



**RAPTIVITY**  
**List of Interaction Models and Details**

**Learning Xponents**

For more details

visit: [www.learningxponents.com.au](http://www.learningxponents.com.au)

call: +61 2 9712 4513

email: [info@learningxponents.com.au](mailto:info@learningxponents.com.au)

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## OVERVIEW TO RAPTIVITY PRODUCTS

### Raptivity Essential

Raptivity Essential includes Raptivity software and the core pack of 35 interaction models. This core pack is a must buy if you are purchasing the individual Standard Packs 1, 2 and 3 , Turbo Packs or MyRaptivity

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### Raptivity Zest

Raptivity Zest includes Raptivity software and the Zest select pack. The Zest select pack contains a dozen interaction models that you can easily customize. These instructionally sound interaction models can be used at various stages of eLearning course such as presentation, exploration, reinforcement, test, feedback and reference.

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### Raptivity Standard Pack 1

Standard Pack 1 has brainteasers, questions and surveys. These interaction models allow you create engagement by challenging the learners; testing their knowledge and seeking their feedback. This pack has such 35 interaction models. Course creators in academic sector, employee-training creators find the interaction models in this pack very useful.

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### Raptivity Standard Pack 2

Standard Pack 2 has the wow factor. With the meaningful interaction modes in this pack you can jazz up presentations. There are 35 such interactive diagrams with rollovers in this pack. This pack will work wonders for you if you want to present content in a compelling and visual way. Customer and business training creators find the interaction modes in this pack very useful

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### Raptivity Standard Pack 3

Standard Pack 3 includes interaction models that animate content and enrich technical training with overview visuals, flow diagrams and software simulations. IT and other technical training creators find the interaction models in this pack very useful.

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### Raptivity Standard

Raptivity Standard includes Raptivity (Essential Version), Standard Pack 1, Standard Pack 2 and Standard Pack 3. Raptivity Standard contains 140 interaction models.

### Raptivity Booster Pack 1

This optional booster pack contains additional 35 interaction models that let you mix fun, simulation, and convenience with learning. You can select from a wide variety of customizable games to enhance learning, augment training, or to energize learners. You can create a variety of simulations easily for including in soft skills training and exercises. You can use an assortment of learning aids to make learning convenient, fast and fun.

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### Games TurboPack

This optional Games Turbopack contains 10 interaction models that let you push the envelope of learning interactivity. Combine challenge with fun using these super-charged learning games. The new Games TurboPack is rooted in activity based learning metaphors, allowing eLearning developers to accomplish learning outcomes in innovative ways.

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### Simulations TurboPack

This optional Simulations TurboPack contains 12 interaction models that let you push the envelope of learning interactivity. Simulate real-life learning experiences using award-winning Raptivity simulations. Build guided adaptive scenarios, explorative branching simulations, immersion learning situations and whiteboard simulations.

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### Video TurboPack

This optional Videos TurboPack contains 10 interaction models that let you push the envelope of learning interactivity. Build video interactions and convert passive video clips into active learning experiences. Leverage the power of videos while keeping the learner alert and active.

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### My Raptivity

With MyRaptivity, you can create your own interaction models for Raptivity. You can continue to develop interaction logic using Flash. Once done with this, use MyRaptivity to ensure that it is possible to create variations of your interaction using Raptivity - without programming, of course.

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## RAPTIVITY ESSENTIAL (35 Interactive Models)

	Type	How it works ?	Essential
1	Analogous Pair with Fixed Attempts	This interaction model allows you to create a 'match the following' exercise for your learners and reinforces important information from the course content. As learners match pairs in the interactivity, the correct matches are highlighted and then juxtaposed as an immediate feedback to the learner.	Y
2	Branching Question Adaptive Type	This interaction model enables you to design an adaptive type multilevel question series. Corrective reinforcements are provided to guide a learner on to the right path whenever a wrong choice is made. Learners' are also made aware of their progress through the question series by a styled status bar.	Y
3	Build up and roll over	This interaction model is useful when you have an elaborate system that needs to be explained with the aid of a system diagram. The system and the interconnected parts of the system appear in segments and are built-up gradually, part by part, along with relevant text explaining each part being appearing on screen.	Y
4	Classification Exercise with Timed Options	This interaction model is useful when your learning content is segregated into various classifications. You can help your learner remember various characteristics of a classification and also to differentiate between each classification. In this interaction model, the different characteristics of a classification appear as labels at the bottom of the screen; learners will need to drag these labels and drop them under their respective classifications. You can also set the time intervals at which the labels appear.	Y
5	Concentric Circles with callouts	This interaction model helps you display the structure of a system using concentric circles. The circles appear at fixed time intervals giving the learner ample opportunities to absorb the structure in its entirety. Callouts and descriptions for each circle increase the retention of the structure.	Y
6	Create a Tree	This interaction model enables you to create a pairing interactivity in a tree structure design. For example a learner drags text labels mentioning different functions from the left hand side of the screen, and places them on the right under the text labels mentioning the tools wherein the specific function can be performed.	Y
7	Diagram Custom Highlight - Advanced	This interaction model is useful when you have a diagram that needs a deeper explanation. According to your settings, a highlight moves over parts of the diagram after a set time intervals, and corresponding descriptions appear. Learners can revisit descriptions with a mouse rollover or click on the different segments of the image.	Y
8	Dynamic Bullet List	This interaction model is useful for summarizing key concepts in your course/module. The content in the interaction model is arranged in bullets that have sound files associated with them. As soon as the audio for a bullet starts to play, the bullet point is highlighted as well.	Y
9	FAQ on Demand	This interaction model helps you create a browser for frequently asked questions on a particular topic or course you are creating. The entire list of questions in the set is displayed on the left panel onscreen. Learners click the checkboxes next to the questions they are interested in, and descriptions to the selected questions are displayed on clicking the Show Answer button.	Y
10	FAQ - Advanced	This interaction model helps you create a search engine for the frequently asked questions on a particular topic or course you are creating. The learner enters a question or keyword in the Search field and a group of related questions are displayed on screen. Descriptions are displayed on clicking on any of the listed questions that appear. The creation process is further simplified as you do not need enter keywords separately for the search functionality to work; as every word you enter in a question will form a keyword.	Y
11	Flowchart presentation with Audio	This interaction model helps present processes to your learners in better detail by allowing you to create flow charts. In addition you can explain each step in your flow chart by highlighting the steps and providing descriptions for them. The use of voice-over audio in the presentation further enriches the learning experience	Y
12	Flash cards with text and Images	This interaction model is helpful for reinforcing core concepts and topics covered. The interactivity uses flash cards with possible questions/cues on one side, and their responses appearing on the flip side when the cards are clicked. The interactivity is based on a self-learning model and helps in assimilation and retention of important concepts.	Y

