

# Editing and Creating Activities

All activities in zSpace Studio, zSpace Franklin's Lab, zSpace Newton's Park, and zSpace Euclid's Shapes can be edited to allow for customized content. You can also create new activities in these applications. This guide will walk you through how to use Activity Builder to edit and create activities.



zSpace Studio



zSpace  
Franklin's Lab



zSpace  
Newton's Park



zSpace Euclid's  
Shapes

## Overview

**Select activity.**

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**Open Activity Builder.**

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**Modify and create content.**

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**Save and share.**

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## Select Activity

### Editing an Activity:

#### First, choose your activity.

Select the activity in zSpace Studio, zSpace Franklin's Lab, zSpace Newton's Park, or zSpace Euclid's Shapes that you would like to customize and open it.

### Creating an Activity:

#### First, choose your application.

Select the application that you would like to build an activity in and open the sandbox for that application.



zSpace Studio  
(AP21)



zSpace  
Franklin's Lab  
(AP22)



zSpace  
Newton's Park  
(AP23)



zSpace  
Euclid's Shapes  
(AP25)

## Open Activity Builder

- Select the Home Menu  from the left side of the screen.

- Select the Builders icon  from the Home Menu.



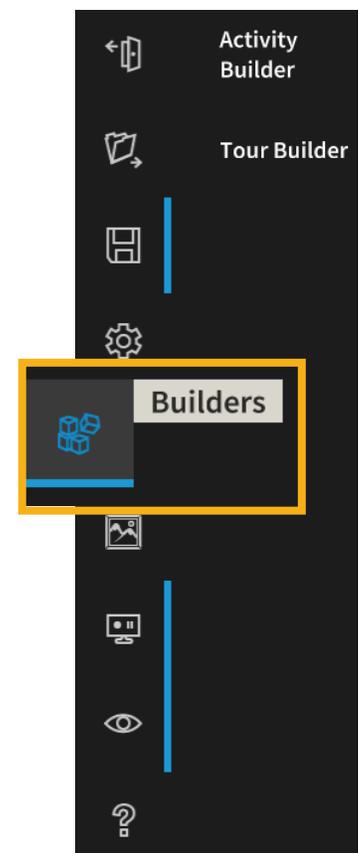
In zSpace Franklin's Lab, zSpace Newton's Park, and zSpace Euclid's Shapes, Activity Builder will automatically open.



In zSpace Studio, choose Activity Builder from the dropdown menu.

Activity Builder will open on the right side of the screen.

**Shortcut:** Press the "B" key on your keyboard to open Activity Builder when in an activity or the sandbox.



## Modify and Create Content

### Changing or Adding Text

Within Activity Builder you can now edit or add pages.

Existing pages will be visible.

Select a page to open it for editing.

### Changing or Adding Questions

Select the type of answer you want:

- Answer with text
- Answer with an image
- Answer with two choices
- Answer with multiple choices

You can add more than one question type to a page.

**Additional Information** for two-choice and multiple-choice answers:

- A **two-choice** item only allows one correct answer. Check the box next to the correct answer.
- A **multiple-choice** item can have up to 5 correct answers. Enter 3-5 choices, then check the box next to each correct answer.
- When using a **two-choice** or **multiple-choice** answer type, you can require students to check their answers. When this box is checked, students must choose the correct answer before proceeding to the next activity question.
- Students can see feedback about their answer only if you set the Activity Setting to **show feedback** and enable **check my answer** before moving forward to the next question. the automatic feedback after students respond to a question is “Correct” or “Try Again.”

### Tip:

You can create your activity in a word processing document and then cut and paste the text into Activity Builder.

Open your document before opening the activity. Use Alt-Tab to move between the documents.

### Tip:

Click on Add a hint to add or edit hints.

Each hint is displayed separately. The students can choose whether to see the hint or not.

### Tip:

When more than one response is chosen as correct, students must choose all of the correct answers in order to move to the next question.

### Tip:

Optionally, you can customize the feedback for each answer.

### Tip:

Save frequently to avoid losing what you have worked on.

