



USER's MANUAL



12, Cheyden Street, 104 34 Athens, Greece
Tel: +30 210 88 38 858
Fax: +30 210 88 38 691
URL: <http://www.lmatool.com>
e-mail: support@lmatool.com

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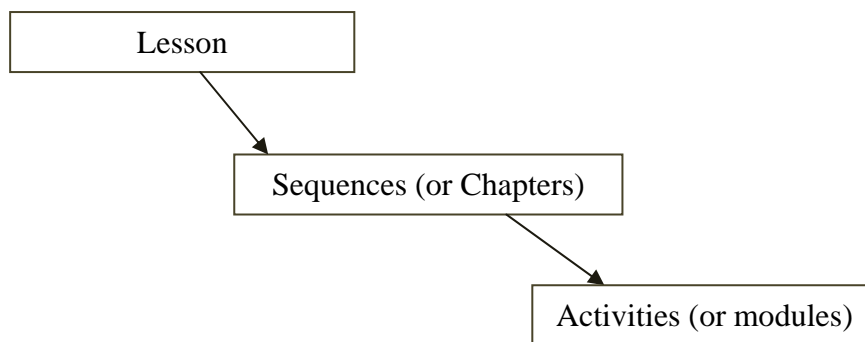
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1. Introduction

With LMA tool you can create e-learning courses without the need to use complicated authoring software. LMA is designed for teachers without programming skills. You can combine simple multimedia elements and create a SCORM compatible lesson. The lesson can be delivered to the end-users (i.e. students) through any e-learning platform or by a simple web site.

A lesson is a unit of training that is a logical division of a subchapter, chapter, or course. It is also a meaningful division of learning that is accomplished by a student in a continuous effort. That part of the learning is between designed breaks. Frequently requires approximately 20 minutes to an hour. Every lesson is defined by AICC Protocol.

Each lesson is divided into *sequences* and each sequence consists of *activities*.

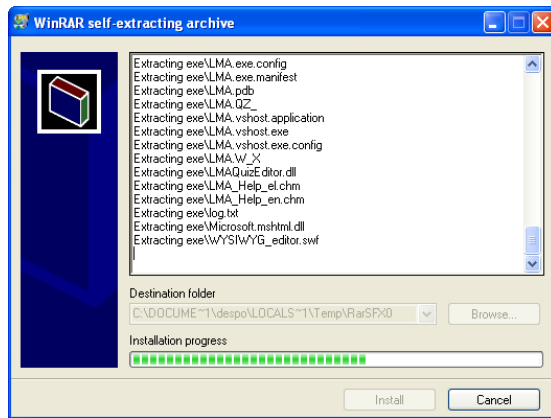


An *activity* is a set of multimedia assets that are presented to the user at the same time. These assets can be text, images, sound files, video files. The user is navigating through the lesson by browsing the *activities*. When starting the lesson the user is presented with the first *activity* of the first sequence and then he/she can navigate through the other *activities* of the lesson.

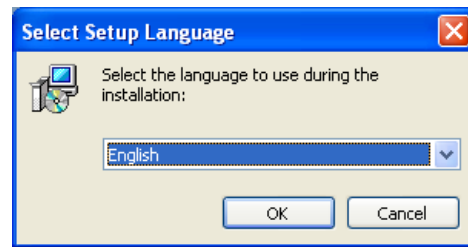
Sequences are a set of activities. Every sequence has a title that applies to all its activities. Sequences are also bookmarks in the lesson. A user has the option of navigating to the first activity of every sequence of each lesson.

2. How to install LMA tool

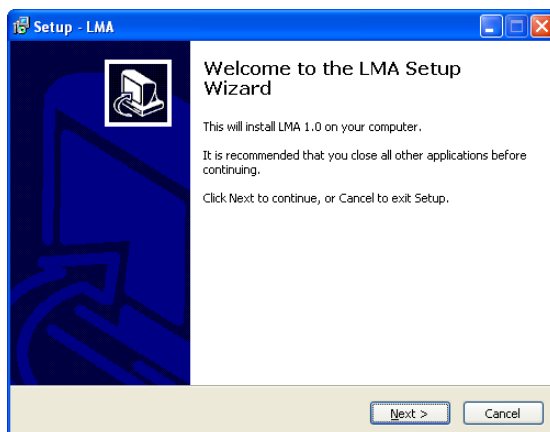
To install LMA Tool, run “ImaSetup.exe” from the LMA CD



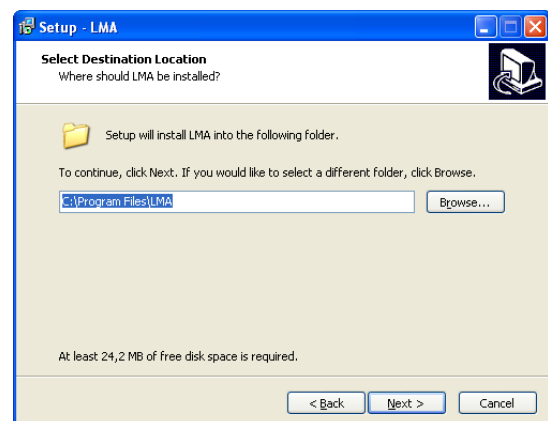
1. The program will self- extract the required files for LMA Setup.



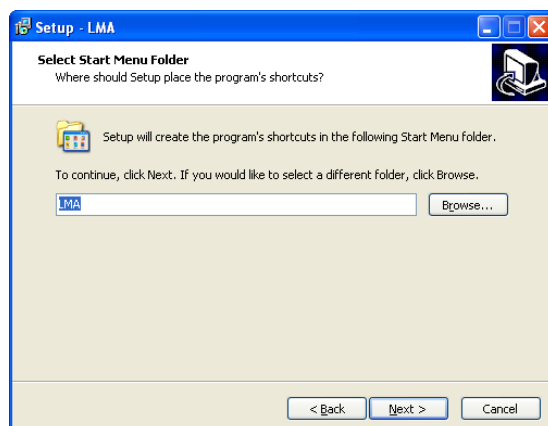
2. You can change the Setup Language. English is selected by default.



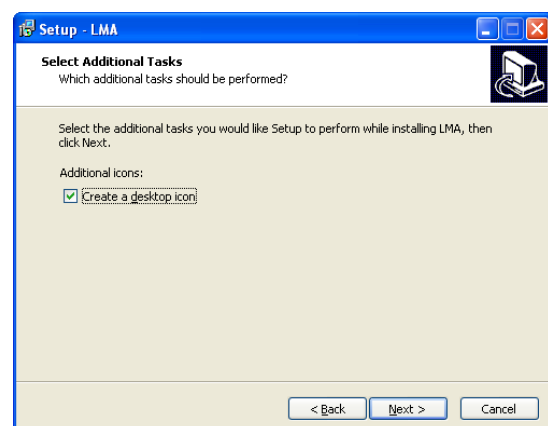
3. The LMA Setup Wizard opens. Click Next to continue, or Cancel to exit Setup.



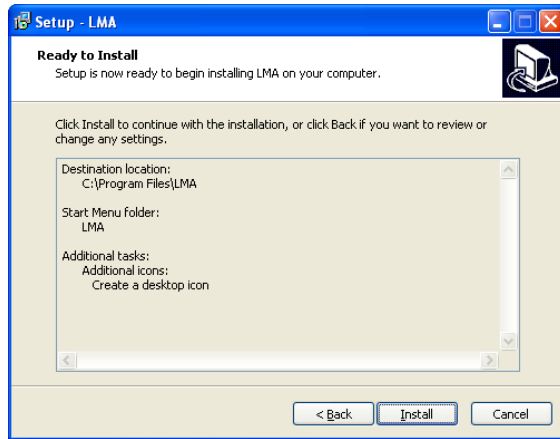
4. Select a different setup folder or click Next to continue. The default folder recommended.



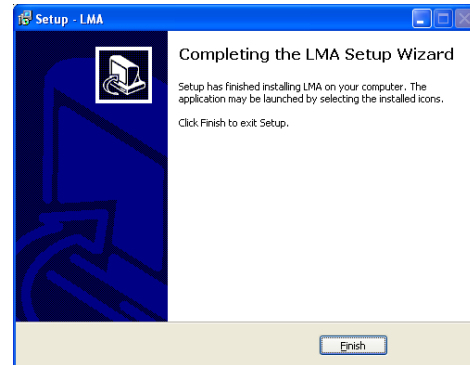
5. Change Start Menu folder name or click Next to continue. The default name recommended.



6. Check if you want the setup to create an LMA icon in Desktop. Click Next to continue.



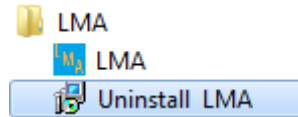
7. The Setup is ready to install LMA on the computer. Click Install to continue.



8. The Installation of LMA completed. Click Finish to close the window.

2.1 LMA Uninstall

From Windows Start Menu click the “Uninstall LMA” shortcut



NOTES:

- In order to upgrade LMA version, Uninstall LMA old version required.
- Before Uninstall, you must close LMA and all associated programs.

2.2 System Requirements

System requirements

- **Operating system:**
 - As end user of the lessons:**
MS Windows Vista; Windows XP SP3, Windows 7
Mac Os and Ubuntu Linux
 - As an Author:**
MS Windows Vista; Windows XP SP3, Windows 7
and Ubuntu Linux 10.04 for version (P78GR)
- **CPU:** 1GHz Pentium (minimum)
- **RAM:** 1 GB (minimum)
- **Hard Disk free space:** 1 GB (minimum)
- **Screen Resolution:** 1024 x 768 high color - 32-bit or higher
- .Net Framework
- **Flash player 9**
- Internet connection required for user registration

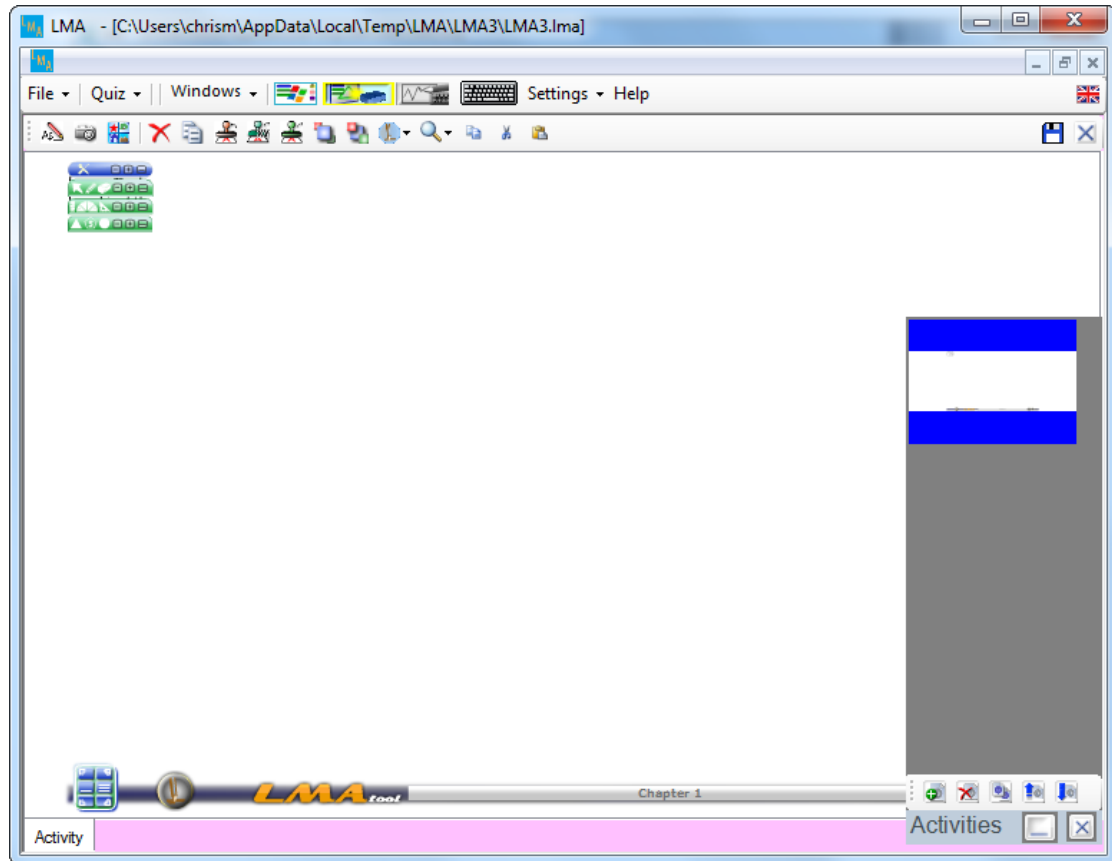
3. How to start LMA tool

To start LMA tool, run “LMA.exe” from



Desktop

This is the first screen of **LMA Tool**:

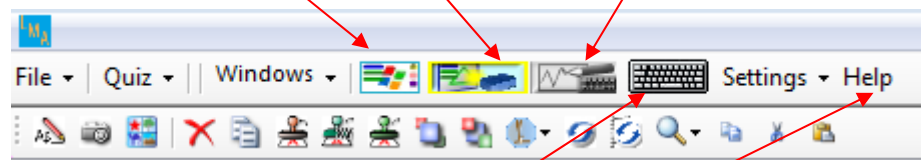


The first screen of LMA tool

4. LMA Main Menu Bar

Once LMAtool starts, user can decide the mode to work.

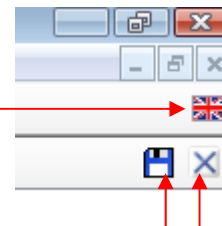
These are **Annotation (1)**, **IWB (2)**, or **Author (3)**



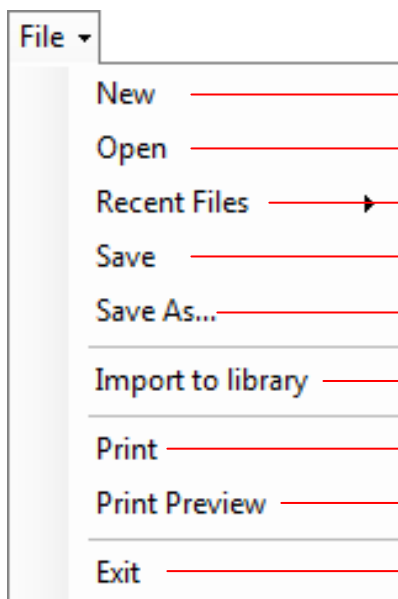
The user can turn on the on-screen

The user can open the on-line Help file

The user can choose the language



4.1 File menu



Create a New LMA Lesson

Open LMA Lesson

Open the recent lessons

Save your Lesson

Save your Lesson with another name

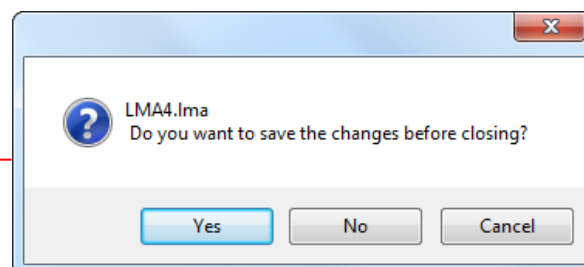
Insert external items into the Library

Print your Lesson

Preview the Printing of the Lesson

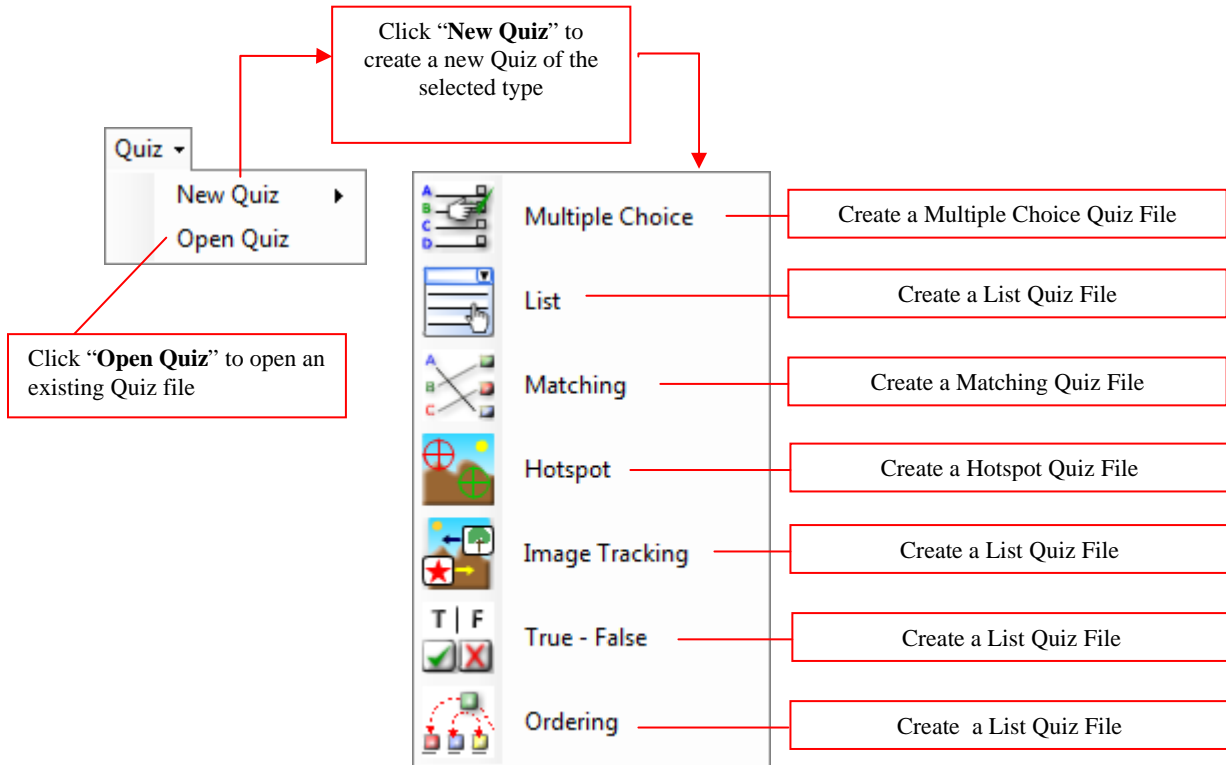
Exit the LMA

Before creating a new file, opening a file or exiting LMA, program asks you if you want to save the current Lesson.