	Type	How it works ?	Essential
13	Flip the Book	This interaction model gives you the opportunity of making a presentation that can be fun and engaging. You can present your course content in the form of a flip-book or like a page-turner. You can also include images in your presentation wherever desired. Learners will find presentations made in this interaction model refreshing which thereby helps in drawing their attention and also in assimilating concepts.	Y
14	Generalised Survey - Advanced	This interaction model allows you to designing questionnaires with ease and in various question formats. You can choose from Multiple Choice, Multiple Correct Answers and Short Description question formats. The survey responses are then automatically mailed to preset addresses	Y
15	Glossary -Tab Style	This interaction model helps you design a glossary for your courses. Learners can browse through the glossary by clicking on the any letter in the alphabet list tabs provided and then clicking on any of the terms. Definitions are displayed on a column to the right of the screen.	Y
16	Glossary	This interaction model helps you design a glossary for your courses. Learners can browse through important terms which are alphabetically arranged and see definitions in the bottom pane onscreen. Browsing through the glossary is simplified with the provision of a scroll bar, alphabet list, and Search functionality as well.	Y
17	Hub and Spokes - Advanced	This interaction model helps you display a system network. The relationships among the components of the system are displayed in a radial format. The common component is displayed in the center and the other components are placed around this central component. Associated information on each peripheral component helps explain the system in detail.	Y
18	In-Page Test	This interaction model helps you create a SCORM 1.2 compliant assessment. In the Single Page Assessment, all the questions are seen on a single page. Learners use the scroll-bar to answer questions in their preferred sequence, and click the Submit button once they have filled in all their responses. On the completion of the assessment, responses the learner has filled in are scored and a status report will be sent to your Learning Management Systems (LMS).	Y
19	Jigsaw Puzzle Advance	This interaction model allows you to test your learners' visual grasp of content that can be pictorially represented. An image related to your course content is displayed jumbled on the screen and the learners will exercise their ability of making visual associations to correct it.	Y
20	Let Me Try	This interaction model allows you to create practice simulations for your learners. You can include screenshots of software actions (or any other process that can be pictorially represented) and ask your learners to perform the same actions. Guide them through the process with instructions that the learners require provided in a column to the right. Provide instant feedback to your learners for the actions they perform.	Y
21	Ladder Steps	This interaction model is useful when your course content contains processes. The interaction model allows you to represent these processes in sequenced steps, each step having a header and an accompanying description. The descriptions appear on rollover of a step once all the steps of the process have been sequenced in.	Y
22	Multilevel Cycle - Practice	This interaction model allows you to create a sequencing exercise to test your learners understanding of a system flow or the processes of a system. Learners drag and drop labels in the correct sequence as they appear in the process.	Y
23	Multi-page Assessment	This interaction model helps you create a SCORM 1.2 compliant assessment. In the Multi-page Assessment, learners submit their responses for each question, and move on to the following question by clicking the Next button. On the completion of the assessment, responses the learner has filled in are scored and a status report will be sent to your Learning Management Systems (LMS).	Y
24	Picture Show	This interaction model is useful when course content contains images. These can be transitioned in with brief textual explanations about the images. The combination of text and visuals in this presentation will help learners with assimilating concepts.	Y
25	Pyramid	This interaction model is useful when your course content contains hierarchal relationships. This pictorial representation in the form of a pyramid aids in the comparison and explanation of the hierarchies. Audio can be included in the interactivity and further enriches the learning experience.	Y
26	Rollover Word Definitions	This interaction model helps you design a topic page with specific words and terms displaying their definitions on mouse rollover. This instant access to the definitions can act as a stimulator and enhance knowledge of important terms.	Y

	Type	How it works ?	Essential
27	Screen Familiarization - Rollovers on Components	This interaction model allows you to create an exploratory exercise for your learners. On a screenshot of a software application (or any other image with multiple components for that matter) you can create and arrange hotspots allowing your learner to see descriptions for each of them on a mouse rollover.	Y
28	Screen Familiarization Exercise	This interaction model allows you to create a guided simulation-based exploratory exercise for your learners. On a screenshot of a software application (or any other image with multiple components for that matter) you can create and arrange hotspots guiding your learners to the correct components on screen with the help of hints and clues.	Y
29	Search Box	This interaction model helps you design a search-based glossary for your courses. Learners can enter the word from the course they're seeking a definition in the search field, upon which the terms and those closest to it alphabetically are displayed. The definition for the term selected by the learner then appears in the bottom pane onscreen.	Y
30	Smile Sheet - Advanced	This interaction model enables you to design a survey using emoticons as rating points that range from Very Happy to Very Sad. Once the learner completes the survey, the ratings in the survey can be directed towards preset email addresses.	Y
31	Survey with Percentage Ratings	This interaction model helps you design a questionnaire wherein a percentage slider is used to rate survey questions. Once the learner completes the survey, the responses are mailed to preset email addresses.	Y
32	Survey with Two-Point Rating	This interaction model helps you design a questionnaire where learners opt for one of two opinions or can refrain from making one as well. When the learner fills in the questionnaire, the system automatically mails the answers to the set addresses.	Y
33	Show and Tell	This interaction model allows you to create a 'show-me' or a 'how-to' simulation of a software application process or any other process activity for that matter where each stage can be pictorially represented. Learners are guided through the 'show-me' with the help of descriptions of the activities being performed appearing in a panel to the right of the screen.	Y
34	User Initiated Zoom in Effect	This interaction model is useful if you have a very detailed image that you would like your learner to take a look at more closely. A zoom lens enables the learner to view a part in the image in greater detail.	Y
35	Wild Cards - Time Bound	This interaction model is useful when there are important terminologies and acronyms in your course content that you would like to reinforce with your learner. This exercise allows you to enter a clue or question at the top of the screen the answer to which the learner enters in the spaces provided for the terminology on the screen. Certain letters in the terminology are already filled out for the learner and stimulate the learner to fill in the blanks (marked by asterisks).	Y

## RAPTIVITY ZEST

	Type	How it works?	Zest
1	Build-up and Rollover	This interaction model is useful when you have an elaborate system that needs to be explained with the aid of a system diagram. The system and the interconnected parts of the system appear in segments and are built-up gradually, part by part, along with relevant text explaining each part being appearing on screen.	Y
2	Create a Tree	This interaction model enables you to create a pairing interactivity in a tree structure design. For example a learner drags text labels mentioning different functions from the left hand side of the screen, and places them on the right under the text labels mentioning the tools wherein the specific function can be performed.	Y
3	FAQ on Demand	This interaction model helps you create a browser for frequently asked questions on a particular topic or course you are creating. The entire list of questions in the set is displayed on the left panel onscreen. Learners click the checkboxes next to the questions they are interested in, and descriptions to the selected questions are displayed on clicking the Show Answer button.	Y
4	Flash cards with text and Images	This interaction model is helpful for reinforcing core concepts and topics covered. The interactivity uses flash cards with possible questions/cues on one side, and their responses appearing on the flip side when the cards are clicked. The interactivity is based on a self-learning model and helps in assimilation and retention of important concepts.	Y
5	Flip the Book	This interaction model gives you the opportunity of making a presentation that can be fun and engaging. You can present your course content in the form of a flip-book or like a page-turner. You can also include images in your presentation wherever desired. Learners will find presentations made in this interaction model refreshing which thereby helps in drawing their attention and also in assimilating concepts.	Y
6	Glossary	This interaction model helps you design a glossary for your courses. Learners can browse through important terms which are alphabetically arranged and see definitions in the bottom pane onscreen. Browsing through the glossary is simplified with the provision of a scroll bar, alphabet list, and Search functionality as well.	Y
7	In Page Test	This interaction model helps you create a SCORM 1.2 compliant assessment. In the Single Page Assessment, all the questions are seen on a single page. Learners use the scroll-bar to answer questions in their preferred sequence, and click the Submit button once they have filled in all their responses. On the completion of the assessment, responses the learner has filled in are scored and a status report will be sent to your Learning Management Systems (LMS).	Y
8	Ladder Steps	This interaction model is useful when your course content contains processes. The interaction model allows you to represent these processes in sequenced steps, each step having a header and an accompanying description. The descriptions appear on rollover of a step once all the steps of the process have been sequenced in.	Y
9	Picture Show	This interaction model is useful when course content contains images. These can be transitioned in with brief textual explanations about the images. The combination of text and visuals in this presentation will help learners with assimilating concepts.	Y
10	Pyramid	This interaction model is useful when your course content contains hierarchal relationships. This pictorial representation in the form of a pyramid aids in the comparison and explanation of the hierarchies. Audio can be included in the interactivity and further enriches the learning experience.	Y
11	Smile Sheet - Advanced	This interaction model enables you to design a survey using emoticons as rating points that range from Very Happy to Very Sad. Once the learner completes the survey, the ratings in the survey can be directed towards preset email addresses.	Y
12	Show and Tell	This interaction model allows you to create a 'show-me' or a 'how-to' simulation of a software application process or any other process activity for that matter where each stage can be pictorially represented. Learners are guided through the 'show-me' with the help of descriptions of the activities being performed appearing in a panel to the right of the screen.	Y

