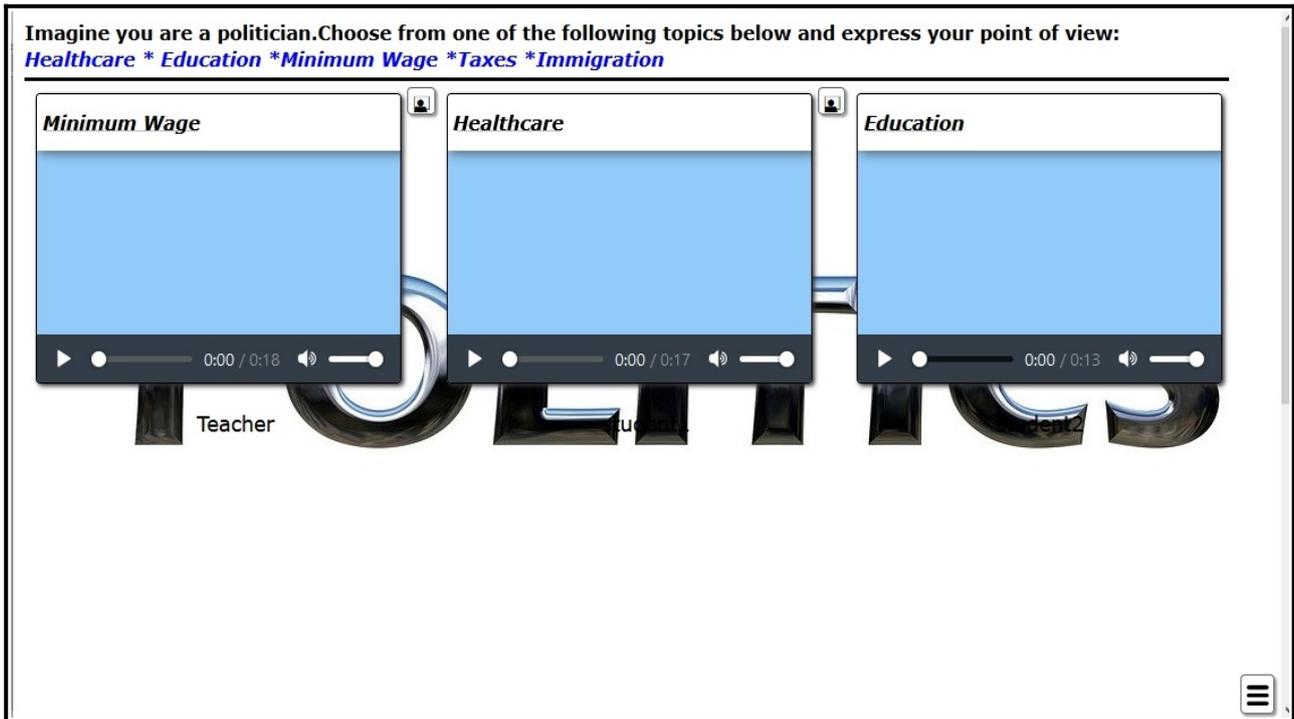


In Ardora, the activity “recorder” (available from version 9), included in the “page within a server” section, allows us to propose activities in which the answer will be provided in the form of video, audio or capturing whatever is on the screen of our computer.

