

==== Instructions ====  
*MINE Editor*  
*developed by Ubium Oy*

## **Activities**

Reading is an activity. However, if a reader must look for an answer in order to continue the book's narrative, then we call this an activity.

In MINE, we refer as activities to this moment when readers prompt themselves outside of a linear reading to look for the answer that will allow them to continue the narrative. This answer might be in their understanding of the book or in their surroundings, such as looking for a clue in a photo (digital or physical).

Adding activities to a story increases the reader's immersion into the narrative, when done as an integral part of the story. Furthermore, it can support the comprehension of different story aspects.

To add an activity into your story, locate yourself in the **Activity panel** . When the icon is blue  means the activity panel is active

## Number Input

It is a traditional approach to digital storytelling. Following are the steps to create a Number input question in MINE

### a. Your page

Assure that your page layout (Edit panel , sub panel Layout ) supports text 

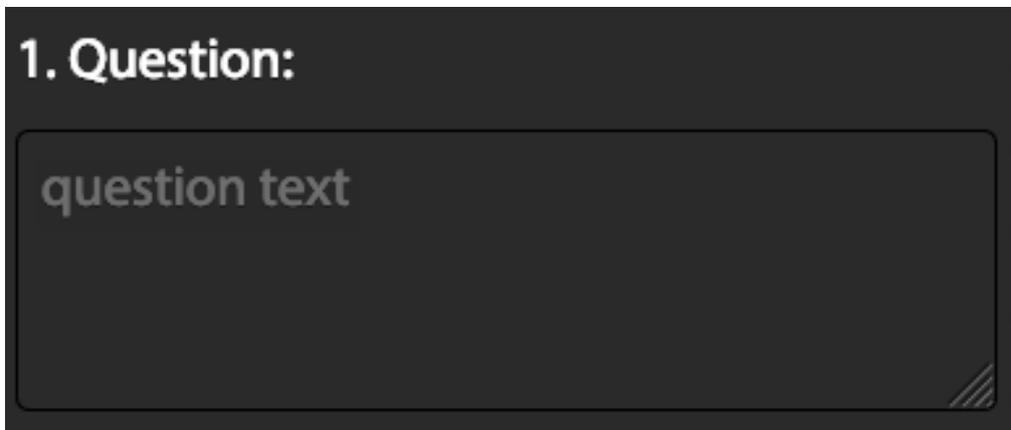
### b. Number input

The **Number input** subpanel  is

located inside of **Activity panel**  Next follow the flow of the subpanel items.

## 1. Question

Write your question inside the “question text” field.



The image shows a dark-themed user interface element. At the top left, the text "1. Question:" is displayed in white. Below this, there is a large, rounded rectangular text input field with a thin border. Inside the field, the text "question text" is written in a light gray color, serving as a placeholder. The bottom right corner of the field has a small, light gray diagonal line icon.

## 2. Answer

In this section, the author will write the potential answers for the question defined in point 1.

There are two options:

**i) Free text.** In this case the answer can be any combination of characters. The text should be

written in the field of *correct answer*. The reader would have to write exactly the text as requested.

2. Answer:

**Free text**

correct answer

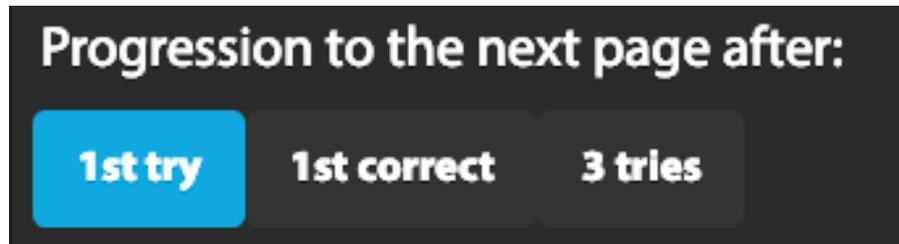
ii) **Number only** In this case the answer is only a sequence of numbers. The text should be written in the field of *correct answer*. The reader would have to write exactly the text as requested.

2. Answer:

**Numbers only**

correct answer

After the answer is written then one should indicate how the progression for the next page is determined.



**1st try.** This option indicates that independently if the answer is correct or incorrect, because it was tried, the next page will appear.

