

Scratch Card Game

ATD-STL Articulate Storyline SIG Workshop

Scratch Card Interaction *instructions, pp. 2-7*

- **Explore** the ELearning Heroes free download - AS2 file provided, hyperlinks to original web posts in Resources section on p. 8
- **Practice** the build - workshop AS2 file, assets and instructions provided
- **Modify** the files - suit your organization's goals as needed

Scratch Card Graphics *instructions included with assets slides*

- **Explore** the provided assets/instructions in PowerPoint (PowerPoint 2010, 2013, or 2016 required)
- **Practice** the build using your own themes and fonts - *use any software you like*

Gamification with a Purpose - Demo

Enterprise Goal

Contribute to a new culture of employee engagement

Design Goals

- **Relevance** offer random access through an eight-button menu
- **Value** reinforce dollar value through graphic themes and fonts
- **Reward** provide a “winning” experience through interactions to convey rewarding aspect of total compensation (benefits content)

Development Goals

- **Interactions** add media and innovative interactions (move from Level 1 to Level 2)
- **Short turnaround time** make use of free downloads such as templates and vector drawings

Scratch Card Game

Instructions - Scratch Card Interaction


Required Tools & Files

- Articulate Storyline 2, 3 or 360
- *Workshop.story*

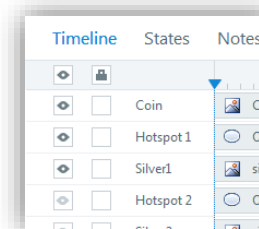
Getting Started

1. Open *Workshop.story* and click on slide 1.1 *Gamification*.





Object Types Several assets are provided for you in order to participate in the workshop. The Timeline contains imported images, Hotspots (an interactive control object created in Articulate Storyline), textboxes, and an imported audio file. Some of the images (such as Coin) have more than one State; that is, there is one image on the Timeline, but if you click this image to highlight it and then click the States tab, you will see that Coin can appear as a different object if the default state (Normal) is triggered to change.

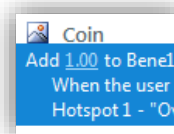
Visibility At the top of the Timeline pane you'll see that the objects named Coin, Hotspot1, and Silver1 are visibly present  on the slide. Instead of creating or importing assets, you will make provided hidden assets present as they are needed in this workshop.

Layered Objects Silver1 is positioned in the same place as the circle labeled "Bene 1" on the scratch card in terms of Vertical-Horizontal coordinates on the slide. However Silver1 is located above the Scratch Card object on the Timeline, which has the same effect as being Forward or Front under Arrange in the Drawing Tools tab. The result on the slide is the opaque grey circle Silver1 covers up "Bene 1" on the card. Likewise, Hotspot1 covers Silver1.





Coin - Creating Dragging Action

1. On the Timeline, click the greyed-out eye icon next to Hotspot2  to make the transparent green Hotspot2 circle present  on the slide (visible to you over the "Bene 2" circle on the scratch card, but not visible to the user).
2. In the Triggers pane, there is one Coin trigger already in place for you. Click "Add 1.00 to Bene1..." to highlight the coin trigger.
3. Click on the duplicate button  in the ribbon at the top of the Triggers pane. Nothing visible will happen.
4. Click the paste button  to the right of the duplicate



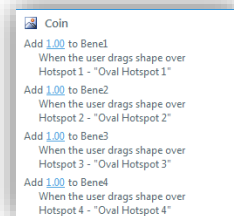
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button. An identical new *Coin* trigger will appear highlighted below the first one.

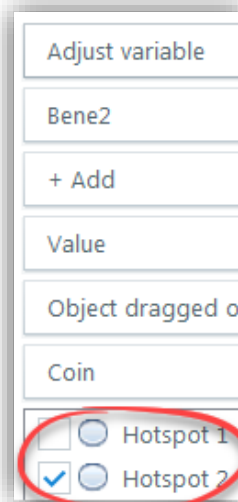
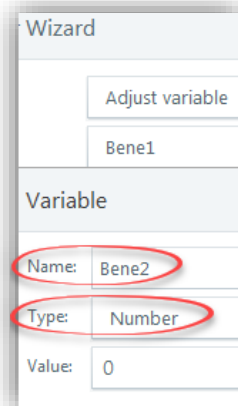
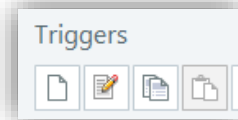
5. Click the **edit button**  to the left of the duplicate button to open the Trigger Wizard pop-up window for your new trigger.
6. Create a new variable by clicking the **"..."** button  to open the Variable pop-up window.
7. Type **"Bene2"** into the Name field.
8. Select **Number** from the drop-down list in the Type field. Do not change the default Value from 0.
9. Click **OK** to close the Variable pop-up window.

