# **A** Create



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### **Overview**

This guide describes the use of the Virtual College eLearning content creation tool Create.

Create allows users to create Scorm 1.2 compliant content for upload into virtual learning environments, learning management systems and managed learning environments.

Create allow users to use a range of media to create eLearning content, including text, images and videos.

What's new in this version?

- Ability to embed videos, from YouTube and as a direct upload
- Ability to add Flash content (swf)
- Ability to hyperlink to email and websites
- Ability to preview courses before exporting

# **Technical details**

To use Create you will need:

• Internet access on any browser above IE7

# Content media requirements

Media to be used in Create is required to be in the following formats:

- Images: jpg, png
- Movies: file size limited to 30MB
  - o To embed from YouTube- embed code
  - o Direct upload- mp4, mov, wmv, avi
- Embedding flash (swf) files
- Audio: mp3

Please note: All file sizes are limited to 30MB

### Terminology used

In Create we use the following terms;

**Activities:** Activities are a collection of pages that are exported to create an eLearning package. With Create you can create as many pages and select which to export to make your Activity.

**Activity pages:** Activity pages are single slides of content that you create in order to build your Activity.

**Template:** Templates are pre-set slide designs that are provided for you to create activity pages.

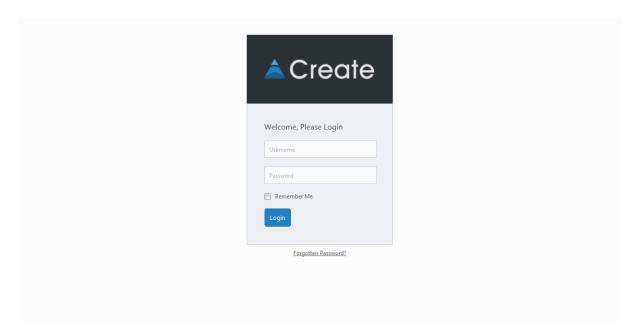
# **Accessing Create**

The Create tool is an online tool available anywhere you have an internet connection.

To log on you will need to have a username assigned to you. Your Account Manager or administrator will be able to provide this for you.

To log on to the online content creation tool log on to your browser and visit:

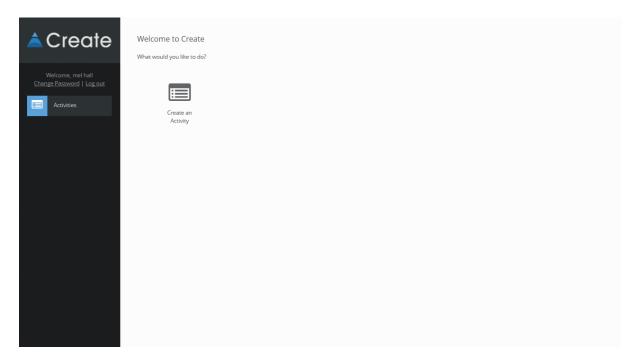
https://create.virtual-college.co.uk/



Log on to the tool using the details provided by your Virtual College Account Manager.

Ticking the **Remember Me** box will keep your details on the page to help you log in more easily.

Please Note: You should only do this on a secure machine to prevent unauthorised access to your courses.

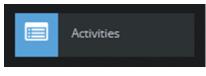


A successful log in will result in the above start screen appearing.

# **To Create Content**

In the Virtual College Authoring tool, Create, an eLearning content package is called an Activity. Activities are made up of a series of activity pages.

When you log into create you can view existing activities and create new activities from the home page.



To view any existing activities use the activities button in the left hand menu.