## STANDARD PACK 1 (35 Interactive Models)

	Type	How it works ?	Pack 1
1	Area Select - Multiple Selections	This interaction model allows you to create a multiple choice multiple response interactivity – using hotspots. Put forward a question to your learners and hotspots or highlights over an image as possible responses. Learners will click these hotspots to make their response. This exercise is a refreshing way to have a multiple choice multiple response interactivity.	Y
2	Area Select - Single Selection	This interaction model allows you to create a multiple choice single select interactivity – using hotspots. Put forward a question to your learners and hotspots or highlights over an image as possible responses. Learners will click these hotspots to make their response. This exercise is a refreshing way to have a multiple choice single select interactivity.	Y
3	Advanced Descriptive Survey	This interaction model helps you design a questionnaire where you can put forward open-ended questions to your learners or survey group, and invite them to enter descriptive responses for the questions. On clicking Submit, an email with the filled in responses is sent out to a preset address.	Y
4	Branching Question - Explorative Style	This interaction model allows you to create an explorative type branching logic question for your learners. Learners are presented with a scenario and can progress down any path, where the scenario continues to build according to the choices the learner makes. The learner receives immediate feedback from the scenario itself. A branching visual on the screen always informs learners about how they are navigating through the scenario.	Y
5	Classification	This interaction model allows you to create an interactivity where learners place terms or terminologies in different categories. The interactivity can help in refreshing your learners knowledge and grasp of your core content as they identify the broad category each term or terminology must be placed in.	Y
6	Catch Them fast	This interaction model is allows you to create a fun revision exercise for your learners. In this timed interaction model, several 'bouncing balls' appear on screen with various names or characteristics, belonging to a particular concept in your course content, across them. The learner will need to tag the right answers as they bounce around along with the other choices provided.	Y
7	Command Line	This interaction model helps you create an interactivity with which you can check your learners' knowledge of computer commands. The command line interface that appears on screen displays a set of questions. The learner types the expected command for each question. Learners also have at their disposal hints for each question that appear when the learner clicks the bulb icon in the bottom of the screen. After each attempt, feedback appears that lets learners know whether they've been correct and what their response should have been, if incorrect.	Y
8	Constant Choice Cumulative Feedback	This interaction model is helps you create a classification exercise for your learners that will enable you to test their understanding of a topic. In this interaction model, the answers remain constant throughout. The answers form categories where assorted features will have to be assigned as they appear. Feedback is instantly visible to your learners stay on screen alongside the ones already assigned.	Y
9	Cumulative Feedback	This interaction model allows you to test your learners' knowledge of a topic. However whilst learners submit their responses for each question, the correct or incorrect feedback for each question is logged on the right side of the screen and serves as a ready reference for the learner through the course of the interactivity.	Y
10	Drag and Drop - Image on Image	This interaction model allows you to create a pairing exercise that tests your learners' visual associations of image representations in your course content. Learners drag and drop smaller images populating the bigger image with them. Learners can also refresh their visual associations with core concepts in your content.	Y
11	Five Point Scale Survey	This interaction model helps you design a questionnaire where you invite your learners to evaluate a service or a product. The options provided in the survey range from Excellent to Poor, with the added option of not registering any opinion at all. When the learner fills in the questionnaire, the system automatically mails the answers to the preset email address.	Y
12	Find a Mistake	This interaction model makes use of the Recognition and Differentiation methods to test your learners' ability to identify correctly key statements in your course content. Learners are presented with a set of statements and learners need to identify which one is incorrect from among these. Immediate corrective or reinforcement feedback informs learner a little further about the correct choice.	Y

	Type	How it works ?	Pack 1
13	Five-cell Crossword	This interaction model allows you to create a 5x5 crossword exercise for your learners. Frame the crossword puzzle using important terminologies or phrases and characteristics derived from key concepts in the course material. This interaction model gives you the opportunity of reinforcing key concepts and in aiding the retention of these concepts.	Y
14	Fill in the Blanks with Dropdown List	This interaction model allows you to create a fill in the blanks exercise for your learners, but one in which learners select their responses from a dropdown list.	Y
15	Flash Cards	This interaction model allows you to create a flash card exercise for your learners. Organize clues that go on to the front of the flash cards and clicking which learners see answers to the clues. This interaction model provides you the opportunity of reinforcing key concepts, and acts as a great memory aid.	Y
16	Generalised Type Survey	This interaction model helps you design a survey where you can include an assortment of question types in the questionnaire. Mix multiple choice single select questions with multiple choice multiple response questions, also inviting your learner to enter lengthier descriptions at other points. On clicking Submit, an email with the filled in responses is sent out to a preset address.	Y
17	Graphic Choice - Single Selection	This interaction model allows you to create multiple choice single response interactivity – using images. Put forward a question to your learners and insert images as possible responses. Learners will click these images to make their response. This exercise is a refreshing way to have a multiple choice multiple response interactivity.	Y
18	Graphic Choice - Multiple Selections	This interaction model allows you to create a multiple choice multiple response interactivity – using images. Put forward a question to your learners and insert images as possible responses. Learners will click these images to make their response. This exercise is a refreshing way to have a multiple choice multiple response interactivity.	Y
19	Labelling Exercise	This interaction model allows you to create a graphic labelling exercise for your learners. In this exercise, labels are provided in the left side of the screen and learners drag and drop these labels at the appropriate places in the image. Reinforcement and corrective feedback informs the learner further about the correct choice.	Y
20	Multiple Choice Response Type Survey	This interaction model helps you design a questionnaire where you create the range of options that your learners will select from. You can also include a 'No Opinion' option along with the others provided. When the learner fills in the questionnaire and clicks Submit, the system automatically mails the answers to the preset email address.	Y
21	Paragraph Sequencing Exercise	This interaction model is useful when your course content contains processes or there are sequences in the textual content that learners need to identify. The interaction model allows you to test your learners knowledge of the sequence in which the steps occur. The learner is presented with the content in a jumbled order, and arranges the content using tacks.	Y
22	Pairing - Delayed Feedback	This interaction model allows you to create a pairing or match-the-following interactivity for your learners. In this interactivity learners click labels on either side and sequentially click the matching label on the opposite side to pair the two. On clicking Submit, learners see whether their response was correct or incorrect and can toggle between 'Your Answer' and 'Right Answer' views.	Y
23	Paragraph Immediate Feedback	This interaction model allows you to create a pairing or match-the-following interactivity for your learners. In this interactivity learners click labels on either side and sequentially click the matching label on the opposite side to pair the two. In this exercise however only correct pairings are accepted and hence this serves as a kind of immediate feedback for the learner.	Y
24	Radial Classification	This interaction model allows you to create an interactivity that tests your learners' ability to categorizing items present in your course content. Terms and phrases are shown on screen and learners click on arrows pointing them to different category 'buckets'. Incorrect entries don't go through and this works as a immediate feedback for the learners.	Y
25	Rapid Fire Multiple Choice Questions	This interaction model allows you to create a multiple choice rapid fire round for your learners. The multiple choices in this exercise remain constant throughout. Learners are asked a series of questions in this exercise and will need to complete the round before time runs out. Feedback appearing at the end of the exercise informs the learner about the correct answer.	Y

