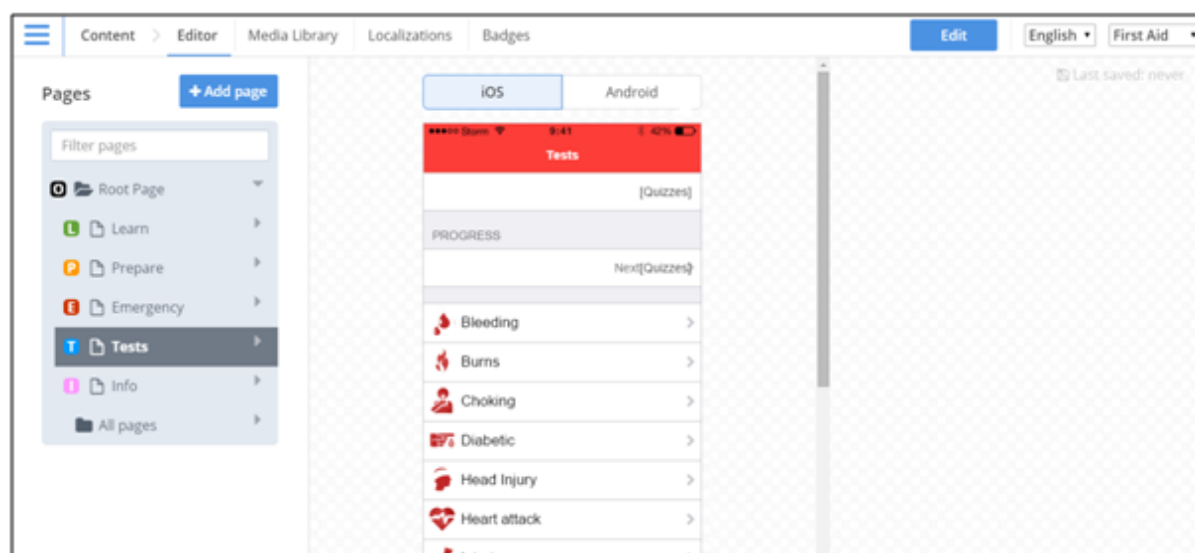# Tests and Badges

Users of the app can take tests on various topics of First Aid to test their knowledge and see what they have learned from using the app. Users who pass these tests can then earn badges, and share their achievements with their friends. This helps make the app fun, colourful, and more interactive. As this is your app, the selection of tests and questions is your choice.

Typically, when you gain access to the CMS, you will see that there are roughly 10-12 preloaded tests in your app. Usually these are/include Bleeding, Heart Attack, Burns, Choking, Unconscious breathing, Prepare, Psychological First Aid, Allergies, Broken Bone, Head Injury, Stroke, and Strains and Sprains. You will notice also that each of these tests has a badge of its own.

