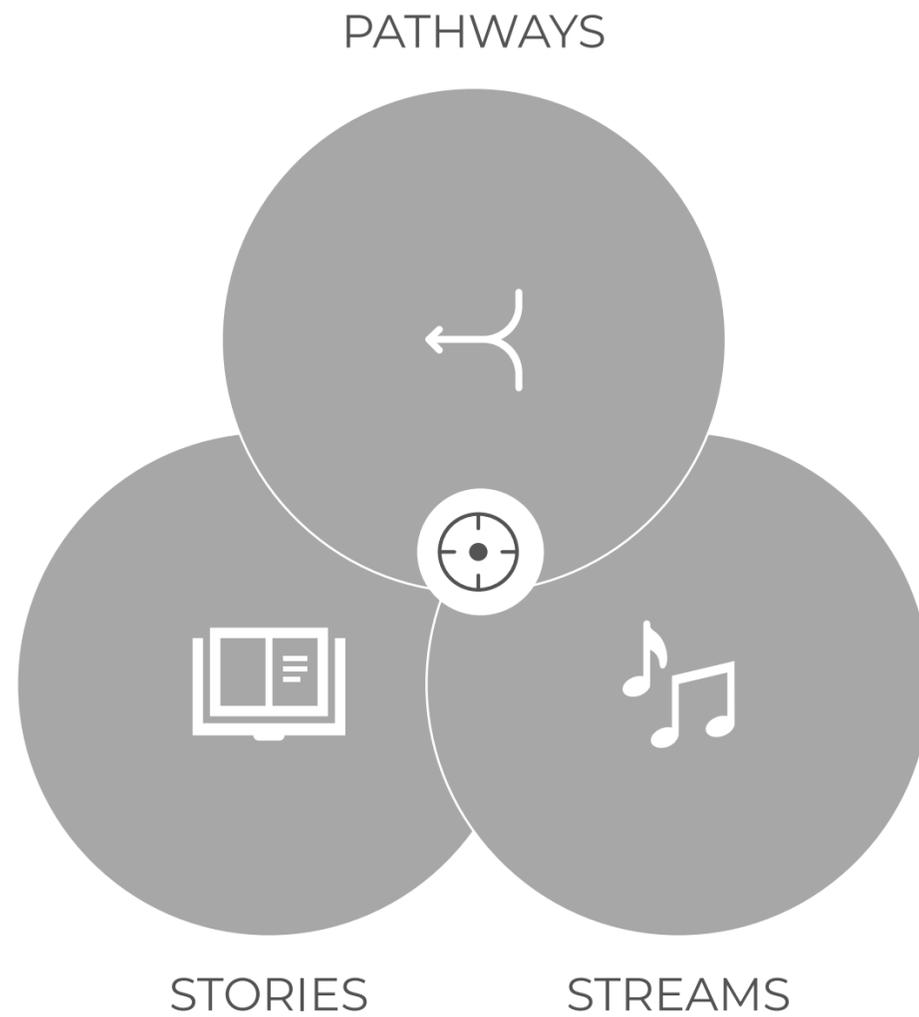


Authoring in
ByteKast



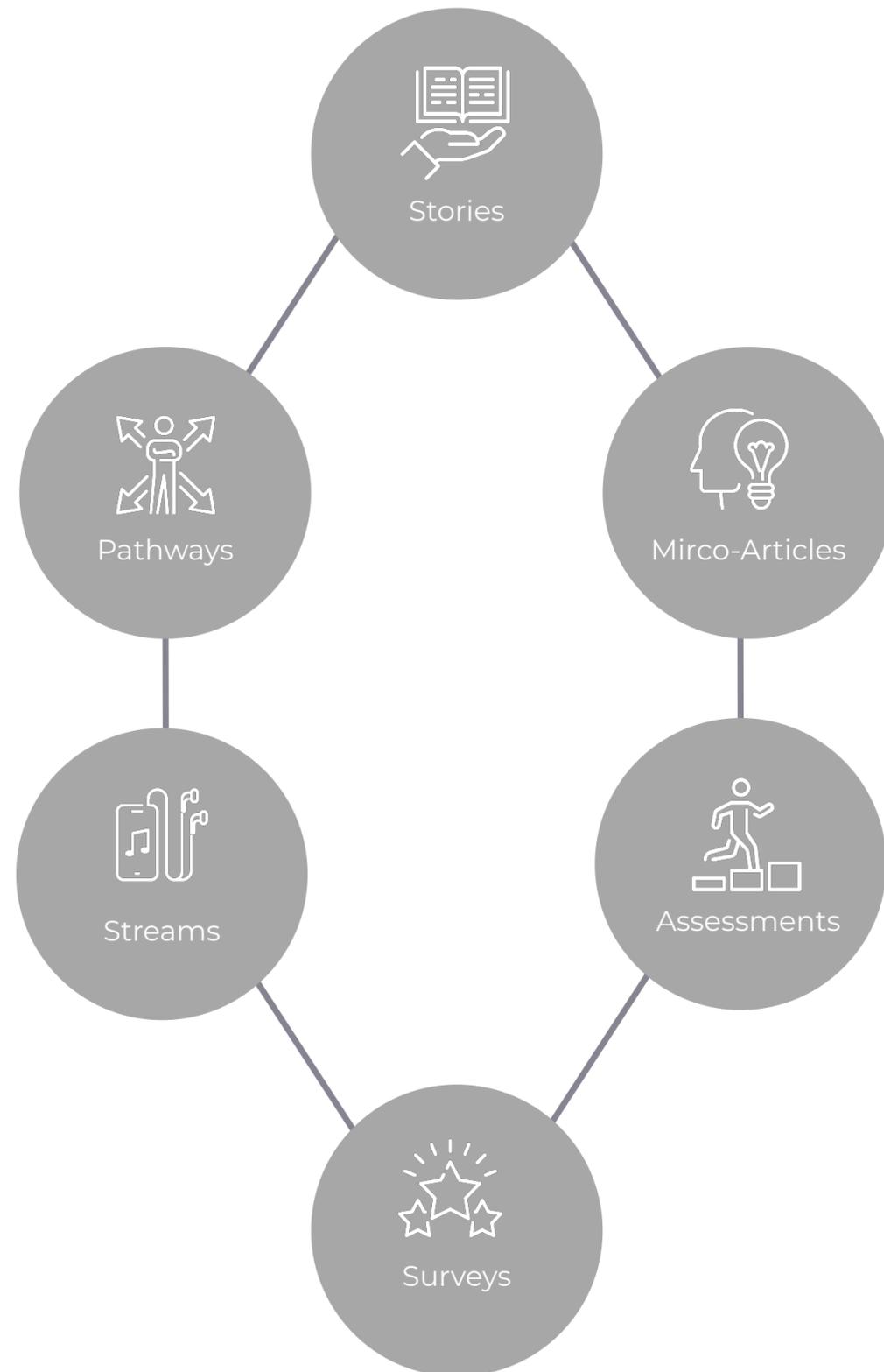
Authoring

Learning Stories.

Before you begin...

Decide which **Story Type**, **Stream** and/or **Pathway** you will create and start thinking about the content and media you will require.

When you create a new story, stream or pathway it will be opened in the editor. From here, you can adjust your listing, theme & assets and set your audience targeting.



Authoring

Creating Content.

The Page Template Library allows you to rapidly create good-looking learning that include:

- 1. Stories**
- 2. Mirco-Articles**
- 3. Assessments**
- 4. Surveys**
- 5. Streams**
- 6. Pathways**

Learning Story

e-learning, courses, corporate learning/training.

Streams

With streams, you can broadcast episodic content to deliver a more natural, modern way of learning digitally.

Assessment

Test user/audience knowledge, evaluate users/audience, grade users/audience, set pass mark, create certificates & awards.

Article / Micro-learning

Content articles, embedded content, supportive learning content, additional reading & resources, etc.

Survey

Establish user/audience sentiment, get feedback and reviews, field studies, evaluations without correct/incorrect answers.

From Template

Create a new story using a story template, or create a new story using a catalogue story.

SCORM Package

Upload a SCORM package and publish it to your app.



Authoring

Choosing a Story Type.



Creating your Story.

Authoring

☰ **AUTHORING** WORKFLOW

Type Here to Search...

📁 199 🔥

⊕ 🍰 ⚙️

All Stories

- 📄 Published
- 📄 Story Templates
- 📄 Marketplace Listings
- 📄 Archived



Nothing Written Yet

You have not created a Falkor Story yet. To get started click "Add Story" above.



Learning Story Page Templates.