	Type	How it works ?	Pack 1
26	Rapid Fire Questions with Multiple Correct Answers	This interaction model allows you to create a multiple choice rapid fire round for your learners. The multiple choices in this exercise remain constant throughout. Learners are asked a series of questions in this exercise and will need to complete the round before time runs out. Feedback appearing at the end of the exercise informs the learner about the correct answer.	Y
27	Seven-cell Crossword	This interaction model allows you to create a 7x7 crossword exercise for your learners. Frame the crossword puzzle using important terminologies or phrases and characteristics derived from key concepts in the course material. This interaction model gives you the opportunity of reinforcing key concepts and in aiding the retention of these concepts.	Y
28	Sentence Sequencing Exercise	This interaction model helps you create an exercise where a series of jumbled sentences appear on screen and learners rearrange them in the correct order. This interaction model facilitates the recall of important definitions and descriptions. Learners rearrange the sentences by dragging and dropping the sentence segments in the right order.	Y
29	Simulated Dropdown list	This interaction model allows you to create a small software simulation for your learners where you can insert dropdown list images in the hotspots. Learners can make selections from these dropdown lists to make their responses.	Y
30	Six-cell Crossword	This interaction model allows you to create a 6x6 crossword exercise for your learners. Frame the crossword puzzle using important terminologies or phrases and characteristics derived from key concepts in the course material. This interaction model gives you the opportunity of reinforcing key concepts and in aiding the retention of these concepts.	Y
31	Select and Sequence	This interaction model allows you to create an exercise for your learners that will test their ability of building sequences starting with selecting all of the right steps first. Use it to guide your students on selecting the right items to go into their Table of Contents, or to inform them about procedures in your course content.	Y
32	Survey using Number Slider	This interaction model helps you design a questionnaire wherein a number slider is used to rate survey questions. Once the learner completes the survey, the responses are mailed to preset email addresses.	Y
33	Three-point Degree Survey	This interaction model helps you design a questionnaire where you invite your learners to evaluate a service or a product. The options provided in the survey include Yes, No, and May Be, with the added option of not registering any opinion at all. When the learner fills in the questionnaire, the system automatically mails the answers to the preset email address.	Y
34	Three-point Response Type Survey	This interaction model helps you design a questionnaire where you invite your learners to evaluate a service or a product. The options provided in the survey include Yes, No, and May be, with the added option of not registering any opinion at all. When the learner fills in the questionnaire, the system automatically mails the answers to the preset email address.	Y
35	Two-point Opinion Survey	This interaction model helps you design a questionnaire where you invite your learners to share their opinion on a subject. The options provided in the survey include Agree and Disagree, with the added option of not registering any opinion at all. When the learner fills in the questionnaire, the system automatically mails the answers to the preset email address.	Y

## STANDARD PACK 2 (35 Interactive Models)

	Type	How it works?	Pack 2
1	Animated List Display	This interaction model is useful for summarizing key concepts in your course/module. The content in the interaction model is arranged in bullets that fade in on screen after a set time interval.	Y
2	Bulleted List with Synchronised Sound	This interaction model is useful for summarizing key concepts in your course/module. The content in the interaction model is arranged in bullets that have sound files associated with them.	Y
3	Bulleted List with Synchronised Sound and Highlight	This interaction model is useful for summarizing key concepts in your course/module. The content in the interaction model is arranged in bullets that have sound files associated with them. As soon as the audio for a bullet starts to play, the bullet point is highlighted as well.	Y
4	Concentric Circles	This interaction model helps you display the structure of a system using concentric circles. Descriptions over roll over of each of the circles give your learners ample opportunities to absorb the structure in its entirety.	Y
5	Concentric Circles with callouts Practice	This interaction model helps you design an exercise using concentric circles. The structure of system is represented by concentric circles and learners will drag and drop labels for each of the concentric circles in the order of the sequence of the process.	Y
6	Check Cross Comparison Chart	This interaction model allows you to create a comparison chart for your learners that will enable them to compare different aspects in the chart through a rollover feature in the interaction model. Check-marks and cross-marks are used in this interaction model to point out the presence and absence of different features.	Y
7	Check Cross Comparison Chart Exercise	This interaction model allows you to create a comparison chart exercise for your learners that will enable them to check their knowledge of the presence of different components in different variables. Feedback of regarding the presence or absence of features is provided when the user clicks any of the cells in the chart.	Y
8	Explore the System	This interaction model will enable you to create software process learning tours for your learners. Arrange hotspots around click areas in your software screenshots and guide your learners through the steps they need to take to accomplish a particular software action.	Y
9	Flashing Images	This interaction model helps you create a presentation that will liven up content pages in your course with the use of images that can be inserted into the presentation. The images can optionally be looped in the presentation.	Y
10	Flip the Book	This interaction model gives you the opportunity of making a presentation that can be fun and engaging. You can present your course content in the form of a flip-book or like a page-turner. You can also include images in your presentation wherever desired. Learners will find presentations made in this interaction model refreshing which thereby helps in drawing their attention and also in assimilating concepts.	Y
11	Four Level Pyramid	This interaction model is useful when your course content contains hierarchal relationships. This pictorial representation in the form of a pyramid aids in the comparison and explanation of the hierarchies.	Y
12	Hub and Spokes Practice	This interaction model helps you display a system network. Different components of a network are displayed in a radial format with features of the components present in labels next to the diagram. Learners will need to drag and drop these labels onto the specific components that contain the feature mentioned on the label.	Y
13	Horizontal Banner	his presentation aid helps you create an animated streamer to display messages and information on screen at a pre-defined speed.	Y
14	Interactive Comparison Chart	This interaction model allows you to create a comparison chart for your learners that will enable them to compare different aspects in the chart through a rollover feature in the interaction model.	Y
15	On Demand Bullet List	his interaction model is useful for summarizing key concepts in your course/module. The content in the interaction model is arranged in bullets that have sound files associated with them, and learners navigate between bullet points using the Next button provided at the bottom of the screen.	Y
16	Pyramid Exercise	This interaction model is useful when your need to design a practice exercise on content containing hierarchal relationships. Learners drag and drop labels pertaining to the different levels in a hierarchy according to the position of the level in the hierarchy.	Y
17	Quadrant	This interaction model is allows you to create an interactivity for your learners, that comprises of a comparison between two variables and their relationship with each other.	Y

