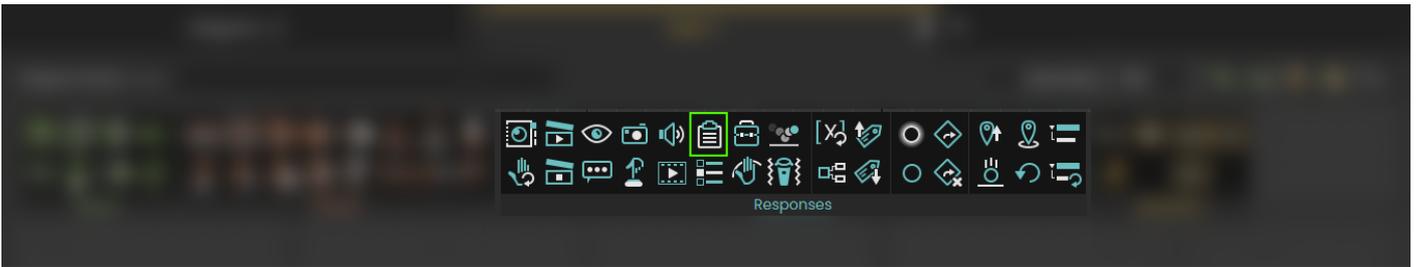
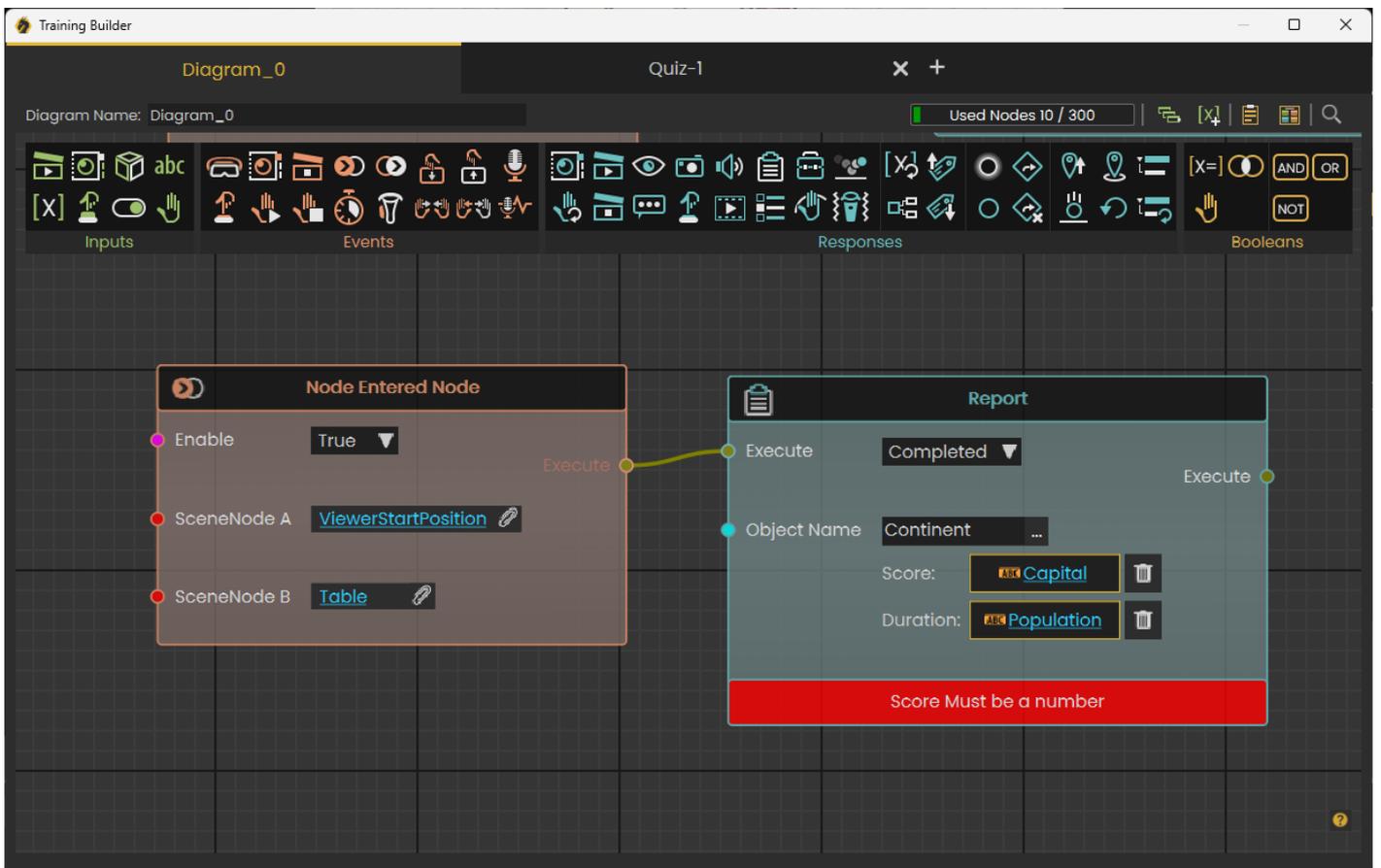