## Changing or Adding Scenes

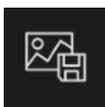
You can change or add scenes to your pages. You can attach a blank scene, carry forward the scene from the previous question, or in zSpace Studio and zSpace Euclid's Shapes create a new scene for each question!

**Important Note:** zSpace Studio and zSpace Euclid's Shapes allow multiple scenes per activity. zSpace Franklin's Lab and zSpace Newton's Park allow one scene per activity. In other words,

- In zSpace Studio and zSpace Euclid's Shapes, you can add or change the scene for each question.
- In zSpace Franklin's Lab and zSpace Newton's Park, if you change a scene it will change for all questions in the activity.

### Tip:

Using the same models for multiple pages with different model placements may allow the user to see the models move as they switch between pages.



### Attach

In zSpace Studio and zSpace Euclid's Shapes, you can attach a modified or new scene.



### View

You can view the scene that is currently attached to the page/question.



### Delete

You can also delete a scene that is attached to a page/question.

## Adding, Deleting, or Rearranging Pages

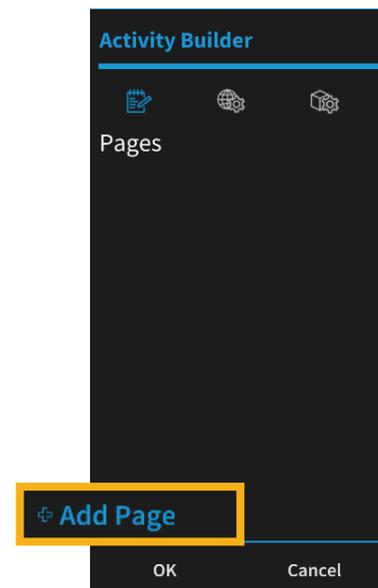
You can add, delete, or rearrange pages within an activity that you are modifying or creating an activity.

Add pages by selecting **“+ Add Page.”**

When pages are added, they will be added to the bottom of the list.

Delete pages by selecting the page, Then select the Delete icon. 

Rearrange pages by selecting a page/question. Use the arrows at the top right of the dialog box to move a page/question up or down. Notice that the page number changes as you move it.



## Modifying Settings and Setting Limits

You can modify settings and set limits on what the user is able to see and do within an activity.

You can turn features on and off, place limits on objects, lock objects in place, and even break objects in Franklin's Lab.

### There are two types of settings:

#### Activity Settings



- You can use the “Activity Settings” within Activity Builder to place - or remove - constraints on the activity as a whole.

#### Object Settings



- You can use the “Object Settings” to apply specific settings to individual objects. First, select the object. Then choose from the list of options for that object.

After you make or change settings, click **OK** to save.

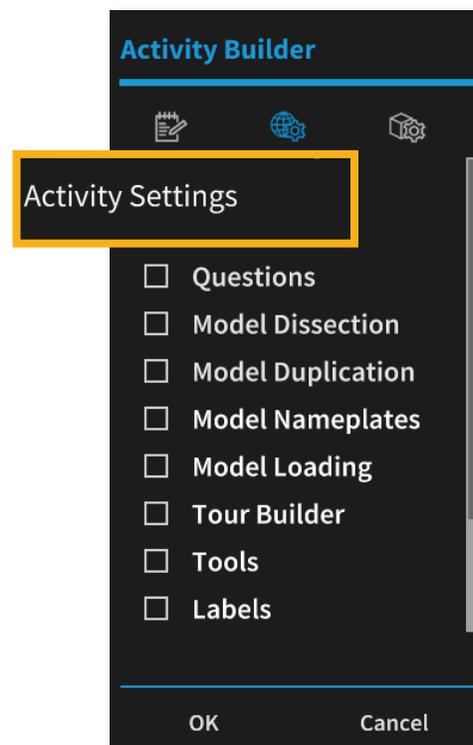
### Here are the settings you will find in Activity Builder!



#### zSpace Studio - Activity Settings

You can use Activity Settings to turn many features on and off for the entire activity. These features are listed below.

