

## **What's New in Course Genie 2.0**

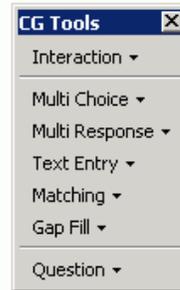
## What's New in Course Genie 2.0

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## 1. The CG Tools palette

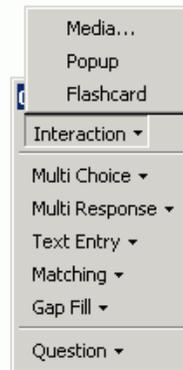
The old Question palette has been extended and renamed the CG Tools palette.



The new addition is an Interaction menu which allows you to insert various kinds of interaction:

- Media items (this is relocated from the main Course Genie menu)
- Popups (this replaces the old method using the cgPopup style)
- Flashcards (this is a new type of interaction)

See the relevant sections below for more information on these interactions.

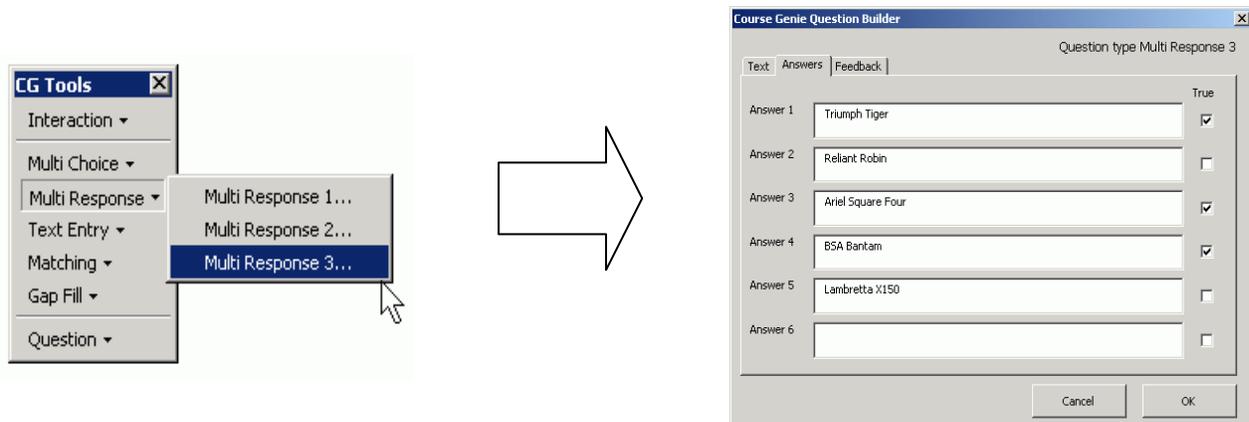


## 2. Questions

Questions are now stored in the Word document as special tables instead of in the old grey-box format, providing greater robustness and flexibility.

### Creating a new question

To create a new question, you choose the question type from the CG Tools palette and a question builder dialog box opens as before.



Once you have entered the question data into the dialog box, click on the OK button and a special table containing the question data will be inserted into the document.

Question	Multiresponse3
Title	Vintage motorcycles
Text	Which of the following are vintage motorcycles?
Answer *	Triumph Tiger
Answer	Reliant Robin
Answer *	Ariel Square Four
Answer *	BSA Bantam
Answer	Lambretta X150
Feedback Correct	That's right.
Feedback Incorrect	No. Try again.

If you prefer, you can open the question builder dialog box, click on the OK button straight away to insert an empty question table, and enter data directly into the table. You can also copy and paste a question table and then change the question data.

### Editing a question

To edit a question table, the easiest way is to change the data directly in the table. If you prefer you can put the cursor anywhere in the table and choose Question/Edit from the CG Tools palette. This will work as before, opening the question builder dialog box in which the question data can be edited.

You can add new answer rows by inserting new rows into the table. Note that if the question is subsequently edited using the question dialog box, these extra rows will be lost.

### Inserting images and media

You can insert images directly into the question table, in Text, Answer or Feedback cells. Note that if you open a question in the question builder dialog box all image data is lost, so once images have been inserted you should only edit the question data directly in the table.

You can also insert a media table (see the section on Media) directly into the question table, in Text, Answer or Feedback cells.

### Converting old-style questions

If you have Word documents containing old-style grey-box questions created with earlier versions of Course Genie, these will be automatically converted to question tables the first time you generate a course.

