

Creating a scenario in ThingLink - v1

MaFEA – Making Future Education Accessible
PR2 – Guiding successful adoption

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Introduction

This guide is designed to help you use ThingLink's scenario tool, step by step. Scenario based learning (SBL) is a well-documented, evidence-based approach for effective learning.

The Thinglink scenario tool can be called a learning path, or it could also be described as branching stories. It can be used for recreating real-life learning environments based on real life situations.

“ThingLink is the only branching solution that allows you to combine various media types including videos, audio, 360° media, 3D and images into a complete learning experience. This makes it easy to create engaging online simulations for learning & development. The ThingLink scenario builder is a solution to build branching logic into authentic learning experiences that simulate real-life situations, decision making and problem-solving.” - [ThingLink](#).

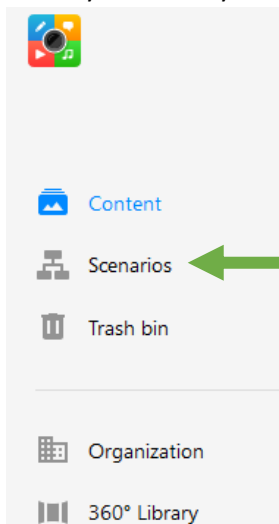
[Here is an example of a scenario that uses many different content types.](#)

Here is some great [scenario guidance material created by ThingLink](#).

Good to know! When creating a scenario, always test the scenario yourself, before inviting others to complete it.

Creating a scenario

1. When you are on your content page. Click the Scenarios -button in the menu.



2. Click the Create scenario button.



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Add more students

Use invite code



KO



Create scenario

3. Type the name of your scenario, and click the Create -button.

Add scenario

Scenario name

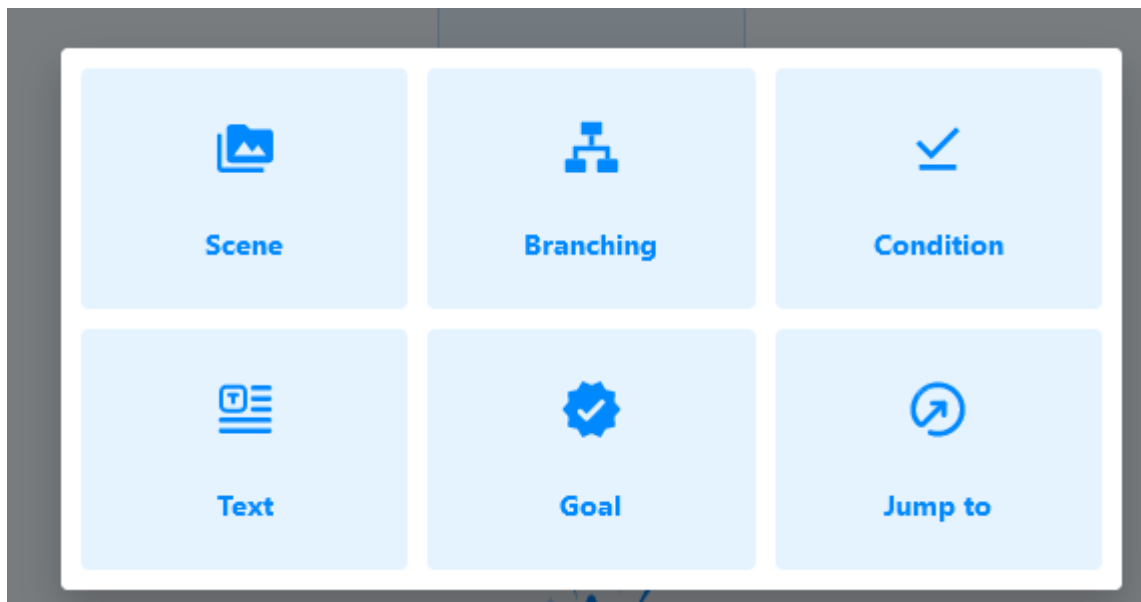
Cancel

Create

You have your first blank canvas to ready to start adding content to your scenario.

Adding content to your scenario

The content types are: Scene, Branching, Condition, Text, Goal and Jump to.

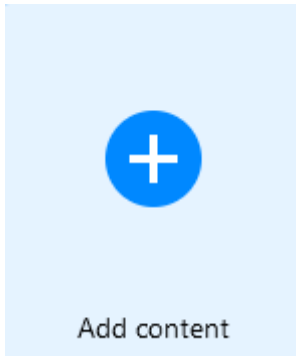


Add content by clicking on the Add Content -button.



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Scene

Once you know how your scenario will be set out, the next step is to create or collect the content (your ThingLink content). You can edit the scenes in the content editor and they automatically update in your scenario.

Branching

This is the stage where the learner has to make their choice. Ensure that the question is contained within the text - this way the learner doesn't have to go back a step to check the scene. Whilst there is no limit on how many answers, we advise keeping it to 3 or 4.

Condition

The learner has to answer this question correctly to progress. Easier version: multiple choice. Harder: open question.

Text

A simple text box for adding further information or instructions. They simply progress to the next stage from here.

Goal

These are achievements or points. Consider how points are allocated. Some choices could result in more serious consequences and so should gain very few points or none! If a learner takes longer to reach the same results, you could award fewer points. The scenario keeps a count of the learner's accumulated points as they progress.

Jump to

This is where you can send your learners back to a part of the scenario that they have previously visited or haven't visited yet! This could be a scene, a branching opportunity or a text block.