

Creating a Quiz object in Eduloc

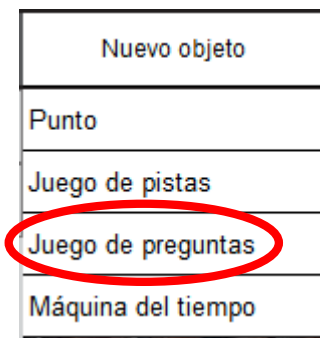
The Quiz

The **Quiz** is one of the objects available in [Eduloc](#). It allows you to create a series of questions related to a specific point on the map. The user must answer these questions while surveying the area and its surroundings.

For instance, a Quiz can be created for the town area around the main square or in front of a building. Any user with good observation skills will be able to answer the questions, since the answers are precisely at the place which the Quiz refers to.

Creating a Quiz in Eduloc

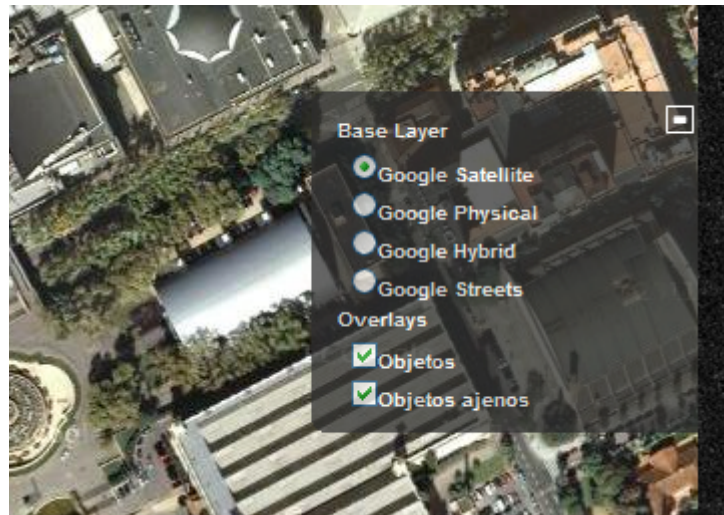
To create a Quiz for the itinerary you are preparing in Eduloc, click **New object** and select **Quiz** from the menu.



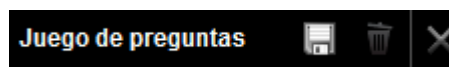
You are now in the **Quiz** editor.

Fill in the fields with:

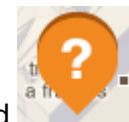
- A **name** for the Quiz.
- A brief **description** which can orientate the user before starting the game.
- Pinpoint the exact position in which the Quiz is to be answered, either:
 - **Manually** if you are unsure of the exact location, you can find it on the map and add the position icon manually. You can choose the desired Google maps option (Street map, Earth, Hybrid or Satellite) by clicking on the '+' button on the far right side of the map; or
 - **By address:** If you know it, enter in the field the exact address of the place where you want to position the quiz, and click on **Place**. Thus, the position icon will be placed on the map exactly.



Push **Save** to add the Quiz location and save all the basic information.



If you decide (while entering data) to give up creating a Quiz, push **Cancel** (the plus '+' symbol), and click on the **trash icon** if you want to delete.



The following icon is shown once the new Quiz has been created

You can rectify the position at any time by moving the icon to a different position. Simply click on the icon. The following options are shown:

1. **Edit:** to edit any text information entered under a name and description.

2. **Move:** when clicking this option, you must be placed on the **Move** icon, highlighted with color. The cursor now displays four arrows. Now you can drag the Quiz icon to the new desired place.



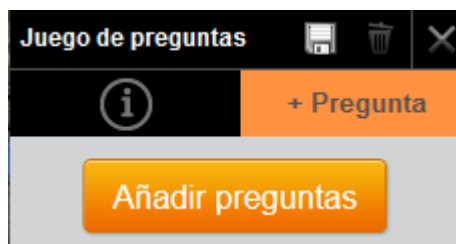
Once positioned on the right place, click on **End**, on the top left corner of the map.