You can also change them individually by placing the cursor anywhere inside a grey-box question and choosing Question/Edit from the CG Tools palette. This will open the question builder dialog box in which you can edit the question data. When you click on the OK button a question table will be inserted into the document.

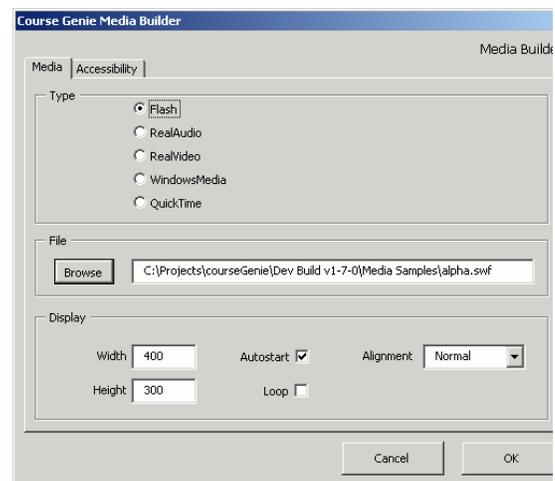
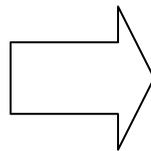
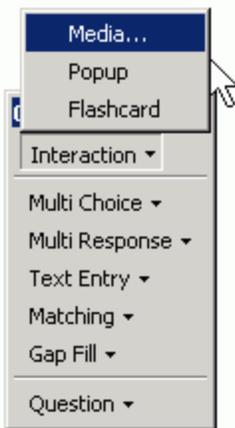
A limitation of the conversion process is that it will not preserve any images that you have in questions. To deal with this it is necessary to set the question view to extended so that the image is visible, copy the image, edit the question so that it converts to table format, then paste the image into the question table.

## 3. Media

Media items are now stored in the Word document as special tables instead of in the old grey-box format, providing greater robustness and flexibility.

### Creating a new media item

To create a new media item, you choose Interactions/Media from the CG Tools palette and a media builder dialog box opens as before. Note that the Media option has been moved from the main Course Genie menu to the CG Tools palette.



Once you have entered the media data into the dialog box, click on the OK button and a special table containing the media data will be inserted into the document.

Interaction	Flash
File	alpha.swf
Path	C:\Projects\courseGenie\Dev Build v1-7-0\Media Samples\
Width	400
Height	300
Autostart	True
Autoloop	False
Align	Normal
Long description	This Flash interaction shows how letters are formed in handwriting. The user can select any letter and the letter will be drawn slowly.
Caption	Handwriting Tutor
Link to player	True

### Editing a media item

To edit a media item, put the cursor anywhere in the table and choose Interactions/Media from the CG Tools palette. This will open the media builder dialog box in which the media data can be edited. You can also edit the data directly in the table.

### Additions to the media dialog box

In the Media tab of the dialog box there is now an Alignment dropdown listbox, from which you can choose one of the following options:

- Normal - the media item is left-aligned in a paragraph of its own.
- Left - the media item is left-aligned, with any following text appearing to the right of it.
- Center - the media item is centered in a paragraph of its own.
- Right - the media item is right-aligned, with any following text appearing to the left of it.

In the Accessibility tab of the dialog box there is now a Caption textbox. In the generated course this caption text is displayed below the media item. It's appearance is controlled by the mediacaption style in the CSS stylesheet.

### Converting old-style media items

If you have Word documents containing old-style grey-box media items created with earlier versions of Course Genie, these will be automatically converted to media tables the first time you generate a course.

