

## Making questionnaires and report templates

As a teacher, you can design your own set of introductory questions and/or compile a report structure in which students have to file their report at the end of the game. Here is how you do it.

### 1. Opening the right menu

When you are in Ecosim's main menu, press SHIFT to reveal the editor button. Click the EDITOR BUTTON.

In the now appearing menu, type the exact name of the game you want to make a questionnaire for. For example: "sunfish problems". Subsequently press LOAD.

You are now in the building mode (editor) of the game. Here you can (re)programm the entire game, but for now, we are interested only in the questionnaire menu. Press the ? Button (3rd from the right). This opens the questionnaire menu.

### 2. Making a questionnaire

The first choice in the menu is Questionnaire or Report. Click QUESTIONNAIRE.

#### 2.1 Naming your questionnaire

The + button makes a new questionnaire button, while the dot button [show] makes a questionnaire available (if with dot [show]) or unavailable (if without dot [show]). The – button [show] deletes the questionnaire.

In the field (TITLE BAR) you can add the title of your questionnaire.

Each questionnaire automatically receives an ID (ID1, ID2, etc), by which the program is able to understand when it should be shown.

#### 2.2 General settings for your questionnaire

For each questionnaire, you have a series of options which you can choose to include (dot) or ignore (no dot):

**Show header:** allows you to show or hide the title bar of the questionnaire.

**Introduction:** allows you to write an introduction to the questionnaire.

**Required score:** allows you to introduce the option to let a student pass or fail the questionnaire by

assigning a score to the answers of MC-questions. Click it and you can add the number of points that should be scored in total in order to pass the test. In each individual question you can assign a score. If you click the arrow, you can choose a number of options:

**Start from beginning when failed:** the student has to fill out the entire questionnaire again when he/she fails.

**Passed feedback:** If you click it you can write a comment when the student has passed.

**Failed Feedback:** If you click it you can write a comment when the student has failed.

**Explanation:** Allows you to write an explanation to the principle of adding scores to answers.

**Extra budget:** allows you to give students extra budget if the student answers the questions right. The amount of extra budget is attributed later when you are designing the individual questions.

**Results page:** Click this one and the student sees a page with his/her results at the end of the questionnaire.

### 2.3 Making the questions

Click on MULTIPLE CHOICE to make a new MC question.

**Write your question** in the field "New Multiple Choice Question"

You have to give a minimum of two answers for the multiple choice, but you can add answers by pressing the + behind "answers".

**Write your answer in the field:** "New Answer".

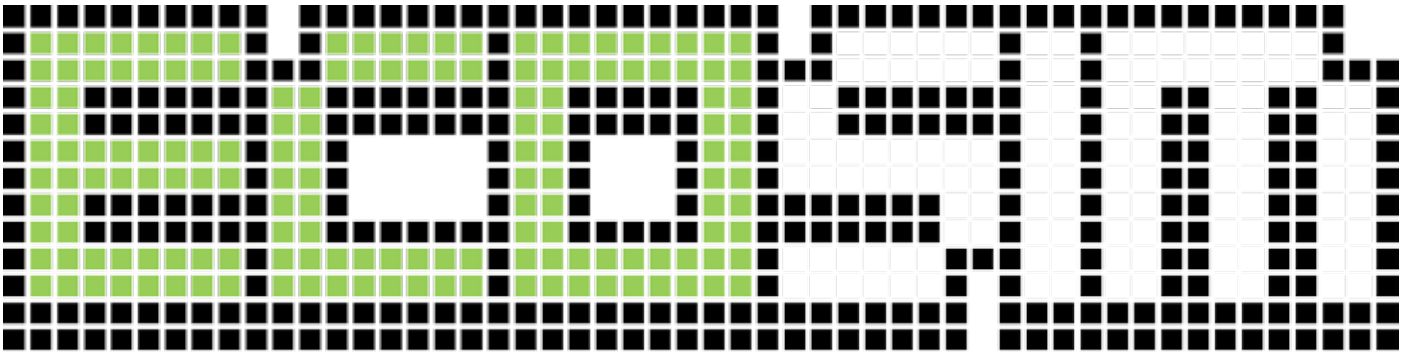
Now you can assign weight to this particular answer of the multiple choice question. You can award right answers by adding a score, winning money or by simply by giving positive feedback and allowing a student to proceed to the next question. Vice versa, the wrong answer can be replied to by not granting points or money, a negative feedback and by telling the student to retry the question or even the entire questionnaire.

Depending on whether the answer is right or wrong, you have the following choices.

**Start from beginning:** Student must start again with the questionnaire.

**Allow retry:** Allow the student to try this question again.

**Feedback:** Write a feedback to this answer: is man-



datory when you choose to let the student start from the beginning or allow a retry.

**Score:** Only available if “required score” box is ticked: Assigns a score to this answer.

**Money gained:** Only available if “earn extra budget” box is ticked: Assigns a sum of money to this answer.

You can add as many answers to a single MC-question as you like, and you can add as many MC-questions as you like.

With the ^ and v button you can change the order of your questions by respectively move the particular question up (^) or down (v) the list.

Click on OPEN QUESTION to make an open question.

**Write your question** in the field “New Open Question”.

**In the field “write your answer”** you can write a short introduction (by default it is “write your answer”) so that students know that they should write the answer there.

There are no scores or feedbacks possible in the open answers, but you can limit the answer **by ticking the box Max. characters:** and assigning a max number of characters.

**Click Copy to report(s):** if you want this answer to be copied into the final report the student must draft. You then need to give the ID number of the report it must be copied to.

You can add as many open questions as you like.

With the ^ and v button you can change the order of your questions by respectively move the particular question up (^) or down (v) the list.

## 2.4 Adding a final remark

Allows you to give some conclusive remarks before moving on to the results sheet. Something like: “these were the questions, let’s see if you passed”.

## 2.5 Showing the questionnaire

The questionnaire is shown at the beginning of the game by default. However it is also possible to show (a second or subsequent) questionnaire at a certain year in the game, by clicking the arrow in front of “show questionnaire at year”. Via this option, you can add extra money-earning questions in the course of the game.