➢ Only have tests relating to topics in your app (i.e. if you are not going to include content on Psychological First Aid, then make sure you don't have a Psychological First Aid test).
➢ All tests require a unique badge. Information on how to create and upload badges is below. If you can't create a badge yourself, contact the GDPC for a consultation.
➢ The choice of tests is up to you. If there are pre-loaded tests you don't want in your app, remove them. If there are tests you want in your app that aren't in the CMS, create them.
➢ You can have as any or as few tests as you like. Most national societies typically have 5 or 6 tests in their apps.
➢ If you are adding new tests/badges, or editing existing ones; make sure you test them on your device before publishing them to your live app.
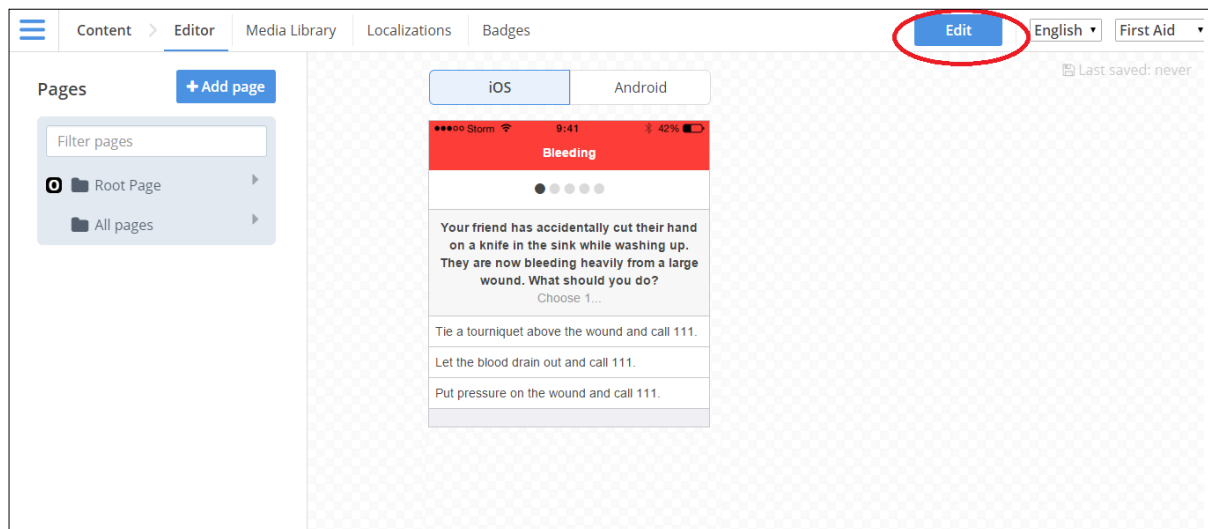
Contents:
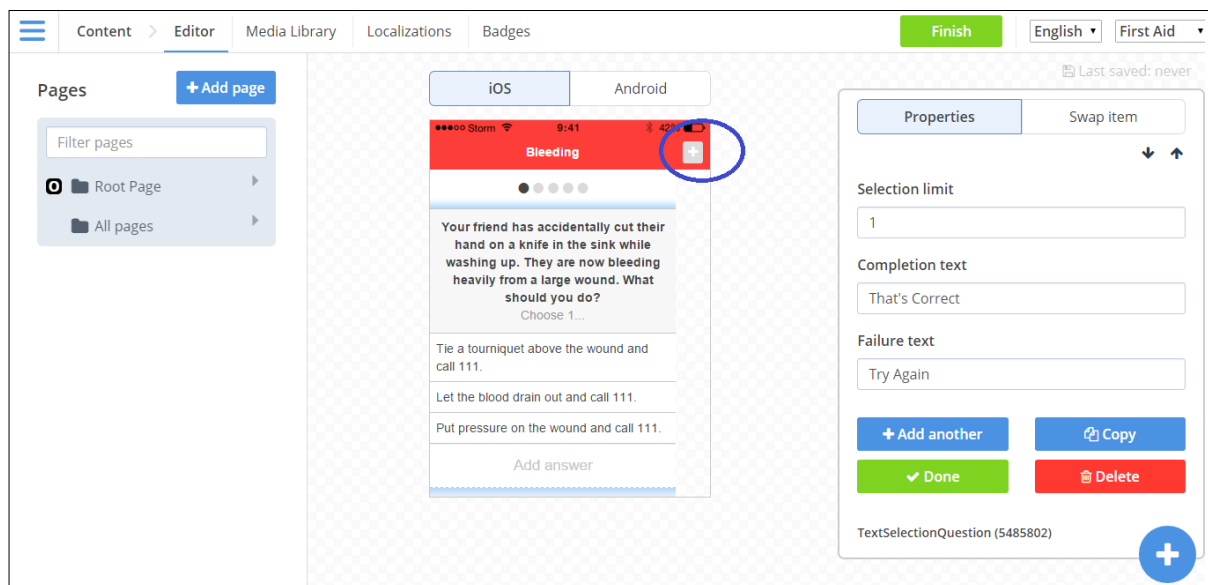
Editing Tests

