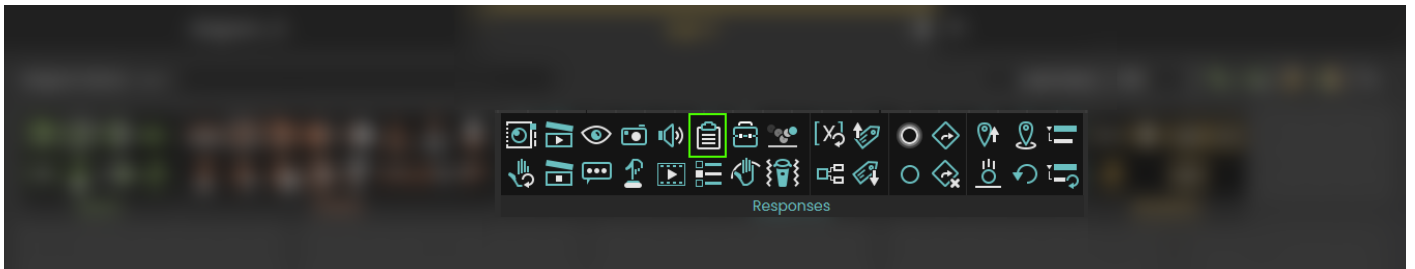
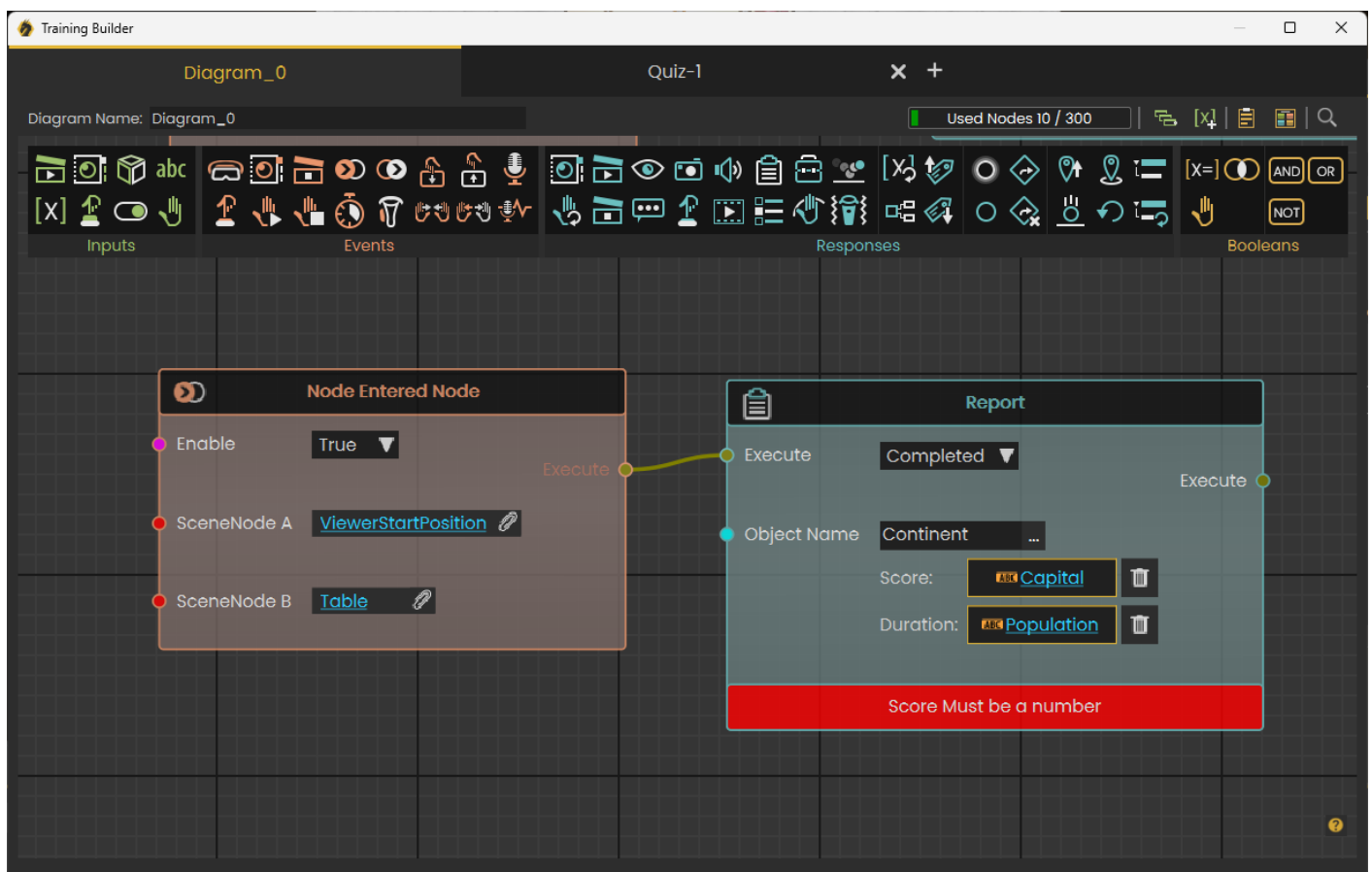