Producing Content



Activity Guide



Animated Video



Audio & Text



Drag & Drop



Icon & Text



Image & Text



Image Cover

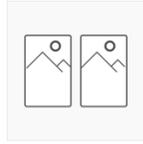
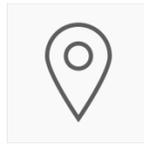


Image Select



Journey Map



Memory Game



Multiple Choice



Photo Assignment



Slide Show



Survey/Rating



Swipe Card



Text



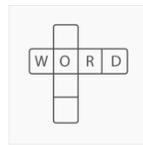
Text Response



Video & Text



Video Cover



Word Search



Yes, No Maybe



Producing Content

Learning Stories.

Template library consist of **21 PAGE TEMPLATES.**

Back-end features include:

1. Add a Page
2. Chapter Navigation
3. Desktop/ Tablet View
4. Zoom in / out Pages
5. Mobile View
6. Simulator
7. Shuffle Pages

Options & Settings

1. Text Vertical Alignment

Choose how you would like your text to be aligned on the page: top, middle or bottom.

2. Page Colour

Select an alternative background colour to override the theme default.

3. Page Gradient

Specify a second background colour to make a gradient effect.

4. List Style

Specify how you want your bullet lists to look.

5. Column Layout

Create text 1 to 3 columns.

6. Constraint Width

Specify the maximum width you want your content to stretch to.

7. Features

Combines with other page templates

Background Colours

Page Themes

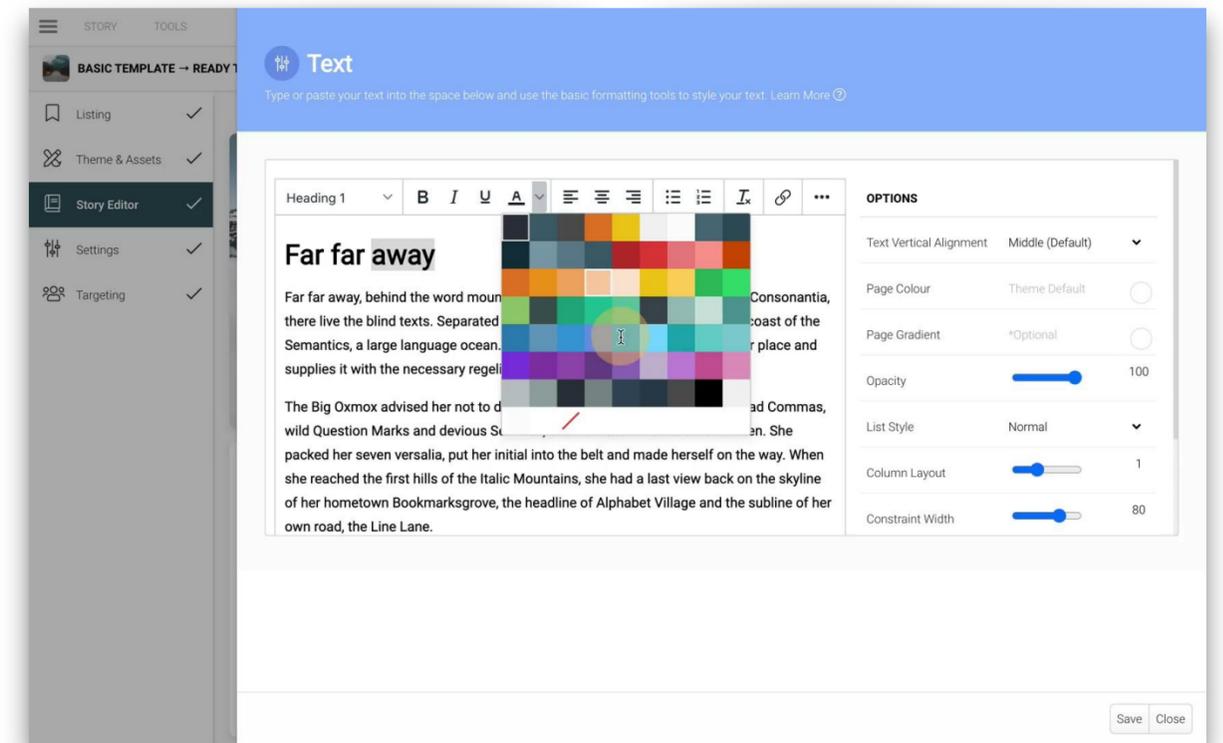
Insert Media

Page Dialogs



Authoring

Text



STORY TOOLS

BASIC TEMPLATE → READY TO GO

- Listing ✓
- Theme & Assets ✓
- Story Editor ✓**
- Settings ✓
- Targeting ✓

Text

Type or paste your text into the space below and use the basic formatting tools to style your text. [Learn More](#) ?

Paragraph ▾

B *I* U A ▾

⋮

Far far away

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.

The Big Oxmox advised her not to do so, because there were thousands of bad Commas, wild Question Marks and devious Semikoli, but the Little Blind Text didn't listen. She packed her seven versalia, put her initial into the belt and made herself on the way. When she reached the first hills of the Italic Mountains, she had a last view back on the skyline of her hometown Bookmarksgrove, the headline of Alphabet Village and the subline of her own road, the Line Lane.

OPTIONS

Text Vertical Alignment: Middle (Default) ▾

Page Colour: Theme Default ○

Page Gradient: *Optional ○

Opacity: 100

List Style: Normal ▾

Column Layout: 1

Constraint Width: 80

Save Close

Options & Settings

1. **Background Colour**

Select an alternative background colour to override the theme default.

2. **Image Size**

Large (default), Medium, Small.

3. **Image Effect (Non-Mobile)**

Choose an image effect for the desktop/tablet version of your story. Effects include adding a white frame and/or a dark shadow.

4. **Image Tilt (Non-Mobile)**

Tilt your image left or right.



Authoring

Text & Image



STORY

TOOLS

PAGES

TROPHIES & QUIZZES

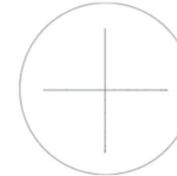


MY STORY > CH 1. CHAPTER ONE ▾



Misty Mountains

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean.



Options & Settings

1. **Video Controls**

Controls (options for the user to play, pause, adjust sound, etc).

2. **Autoplay Video**

By default, videos autoplay as soon as the user opens the page. If you do not choose to autoplay, a play button will be added.

3. **When the video ends...**

Decide what happens at the end of the video: Play again (default), Stop, Go to next page.

4. **Loop Keyframe (In Seconds)**

Use this option if you want your video to loop after a certain point - the video will play in full the first time and can then play again at a specific point based on the delay indicated in seconds.

5. **Background Colour**

Select an alternative background colour to override the theme default.

6. **Video Size**

Large (default), Medium, Small.

7. **Video Effect (Non-Mobile)**

Choose a video effect for the desktop/tablet version of your story. Effects include adding a white frame and/or a dark shadow.

8. **Video Tilt (Non-Mobile)**

Tilt your video left or right.