You can edit existing tests in much the same way as you edit other pages of the app. You will find the Tests page of your app in the Content Editor. Click on the Test you wish to edit (below you will see I have selected Bleeding) and click **Edit**.
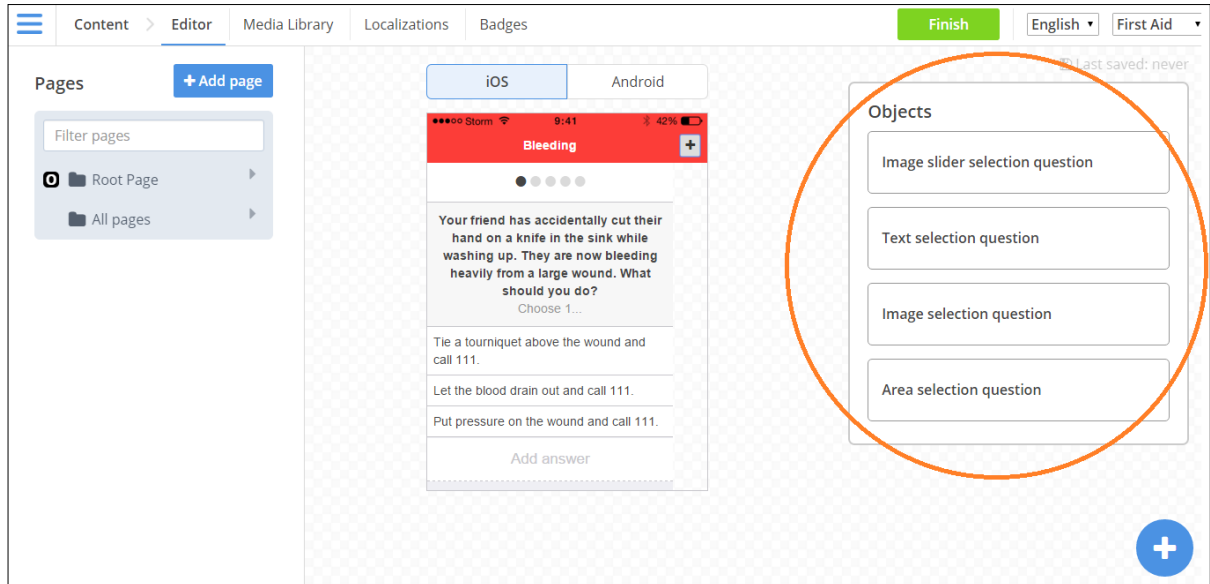

If you wish to add an extra question to a test, click on the grey plus (+) as seen below.
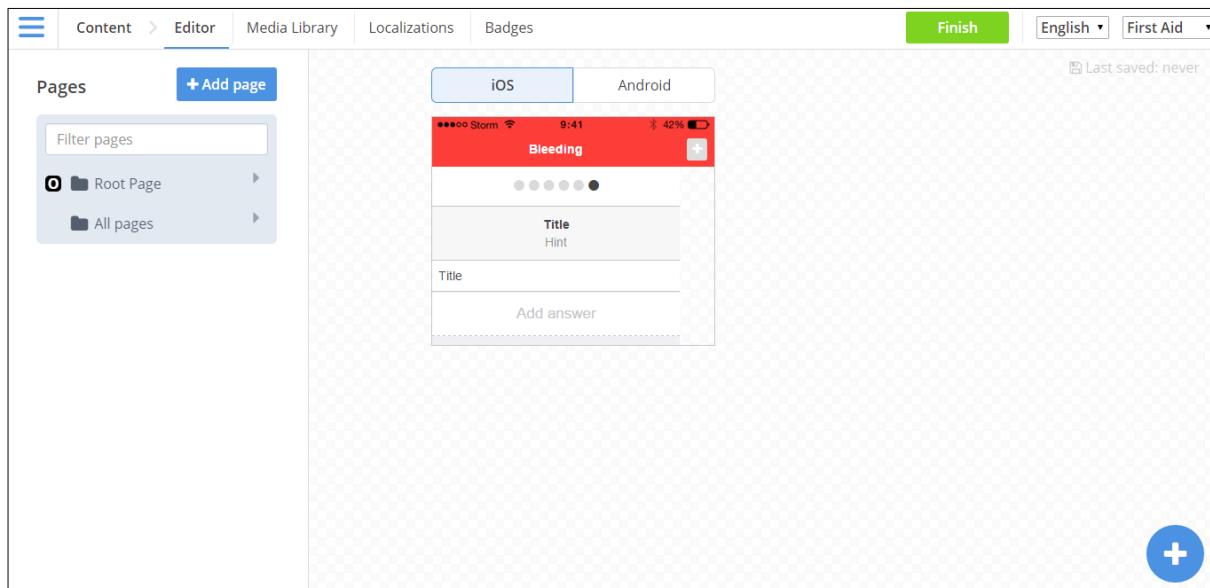

There are four different types of question to choose from:

➢ Image Slider Selection: this will involve loading an image and a range slider. The user will see the image, be asked a related question, and choose their answer by moving the tab on a slider. (Ensure you correctly set an adequate range. i.e. if the answer is 15cm, then the slider range should be between 0cm and 30cm.)