Creating User Defined Evaluation

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



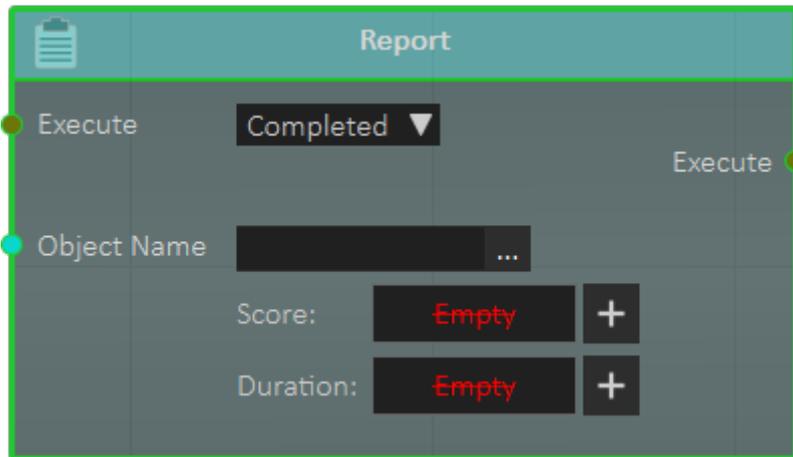
The report is a Response in the **Training Builder** that can be connected to any event, and upon the occurrence of the connected event, it will submit a User-defined status.



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

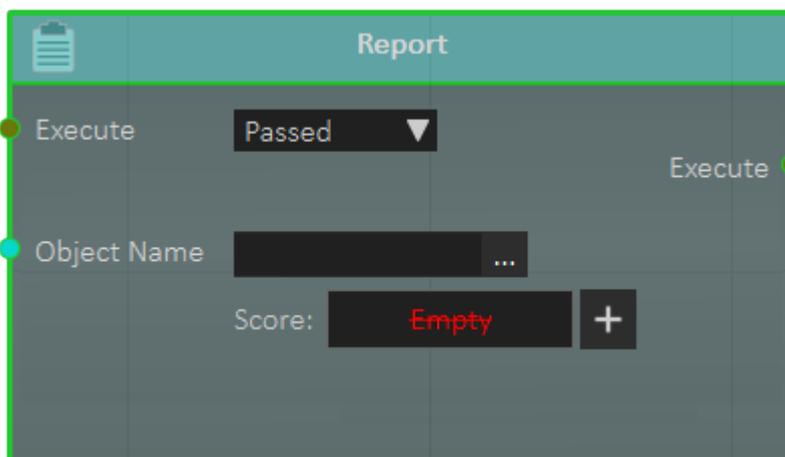
There are 4 types of reports that can be submitted using the Response Node :



The screenshot shows a configuration window titled "Report" with a teal header and a dark grey body. On the left, there are two colored dots: a green one next to "Execute" and a cyan one next to "Object Name". The "Execute" dropdown menu is set to "Completed". To the right of the dropdown is an "Execute" button. Below "Object Name" is a text input field. Underneath are two rows: "Score:" with a field containing "Empty" and a "+" button, and "Duration:" with a field containing "Empty" 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.

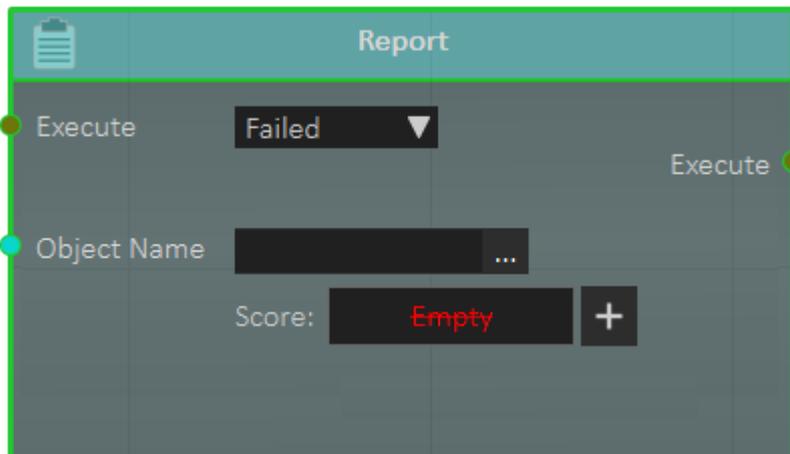


The screenshot shows the same "Report" configuration window. The "Execute" dropdown menu is now set to "Passed". The "Object Name" field is empty. The "Score:" field still contains "Empty" with a "+" button. The "Duration:" field is not visible in this view.