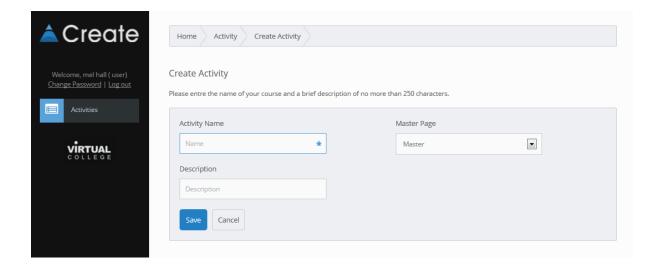


To create a new activity use the icon in the welcome window

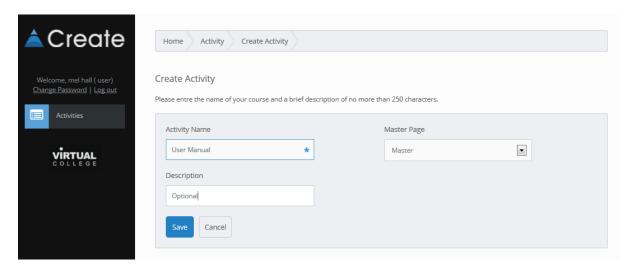
# **Getting Started**

The first step in the process is to create a new activity. The 'activity' is the package of pages that will make up your learning package.

Select Create **Activity** to start and the Create activity page will appear.



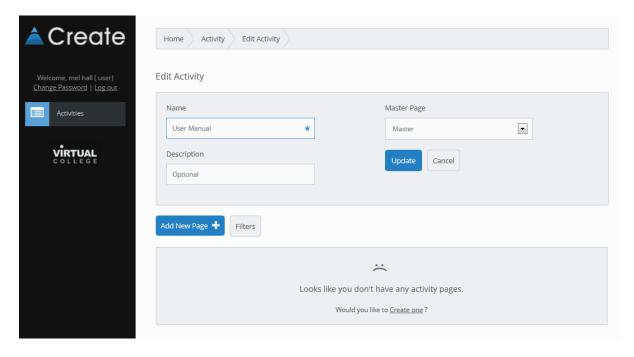
Enter the name of your activity (learning package), add a description if required and select Save.



Selecting **Save** brings up a view of the pages created.

As this is your first activity and page your list will be empty and the box will invite you to create one.

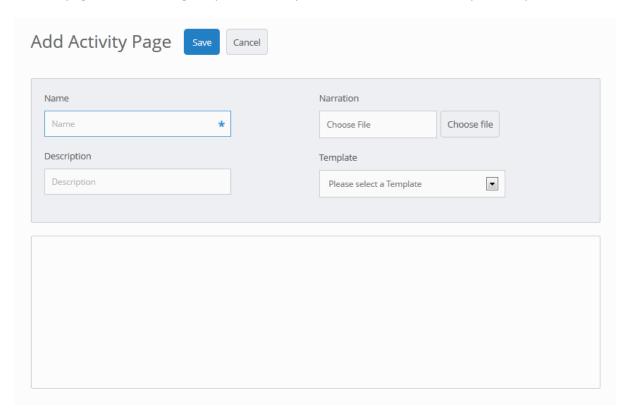
To create a new slide select **Add new page** or the **Create one** link in the box.



# **Creating a Page**

Pages are content pages that are contained within your Activity which can contain images, text, video and sound files.

Content pages are built using the provided templates available from the template drop down.



Creating a page is two-staged process; the first step is set the parameters for your page, to set these follow the following steps:

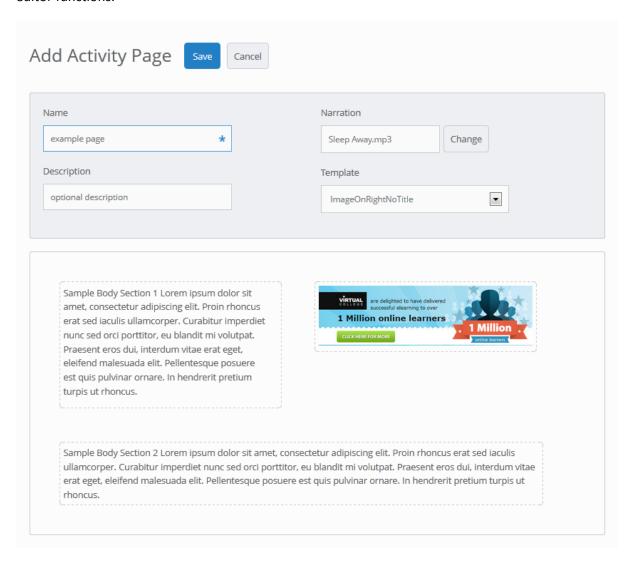
- Add the name and any description of the page in the name and description fields
  - NB: The name will be the name by which the page is listed in the content and on the previous Activity page.
- Select a template from the drop down menu; this will display the format of the content page to enable a user to select the most appropriate layout for the content.
  - NB: Content cannot be edited until, at least, the name and template have been selected and saved.
- Optional: Add narration using the **browse** button and browse to a saved file, and select **save**. The maximum size for a sound file is 30MB.

When basic details have been added, **Save** the page to enter the content editing stage.

When the screen refreshes the template elements on the page become available to edit.

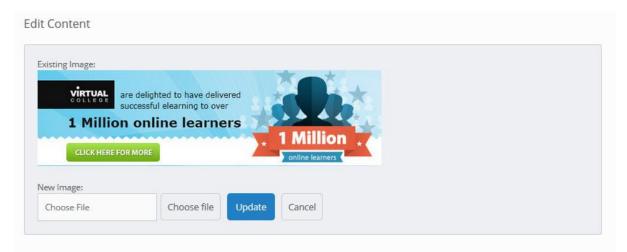
# **Editing Content**

To add content to an activity page simply left click into any of the elements on the page to access the editor functions.



# **Editing Images**

To enter an image simply left click on the image area in the template to show the Edit Content page. Browse for an image using the **Choose file** option, which opens your operating system navigation enabling you to navigate through your file structure to select your chosen image.



Selecting or opening the file (depending on your operating system) will add the file to the field.

Select **Update** to embed the image in the slide.

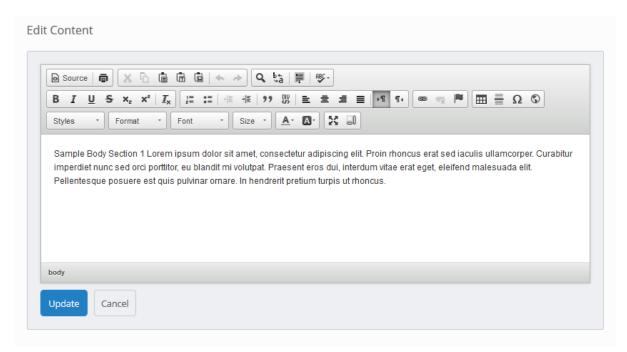
NB: any large image entered will be automatically scaled down to the size of the image in the slide.

However smaller images will not be scaled up. Jpeg & Gif images are suitable for use.

# **Editing Text**

To edit text on a page, double click on the text box you wish to change to bring up the editing function.

The screen will refresh to display the Edit Content page where text can be entered and formatted.



The new editing functions are more wide ranging than the previous iteration of Create. These now allow users to use more formatting in text as well as now being able to use hyperlinks out to web pages, documents and an email form.

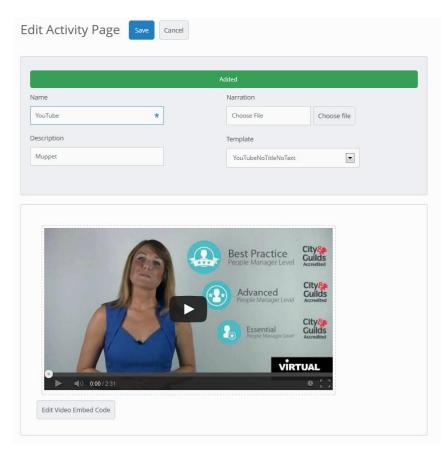
A guide to the new text functions is available in Appendix 1.

Once text has been entered and edited Update to save the content.