➢ Text Selection: the most common question type. The user will be asked a question and will choose their answer from a selection. You can set this to one answer or multiple.
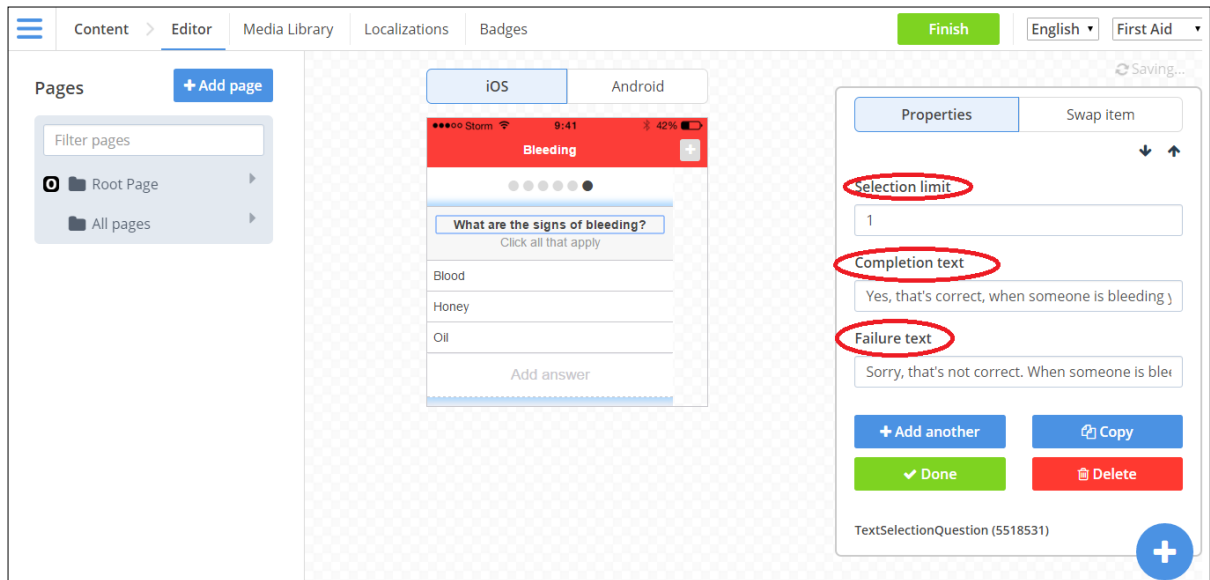
➢ Image Selection: Here the user will be asked a question and will choose their answer from a selection of images. You can set this to one answer or multiple.

➢ Area Selection: The user will see an image and be asked a question. They will answer by clicking on an area in the image.
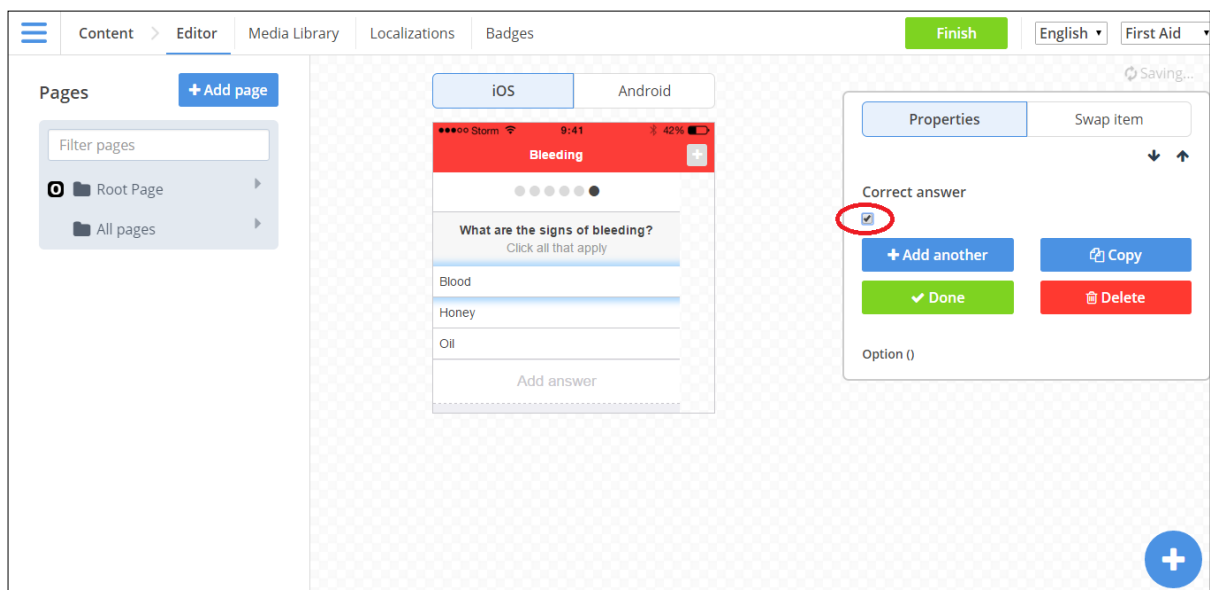

