

Drag and Drop - Try Again [advanced]

This page explains how to use multiple advanced actions to produce a Try Again message for the first (or more) incorrect attempts, and a final Incorrect message for the last attempt.

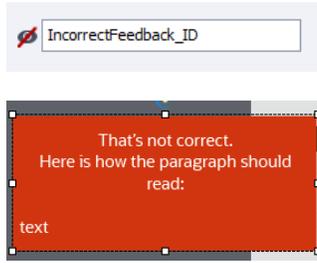
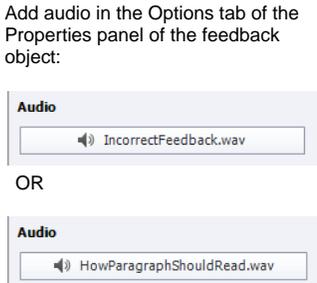
This page assumes you already have a drag and drop interaction with drag sources and drop targets already set up. It only deals with the Submit / Try Again / Incorrect elements. It also assumes you have click boxes on all slides, so they don't automatically advance. If you have your course set up to auto-advance, put a click box on this slide and let users know they have to click the Forward Arrow to continue.

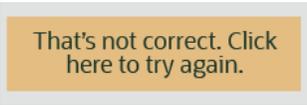
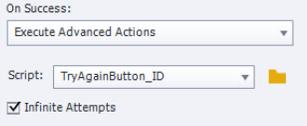
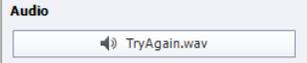
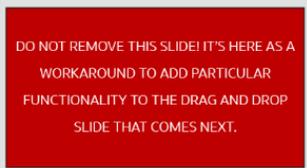
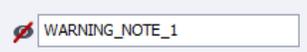
FYI, you can save the Advanced Actions you'll be creating as [Shared Actions](#), which means you can use them for other projects. This means you only have to set them up from scratch once.

- [Table of Objects Created or Mentioned on This Page](#)
- [Relevant Drag and Drop settings:](#)
- [Create a variable to limit attempts](#)
- [Create an incorrect answer object](#)
- [Create a Try Again button](#)
- [Create a reset slide](#)
- [Create the Advanced Action](#)
- [Create TryAgainButton Advanced Action](#)
- [Add Action to TryAgain Button](#)
- [Create Action to trigger slide audio](#)
- [Create and assign Correct answer audio](#)

Table of Objects Created or Mentioned on This Page

The "ID" in each name would be customized for each interaction. E.g., for one DragDrop interaction that includes all of the objects below, ID would be replaced by "workflow" or "approvals" for every object – Attempts_workflow, IncorrectFeedback_workflow, etc. This is so every object is identifiable as part of that particular DragDrop interaction.

Name	Type	Purpose	Screenshot
Attempts_ID	variable (value = 2, for one chance to try again)	This is the number of attempts remaining for an interaction. It decrements every time the slide is entered. What each value triggers: 2 = initial state with slide audio 1 = Try Again state 0 = Incorrect Feedback state	
IncorrectFeedback_ID	caption, shape, or image	This displays the feedback of the correct answer after the last attempt has been exhausted.	
IncorrectFeedback.wav OR HowParagraphShouldRead.wav	audio	Audio file attached to above IncorrectFeedback_ID caption, shape, or image. The audio can be generic, e.g., "That's not correct. Here is how the paragraph should read" or "Here is the correct answer." This is why there is no "_ID" attached to the file name. It can be used for any Drag and Drop interaction.	

TryAgainButton_ID	button	This appears when the user has at least 1 attempt left. It triggers an action of re-entering the slide.	  This button triggers an advanced script, so the Properties > Actions panel for the button looks like this: 
TryAgain.wav	audio	Audio file attached to ButtonTryAgain (this can be generic, e.g., "That's not correct. Click here to try again.")	
Reset slide	Captive slide	This .1 second slide is blank and allows the user to re-enter the drag-and-drop slide fresh.	Duration is set to .1 sec in Timing panel.  Add this invisible object to let others know to delete the slide.  title it warning note and hide it 

TryAgain_ID

Advanced Action

This complex action has three parts – one to decrement the Attempts_ID variable, one to trigger the try again state, and one to trigger the incorrect final state.