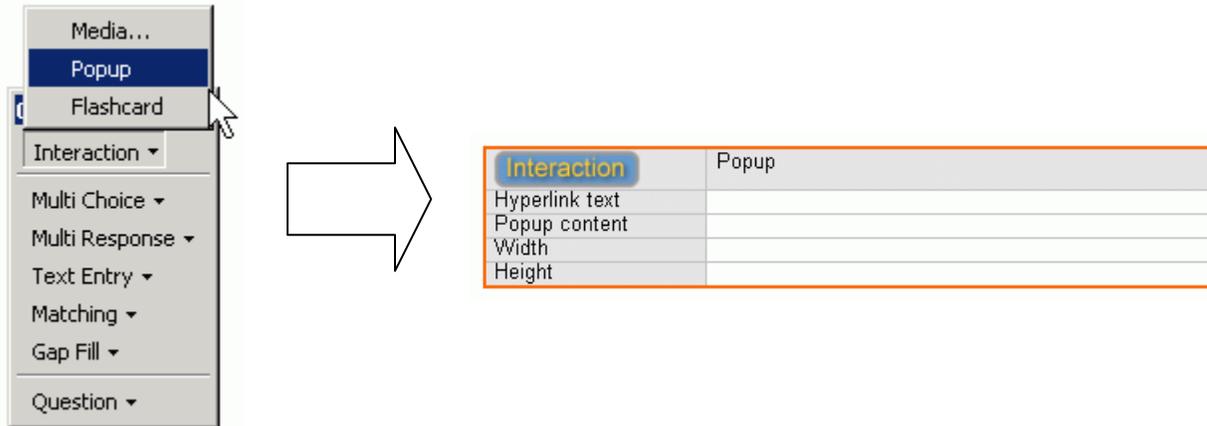
You can also change them individually by placing the cursor anywhere inside a grey-box media item and choosing Interactions/Media from the CG Tools palette. This will open the media builder dialog box in which you can edit the media data. When you click on the OK button a media table will be inserted into the document.

## 4. Popups

Popups are now stored in the Word document as special tables instead of using the old cgPopup style, providing a much simpler way of adding a popup.

### Creating a new popup

To create a new popup, you choose Interactions/Popup from the CG Tools palette. This does not make use of a dialog box, but simply inserts an empty popup table into the document.



To complete the popup, you need to enter into the table:

- Hyperlink text - this is the hyperlinked text that will activate the popup; just enter plain text here, you do not need to make a Word hyperlink.
- Popup content - this is the content to be popped up; it can be plain or formatted text, an image, a question table or a media table.
- Width - the width of the popup in pixels.
- Height - the height of the popup in pixels.

Interaction	Popup
Hyperlink text	Click here for more information on earthquakes
Popup content	Earthquakes occur when energy stored in elastically strained rocks is suddenly released. This release of energy causes intense ground shaking in the area near the source of the earthquake and sends waves of elastic energy, called seismic waves, throughout the Earth.
Width	500
Height	400

That's it! You don't need to bother about Word hyperlinks, bookmarks, or cgPopup styles.

### Editing a popup

To edit a popup, just change the data in the popup table.

### Old-style popups

If you have Word documents containing old-style popups created with earlier versions of Course Genie, you can simply leave them in place. They will not be automatically converted to popup tables, but the popups will be generated from them as before.

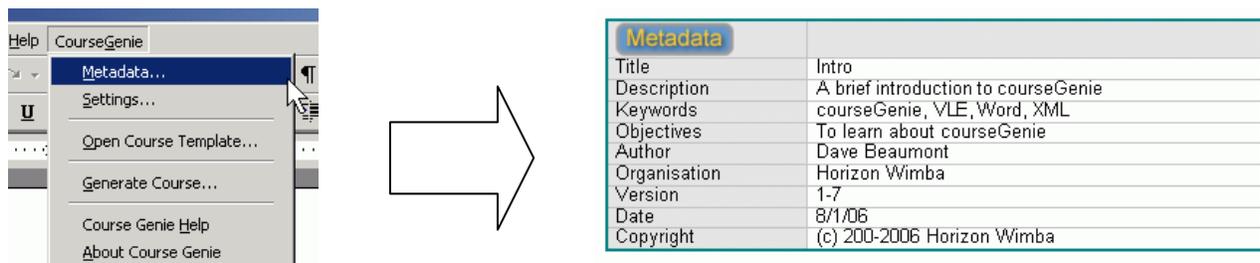
You may still wish to use the old-style popups where the link to the popup is required to be included within the text of an existing paragraph.

## 5. Metadata

Metadata are now stored in a special table that is always located at the top of the document.

### Adding metadata

To add metadata, choose Metadata from the main Course Genie menu and the Metadata dialog box will open just as in previous versions. When you click on the OK button to close the dialog box, a metadata table will be inserted at the top of the document.



### Editing metadata

To edit metadata, you can either edit the data directly in the metadata table or choose Metadata from the main Course Genie menu to reopen the Metadata dialog box.