Below I have selected 'Text Selection', the most common type of question. The question and answers will be inputted in the same way as you input information into a regular page object in the app.

If your question only has one answer, be sure your 'selection limit' is set to 1. If your question has multiple possible answers, ensure the selection limit matches that number. Also, try to include a Completion and Failure message for each question.

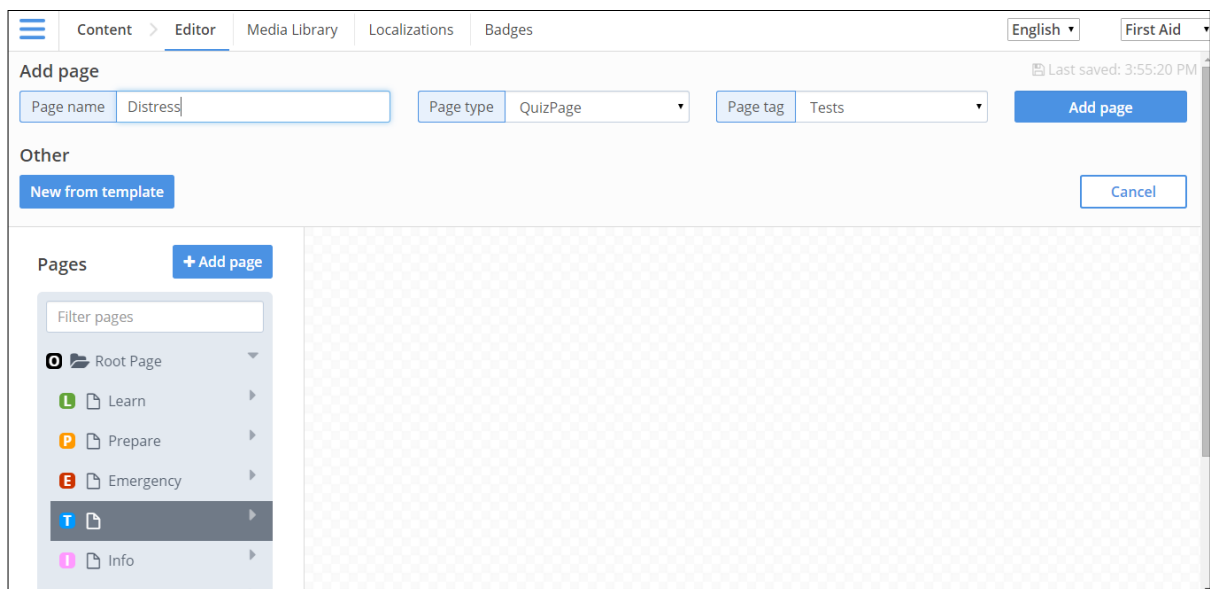Finally, make sure the correct answer has a check (✓) next to it. Without this, the test will not work.

Changing or deleting a question or whole test works exactly the same as changing or deleting a regular object or page.