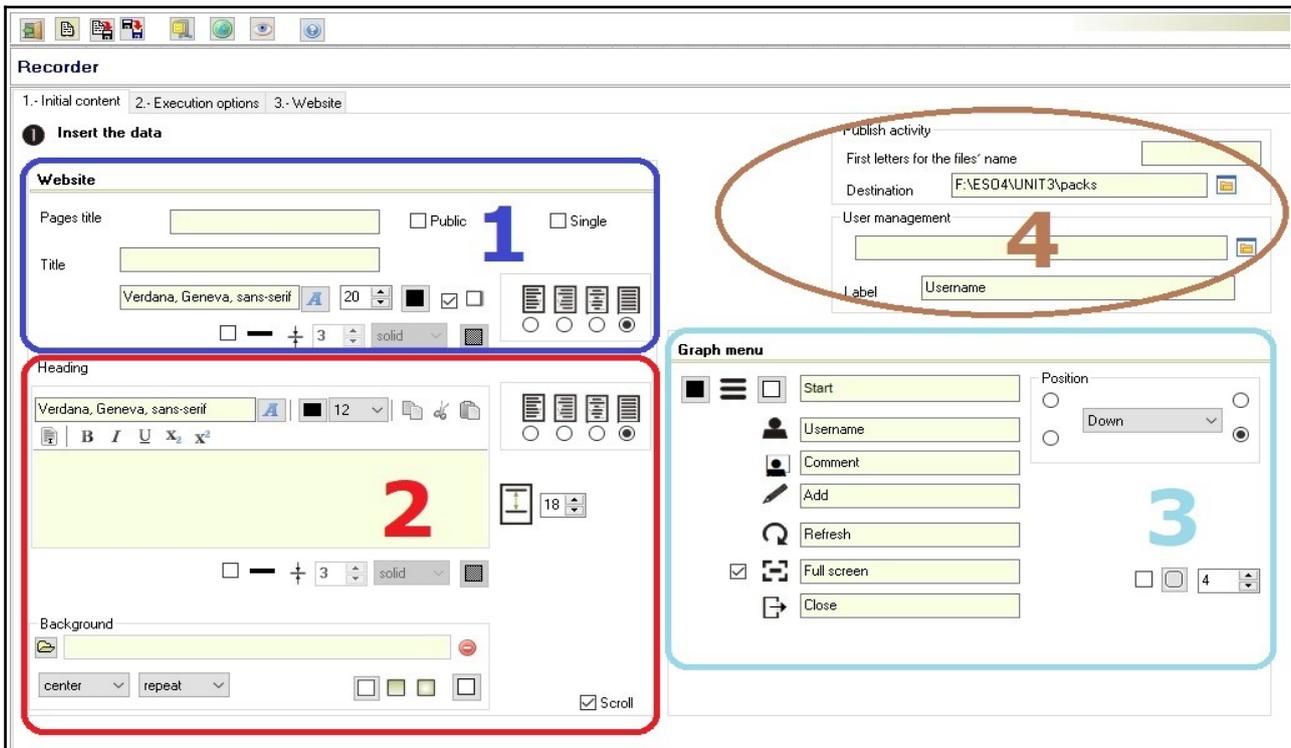


It could be used to help explain a concept, express an opinion, assess speaking skills, expose presentations, publish podcasts, create a school radio station... the options available in the classroom are endless. Its user friendly nature allows our students to record audio or video in a very intuitive way.

Teachers also have the option of "commenting" on the entry by recording another audio or video.

Tab 1.- Initial Content:

In the first tab we will be able to set our statement, decide who can access the videos, audios or captures, customize the options of the graphic menu, establish a background for the page, etc. Let's examine the options in depth:



Section 1:

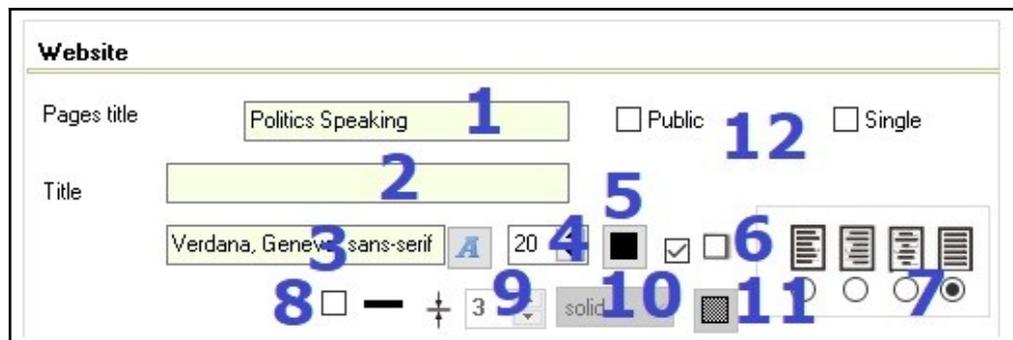
1.- What we write here will be displayed in the browser tab.