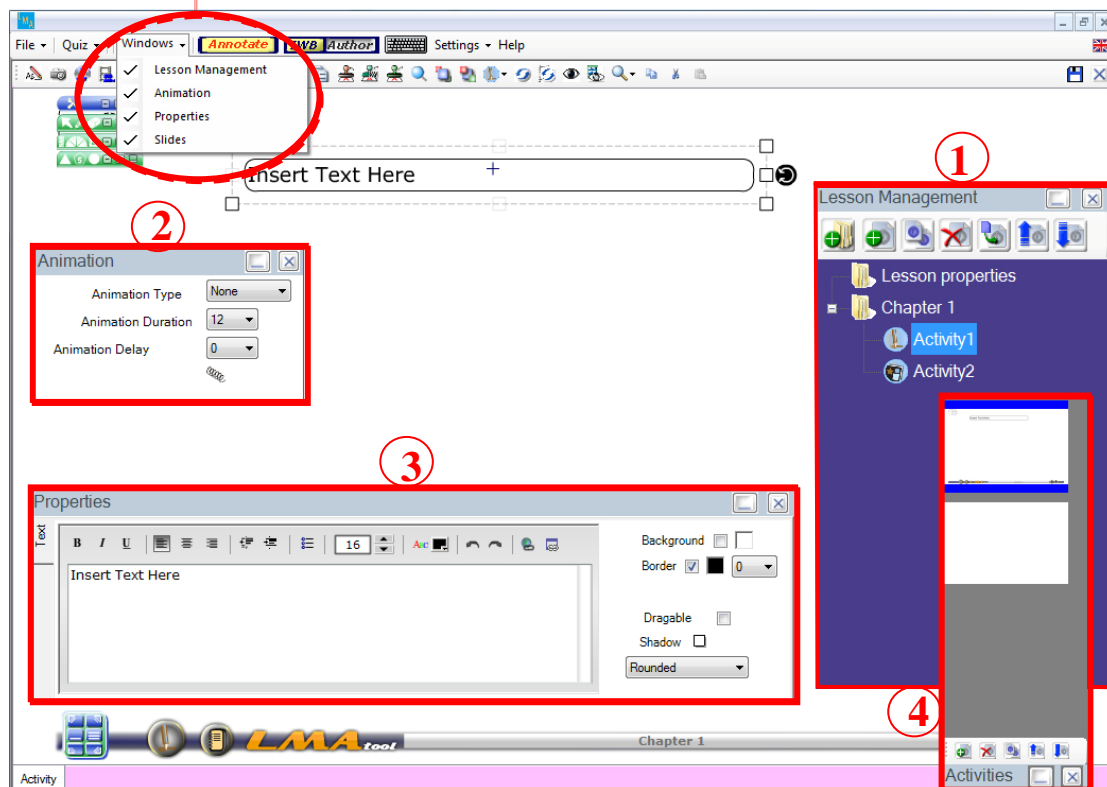
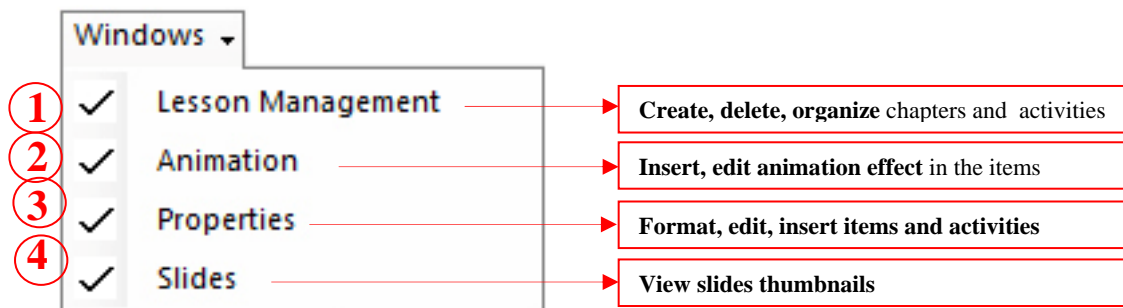
4.2 Quiz menu

This selection is to create a new Quiz and save it in a file for later use in several activities. You can also modify any previously created and saved Quiz.



4.3 Windows menu

There are some floating Windows where important functioning/administration and customization functions can be manipulated.

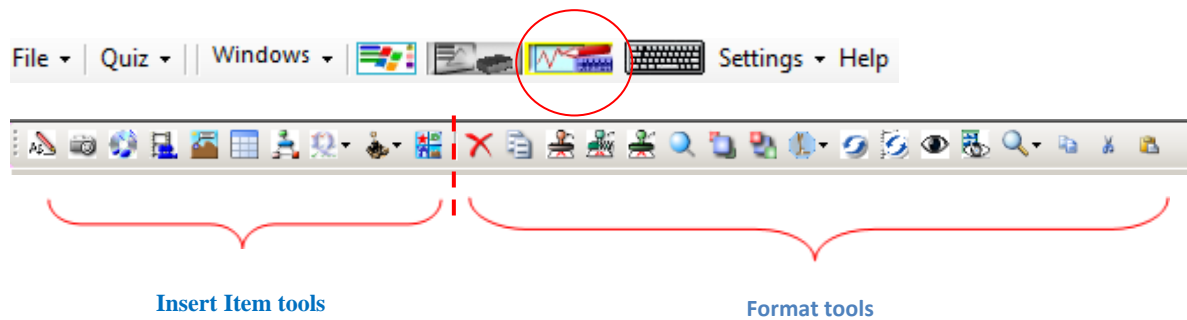


4. Insert– Format Menu Toolbar























IWB Mode












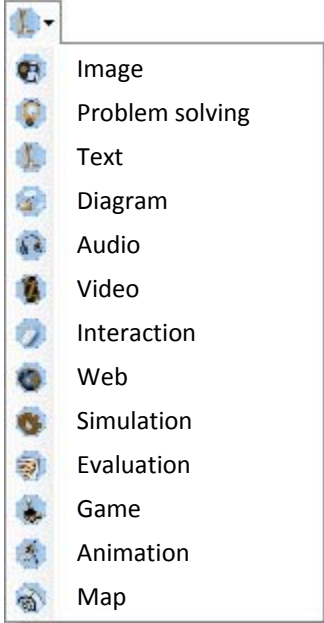





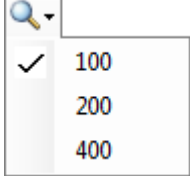





AUTHOR Mode:



4.1.1 Insert Item tools

	Insert text
	Insert Image
	Insert Sound
	Insert Video
	Insert Hot Point
	Insert Table
	Insert Conceptual Map
	Insert Quiz <ul style="list-style-type: none">  Multiple Choice  Matching  Hot Spot  Image Placement  True - False  Ordering  Lists  From File
	Insert Game <ul style="list-style-type: none">  Word Search  Puzzle  Memory  From File
	Multimedia Library

4.1.2 Formation tools

	Delete item Note: Shapes and objects which created by LMA Toolbar, can be deleted by using "delete button" from LMA basic  tool bar:
	Duplicate item
	Copy Item Format
	Paste Item Format and position
	Paste Item Format
	Bring item to Front
	Send item to back
	Define the Activity Type 
	Refresh screen
	Refresh screen, including animations
	Preview
	Preview, including LMA Toolbar
	Zoom in / Zoom out: 100% - 200% - 400% 
	Copy
	Cut
	Paste
	Save Lesson
	Close Lesson

5. Basic Function Modes - Quick button reference

The mode's switching is happening via some buttons in Toolbar as referred in previous chapter.



Annotation Mode: Use full LMA Toolbar over your PC desktop



IWB Mode: (Interactive White Board) : Authoring in-fly while teaching on the Interactive boards



Authoring Mode: Full Authoring capability, preferably to be used on a computer in order to produce interactive digital content for IWB, e-Learning, school Lab etc.



Preview with Toolbar attached
See what the end user will have on the whiteboard



Preview without the Toolbar
See what the end user will have on the screen of the computer

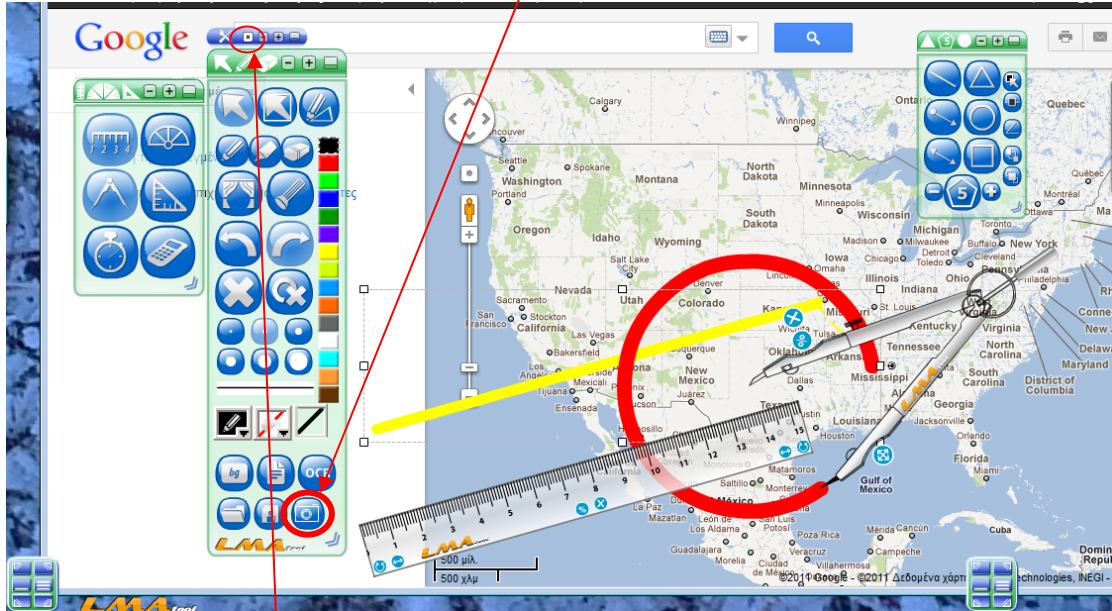
5.1 How to work in Annotation mode

From the Main Tool Bar Menu, choose the Annotation Mode icon.



The LMA tool but its toolbar will turn to transparent mode. You can work with any of your applications, while at the same time all the functions of the LMA toolbar are available.

At any point you can take a **snapshot**  of the screen and save it as a .jpg file



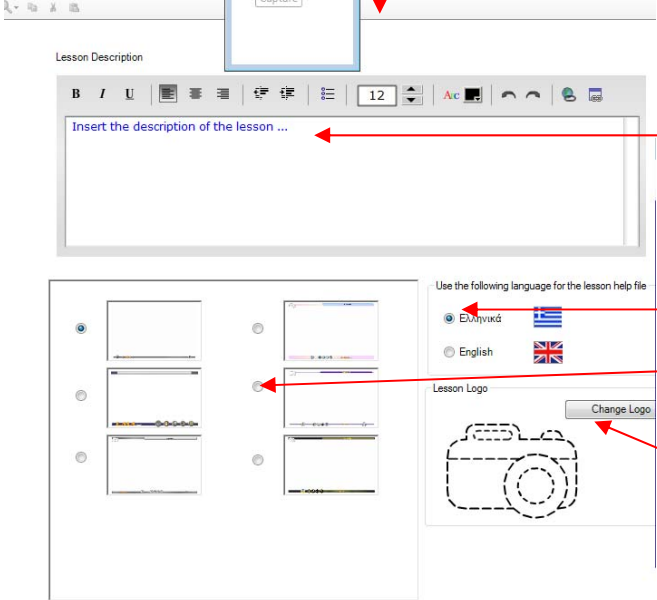
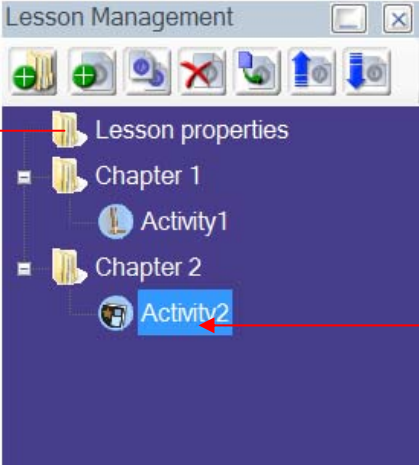
To end the Annotation mode and switch to the full function of LMAtool, you just click the

turn-off key  of the Main LMAtool bar.

6. Lesson Management Window

Management Window opens from the “Window” of the Main Menu Bar, as described in section 4.3. It is used to Manage Chapters and Activities or customize any lesson.

6.1 How to customize your lesson



Click on “Lesson properties” to customize the appearance of the Lesson

Type the introduction or description of the Lesson/ Format the text

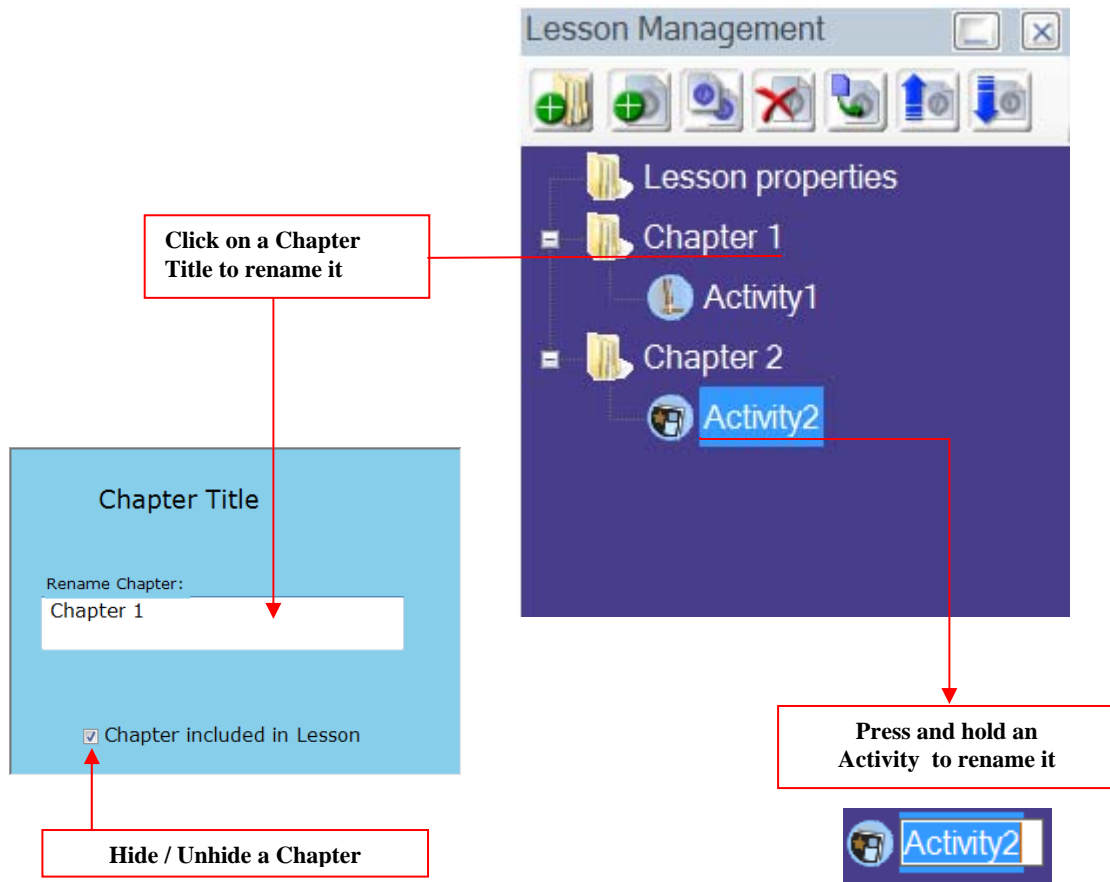
Choose the language of the Help files

Select the appearance of your lessons

Choose an image to appear on the upper left corner of your lessons as “logo”

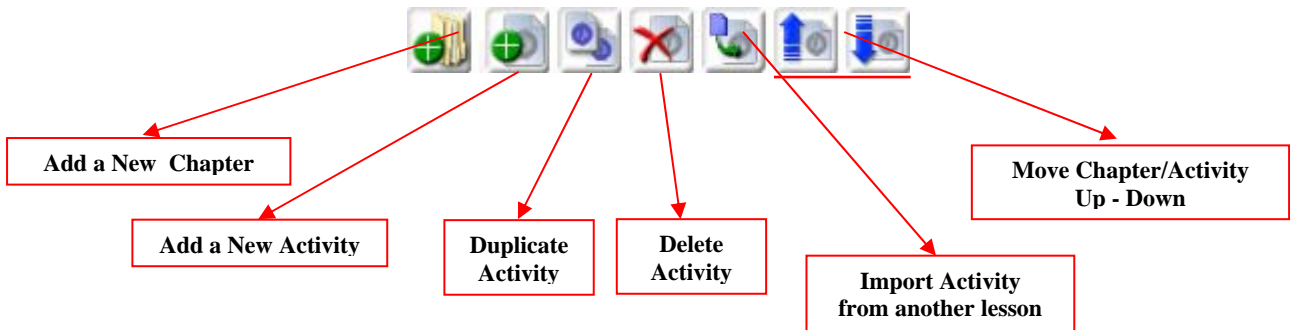
When customization is completed click on any Activity to see how it looks.

6.2 Rename Chapters / Activities



The name of the chapter appears at the top or the bottom of each screen, depending on the customization of the Lesson (Ref. section 6.1 and section 11)

6.3 Lesson Management Tools



6.4 How to define the Activity Type

The diagram illustrates the process of defining an activity type in the Lesson Management tool. It consists of three main parts:

- Lesson Management Window:** Shows a tree view with 'Lesson properties' and 'Chapter 1'. Under 'Chapter 1', 'Activity1' and 'Activity2' are listed. 'Activity2' is selected and highlighted with a blue box. A red box around 'Activity2' is pointed to by the text: "Select an Activity and open 'Activity Type' menu".
- Activity Type Menu:** A dropdown menu is shown with various activity types: Image, Problem solving, Text, Diagram, Audio, Video, Interaction, Web, Simulation, Evaluation, Game, Animation, and Map. The 'Video' option is highlighted with a blue background and a red circle. A red box around 'Video' is pointed to by the text: "Select an Activity Type (For example Video Type)".
- Lesson Management Window (Updated):** Shows the same tree view as above, but now 'Activity2' has a video camera icon next to it, indicating its type has been changed. A red box around this icon is pointed to by the text: "The Activity Type icon is changed."

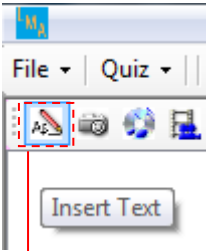
At the bottom of the diagram, there is a red-bordered box containing the text: "This action is only indicative. LMA tool User's Manual v.4.6".