Make sure you test any changes you make on your device in Developer mode before you publish them to the live app.
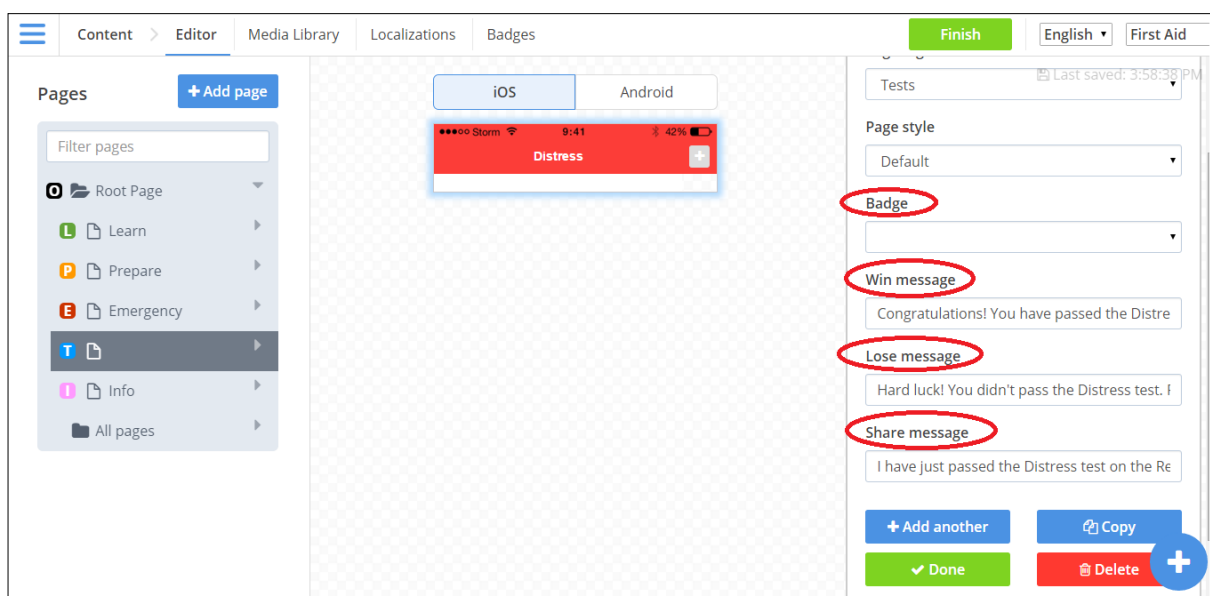
Creating new Tests

You may wish to create a new test if there is none pre-loaded into the CMS. You are free to do this. Making a new test is easy, and the following steps will provide a good overview on how to do so.

First we need to make the actual test page. You do it the same way as making a new page for any other content type. Name your page, set its type to 'Quiz Page' and tag it as 'Tests'.
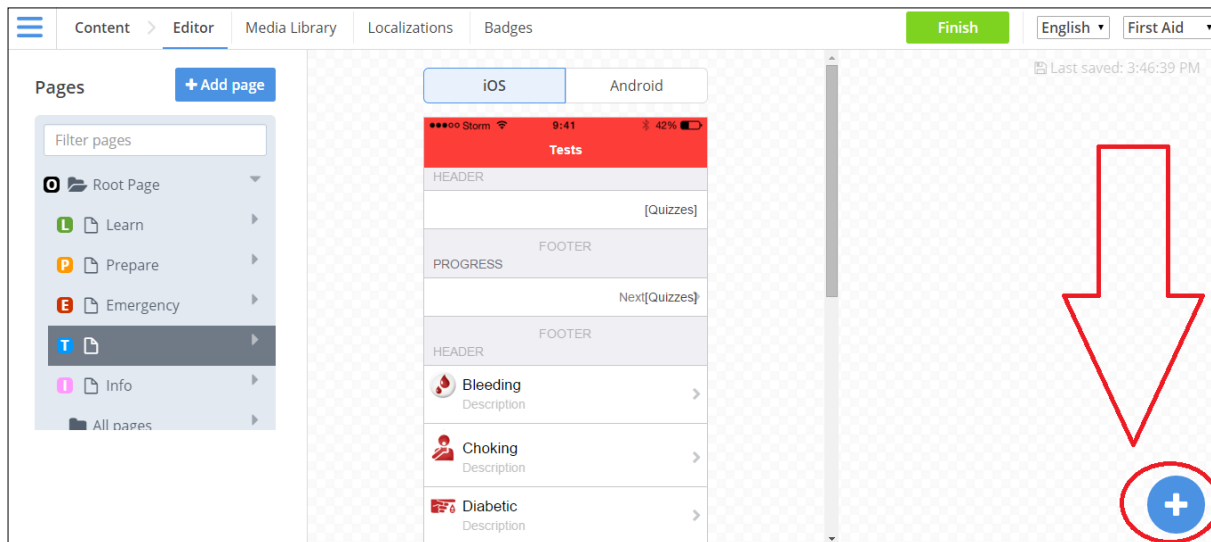

