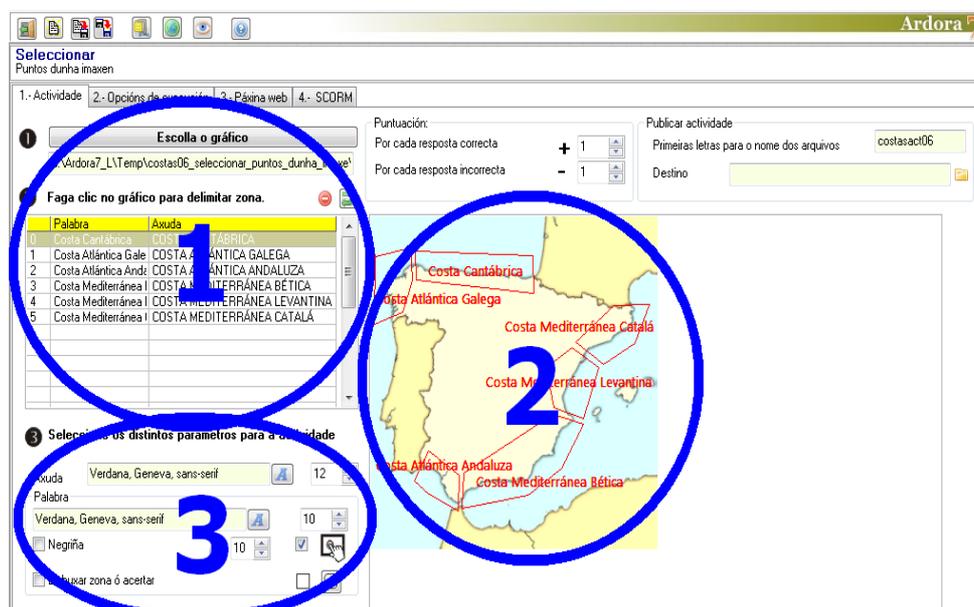


Activity in which the user has to select a number of areas in a picture according to different criteria:



In the "*Activity*" tab we can find these sections:

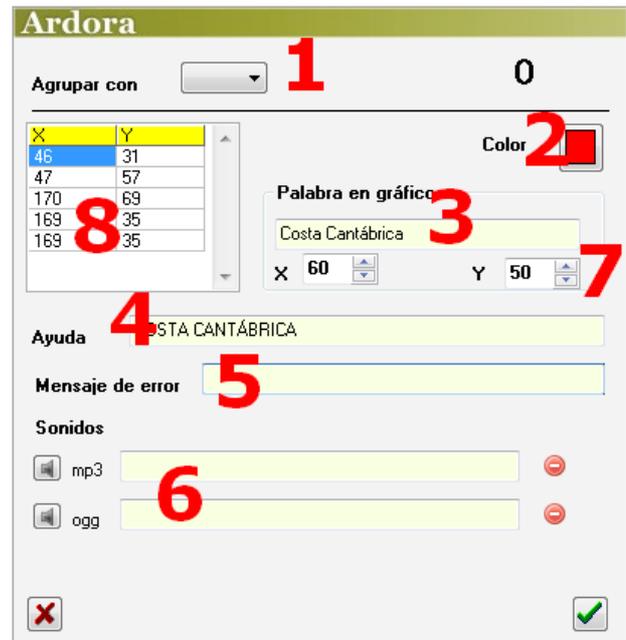


## SECTION 1

The first thing to be done is clicking on the button "Choose the graphic" and import a JPG image from our computer, using the file browser displayed. Once imported, the picture will become

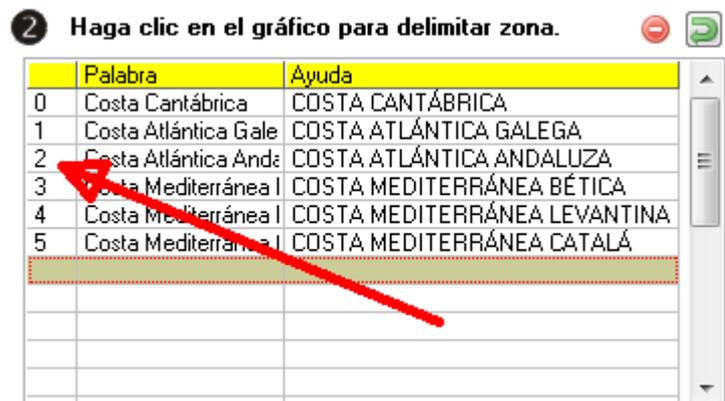
visible in section number 2. It is important that the size of the picture fits our purpose, because once the selected areas are delimited we would lose all our task if we do not like the picture size and we need to insert another image. So, once you've inserted the graphic, it is highly recommended to make a preview of the activity using the button  and check if the picture size is suitable for our activity.

Now it's time to introduce in the graphic the areas that the users will have to select. We will create a polygon in the area (Section 2) we are interested in by clicking on one of the corners (a point shown), another click on the following vertex (another point and a line between this and the previous one will be displayed), another click on the next vertex (a triangle joining the three points will be displayed) and so on, until we get to the last vertex of the polygon, where instead of a click we need to double click on it to close the polygon and a popup window will be displayed to enter data:



Using the drop-down list “*Gather with*” (1) we can group the area we have just created together with any other area previously created in the graph. If we open the list, some numbers will be shown: they are associated with each of the areas listed on the table on your left that lists the areas already created:

When you use this possibility of grouping two or more areas, you are telling the program that whenever the user clicks on any part of these areas, Ardora will accept it as a correct answer for any of the grouped areas.



Let's illustrate this with an example: Imagine that the image shows a human body and we want

the users to point to "head", "body", "arm" and "leg"; if we create an area for the arm and we call it "arm" and then we create another zone for the other arm and we call it again "arm", it could happen that during the activity the users see the word "arm" and if they click on the left arm, maybe the software sends an error message, because that particular word (arm) is the word strictly linked with the right arm instead of the left one. So, if we create an area for the left arm and then we create another one for the right arm and we group both areas together, the program will accept the answer either you click on the right or left arm.

With the "*Colour*" button (2) we can choose the background color for the box containing the text appearing in the image when the user answers correctly as well as the sides of the polygon which will be shown if we activate the box "Draw zone when answering correctly"

The "Word on the graph" (3) allows us to write the text that will later appear on the graph just above the area clicked when the user answers correctly. In the "Help" section (4) you should write the clue or message you want to give the users to guess which area they need to click on. This message will appear at the bottom of the graph, so we have to take into account this extra space in height while creating the activity.



As for the field "Error message" (5) we can write a message that will be displayed when the user clicks on the wrong area. This option enables the possibility of creating personalized messages for each of the areas in the activity, and if they are written in this field, this would nullify the possible error that could have been written in the field of tab "2- Execution Options".

In the "Sounds" (6) fields if we want we can import an audio file for each of the marked areas. Once

the user answers correctly, the sound will be played and a small speaker will be shown:  just in case the user needs to play the sound file once again.

Those numeric fields (7) have to do with the position of the text that will later appear on the graph whenever the user clicks on a correct



area. By default Ardora inserts the texts at a point near the zone to which they are assigned, but it may happen that we do not really like that situation or the bubble containing the text is outside our space as we can see in the image on your right, etc.

In these cases you can double-click on the suitable row of the table to open the editing window and change the position of the text box. It must be said that the X parameter indicates the pixels that sandwich from the left edge of the picture to the beginning of the bubble and the Y parameter indicates the pixels from the top of the picture to the bubble. So, if we increase the value of the X parameter, the text will move to the right and if we reduce the number, it will move to the left. Similarly, if we increase the value of the Y coordinate of the text will move downward and if we reduce the number, it will go upward.

This table (8) shows us the coordinates for all the points of the polygons. This works exactly like the coordinates of the text bubbles we've just read in the previous paragraph, so if you want to edit any of the coordinates of the vertices, just double click on the cell and a small window will pop up. There you can modify the values of X and Y.



Finally, we should explain the function of the buttons on the upper right part of the table. Selecting one of the areas shown on the rows of the table, we can remove it simply by clicking on the red button.

The green button is necessary if we want to delete one by one the vertices selected on the table, starting with the last one (the one we double-click to close the polygon) and continuing with the second last, and so on. If we use it to delete all the vertices, the polygon will disappear from the map and it is as if we had pressed the red button.

2 Haga clic en el gráfico para delimitar zona.

|   | Palabra              | Ayuda                        |
|---|----------------------|------------------------------|
| 0 | Costa Cantábrica     | COSTA CANTÁBRICA             |
| 1 | Costa Atlántica Gale | COSTA ATLÁNTICA GALEGA       |
| 2 | Costa Atlántica Ande | COSTA ATLÁNTICA ANDALUZA     |
| 3 | Costa Mediterránea I | COSTA MEDITERRÁNEA BÉTICA    |
| 4 | Costa Mediterránea I | COSTA MEDITERRÁNEA LEVANTINA |
| 5 | Costa Mediterránea I | COSTA MEDITERRÁNEA CATALÁ    |

**SECTION 2**

In this box we'll see the graphic previously imported; we'll use it to enter areas where the user will have to click with their texts, as it has already been explained before. We will create a polygon in the suitable area by clicking on one of the vertices (a point shown), another click on the following vertex (another point and a line between them will be shown), another click on the following vertex (a triangle will appear connecting the three points) and so on until the last vertex of the polygon, where we should double click to close it, and a pop-up window to enter data will be displayed.

**SECTION 3:**

Here we have to choose the different characteristics of the texts and areas that the user will see on screen: the font family (1) and size (2) for the font in the “help” field; font family (3) and size (4) for the text appearing on the polygons; if you also want these texts to appear in bold you should activate the check box number 5; we can decide whether the area of a zone will be drawn whenever the user answers correctly by activating this box(6); the transparency of the bubbles containing the texts of the polygons (7) (the lower value, the more transparency). We can decide if the activity will be compatible with touchscreen devices (8) and if the rectangles in the activity will have rounded corners or not (9).

**3 Seleccione los distintos parámetros para la actividad**