7. How to insert and edit Items in a Lesson



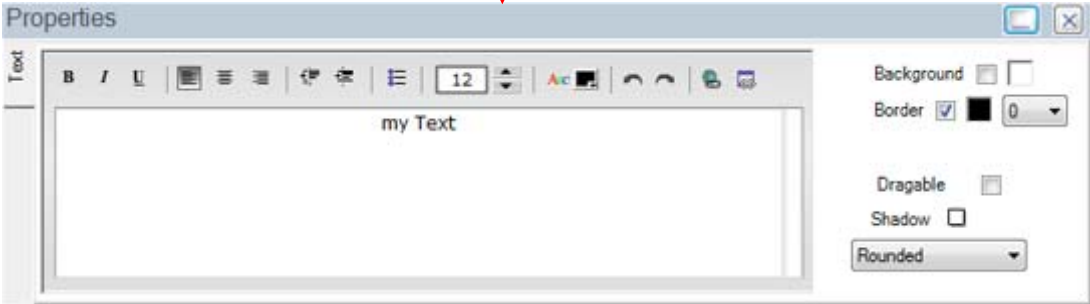
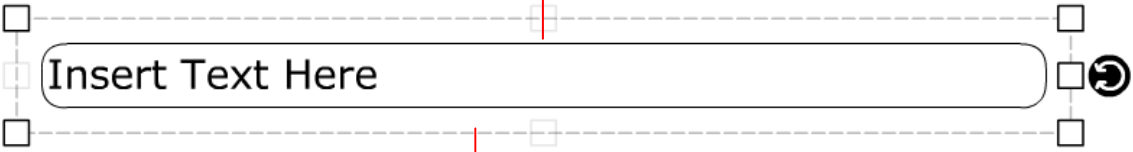
In order to learn how use Properties window, refer to Chapter 8: Properties Window

7.1 How to insert text



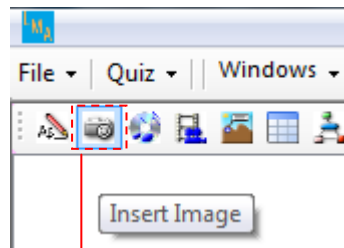
Click "Insert Text" button.

A Text Box appears



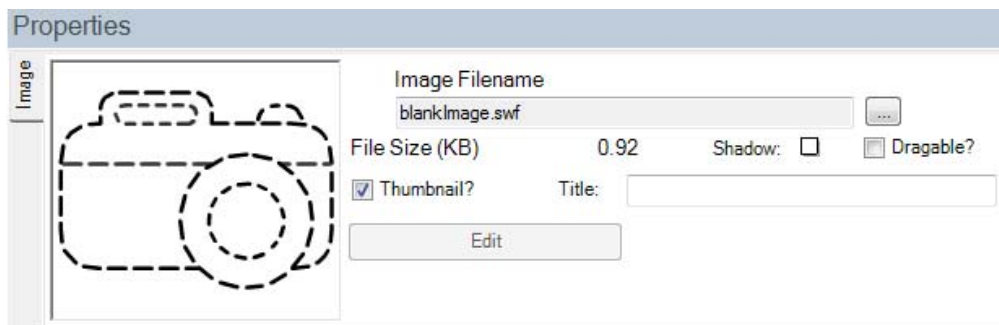
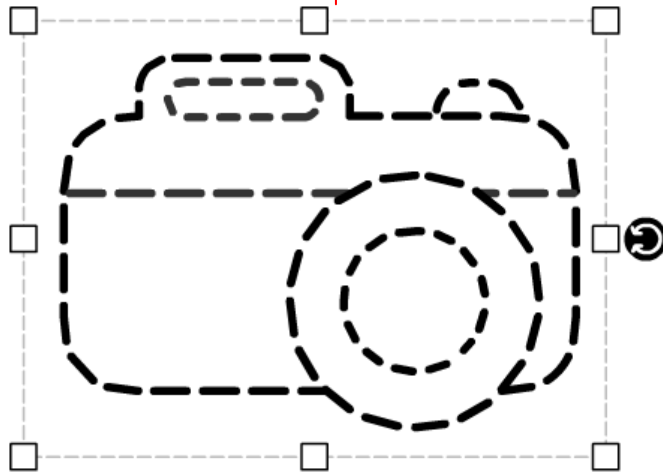
Use Properties Window to edit the text box.
(Refer to Sections 4.2 and 8.1)

7.2 How to insert an Image



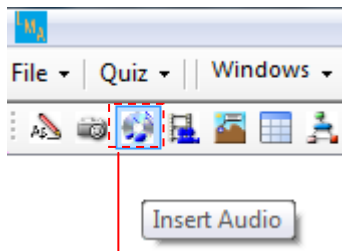
Click "Insert Image" button.

The default Image Place appears on the screen



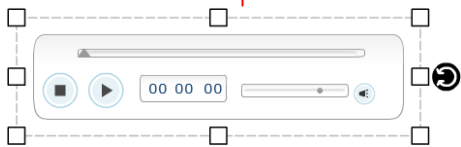
Use Properties Window to insert a new image
(Refer to Sections 4.2 and 8.2)

7.3 How to insert a Sound



Click "Insert Image" button.

A Sound Player controller appears on the screen

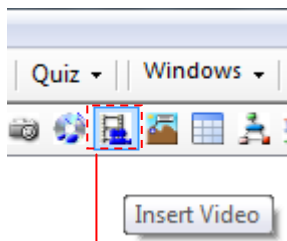


Properties


Sound	Sound Filename	<input type="checkbox"/> Auto Start
	Size (Kb) :	0		

Use Properties Window to insert your sound
(Refer to Sections 4.2 and 8.3)

7.4 How to insert a Video



Click "Insert Video" button.




A Video Player controller appears on the screen

Properties

Video	Video Filename	video.flv	...
	Size (Kb) :	303.03	
	Dimensions :	320X240	

Open Properties Window to insert your video file
(Refer to Sections 4.2 and 8.4)

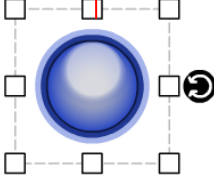
7.5 How to insert a Hot Point



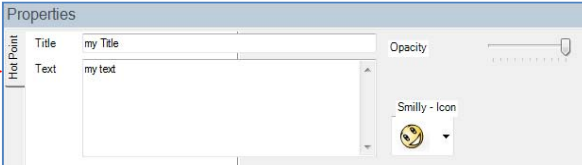
Click "Insert Hot Point" button.

Insert HotPoint

A Hot Point appears on the screen




Use Properties window to add content (Refer to Sections 4.2 and 8.3)



Properties	
Hot Point	Title my Title
	Opacity
	Smilly - Icon
	my text

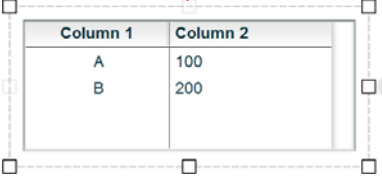
7.6 How to insert a Table



Click "Insert Table" button.

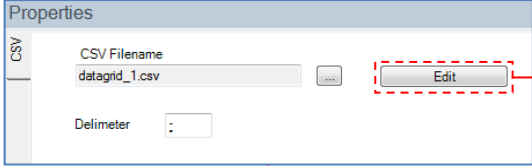
Insert Table from CSV File

A Table created on the screen



Column 1	Column 2
A	100
B	200

Click to open Table Editor



Properties	
CSV	CSV Filename
	datagrid_1.csv
	Delimiter
	:
	Edit

Use Properties Window to modify the content (refer to Sections 4.2 and 8.5)

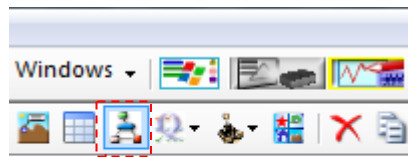
7.6.1 How to use the Table Editor

The screenshot shows a window titled "Table" with a toolbar at the top containing four icons: a plus sign, a minus sign, a text box, and a floppy disk. Below the toolbar is a table with two columns, "Column 1" and "Column 2". The first row has cells containing "A" and "100". The second row has cells containing "B" and "200". The third row is empty, and the fourth row contains an asterisk in the first column. A "Close" button is located at the bottom right of the window. Red dashed boxes highlight the toolbar, the table area, and the "Close" button. Red lines connect callout boxes to these elements.

Callout boxes and their descriptions:

- Add a Column**: Points to the plus sign icon in the toolbar.
- Remove a Column**: Points to the minus sign icon in the toolbar.
- Rename a Column**: Points to the text box icon in the toolbar.
- Save the Table**: Points to the floppy disk icon in the toolbar.
- An Asterisk shows the last row of the table. If you input data in the last row, a new row is added automatically below the last one.**: Points to the asterisk in the third row of the table.
- Table Cells. Click and input Data.**: Points to the table area.
- Click "Close" button to close Table Editor**: Points to the "Close" button at the bottom right.

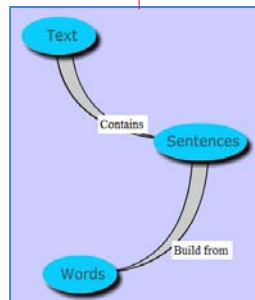
7.7 How to insert a Conceptual Map



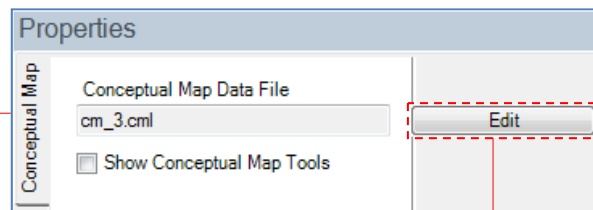
Insert Conceptual Map

Click "Insert Conceptual Map"

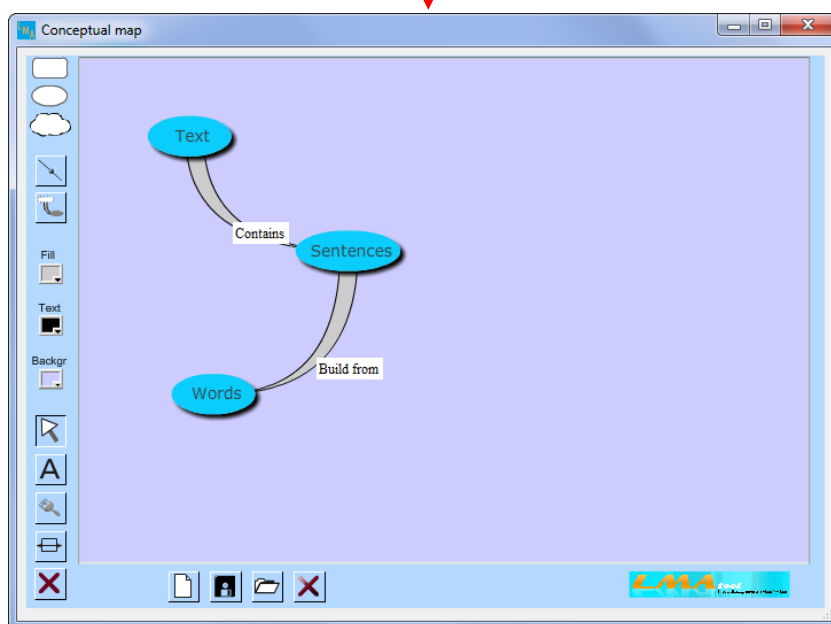
A Conceptual Map box appears on the screen



Open Properties Window to modify the map (refer to Sections 4.2 and 8.6)






Click to open Conceptual Map Editor





7.7.1 Conceptual Map Tools and buttons




Insert Nodes

	Rectangle Node
	Cycle Node
	Cloud Node






Insert Connections

	Insert Line Connection
	Insert Shape style Connection





Change Colors

 Fill	Change Object Fill Color
 Text	Change Text Color
 Backgr	Change Map Background Color

Object Tools

	Select Tool
	Insert Text
	Copy the color and style of an object to another object
	Change Node Width
	Delete selected Object

File Management

	New Map
	Save current Map
	Open a Map
	Close the Map Editor

7.8 How to insert a Quiz



In order to learn how to insert Quiz feedback, refer to Chapter 7.10

Select a Quiz type to insert. Then click Edit button in the Properties Window to open the Quiz editor

Quiz Properties Window (refer to Sections 4.2 and 8.7)

The 'Insert' menu is open, showing options: Multiple Choice, Matching, Hot Spot, Image Placement, True - False, Ordering, Lists, and From File. The 'Properties' window is open, showing fields for Quiz filename (quiz2.qml), Feedback Width (300), and checkboxes for Checkbar visible and Auto Feedback. A 'Show Solve Button: After 1 attempt' dropdown is also visible. The 'Edit' button is highlighted with a red dashed box.

7.8.1 Multiple Choice Quiz

File Menu: After changes, save before exit

Type the Quiz question

Define if the Quiz is Single and Multiple Choice.

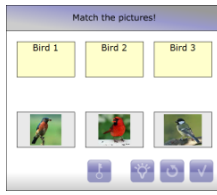
Increase or decrease the number of the Quiz choices

Type the text of the choices

Check the correct answer(s)

The screenshot shows the 'Question' editor. At the top is a menu bar with File, New, Open, Save, Save As, and Exit. Below is a toolbar with text formatting options (B, I, U), a font size field (16), and other icons. The main area contains a text box with the placeholder 'The Quiz Question is ...'. Below this is a 'Type' section with radio buttons for 'Single Choice' and 'Multiple Choice' (selected). A 'Choices' section shows a count of 3 and plus/minus buttons. Below are three text input fields labeled 'Answer 1', 'Answer 2', and 'Answer 3', each with a corresponding checkbox on the right. The 'File' menu is highlighted with a red dashed box.

7.8.2 Matching Quiz



You can create NxM matching between text's and images at any order

File Menu: After changes, save before exit

Type the Quiz question

Change the size of the Bridge that connect sources and targets

Change width and height of the boxes. Check Auto option for auto resizing

Select the Quiz view between Horizontal and Vertical

Increase or decrease the number of source boxes

Increase or decrease the number of source boxes

Select Target Box type between Text and Image

Type the description text in the Source text box

Select Source Box type between Text and Image

Insert an image in the Target box

Select the number of the Source item which correctly matches this target item

7.8.3 Hot Spot Quiz

The screenshot shows the LMA Quiz Editor interface. At the top, a menu bar includes File, New, Open, Save, Save As, and Exit. A callout box points to the File menu with the text: "File Menu: After changes, save before exit." Below the menu is a "Question" section with a text area containing "Question goes here...". A callout box points to this area with the text: "Type the Quiz question". To the right of the text area is a toolbar with options for bold (B), italic (I), underline (U), a numeric input field set to "12", a list icon, a "Arc" icon, and other drawing tools. Below this is a "Settings" section with a "Hotspots Visible" checkbox (checked) and a "Required correct answers" section with a numeric input set to "2" and an "All" checkbox (checked). A callout box points to the "Hotspots Visible" checkbox with the text: "Make the Hotspots visible or invisible". Another callout box points to the "Required correct answers" section with the text: "Choose how many correct answers are required for a complete answer of the Quiz". To the right of the settings is a "Maximize the hot spot editor" button. Below the settings is a "Quiz Preview" area showing a landscape image with two hot spots: a square one and a circular one. A callout box points to this area with the text: "Quiz Preview". At the bottom of the preview area is a toolbar with icons for select, rectangle, circle, free shape, delete, and insert image, along with a "Correct:" checkbox (checked). A callout box points to the "Maximize the hot spot editor" button with the text: "Maximize the hot spot editor". A small inset window shows the "Maximize the hot spot editor" window.

Tools to define the positions of Hot spots and background:

	Hot Spot Select tool
	Define a Rectangle area for the Hot Spot
	Define a Circular area for the Hot Spot
	Use the Free shape tool to define the Hot Spot
	Delete the selected Hot Spot
	Insert the background image
	Check if you want to set a Hot Spot as correct answer . Uncheck to set a Hot Spot as wrong answer

7.8.4 Image Placement Quiz

Place the flags on the map.

File ▾ | New ▾ | Open | Save | Save As | Exit

Question

B *I* U | 16 | Arc | [undo] | [redo]

Place the flags on the map.

Settings

Hotspots Visible Autosize Images Spare Images: 0 ▾

Maximize the Image Placement Editor

Choose how many copies of the draggable images you want to use in the Quiz

Thumbnail of the draggable images

Type the Quiz question

Make image places visible or invisible

If the images have large size, click to auto resize them

File Menu. Save before exit

Image Placement area definition:

	Area Select tool
	Define a Rectangle area
	Define a Circular area
	Use the Free shape tool to define an area
	Delete the selected area
	Insert the background image
	Insert the draggable images

7.8.5 True – False Quiz

Is it true or false?

True
 False

File Menu. Save before exit.

File | New | Open | Save | Save As | Exit

Question

B *I* U | 12 | Asc | [Image] | [Image] | [Image]

The sun is green

Type the Quiz question

Choices 2 + -

Increase or decrease the number of the Quiz choices

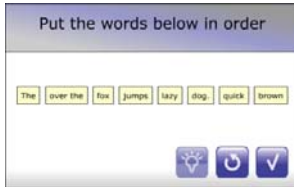
True

False

Type the text of the alternative answers.

Define the correct answer

7.8.6 Ordering Quiz



File Menu. Save before exit.

The screenshot shows the LMA tool interface for creating an ordering quiz. At the top is a menu bar with "File", "New", "Open", "Save", "Save As", and "Exit". Below the menu bar is a "Question" section with a rich text editor toolbar (bold, italic, underline, font size 12, text color, background color, bulleted list, numbered list, link) and a text area containing "Put the words below in order". Below the question is a "Text/Images" section with a text area containing "The quick brown fox jumps over the lazy dog." and an "Add Image(s)" button. At the bottom is an "Ordering Preview" section showing the words "The", "quick", "brown", "fox", "jumps", "over the", "lazy", "dog." in individual boxes. Red dashed boxes highlight the menu bar, the question text area, the text area, the "Add Image(s)" button, and the ordering preview area. Red lines connect these highlighted areas to explanatory text boxes.

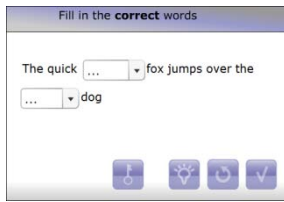
Type the Quiz question

Type the text you want to be used for ordering

Insert any images you want to be imported in the ordering

Ordering Preview. Inserted images can only be previewed with the preview selection of the main Menu Bar.

7.8.7 Lists Quiz



Insert lists of alternative words in the form of pull-down list, within a phrase.

The main screenshot shows the LMA tool interface with several annotations:

- File Menu. Save before exit**: Points to the "File" menu in the top toolbar.
- Type the Quiz question**: Points to the text area containing "Fill in the correct words".
- Option 1**: Points to the dropdown menu for the first list box.
- Add or remove words from the list box**: Points to the plus and minus icons next to the list box.
- Type the text and put the list boxes between the words**: Points to the main text area showing "The quick brown fox jumps over the lazy dog" with dropdown menus for "brown" and "lazy".
- Click to Add a new list box. Then Click in the phrase to define the position to add the list.**: Points to the plus icon and the text area.
- Delete the selected list box**: Points to the minus icon.