You will create questions for this test in the same way as you add questions to existing tests (see above). For now, a few important things need to be remembered.
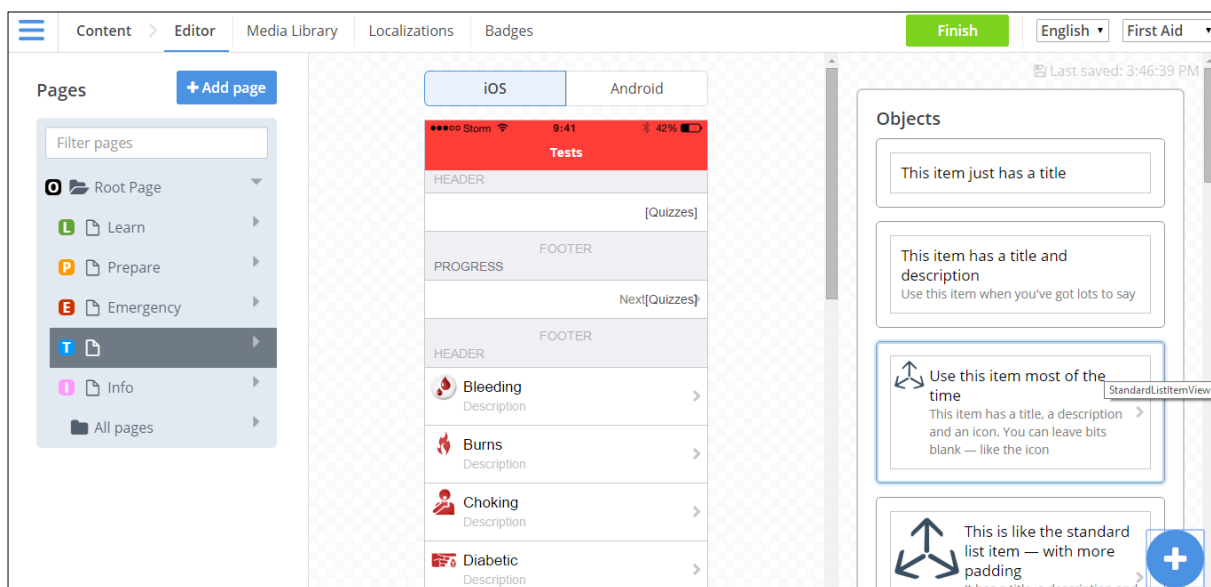
Give your test some Win, Lose and Share messages. This makes them more interactive and can help users. For ideas, see the messages for the pre-loaded tests. Also, you will need to select a badge or your test (see 'Badges' below).
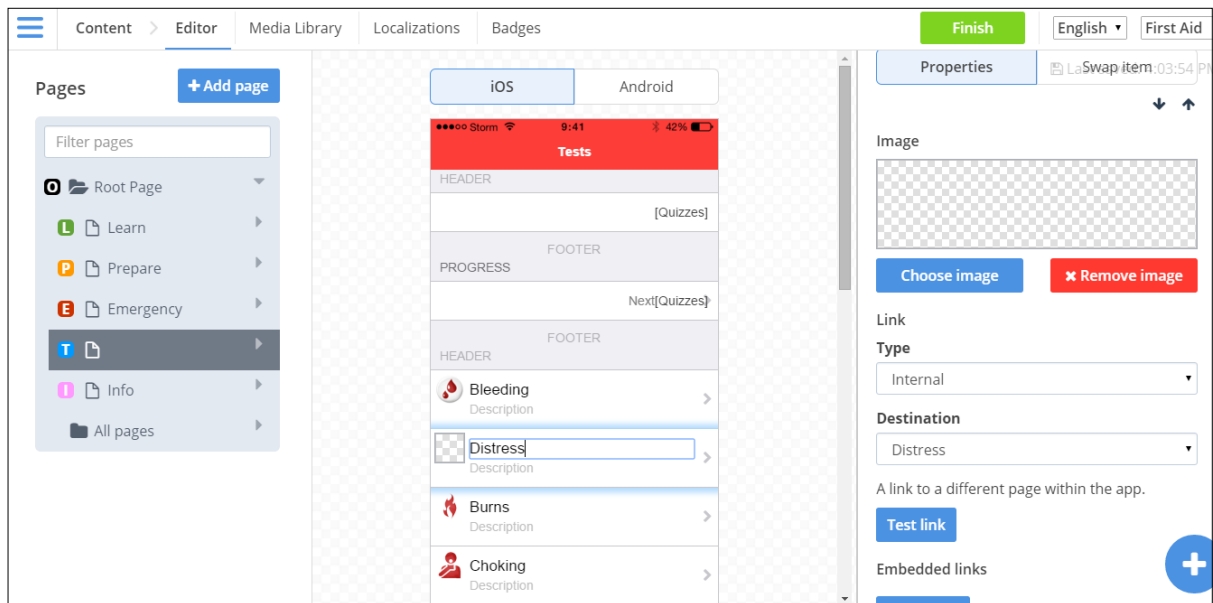
Finally, when you have added your questions you will link the Distress test in the Test menu. Click on the blue (+) button.