2.- We can specify a title to be shown at the top of the page.

3, 4, 5, 6, 7- These options allow us to format the title indicated in field 2. You can choose the font (3), size (4) and colour of the text (5). If we check this box (6) the text will be shaded on the right side. Finally we will determine (7) the position of the text.

8, 9, 10, 11.- If we check this box (8), we will insert a line between the title specified in field 2 and the statement. The other three fields will allow us to define the thickness of that line (9), the type of line (in the drop-down menu, 10) and the colour (11).

12.- With these boxes, we will be able to decide who will be able to view the

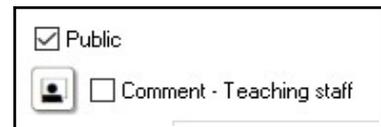


videos/audios/captures and/or the teachers' comments. Let's look at the options in detail:

a) Both "**public**" and "**single**" boxes are unchecked: Only the participants listed in the user manager (or on the desktop) will be able to view the posts elaborated by their classmates and teachers. Teachers' comments to a video/audio/capture will only be visible to the student who made the entry.

b) "**Single**" box checked. Each student will only be able to view his/her recording and the comments made by the teacher in his/her own entry.

c) "**Public**" box checked. As you can see in the image on your right, when you activate the "Public" box, a new option called "Comments – Teaching Staff" is displayed.



If you check both boxes ("**Public**" and "**Comments – Teaching Staff**"), anyone accessing the page (even if they are not identified as a user) will be able to view the videos/audios or screenshots and have access to the comments made by the teachers. However, if we check the box "**Public**" but not "**Comments – Teaching Staff**", any person who has the link will be able to watch the videos, but the teacher's comments will only be visible to the participant who has made that entry.

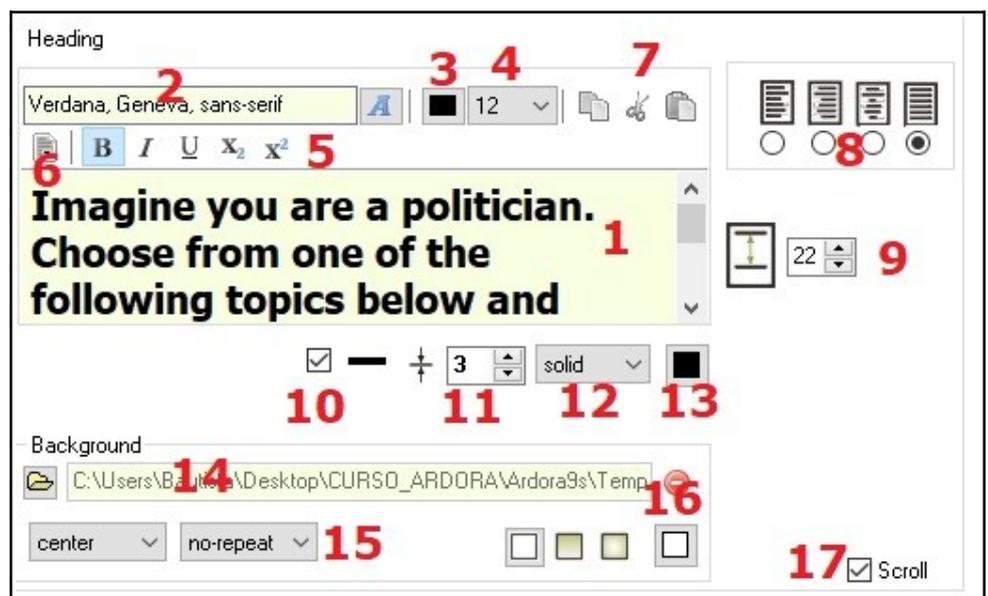
Section 2:

1.- In this section, we specify the heading for our activity.

2, 3, 4.- Here we can decide the type (2), colour (3) and size (4) of the font to be used in the heading.

5.- These fields are used to decide whether

the text (all or part of it) will be displayed in bold, italic, underlined, with subscript or



superscript.