# Adding YouTube Video

A new feature in Create is the ability to add YouTube videos.

To add a video you will need to select the YouTubeNoTitleNoText template.



To add a Youtube video you will need the Video's embed code. This can be found on the YouTube page of your chosen video.



The embed code required is the string of letters and numbers after <a href="http://youtu.be/">http://youtu.be/</a> in this example the embed code is yslzPF3BfpQ

To add this use the Edit Video Embed Code button to access this page

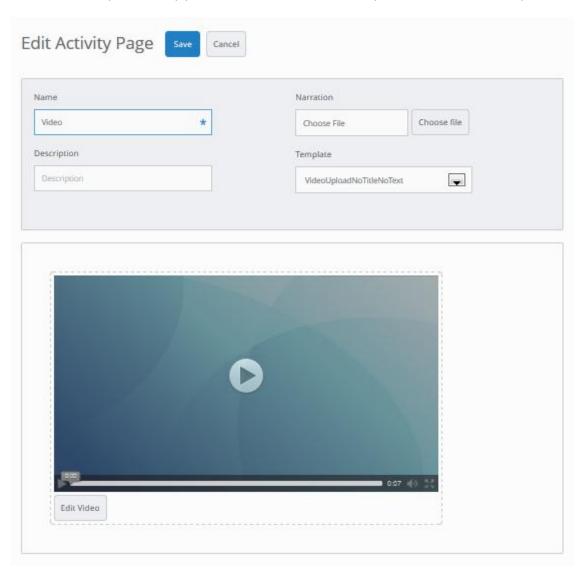


And paste or type the embed code into the field, please note this is case specific and update.

The screen will refresh and you can preview the content on the activity page, **Save** the content when you are satisfied with your upload.

# **Adding Video**

To add video to your activity you will need to use the VideoUploadNoTitleNoText template.



Video formats that Create can upload are as follows mp4, mov, wmv, avi.

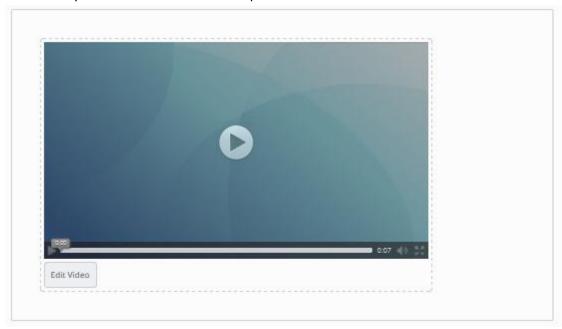
These files need to be less than 30MB in size, while this seems small 30MB is around 3 -3½ minutes of play.

As content in Create is designed to be viewed on as many platforms as possible, any video uploaded is converted into four other formats, FLV, MP4, OGV, WEBM. These formats enable the video to be seen on a wide range of mobile devices and in all the major browsers.

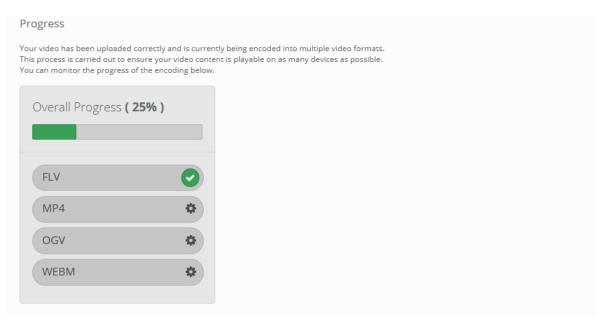
To upload video add a new activity page using the template VideoUploadNoTitleNoText, name the slide and save.

Use the Edit Video button to access the editing screen.