The link from the Test menu will need to be a standardlistitemview object, with room for an icon and a link (see below). Drag and drop it to where you want to have it in the menu order.
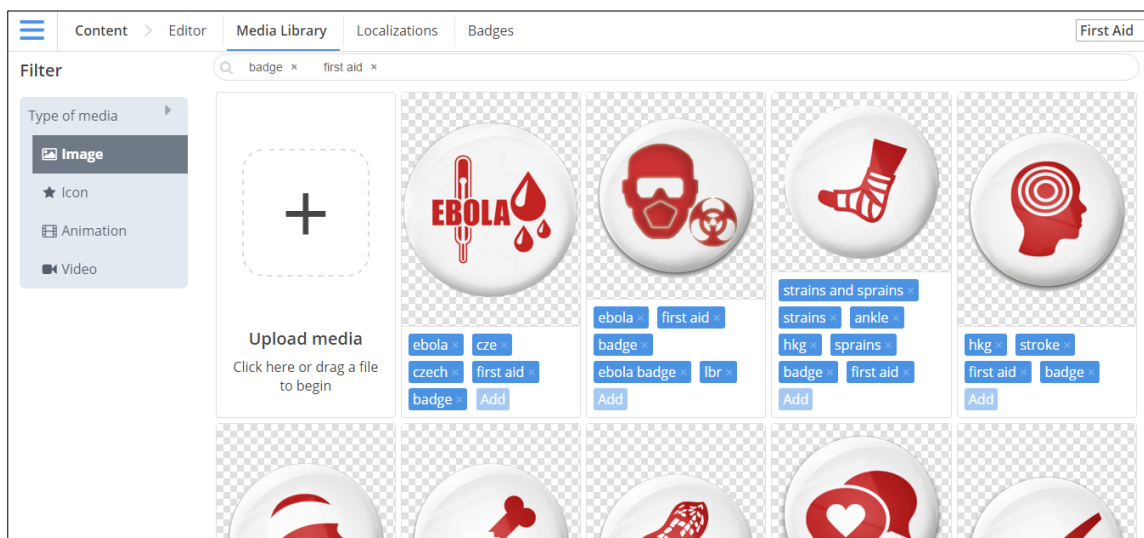
Name the test (in this case Distress), pick an icon for it (upload one if one doesn't exist), and set it to 'internal'. Finally, link it to the test you have just created.

Make sure you test any changes you make on your device in Developer mode before you publish them to the live app.

Badges

In the CMS Media Library, you will find test badges for the existing quizzes in the CMS. The badges are uploaded as images and will be in the **image library** (not icon, animation, or video). App users are rewarded a badge each time they successfully complete a quiz. If you decide to create new quizzes on different first aid topics, then you will also need to create a new test badge. When designing the badge, please refer to the specifications below. Note that you can manage all test badges, as well as their associated completion and share messages by accessing the 'Badge' page, one of the menu options.

Badge specifications:
- Dimensions: 400 x 400 pixels
- Background *must* be transparent
- Save file as: *NameOfTest*.Test.png
    - For example: Bleeding.Test.png

When uploading a new badge, you do it the same way as an icon or an image. However, be sure to upload it to the Image Media Library, set it to *Square* cropping, and ensure that it *Requires a Transparent Background* (see below). Make sure to tag the badge correctly.