6.- This button gives us the possibility to select all the text in the heading.

7.- We can use these icons to copy, cut or paste text.

8.- This is where we decide on the text alignment.

9.- In this area we choose the line spacing of the heading.

10, 11, 12, 13.- By checking this box (10), we will add a line separating the heading from the activity. This field (11) will be used to decide the thickness of the line; in the drop-down menu (12) you can choose the type of line and finally the colour (13).

14.- We can set a background image for the activity here.

15.- When choosing a background image we need to specify its position (bottom, center...) as well as whether this image should be repeated, for example, to create a mosaic.

16.- If no image is to be uploaded, the background will be the colour specified on the right-hand button. By selecting one of the squares before, you can indicate whether you want the background to be a "flat" colour, a linear gradient or a circular gradient, in the same order as they are shown (in these two cases, you will have to specify a second colour on the button which becomes visible when you select it).

17.- By checking this box, a sidebar will be displayed for you to scroll down in case you cannot see all the entries on the home page.

Section 3:

In this area we redefine the format and labels for the graphic menu.

1.- Here we specify the line colour of the icon.

2.- You can determine the background colour.

3.- We define the "labels" which will be displayed when we place the mouse cursor over

The screenshot shows the 'Graph menu' configuration panel. It features a list of menu items with corresponding icons and labels. The items are: Start, Username, Comment, Add, Refresh, Full screen, and Log out. To the right of the list is a 'Position' section with radio buttons and a dropdown menu. At the bottom right, there are three colored squares (white, grey, and blue) and a numeric input field set to '4'. Red numbers 1 through 6 are overlaid on the interface to indicate specific configuration points: 1 points to the background color selection area, 2 points to the menu icon, 3 points to the text labels, 4 points to the 'Full screen' checkbox, 5 points to the 'Position' dropdown, and 6 points to the color and gradient selection area.

the different buttons.

4.- By checking this box, we will have a button to allow the display of the page at full size.

5.- In the "Position" menu, you should specify where the menu is to be displayed.

6.- Finally we decide whether the vertices of the box containing the icon will look rounded or not. We can even specify the degree of curvature.

Section 4:

1.- We specify the name to be given to the folder containing the activity.

2.- We choose the folder where we want the activity to be published.

3.- We use this button to select the folder containing a "user management" previously created with Ardora.

4.- We hereby specify the label to be displayed at the top of the user management system we use with this page within a server. Look at the image below:

The image shows a configuration window with the following fields and annotations:

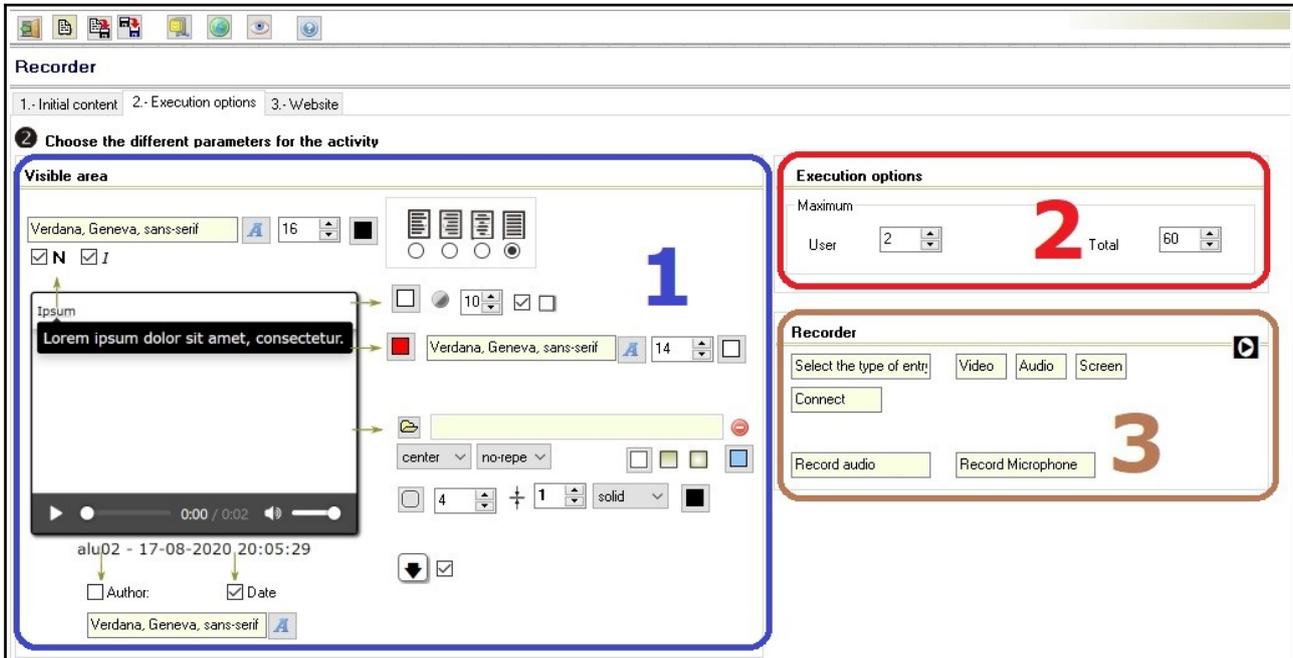
- 1**: Points to the "First letters for the files' name" field containing "speakpolitics".
- 2**: Points to the "Destination" field containing "F:\ESO4\UNIT3\packs".
- 3**: Points to the "User management" folder selection field containing "F:\ESO4\stu4A".
- 4**: Points to the "Label" field containing "Students 4º ESO".

The image shows a user management interface with the following elements:

- A header bar with the text "Students 4 ESO" highlighted by a red box and a red arrow pointing to it from the left.
- A breadcrumb trail below the header: "4 ESO students".
- A section titled "Data" containing:
 - A "Username" input field with a person icon to its left.
 - A "Password" input field with a lock icon to its left.
 - A green "Enter" button below the input fields.

Tab 2.- Execution Options:

In this tab we will choose the different parameters to run the activity. Let's examine the different sections in greater detail:

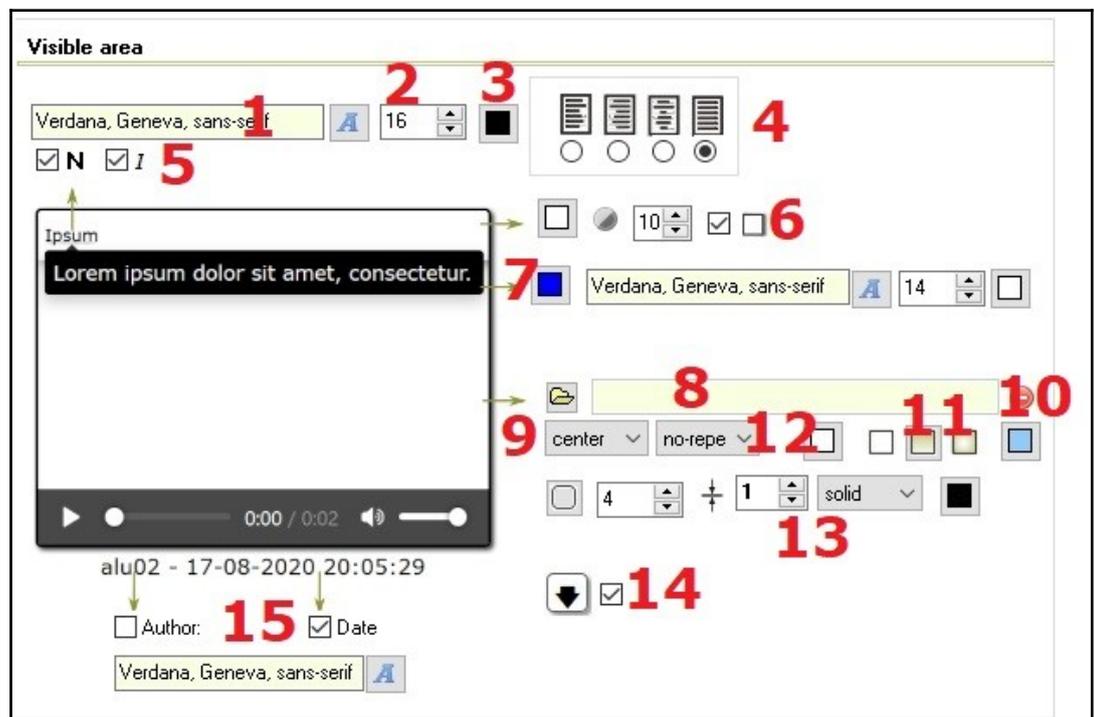


Section 1:

1,2,3,4.- These fields allow us to define the font (1), size (2), colour (3) and position (4) of the text that will be in the upper space of the recording (title).

5.- If you check these boxes, both texts will be in bold and/or italics.

6.- With the buttons in that field we will format the rectangle containing the upper text.



From left to right we can determine the colour, the level of transparency and whether the rectangle will have a shadow on the right side.

7.- From left to right we can determine the colour of the rectangle containing the comment field (it will be displayed in a pop-up window), and the font type, size and colour.

8, 9, 10, 11 y 12.- When choosing a background image (8) we must specify its position (9) (bottom, center...) as well as whether this image should be repeated, for example, to make a mosaic.

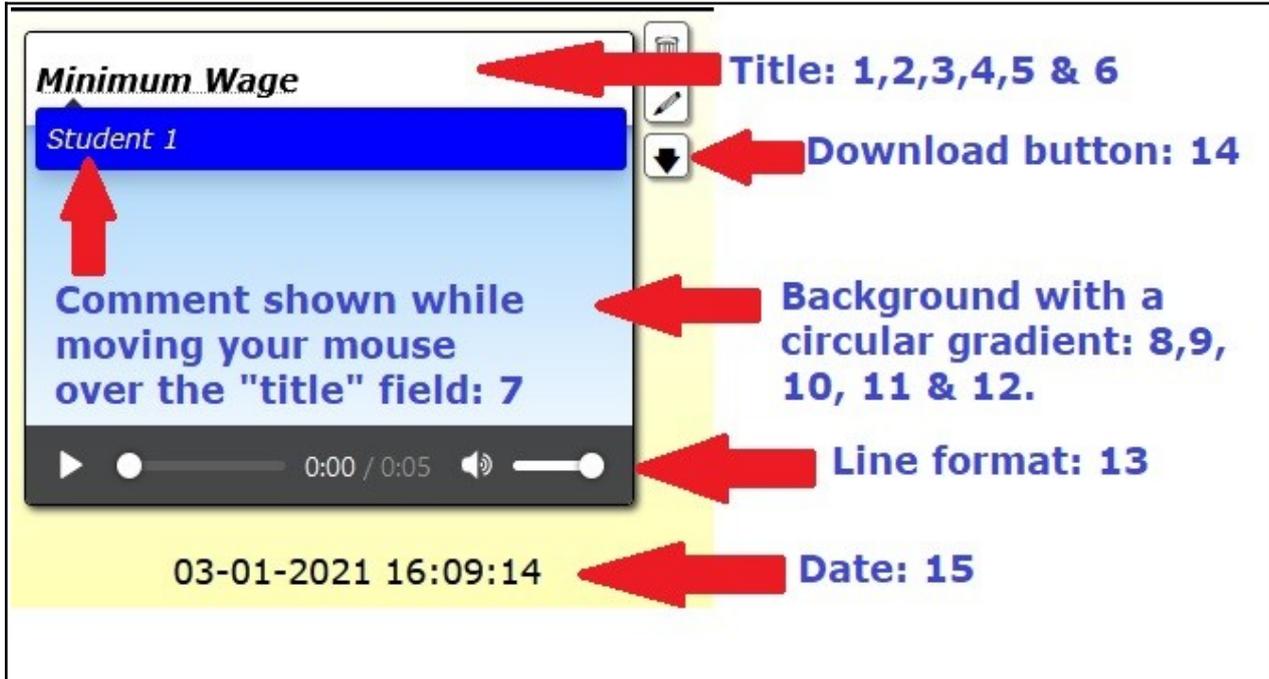
If no image is included, the background will be the colour specified on the right-hand button (10). By selecting one of the squares above, we can indicate whether we want the background to be a "flat" colour, a linear gradient or a circular gradient, in the same order as they appear (11).

