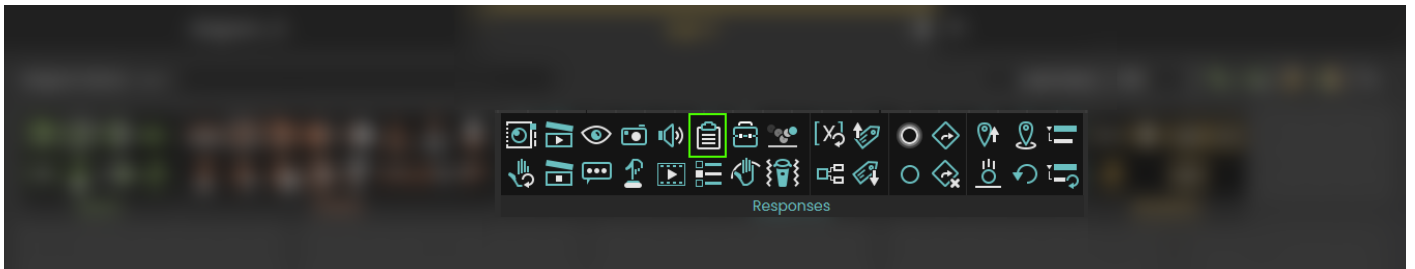
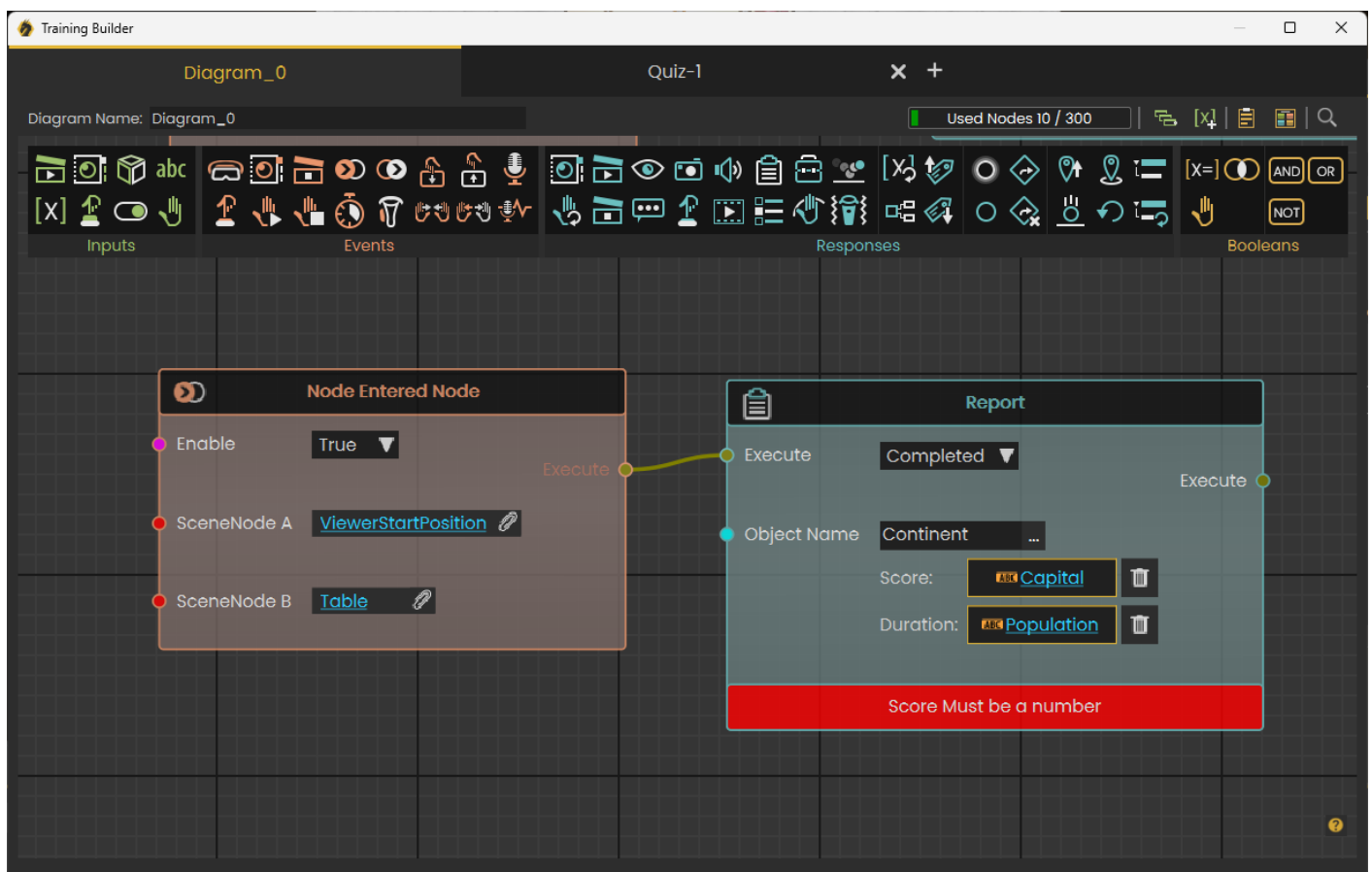