No changes needed to Operator, Value, When, or Object fields, thanks to the copy and paste feature.

10. Uncheck **Hotspot 1** and check **Hotspot 2** in the Hover over scrollbar.
11. Click **OK**, and repeat steps 1-11 to make hotspot drag targets for "Bene 3" and "Bene 4" on the scratch card.



This trigger type changes Coin from a static to a draggable object, and changes Hotspot2 ("Bene 2"/Silver2) into a dragover target. As long as the hotspots are the most forward objects layered on the slide (set to visible and located above other objects on the timeline), and the coin is in front of all the hotspots (at the top of the Timeline) the user will be able to "touch" the silver with the draggable coin. At the same time, this trigger also creates a variable to keep track of each time the user passes the coin over individual silver circles on the scratch card. You'll need variables in order to accomplish a different task: making the silver covering each benefit circle appear to be scratched away (change state) as the coin passes over the card.



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Silver – Creating Scratch-Off Illusion

This effect is like stop-action animation: you need a few images that show increments of change and a means to make these images run their sequence based on the dragging action of the coin (tracked by a number variable). The default variable value is 0 (target not dragged over yet), and the default state (Normal) is a silver circle that completely conceals the benefit on the scratch off card. The Workshop.story file provides two scratched-off increments (see right) before arriving at a final state (three state changes that will correspond with three increasing number values).

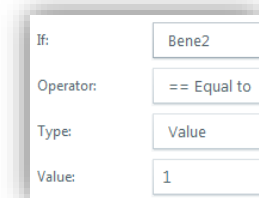
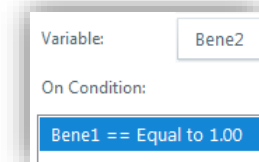
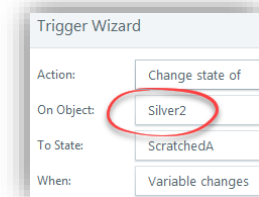
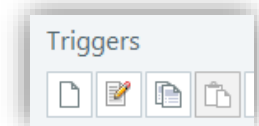
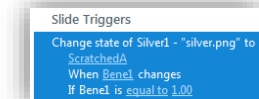
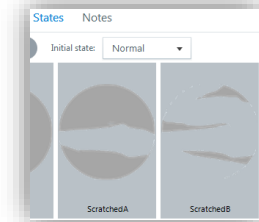
The creation of graphics—such as the card, the silver images, and the coin—are covered separately.

1. As in the *Coin – Creating Dragging Action* instructions, **click the greyed-out eye icon next to Silver2** (the object will become visible to both you and the user on the slide).
2. **In the Triggers pane click to highlight the first Slide Trigger, “Change state of Silver1 – ‘silver.png’ to...”**
3. As in the *Coin – Creating Dragging Action* instructions, **click the duplicate, paste, and edit buttons in the ribbon.**
4. **In the Trigger Wizard, select Silver2 from the drop-down list in the On Object field.** No change is needed in the Action, To State, or When fields.

Although there are four different silver circles numbered on the Timeline, ScratchedA is the custom state that creates the illusion that the coin dragging over any given circle scratches away the first strip of silver coating. This custom state was intentionally created with the same custom name for each silver scratch-off circle in order for duplication to save you time.

5. **In the Trigger Wizard, select Bene2 from the drop-down list in the Variable field.**
6. **Within the On Condition box in the Trigger Wizard, click Bene1 == Equal to 1.00 to highlight.**
7. **Click the edit button below the On Condition box to open the Add Trigger Condition window.**
8. **In the If field, select Bene2 and click OK to close the Add Trigger Condition window.**

Remember: you created Bene dragover target variables before creating state changes, in order for the Trigger Wizard to have appropriately named variables ready in the Variable and If fields.



