



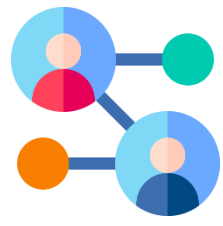
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WHAT IS H5P?



Create

Richer HTML5 Content
in Existing Publishing
Platforms



Share

Content Seamlessly
Across Any H5P
Capable Site



Reuse

Content accessed directly
from the browser
at any time

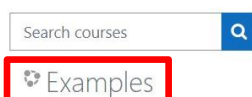
INCLUDEME

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HOW TO CREATE AN ACTIVITY!

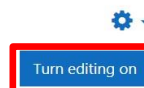
1. Access mdl.includeme-project.eu and login into the Moodle platform using the credentials provided.
2. Click on the dedicated section.
3. Select an available course.



4. Click on “Turn editing on” button to activate the editing mode of the platform.

Examples

Home / My courses / examples-en



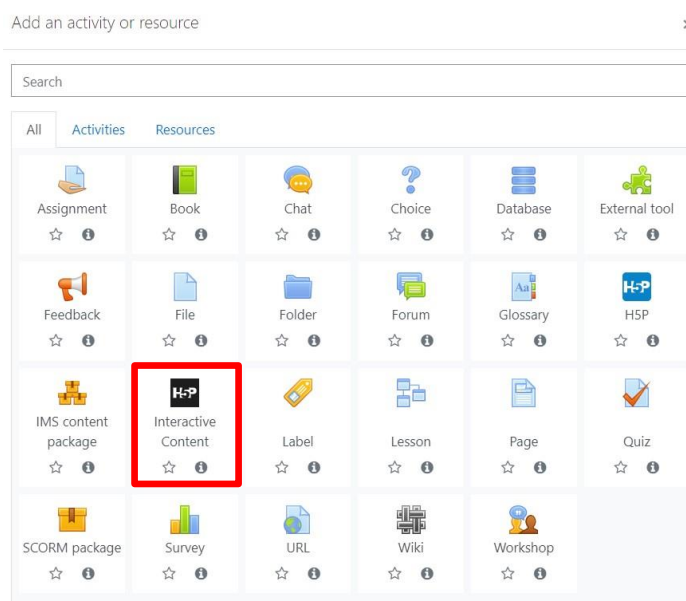
5. Click on “Add an activity or resource” button to open the H5P option.

Examples

Home / Courses / ATS / examples-en



6. Click on “Interactive content” option to open the H5P templates.

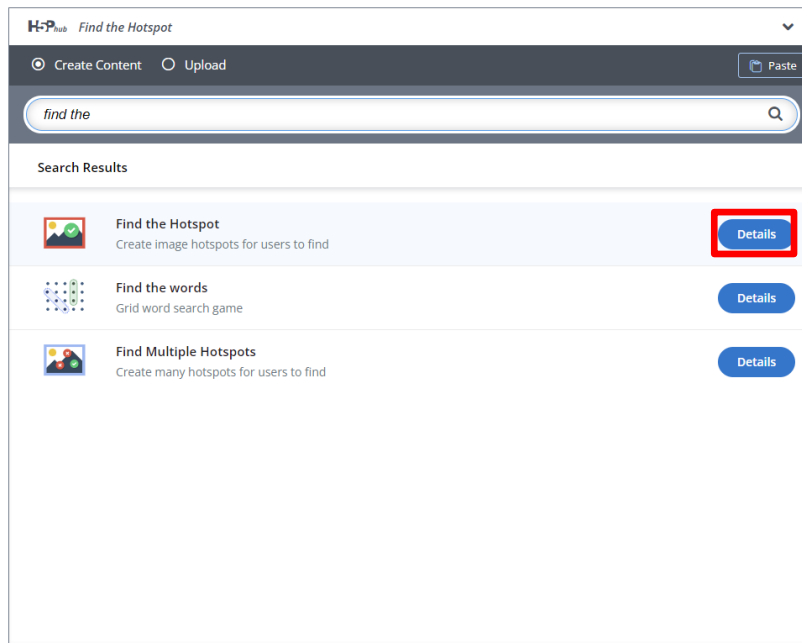


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7. Scroll into the H5P list or search the template and click on the title of the template (e.g. Find the hotspot) to open the editing form.



8. Fill in the form of the selected template and click on "Save and display" button to view and test the activity.



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FIND THE HOTSPOT TEMPLATE

The Find the hotspot template allows authors to create activities based on an image, on which various hotspots can be placed, corresponding to details or sections of the image, as answers to a given question. Learners are presented with the image designed as a sequencing of different object and they have to click on a certain place (the correct spot) on the image to discover the correct answer. The activity offers a personalized feedback whether the action of the learner was correct or incorrect, according to the task description.



[Check the H5P Example](#)

[Check ATS Example](#)

Tips

- When designing/choosing the base image, keep it as simple as possible. Note that the displayed objects must have a suitable left and right spacing to be able to define the hotspots, to avoid possible overlapping errors.
- Hotspots can either be defined as correct or incorrect, and you must provide appropriate feedback text in both cases.
- You can provide a feedback if the learners click on an empty spot on the image.

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