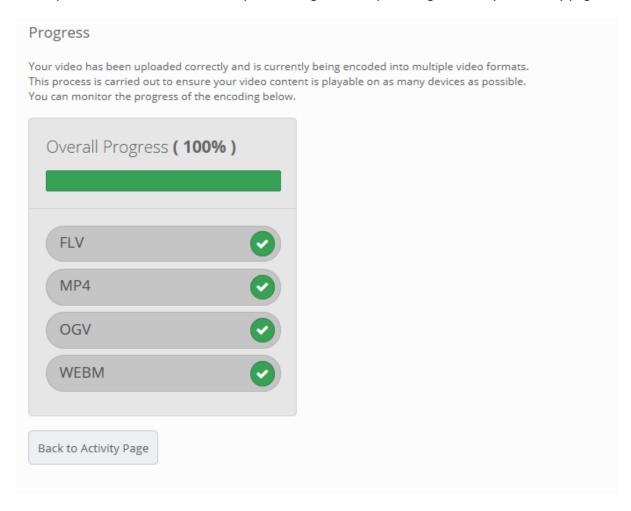
Browse for your chosen video and click Update.



On Update you will be taken to the Progress page. This page allows you to view the progress of the conversion of your video to the four formats. You will need to wait for all formats to be processed before you can move forward.



When your video has been converted you will be given the option to go back to your activity page.

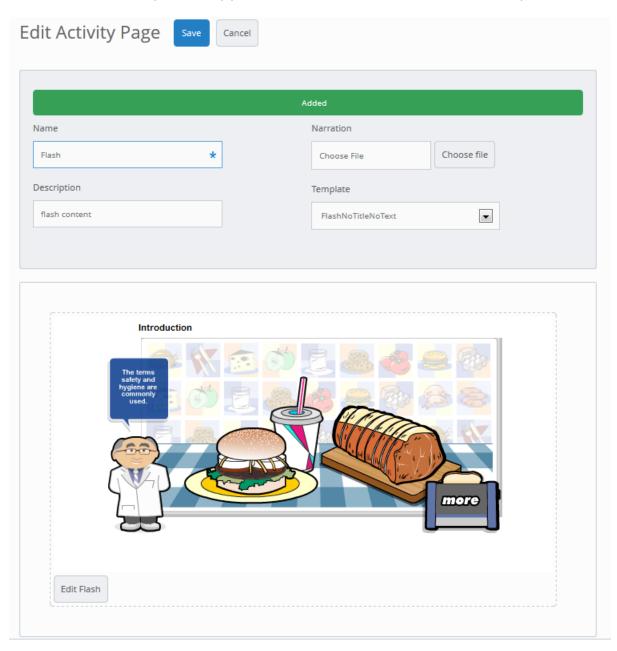


On returning to the Activity page you will be able to preview your Video.

When you are ready save your Activity page.

# **Adding Flash Content**

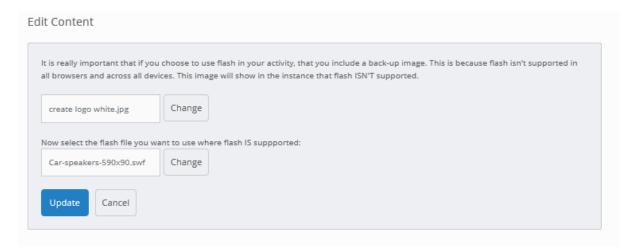
To add Flash content to your activity you will need to use the FlashNoTitleNoText template.



As with all activities save the page parameters to access the Edit Flash button.

As Flash is not supported by a number of handheld devices Create has the option to upload an image in place of a Flash file so that your users view an alternative image.

On clicking the Edit Flash button you will be given the option to upload both a swf file and an image file.



Please ensure both are uploaded. Update the activity and save the page as usual.

