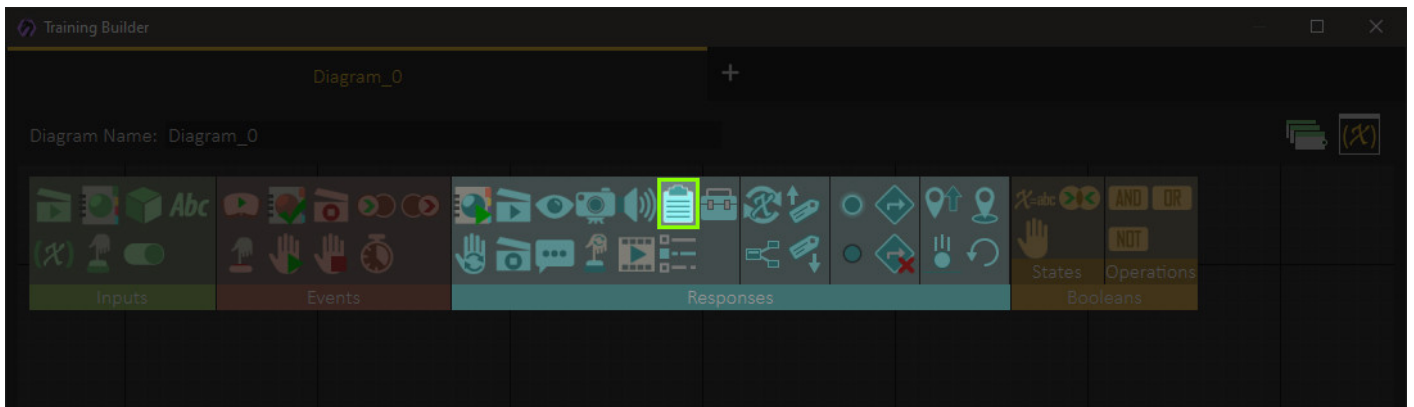
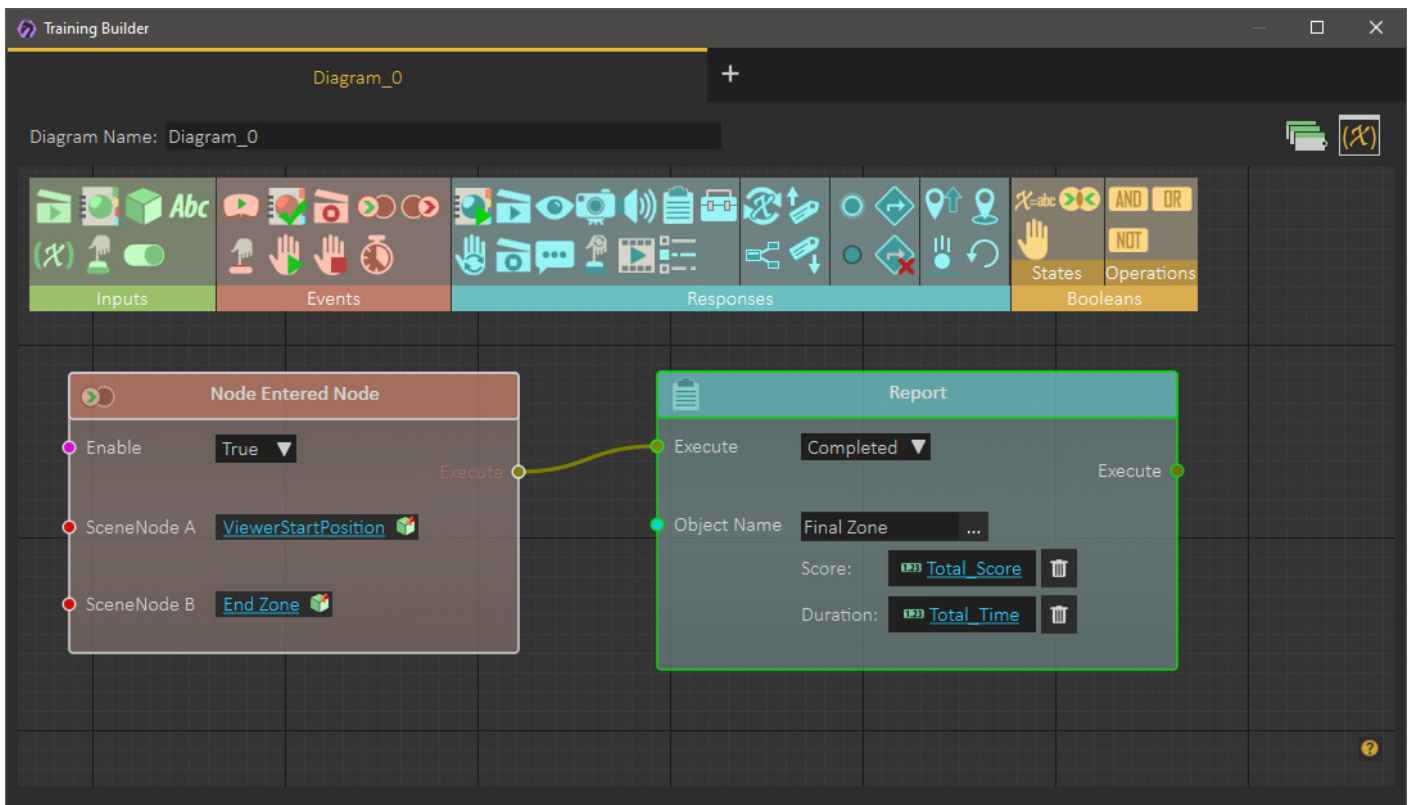