This is how the Quiz looks like with a mobile device:



Now you can answer the Quiz questions. Click on + **Question** and then on **Add questions**.

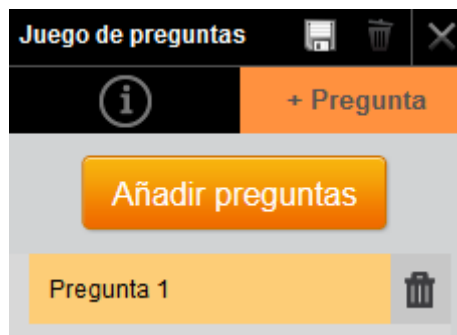



You are now in the questions editor, where you can:

- Enter a **Question**.
- Enter 3 possible **Answers**.
- Show the **Correct answer**.

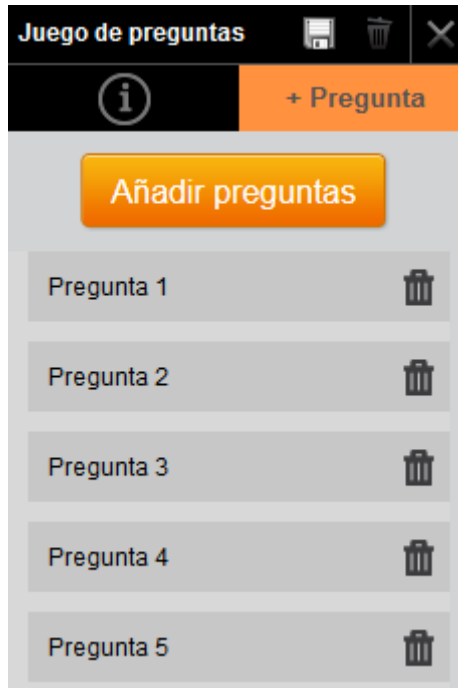


Once the information has been uploaded, push on **Save** to finish editing the first question of the Quiz.



You may edit the information entered for each question, and change its contents at any time. By clicking on the trash icon  you can delete the question.

In each Quiz you may create as many questions as you like, you need to repeat the same process for each new question.



Once you have created your questions, you can change the order in which they are displayed, and sort them as preferred.

Simply place the cursor on a question you wish to move, select it and click on it. Drag the question to the new position and click on **Save**.

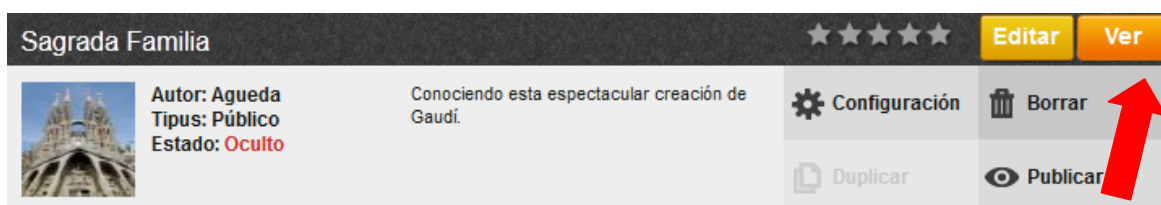


Previewing a Quiz on a mobile terminal

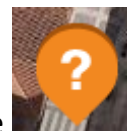
To preview how the Quiz you have created will look like with a mobile device, go to **My scenarios**' menu, on the upper part of the screen.

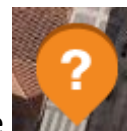


Click on **View**.



This option will allow you to preview your scenario with all the objects created in it.



Click on **View**, to see how it looks like with a mobile device , and click on the Quiz icon on the map displayed.



Click on the arrow to access the contents and all the information and the questions associated to it.