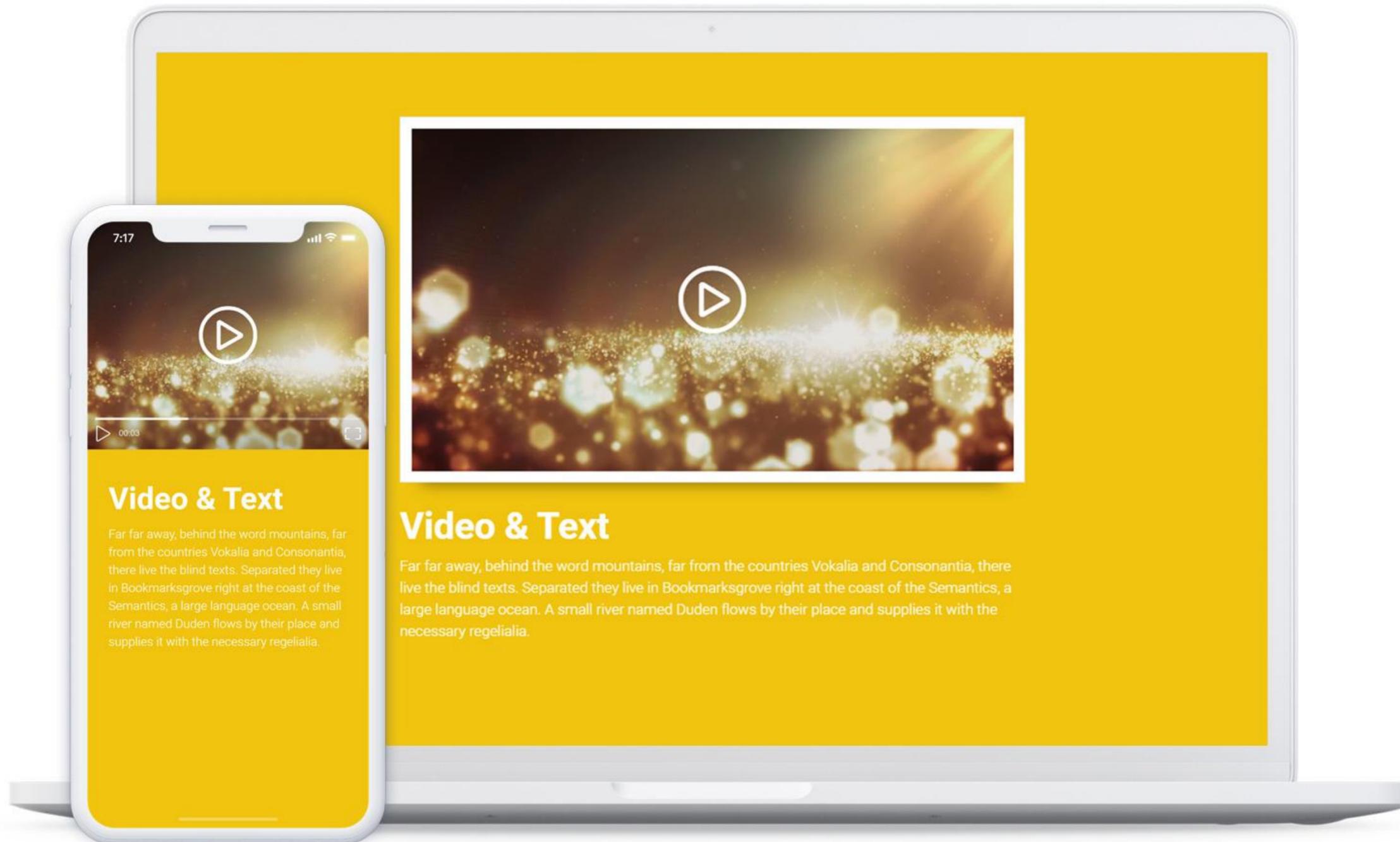


Authoring

Video & Text

Features:

1. Combines with other page templates
2. Page Themes
3. Page Dialogs



Video & Text

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.

Video & Text

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.



Note

It is recommended to keep video size below 10MB to avoid exceeding the story size limit of 100MB. In stories, please use videos sparingly to avoid lagging. Use Streams when your content is video-rich.

If you choose custom colours for your font/text, those colours will also be used in Dark Mode. Only default font colours will auto-adjust in Dark Mode.

Options & Settings

Background Colour

Select an alternative background colour to override the theme default.

1. Image Size

Large (default), Medium, Small.

2. Autoplay Audio

By default, audio is auto-played as soon as the user opens the page. If you do not choose to autoplay, a play button will be added.

3. When the Audio ends

Decide what happens at the end of the audio clip: Play again (default), Stop, Go to next page.

4. Image Effect (Non-Mobile)

Choose an image effect for the desktop/tablet version of your story. Effects include adding a white frame and/or a dark shadow.



Authoring

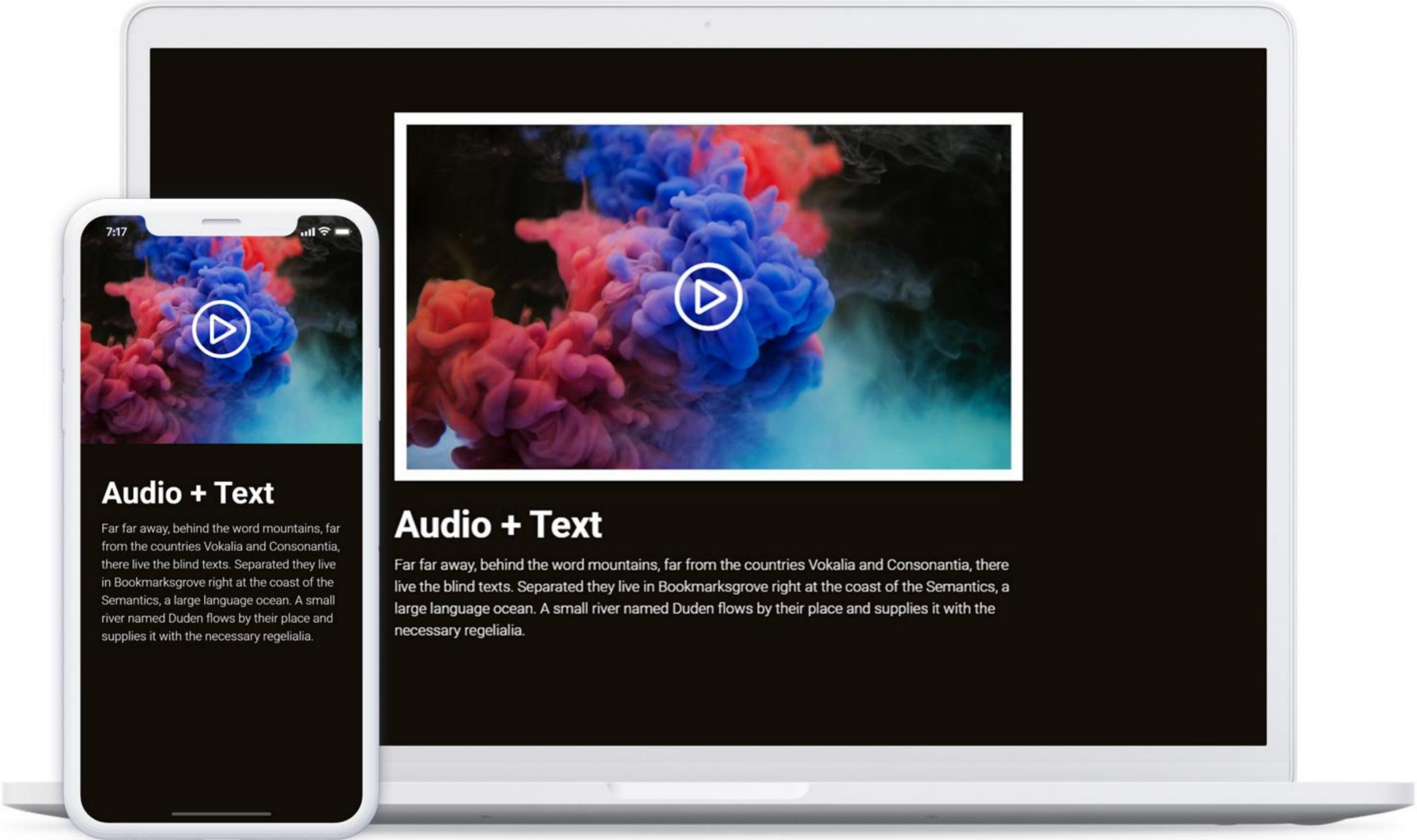
Audio & Text (.mp3 no larger than 5MB)

Features:

1. Combines with other page templates
2. Page Themes
3. Page Dialogs

NOTE:

If you choose to “Autoplay” the audio, a play icon will still show if it is the first page in your story. This is due to browser policies that prevent autoplay.



Audio + Text

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.

Audio + Text

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.

Options & Settings

1. **Border**

A thin white border is added to icons by default.

2. **Border Colour**

The border is white by default, but can be changed to black.

3. **Opacity/Alpha**

Adjust the icon opacity.

4. **Radius**

Adjust the icon border radius.

5. **Background colour**

Select an alternative background colour to override the theme default.

6. **Background Gradient**

Optional. Choose a second colour to create a gradient background.



Producing Content.