You can add new metadata items simply by adding a new row to the table and entering a new item name and value. Although the new items will not be displayed if the metadata dialog is re-opened, they will be preserved when the dialog is closed and the special table is updated.

For example, you might want to add two new items to cover Level and Cost:

Metadata	
Title	Intro
Description	A brief introduction to courseGenie
Keywords	courseGenie, VLE, Word, XML
Objectives	To learn about courseGenie
Author	Dave Beaumont
Organisation	Horizon Wimba
Version	1-7
Date	8/1/06
Level	Introductory
Cost	Free
Copyright	(c) 200-2006 Horizon Wimba

### What happens to metadata?

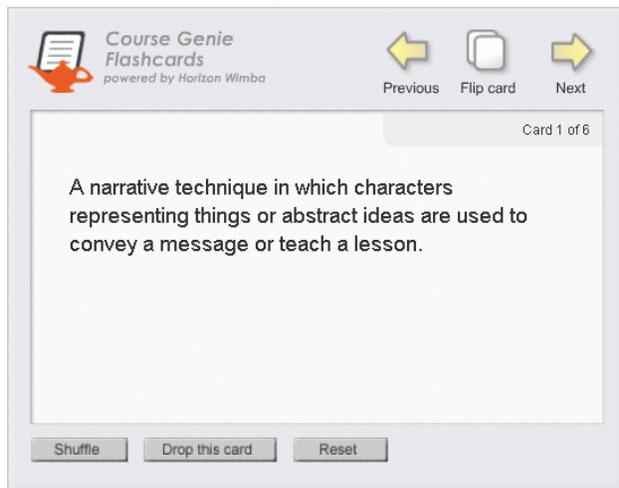
Each metadata item, including any new items you have added to the table, is entered as a <meta> element in the header of every generated HTML page.

If the course is generated in any of the SCORM formats, the standard metadata items are used in the generated IMS manifest file. Any other metadata items that you insert into the table will not be added to the IMS manifest file.

Note that it is possible to modify the files that generate the IMS manifest in order to include your new metadata items. This is only for advanced users. Please contact [cgsupport@horizonwimba.com](mailto:cgsupport@horizonwimba.com) if you need help with this.

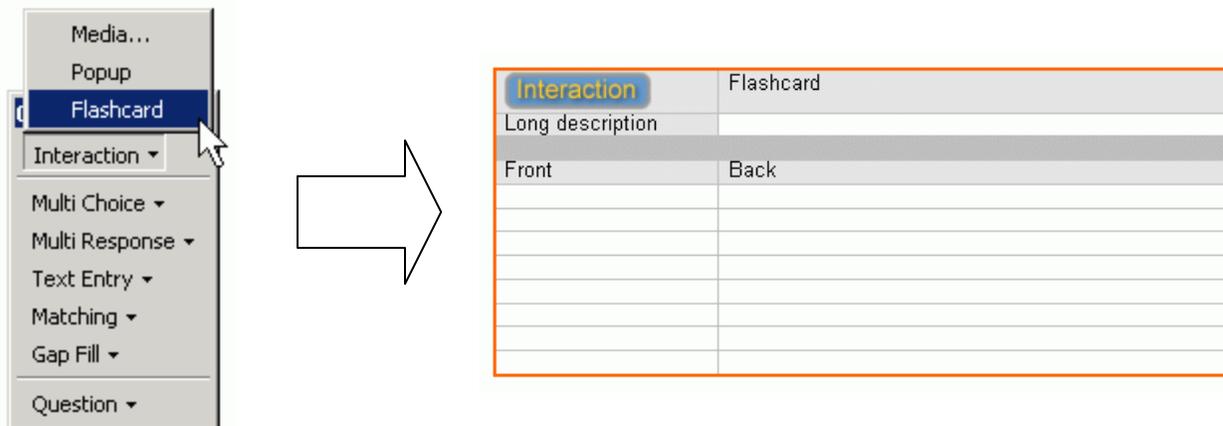
## 6. Flashcards

Flashcard is a new interaction type that you can use to set up investigations or drill and practice for learners. A set of cards is displayed, each with a word or short phrase on one side and a longer paragraph on the other. The learner can move sequentially through the cards, flip a card over from one side to the other, shuffle the cards into a different order, or drop a card from the pack once the information on it has been mastered. A typical use might be as an exercise for learners to remember a set of definitions or short explanations.