An inset window shows a list box with the word "brown" selected, and a list of options: "brown", "red", "blue".

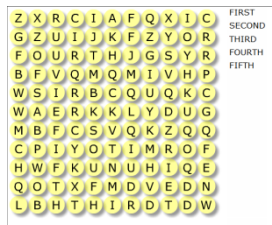
7.9 How to insert a Game



*How to insert Game feedback:
refer to Section 7.10*

Select a game to insert. Then click Edit button at Properties Window to open the Game editor

7.9.1 The Word Search - Game

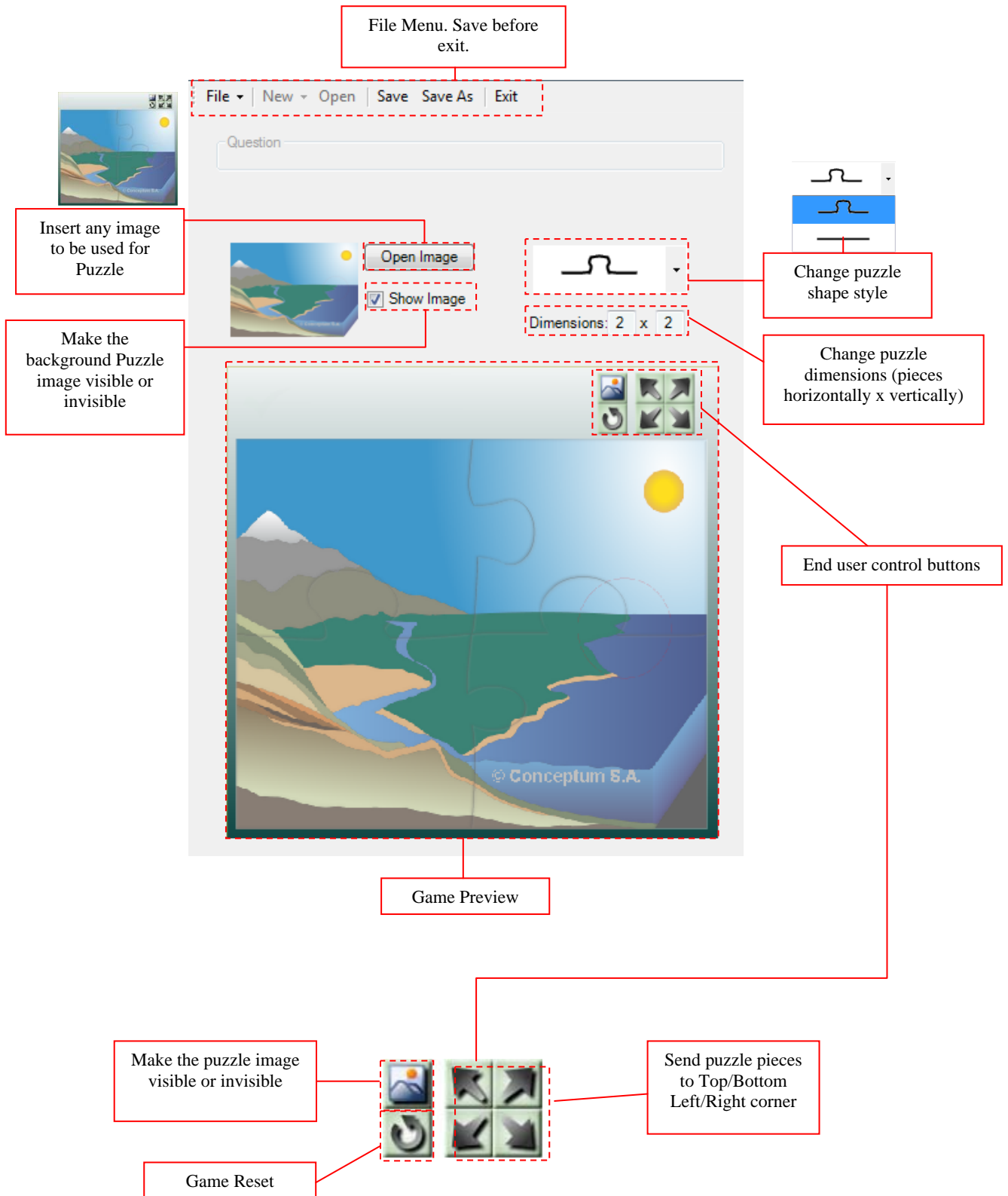


File Menu. Save before exit

Type the characters to be Shuffled in the game, between the hidden words.

Type the words to be included in the Game (one word per line)

7.9.2 The Puzzle -Game



7.9.3 The Memory -Game

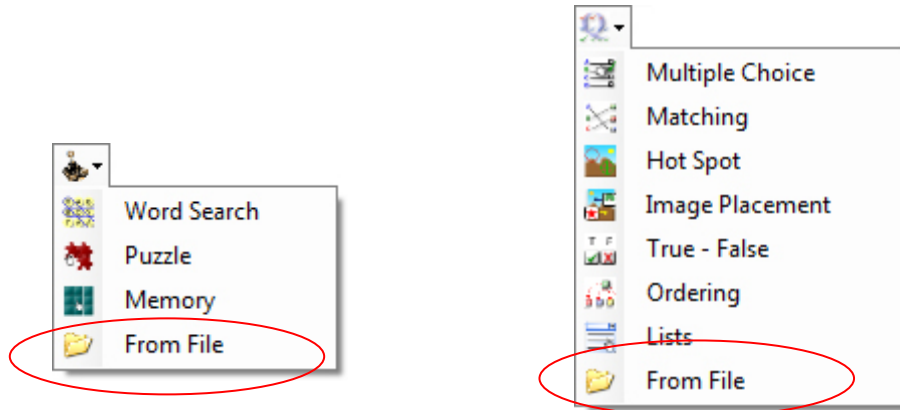
The screenshot shows the LMA tool interface for the Memory Game. It includes a menu bar with options: File, New, Open, Save, Save As, and Exit. A 'Question' field contains the text 'Match the pairs'. Below this is a 'Settings' section with 'Dimensions' set to '3x2', 'Show Timer' checked, and 'Countdown' set to '60 seconds'. The 'Pairs' section shows 3 pairs, each with a text box and an image box. The pairs are: dolphin (with image), lizard (with image), and parrot (with image). Each pair has a 'Text' dropdown and an 'Image' dropdown, with a double-headed arrow between them. A 'Browse' button is next to each image. Red dashed boxes highlight various elements, and red callout boxes provide instructions: 'File Menu. Save before exit.' points to the menu bar; 'Type the game question' points to the question field; 'Change the dimensions of the pairs' points to the 'Dimensions' dropdown; 'Increase or decrease the number of the pairs' points to the 'Pairs' counter; 'Type a text in the pair box' points to the text input area; 'Choose the box type between text and image' points to the dropdowns; 'Hide / Unhide the Timer' points to the 'Show Timer' checkbox; 'Check if you want countdown. Set the Countdown time' points to the 'Countdown' section; 'Set the box type between text and image' points to the dropdowns; and 'Insert a new image' points to the 'Browse' button.

7.10 How to insert existing Games and Quizzes

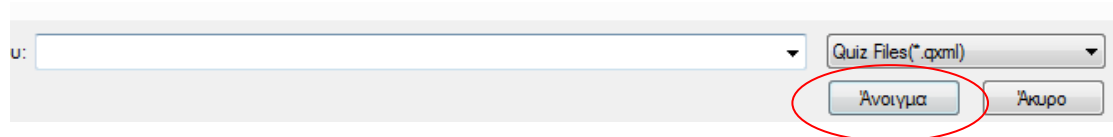
Any Game or Quiz created with LMA and saved, can be reused, and modified at any other lesson or activity, since they are saved as files.

To Add such a Game or Quizze choose the option “**From File**” and browse the location of the file.

Once it is located, press “**Open**” to insert.



BALE AGGLIKO!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!



7.11 How to insert Feedback in Games and Quizzes – Feedback Panel

Increase / Decrease the number of feedback

Move up – down, Delete a feedback

Choose an animated emoticon to appear with the feedback

Check the feedback for the correct answer

Type a feedback message

Choose one of the preset feedback in the list or type your own. The proper list appears depending if the feedback is checked as being for the **correct** or **wrong** answers. Wrong answer feedback appear one at a time.

Bravo!

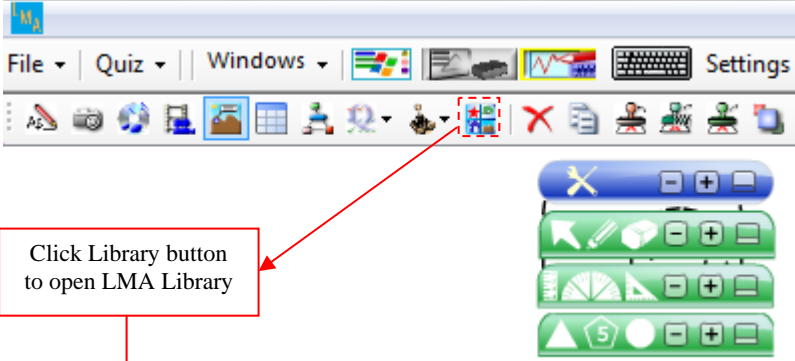
Bravo!
Congratulations!
That's Correct
You found it!
Well done!
Super!!
That's it!
Just perfect!
Absolutely right!
You are doing fine!
You are doing great!
You are very good!

Wrong Answer!

Wrong Answer!
You need to be more careful!
Hint:
Not exactly!
Try again!
Read carefully the question!
Read carefully the answers!
Be more accurate.
You better read again previous activities!
No. Search for more information.
No. Skip the question.

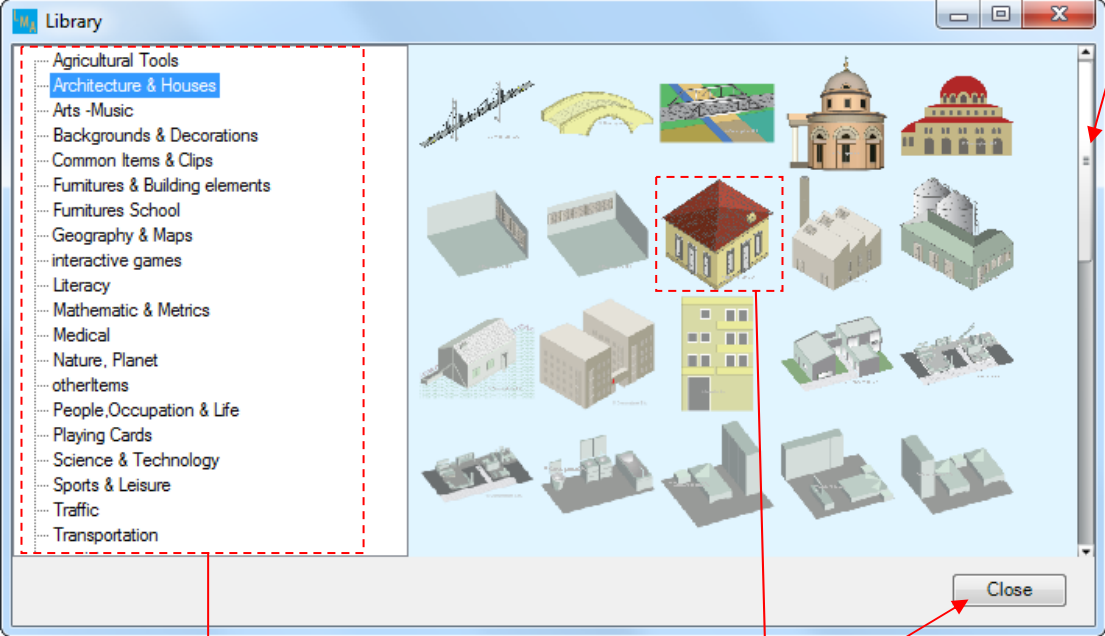
7.12 LMA Library

7.12.1 How to import an item from the Library



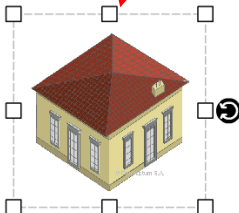
Click Library button to open LMA Library

Move scrollbar up and down to see more items

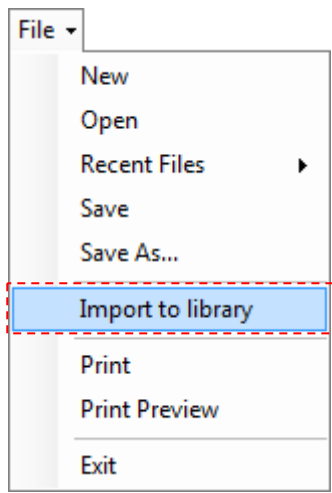


Choose an Item Category to view thumbnails.
Select **userLib** to see your own library items (Ref. 7.11.2).

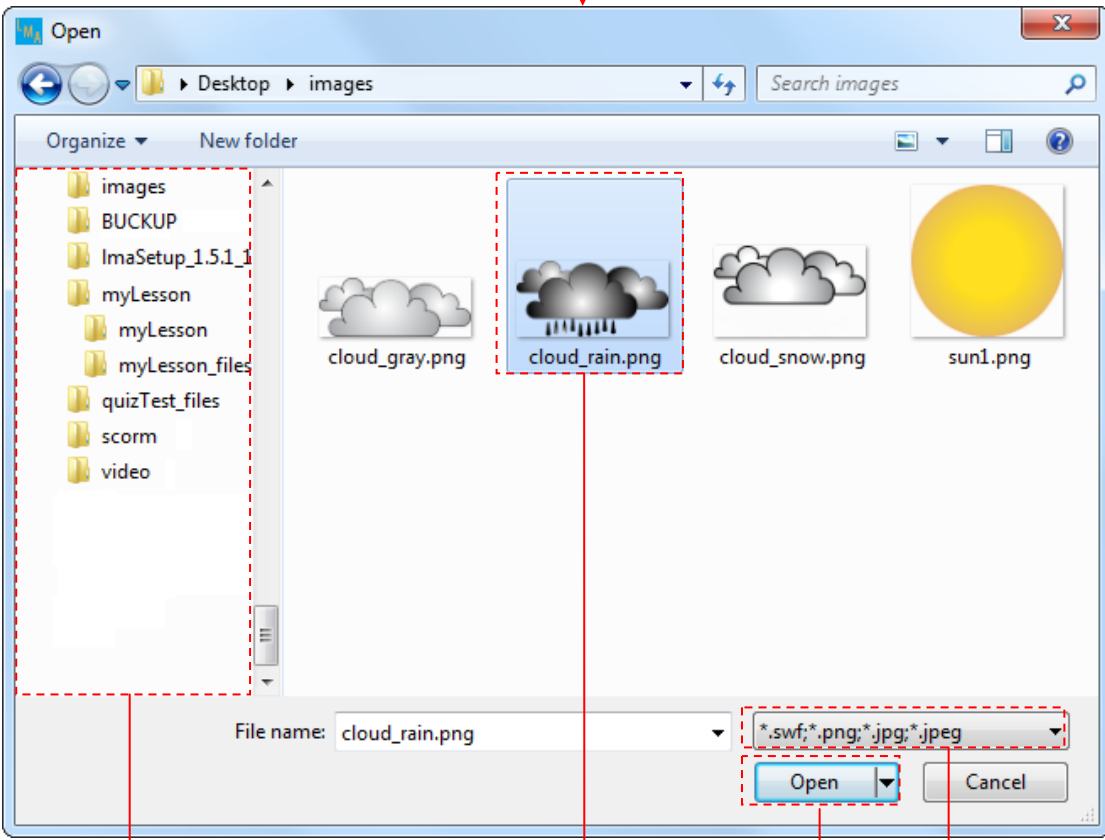
Click on the Items to Import it in the Lesson.
Repeat until all preferred items are imported, then click **“Close”** to close the Library and continue.



7.12.2 How to import new items in the Library



From File menu, click "Import to library"

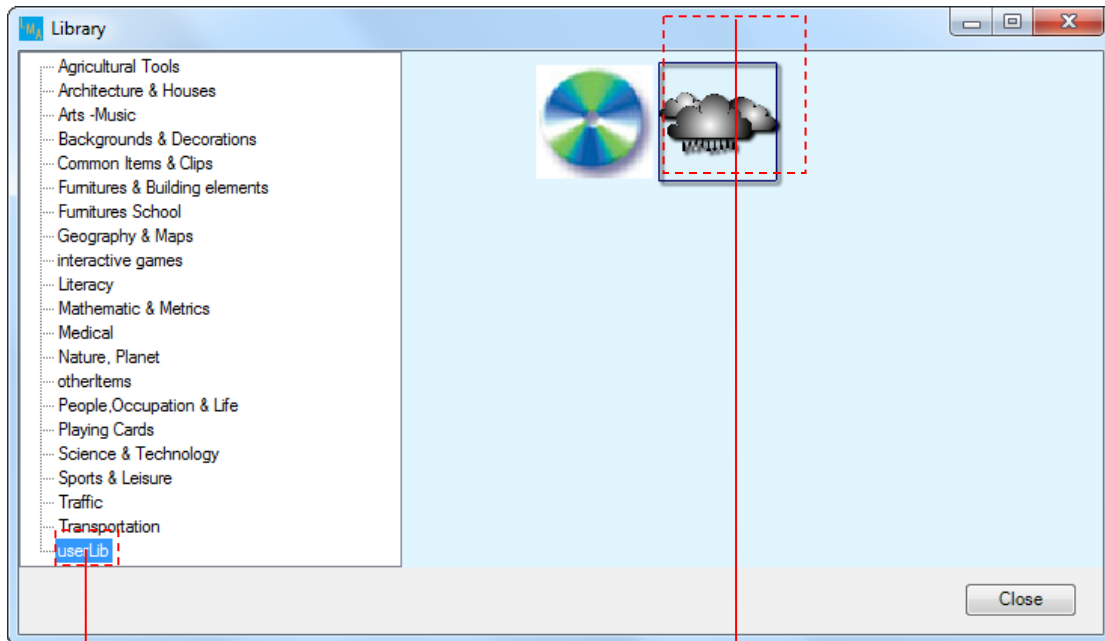


Browse to define the folder where the image file exist.