# **Completing Pages**

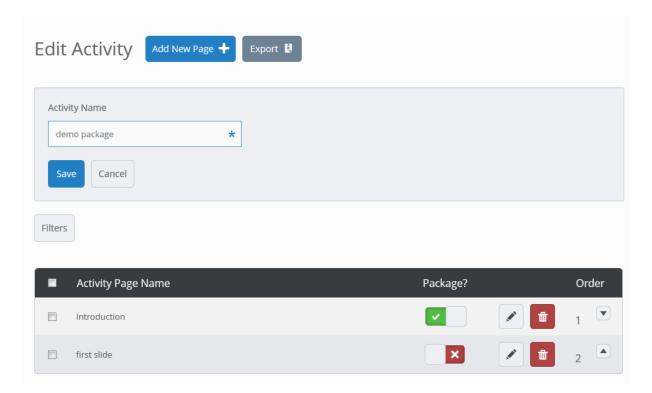
To complete the build of an activity page all sections of the page need to have been edited.

If when entering text into a page it is discovered that elements are not needed simply change the page template to select one with fewer elements.

Once you have edited all of the elements within a page click **Save** to save all of the changes.

# **Edit Activity**

The edit activity page allows a user to control the pages created within an activity.



Controls for the pages within an Activity are:

- To delete a page: select the red bin icon and confirm deletion when asked.
- To re-edit the page: use the pencil icon to re-open the page
- To reorder pages: use the arrows to move pages up and down the list
- To add further pages: select add new page at the top of the screen

# Packaging up your Activity

Once all of your required slides are created and in the correct order, you will need to export the pages to upload to your learning management system.

# **Preparing to Export**

Before exporting you should;

- Ensure pages required are created and all elements in the pages are edited
- Ensure pages are in the order you wish for them to be viewed in. (in descending order 1, 2, 3 etc.)
- Select which pages are not /to be exported
  - To include the slides in the package to be exported ensure the green ticks are displayed
  - To remove any from the package click to deselect. Deselected pages are noted by the red x. Deselecting pages enables different versions of packages to be exported out of the Authoring Tool without deleting any pages.

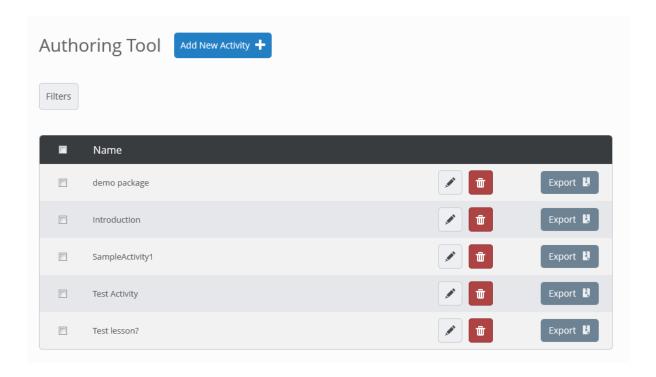
When all pages are fully populated, in the correct order and de/selected the package is ready to export.



# **Exporting your Package**

Exporting your Activity is done from the Home page.

To export from the main page simply use the export button to start the system packaging up your Activity.



This will open the Open/save command in whichever operating system you are using.

In IE9 this appears as:



In Firefox this will open the following:



In Chrome the download appears on the bottom download bar/



In Safari this opens the following:



Always use the **Save/Save as** functions where available to save the exported file in a recognisable and accessible place on your computer/ network.

The export contains a Scorm 1.2 ready zip file that is ready for upload to the web or to the LMS, no conversion is required.

The package can then be uploaded into the LMS using the standard process.

# **Branding**

The Authoring tool offers the opportunity to add your organisation's logo to the navigation bar to brand your learning material.

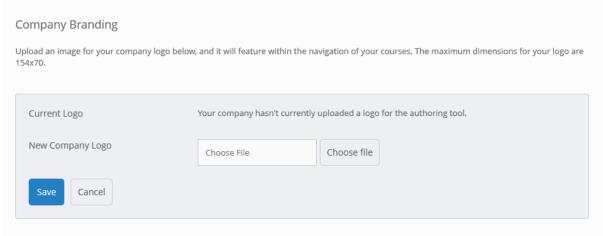
The logo will appear in the learning material's navigation bar as shown.

NB: Branding your organisation is limited to Administrator roles.





To access the branding function click on menu item on the left hand menu and select branding.