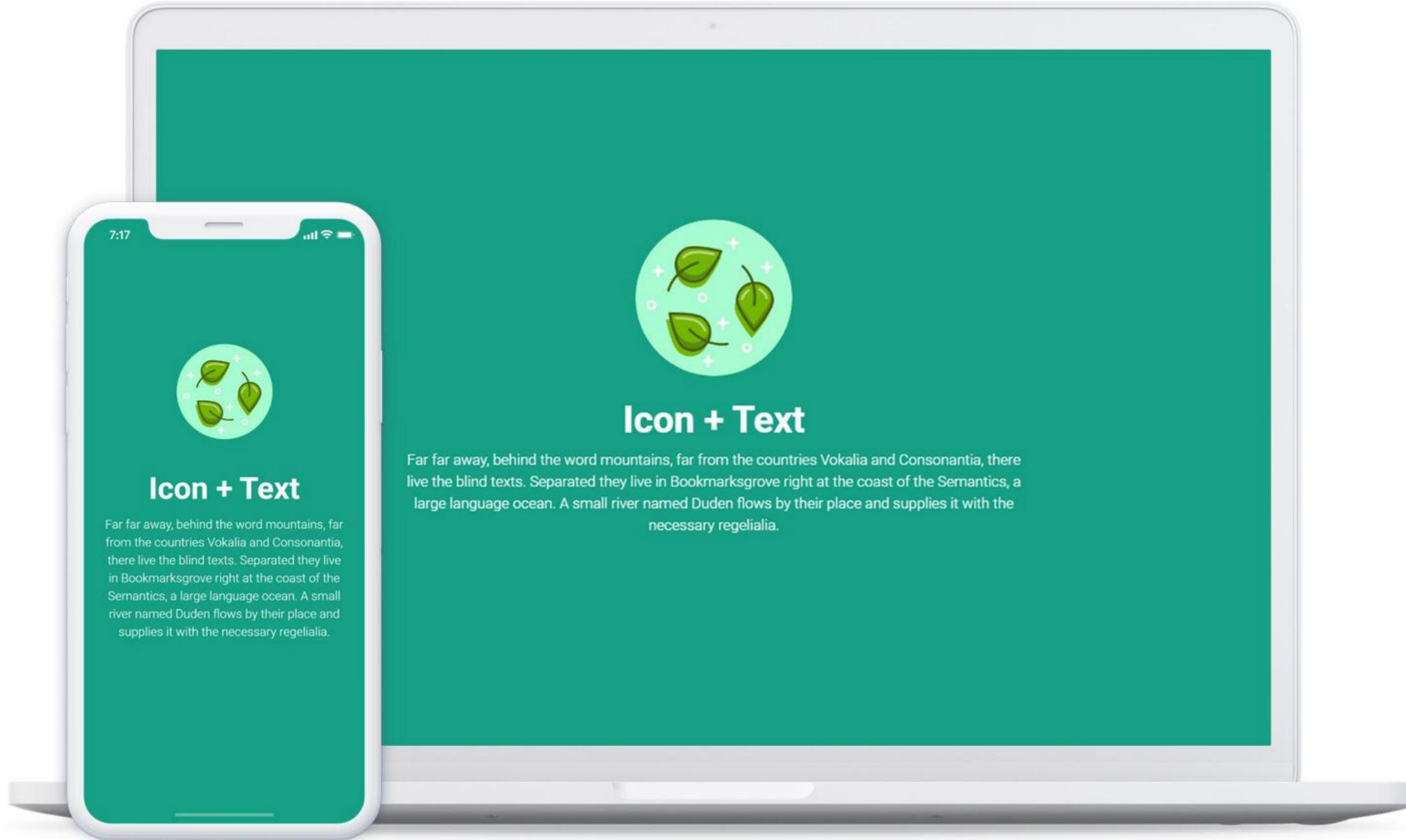
Icon & Text

Features:

1. Combines with other page templates
2. Page Themes
3. Page Dialogs

NOTE:

If you choose custom colours for your font/text, those colours will also be used in Dark Mode. Only default font colours will auto-adjust in Dark Mode.



7:17



Icon + Text

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.



Icon + Text

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.

Options & Settings

1. **Text Layout Type**

Heading & Sub-Heading (small heading max. 24 characters and big heading max 45 characters), or Heading & Text (big heading with max. 45 characters and text with max. 144 characters).

2. **Text Position**

Choose the heading text position: Centre, Top Left, Top Centre, Top Right, Bottom Left, Bottom Centre, or Bottom Right.

3. **Text Colour**

Select from the available options.

4. **Text Shadow**

Select Yes/No.

5. **Image Orientation**

Select Landscape, Portrait, or Any.

6. **Position**

Select Top Left/Centre/Right or Bottom Left/Centre/Right.

7. **Image Effect (Non-Mobile)**

For the desktop and tablet view, add image effects: Shadow, Framing or Framing with Shadow.

8. **Screen Adaption**

Set how you would like the image to appear on screen, i.e. Rotate to Fit or Clip to Centre/Left/Right (note that if you do not want your image to be clipped on mobile view, you should select "Rotate to Fit").



Authoring

Image Cover

Note:

Use the "auto" setting on "Image orientation" (under LAYOUT SETTINGS) if you do not want any crop optimisations on your image, and if you want the image to be displayed in full.

If you are combining your image cover page with another page, select "**Full Width**" for the "**Image Fill**" option under HALF PAGE SETTINGS.



Image Cover

Add an **Image** and an optional text overlay. [Learn More](#)

TEXT SETTINGS

Text Layout Type	Heading & Sub-Heading	▼
Text Position	Bottom Left	▼
Text Colour	#ffffff	<input type="text"/>
Text Shadow	No	▼

LAYOUT SETTINGS

Image Orientation	Auto	▼
Position	Center (Default)	▼
Screen Adaption	Clip to Center	▼
Image Effect (Non-Mobile)	None (Default)	▼

HALF PAGE SETTINGS

Image Margin	No (Default)	▼
Image Fill	Fill Width	▼

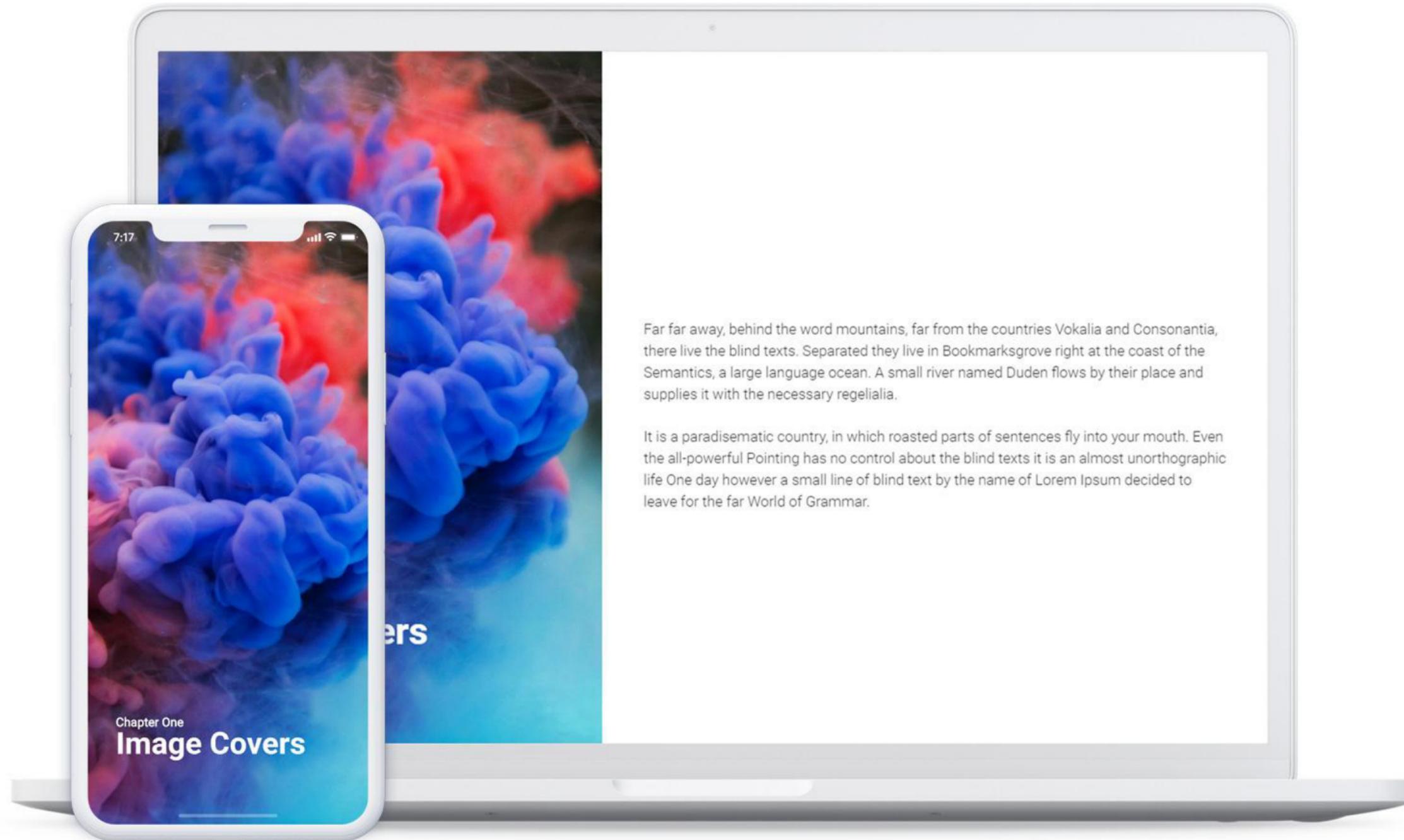


Authoring

Image Cover

Features:

1. Combines with other page templates
2. Page Themes
3. Page Dialogs



Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean. A small river named Duden flows by their place and supplies it with the necessary regelialia.

It is a paradisematic country, in which roasted parts of sentences fly into your mouth. Even the all-powerful Pointing has no control about the blind texts it is an almost unorthographic life One day however a small line of blind text by the name of Lorem Ipsum decided to leave for the far World of Grammar.

1. **Text Layout Type**

Heading & Sub-Heading (small heading max. 24 characters and big heading max 45 characters), or Heading & Text (big heading with max. 45 characters and text with max. 144 characters).

