



# Interactivity in an Authoring Tool

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## **Introduction**

With eLearning platform being the base of day to day learning, the use of rapid eLearning tools has increased. There are numerous learning tools in the industry today but not every tool can solve our purpose to create interactive learning courses. Different tools require varied learning time by the instructional designer to understand, plan and execute.

Interactivity is as essential ingredient of any training workshop/course content. Interactivities when added to the course provides a live, enriching and engaging experience to the training environment. Course creators are applying several methods and techniques to create variety of interactions which can then be blended with the help of course authoring tools.

The concept of an authoring system is not a new one. For over two decades, computer-based learning has been in use with highly sophisticated tools to build them. The role of authoring tools has become quite prominent with the recent advancements made in the interactive course building field.

## What is an Authoring Tool?

Authoring tool refers to an integration of a collection of interactions of any media assets to create a professional, engaging and interactive training content. It is software which allows the course creator to create a courseware in association with multimedia applications and the associated navigation tools. A few most commonly used authoring tools are listed below:



## Usage of Authoring Tools

- Commonly used to create e-learning modules.
- E-Learning courses can also be published in HTML format, CD ROMs and executable files which adds to the distribution methods of course.
- Allows presenters to integrate a range of media to create qualified, engaging and interactive presentation content.

- Works as a course assessment & tracking tool. Generally, the eLearning modules comply with some international standards such as SCORM (Shareable Content Object Reference Model) or AICC (CBT) (Aviation Industry CBT Committee) which help in conducting assessments and tracking the progress.
- Supports multiple languages.
- E-learning modules created follow instructionally sound theories.

## **Interactivity and Authoring Tools**

Interactivity can be defined as an activity where an individual is presented with a problem or scenario and must work to achieve the goal. In an eLearning course, engaging interactions are necessary because they are more likely to keep learners interested and mentally simulated. Gone are the days when learners in the name of eLearning used to simply turn and pages and read the bland text. Interactive eLearning course makes the learning a fun process. The learners are looking for a higher level of engagement in the eLearning courses which has resulted in the rise of rapid interactive tools such as Raptivity.

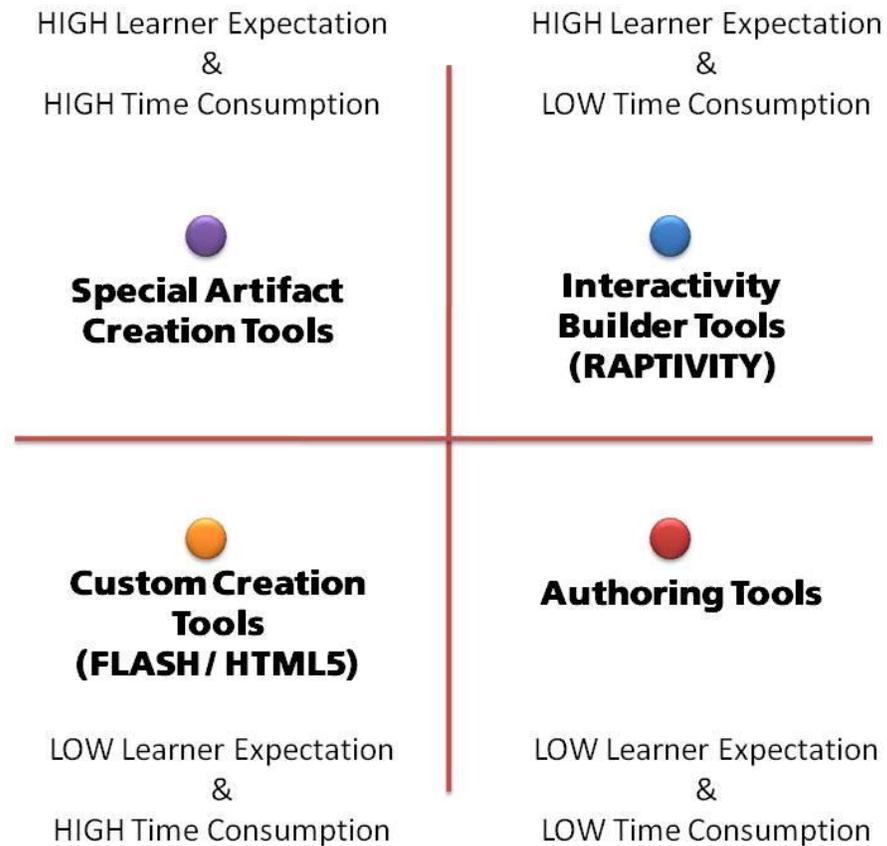
## **Learner's Expectation from an eLearning Course**