Select the image you want to import into the library

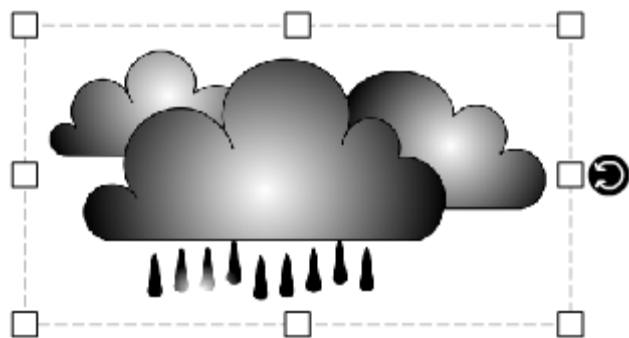
Click the Open button to import

LMA Library supports swf, png, jpg, jpeg image formats

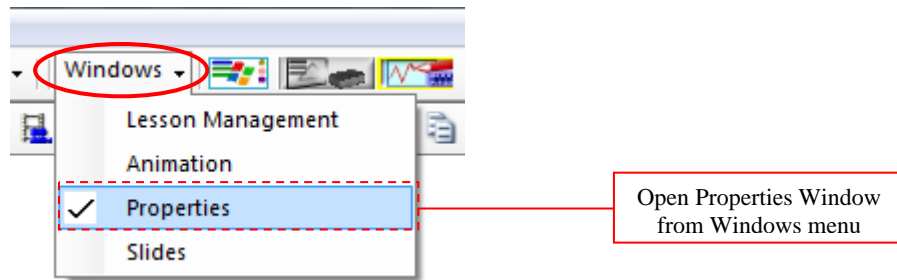


If you open Library again, a new Category has been created, called "userLib". There, there are all items you have imported in Library

Choose any of the imported item to insert it in the Lesson



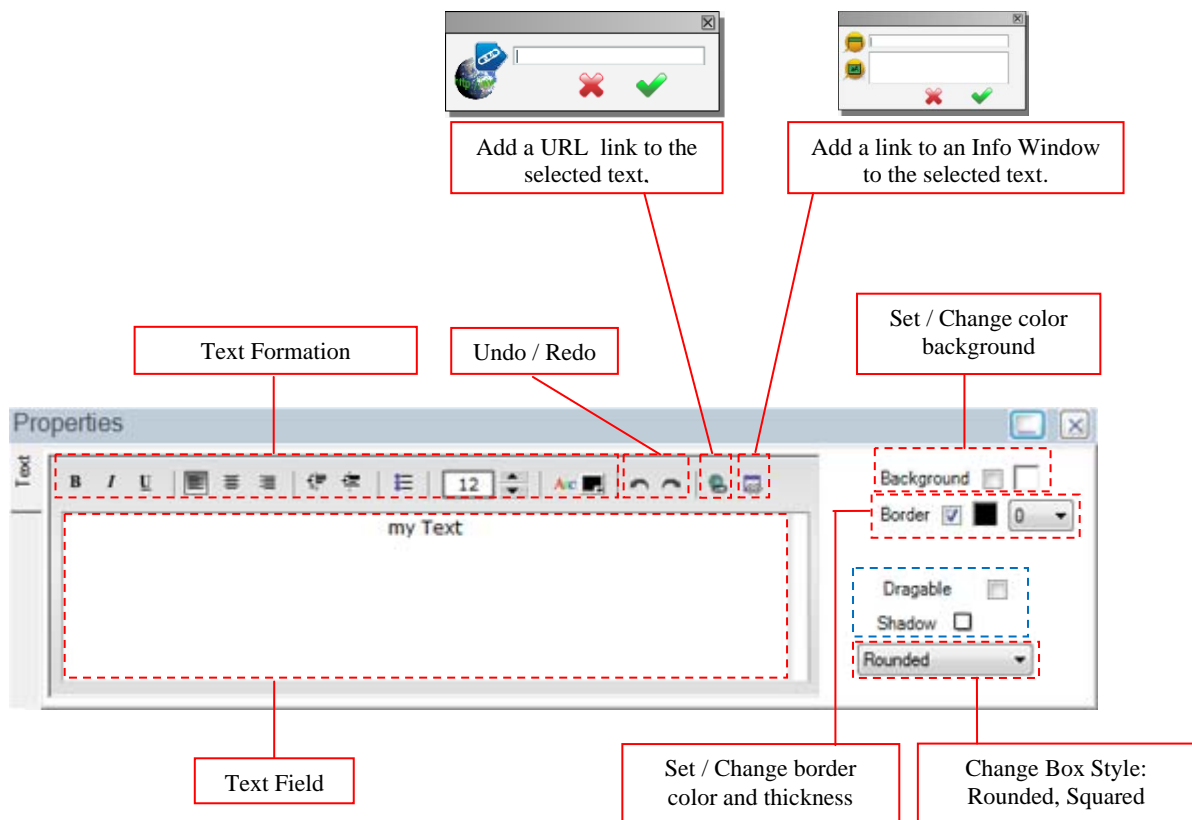
8. The Properties Window



Each item has its own Properties window type. The type of the Properties Window is adapted automatically to the selected item.

8.1 Text Properties

my Text



Dragable <input type="checkbox"/>	Make the textbox or image draggable in the presentation
Shadow <input type="checkbox"/>	Insert shadow effect in a text box or an image

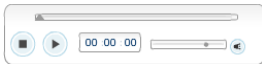


8.2 Image Properties Window

Insert a new image

Open the Image Editor

Use the image as a Thumbnail.
Type a Thumbnail Title.



8.3 Sound Properties Window

Insert a sound file

Make the sound start playing automatically when the slide opens

8.4 Video Properties Window



Choose the Video display size

Insert a Video file

IN THE SCREEN: Dimention > SIZE ???/



8.5 Hot Point Properties Window

Type Hot Point Title

Text Field

Choose an Emoticon

Change the Hot Point Opacity

8.6 Table Properties Window

Column 1	Column 2
A	100
B	200

Choose the preferred delimiter symbol to use

Open a .csv file

Open the Table Editor

8.7 Conceptual Map Properties Window

Conceptual Map

Conceptual Map Data File
cm_3.cml

Show Conceptual Map Tools

Edit

Select to show the toolbar when the Conceptual map is used.

Open the Map Editor

8.8 Quiz Properties Window

Quiz

Quiz filename
quiz4.qml

Feedback Width 300

Checkbar visible

Auto Feedback

Show Solve Button: After 1 attempt

Edit

Open the Quiz Editor

Make the Check bar visible or invisible

Set the Feedback Width

Set on/off the Automatic appearance of the Feedback once Quiz is answered

Set the number of attempts before answers can be shown

8.9 Game Properties Window

Game

Game Data File
jigsawpuzzle2.qml

Edit

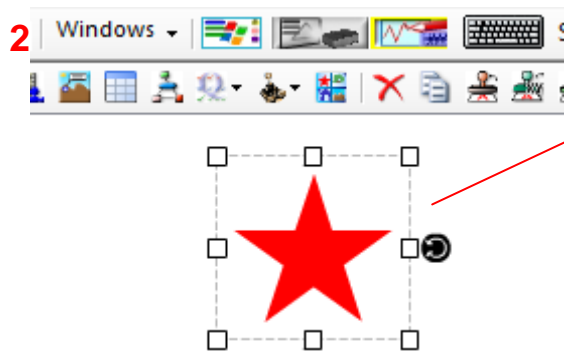
Open the Game Editor

9. Animation Properties Window

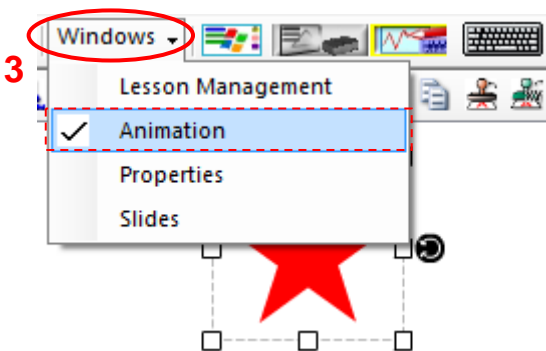
9.1 How to animate an Item



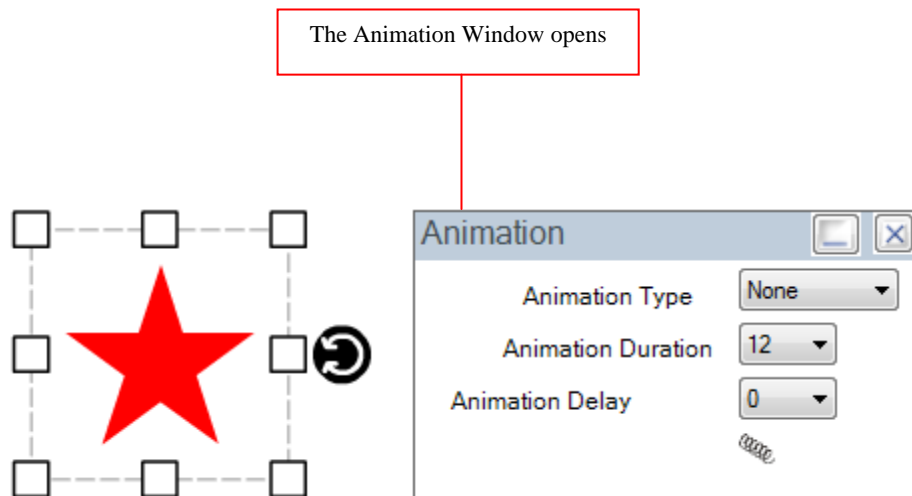
NOTE: you can define Animation for the Items while in Authoring Mode.




Select the Item to animate
(Text, Image, or Library object)



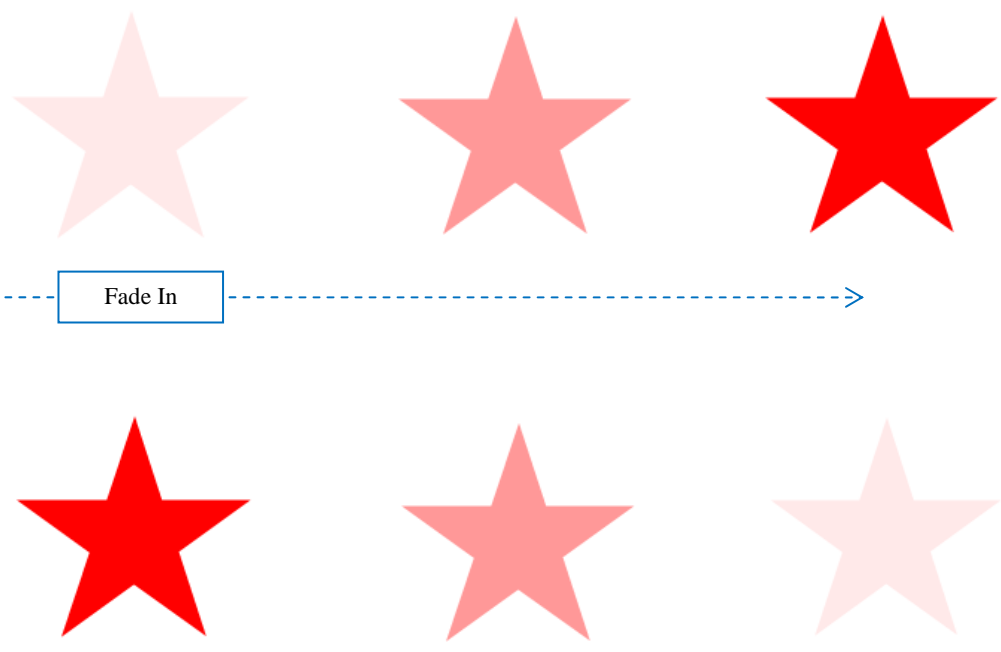
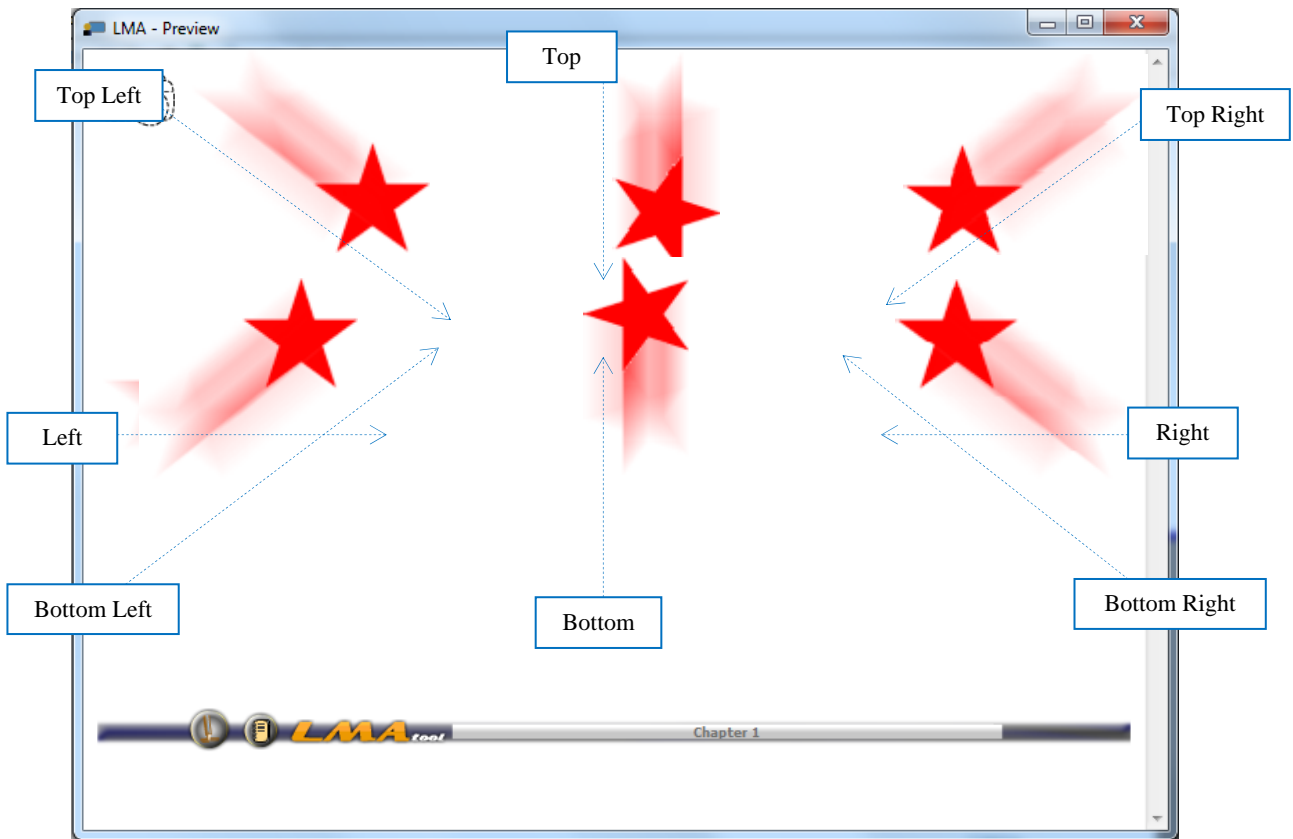
Open Animation Window from
the Menu



9.2 Animation Options

Animation Type	Select Animation Type from the list.	
Animation Duration	Set the Duration of the animation (seconds).	
Animation Delay	Set the Delay time before animation starts	
Elastic Animation Effect 	Set on/off the Elastic effect for the end of the animation	