Here are all three tabs created:

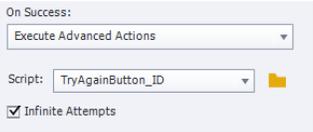
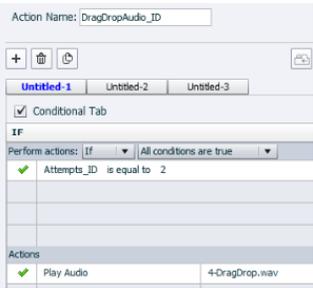
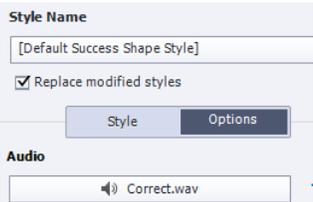
The screenshot shows the configuration for the 'TryAgain' tab. The 'Action Name' is 'TryAgain_ID'. The 'Conditional Tab' is checked. The 'IF' condition is '1 is equal to 1'. The 'Actions' section contains two items: 'Decrement Attempts_ID by 1' and 'Hide TryAgainButton_ID'.

The screenshot shows the configuration for the 'TryAgain' tab. The 'Conditional Tab' is checked. The 'IF' condition is 'Attempts_ID is greater than 0'. The 'Actions' section contains one item: 'Show TryAgainButton_ID'.

The screenshot shows the configuration for the 'IncorrectFinal' tab. The 'Conditional Tab' is checked. The 'IF' condition is 'Attempts_ID is equal to 0'. The 'Actions' section contains two items: 'Hide TryAgainButton_ID' and 'Show IncorrectFeedback_ID'.

How it's called into action (Drag and Drop panel >Actions tab > Execute Advanced Action script):

The screenshot shows the 'Execute Advanced Action script' dialog box. The 'Format' tab is selected. The 'On Success' dropdown is set to 'Continue'. The 'On Failure' dropdown is set to 'Execute Advanced Actions'. The 'Script' dropdown is set to 'TryAgain_ID'.

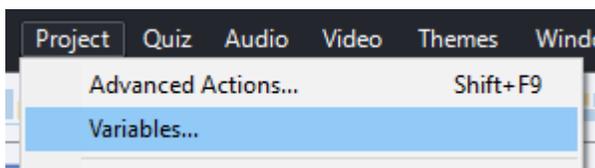
TryAgainButton_ID	Advanced Action	This action sends Captivate to the previous slide (the reset slide) and hides the Try Again button on the main slide, so the user sees the drag and drop fresh.	<p>how it's created:</p>  <p>how it's triggered in the Properties > Actions panel of the button itself:</p> 
DragDropAudio_ID	Advanced Action	This action triggers the slide audio ONLY for the first time the user sees the slide (when the Attempts_ID is set to its maximum, e.g. 2). This way, when they re-enter the slide to try again, they don't hear the slide introduction a second time.	<p>How it's created:</p>  <p>How it's called into action. On the main slide Properties > Actions panel, On Enter:</p> 
4-DragDrop.wav <i>(4 is whatever the slide # is)</i>	audio	This is the main audio for the slide, which is triggered by the Advanced Action above. There is NO slide audio attached to the slide in the usual way (in the timeline), because it would play every time, and we don't want that.	(same as above)
Correct.wav	audio	If you have Try Again and Incorrect audio, you should also have audio that plays for the correct answer feedback. Be consistent.	<p>Assign this audio to the Success Shape (correct button) in the Options panel:</p> 

Relevant Drag and Drop settings:

- On Success: Continue (default)
- On Failure: Execute Advanced Actions (this will come later – you'll create the script)
- No. of Attempts: 1 (even though they will have more than one – trust me!)
- No infinite attempts, no failure caption (uncheck them if checked – you're going to create a custom failure caption instead of using this option)
- Success caption checked (default)

Create a variable to limit attempts

Create a variable and assign the value equal to the number of attempts you want to give people. Go to Project > Variables.



Click Add New. Name it Attempts_ID, add a value (2 or 3, for the number of attempts you want) and a description.

Note that all advanced actions and variables throughout the entire project are listed in your Advanced Actions and Variables panels, so name them not just according to their function, but also according to the content of that particular slide. If you have several drag and drop interactions where you want to give the user multiple attempts, name them like this: Attempts_workflow, Attempts_approvals, etc., where the final word relates to that slide topic. Do this for all objects that you name.