In the world of e-learning, interactivity is any approach or element used to help the learner, process learning. Learner expects a magic element that makes elearning more interesting, engaging and effective. Basically, there are three essential questions every learner wants answered. They are:

1. Why I am taking this course?
2. How do I use the information collected from this course?
3. How can I prove that I understood the concept well?

These questions when answered results to a different level of motivation which makes the course a definite success.

## Learner's Expectations vs. Interactivity Creation



The graph demonstrates the proportionality of learner's expectation to time consumption in accordance to an interactivity creation tool. In the four quadrants (situations), are the different proportions on the basis of which the appropriate tools get segregated.

### 1. Special Artifact Creation Tools:

These types of tools are used by high end developers to meet the learner's expectation but also consume a lot of time to develop such special artifacts such as complex simulations, games etc.

### 2. Interactivity Building Tools:

Raptivity is a great example of an interactivity building tool which helps to fulfill the learner's expectation and that too in less time.

### **3. Custom Creation Tools:**

Custom interactivity creation tools such as Flash is high time consumption tool and even they do not accomplish the learner's expectation because of high expenditure involved in it.

### **4. Authoring Tools:**

Authoring tools provide some basic level of interactions such as click and reveal, drag and drop, animations etc. Since, the interactions are very basic, it does not meet learner expectations to the fullest.

### **Raptivity: Rapid Interactivity Tool**

*A rapid way to create interactions cost effectively.*

Raptivity comes out as an explicit solution to all the three expectations of the learner's. It increases student involvement, participation and motivation. Raptivity helps in the quick and easy creation of various learning interactions such as games, simulations, brainteasers, etc; and that too in a quick and easy way without any programming.

Raptivity, the world's first rapid interactivity builder, allows one to build interactive eLearning, which gets learners completely engaged. Raptivity offers a pre-built interaction library based on best practices of instructional design to customize as per the need; Flash output in one file that fits right into the eLearning tools; SCORM/AICC trackable completion status, score and student responses; HTML5 support for mobile learning.

## Raptivity Integration with Authoring Tools

With Raptivity, you can harness the adding of interactivities to your content while continuing to use your existing authoring environment and processes. The content published by Raptivity is industry standard, easily distributable over the Internet, and does not require any proprietary plug-in.



Using Raptivity various interactions can be created easily and could be included in any of the above listed authoring tools.

Get a detailed insight of [Raptivity Integration with Authoring Tools](#).

## Summary

As every educator knows, the most effective way to present information so that it can be understood and retained is by creating an interactive learning experience. Individuals of all ages learn best by personally interacting with the material. With interactive content, learning experiences become memorable, while drop-out levels are dramatically reduced.

One needs to meet this expectation in a short time and cost-effective manner. The authoring tools have proven out to be a very good and efficient way of course creation. Nevertheless, they have their limitations in providing complex interactions. With giants such as Flash and HTML5 being more time consuming and less cost effective, interactivity building tools score over them with its easy to customize high level interactions. Raptivity is a solution which provides various types of interactions which can be created in a short time without any programming in a cost-effective manner.

To know more about **Raptivity**, [click here...](#)