In the branding tool simply click on **Choose file**; this will open your operating systems navigation to enable the user to browse to the image required. Use open/save, depending on your operating system, to select the image. This will display the file name in the field.

Selecting **Save** will save the image and apply it to all courses exported from upload.

The maximum dimensions for your logo are 154x70px; these can be in jpeg or png format.

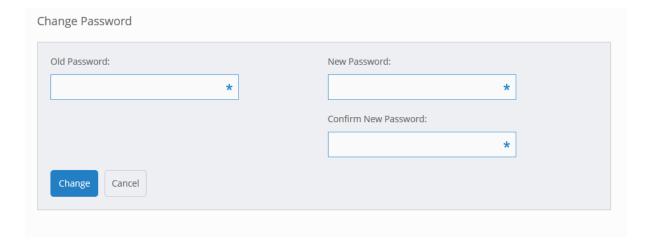
Should you wish to change the logo simply revisit the page and repeat the procedure

# **User Details**

The system offers the ability to change your password.

To do this use the change password link on the left-hand menu.





To change your password,

- Enter your current password in the old password field
- Fill in the new password field with your new chosen password.
- You will need to confirm the new password by entering the new password for a second time.

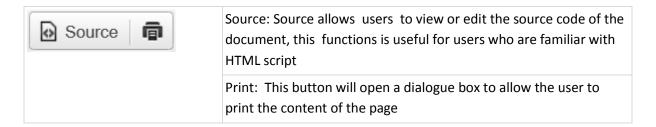
To save the new password select **Change.** 

# **Appendix 1: Using the Text Editor Functions**

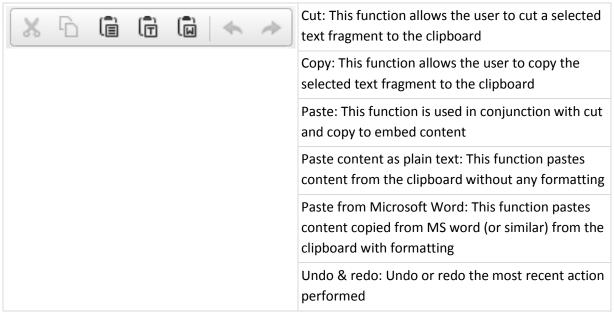
Using the text editor

The text editor is a much more powerful editor than in the last version of Create. This version allows users to be able to use more formatting content whilst creating their content. As the editor is more complicated an outline of the functionality is given below.

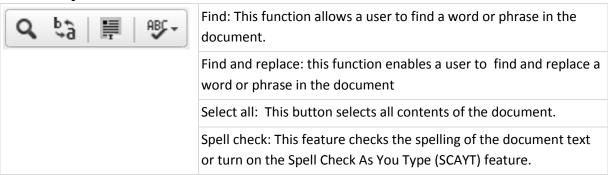
The functionality is broken down by toolbar, with button functions reading left to right.



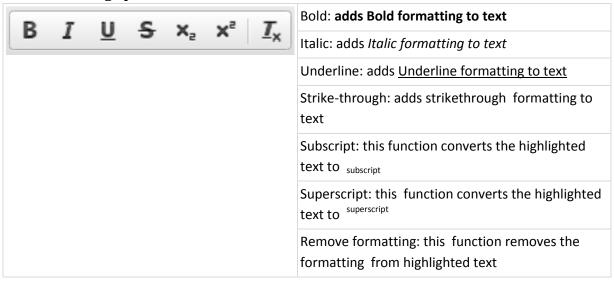
# **Editing functions: Cut, paste, copy**



# **Text manipulation**



# **Text formatting options**



### **Layout options**



Insert/ remove a numbered list: Create a numbered list.

Insert/ remove a bulleted list: Create a bulleted list.

Decrease/Increase Indentation: This function defines the spacing between the beginning of a block-level element and the left margin or gutter.

Multiple levels of indentation can be used.

Note: due to the nature of this formatting option, indentation can only be applied to a block-level element, like a paragraph or a list item.