Variables

Type:

Name:

Value:

Description:

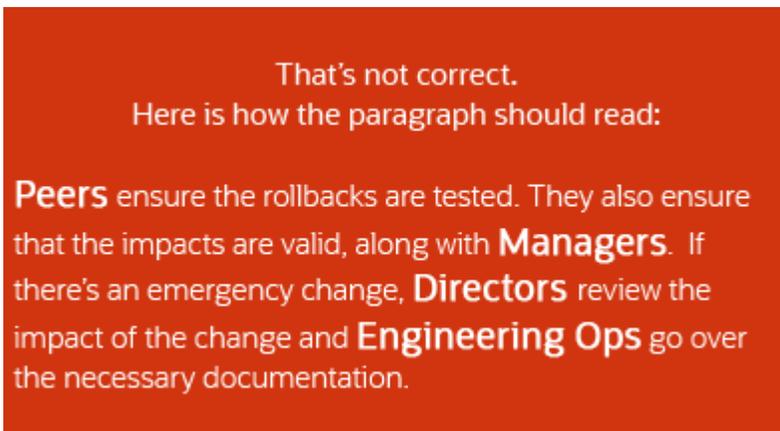
Geolocation

Create an incorrect answer object

Create a caption that explains the answer, or an image that displays the proper answer, whatever. Examples:

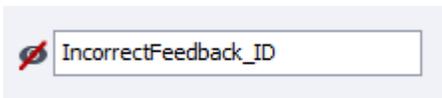


or



Something more than just "That's Incorrect" is preferable, especially since drag-and-drops are complex actions.

Name it wisely, and make it INVISIBLE by default (click the eye). It will only be made visible after the user clicks Submit on the last attempt.

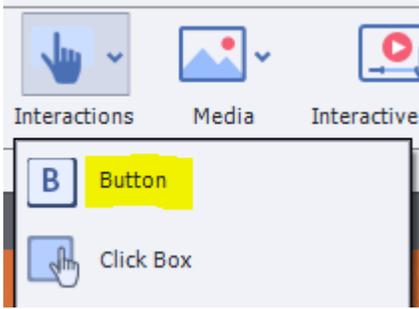


Add audio to this object in the Properties > Options area. It can be generic audio like, "That's incorrect. Here is the correct answer" that you can use for any slide. In that case, it doesn't have to be named more specifically than "IncorrectFeedback.wav."



Create a Try Again button

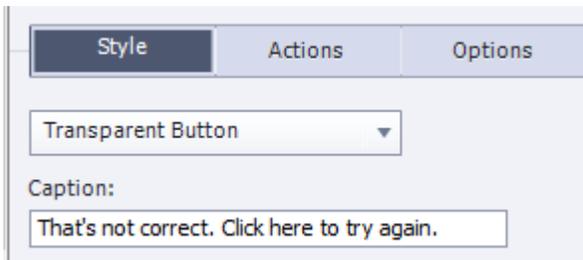
Go to Interactions and create a button that users click to Try Again. This will appear after the get the wrong answer, except for the last attempt.



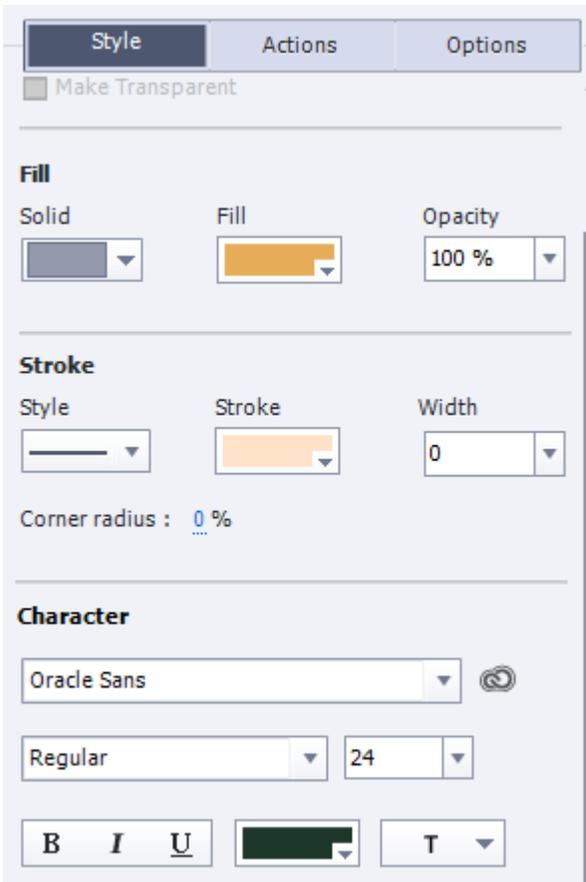
Give it a good name (you'll need to find it when creating an Advanced Action) and make it invisible by default (click the eye):