### Creating a new flashcard interaction

To create a new flashcard interaction, you choose Interactions/Flashcard from the CG Tools palette. This does not make use of a dialog box, but simply inserts an empty flashcard table into the document.



To complete the flashcard interaction, you need to enter into the table the data for the front and back of each card:

Interaction	Flashcard
Long description	
Front	Back
Allegory	A narrative technique in which characters representing things or abstract ideas are used to convey a message or teach a lesson.
Alliteration	A poetic device where the first consonant sounds or any vowel sounds in words or syllables are repeated.
Analogy	A comparison of two things made to explain something unfamiliar through its similarities to something familiar, or to prove one point based on the acceptedness of another.
Antagonist	The major character in a narrative or drama who works against the hero or protagonist.
Anthropomorphism	The presentation of animals or objects in human shape or with human characteristics. The term is derived from the Greek word for "human form."
Anti-hero	A central character in a work of literature who lacks traditional heroic qualities such as courage, physical prowess, and fortitude.

### Editing a flashcard interaction

To edit a flashcard interaction, just change the data in the flashcard table. To add more cards, just insert new rows into the flashcard table.

### Accessibility

Flashcard interactions are implemented using a flash movie, and so may not be accessible for some learners. If you add long description information to the flashcard table, a D-link will be automatically generated, leading to a long description page.

Interaction	Flashcard
Long description	This interaction allows learners to move through a set of cards with words or short phrases on the front and a longer paragraph on the other. This information is represented in the table that follows.
Front	Back
Allegory	A narrative technique in which characters representing things or abstract ideas are used to convey a message or teach a lesson.
Alliteration	A poetic device where the first consonant sounds or any vowel sounds in words or syllables are repeated.
Analogy	A comparison of two things made to explain

The long description page will contain the text of the long description followed by the flashcard data in table format:

This interaction allows learners to move through a set of cards with words or short phrases on the front and a longer paragraph on the other. This information is represented in the table that follows.

Front	Back
Allegory	A narrative technique in which characters representing things or abstract ideas are used to convey a message or teach a lesson.
Alliteration	A poetic device where the first consonant sounds or any vowel sounds in words or syllables are repeated.
Analogy	A comparison of two things made to explain something unfamiliar through its similarities to something familiar, or to prove one point based on the acceptedness of another.
Antagonist	The major character in a narrative or drama who works against the hero or protagonist.
Anthropomorphism	The presentation of animals or objects in human shape or with human characteristics. The term is derived from the Greek word for "human form."
Anti-hero	A central character in a work of literature who lacks traditional heroic qualities such as courage, physical prowess, and fortitude.

[Back](#)

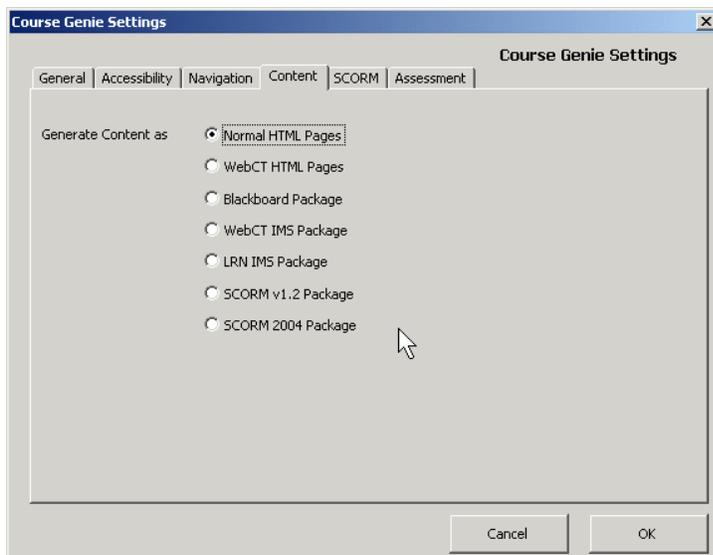
If you just enter "True" for the long description, then the long description page will be generated just showing the flashcard data in table format, with no additional long description text.

## 7. SCORM

New Scorm options are now available.