	Type	How it works?	Pack 2
18	Quadrant Practice	This interaction model allows you to create an exercise for your learners in which the learners drag and drop labels pertaining to different features of the varying relationship between two variables, into separate quadrants.	Y
19	Rotating Horizontal Marquee	This interaction model allows you to create a comparison chart for your learners that will enable them to compare different aspects in the chart through a rollover feature in the interaction model.	Y
20	Sound Text Synchronisation	This interaction model is useful for creating a content page in your course, that has accompanying voice over as well, enabling your learners to have an audio-visual learning experience.	Y
21	Sound Text Toggle	This interaction model is useful for creating a content page in your course that has accompanying voice over as well, enabling your learners to have an audio-visual learning experience. The sound toggle feature allows learners to turn sound on or off as they wish.	Y
22	Sequenced Layers	This interaction model is useful when your course content contains processes. The interaction model allows you to represent these processes in sequenced layer, each layer having a header and an accompanying description. The descriptions appear on rollover of a layer once all the layers of the process have been sequenced in.	Y
23	Sequenced Layers Practice	This interaction model is useful when your course content contains processes and you would like to design an exercise for the same. The interaction model allows you to represent these processes in sequenced layers. Your learners will then need to sequence the layers in the correct order.	Y
24	Sequenced Ladder Steps Practice	This interaction model is useful when your course content contains processes and you need your learners to remember the sequence in which they occur. In the exercise, learners drag and drop labels containing the names of the different steps of a process, in the sequence in which the steps occur.	Y
25	Two Bullet Points	This interaction model allows you to create a presentation for your learners comparing the features or different components of two different articles. Accompanying audio further augments the learning experience.	Y
26	Two circles Venn Diagram	This interaction model helps you present content revolving around the relationship between two components through a Venn diagram. This interaction model will help your learners understand the interrelationships between two sets of information.	Y
27	Two circles Venn Diagram - Practice	This interaction model helps you create an exercise where your learner drags and drops common features in two components in the overlapping areas of a Venn diagram. This interaction model will help reinforce your learners understanding of the interrelationships between the two sets of information.	Y
28	Three Circles Venn Diagram-Practice	This interaction model helps you create an exercise where your learner drags and drops common features in three components in the overlapping areas of a Venn diagram. This interaction model will help reinforce your learners understanding of the interrelationships between the three sets of information.	Y
29	Three Circles Venn Diagrams	This interaction model helps you represent the relationships between three sets for your learners benefit. The overlapping portions between the circles display the common features of the three sets. This interaction model will help your learners understand the interrelationships between the three sets of information.	Y
30	Three Level Pyramid	This interaction model is useful when your course content contains hierarchal relationships. This pictorial representation in the form of a pyramid aids in the comparison and explanation of the hierarchies.	Y
31	Tree -Horizontal	This interaction model is useful when your need to design an interactivity based on content containing hierarchal relationships. The hierarchy is displayed in the form of a horizontal tree. You can provide additional information about each level to your learners which they can see when they mouse over the different levels.	Y
32	Tree Vertical	This interaction model is useful when your need to design an interactivity based on content containing hierarchal relationships. The hierarchy is displayed in the form of a horizontal tree. You can provide additional information about each level to your learners which they can see when they mouse over the different levels.	Y
33	Vertical Banner	This presentation aid helps you create an animated streamer to display messages and information on screen at a pre-defined speed.	Y
34	Venn Diagram	This interaction model helps you present content revolving around the relationship between different components through a Venn diagram. This interaction model will help your learners understand the interrelationships between several sets of information.	Y
35	Venn Diagram-Practice	This interaction model helps you create an exercise where your learner drags and drops common features in different components in the overlapping areas of a Venn diagram. This interaction model will help reinforce your learners understanding of the interrelationships between the several sets of information.	Y

## STANDARD PACK 3(35 Interactive Models)

	Type	How it works?	Pack 3
1	Advanced Simulation with Audio	This software simulation model allows you to create an interactivity detailing a software process. You can chalk out the steps your learners must take to accomplish certain application related actions. As the interaction model allows you to insert images and describe process steps along with it, you can use it to detail the steps of any process. The audio feature adds to the learning experience and will help your learners better assimilate the process.	Y
2	Cycle	This interaction model is useful when you have a simple four level cyclical system that you would like to explain to your learners. Accompanying voice over can further help your learners in the assimilation of the different phases in the cyclical system.	Y
3	Cycle - Practice	This interaction model is useful when you would like to design a practice exercise based on a simple four level cyclical system. Learners will need to drag and drop labels pertaining to the different phases of the cycle in drop-boxes next to the cycle arrows on screen.	Y
4	Code Snippet Highlight - Mouse Click	This interaction model is allows you to create a simple interactivity for your learners with the objective of further describing to them different parts of a textual document or a code snippet. Highlights arranged on the screen will enable your learners to pay closer attention to the parts of a code or a text document wherever required. The descriptions in this interactivity will appear when your learners click the highlights	Y
5	Code Snippet Highlight - Mouse Rollover	This interaction model is allows you to create a simple interactivity for your learners with the objective of further describing to them different parts of a textual document or a code snippet. Highlights arranged on the screen will enable your learners to pay closer attention to the parts of a code or a text document wherever required. The descriptions in this interactivity will appear on a mouse rollover.	Y
6	Diagram Horizontal Buildup	This interaction model is useful when you have an elaborate system that needs to be explained with the aid of a system diagram. The system and the interconnected parts of the system appear in segments and are built-up gradually, part by part, along with relevant text explaining each part appearing on screen. The different segments will appear horizontally.	Y
7	Diagram Horizontal Highlight	This interaction model is useful when you have an elaborate system that needs to be explained with the aid of a system diagram. The system and the interconnected parts of the system are highlighted in a horizontal sequence with a description being displayed over each section for the benefit of your learners.	Y
8	Diagram Vertical Buildup	This interaction model is useful when you have an elaborate system that needs to be explained with the aid of a system diagram. The system and the interconnected parts of the system appear in segments and are built-up gradually, part by part, along with relevant text explaining each part appearing on screen. The different segments will appear vertically.	Y
9	Diagram Vertical Highlight	This interaction model is useful when you have an elaborate system that needs to be explained with the aid of a system diagram. The system and the interconnected parts of the system are highlighted in a vertical sequence with a description being displayed over each section for the benefit of your learners.	Y
10	Flowchart Presentation- Horizontal	This interaction model is useful when you would like to describe a process from your content using a flow chart presentation. The flow of events illustrated in the chart will enable your learners to better assimilate the sequence and descriptions of different events and stages in the process. In this flow chart model the highlight over different stages in the flow chart moves horizontally.	Y
11	Flowchart Presentation- Vertical	This interaction model is useful when you would like to describe a process from your content using a flow chart presentation. The flow of events illustrated in the chart will enable your learners to better assimilate the sequence and descriptions of different events and stages in the process. In this flow chart model the highlight over different stages in the flow chart moves vertically.	Y
12	Guided Demo - Image and Minimal Text	This software simulation model allows you to create a guided tour of several application screens allowing you to describe the different elements on screen using both onscreen text and voice over. This will ensure your learners assimilate better the different elements in an application screen.	Y