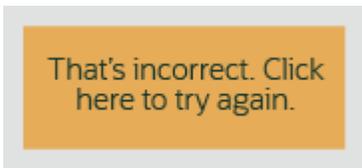
Make it transparent, so you can alter the colors. Enter "That's not correct. Click here to try again." (or whatever you want) into the Caption area:



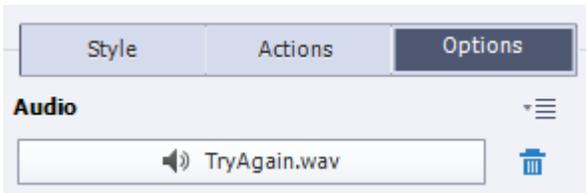
Make the the color and text are proper for Redwood (this is the mustard color, E4BD82).



Final result:



Add audio to the button just like you did for the incorrect feedback object. Click on the button and in the Options tab, click Add Audio, then select the file. You can create one generic "That's not correct. Click here to try again" file, and use it for all Try Again buttons.



Create a reset slide

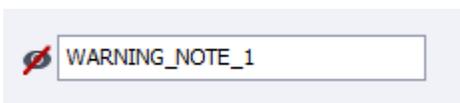
Create a blank slide with a duration of .1 seconds just before the drag and drop slide. Make sure there is no click box preventing it from auto-advancing. This is a tricky way to force Captivate to reset the drag and drop interaction and return it to its initial state. This will make sense later.



You can also add a note on the slide that says not to delete it – for others' (and your own) reference.

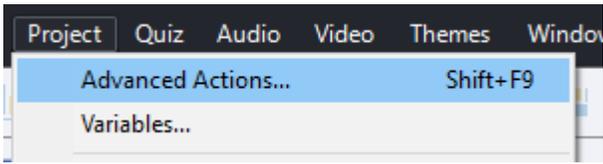


Make sure the note is set to invisible, so it won't show up in the course!

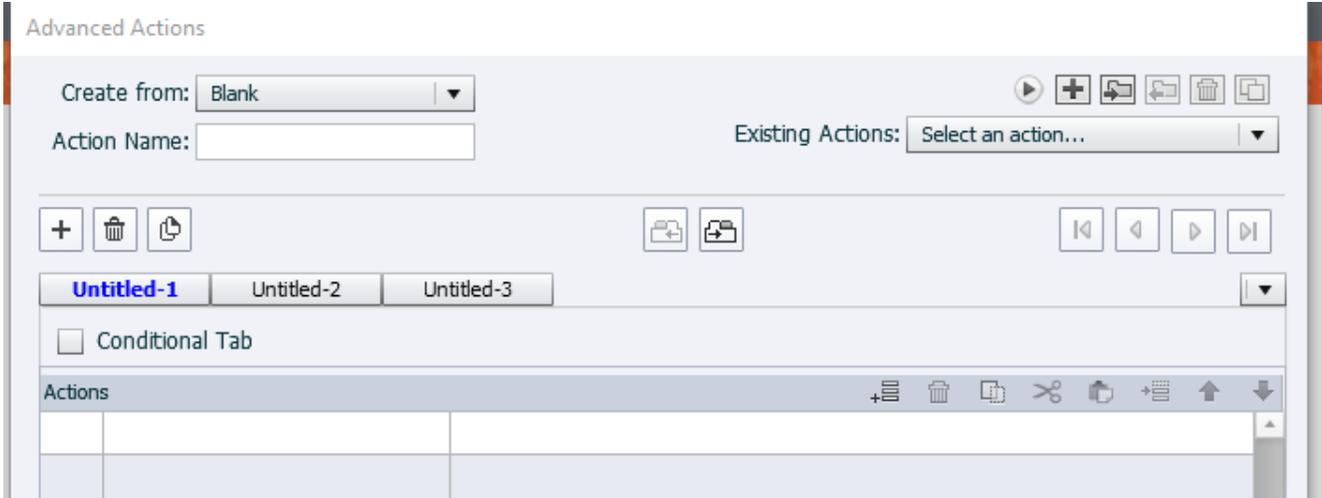


Create the Advanced Action

This is where the magic happens. Open the Advanced Actions tab in the Project menu.