# Creating User Defined Evaluation

In addition to using Quizzes to evaluate participants in VR, you can create your own customized evaluation criteria through the **Report Response**.



The report is a Response in the **Training Builder** that can be connected to any event, and upon the occurrence of the connected event, it will submit a User-defined status.



In this example, the Report Response will be triggered once the user enters the object named "Table", and it will report the completion of "Continent", and submit the value of the variable "Capital" as the facing continent, and the value of the Variable "Population" as the duration.

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## Report Response Types

There are 4 types of reports that can be submitted using the Response Node :

The screenshot shows a 'Report' node configuration window. At the top, there is a teal header with a clipboard icon and the word 'Report'. Below the header, the 'Execute' dropdown menu is set to 'Completed'. To the right of the dropdown is an 'Execute' button. Below the dropdown, the 'Object Name' field is empty. At the bottom, there are two rows: 'Score:' with an 'Empty' field and a '+' button, and 'Duration:' with an 'Empty' field and a '+' button.

### 1. Completed

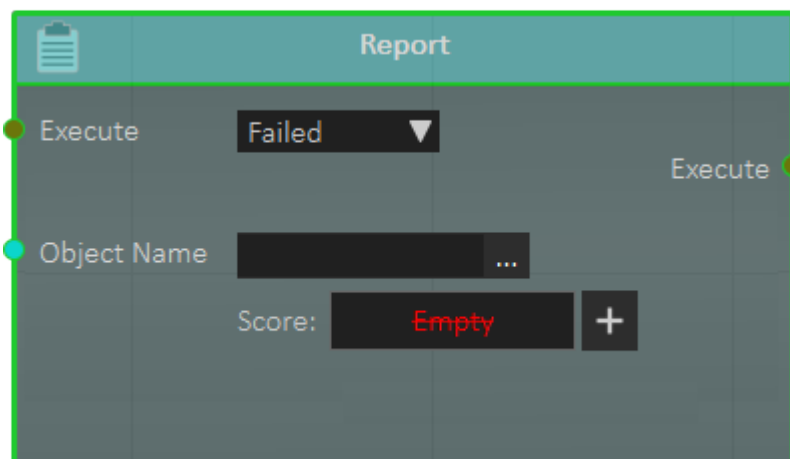
The Completed Response will report the status "Completed" with an object name that would describe what has been completed, you can also attach a variable to the score field to report a numerical value, as well as a variable to the Duration field to report a time interval.

The screenshot shows the same 'Report' node configuration window, but the 'Execute' dropdown menu is now set to 'Passed'. The 'Object Name' field remains empty. The 'Score:' and 'Duration:' fields are still 'Empty' with '+' buttons.

### 2. Passed

The Passed Response will report the status "Passed" with an object name that would describe what the user has passed, as well as the score when you attach a variable to the

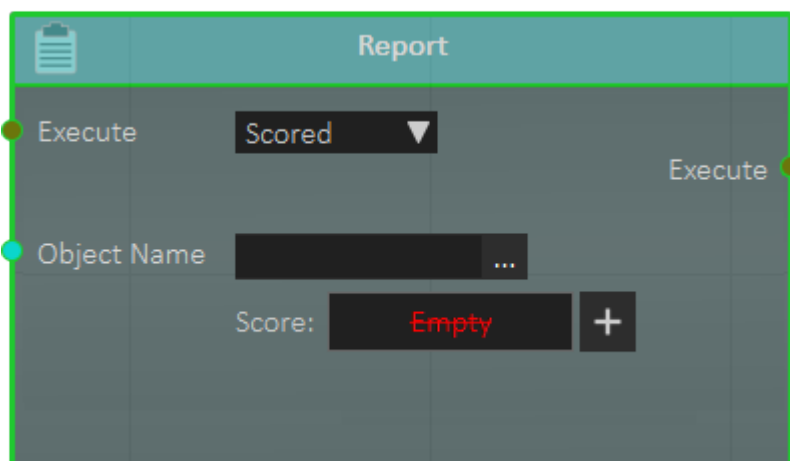
score field to report a numerical value.