	Type	How it works?	Pack 3
13	Guided Demo - Text with Small Image	This software simulation model allows you to create a guided tour of several application screens allowing you to describe in full detail the different elements on screen using with the additional help of voice over. This will ensure your learners assimilate better the different elements in an application screen.	Y
14	Let Me Try with Checklist	This software simulation model allows you to create an interactivity where your learners can execute steps required to accomplish a basic application procedure. This exercise will enable your learners better recall all the steps they need to follow to accomplish a procedure.	Y
15	Multilevel Cycle	This interaction model is useful when you have a cyclical system that you would like to explain to your learners. Accompanying voice over can further help your learners in the assimilation of the different phases in the cyclical system.	Y
16	Map with Images	This interaction model allows you to create a presentation in which you can explain a process. Thumbnail sized images on the top of the screen form different parts of a process and learners can click on the thumbnails to view in detail each step of the process. This interactivity will allow your learners to navigate through the different steps of the process until they are familiar with it.	Y
17	Screen Familiarization Highlight Components	This interaction model allows you to explain in detail a software application screen or any other image from your content, by highlighting different sections of the screen and providing an accompanying explanation with the highlights.	Y
18	Screen Component Zoom	This interaction model allows you to zoom-in to and describe in further detail a certain section of a screen image, after first allowing the learner to see the specific section in its original context in a larger image.	Y
19	Screen Component Zoom with Faded Background	This interaction model allows you to zoom-in to and describe in further detail a certain section of a screen image, after first allowing the learner to see the specific section in its original context in a larger image. In this interaction model, when the section zooms out, the rest of the image in the background is grayed out.	Y
20	Screen Component Zoom without a Background	This interaction model allows you to zoom-in to and describe in further detail a certain section of a screen image, after first allowing the learner to see the specific section in its original context in a larger image. In this interaction model, when the section zooms out, the rest of the image in the background is faded out and taken off screen.	Y
21	Screen Sequence - Image and Minimal Text	This software simulation model allows you to create an interactivity that explains a set of software application screens in sequence. You can include images from your content that deal with a process in a software application and describe each of the screens in the process in further detail. In this interaction model you can include large images accompanied by brief descriptions.	Y
22	Screen Sequence - Text with Small Image	This software simulation model allows you to create an interactivity that explains a set of software application screens in sequence. You can include images from your content that deal with a process in a software application and describe each of the screens in the process in further detail. In this interaction model you can include small images accompanied by elaborate descriptions.	Y
23	Screen Sequence Thumbnails	This software simulation model allows you to create an interactivity that explains a set of software application screens in sequence. All the application screenshot images you include in this interactivity will appear as thumbnails allowing learners to either navigate to a specific image from the thumbnail menu, or to use the Back/Next buttons to go through all the steps in the process. You can also include voiceover in each screen to add to the overall learning experience.	Y
24	Simulation without Audio	This software simulation model allows you to create an interactivity detailing a software process. You can chalk out the steps your learners must take to accomplish certain application related actions. As the interaction model allows you to insert images and describe process steps along with it, you can use it to detail the steps of any process.	Y
25	System Diagram Zoom in Component	This interaction model allows you to create an interactivity that elaborately explains a system image or any other pictorially represented concept for the benefit of your learners. The special zoom in feature in this interaction model will enable you to zoom in to the various parts of the image and a description for the part appears at the bottom of the screen enabling your learners to get a better grasp of a system, application screen, or concept.	Y

	Type	How it works?	Pack 3
26	System Flow Diagram - Two Parts	This interaction model is useful when you have a system flow diagram that you would like to explain in further detail to your learners. Accompanying voice over can further help your learners in the assimilation of the different phases in the cyclical system flow. In this system flow model, you can illustrate a two phase cyclical system. The added voice over feature will enable your learners to better assimilate each phase in the system while it is being spoken about.	Y
27	System Flow Diagram - Three Parts	This interaction model is useful when you have a system flow diagram that you would like to explain in further detail to your learners. Accompanying voice over can further help your learners in the assimilation of the different phases in the cyclical system flow. In this system flow model, you can illustrate a three phase cyclical system. The added voice over feature will enable your learners to better assimilate each phase in the system while it is being spoken about.	Y
28	System Flow Diagram - Five Parts	This interaction model is useful when you have a system flow diagram that you would like to explain in further detail to your learners. Accompanying voice over can further help your learners in the assimilation of the different phases in the cyclical system flow. In this system flow model, you can illustrate a five phase cyclical system. The added voice over feature will enable your learners to better assimilate each phase in the system while it is being spoken about.	Y
29	System Flow Diagram - Six Parts	This interaction model is useful when you have a system flow diagram that you would like to explain in further detail to your learners. Accompanying voice over can further help your learners in the assimilation of the different phases in the cyclical system flow. In this system flow model, you can illustrate a six phase cyclical system. The added voice over feature will enable your learners to better assimilate each phase in the system while it is being spoken about.	Y
30	System Flow Diagram Practice - Three Parts	This interaction model is useful when you want to design an interactivity to test your learners' knowledge of the different phases of a system flow in your content. In this system flow model, you can test the knowledge of your learners on a three phase cyclical system. Learners will need to drag labels which pertain to the different phases in the system flow and drop them in the correct sequence. One of the labels you provide will already be placed in the diagram so that learners can chart the remaining phases of the system flow around it.	Y
31	System Flow Diagram Practice - Five Parts	This interaction model is useful when you want to design an interactivity to test your learners' knowledge of the different phases of a system flow in your content. In this system flow model, you can test the knowledge of your learners on a five phase cyclical system. Learners will need to drag labels which pertain to the different phases in the system flow and drop them in the correct sequence. One of the labels you provide will already be placed in the diagram so that learners can chart the remaining phases of the system flow around it.	Y
32	System Flow Diagram Practice - Six Parts	This interaction model is useful when you want to design an interactivity to test your learners' knowledge of the different phases of a system flow in your content. In this system flow model, you can test the knowledge of your learners on a six phase cyclical system. Learners will need to drag labels which pertain to the different phases in the system flow and drop them in the correct sequence. One of the labels you provide will already be placed in the diagram so that learners can chart the remaining phases of the system flow around it.	Y
33	System Path Custom Animation	This interaction model is useful when you have an elaborate system that needs to be explained with the aid of a system diagram. The system and the interconnected parts of the system appear in segments and the process flow between these systems is depicted graphically for the benefit of your learners.	Y
34	System Path Horizontal Animation	This interaction model is useful when you have a system which has a linear process flow and can be depicted in a horizontal system diagram. The system and the interconnected parts of the system appear in segments and the linear process flow between these systems is depicted in a horizontal manner for the benefit of your learners.	Y
35	System Path Vertical Animation	This interaction model is useful when you have a system which has a linear process flow and can be depicted in a vertical system diagram. The system and the interconnected parts of the system appear in segments and the linear process flow between these systems is depicted in a vertical manner for the benefit of your learners.	Y

## BOOSTER PACK 1(35 Interactive Models)

	Type	How it works ?	Pack 1
1	Aim and Shoot the Targets	This interaction model helps design a game to boost your learners' concentration levels. The learner shoots targets on display as fast as possible. This is a fun interactivity and can help reinvigorate your learners.	Y
2	Alarm Clock	The Alarm Clock template lets you create a fun timer which you can use with your learners when on a test or in any other timed activity.	Y
3	Analog Tmer	The Analog Timer template lets you create a fun timer which you can use with your learners when on a test or in any other timed activity.	Y
4	Bomb Timer	The Bomb Timer template lets you create a fun timer which you can use with your learners when on a test or in any other timed activity.	Y
5	Certificate of Completion	The Certificate of Completion template allows you to create a nicely designed end-of-course certificate for your learners.	Y
6	Circular Maze Content Discovery	The objective of this interaction model is to present nuggets of information to the learner in a fun and engaging manner. You can reiterate key concepts using this game to reinforce recall without seeming repetitive.	Y
7	Detect the emotion	This interaction model allows you to create an engaging classification exercise for your learners – using audio. In this exercise, learners are required to classify different audio clips into different categories according to your instructions.	Y
8	Find the Words	This interaction model allows you to create a stimulating word puzzle for your learners. The learner searches for the words from the jumbled alphabets providing a fun way of revising terminologies related to core concepts in your course content.	Y
9	Fuse Timer	The Fuse Timer template lets you create a fun timer which you can use with your learners when on a test or in any other timed activity.	Y
10	Light and Sound Memory Game	This interaction model helps create an energizing game to increase the learner's concentration levels. The engaging use of sound and light reduces the fatigue levels in the learner.	Y
11	Memorize and Recall Images	This interaction model will help you create a fun visual exercise that will test your learners' visual short term memory ability. Images from your course content will be displayed on screen and your learners will need to memorize them within a given time limit. The following screen will contain a list of names and learners will need to select from this list the images they saw on the previous list.	Y
12	Memorize and Recall Text	This interaction model will help you create a fun visual exercise that will test your learners' visual short term memory ability. Terminologies and phrases from your course content will be displayed on screen and your learners will need to memorize them within a given time limit. The following screen will contain a list of names and learners will need to select from this list the terminologies and phrases they saw on the previous list.	Y
13	Pre Class Trivia	This interaction model helps you create a simple and fun trivia exercise for your learners. Employing the fun graphics in this interaction model, you can put forward teasing questions to your learners and answer them after a brief time interval.	Y
14	Prioritising Activity with Slotted Tray	This interaction model allows you to create an engaging sequencing exercise for your learners. In this exercise, learners are required to sequence different steps of a process or order items on a priority basis according to the your instructions.	Y
15	Problem, Consequence and Solution	This branching-logic case study template allows you to create an analytical simulation that informs your learner about how to solve situations from your content through a simple problem solving approach. This simulated exercise can lead your learner to an expertise level comprehension of the content. With the aid of indicative feedback, augment your learners analytical understanding of choices made through the length of the scenario.	Y
16	Recall and Pair Images	This interaction model will help you create a fun visual exercise that will test your learners' visual short term memory ability. Images from your course content will be present on screen in pairs, but will be hidden. When learners click the image squares the image will be revealed. Learners will need to match pairs by clicking two similar images in sequence.	Y
17	Recall and Pair Text and Images	This interaction model will help you create a fun visual exercise that will test your learners' visual short term memory ability. Images and terms from your course content will be present on screen in pairs, but will be hidden. When learners click the image or term squares the image or term will be revealed. Learners will need to match pairs by clicking two similar images or terms in sequence.	Y