9.3 Animation Types



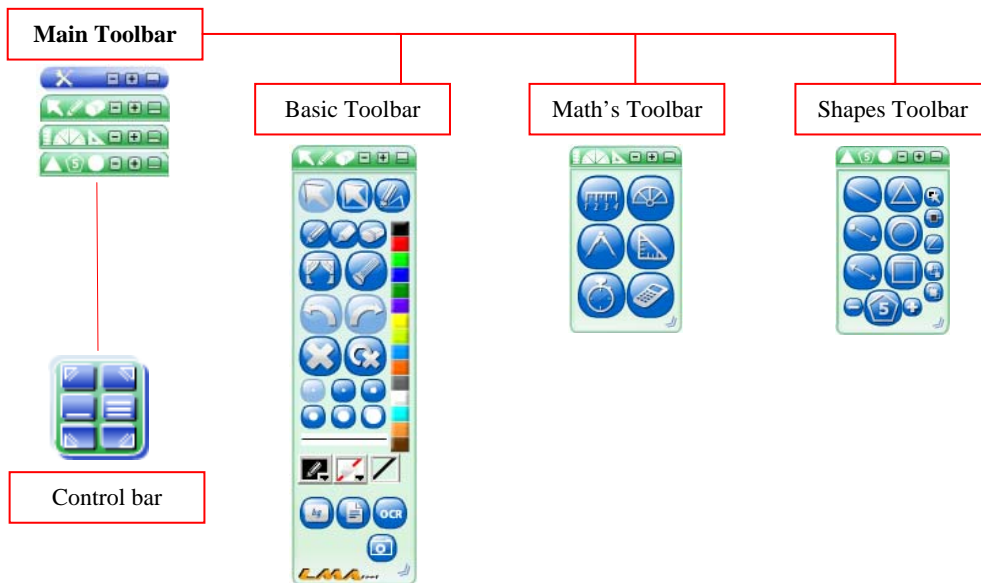


9.4 Elastic Animation Option

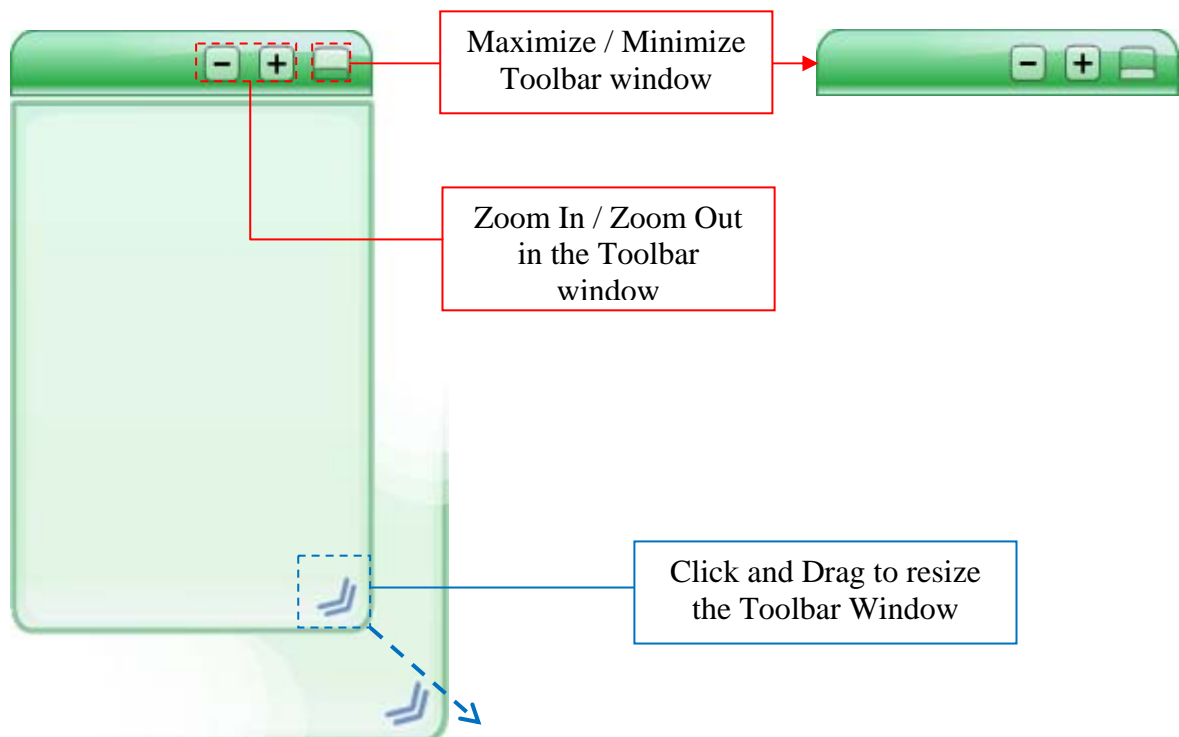


10. The LMA Toolbar

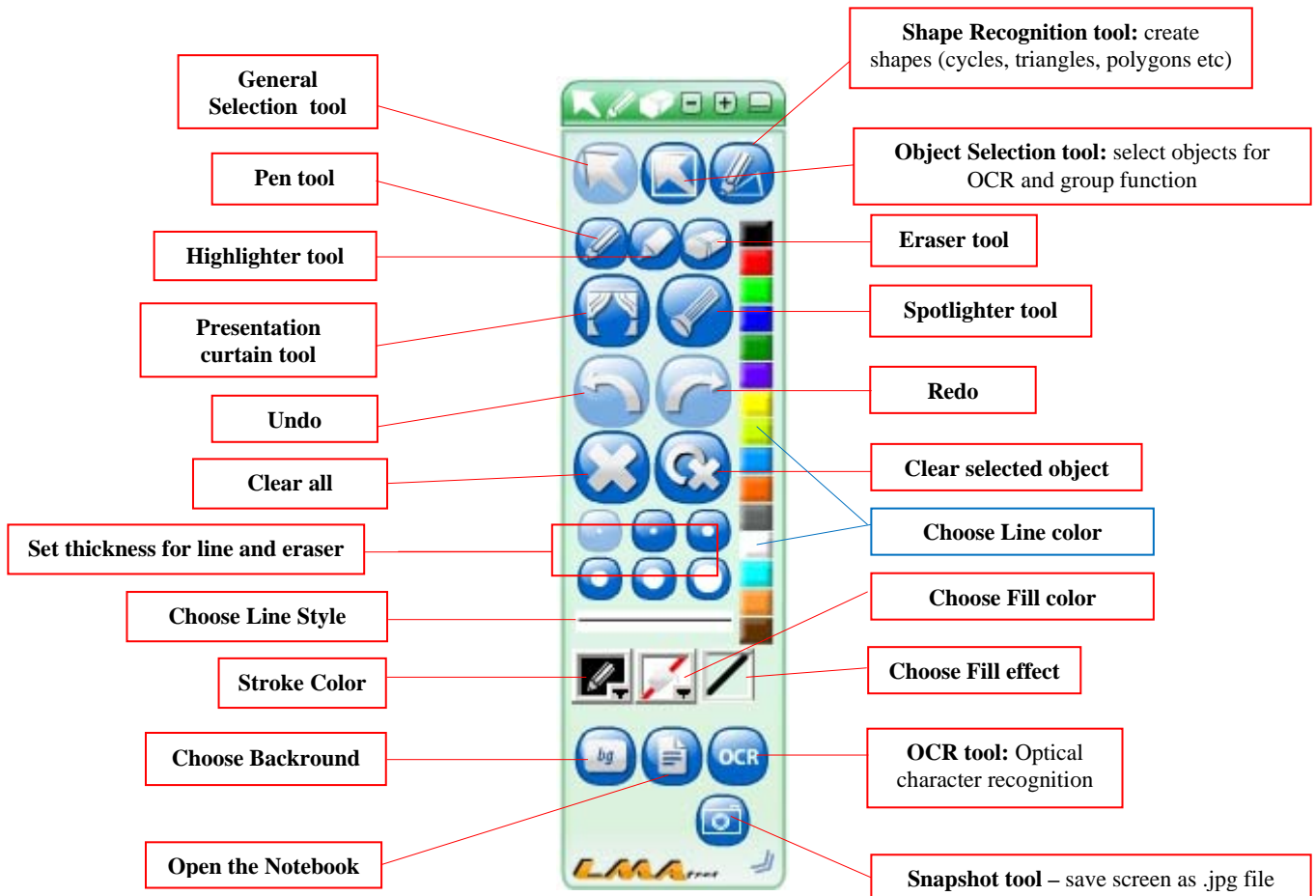
The Toolbar is consisted of a main Toolbar and several sub Toolbars.



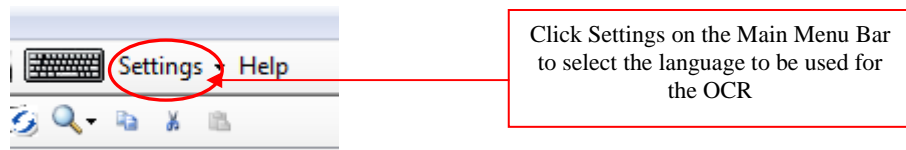
10.1 How to use General Toolbar Buttons



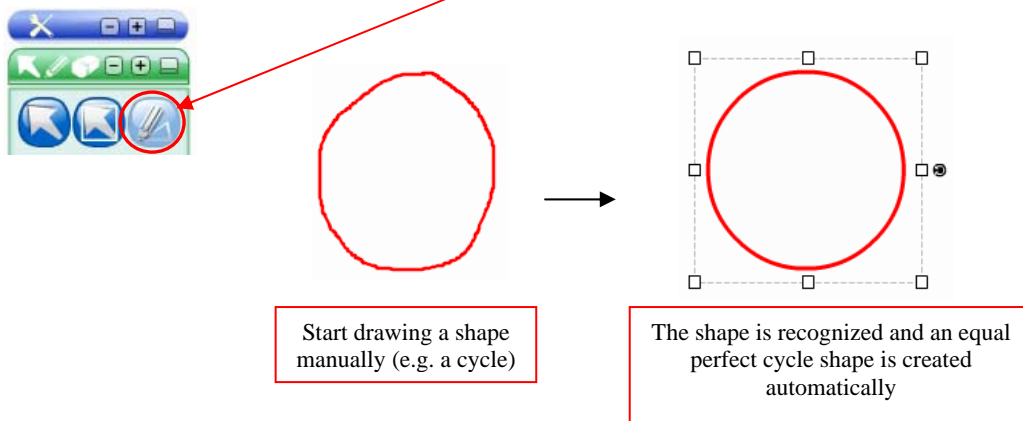
10.2 How to use the Basic Toolbar



10.2.1 How to use the Shape Recognition Pen

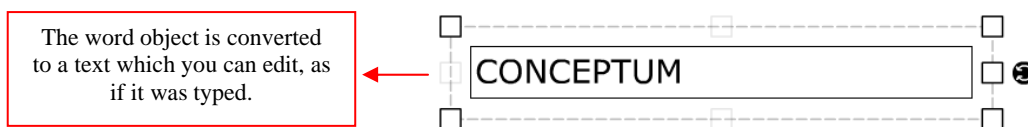
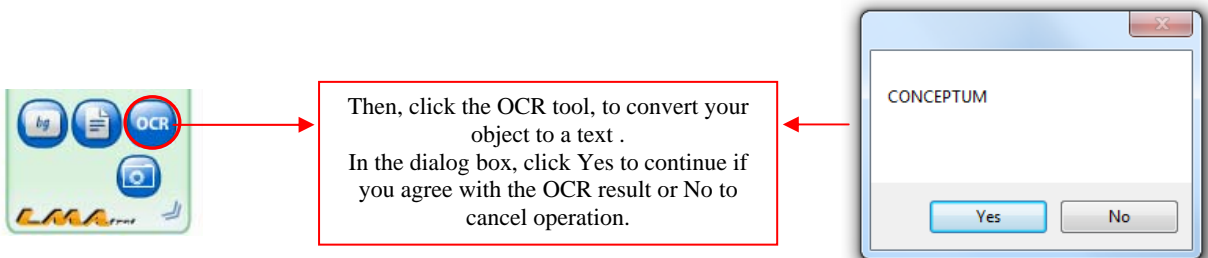
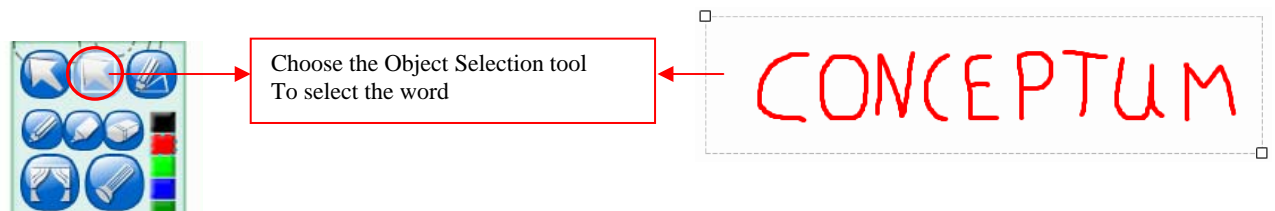
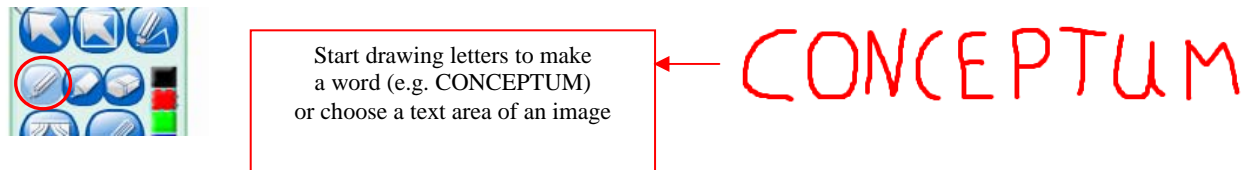


Select the Shape Recognition Pen  from the basic Toolbar.

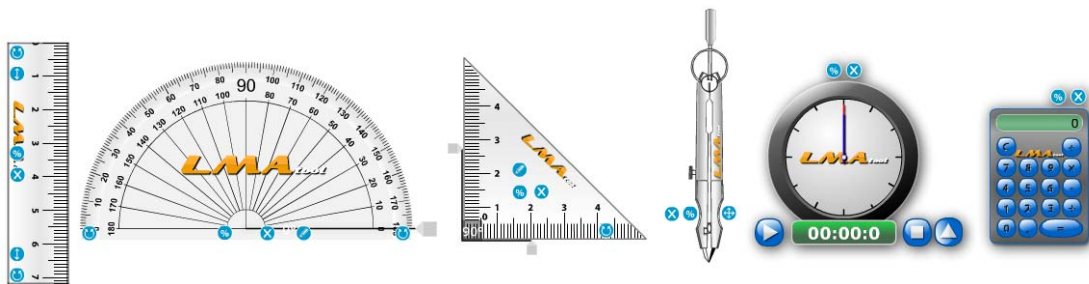


10.2.2 How to use the OCR tool

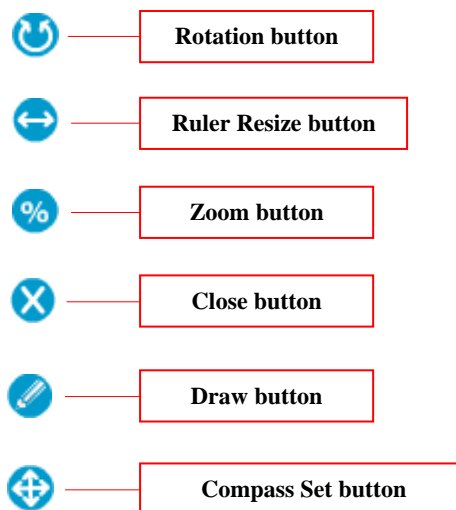
Select the Pen tool  from the basic Toolbar.



10.3 How to use the Math's toolbar



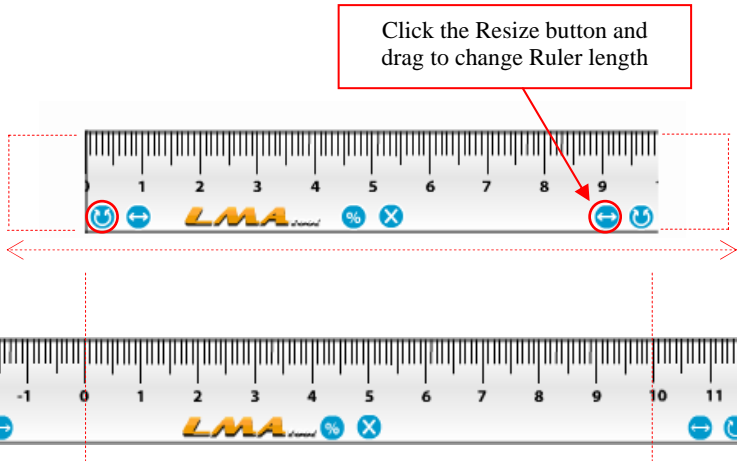
Basic Math tool's handlers:



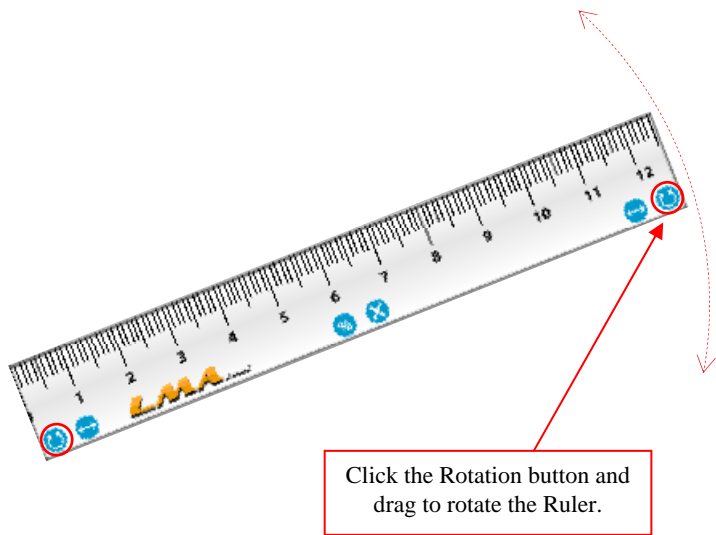
10.3.1 How to use the Ruler tool



Ruler tool:
Use Close button to close it.
Use Zoom button to maximize it.

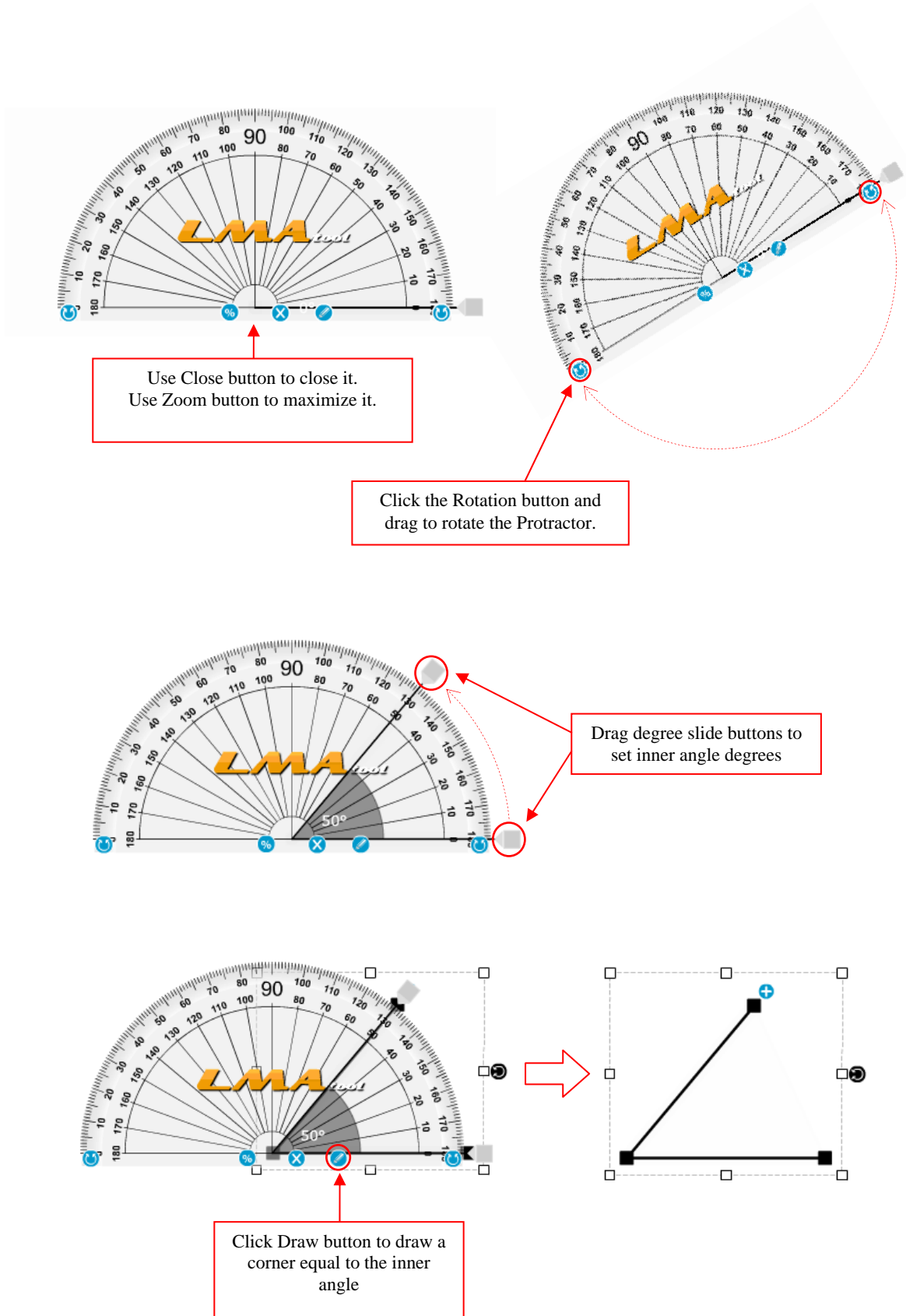


Click the Resize button and drag to change Ruler length



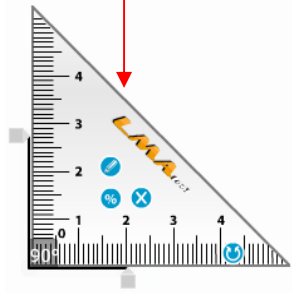
Click the Rotation button and drag to rotate the Ruler.