13.- With these buttons we outline the border containing the audio, video or capture made. From left to right we will determine the degree of curvature (0=right vertices), the thickness, the type and the colour of the line.

14.- By checking this box you will be able to download the recording, which will be in .ogg format in the case of audio and .webm if it is a video.

15.- By checking these two boxes, the author of the recording and the date on which it was recorded will be shown underneath the recording. In the field below we will determine the type of font for these two pieces of information.

In the image below we can see a real example with the correspondence of the fields explained in this section:



Section 2:

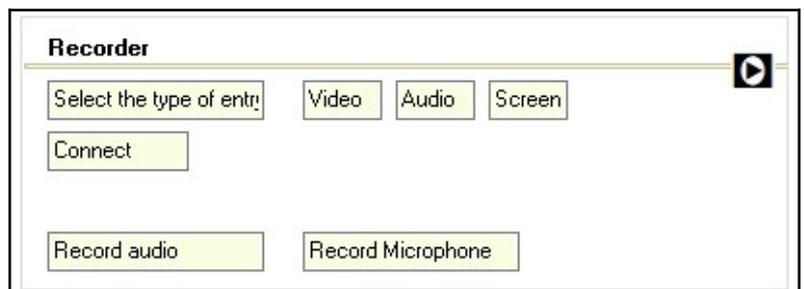
In this section we specify:

- 1.- The maximum number of recordings for each user.
- 2.- The maximum number of recordings the page will have.



Section 3:

In this section we customize the fields to be shown every time a user or a teacher adds a recording.