	Type	How it works ?	Pack 1
18	Recall and Pair Text	This interaction model will help you create a fun visual exercise that will test your learners' visual short term memory ability. Terminologies from your course content will be present on screen in pairs, but will be hidden. When learners click the squares the terminology is revealed. Learners will need to match pairs by clicking two similar terminologies in sequence.	Y
19	Role Based Individualised Simulations	This branching-logic interaction model allows you to review content with a learner in an engaging manner. Use images and text to build scenarios that encapsulate core concepts covered in a lesson or module. Use instructive feedback to reinforce the appropriate application of these concepts.	Y
20	Scenario Based Classification - Images	This interaction model allows you to create an engaging classification exercise for your learners. In this exercise, learners are required to associate images with certain categories and place them into these categories as they move across the screen.	Y
21	Scenario Based Classification - Text	This interaction model allows you to create an engaging classification exercise for your learners. In this exercise, learners are required to associate terminologies or phrases with certain categories and place them into these categories as they move across the screen.	Y
22	Scenario Based Classifications - Images and Text	This interaction model allows you to create an engaging classification exercise for your learners. In this exercise, learners are required to associate images or phrases with certain categories and place them into these categories as they move across the screen.	Y
23	Simple Circular Maze	This interaction model lets you create a fun exercise for your learner before or in between an online course. In this interaction model, learners find the shortest path through a labyrinth. This exercise will work well with younger age groups.	Y
24	Simple Square Maze	This interaction model lets you create a fun exercise for your learner before or in between an online course. In this interaction model, learners find the shortest path through a labyrinth. This exercise will work well with younger age groups.	Y
25	Simulated Situation with Text and Images	This branching-logic interaction model allows you to review content with a learner in an engaging manner. Use images and text to build scenarios that encapsulate core concepts covered in a lesson or module.	Y
26	Sound Buzzer	The Sound Buzzer template lets you create a fun timer which you can use with your learners when on a test or in any other timed activity.	Y
27	Square Maze Content Discovery	The objective of this interaction model is to present nuggets of information to the learner in a fun and engaging manner. You can reiterate key concepts using this game to reinforce recall without seeming repetitive.	Y
28	Stop Watch	The stopwatch template lets you create a fun timer which you can use with your learners when on a test or in any other timed activity.	Y
29	Tic-Tac-Toe	This interaction model allows you to design a simple yet engaging mental game for your learners. The learner tries to win the game by getting his/her chosen symbol in three cells either in a horizontal or a vertical or a diagonal row. This is a fun exercise that could work well as a refreshing interlude for all age groups.	Y
30	Tic-Tac-Toe with Questions	This interaction model creates an engaging opportunity to recapitulate with the learner the various concepts covered in a module/course. Each cell on the matrix is associated with a question. To get a correct sequence, the learner has to answer the questions correctly and this motivates the learner to pay close attention to the questions being asked.	Y
31	Towers of Hanoi	This interaction model allows you to design a simple yet engaging mental game for your learners. The puzzle is a visual mathematical puzzle that invites your learners to apply problem solving techniques to solve the puzzle. This is a fun exercise that could work well as a refreshing interlude for all age groups.	Y
32	Traffic Signal	The Traffic Signal template lets you create a fun timer which you can use with your learners when on a test or in any other timed activity.	Y
33	Treasure Hunt	This interaction model helps design an explorative game to that can help you present core concepts in your content in an engaging manner. You can also use the game to recapitulate key points at the end of a lesson or module. The game features a robot that needs to be guided to a treasure by a set of correct choices which the learner makes. The learners' choices take the robot through a main door and then an inner door (and if correctly selected – to the treasure).	Y
34	True or False Circular Maze	The objective of this interaction model is to present nuggets of information to the learner in a fun and engaging manner. You can reiterate key concepts using true/false questions in this game and reinforce recall without seeming repetitive.	Y
35	True or False Square Maze	The objective of this interaction model is to present nuggets of information to the learner in a fun and engaging manner. You can reiterate key concepts using true/false questions in this game and reinforce recall without seeming repetitive.	Y

## GAMES TURBO PACK (10 Interactive Models)

	Type	How it works ?	Games
1	Escape the Hangman	This interaction model is great in instances where there are complex terms a learner needs to recall. The activity of structuring the response letter by letter helps the learner recall both the term and the concept it is associated with.	Y
2	Find the Hidden Picture	This interaction model works well with content that has processes and procedures which can be represented by blueprints and diagrams. The activity of unveiling the picture can enhance recall of the concepts associated with each segment.	Y
3	Jeopardy	This interaction model helps design a game to test the learner's knowledge on various topics. The learner can move through the game randomly, tackling questions of varying complexity on different topics. Learners select questions that can be based on different subjects. Higher points are awarded for more complex questions.	Y
4	Million Dollar Quiz	This interaction model helps design a quiz that follows a fun and engaging format and contributes tremendously to recall. The game is effective as a knowledge check and well framed questions can also test a learner's grasp of concepts taught. Learners progress through each round only by answer each question correctly and can make use of the two 'lifelines' (hints) made available to them each time they play the game.	Y
5	Name Me	This interaction model helps reinforce the learner's cognitive association of concepts and visuals. It is easy to play and has a positive impact in the clarity of retention of the image-concept. The game provides a quick run through of some of the images covered in the course content. Along with each image you can provide your learners with clues and have them select their response from multiple choices.	Y
6	Slot Machine	This interaction model has a natural hook which holds a learner's attention to the game. As the game is stimulating it increases concentration levels and helps with the retention of concepts. Learners are presented with questions and if they answer correctly, they can have a go at the Slot Machine.	Y
7	Snakes and Ladders	This interaction model allows you to present nuggets of information to your learners in an energized manner. You can reiterate key concepts using this game to reinforce recall without seeming repetitive.	Y
8	Snakes	The objective of this interaction model is to present nuggets of information to the learner in an energized manner. You can reiterate key concepts using this game to reinforce recall without seeming repetitive.	Y
9	Sudoku	Sudoku is a logic-based number placement puzzle. This game helps the learner to apply logic in placing the numbers on the grid. The learner fills every 3x3 square with numbers from 1 through 9 with each number being used only once in each row and column.	Y
10	Wheel of Fortune	This interaction model creates an engaging opportunity to recapitulate with the learner the various concepts covered in a module/course. The game presents you with a 'wheel' which you can divide into different topics in the course content. Learners will be asked questions based on the topic the needle rests on in the wheel. The learner's attention is redirected to the feedback for incorrect responses. This helps in reinforcing recall of important concepts.	Y