10.3.2 How to use the Protractor tool

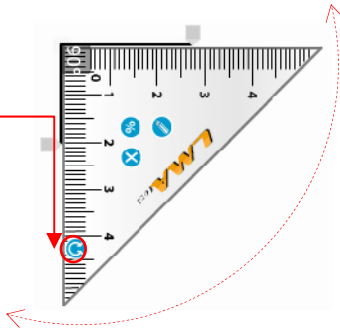


10.3.3 How to use the Set Square (triangle) tool

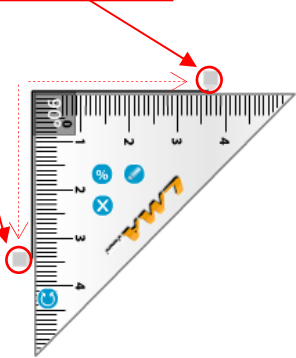
Use the Close button to close it.
Use Zoom button to maximize it.



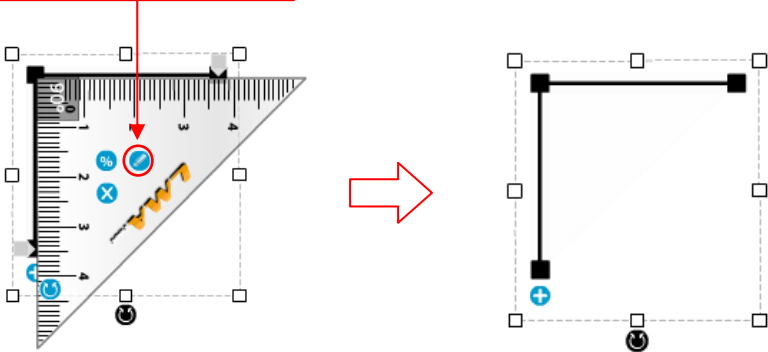
Click the Rotation button and drag to rotate the Tool.



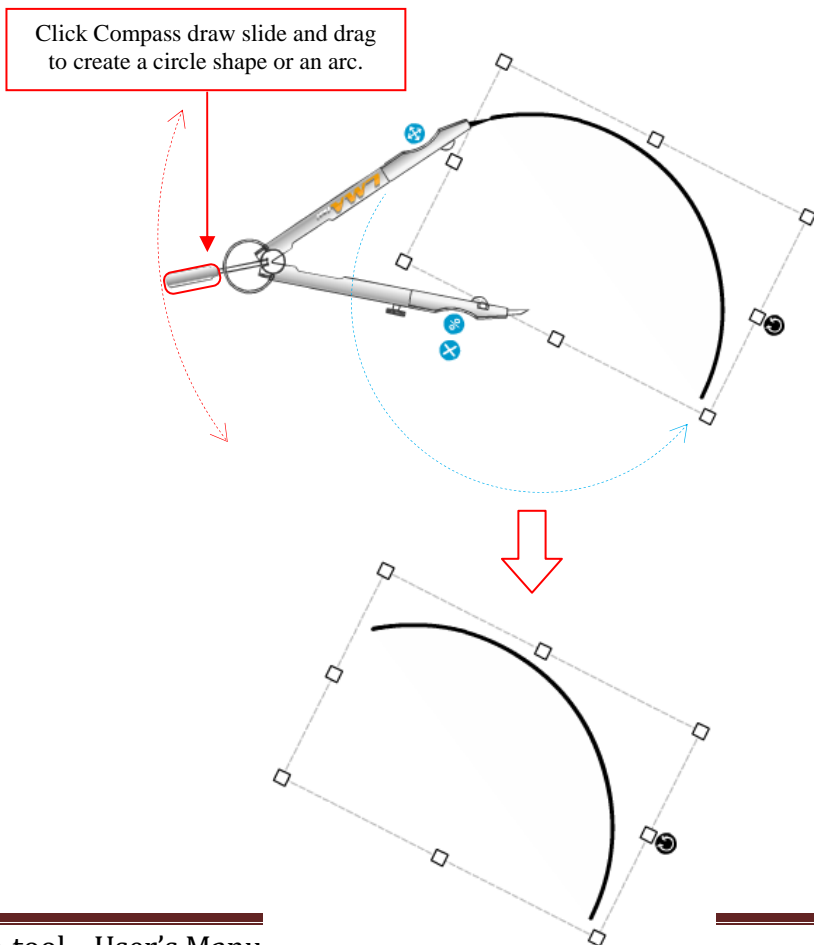
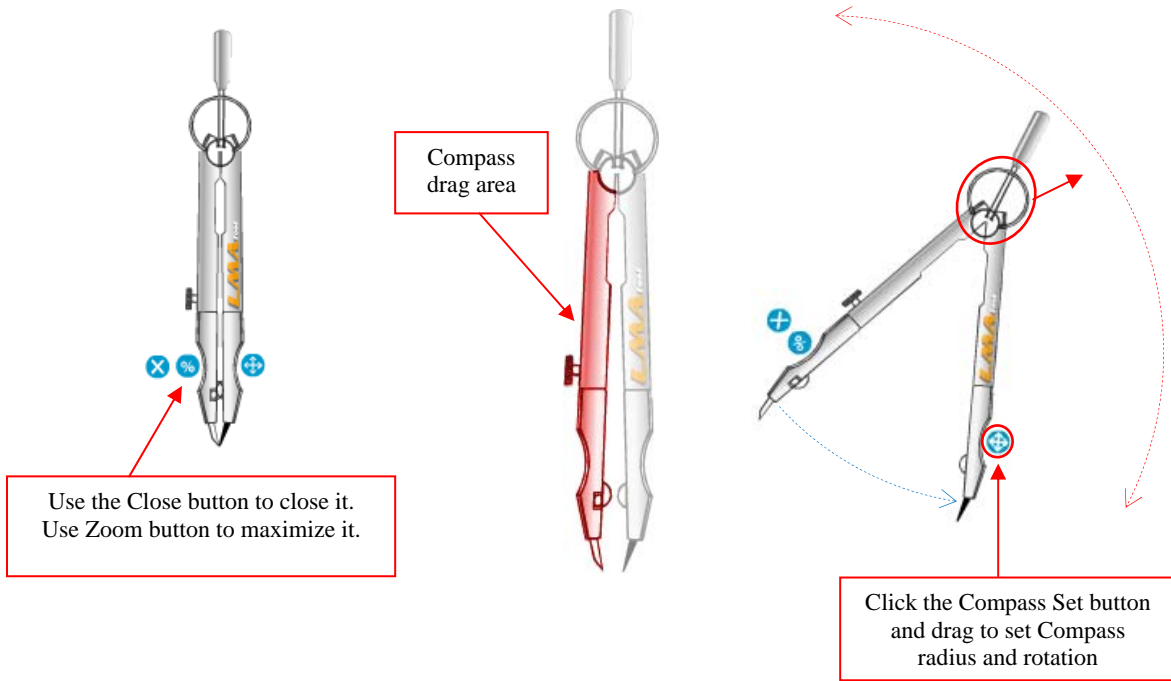
Drag line slide buttons to set the Ruler 90° corner



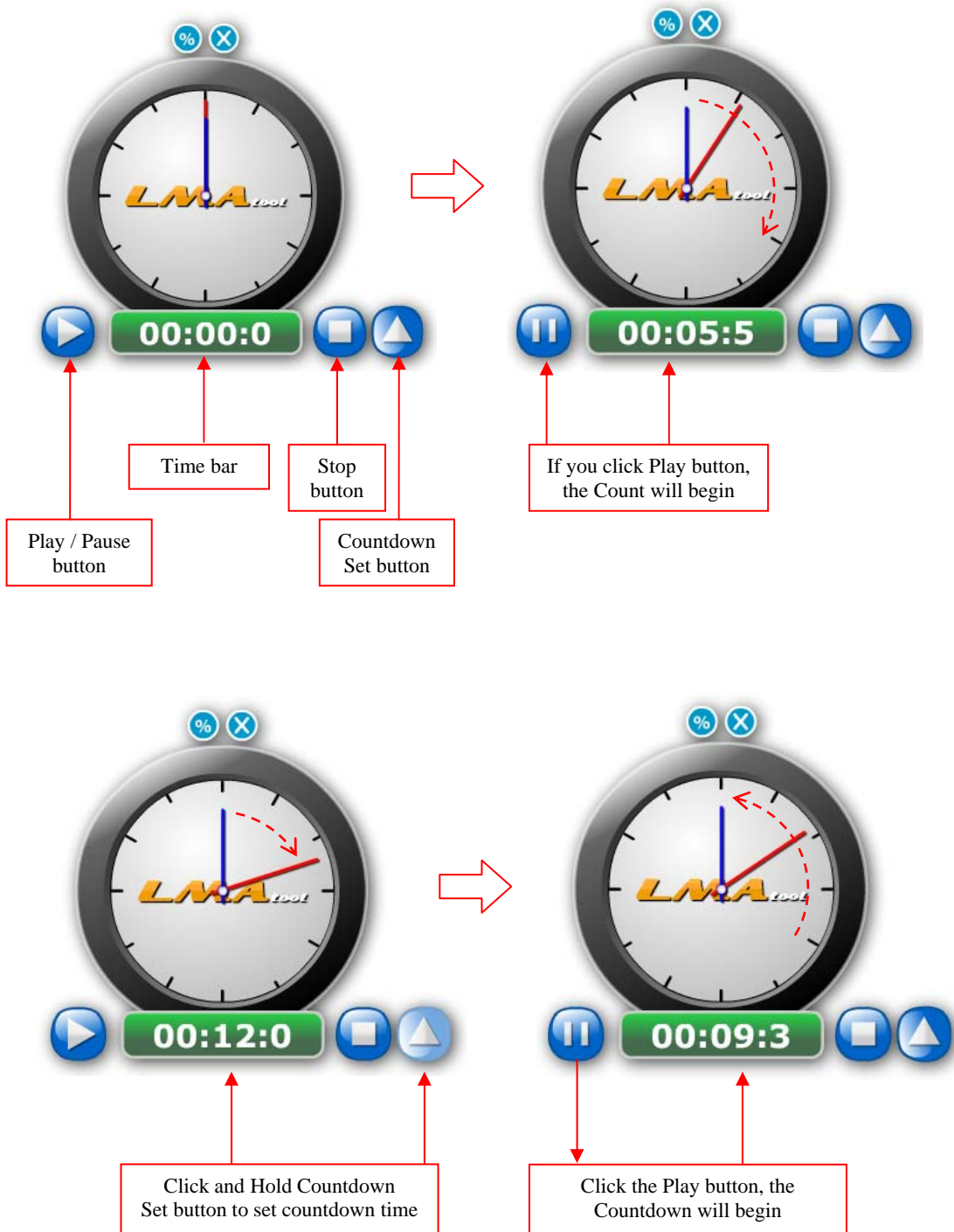
Click the Draw button to create a 90° corner shape, with the preset sides



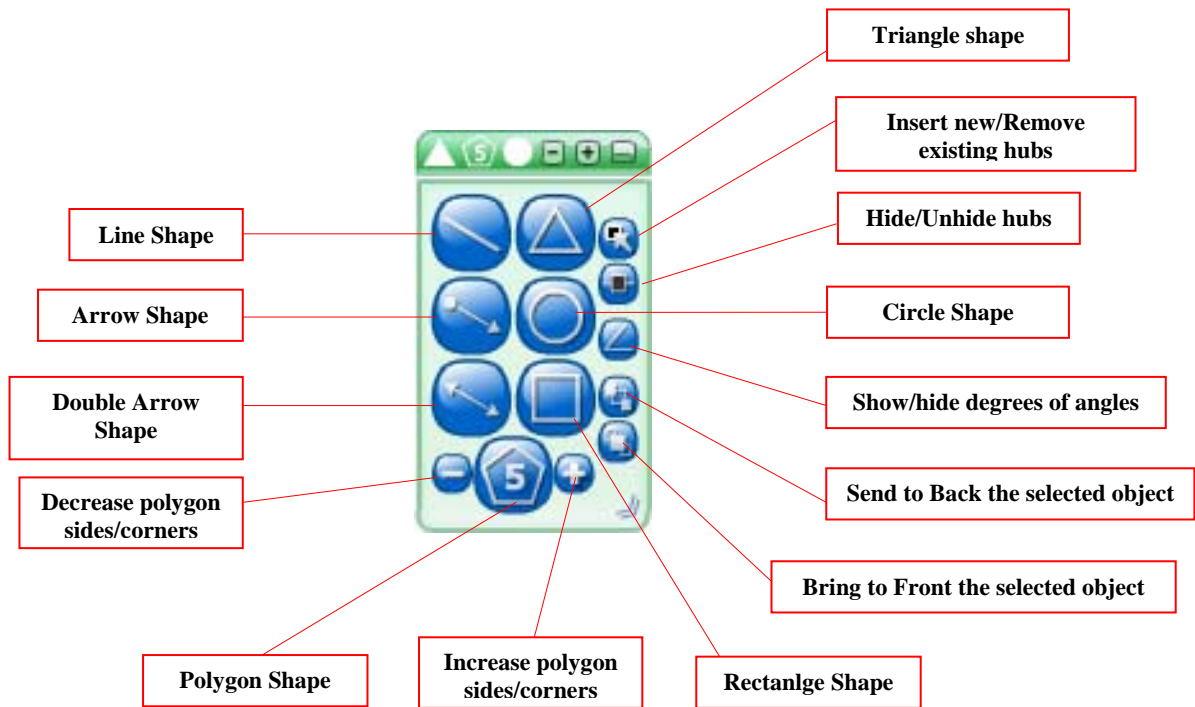
10.3.4 How to use the Compass tool



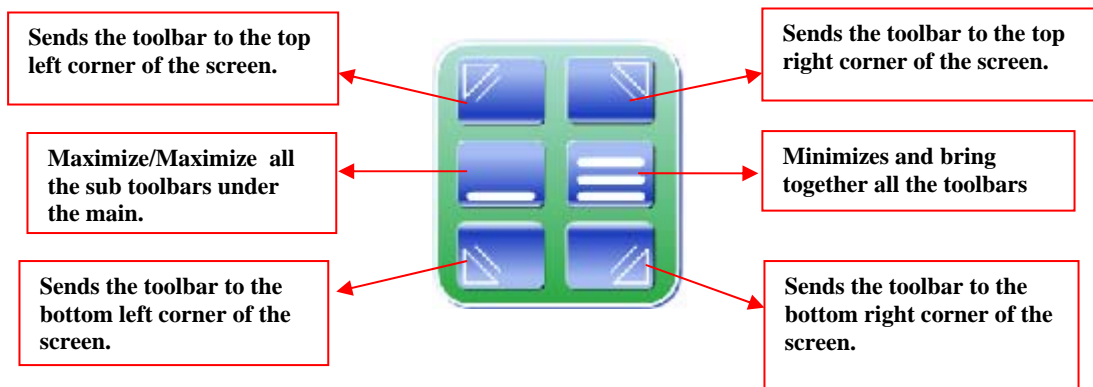
10.3.5 How to use the Timer (Stopwatch) tool




