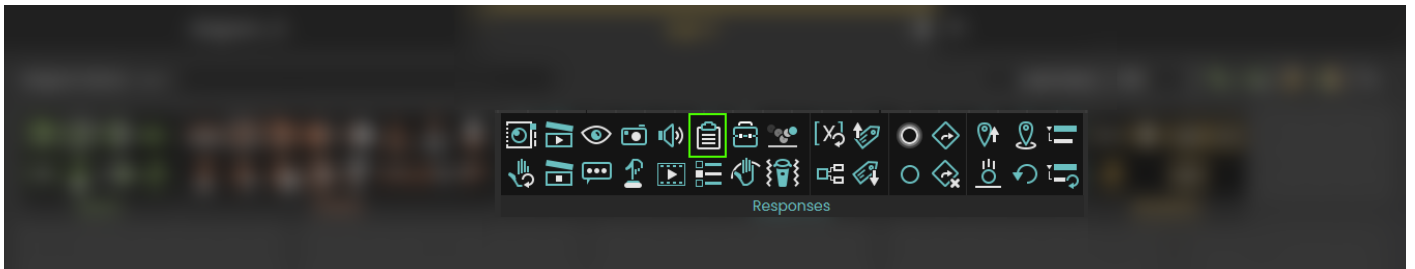
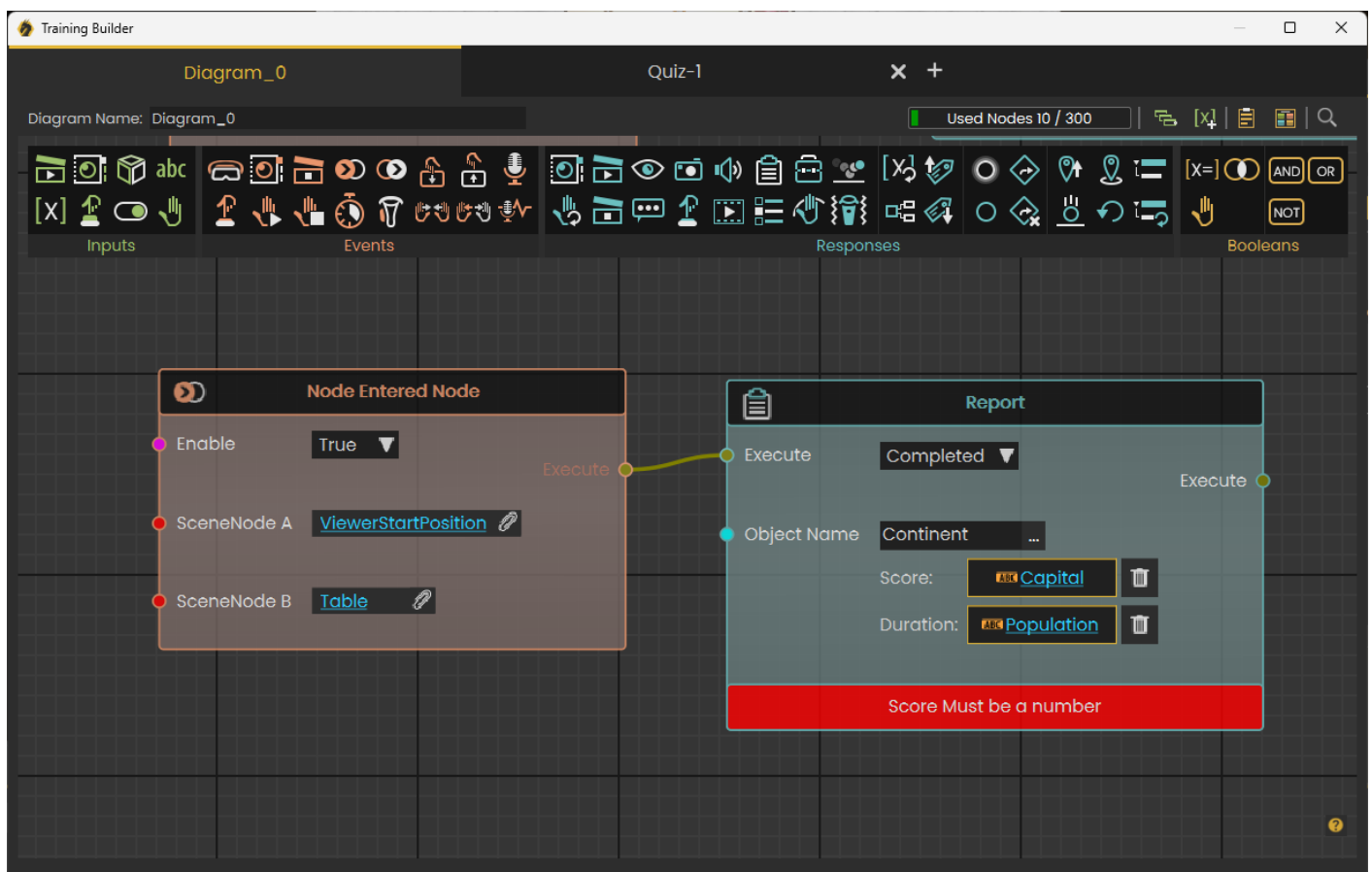


Creating User Defined Evaluation

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.

Report Response Types

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

The screenshot shows a configuration window titled "Report" with a teal header. It features a clipboard icon in the top left and an "Execute" button in the top right. The main area contains a dropdown menu set to "Completed", an "Object Name" input field with a three-dot menu, and two rows of fields: "Score:" and "Duration:", each with a red "Empty" text box and a "+" button.