Block quote: This can be used for highlighting quotations. It is recommended to use this type of formatting when the quoted text consists of several lines or at least 100 words.

To add a block quotation to your text, press the button on the toolbar. Once added, the block quote formatting appears in the document on the location of the cursor.

Div Container: This is an advanced feature that should only be used if you have sufficient knowledge of both Web standards. This tool can be used to apply the same formatting rules to block-level elements throughout a page. Sometimes it is also useful to be able to apply formatting to a larger document fragment that extends beyond one block. If this is the case, a standard practice is to add a div container around a document fragment.

To add a div element to your text, press the toolbar button. The Create Div Container dialog window that will open enables you to set configuration options that define the properties.

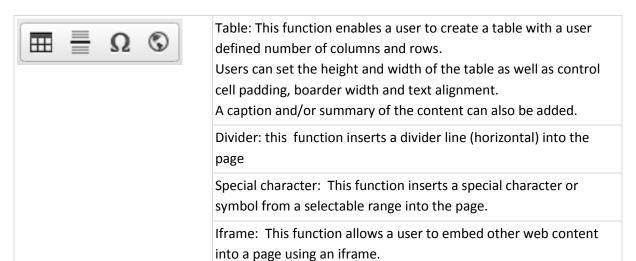
Text alignment: This function determines the placement of text relative to the page (or the editing area).

Text alignment can only be applied to a block-level element, like a paragraph, an image or a list item.

The Editor supports the following alignment options:

- Align Left
- Centre
- Align Right
- Justify

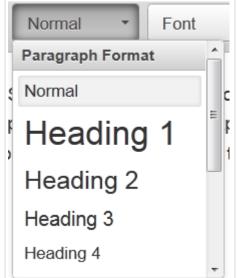
Set text direction as from left to right (default value for most Western languages) or from right to left (languages like Arabic, Persian, Hebrew).





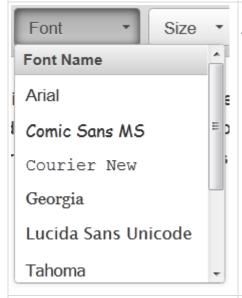
Block styles: selecting from block styles allows a user to format a block of text.

To use this function highlight text and select the style required from the drop down menu.

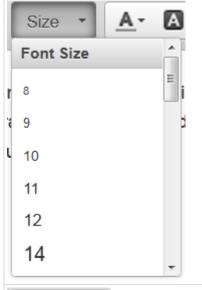


Paragraph Format: This function allows a user to select from a set of pre-formatted text styles.

TIP: Using these preformatted styles in an activity ensure the look of the content can be kept consistent throughout the activity



Font: Using the font dropdown a user can select a font other than the default for use in content.



Font size: using the drop down a user can select a different size font from the default.

TIP: if wanting to use different size fonts consider using the Paragraph Format options.

Text colour: This control allows a user to add a colour to text Background colour: This control allows a user to add a

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coloured background to text.
TIP: When using these functions please consider readability, as some colours are harder to read than others



Maximise: This function maximizes the editor to the full browser window.

Show Block: This function highlights all block-level elements in the document.

# **Help and Support**

If you need help or assistance, just call or email your Divisional Account Manager as below, or our Group Services contact, where we will arrange for someone to help talk you through any queries or questions you may have.

### **Our Divisions**

### **Business and Enterprise Division**

(From Councils to micro businesses)

Please call: 01943 885085

Email: businessandenterprise@virtual-college.co.uk

### **Education Division**

(Including Schools, Colleges, Training Providers and Apprenticeship delivery)

Please call: 01943 885093

Email: education@virtual-college.co.uk

### **Health & Social Care Division**

(Including NHS, Social Care, Children and Adult Services)

Please call: 01943 885083

Email: healthandsocialcare@virtual-college.co.uk

# **Group Services**

Please call 01943 605976 and then press "0" to speak to a customer service representative who will direct your call

Email: info@virtual-college.co.uk





