them.

The "marks" which keep track of locations on the screen, like 'x4', 'y4', 'x5', 'y5', etc., can be *any* alphanumeric strings, just as long as they are unique within any task. If you prefer to reset your numeric index back to 'x1', 'y1', etc., you may do so with Format|Selection: Insert Marks|Reset Mark Counter.

Alternative procedure for handling Special Responses: We could also mark up the text manually using the Format|Selection: Insert Marks menu options, then put the anticipated responses in the Author Pass Through window. For some tasks, this is a more efficient way of including additional anticipated responses. In particular, for selections that you may want to repeat in multiple tasks, it may be easier to enter them this way by copying to the clipboard once and repeated pasting (like a button that occurs throughout many tasks).

➥**PASS THROUGH:8**

> +<MOUSE x4 y4><OR><KEY: 'r'>;<INSERT: 6,7,8>
> -<MOUSE x5 y5><OR><KEY: 'l'>
> +<MOUSE x6 y6><OR><KEY: 'c'>

The Pass Through window allows you to write directly to the *.CAL script file. Refer to the WINCALIS Author User's Guide, in the Quick Reference section, to learn more about CALIScript symbols and syntax.
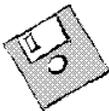
Extra! Extra! Adding a Tutorial

Let's add a tutorial, providing the student with some extra information. We will enter and then save the text for the tutorial in the Scratchpad as a separate file. To make the Tutorial available to the student at any time during the exercise, go back to Task 1. Maximize the Scratchpad window and type (or copy and paste from the Task 8 Interactive [Question] Window):

The Olympic Creed

The most important thing in the Olympic Games is not to win but to take part, just as the most important thing in life is not the triumph but the struggle. The essential thing is not to have conquered but to have fought well.

Make any other formatting and style changes you would like (window sizing, colors, or font sizing). Save this file as "creed***.txt" (with the last three characters being your initials) in the same folder as the lesson. Now let's make that file available to the student starting with this Task 1. With the Interactive (Question) Window active, choose Task|Tutorial Files... Fill in the edit boxes as follows in the picture below, entering under Shift+F2 "creed***.txt" as the Text file name and "The Olympic Creed (transcription)" as the Window Title.

Click OK and then Save!

Try running the lesson and trying out your work. Note that there is now a tutorial available to the student anytime under the Tutorial Menu.

Looks Good!

Switch back over to the Multimedia Editor, where we will add a video file. If you are still running Multimedia Editor and *yourname*.mmd file is still open, then work in there.

IF YOU ALREADY MADE AN *.MMD FILE, BE SURE TO OPEN *THAT* ONE if you want to add more 'devices' (pieces of multimedia) to it. Do NOT start another fresh *.mmd file because then it won't connect with your script.

To associate a video file, click on Device|Video_for_Windows. Look in the current subfolder for a file called T057673a.avi. It is borrowed, with our appreciation, from the Microsoft Office Bookshelf CD-ROM. Open this, and you will see the first frame in front of you.

Create a clip that begins at frame 68, and ends at frame 110. Name this clip 'mens'. Then we will create a clip that consists of the entire file, by placing the slider at the beginning and clicking Mark In, and then pulling the slider to the end and clicking Mark Out. Name this one 'full'. Save the *yourname*.mmd file (which now holds the .wav file and corresponding clips, and the video file and the corresponding clips).

↩**INTERACTIVE (QUESTION):9**

<VIDEO PLAY: mens>
What Olympic sport is the topic of this video clip?
<FS: SMALL>For more on this event, type "more".<FS: SMALL>

("Yes, those are 15 blank lines in there!")

To insert the command automatically to play the video clip named 'mens', click on Tools|Insert Video Clip…. Select the desired clip from the list of already defined video clips. Either accept the defaults for location etc., or specify the desired settings. For example, select "Play and freeze." Then click on OK.
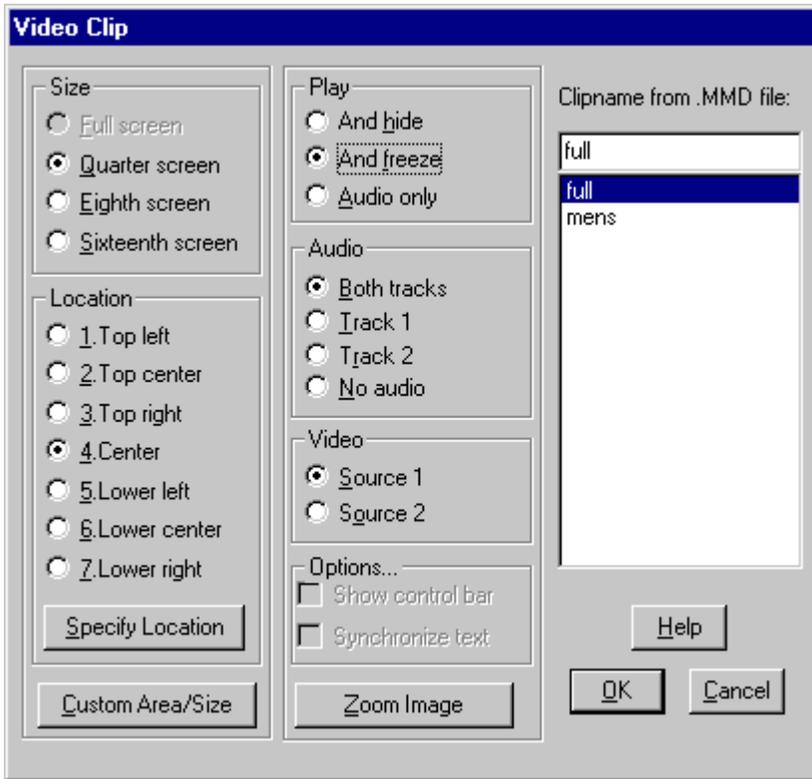
This will insert a whole string of commands in the active window:
<VIDEO:SIZE QUARTER><VIDEO:LOC CE><VIDEO:PLAY mens>
<VIDEO:AUDIO STEREO><VIDEO:LINE1>.

Most of these are defaults and would only be needed if you had selected something different previously. The essential commands are <VIDEO:PLAY mens> and <VIDEO:LOC CE>.

Choose Task|Open Response (Short Answer).

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	gymnastics	Yes. Gymnastics includes floor exercises, the horse, the vault, parallel and uneven bars, horizontal bar, balance beam, and rings.
Neutral No Re-execute	2	more	<VIDEO PLAY: full>Here are the women's and the men's gymnastics events in the Olympics. <Q><CUR:prompt><CLEAR LINE>
Incorrect/ Remain here	3	&{rings|bar*|floor| horse|beam|vault}&	Though the narrator mentions <LAST>, the sport is actually even broader. Listen again.

Since case (capitalization) is not a concern in this response, click Options, then uncheck the "Check Case" option. This way, WinCALIS will accept "gymnastics" or "Gymnastics", "rings" or "Rings". Finalize those responses and options by clicking Done in the answer dialog box.

Cloze-ure

We will now create a Cloze Exercise Task, allowing the student to 'fill-in-the-blanks' for missing words in context. In this task type, you first enter all of the text, then make the marks to indicate what will be deleted from the text and replaced with underscores. Because the format of this question is different from what the student has seen so far, let's include Directions to go along with this task.

➲**POPUP (GROUP DIRECTIONS):10**

```
<MCICTRL:HIDE>

You have been introduced to the Olympic motto and the Olympic
creed. Now you will be presented with the Olympic oath, but with
a few words left out. See if you can guess them from their context.
```

In the same task, go to the Interactive (Question) Window:

➲**INTERACTIVE (QUESTION):10**

```
In the name of all competitors I promise that we will take part
in these Olympic Games, respecting and abiding by the rules which
govern them, in the true spirit of sportsmanship for the glory of sport
and the honor of our teams.
```

To avoid typing this text, you may import the document file "oath.txt" from your working tutorial folder (review Task 3 for how to do this).

Now click on Task|Cloze. The text will then be shown in the dialog box.

Double-click the word "promise"; it will appear highlighted. Then click the **Mark** button. You will be asked for confirmation of entering the Mark phase. The word you chose will then appear in the text surrounded by double angle brackets.

Similar to the way alternate answers were anticipated for the other question types, we shall provide feedback and other answers for the Cloze. With <<promise>> highlighted, click **More**..., and then insert in the appropriate boxes:

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	promise *(which appears automatically)*	That's right; the athlete is making a promise.
Incorrect/ Remain here	2	pledge|vow	This is a good choice, but not the exact word in the oath.

Then highlight the word "rules", **Mark** it, and click **More**:

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	rules	Yes, athletes promise to abide by the rules of the Games.
Incorrect/ Remain here	2	rule	Notice that the verb 'govern' must be parallel with a plural form.

Then highlight the word "sport" and **Mark** it. Here, we will add a contextual Clue (a button will show up automatically for the student). Highlight the 'sport' portion of the word 'sportsmanship' which appears earlier in that same line. Then click the **Clue** button.

You can also click **More…** and add a second anticipated response:

Response Type:	Current Response:	Anticipated Response:	Feedback:
Correct / Continue	1	sport	
Incorrect/ Remain here	2	sports	This is the right word, but the oath follows British usage. Omit the plural 's'.

Click Done to save the contents of the Cloze exercise dialog box.
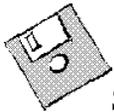
 Save your script!

 Try out your lesson!

Congratulations!