10.4 How to use Shapes Toolbar



10.5 How to use Control bar

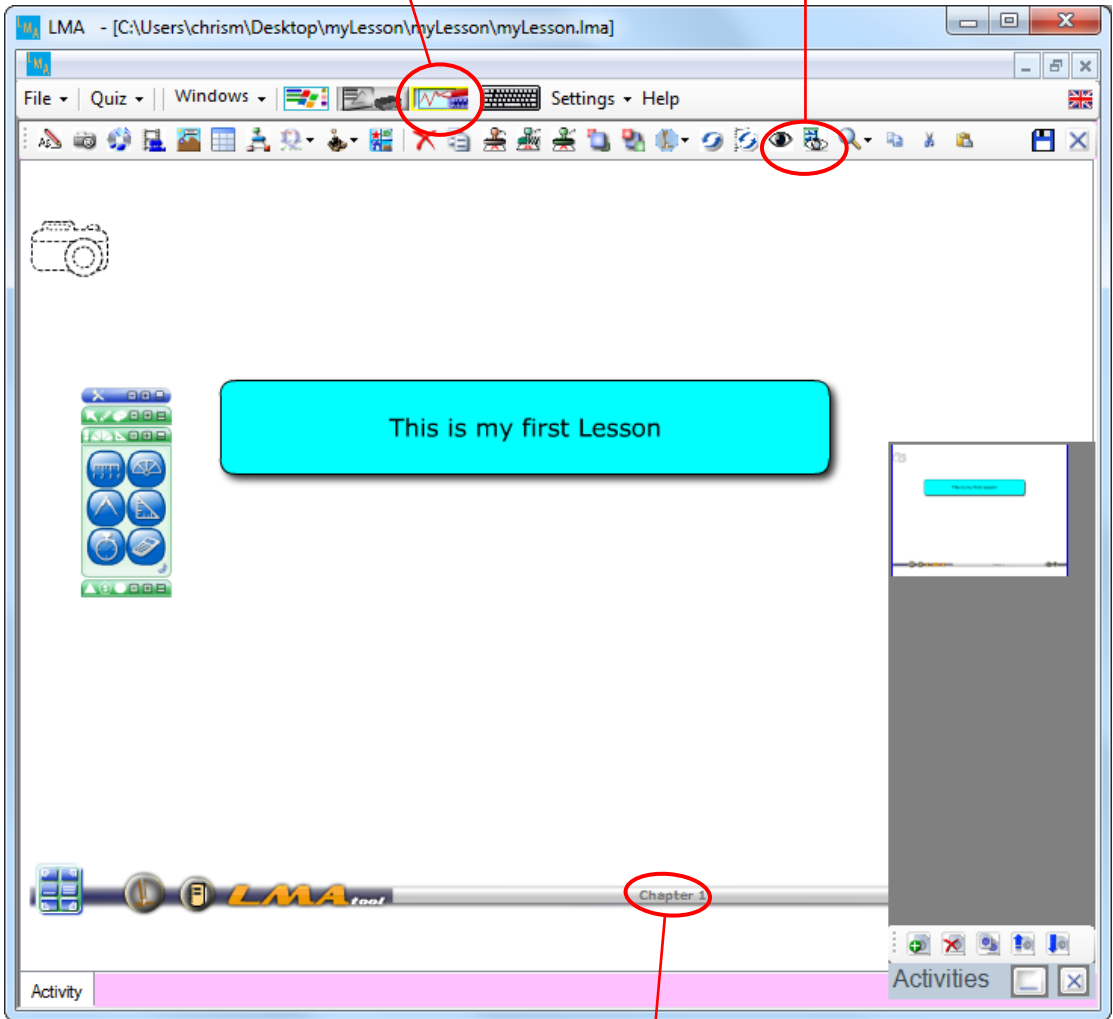


11. How to preview a lesson

 *In order to preview a Lesson, you have to turn LMA in Authoring mode*

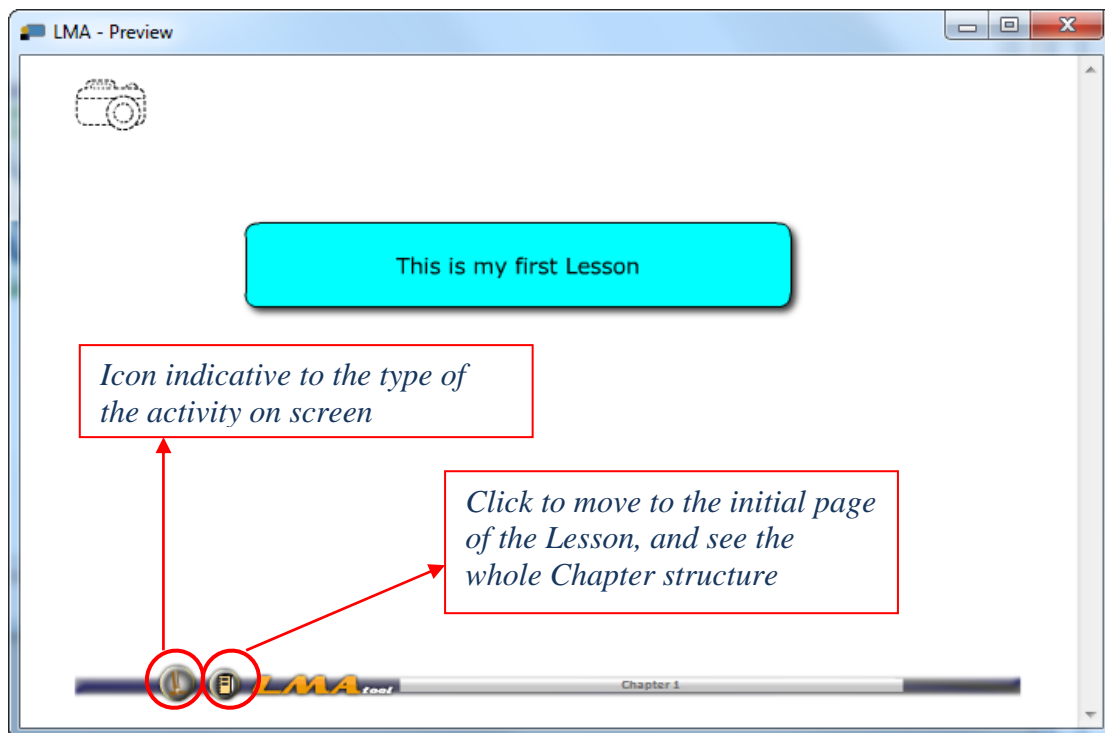
Preview without the LMA Toolbat

Preview with LMA Toolbar

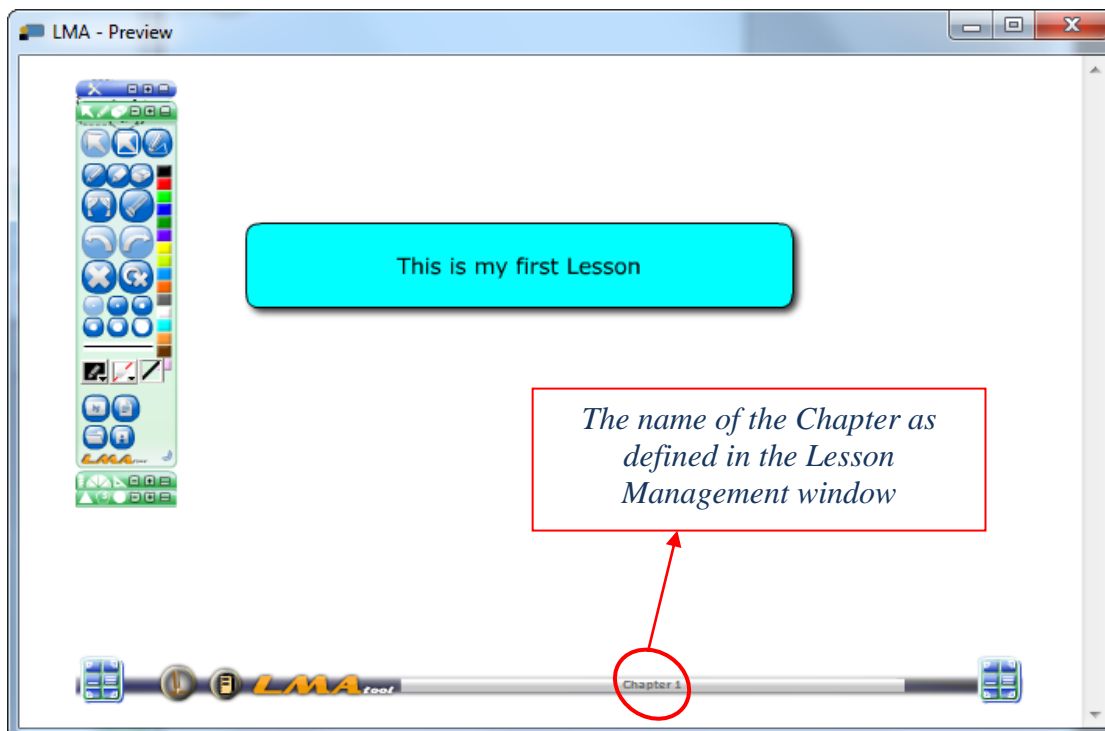


The name of the Chapter as defined in the Lesson Management window

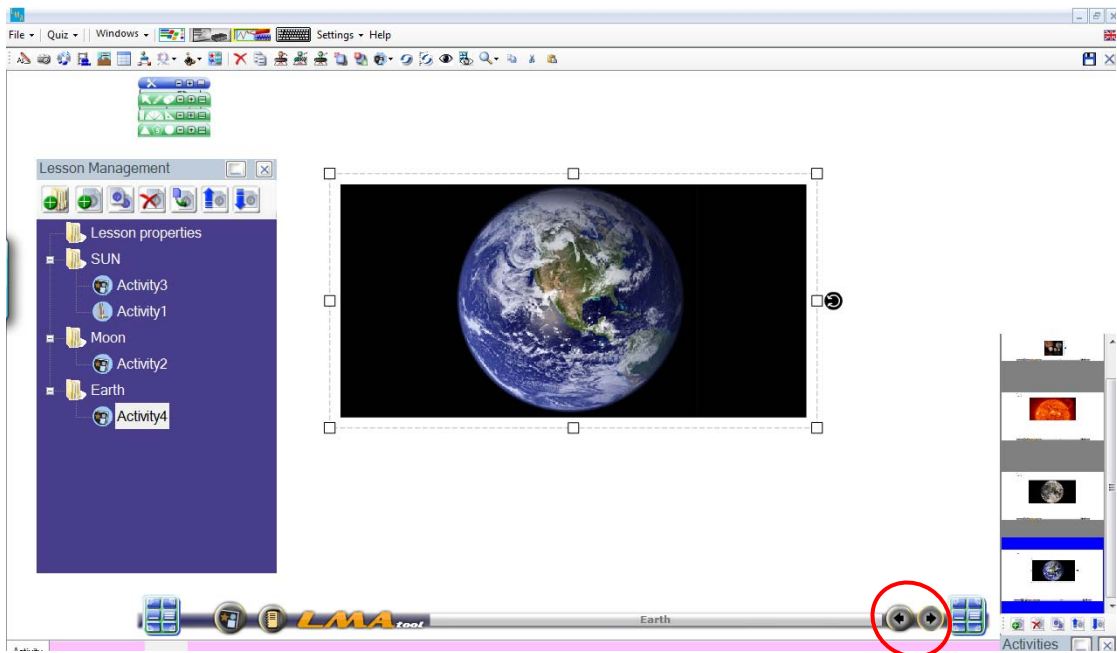
11.1 Lesson Preview without IWB Toolbar



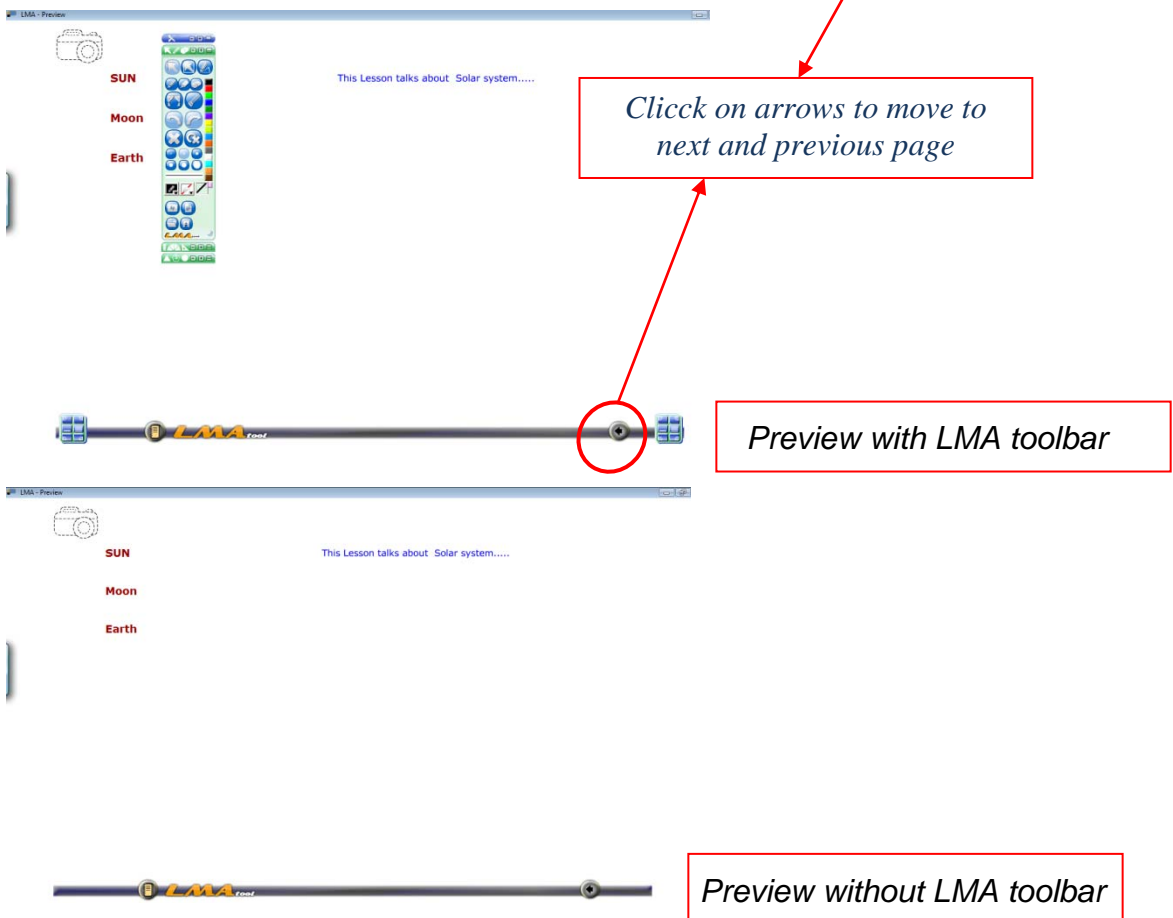
11.2 Lesson Preview with IWB Toolbar

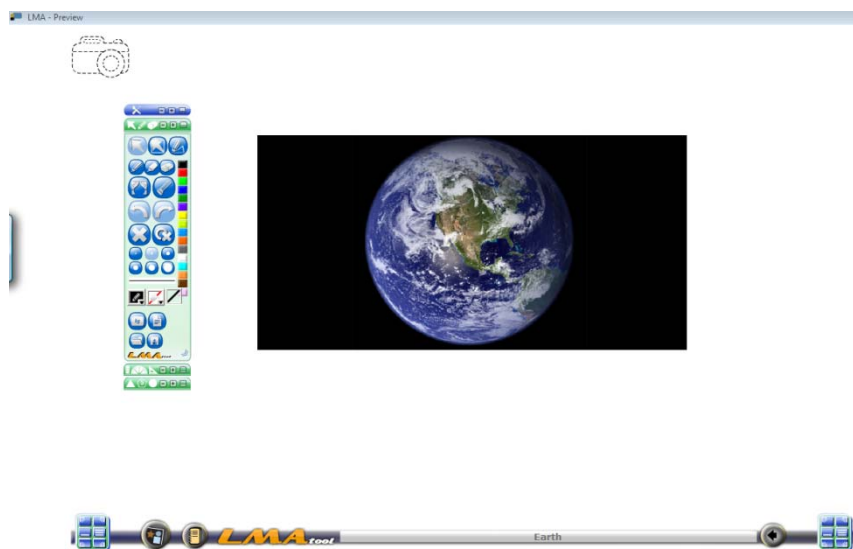
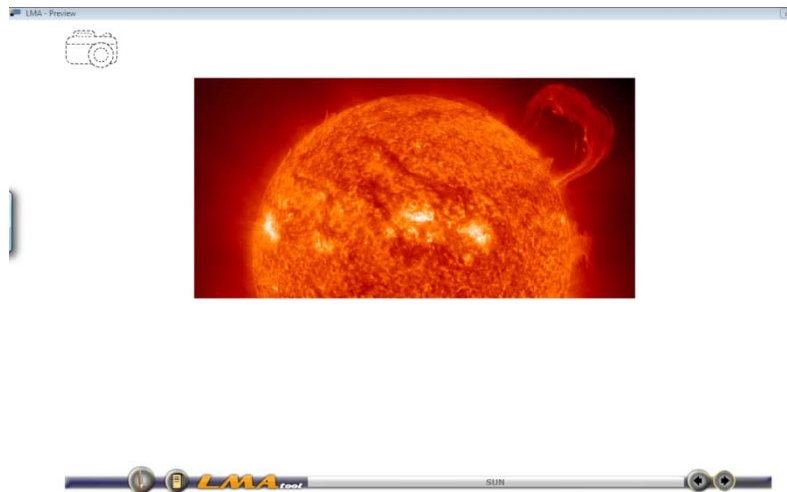
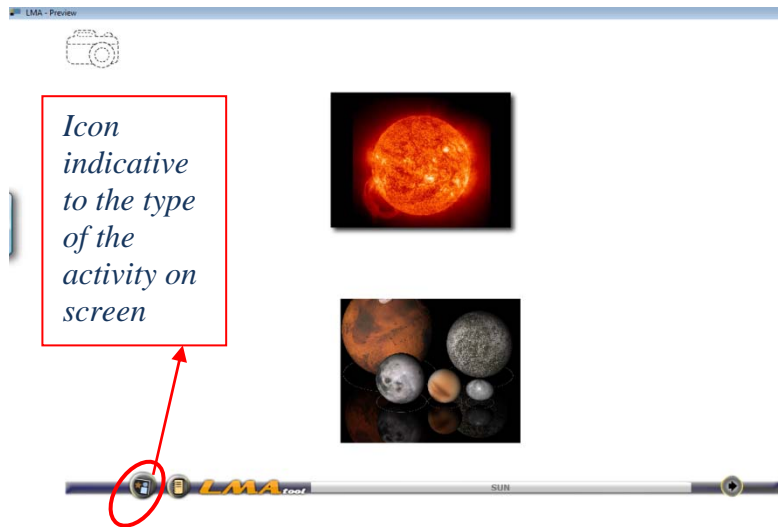


11.3 Example of a lesson and preview.



The Lesson Structured in the LMA tool.









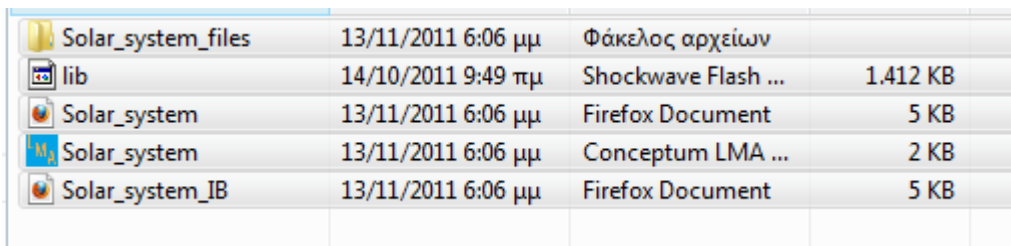
12. How to deliver a lesson






12.1 Lesson structure

When a lesson is saved under a name (e.g mylesson), a folder of that name is created. This folder (**mysession** folder) contains **4 files** and **1 subfolder**.

Icon	File/Folder Name	Description
	lib	File with code needed to accompany the files of the lesson.
	mysession.lma	Lesson on LMA form Editable by LMAtool.
	mysession.html	Lesson without the LMA Toolbar, in html form to be used with an internet browser.
	myLesson_IB.html	Lesson with the LMA Toolbar, in html form to be used with an internet browser.
	mysession_files	Folder that contains all the elements of the lesson.

Example of the Solar_system lesson:



	Solar_system_files	13/11/2011 6:06 μμ	Φάκελος αρχείων	
	lib	14/10/2011 9:49 πμ	Shockwave Flash ...	1.412 KB
	Solar_system	13/11/2011 6:06 μμ	Firefox Document	5 KB
	Solar_system	13/11/2011 6:06 μμ	Conceptum LMA ...	2 KB
	Solar_system_IB	13/11/2011 6:06 μμ	Firefox Document	5 KB

12.2 How to Distribute/Deliver the lesson

To deliver the lesson in full mode (including editable authorization) you just need to deliver the “**mysession**” folder.

The end user should open either “**mysession.html**” or “**myLesson_IB.html**” file using any Internet browser..

If the end user needs to edit the lesson, then “**mysession.lma**” should be opened using the **LMAtool** software,

A customize way to deliver the lesson is the following. Copy:

- the folder “**mysession_files**”,
- the **lib** file and
- any of the files “**mysession.html**” and “**myLesson_IB.html**”

to a **new_folder** and deliver this **new_folder**.

If you need to send it by e-mail, you should compress the “**mylesson**” folder or “**new_folder**” into a Zip archive (so there is no possibility of losing any files) and you can email them.

If the lesson is uploaded on web, you can distribute (or link) the URL address of the files “**myLesson_IB.html**” or “**mylesson.html**” for direct access.

12.3 Deliver the lesson through an e-learning platform

The exported lessons are SCORM compatible. This means you can deliver them through a SCORM compatible platform like **Moodle** or **IBM LMS**.

In order to complete this task you need to provide the LMS with the whole lesson folder. Then point the LMS to one of the html files that exist in the lesson folder, as a starting point of the lesson. The “**mylesson.html**” will deliver the lesson without the toolbar while the “**myLesson_IB.html**” will include a toolbar with the lesson.

It is recommended to use a dedicated software (like **RELOAD**) to perform this task.



These icons are Web Browsers ' Trademarks