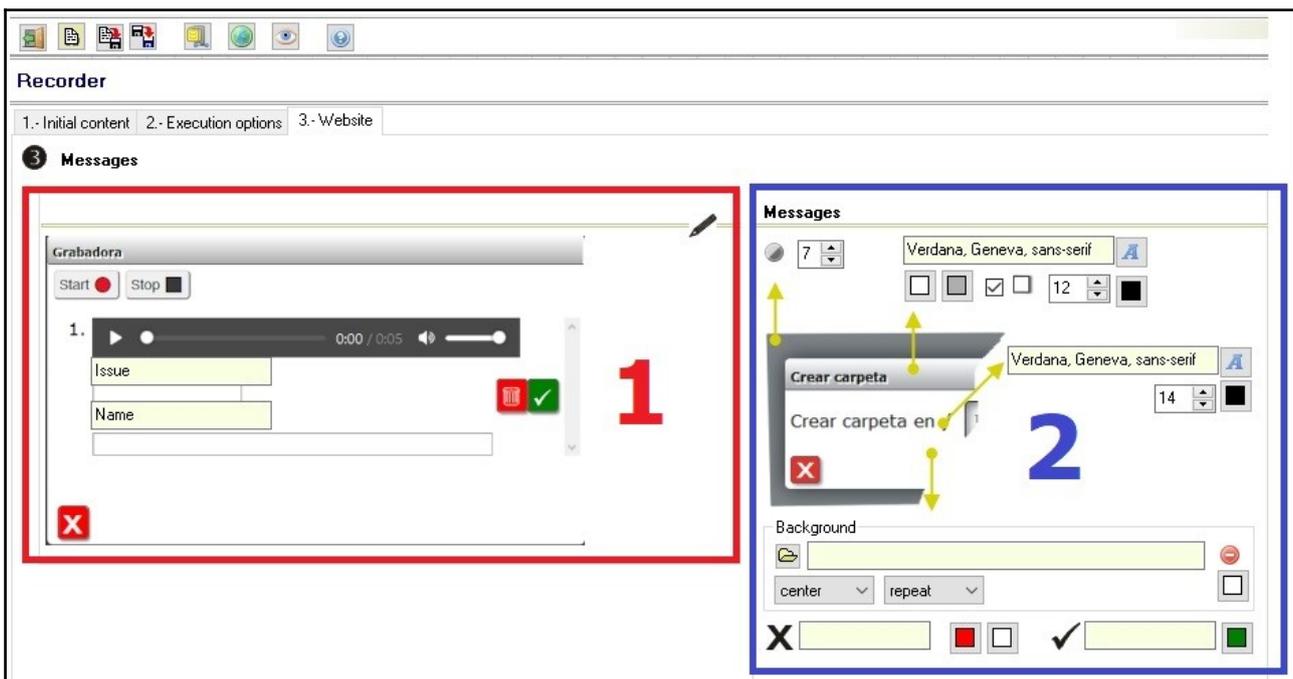


In the image below you can see the fields of this section in an example of a recorder:



Tab 3.- Web Page:

In this tab we define the fields with the messages which will be shown whenever a student or teacher makes a recording:



Section 1:

In this area we customize the two fields that participants must fill in when making a recording.

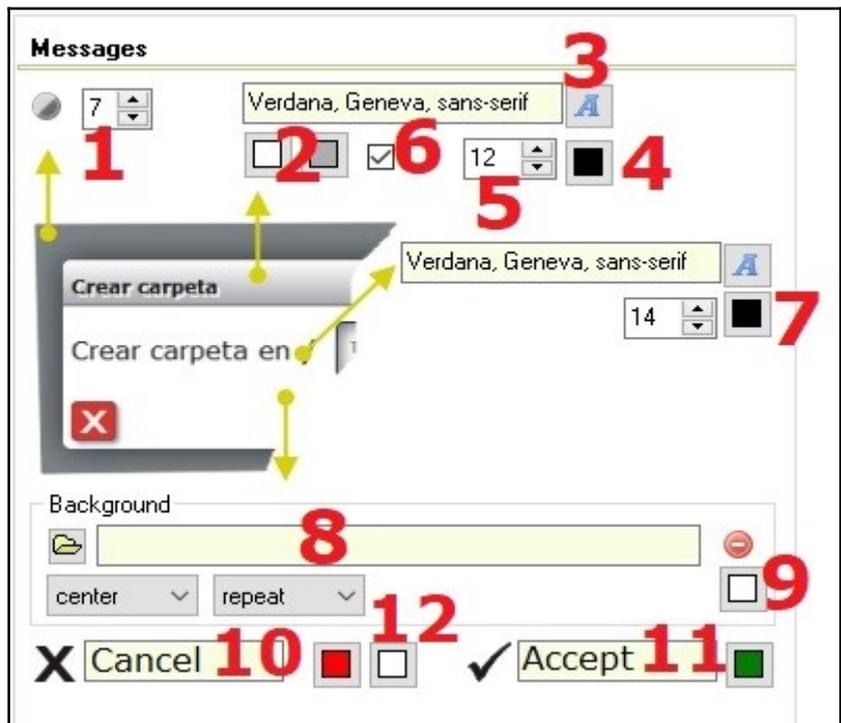


Section 2:

In this section we customize the font and the aspect of the box in which the different messages of the activity will be shown.

1.- This is where we decide how transparent the message header will be in the background.

2.- These two buttons are used to set the colours (gradient) of the header (in the example, white and grey).



3, 4, 5, 6.- In these fields we define the type (3), colour (4), and size (5) of the font. In addition, by activating the box (6) we will obtain a shadow on the lower and right side of the text.

7.- These fields are designed to set the type, colour and size of the message font and the different fields.

8.- In this field we can select a background image for the box containing the different messages; we will establish its position (bottom, center...) and decide if the image should

be repeated.

9.- If we do not set a background image we can set a certain background colour using this button.

10.- In this field we write the label that will appear when the mouse passes over the X button and the colour of the box that will contain that icon.

11.- In this field we write the label to be shown when the mouse passes over the ✓ button and the colour of the box containing that icon.

12.- With this button we define the colour of the symbols X and ✓.

This would be the aspect of the activity:

