



# Fuse Creator™

## What's new in version 1.2 (Standard Edition)



## 1. Scoring and feedback options in Creator 1.2:

When creating activities, you can now define the level of feedback a player can receive on your activities.

### Feedback on request:

You can define whether your audience should receive feedback on their progress so far at page level. You can switch on this feature by checking a tickbox entitled 'Allow feedback'.

In playback, this feature allows the user to get detailed feedback on their progress without giving the answer away, suitable for whole-class teaching or informal pupil activities.

When playing the activity, the user can select this button at any time and it provides a snapshot of current progress as illustrated below.



## Mark answers so far:

You can define whether your audience should be able to see which answers they got right or wrong so far at page level. Switch on this feature by checking a tickbox entitled 'Allow marking'. This feature is particularly suited for Whole Class teaching and shouldn't be used in test scenarios.

It gives a correct or incorrect mark for each attempted item placed on screen. The feature prevents any interaction with the screen while it is visible.



## Remove errors:

You can define whether your audience should be able to remove the answers they got incorrect at page outcome level. Switch on this feature in the Feedback and comments box by checking a tickbox entitled 'Allow users to remove errors'. Users can then go back and try the page again without having to put in all the answers they got right in their first attempt.

## See answers:

You can define whether your audience should be able to see the correct outcome for the page at page outcome level. Switch on this feature in the Feedback and comments box by checking a tickbox entitled 'Allow users to see correct answers'. This feature is aimed at formal pupil assessments.

In Version 1.0 it was not possible for the end-user to see a 100% correctly completed screen, unless they had achieved the result themselves. With this feature enabled, the user can see what the answers should have been (but only after they have committed their own attempt).



## Improvements to feedback dialogues:

All dialog boxes can now be moved around the screen so that content is not obscured.

The popup messages which deliver feedback can now include images and audio, with a choice of 4 preset layout templates (text only, image only, text/image portrait, text/image landscape) all with optional audio.

For both the text/image templates, it is possible to use a slider control to adjust the proportion of text to image and vice versa (e.g. ranging from a large image with 1 line caption or copyright statement, to a large text field with a smaller icon-style image).

## 2. Features for speeding-up the creation process:

### Clipboard tools (Cut object, copy object, paste object, undo, redo):

These are accessible from a new Edit Menu. When an object is copied and pasted, all its properties and assets are copied with it, making it a very speedy way to populate a page.



### New range of image assets and sample activities:

We have included a new set of image assets (4,000+) in a range of categories, and have included new sample activities and templates to help you get started.

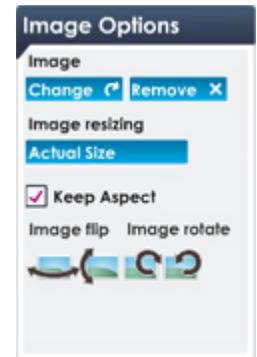
### Improve grid with object 'nudge':

The grid overlay for editing has been made finer. Objects still snap to the grid when it is active. With or without the Grid active, it is now possible to *nudge* objects into position with the arrow keys for greater precision.

### Image controls:

We have added rotate and flip tools to the objects pane, along with a transparency effect slider.

Creator now supports PNG images with transparent backgrounds as well as JPG and SWF image support.



### Miscellaneous editing improvements:

- The colour palette now has a colour picker and RGB value input.
- On screen coordinates are displayed for all objects (x,y position, height and width).
- Z-order control – most recently clicked object comes to the front. Interactive objects are always on top.
- Opacity settings – you can use the slider provided to select the opacity level of your object. This means that if you are using a background colour or image, you can make your objects opaque or semi-opaque so that you can see through them to the background
- Allow back button – you can also define whether your page should show a Back button on the toolbar. This is a useful feature for an information page or flashcard page, so that users can navigate backwards and forwards through the information provided.

## New page types and features for improving existing flexibility:

### Sorting page:

This is a many-to-many matching activity. A number of category areas can be defined on screen. Each set can have a 0-10 child objects which belong in the set.

A typical activity might involve sorting objects into categories (e.g. noun/verb/adjective) or labelling a diagram as shown.

### Custom pop-ups

It is now possible to add a pop-up dialog to a page, to provide more information or allow users to explore a theme.

The pop-up has the same flexibility as the score/feedback pop-ups: They can include images and audio, with a choice of 4 preset layout templates (text only, image only, text/image portrait, text/image landscape) all with optional audio.

For both the text/image templates, it is possible to use a slider control to adjust the proportion of text to image and vice versa (e.g. ranging from a large image with 1 line caption or copyright statement, to a large text field with a smaller icon-style image).

### Scores saved to within a VLE:

Creator content exported as SCORM objects or packs now integrates even better with VLEs. As well as picking up the username from the VLE, the activities will now record scores back to most VLEs (please note that this varies by VLE).

### New book report

A new style of report is available with the following characteristics

- Large screenshots (2 per sheet of A4 printout)
- No scoring information
- Report can be saved as an HTML file, providing the activity is running as an executable file.

This is useful if your activity is based on a branching story, rather than scored activity pages.

In addition to this, it will now be possible to exclude any non-scoring page from a report by unchecking a tickbox in the Page options panel.

