

From Wireframe (PPT) to D2P2 Tutor

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Here I describe the steps for creating tutor wireframes in PowerPoint or a similar tool, then using them create to a D2P2 tutor, giving advice based on my own experience as an instructional designer performing this process. I share the insights I now have into what I could have done in the initial steps to make later ones easier, as well as the overall process of creating a D2P2 tutor from a wireframe, to help later instructional designers.

These steps are not intended to describe the whole process of outlining and wireframing the tutor, but instead focus on ways to make the eventual creation of the tutor a smoother process for instructional designers. They highlight the need to consider D2P2's tools, as the eventual method of creating the tutor, while making wireframes and deciding what the tutor should look like.

Outline Tutor

Outline your tutor content, dividing it into sections and creating a general outline of all your content before creating a wireframe in PPT or similar tool. You may wish to use a word processor to create an outline defining what your tutor will contain.

Lay Out Slides

Lay out content slides

Lay out all your PPT slides with (non-quiz) content the way you want them to look on the page. Keep in mind all pages can (but do not have to) have a title and description in addition to the main body of the content.

The content editor currently used in D2P2 will preserve paragraph breaks, bulleted or numbered lists, bold, italics, and hyperlinks when text is copied and pasted. (The editor also preserves paragraph styles (e.g. Heading 1, Heading 2, Body/Normal text), but these are not present in PPT as far as I know.) However, underline, text color, indentation, text alignment, text size, etc. will have to be manually edited using D2P2's editor.

You should place any pictures you will have on the page on your slide. With developments in D2P2's page editor, it has been made easier to translate different layouts from a slide to a page, since content can be placed in multiple columns of variable width. So, feel free to place pictures and text on your slide in any arrangement that seems best.

Since you will need to either separately upload or drag & drop to upload your pictures, it may be easier to save all the pictures used in your wireframes in a local folder or cloud-based folder (e.g. a Google Drive folder) to either upload them all to use in your tutor or easily access to drag & drop upload when creating pages. (Uploading via D2P2's Upload Multimedia page will preserve file names and may make it easier to reuse images, while drag & drop can be quicker to use while creating pages.)

Lay out Quiz slides

Lay out slides with Quizzes in a format that will be easy to transfer to D2P2 quizzes.

For multiple choice quizzes, write each question on its own line, followed by each of the possible answer choices on their own lines. You may put these as a numbered/lettered list, bulleted list, or simply in separate lines of text. The important point is that you will want to copy and paste each question and answer into D2P2, so choose a format that will make this easy.

Another helpful thing to do is mark which answer(s) is/are correct, such as by bolding the answer or number/letter of the answer, as this will help you easily see which answer(s) to mark as correct when entering the question. Answers are in plain text, so the bold will not be shown when pasting in the answers.

Create Tutor

Once your wireframes are completely done, or as close to it as you wish, create your tutor in D2P2, giving it a name, a tagline/short description, multimedia directory name (usually an abbreviation of the tutor name), and about page text (may include credits/acknowledgements here).

Create Sections

In D2P2, use the Manage Pages page to create sections for your tutor. These should have been defined in your initial outline and used to structure your wireframes. You may wish to create all the sections at once, initially, or create each section after you have finished the previous one. Either way, it is best to create the sections in order.

Create Pages

Once at least the first section has been created, you can begin making pages.

In the tutor, go to New Page and enter the Name/Title and Description of your first page (if it has one or both of these). Your first section should be selected automatically. Select that the page should have "Content", which will open the WYSIWYG (What You See is What You Get) text editor.

Add content

Go to your wireframe and get the content of your first page by copying it, then go back to the editor and paste it. The content should appear as it will appear on the page. If you need to make any additional edits to the text, such as adding underlines, color, indentation, different font sizes, etc., do so with the editor. For the most part, this editor should provide most of the tools needed to create your page how it will look best.

(Some advanced users may want to use the code editor to view and edit the actual HTML of the page, so this functionality is provided, but it should not be necessary for Instructional Designers to use it.)