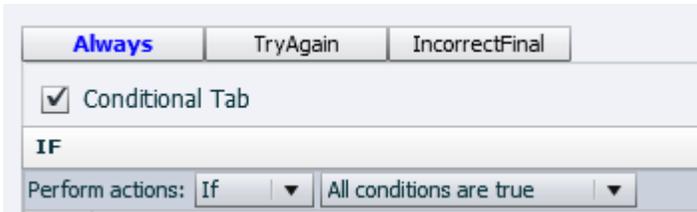
You'll see three untitled tabs representing decisions.



Name the Action something meaningful (DragDrop_ID or TryAgain_ID) and name the three tabs (double-click to edit the names): Always, TryAgain, and IncorrectFinal.



Check the Conditional tab box to make the IF / ELSE tables appear.



Recreate the three decisions below. They show the Try Again button for the first attempts, and hide it in order to show the Incorrect message for the final attempt. Each time the user clicks Submit, the Attempts_ID variable decreases by 1. When it hits zero, the Incorrect message appears.

When entering the advanced actions, the things you act on are either literal (the actual number of attempts) or variable (Attempts_ID or other created variables).

Advanced Actions

Create from: ▾

Action Name: Existing /

+    

Always TryAgain IncorrectFinal

Conditional Tab

IF

Perform actions: ▾ ▾

 1 is equal to 1

 ▾ Select comparison operator... ▾ ▾

▾

▾

If you choose incorrectly, you have to delete the line of instructions and begin again. Captivate is picky. The garbage can icon is your pal.



Create the **Always** advanced action (so named because this action happens every time). The 1 and 1 are literal values, not variables. Double-click inside the first line, and select literal, then type 1. Set it equal to the literal value 1. Then create the two Actions (Decrement the Attempts_ID by 1, and Hide the TryAgainButton_ID).

Action Name:

Conditional Tab

IF

Perform actions:

✓	1	is equal to	1

Actions

✓	Decrement	Attempts_ID by 1
✓	Hide	TryAgainButton_ID

Create the **TryAgain** action (this only happens when Attempts_ID is greater than 0). Attempts_ID is a variable, and 0 is literal. The Action is to Show TryAgainButton_ID.

Conditional Tab

IF

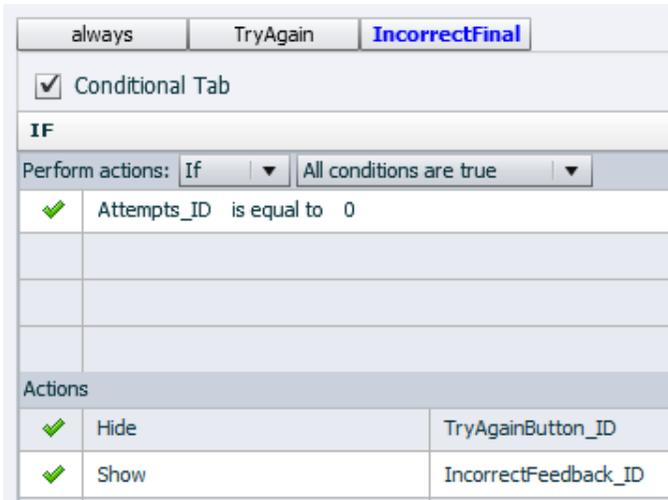
Perform actions:

✓	Attempts_ID	is greater than	0

Actions

✓	Show	TryAgainButton_ID
---	------	-------------------

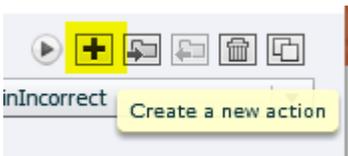
Create the **IncorrectFinal** IF and action sections (this happens at the last attempt only).



Save that Advanced Action. Now we're going to create another one.

Create TryAgainButton Advanced Action

In the Advanced Actions window, click the + sign to create a new action.



Name it TryAgainButton_ID. No conditional tab is needed. Enter these actions to hide the TryAgainButton you previously created.



Save the Advanced Action, and close the Advanced Actions window.

Add Action to TryAgain Button

Click the TryAgain button on the slide, and go to the Properties > Actions panel. Choose these options:

- On Success: Execute Advanced Actions
- Script: TryAgainButton_ID

On Success:
Execute Advanced Actions
Script: TryAgainButton_ID
 Infinite Attempts

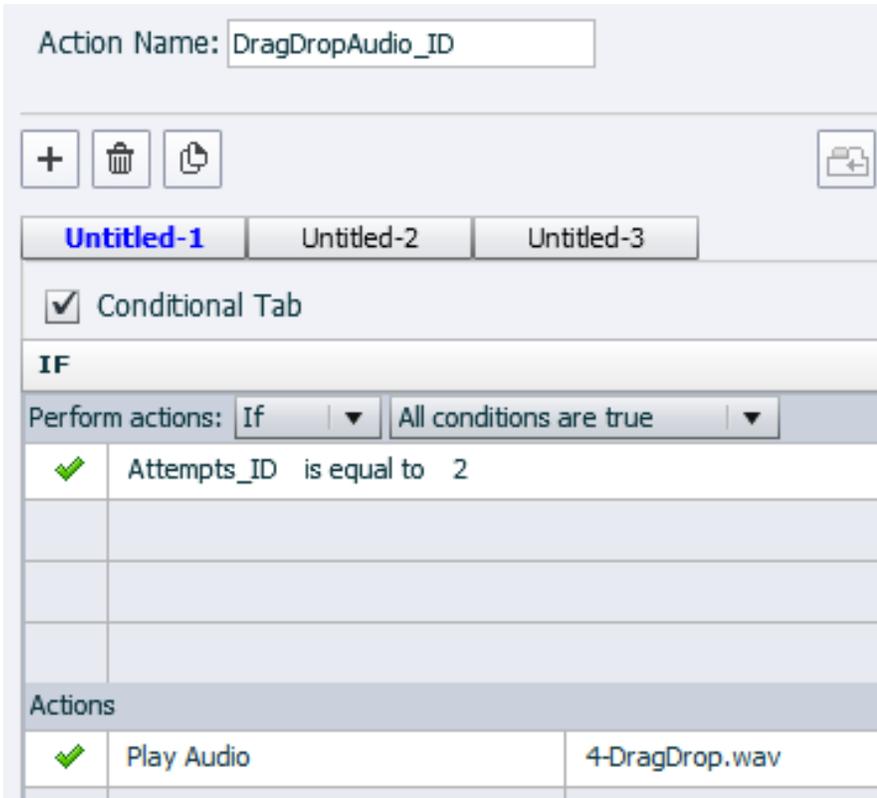
This will trigger an action when the button is clicked. Captivate will go to the previous slide (which resets the drag and drop interaction, though the users won't notice the slide, as it's only .1 seconds long) and hide the Try Again button.

Now go back to the Drag and Drop panel and update the actions tab On Failure option. Choose Execute Advanced Actions, and select the one you created.

Format Actions Options
On Success:
Continue
On Failure:
Execute Advanced Actions
Script: TryAgain_ID

Create Action to trigger slide audio

You don't want the slide audio to play again when the user tries the interaction again, so we set an Advanced Action to have it only play when the Attempts_ID is set to its maximum number, e.g. 2. This will keep the audio from playing again when it gets decremented to 1 and 0. First, delete the slide audio from the timeline, if it's already there. Then, create the following Advanced Action: If the Attempts_ID variable is equal to 2 (its original value), play the slide's audio.

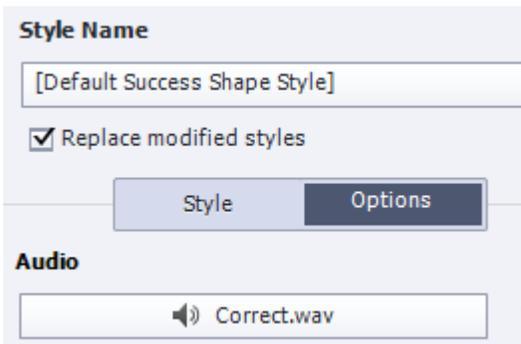


Then set that Advanced Action to happen upon entering the slide. In Properties > Actions > On Enter. Choose Execute Advanced Actions, then find that audio action.



Create and assign Correct answer audio

You can use a generic Correct message. Add it the same way you have the others. Click the object (titled Success_Shape by default), and add the .wav file. Make sure the success shape is properly formatted (it should be, if it's the Redwood template – Oracle Sans text on green).



That's it!

An example of this interaction is in downloadable from OraDocs.

This tutorial was customized from other combined tutorials that you might find helpful if you want to create variations on this.

<http://blog.lilybiri.com/custom-failure-messages-slash-attempts-drag-and-drop>

<https://elearning.adobe.com/2017/01/multiple-failure-messages-for-dragdrop-kc-slide/>

<https://community.adobe.com/t5/captivate/how-to-set-up-multiple-attempts-in-drag-and-drop/m-p/10854420#M276855> (my initial question to the community)