

Creating Custom Skills: Braille Display Quiz

This document will cover how to create a custom skill for Braille Display Quiz and in doing so will explain all of the configuration options for Braille Display Quiz.

1. This guide starts from the page of the Skill Creator you arrive at after you have selected the game (Please see [Creating Custom Skills \(Overview\)](#) for steps leading up to this stage)

The screenshot shows the 'Skill Creator' interface for the 'Display Quiz' game. The title bar is dark blue with 'Skill Creator' and a close button. The main content area has a white background with the title 'Display Quiz' and a subtitle: 'A game using braille displays to teach students to read large amounts of text and answer questions about them.' Below this are several configuration fields: 'Number of rounds' (input field with '1'), 'Enter text for braille here:' (large text area), 'How long should the student have to take the quiz' (input field with '1'), 'Should they be shuffled?' (dropdown menu with 'No'), 'Difficulty:' (dropdown menu with 'Easy'), and 'Phrases to use in game:' (a container with 'Question:' and 'Answer:' input fields). At the bottom, there is an 'ADD A QUESTION' button and navigation links for 'BACK', 'TEST', and 'NEXT'.

In Braille Display Quiz the student will read through this passage on their braille display, and then be asked the questions you have entered for them about that passage. They will type R (Dots 1,2,3 + 5) on their braille display and speak their answers to those questions. You will need to enter what answer you expect the student to give to those questions you want them to be asked.

Start by entering in your braille passage that you want the student to read through in the “Enter your text for braille here” field.

Then enter the questions you want the student to be asked about that passage and what answers you expect them to give to those questions.

Number of Rounds: This determines how many of the questions you have entered that you want the student to be asked about the passage each time they play. If you enter 10 or 20 questions into the skill, you may not want the student to be asked all of those questions every time they play and read through that passage. You can use the *Number of Rounds* field to determine how many of the questions you have entered you want the student to be asked.

How long should the student have to take the quiz: This determines, in minutes, how long the student has to read the passage and answer the questions before the quiz ends.

Should they be shuffled: When set to **Yes**, the questions will be presented in a shuffled order. When set to **No** they will be presented top to bottom as entered on the skill.

Difficulty: This does not adjust the game at all, it is just a tool you can use to classify how easy medium or hard the skill you designed is for your student. This difficulty will show up in the skill tables next to the skill, allowing you to easily locate skills of specific difficulties.