2. **Text Position**

Choose the heading text position: Centre, Top Left, Top Centre, Top Right, Bottom Left, Bottom Centre, or Bottom Right.

3. **Text Colour**

Select from the available options.

4. **Text Shadow**

Select Yes/No.

5. **Video Controls**

Controls (options for the user to play, pause, adjust sound, etc). By default, controls are not added.



Authoring

Video Cover

7. **Autoplay Video**

By default, videos autoplay as soon as the user opens the page.

8. **Loop Keyframe (In Seconds)**

Use this option if you want your video to loop after a certain point - the video will play in full the first time and can then play again at a specific point based on the delay indicated in seconds. For example, if you only want to play intro effects once, you can use keyframe settings to loop only the part of the video that does not contain the intro.

9. **Mobile Adaptation**

Set how you would like the image to appear on screen, i.e. Rotate to Fit or Clip to Centre/Left/Right (note that if you do not want your image to be clipped on mobile view, you should select "Rotate to Fit").

10. **Video Effect (Non-Mobile)**

Choose a video effect for the desktop/tablet version of your story. Effects include adding a white frame and/or a dark shadow.

11. **When the video ends...**

Decide what happens at the end of the video: Play again (default), Stop, Go to next page.



Authoring

Video Cover

Continued.



STORY

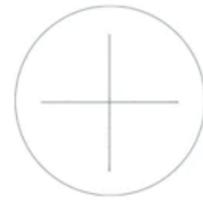
TOOLS

PAGES

TROPHIES & QUIZZES



A NEW STORY > CH 2. CHAPTER 2



Options & Settings

1. **Animation**

Choose from the available image animation options: Carousel (Default), Fade In/Out, Scale In/Out.

2. **Autoplay**

The autoplay option allows you to run the slideshow automatically (so the user does not have to scroll through manually). You can decide how many seconds each slide must be shown. If you set this to "0", autoplay will not run and the user can swipe to view the slideshow.

3. **Background Colour**

Select an alternative background colour to override the theme default.

4. **Image Size**

If you want the image sizes to be adjusted for tablet and desktop devices, you can set the size to Medium or Small (Large is the default size).

5. **Image Effect (Non-Mobile)**

Add image shadow and frame options. Note that image effects will only apply to non-mobile devices, i.e. desktop and tablet.

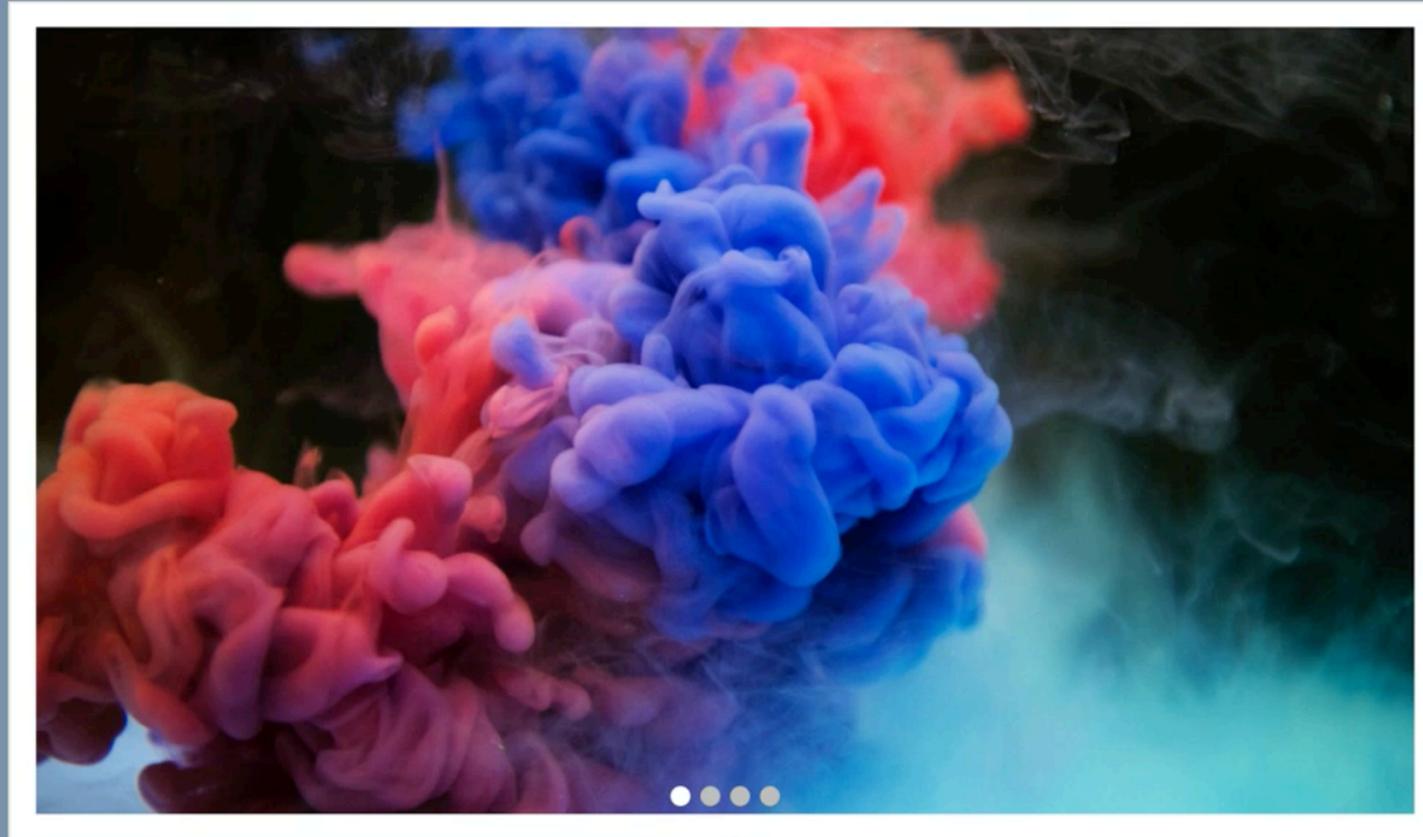


Authoring

Slideshow

Features:

1. Combines with other page templates
2. Background Colours
3. Page Themes
4. Page Dialoges



This is a Slideshow

Users can slide through the images. If you set the Slideshow, to autoplay, the images will rotate automatically.

Options & Settings:

1. **Background Colour**

Select an alternative background colour to override the theme default.

Get your users to answer a question by picking a card.

Simply add a title and a question for the user, and then upload up to 4 cards. The user will need to select the correct card.

The first card that you add will be the correct card/answer.

The card images which should be 420 x 588px each (.svg, .jpg or .png format). Title and a question length can be 24 and 144 characters respectively.



Authoring

Image Select

Get your users to answer a question by picking a card.

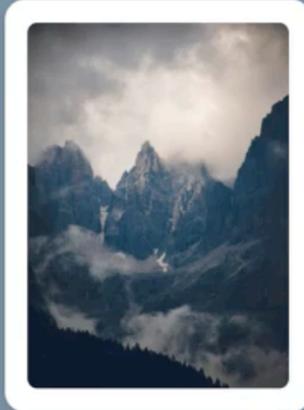
Features:

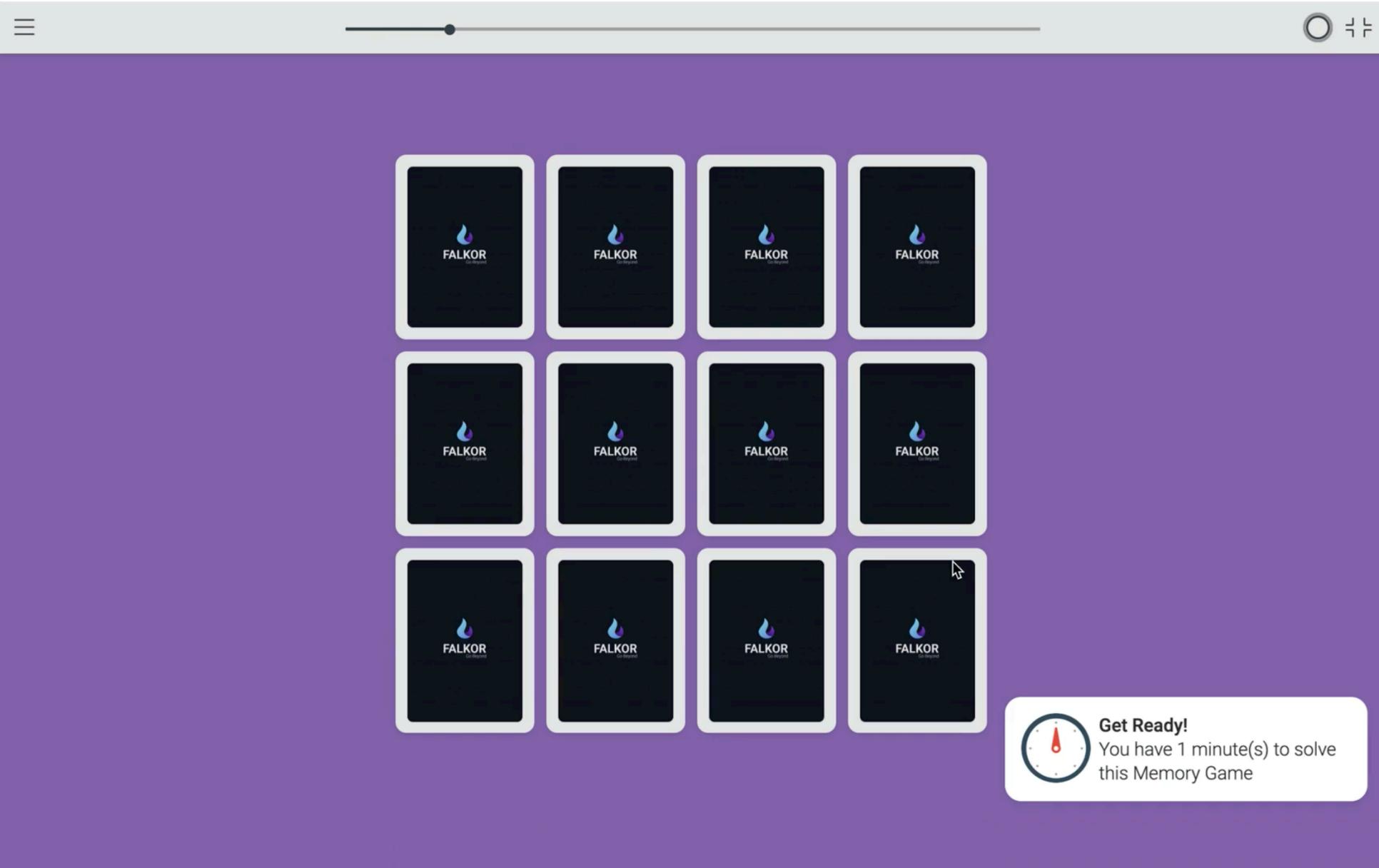
1. Background Colours
2. Interactive (Settings)
3. Page Dialogs
4. Response Dialogs



Question

Pick the correct card!





Authoring

Memory Game

Create a memory game to drive visual learning and recognition.

The Memory Game shows the back of **12 cards**, each one is revealed with a tap and can then be paired with its match.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs
4. Response Dialogs



Note

Add an Activity Guide before the Memory Game page to tell users how to select & match cards.



Question

Where can I access the Falkor app?

Smartphone		<input type="radio"/>
Desktop		<input type="radio"/>
Tablet		<input type="radio"/>
All of the above		<input type="radio"/>



Authoring

Multiple Choice

Add a multiple choice or survey question with up to 4 possible answers.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs
4. Response Dialogs



Note

A multiple choice question has one correct answer.
A survey question has no correct answer.

Options & Settings

1. Theme Colour

Select an alternative colour to override the theme default.

2. Rating Icons

1-5 (Default), Sad - Happy, Distress - Comfortable, Worried - Positive, Confused - Comfortable, or Painful - Comfortable



Authoring

Survey Rating

Ask users to rate from 1 to 5. Select the appropriate rating icons to suit your survey / rating exercise.

You may choose from:

1-5, Sad, Distress, Worried, Confused or Painful.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs

STORY TOOLS

SURVEY → IN PRODUCTION

Listing

Theme & Assets

Survey Editor

Settings ✓

Targeting

Preview

Create a preview of your content by adding a title, descriptions, tags and a category. The preview is visible to users before they view the content.

Title & Descriptions

Story Name

Survey

Short Description (0 / 128 Characters)

Full Description



Note

There are no correct answers in a Survey / Rating.
This page template should be used if you need to
assess user sentiment.

Options & Settings

1. Theme Colour

Select an alternative colour to override the theme default.

2. Rating Icons

1-5 (Default), Sad - Happy, Distress - Comfortable, Worried - Positive, Confused - Comfortable, or Painful - Comfortable



TIPP

Add an **Activity Guide** page to explain the action.



Authoring

Swipe Card

**Ask a question that can be answered using a card swipe.
Add a card that the user must swipe left or right to submit a
"Yes" or "No" answer.**

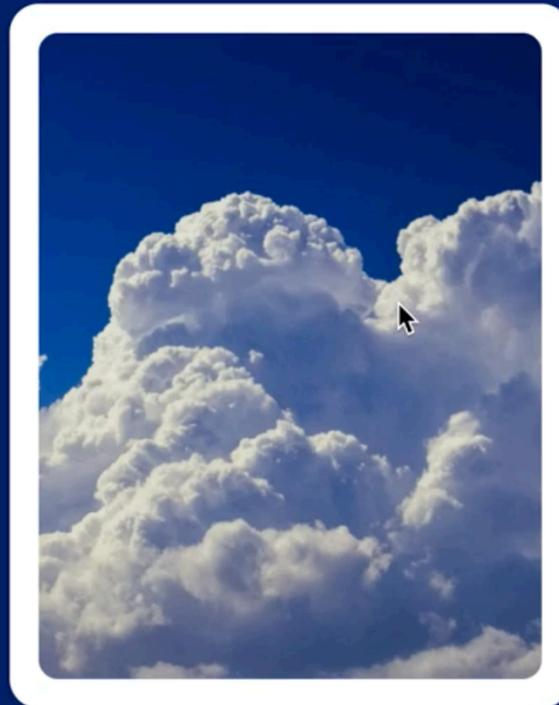
Features:

1. Background Colours
2. Interactive
3. Page Dialogs
4. Response Dialogue



Question

Does this card have a blue sky.



Options / Settings

1. Theme Colour

2. Select an alternative colour to override the theme default.



Authoring

Text Response

Get a written response from users. If you want your users' opinion or need them to provide a written response, use this template.

Features:

1. Combine with other Templates
2. Background Colours
3. Interactive
4. Page Dialogs
5. Response Dialogue



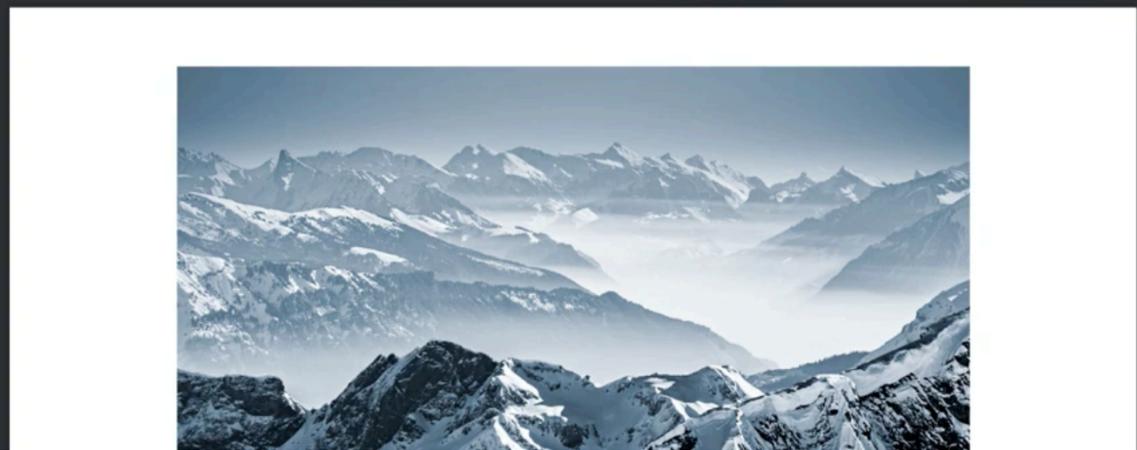
FalkorSupporter

Text Response

Use this template if you want your readers to enter and submit written responses.

Enter your response...

SUBMIT



Question

How are you feeling?

☹️ ☹️ 😐 😊 😄

Options / Settings

1. Maximum Time In Minutes (0 is unlimited)
2. Set an activity time limit for your users.
3. Word Placement
Up & Down, Up & Down (Reversed), Diagonal, Diagonal (Reversed).
4. Background Colour
Select an alternative background colour to override the theme default.

Word Placement

Up & Down

Words will display vertically, starting at the top.

Up & Down (Reversed)

Words will display vertically, starting at the top or at the bottom (this is more difficult).

Diagonal

Words will display diagonally, starting at the top.

Diagonal (Reversed)

Words will display diagonally, starting at the bottom (this is more difficult)



Authoring

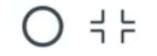
Word Search

Create a word search game.

This game can help enhance the recall of keywords or terminology that you are presenting.

