Quick Start Authoring Guide for OneApp Learn

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# About this document

This document provides a quick walkthrough of getting up and running for authoring for OneApp Learn. These steps use the sample project Computer Basics as the project template.

For more in depth information, please see other document provided within the authoring kit.

# Prep a new Project

Copy the Computer Basics sample project from the Authoring Kit into your own project folder.

# 1) Edit the subjectareas.xml document

#### This document relates your product to the course catalog. It uses the same content model as the full entire course catalog structure but we only need to related a single product to a catalog subject area.

a.) Edit the Subjects section to match your contents subject area. The Subject ID and Subject Name should be accurate, If you don't know which subject ID to use, content your OneApp Learn service support provider.

b.) In the Product Results section, change the only row so that ***result title*** and ***result context*** reflect your products content

# 2.) Add/Modify new content and edit contentassets.xml, contentoutline.xml

a.) Author content using one of the content type form templates.

TextAndPicture

SortGame

FlashcardGame

PanImage

\* Filenames should be lowercase.

\* For image, insure they are PNG and contain the PNG file extension ***.png.*** The filenames should be lower case whenever possible.

\* Use an easy to remember file naming convention:

***[Activity Number][Activiy Type Abbr][optional iteration number as needed)]***

A single topic might contain 4 reading activities ( 4 files )

**01intro.xml**, would be topic01's TextAndPicture Intro activity

**01cont.xml**, would be topic01's TextAndPicture Continuation activity

**01capimg1.xml**, would be a TextAndPicture CaptionedImage activity

**01capimg2.xml**, would be a TextAndPicture another CaptionedImage activity

\* Take note of PNG image filenames you add to the content templates:

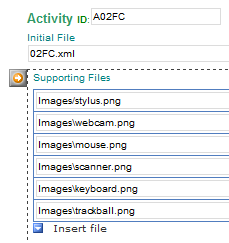
b.) Edit the contentassets.xml file to insure they reflect the content files and dependencies.

i.) Use an easy to remember activity ID convention:

A + [***filename -*** minus the file extension]

The above topic would contain the following Activity IDs:

**A01intro,** A**01cont, A01capimg1, and A01capimg2**ii.) Insure an related images to the activities files are noted within the supporting files section for that activity. For simplicity here, these file should exist within the images file folder of your project.



C.) Edit the contentoutline.xml file to insure they correct activities are targets as the content topics.

i.) Use an easy to remember topic ID convention:

T + [topic number]

**T01** would be related to Activity ID **A01intro**

**T02** would be related to Activity ID **A02intro**

# 3.) Modify the assessment.xml

a.) Author content using one of the content type form templates.

TextAndPicture

# 4.) Modify the productdetails.xml

a.) Modify product detail information such as title, byline, outline, and details.

b.) If you product has a DVD component add DVD component SKU number

c.) If your product has a Program Access components, provide the access codes

# Prep for Handoff

Copy all the files , sub folders and all, into a zip file to prepare it for handoff to the service provider. Name the zip the same or similar title to your product title.