Creating User Defined Evaluation

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



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 "End Zone", and it will report the completion of "Final Zone", and submit the value of the variable "Total_Score" as the score, and the value of the Variable "Total_time" 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 interface for a 'Completed' response. At the top, there is a dropdown menu set to 'Completed' and an 'Execute' button. Below this is a text input field for 'Object Name'. At the bottom, there are two rows of fields: 'Score' and 'Duration', each with a text input field containing the word 'Empty' in red and a '+' button to its right.

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 configuration interface for a 'Passed' response. At the top, there is a dropdown menu set to 'Passed' and an 'Execute' button. Below this is a text input field for 'Object Name'. At the bottom, there is a 'Score' field with a text input field containing the word 'Empty' in red and a '+' button to its right.

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 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 'Failed' in a dropdown menu on the right. The next row contains 'Object Name' on the left and a text input field on the right. The final row shows 'Score:' on the left, a text input field containing 'Empty' in red, and a '+' button on the right. The entire form is outlined with a green border.

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 score, when you attach a variable to the score field to report a numerical value.

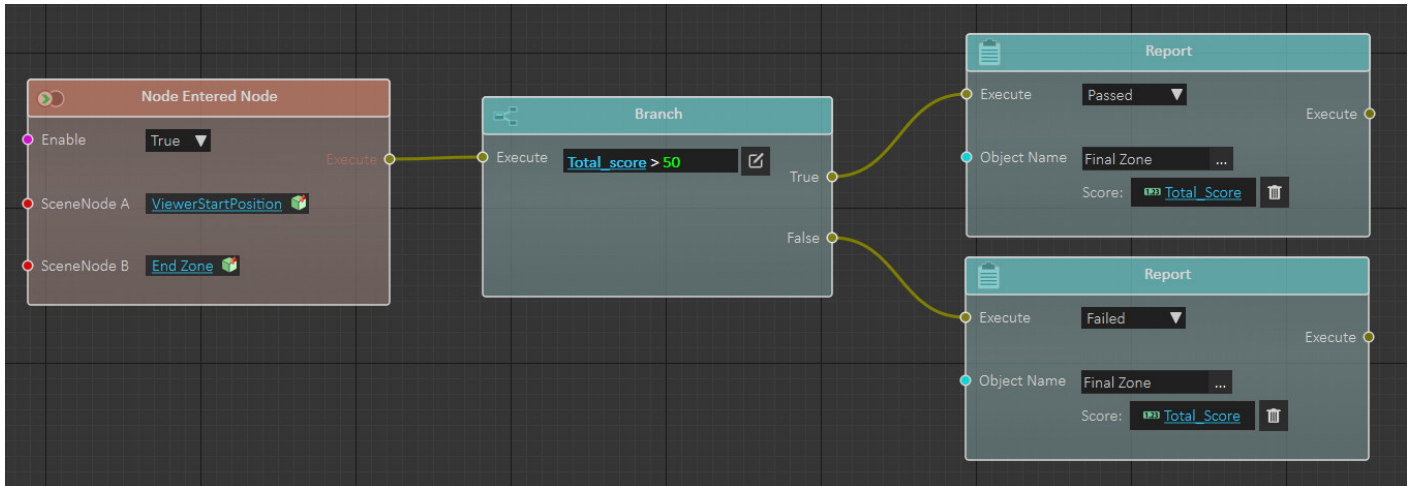
The screenshot shows a 'Report' form with a teal header. Below the header, there is a row with 'Execute' on the left and 'Scored' in a dropdown menu on the right. The next row contains 'Object Name' on the left and a text input field on the right. The final row shows 'Score:' on the left, a text input field containing 'Empty' in red, and a '+' button on the right. The entire form is outlined with a green border.

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 #7

Created 20 December 2021 13:08:28 by Ashraf Sultan

Updated 6 January 2022 14:09:27 by Khalid Abu Eid