Creating User Defined Evaluation

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 'Report' node configuration window. It has a teal header with a clipboard icon and the title 'Report'. The main area is dark grey with a grid layout. The 'Execute' dropdown is set to 'Completed'. The 'Object Name' field is empty. The 'Score' field is 'Empty' with a '+' button. The 'Duration' field is 'Empty' with a '+' button. There are green and cyan dots on the left and right edges of the window.

1. Completed

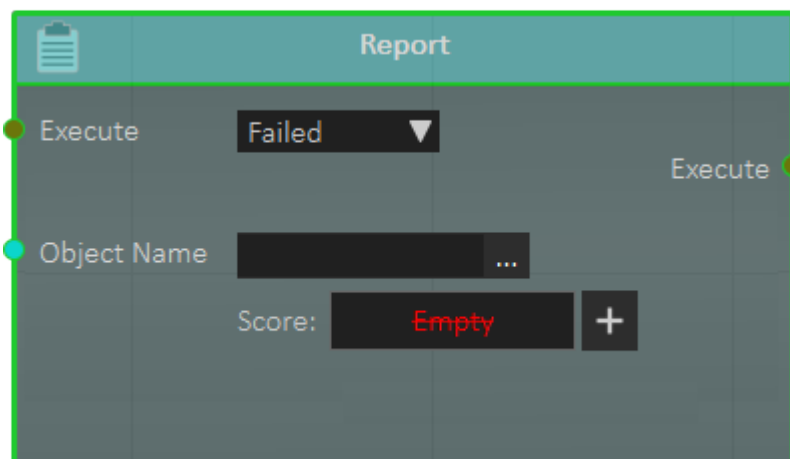
The Completed Response will report the status "Completed" with an object name that would describe what has been completed, you can also attach a variable to the score field to report a numerical value, as well as a variable to the Duration field to report a time interval.

The screenshot shows a 'Report' node configuration window. It has a teal header with a clipboard icon and the title 'Report'. The main area is dark grey with a grid layout. The 'Execute' dropdown is set to 'Passed'. The 'Object Name' field is empty. The 'Score' field is 'Empty' with a '+' button. The 'Duration' field is not visible. There are green and cyan dots on the left and right edges of the window.

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

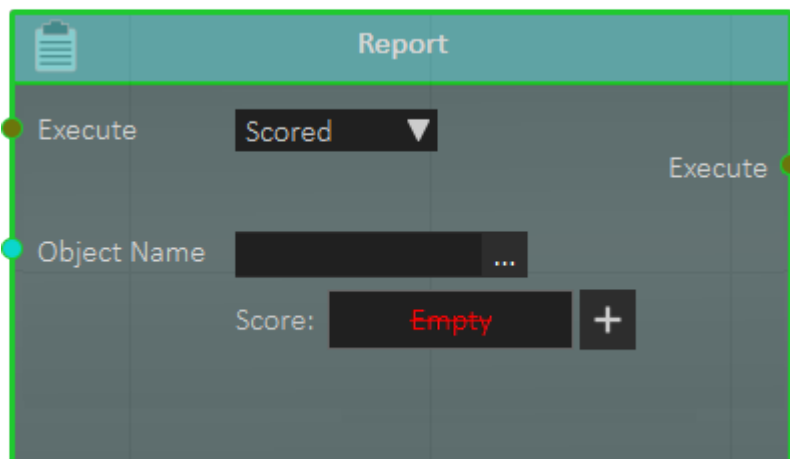
score field to report a numerical value.