Features:

1. Combine with other Templates
2. Background Colours
3. Interactive
4. Page Dialogs



H	Y	I	F	K	D	U	U	W	P
O	V	S	E	A	R	C	H	O	A
P	W	S	O	P	L	O	Y	N	W
R	O	A	S	A	B	K	T	D	K
C	R	Y	P	T	I	C	O	E	A
E	D	K	S	K	L	B	E	R	T

CRYPTIC

Options / Settings

1. Mobile Adaptation

Set how you would like the image to appear on a mobile screen, i.e. Rotate to Fit or Clip to Centre/Left/Right (note that if you do not want your image to be clipped on mobile view, you should select "Rotate to Fit").

2. Background Colour

Select an alternative background colour to override the theme default.

3. Video Fill

Here you can select to Fill (Default) the entire page, Fill Height (video fills the page from top to bottom) or Fill Width (video fills the page from side to side but not from top to bottom).



NOTE

Insert your video (.mp4 and 16:9 ratio) and set one or more keyframes. For each keyframe, you need to specify the time (in seconds) when the video must stop.



Authoring

Animated Video

This template can be used to add interactive videos that are split into parts - or keyframes. This means that the video will play and stop at specified time intervals. The user will need to tap the screen/click to continue the video.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs



STORY

TOOLS

PAGES

TROPHIES & QUIZZES

A NEW STORY > CH 1. CHAPTER ONE ▾

JoeSoap



Animated Video

This template can be used to make an interactive video by creating keyframes.

Far, far away...

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean.

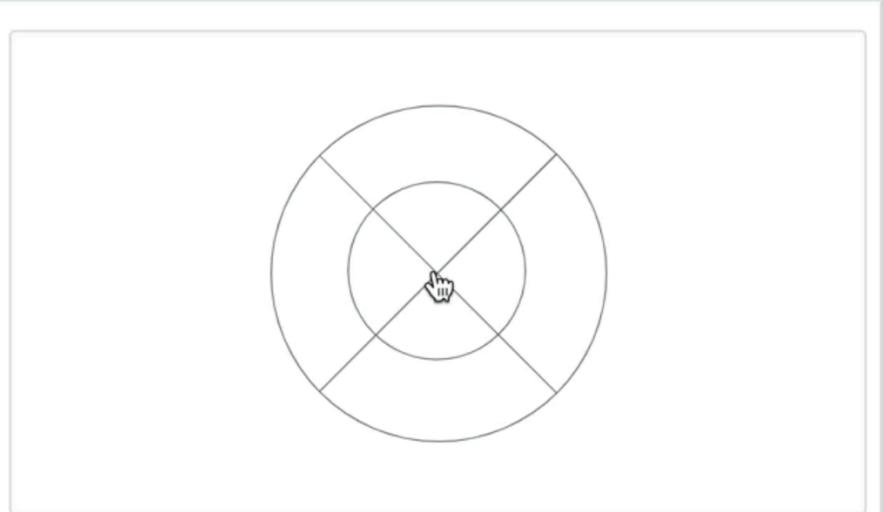
A small river named Duden flows by their place and supplies it with the necessary regalia. It is a

ANIMATED VIDEO

ADVANCED SETTINGS

Animated Video

Insert your video (.mp4 and 16:9 ratio) and set the keyframes. The recommended video size is 10MB and should not exceed 15MB. Keyframes can be set to determine when the video must stop and wait for the user to tap to continue. [Learn More](#)



KEYFRAMES

Keyframe	Stop at Seconds
Keyframe 1	0 +

Delete All Keyframes

Save Close

Options / Settings

1. **Background Colour**

Select an alternative background colour to override the theme default.



Authoring

Photo Assignment

Ask users to submit photos.

This template can be used to create a Photo Assignment by asking users to upload their images/photos.

Photo Assignment

This template can be used to create a Photo Assignment, asking readers to upload their images. You can request for up to 4 images to be uploaded.

SUBMIT

Far far away...

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean.

A small river named Duden flows by their place and supplies it with the necessary regelialia. It is a paradisematic country, in which roasted parts of sentences fly into your mouth.

Question

Where can I access the Falkor app?

- Smartphone
- Desktop
- Tablet



Options / Settings

1. Activity Type

Select "Assessment" if points must be awarded for the correct answers, and select "Survey" if the answers are open-ended and there is no correct answer.

2. Background Colour

Select an alternative background colour to override the theme default.



NOTE

In your Story Settings, you can set the Scoring Options to "**Evaluative**" or "**Teach**" if you would like a response dialog to pop up for each card drop. You will be able to set one correct and one incorrect dialog which will be used for every card. It's recommended to use generic incorrect / correct statements for these response dialogs.

The user will score a mark based on the number of cards placed correctly vs the total number of cards.

For example, if there are 10 cards and I get 5 right I will score 50%. This will reflect in the story analytics.



Authoring

Yes, No, Maybe.

Create a card selection activity.



Do you see mountains?

Place each card onto the correct pile.



Yes



No



Maybe



Options / Settings

1. Add Dialog

Add a text message and icon (ideal for instructions and introductions).

2. Add Activity

Add any of the following templates:

Image + Text, Icon + Text, Audio + Text, Video + Text, Animated Video, Image Cover, Video Cover, Multiple Choice Photo Assignment, Survey / Rating Slideshow, Text, Text Response.

3. Add Navigator

Navigators allow you to direct users to a chapter and return them to the map once completed. Chapters that are connected to navigators will always return to the map.

Creating a Journey Map consists of three key steps:

STEP 1

Add a Map.

STEP 2

Add Touch Points.

STEP 3

Map Route Activities



Authoring

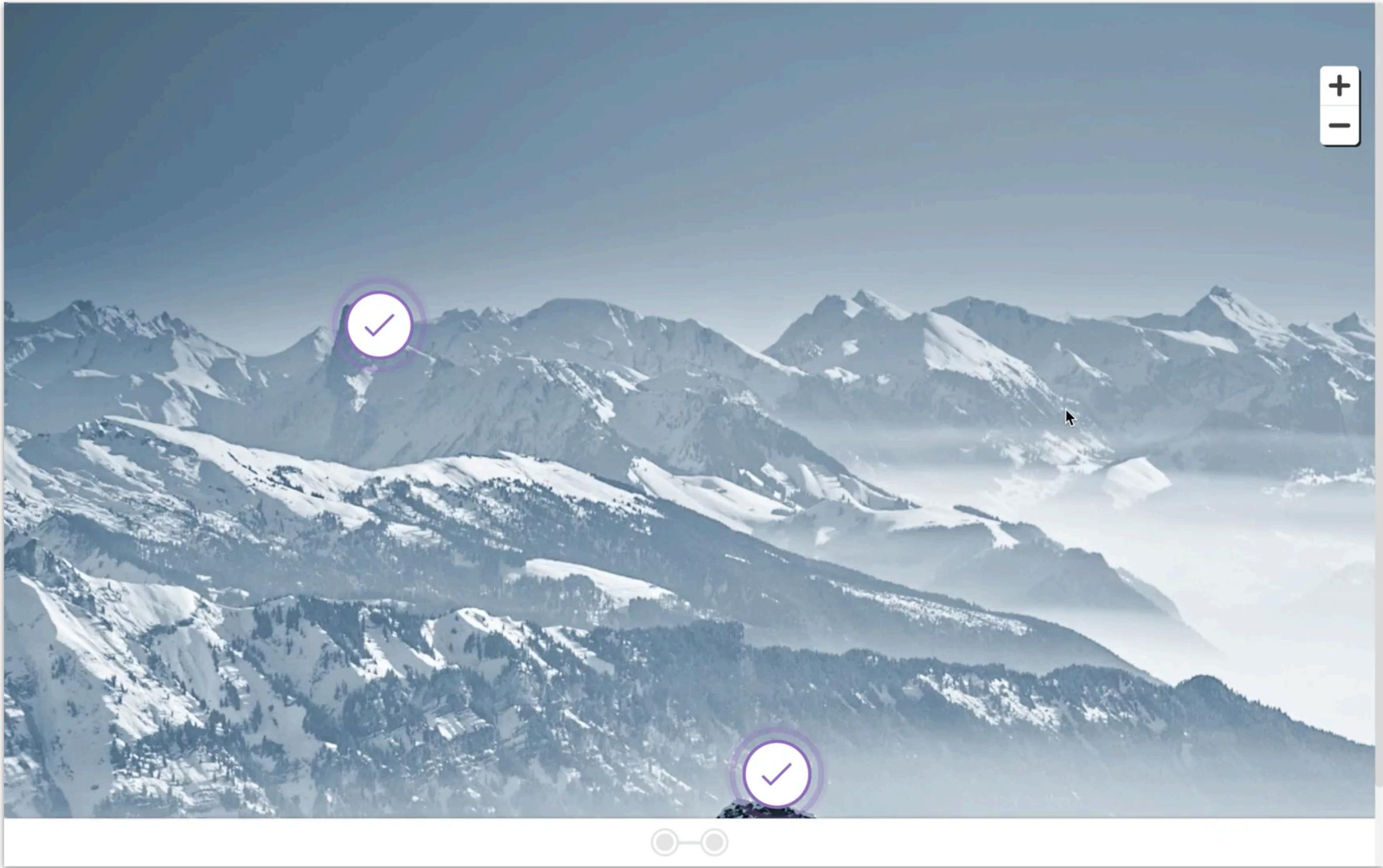
Journey Map

Create an interactive map experience.