**1st correct.** In this option, the next page will not appear until the correct answer is entered.

**3 tries.** The readers should attempt at most 3 times to give the correct answer and then the next page will appear.

### **3. Feedback**

It is the information displayed after interacting with the text input question according to the rules defined in the previous point (2).

If the author wants to have feedback activated

to show the feedback for correct or incorrect answers.

**3. Feedback:**

**Show immediate feedback**

Well done!

-

+

✓ ✕

Not correct.

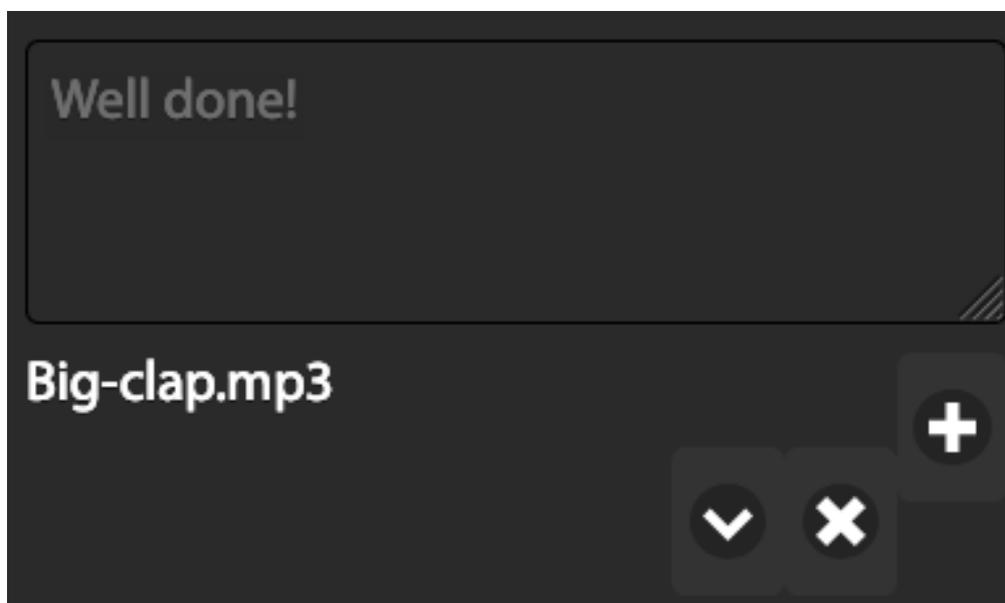
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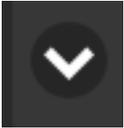
✓ ✕

**(i). When answer is correct**

The text that shows up right after the reader enters a correct answer of the input question, is the one the author writes in the text field “*Well done*” .



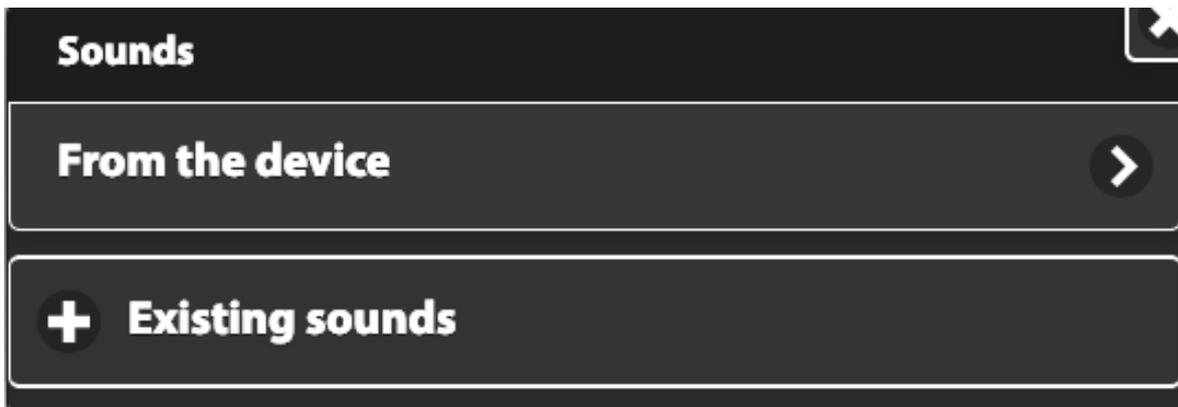
It is possible to also include sound. One can associate an audio to this feedback by clicking

the following button  . Next the author should select the sound to be associated to this feedback.