### SCORM 2004

There is now an option on the Content tab of the Settings dialog to generate the course in Scorm 2004 format:



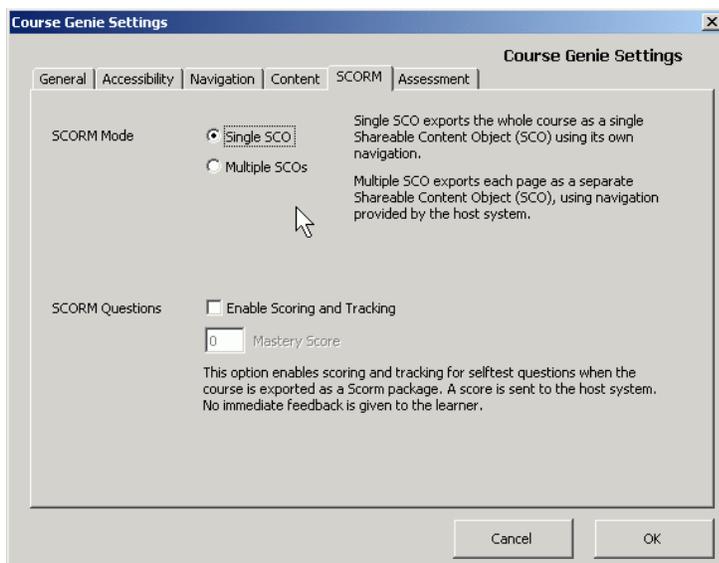
### SCORM SCO per page

In earlier versions of Course Genie, the whole multipage course was generated as a single Shareable Content Object (SCO), with navigation between pages provided in the left navigation bar of each page. We refer to this now as Single-SCO mode.

You now have the option to generate the course with each HTML page being a separate SCO. This means that no navigation is shown on the HTML pages, as navigation between SCOs is provided by the host Course Management System (CMS) or Virtual Learning Environment (VLE). We refer to this as Multiple-SCO mode.

You may want to generate the course in Multiple-SCO mode either because you prefer the navigation to be handled by your CMS or VLE, or because you want to disaggregate individual SCOs from the course.

This option is chosen in the new SCORM tab of the Settings dialog:



### Mastery score

If you enable scoring and tracking for questions in SCORM courses, you can set a mastery score. Each question scores one mark, and if the mastery score is reached the course is graded as "Passed", otherwise it is graded as "Failed".

The mastery score is a property of a SCO, so if the course is generated as a Single-SCO course, the mastery score can be set for the whole course, and this is done in the SCORM tab of the Settings dialog. The question marks are summed for the whole course and the course graded accordingly.

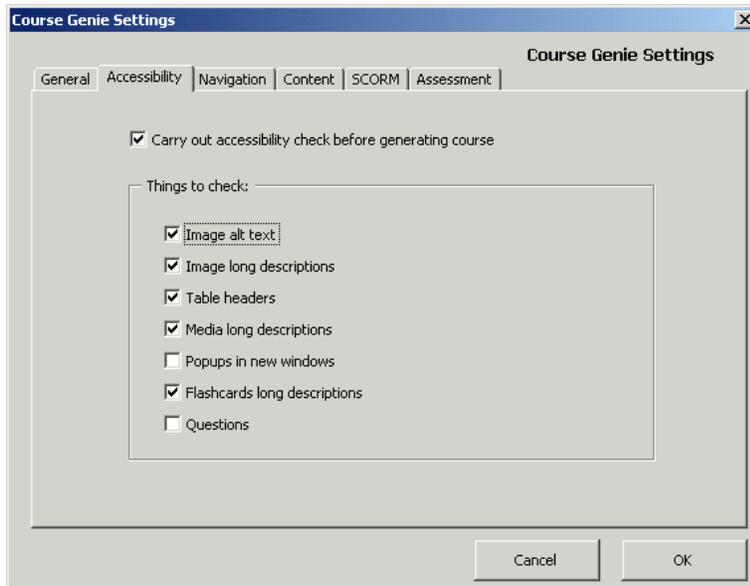
However, if the course is generated as a Multiple-SCO course, each SCO (page) must be graded, so a mastery score must be set for each page. The default is for the setting made in the SCORM tab of the Settings dialog to be used for every page. If you want to override this with a different mastery score for any page, you can do this by inserting a <masteryscore> element anywhere in the page. You do this by typing a number on a blank line, selecting it, then choosing the MasteryScore option from the Content menu of the Tag Palette. The result should look like this:

```
<masteryscore>5</masteryscore>
```

## 8. Accessibility

The accessibility checker has been extended, and now deals with image alt text, image long descriptions, table headers, media long descriptions, popups, flashcards and questions.