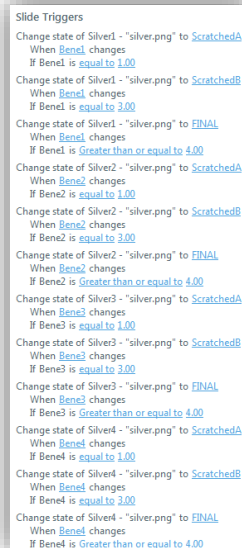
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9. Repeat steps 2-8 on the remaining two Slide Triggers for Silver1 to trigger state changes on Silver2 to ScratchedB state (multiple strips of silver coating removed from a circle) and FINAL state (all the silver coating is gone and a copper ring appears around the benefit circle).

10. Click OK to close the Trigger Wizard.

The dragover target variable conditions are slightly different for the ScratchedB state change; it requires two dragovers instead of one. That's a personal preference based on tests of the behavior of the game. Sometimes what seems like a single dragover act by the user is read as multiple variable changes by the program, resulting in a jump to the final state without ScratchedB being visible when only one additional dragover is required (condition equal to 2.00). FINAL state condition is greater than or equal to 4.00 for the same reason.

11. Repeat steps 1-10 to trigger three state changes (ScratchedA, ScratchedB, and FINAL) for Silver3 and Silver4. Be sure to change the corresponding hotspots to Hotspot3 and Hotspot4.



Slide Triggers

- Change state of Silver1 - "silver.png" to ScratchedA
When Bene1 changes
If Bene1 is equal to 1.00
- Change state of Silver1 - "silver.png" to ScratchedB
When Bene1 changes
If Bene1 is equal to 3.00
- Change state of Silver1 - "silver.png" to FINAL
When Bene1 changes
If Bene1 is Greater than or equal to 4.00
- Change state of Silver2 - "silver.png" to ScratchedA
When Bene2 changes
If Bene2 is equal to 1.00
- Change state of Silver2 - "silver.png" to ScratchedB
When Bene2 changes
If Bene2 is equal to 3.00
- Change state of Silver2 - "silver.png" to FINAL
When Bene2 changes
If Bene2 is Greater than or equal to 4.00
- Change state of Silver3 - "silver.png" to ScratchedA
When Bene3 changes
If Bene3 is equal to 1.00
- Change state of Silver3 - "silver.png" to ScratchedB
When Bene3 changes
If Bene3 is equal to 3.00
- Change state of Silver3 - "silver.png" to FINAL
When Bene3 changes
If Bene3 is Greater than or equal to 4.00
- Change state of Silver4 - "silver.png" to ScratchedA
When Bene4 changes
If Bene4 is equal to 1.00
- Change state of Silver4 - "silver.png" to ScratchedB
When Bene4 changes
If Bene4 is equal to 3.00
- Change state of Silver4 - "silver.png" to FINAL
When Bene4 changes
If Bene4 is Greater than or equal to 4.00

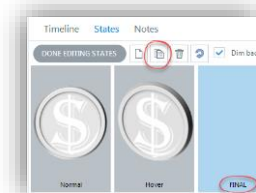
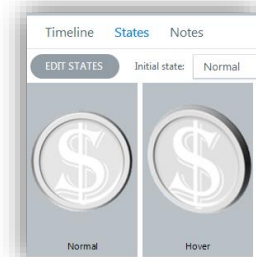
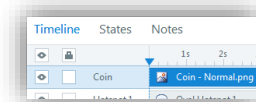
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Coin -Tilting and Vanishing Illusions

1. **Highlight *Coin* by clicking on it in the Timeline.**
In PowerPoint *Coin* is a circle shape (vector drawing) modified by Shape Effects that Articulate Storyline 2 does not have, and saved/imported as *Coin - Normal.png*.
2. **With *Coin* highlighted, click the States tab** to view *Normal* and *Hover* states (assets provided).