There are two options:

**From the device-** means the file is stored locally on the device you are utilising to write this story.

**Existing sounds** - points to the sounds you have already uploaded to this story and are automatically allocated in the sound library (in the Edit panel)

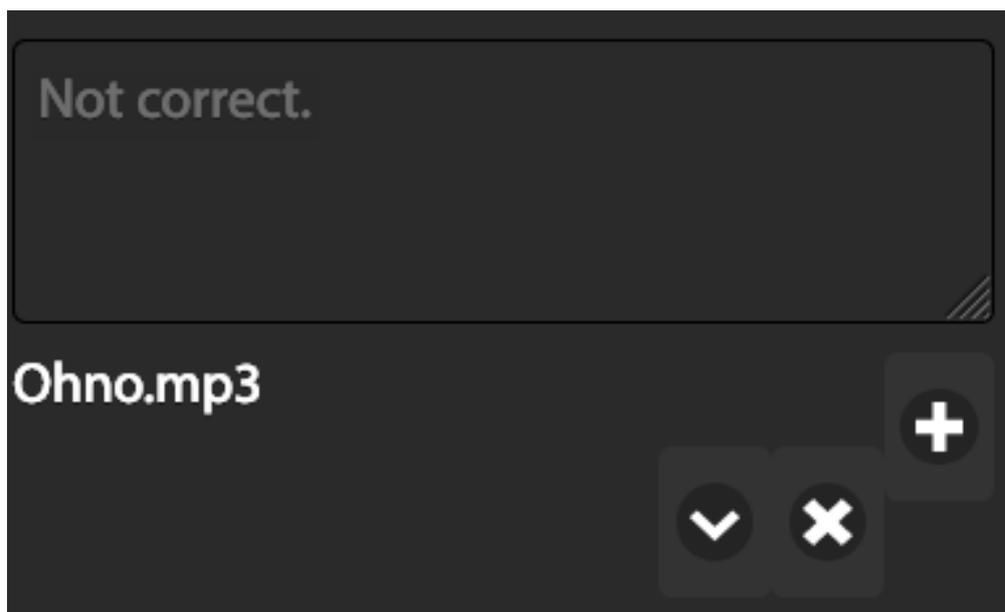


To dissociate the sound from this particular feedback click the button 

A short cut to upload a sound from a personal device is through the button 

**(ii). When the answer is incorrect**

The text that shows up right after the reader enters a wrong answer to the input question, is the one the author writes in the text field “*No correct.*” .



It is possible to also include sound. Please read the section of sound in *(i) When the answer is correct*

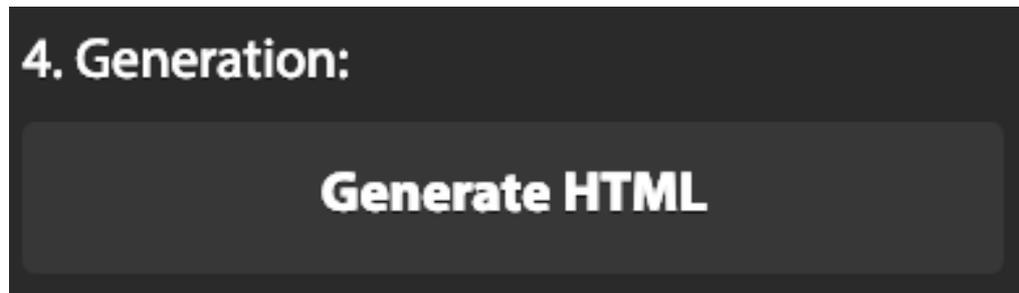
## **4. Generation**

This button transfers all that you prepared in this panel into the page. For this you need:

(i) put your cursor in the page where you want the input question to appear. It has to be in a

text section **T** other than the header.

(ii) click the button **Generate HTML**



### **How does it look?**

After this action a text shows up in the page contained within the red rectangle. This text is the information you input in the number input panel.

In our example, our text is:

In which year is Finland  
declare independence?

1917

You knew, right?! Hmm... I think you need to  
try again

In this case the question is:

*In which year is Finland declare  
independence?*

The answer:

*1917*

Feedback of correct answer:

*You knew, right?!*

Feedback of incorrect answer:

*Hmmm.... I think you need to try again*