There is a new Accessibility tab in the Settings dialog that lets you customise the level of accessibility checking:



## 9. cgHTMLInclude style

### cgHTMLInclude style

A new cgHTMLInclude style has been added that allows you to include HTML and Javascript code anywhere in the Word source document. This code will be placed in the Body of the HTML page.

### cgHTMLHeadInclude style

The cgHTMLHeadInclude style allows you to include HTML and Javascript code that will be placed in the Head of the HTML page.

### Including Voice Tools code

Horizon Wimba Voice Tools generates code that can be copied and pasted to voice-enable many different applications. You can use the cgHTMLInclude style to include code generated by Voice Tools.

This code is copied and pasted from the Voice Tools manager. Please see the Voice Tools documentation for details of the Voice Tools manager.

For example:

```
<SCRIPT type="text/javascript">
  this.focus();
</SCRIPT>

<SCRIPT type="text/javascript"
SRC="http://myvoicetoolserver.horizonwimba.com:80/myvoicetoolserver/ve/
record.js"></SCRIPT>
<SCRIPT type="text/javascript">
  var w_p = new Object();

  w_p.mid="121";
  w_p.rid="112-1134076968251";
  w_p.play_last="false";
  w_p.auto_validate="false";
  w_p.max_message_length=300;
  w_p.language="en";

  if (window.w_ve_record_tag) w_ve_record_tag(w_p);
  else document.write("Applet should be there, but the Voice Tools server is
down");
</SCRIPT>
<NOSCRIPT>
Your browser does not seem to be configured correctly to be able to use
Horizon Wimba
Tools. Please go through the
<a
href="http://myvoicetoolserver.horizonwimba.com:80/myvoicetoolserver/dia
gnostic/main">Diagnostic Tool</a> to configure it correctly.
</NOSCRIPT>
```

**Note:**

To preview the included VoiceTools the generated HTML must be viewed from a Web Server. This server also needs to be included in the allowed list of servers for your installation of VoiceTools.

**Including Java applets**

You can also use the cgHTMLInclude style to include code to run a Java applet.

For example:

```
<applet code="myclass.class" codebase="/media" name="myclass"
width="300" height="180">
<param name="cabbase" value="myclass.cab" />
</applet>
```

To include the java files with the course package, you should place Hyperlinks to the files inside a cgComment style. The hyperlink will ensure that the files are copied to the course package, while the cgComment will prevent the hyperlinks from appearing in the course. The file will be copied to the "media" folder of the generated course. In your HTMLInclude you will need to use a relative path to the file in the media folder e.g. "media/myapplet.jar".

For example:

[Hyperlink to file to include](#)

If you require more organization of the supporting files for an included applet, you can copy a folder into the media folder of the course after it has been generated.

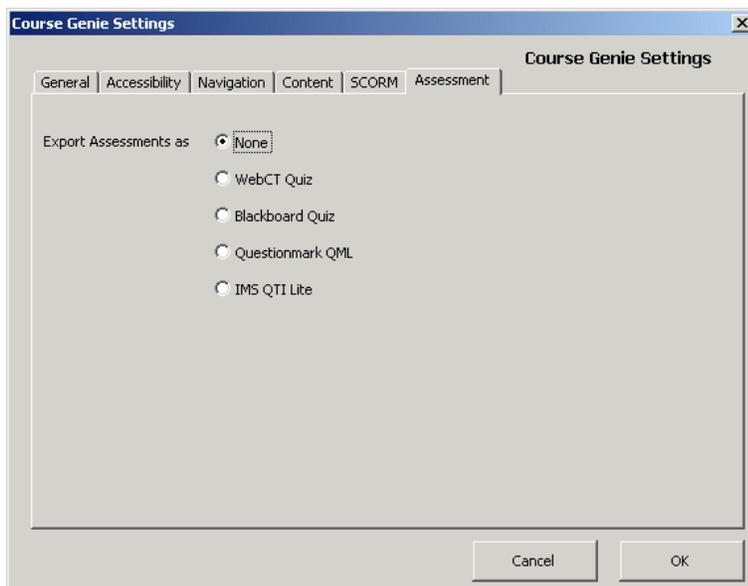
Note:

The code included with either of the HTMLInclude styles must be valid for XML, ie properly nested and with correct Opening and Closing tags. Tags in HTML 4 which use a single tag must also be closed, for example a <br> tag should become <br /> (note that the space between the tag name and the forward slash is important for compatibility with older browsers). Another example using an img tag: .