1. Completed

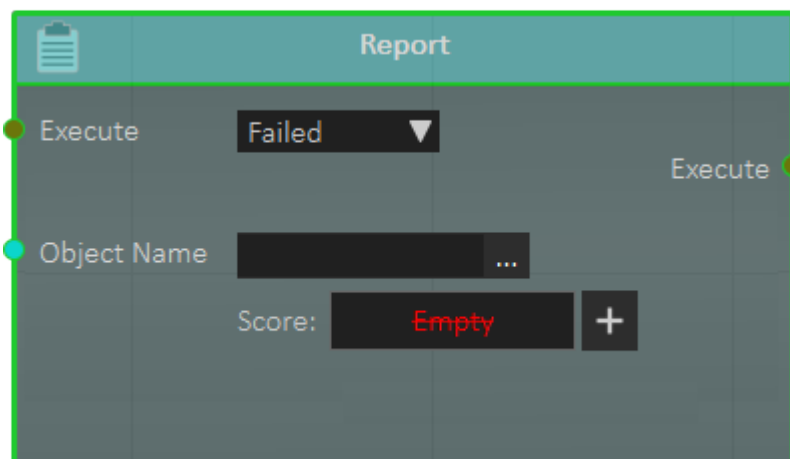
The Completed Response will report the status "Completed" with an object name that would describe what has been completed, you can also attach a variable to the score field to report a numerical value, as well as a variable to the Duration field to report a time interval.

This screenshot shows the same "Report" configuration window, but the dropdown menu is now set to "Passed". The "Object Name" field and the "Score:" and "Duration:" rows remain the same.

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

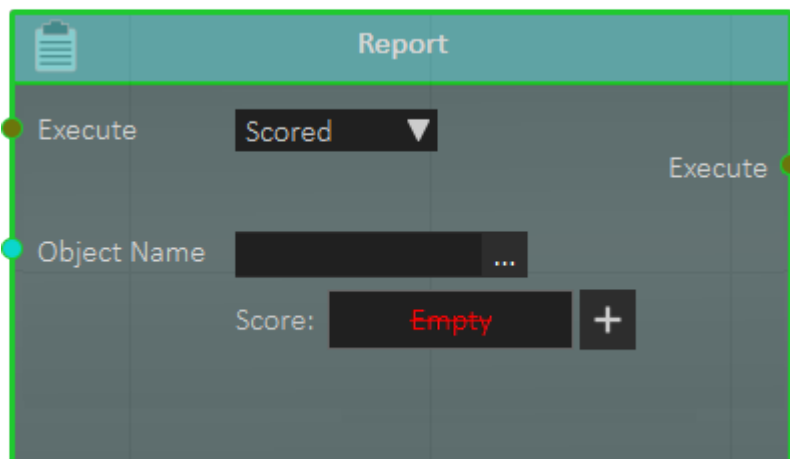
score field to report a numerical value.



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 three main input areas: a dropdown menu labeled 'Execute' with 'Failed' selected, a text input field labeled 'Object Name' with a black background and a three-dot menu icon, and a 'Score' field with a black background, the word 'Empty' in red, and a plus sign button. There are also 'Execute' labels on the left and right sides of the form, each accompanied by a small green dot.

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.



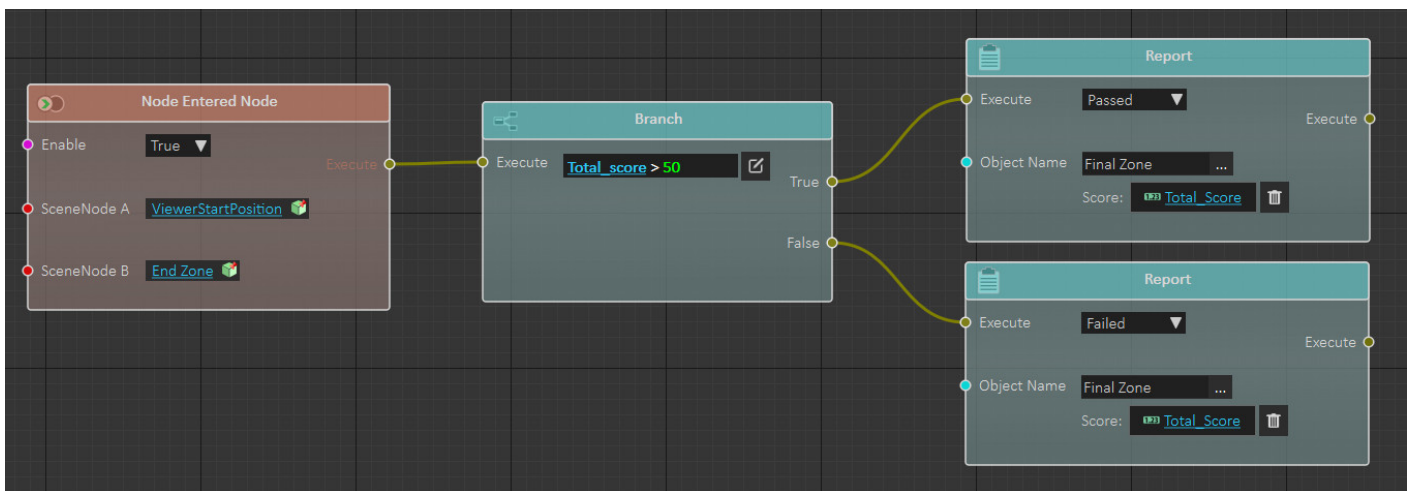
The screenshot shows the same 'Report' form as above, but with the 'Execute' dropdown menu set to 'Scored'. The 'Object Name' field and the 'Score' field (showing 'Empty' in red) remain unchanged. The layout, including the teal header and dark grey background, is identical to the previous image.

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>

Revision #3

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