In order for the coin to appear to tilt as if held in the right hand, an additional shape effect was applied to Coin - Normal in PowerPoint, and saved as Coin - Hover.png. To make the coin tilt only during the interaction, the Normal state was duplicated as a built-in Hover state, and the picture changed to Coin - Hover.png (a single action to delete Coin - Normal and import Coin - Hover). Only one object appears on the Timeline, but there are two different objects present. No additional triggers are needed to make the coin tilt (change state) during mouse hover or click-drag, because Hover has built-in triggers. In order for the coin to appear to vanish, the shape needs to be removed from a new custom state you'll name FINAL.

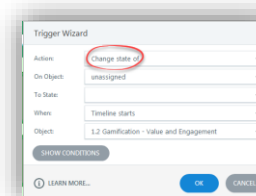
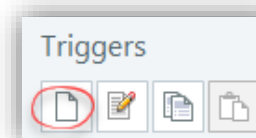
3. **Click *Edit States*.**
4. **Click the duplicate button in the States ribbon to open the Add pop-up window.**
5. **Replace *New State* in the Name field with *FINAL*.**
6. **Click *Add* to close the Add window.**
7. **On the slide, select the coin image and delete it.** The coin will disappear from the *FINAL* state panel.
8. **Click *Done Editing States*.**



FINAL Actions- Coin vanishes, Applause plays, and slide 1.1 advances to 1.2

Since the coin's FINAL state is custom created, you will need to custom create a trigger to make the coin "vanish" when all the benefit circles are revealed (no built-in triggers will exist).


1. **In the Triggers pane click the New button**  to open the Trigger Wizard pop-up window.
2. **In the Trigger Wizard, select *Change state of* from the Action drop-down menu.**
3. **Select *Coin* from the On Object drop-down menu.**
4. **Check that *FINAL* appears in the To State field. If it does not, select it from the drop-down menu.**




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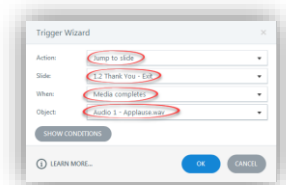
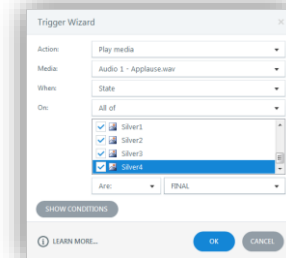
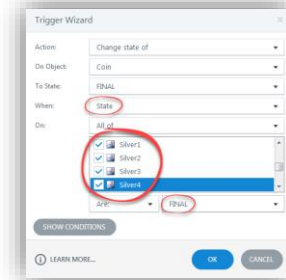
5. In the When field, select *State* from the drop-down menu.
6. You will not make a change to the On field. In the scrollbox below the On field, check all four *Silver* images.
7. Set the two drop-down menus below the scroll box to *Are* (should be the default) and *FINAL*.
8. Click *OK* to close the Trigger Wizard.

An audio file of applause is provided on the Timeline, which requires a trigger to play when all the benefit circles are revealed.

9. In the Triggers pane click the New button  to open the Trigger Wizard pop-up window.
10. In the Trigger Wizard, select *Play Media* from the Action drop-down menu.
11. In the Media field, select *Audio 1 - Applause.wav* from the drop-down menu.
12. In the When field, select *State* from the drop-down menu.
13. You will not make a change to the On field. In the scrollbox below the On field, check all four *Silver* images.
14. Set the two drop-down menus below the scroll box to *Are* (should be the default) and *FINAL*.
15. Click *OK* to close the Trigger Wizard.

The previous and next buttons have been deactivated. You will create custom navigation to advance when the applause ends.

16. In the Triggers pane click the New button  to open the Trigger Wizard pop-up window.
17. In the Action field select *Jump to slide* from the drop-down menu.
18. In the Slide field select *1.2 Thank You - Exit* from the drop-down menu.
19. In the When field select *Media Completes* from the drop-down menu.
20. In the Object field select *Audio 1 - Applause.wav* from the drop-down menu.
21. Click *OK* to close the Trigger Wizard.



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Resources

eLearning Heroes

<https://community.articulate.com/>

Weekly Challenge #125

Description of Challenge

<https://community.articulate.com/articles/scratch-off-cards-gamify-elearning>

Free AS2 File Download

<https://community.articulate.com/download/scratch-off-game-cards>

Recap (25+ Examples)

<https://community.articulate.com/articles/interactive-scratch-cards-for-elearning>

Contact Information

Please let me know if I can be of help somehow 😊

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