## 10. Export files

Assessment and glossary files are now exported containing all questions and definitions in the document, removing the need for the old <assessment> and <glossary> tags.

Export is controlled by setting the export format on the Assessment tab of the Settings dialog. There is a new assessment export option for Blackboard quizzes:



## 11. Installation/Upgrading

### Previous versions

Please uninstall any previous 'Single Edition' or 'Trial' versions of Course Genie before installing this version. You can uninstall Course Genie using the 'Add/Remove Programs' utility in the 'Control Panel'.

The installer will automatically uninstall previous 'Campus Edition' versions of Course Genie during installation.

If you have had a previous version of Course Genie installed, this version will attempt to remove the initialization of the previous version provided you install using the same user account as you use to run Course Genie. If you install from a different user account you may need to remove the previous initialization manually.

The 'cgMedic' Utility which can be found in the Course Genie entry on the Start/Programs menu will attempt removal of previous initialization files.

If that fails the initialization file is stored in your Word Startup folder, which is usually located at: "C:\Documents & Settings\[Username]\Application Data\Microsoft\Word\STARTUP". To remove the previous initialization manually, make sure that Word and Outlook are both closed and simply delete the file "courseGenie.dot" from this location.

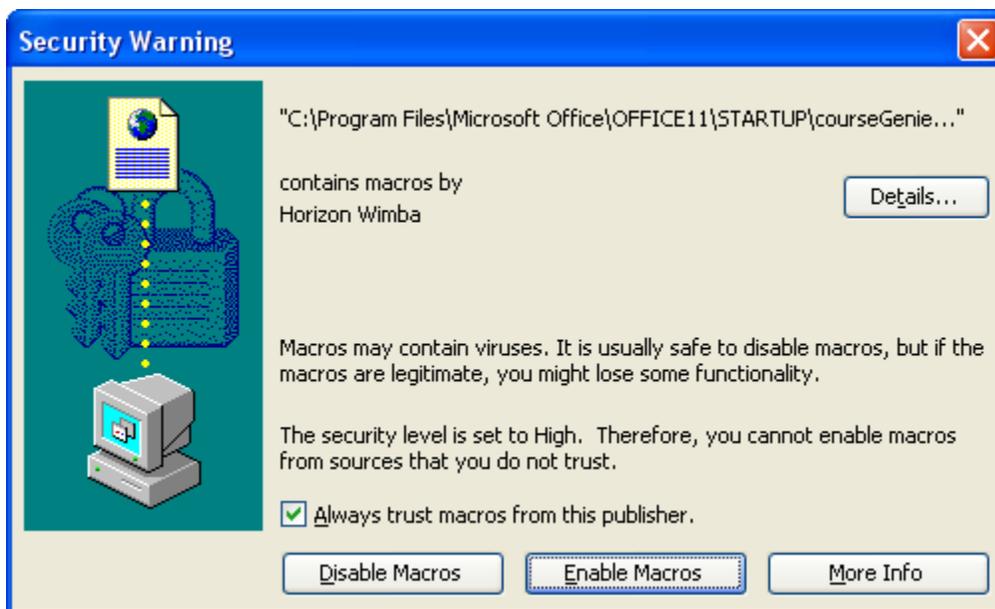
### Initialization

With this version we have removed the need for manual initialization. Initialization is performed globally for all users on a computer by the installer.

### Digital Certificate

We have added a digital certificate to allow Course Genie to run with macro security level settings in Word set to 'High'.

When a user runs Word after Course Genie installation they will be presented with a dialog similar to the one below.



They will need to tick 'Always trust macros from this publisher' then click the 'Enable Macros' button.

## 12. Localisation

Language strings are now stored in an xml file called courseGenie.xml which is located in the Config directory. The plain text file lang.dat is no longer used.

## 13. Design Schemes and CSS stylesheets

### Warning!

As with previous updates, the Design Schemes and CSS stylesheets in the Config directory have been extended and updated to support this release. If you are making use of stylesheets that you have customised, you will need to start with one of the new standard stylesheets and customise it in a similar way. If you overwrite one of the new stylesheets with one from a previous Course Genie version, you will get unpredictable results.