## SIMULATIONS TURBO PACK (12 Interactive Models)

	Type	How it works?	Simulations
1	Adaptive Scenario with Picture and Text	This branching-logic interaction model allows you to review content with a learner in an engaging manner. Use images and text to build scenarios that encapsulate core concepts covered in a lesson or module. Use instructive feedback to reinforce the appropriate application of these concepts.	Y
2	Adaptive Scenario with Picture	This branching-logic simulation interaction model (with pictures) allows you to recapitulate pictorially represented content with a learner. Learners are invited to apply their comprehension of the content covered, by choosing from several paths within a scenario. This exercise will enable you to reinforce core concepts with the aid of instructive feedback.	Y
3	Adaptive Scenario with Text	This branching-logic case study template allows you to create an interaction that can lead your learner to an expertise level comprehension of the content. With the aid of indicative feedback, augment your learners analytical understanding of choices made through the length of the scenario.	Y
4	Explorative Branching Simulation with Picture and Text	This interaction model allows you to provide your learners with case-study scenarios created in better detail. Use images and on-screen text to flesh out scenarios giving your learner a more comprehensive content walk-through or recap.	Y
5	Explorative Branching Simulation with Picture	Use this interaction model to create exploratory exercises for your learners. Walk your learners through a scenarios built around a process, procedure or concept. Use images in the scenario to keep your learners absorbed.	Y
6	Explorative Branching Simulation with Text	This interaction model is suitable for instances where an in-depth content study is required for comprehending a concept. Scenarios can be fluently scripted incorporating an analytical style. Learners can progress through a concept grasping its rationale as they advance.	Y
7	Explorative Immersive Learning Solution	This interaction model will enable you to create exploratory learning tours for your learners. Arrange hotspots around pictorially represented concepts (or screenshots!) and allow your learner to navigate through several cascading levels, bringing each path to a logical conclusion.	Y
8	Goal Driven Immersive Learning Simulation	This interaction model can be used to take a learner through an exploratory learning experience. Create image maps with hotspots and interact with your learner by means of feedback. Your learners can tour a concept, a process or procedure. Learning objectives can be reinforced with the use of instructive feedback.	Y
9	Multiple Whiteboards	This interaction model allows your learner to view multiple whiteboards by clearing out each screen after viewing it. The learner clicks on a duster at the bottom of the screen to clear out the page and fade in a new page. Voice-over and key terminology highlights draw the learner's attention to the important terminologies and key concepts in each page.	Y
10	Whiteboard with Gesture Audio Sync	This interaction model allows you to make presentations using onscreen text in sync with voice-over, highlighting important terminologies as you go. This interaction model will give your learner a classroom feel and keep your learner attentive through the presentation.	Y
11	Whiteboard with Gesture on Click	This interaction model allows your learner to review important terminologies while on a static text content screen. Clicking the next button underscores key terms on the page. Additional audio can be inserted to expound on key terminologies, which adds value to the learning experience.	Y
12	Whiteboard with Gesture Paragraph Sync	This interaction model provides your learner with greater control over a presentation. The learner controls the content display by clicking the Next button once the learner is ready for the next paragraph. The text and audio synching along with synching highlights help your learner focus on key concepts and important terms.	Y

## VIDEO TURBO PACK (10 Interactive Models)

	Type	How it works ?	Video
1	Active Video Content	This interaction model allows you not just to run a video, but to also intermittently insert content pages related to the video. Video presentations are a powerful instructional delivery medium creating an audio-visual learning experience for the student. The content page insertion is an added dimension to the learning experience, as here the learner has the opportunity of putting the video presentation into perspective.	Y
2	Active Video Questions	This interaction model goes a little beyond just creating a presentation for your learner; it also elicits learner interaction during the presentation. You can periodically insert multiple-choice questions during the video and provide feedback based on the choices the learner makes. This will hold your learner captive to and actively involved with the concepts in the instruction.	Y
3	Active Video - Instructor Audio	This interaction model allows you not just to run a video, but to also intermittently insert your narration/ voiceover related to the video. Video presentations are a powerful instructional delivery medium creating an audio-visual learning experience for the learner. The audio narration insertion is an added dimension to the learning experience, as here the learner has the opportunity of the putting the video presentation into perspective.	Y
4	My Video Player	Allow your learner to view a video with your own video player. This video player provides various controls such as play, pause, forward, rewind and volume controls which the learner can use while viewing the video. The title and the instruction with the player help you put the video in a context.	Y
5	Video Synchronised with Slides	This is a video presentation template that allows you not just to run videos, but also to display content pages related to the videos. Video presentations are a powerful instructional delivery medium creating an audio-visual learning experience for the student. The content page insertion is an added dimension to the learning experience, as here the learner has the opportunity of putting the video presentation into perspective.	Y
6	Video Synchronised with Text	This video presentation template allows you to sync text onscreen during a video presentation. The audio-visual learning experience with the added feature of underscoring important concepts for the learners benefit makes this a powerful teaching tool.	Y
7	Video Thumbnail	This is a video presentation template that allows you not just to run a video, but to also intermittently insert content pages related to the video. Video presentations are a powerful instructional delivery medium creating an audio-visual learning experience for the student. The content page insertion is an added dimension to the learning experience, as here the learner has the opportunity of putting the video presentation into perspective.	Y
8	Video with Closed Captioning	This video presentation model allows you to insert captions directly on to the video itself. Captions appear onscreen along with the video to draw the learner's attention to a specific area or detail. The captions increase the overall cognition of the concepts being presented in the video.	Y
9	Video with Scene Selection Menu	This interaction model is ideal for instances when a learner needs to refer to a video presentation more than once. When the learner wants to get to a specific point in the video, this interaction model lets the learner get there without having to wait for the whole to play.	Y
10	Video with ticker captioning	This interaction model allows you to include ticker captions on the bottom of the screen that will appear as the video is running. You can underscore important concepts by flashing in captions sequentially to reinforce what is already being presented in the video.	Y

## MyRaptivity (Customise to meet your Needs)

With MyRaptivity, you can create your own interaction models for Raptivity. You can continue to develop interaction logic using Flash. Once done with this, use MyRaptivity to ensure that it is possible to create variations of your interaction using Raptivity - without programming, of course. This way, you leverage the Raptivity user base in your organization and save the time and effort required for communication, program changes, bug-fixes, recompilation and distribution.

Raptivity allows users to build effective interactive eLearning content, which gets learners completely engaged. With interactive and engaging content, learning experiences become memorable and dropout levels go down. Content jazzed up with Raptivity becomes more absorbing and exudes a professional look.

With Raptivity, users can continue using their existing authoring environment and processes. The content no longer misses the professional and jazzed up look. The content published by Raptivity is based on accepted industry standards, easily distributable over the Internet and does not require any proprietary plug-in.

### **Key Benefits with MyRaptivity:**

- Reduce repetitive Flash development
- Expedite your production process
- Allow subject matter experts to use Raptivity for making changes in the interactive content themselves
- Save time and effort

MyRaptivity and Raptivity together allow programmers and non-programmers to collaborate in an efficient way by allowing them to build interactivities rapidly, and share them for re-use in multiple content modules.

## **To Buy / Request a Demo**

### **Contact Learning Xponents**

**visit:** [www.learningxponents.com.au](http://www.learningxponents.com.au)

**call:** +61 2 9712 4513

**email:** [info@learningxponents.com.au](mailto:info@learningxponents.com.au)