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

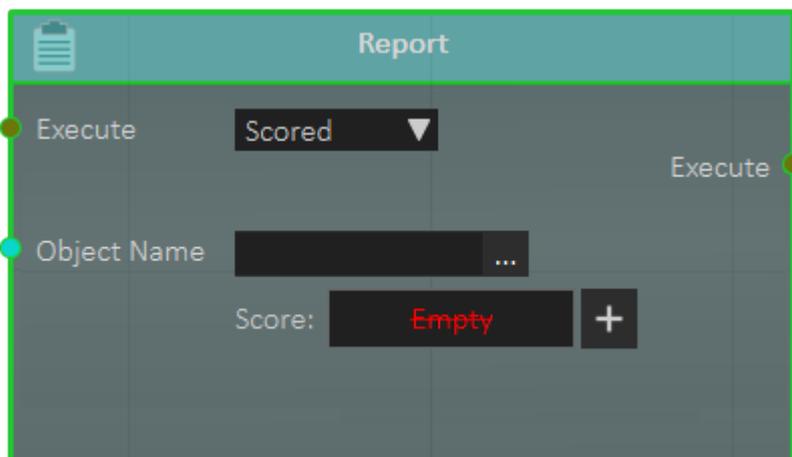
score field to report a numerical value.



The screenshot shows a 'Report' form with a teal header. Below the header, there is a row with 'Execute' on the left and a dropdown menu set to 'Failed' on the right. To the right of the dropdown is another 'Execute' button. Below this is a row with 'Object Name' on the left and a text input field with a three-dot menu icon on the right. Below that is a row with 'Score:' on the left and a text input field containing the word 'Empty' in red, followed by 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.



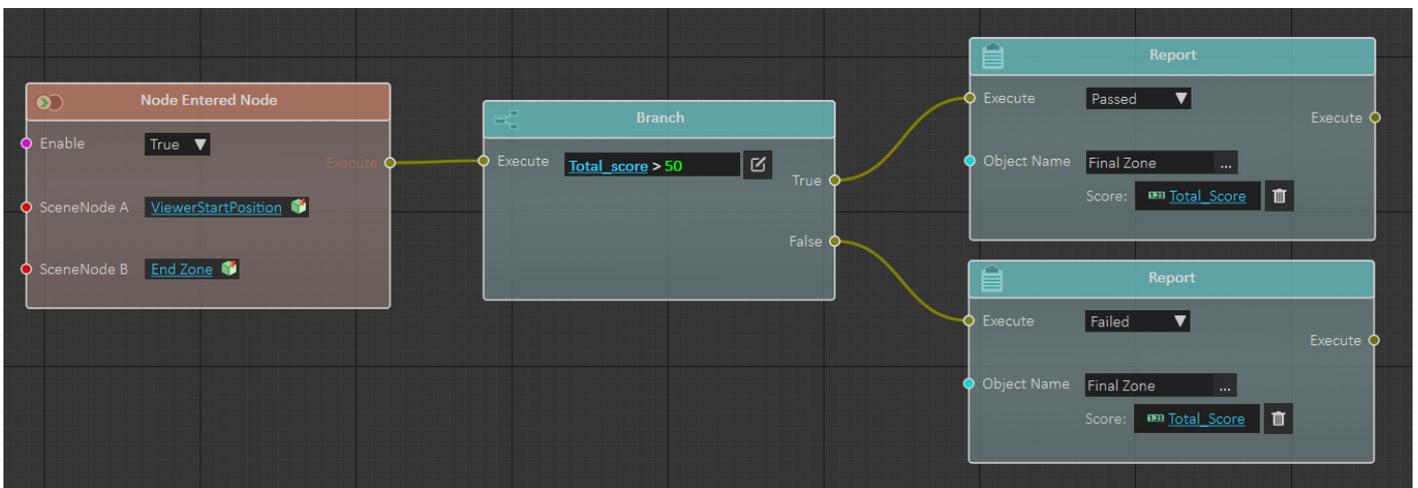
The screenshot shows a 'Report' form with a teal header. Below the header, there is a row with 'Execute' on the left and a dropdown menu set to 'Scored' on the right. To the right of the dropdown is another 'Execute' button. Below this is a row with 'Object Name' on the left and a text input field with a three-dot menu icon on the right. Below that is a row with 'Score:' on the left and a text input field containing the word 'Empty' in red, followed by a plus sign button.

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