- Questions
- Model Dissection
- Model Duplication
- Model Nameplates
- Model Loading
- Tour Builder
- Tools
- Labels
- Notes
- Photos
- Scene

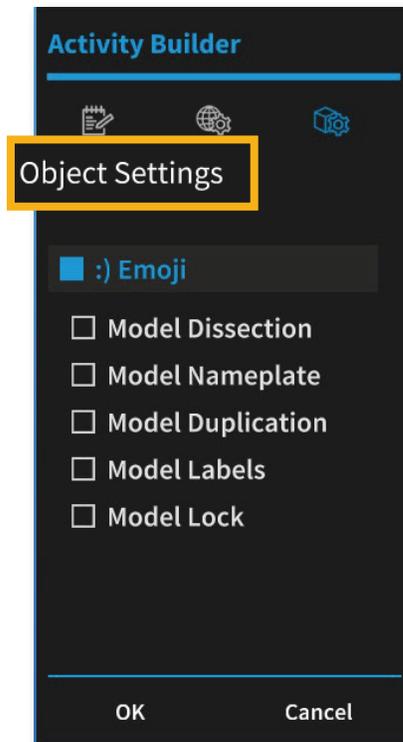




### zSpace Studio - Object Settings

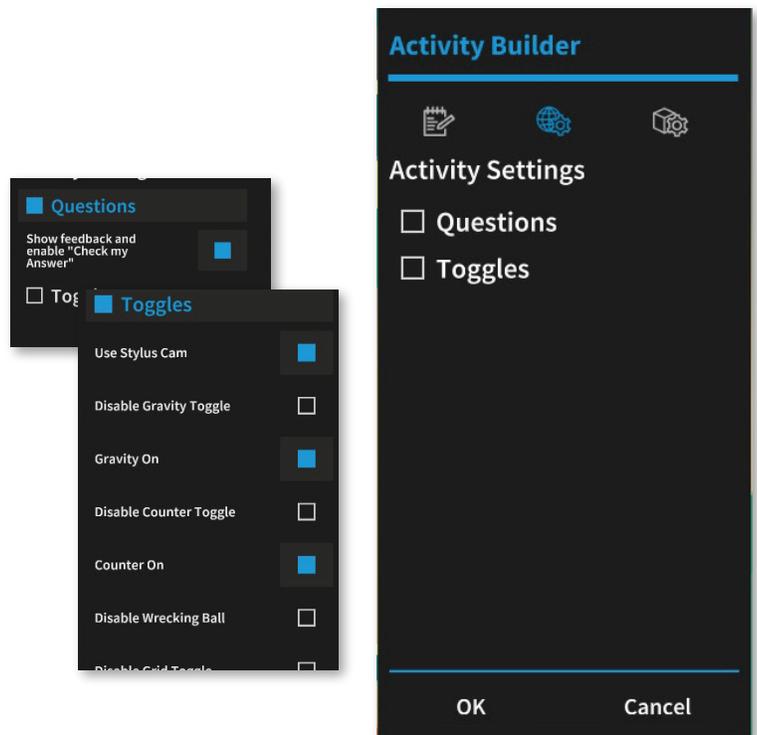
You can also use Object Settings to turn features on and off for specific objects.

- Model Dissection
- Model Nameplates
- Model Duplication
- Model Labels
- Model Lock



### zSpace Euclid's Shapes - Activity Settings

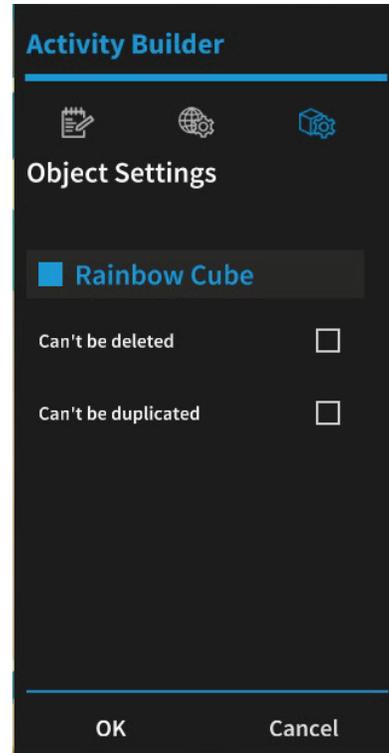
You can use Activity Settings to limit the number of items in the inventory, enable "Check my Answer," and toggle features on and off.





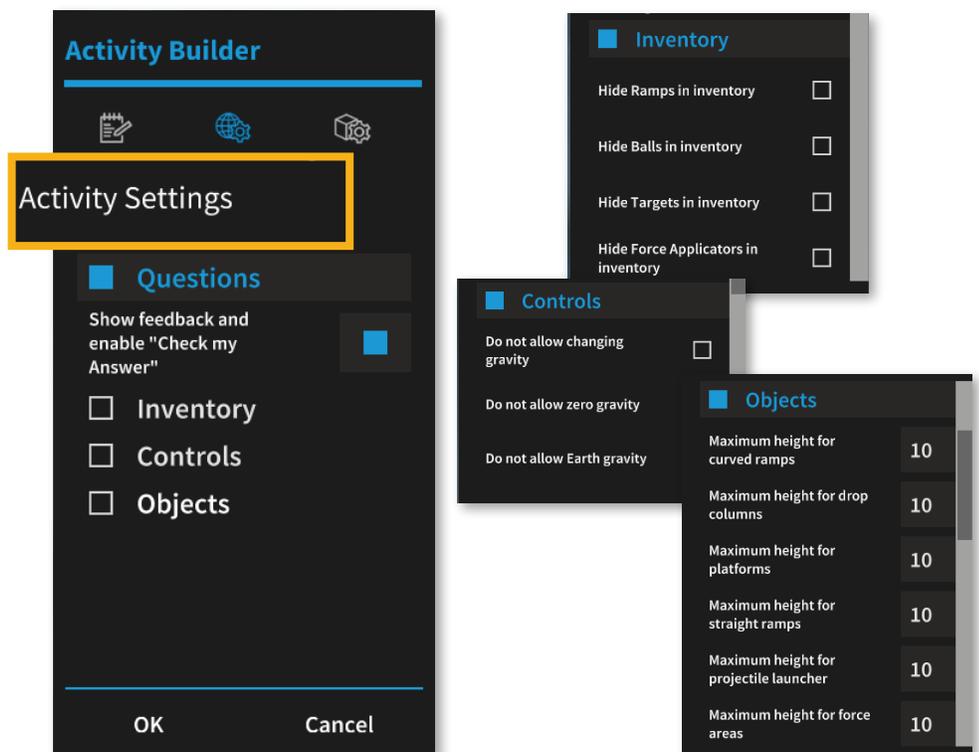
### zSpace Euclid's Shapes - Object Settings

You can also use Object Settings to turn features on and off for specific objects.



### zSpace Newton's Park - Activity Settings

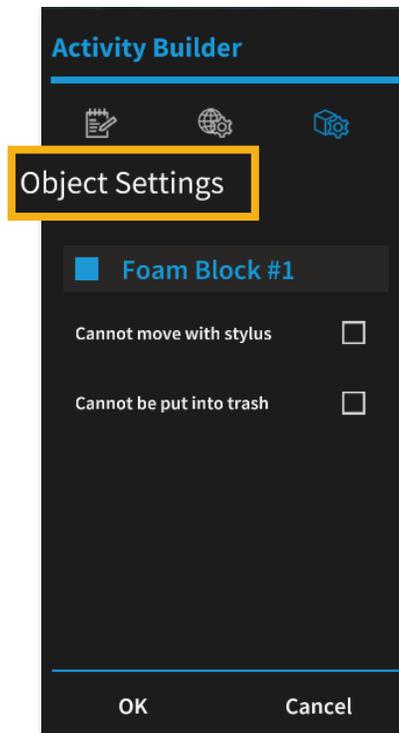
You can use ActivitySettings to enable "Check my Answer," hide items in the inventory, control features of gravity, and set limits on objects.





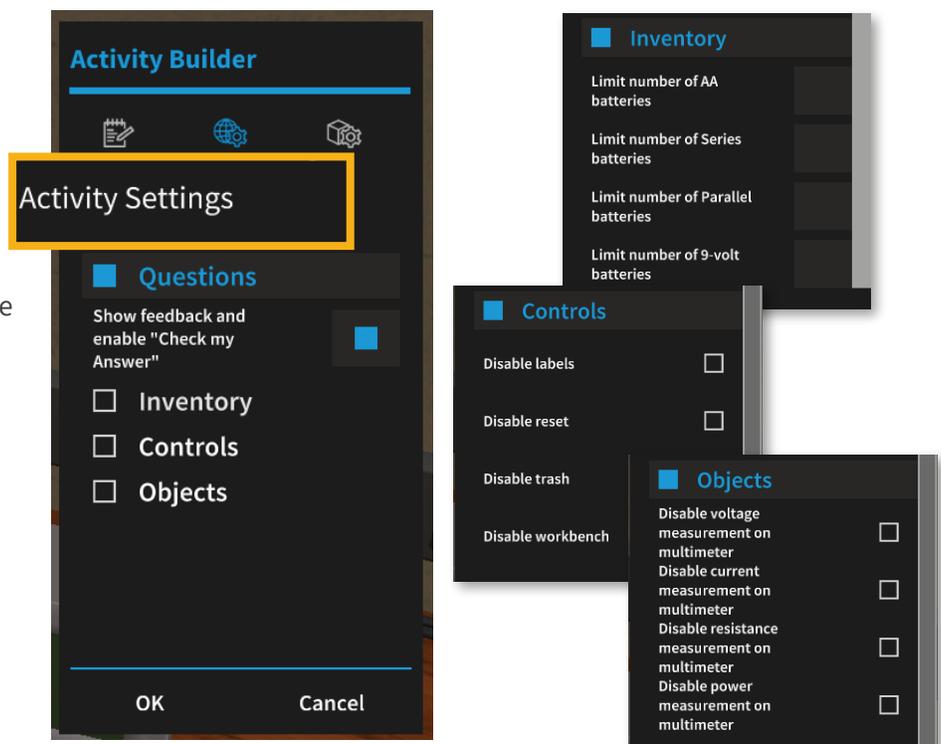
### zSpace Newton's Park - Object Settings

You can also use Object Settings to turn features on and off for specific objects. Examples of constraints you can place on the objects include setting minimum and maximum values, locking objects in place, and preventing objects from being placed in the trash. Select an object and explore the settings available.



### zSpace Franklin's Lab - Activity Settings

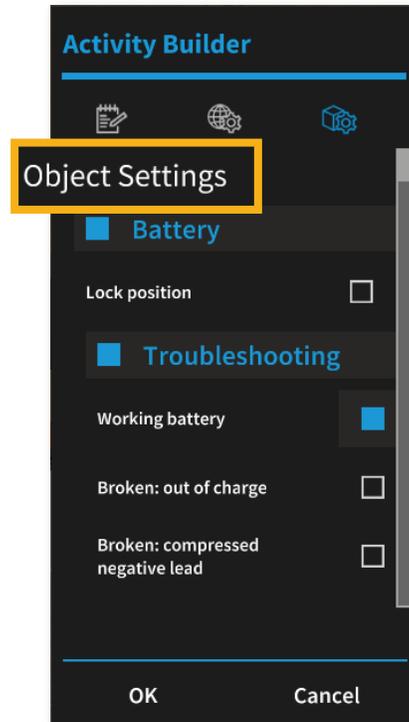
You can use Activity Settings to enable "Check my Answer," limit items in the inventory, and disable controls/object features.





## zSpace Franklin's Lab - Object Settings

You can also use Object Settings to lock objects in place or to “break” the AA battery, the DC motor, and the switch. “Breaking” objects how you to incorporate troubleshooting into the activity.



## Save and Share

To test your activity, click on the OK button to close Activity Builder. You will now see the activity as it will appear to the user in the upper-left corner of the scene. Click through the pages to review it before saving.

Click on the Save As icon in the Home Control Bar. The saved activity can be used on this machine and then shared with zSpace Users. You can add a category and/or description as you save the activity.

### You can share your activity by:

- placing the activity file in your LMS
- copying the activity file onto a USB drive and moving it to other zSpaces
- uploading your activity in the zSpace community
  - After you log in to the community, you will see an option to upload an activity.
  - **BONUS:** When you upload an activity to the community, you will get an activity code to share.

#### Tip:

When you create and download an activity file using any of the methods above, double-click on the activity to open it.