The screenshot shows a 'Report' form with a teal header bar containing a clipboard icon and the word 'Report'. Below the header, there are three main sections. The first section has a label 'Execute' on the left and a dropdown menu showing 'Failed' with a downward arrow on the right. The second section has a label 'Object Name' on the left and a text input field with a black background and a three-dot menu icon on the right. The third section has a label 'Score:' on the left and a text input field with a black background and the word 'Empty' in red on the right, followed by a plus sign button. There are green dots on the left and right sides of the form, and a cyan dot next to the 'Object Name' label.

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.



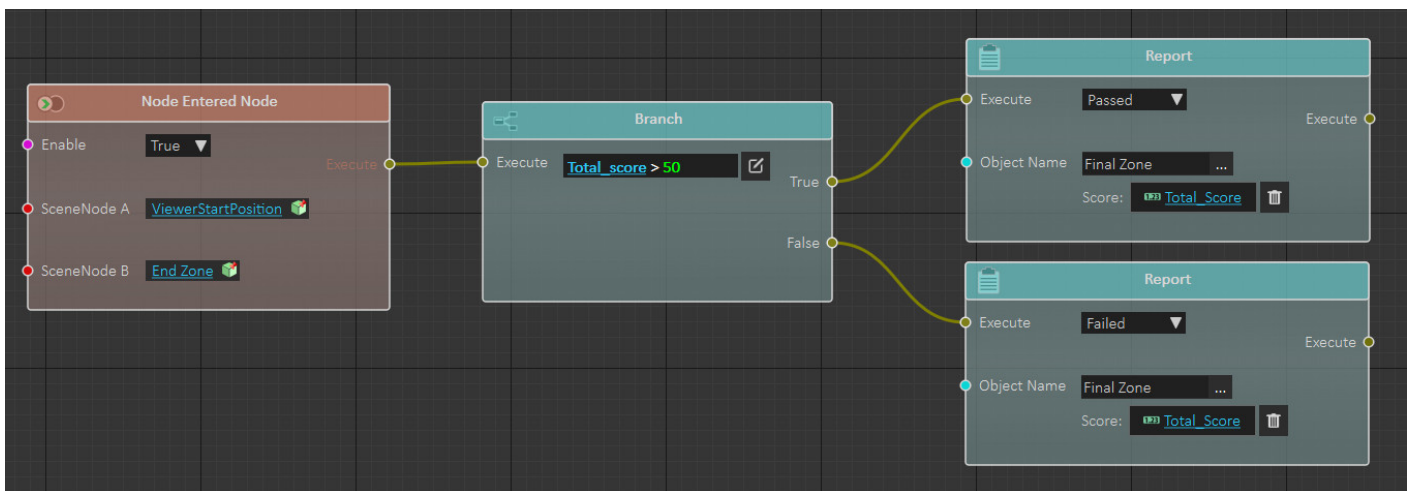
The screenshot shows a 'Report' form with a teal header bar containing a clipboard icon and the word 'Report'. Below the header, there are three main sections. The first section has a label 'Execute' on the left and a dropdown menu showing 'Scored' with a downward arrow on the right. The second section has a label 'Object Name' on the left and a text input field with a black background and a three-dot menu icon on the right. The third section has a label 'Score:' on the left and a text input field with a black background and the word 'Empty' in red on the right, followed by a plus sign button. There are green dots on the left and right sides of the form, and a cyan dot next to the 'Object Name' label.

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

Created 4 September 2022 07:01:45 by Ashraf Sultan

Updated 30 December 2023 12:22:30 by Samia Sabri