The screenshot shows a 'Report' form with a teal header bar containing a clipboard icon and the title 'Report'. The form has a dark grey background with a light grey grid. It features two 'Execute' buttons, one on the left and one on the right. Between them is a dropdown menu currently set to 'Failed'. Below this is an 'Object Name' field with a dark grey input box and a three-dot menu icon. At the bottom is a 'Score:' label followed by a dark grey input box containing the word 'Empty' in red, and a plus sign button.

### 3. Failed

The Failed Response will report the status "Failed" with an object name that would describe what the user has failed in, as well as the score when you attach a variable to the score field to report a numerical value.



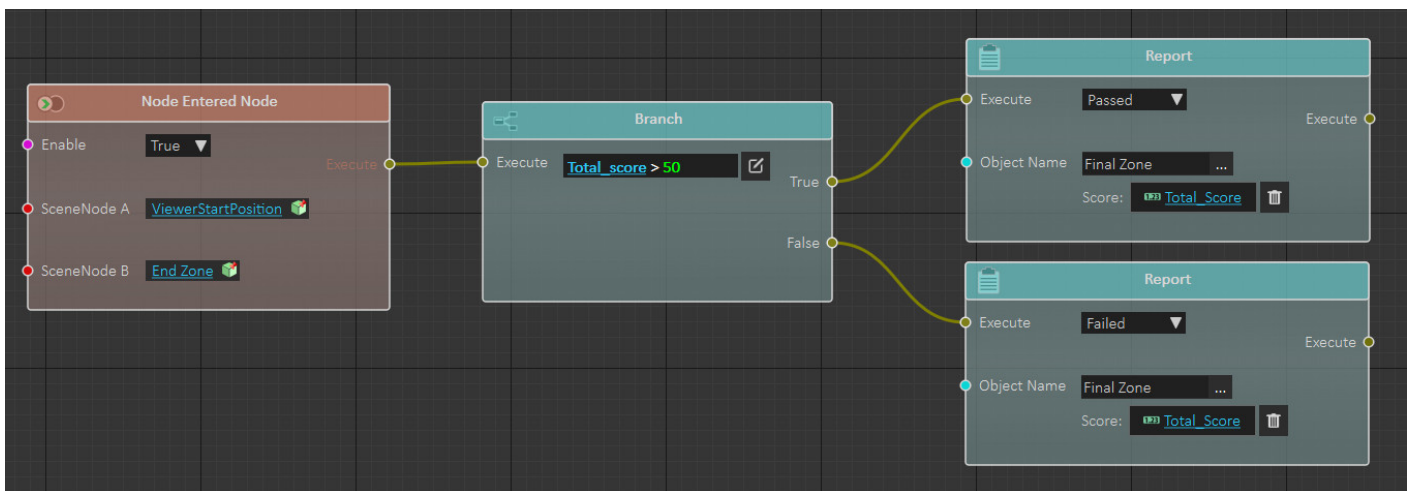
The screenshot shows the same 'Report' form as above, but the dropdown menu is now set to 'Scored'. The 'Object Name' field and the 'Score:' field (containing 'Empty' in red) remain unchanged.

### 3. Scored

The Failed Response will report the status "Scored" with an object name that would describe what the user has Scored in, as well as the numerical value of the score through attaching a variable to the score field.

## Report Response Versatility

The Report Response, unlike Quizzes, is very versatile and can be used to report the status of any event throughout the VR experience. You can, for example, have multiple Reports for each phase of the experience, or different reports for the same event but are triggered under different conditions.



In this example, 2 Report Responses are connected to the same event, but each will be submitted depending on the value of the variable "Total\_score" which will determine whether the user has passed or failed.

To learn more about utilizing the Report Response in VR, watch the following tutorial video.

<https://www.youtube.com/embed/GzLQ-ExwQ30>

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Revision #3

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