It may be useful, especially if you have not fully completed and reviewed the material in your wireframes before beginning to move to D2P2, to mark on your wireframes which pages have been moved, along with any comments such as a need to review or update something later. This way, you can tell just by looking at the wireframes which pages have been completely moved into the tutor, which still need to be edited, and which have not been moved at all. (I personally indicated this by adding to the page/slide title an asterisk for completed pages, a plus sign for incomplete pages, and no mark for pages not moved at all yet.) Using this method can be extra helpful if you are having one or more other people review and edit your wireframes, helping you keep track of revisions that need to be made to pages after they are moved into the tutor.

Add multimedia

If your page has pictures, audio, or video, you can either upload it via the Upload Multimedia page in the tutor or, for images, use the drag & drop feature of the editor.

- If using Upload Multimedia, upload the image, audio, or video, then copy and paste the provided image link on the Manage Multimedia page in the page's HTML where you want it.
- To use the drag & drop feature, download the image if you do not have it saved already, then drag it from its location on your computer to the text box in the editor. The image should be uploaded and appear in the editor.

After drag & drop uploading an image or inserting an image or video via HTML code, you can drag the corners of the video/image to resize it.

Finish page creation

Once your page content is to your liking, click Create Page. You can go to Manage Pages and click on the page name to get to the page and view it. If you wish to edit it further, on the page you can go to the Educator Menu and select Edit Current Page.

If your content was laid out well in the wireframe, many pages will only require entering the Name and Description (if the page has these) and pasting the text from the PPT slide. Those

with multimedia or more complex formatting may be more difficult or time-consuming than simpler ones.

Create Quizzes

To insert a Quiz, you will first need to create QuestionSets for each quiz. Each QuestionSet has a name, a body which may contain text or other media that will be shown accompanying all its questions, and one or more questions with answers. You may wish to consider, when creating Quizzes in your wireframes, how the Quiz will be laid out.

In D2P2, Quizzes can contain one or more QuestionSets, each of which will be shown on separate pages throughout the quiz. Each QuestionSet has one or more questions with at least one correct answer out of two or more possible answers.

There are different ways to format Quizzes, and one or another may be better depending on the types of questions asked.

- You may have a Quiz with only one QuestionSet which contains no multimedia or body text and only text-based multiple choice questions.
- You may have a Quiz with multiple QuestionSets, each with multimedia or text in the body and one or more questions.

Note that these instructions mostly pertain to multiple-choice quizzes. In the future, D2P2 may have additional quiz types that should be considered when planning a tutor.

Create QuestionSets

To create a Quiz, you will first create each of the QuestionSets for that quiz using the New QuestionSet page. Enter the QuestionSet name, the body text and/or multimedia (if any), and each of the questions.

To enter a Question, it is easiest to copy and paste the question from your wireframe into the Question box, then copy and paste each of the answers into the answer boxes (using the Add Answer button to add however many answer choices are needed), marking the correct answer with the checkbox.

If you have any additional feedback you want learners to see in the quiz results after answering that question, you can check the box for it and enter it using a simplified version of D2P2's text editor.

Create Quiz

After creating all the QuestionSets for your quiz, go to the New Quiz page and enter the name for your quiz. You can edit the splash text that will appear on the page before the learner takes the quiz or leave it as the default.

Select when learners will see quiz results: after the quiz, after each question set, both, or neither. You will probably want learners to see results after taking the quiz and may or may not want results after each QuestionSet if you have multiple.

Next, select where questions will be shown relative to their media (If you have QuestionSets with multimedia or body text, questions can be shown under it, over it, or to the left or right. Under is the default.)

Finally, add all of the QuestionSets you wish to have in your quiz, clicking “Add Another QuestionSet” to add however many you have created for the quiz, then click “Create Quiz”.

Create Quiz Page

The last step for creating a Quiz is to make a Page for it. Go to New Page. Give your page a name and/or description, if you wish, and select the Section the Page will be in. Next, select that the page should have “A Quiz”. Select the Quiz you have just created, then create the page.

Continue Creating Tutor

Continue creating all the pages in your tutor.

It is easiest to create all your pages in each section in order, as new pages will appear at the end of the section. However, if you accidentally create a page out of order, want to change the order of pages later, or want to add in a page later, you can go to the Manage Pages page and change the order of your pages. To do this, click on the row with the page you wish to move, then drag it to the place you want it.