The Journey Map page template is ideal if you have large visuals. By creating touch points, you can allow the user to zoom into details and activities on your map.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs
4. Response Dialogue



Options / Settings

1. Background Colour

Select an alternative background colour to override the theme default.



Tipp

Add an Activity Guide before the Drag & Drop page to tell users how to drag & drop cards.



Authoring

Drag & Drop

This template allows you to create a drag & drop activity using up to 6 card options, one of which is the correct card/answer.

The user can tap to select a card and will then be able to drag and place the card onto the space provided.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs
4. Response Dialogue



Drag & Drop

Place the card with mountains.



Options / Settings

1. Guide Type

Select the Guide Type you would like to add (Dragging & Placing, Selecting & Matching, or Swiping).

2. Highlight Colour

The guides are presented in grayscale and will make use of one highlight colour which you can select here if you choose not to use the theme default.



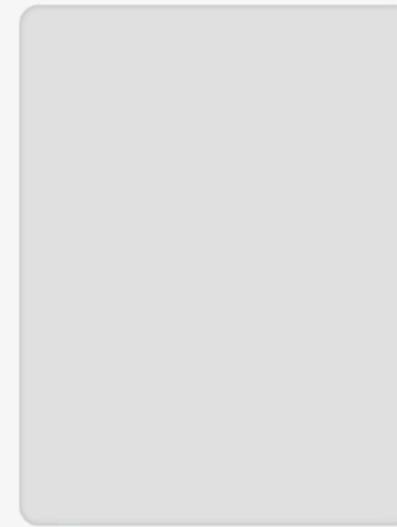
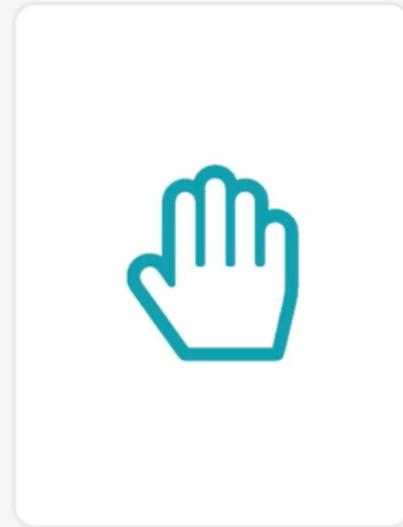
Authoring

Activity Guide

Use this page template if you want to provide your users with instructions on how to complete specific interactions: dragging & dropping, selecting & matching, or swiping.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs



Dragging & Placing

Select, hold & drag an item to a droppable area, let go when you want to place the item at the desired position. You can use this action for sorting & placing the items on a screen

CARD DECK DROP CARDS

Card Deck

Enter a heading and an instruction (24 and 195 characters respectively), then add a minimum of 3 cards / images (420 x 588px). Next, indicate whether the correct answer for each card is "Yes", "No" or "Maybe". Note: If you set the Activity Type to "Survey", there is no correct answer. [Learn More](#) ?

TEXT (A CLUE OR INSTRUCTION)

Type in a heading, e.g. Pick a Card, Question 1, etc.	Required
Enter a clue or instruction	Required



Authoring

More help on Knowledge Base

All you need to know about Story Templates can be found on our Knowledge Base.

Simply click on "**Learn More**" within the editor as stipulates in this image.



Page Template Options

Authoring



Create a Page Theme

Create page themes to quickly adopt a consistent style across multiple pages.



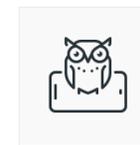
Duplicate a Page

To speed up authoring and to re-use content, you can duplicate a story or individual pages in a story.



Combine Page

Combine two templates into one page.



Page Dialogs

Add an instruction or message for the user.



Story Settings.

Authoring

Sequencing

Linear - if you want users to complete chapters in a start-to-finish sequence.

Open - if you want users to be able to choose any chapter in any sequence.

Allow Activity Skipping

Yes - if you want users to be able to skip activities (interactions and questions). Users can skip by swiping or clicking the next arrow.

No - if you don't want users to skip any activities or questions. Users will be prompted to complete an activity before they can continue.

Scoring Options

Evaluate - choose if you want users to submit incorrect answers/activities.

Teach - choose if you want users to repeat answers/activities until correct.

Survey - choose if there is no correct answer / all answers are accepted.

Allow Multiple Attempts

By selecting "No", users won't be able to re-do once they have completed. This setting is ideal for formal assessments. Users who have completed a story that does not allow multiple attempts can still open the completed story to view its contents (but they will not be able to redo any activities).



Authoring

Story Setting



Limits & Certificates.

Authoring



Pass Mark Percentage

Set the **percentage** (of correct answers/activities) required in order to pass.



Award Completion Certificates

Choose **Yes** or **No**, depending on whether or not users must receive a story completion certificate (auto-generated with the story and user details).



Time Limit in Minutes

Set a **time limit** (in minutes) for this story, i.e. define how much time the user has to complete the story.



Micro Learning / Article Story.

Authoring

Options / Settings

1. Edit /Save Document

Activate edit mode & save changes to save.

2. Upload Article Banner

Add an article banner & assets.

3. Insert Image

View pages in desktop/tablet mode.

4. Insert Video

Upload .mp4.

5. Insert Audio

Upload .mp3.

6. File

Upload .pdf.

7. Insert Code Sample

Add featured text (serif font) on a grey background.

8. Insert Table.

Add a table



Authoring

Article/Micro-Learning

Choose this story type if you are looking to create Micro-Learning or blog-style posts.

Features:

1. Background Colours
2. Interactive
3. Page Dialogs

ARTICLE

AN ARTICLE → IN PRODUCTION

Listing

Theme & Assets

Article

Targeting

Upload Article Banner

Untitled

 **Falkor**
10 July 2020 · 1 min read

Double click here to start editing...





Assessment Story.

Authoring



Icon & Text



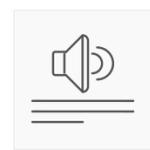
Image & Text



Image Cover



Text



Audio & Text



Multiple Choice



Video & Text



Video Cover



Authoring

Assessment Story

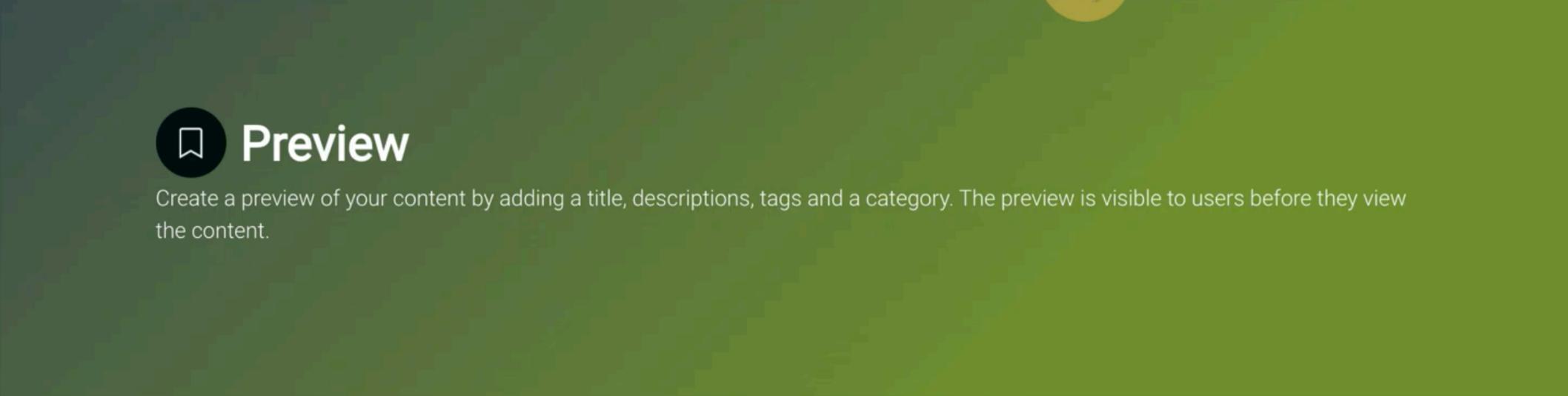
Template library consist of **8 PAGE TEMPLATES.**

Create an assessment to test knowledge. Choose this story type if you are looking to create a questionnaire or quiz to test users' knowledge. Only templates that are relevant for an assessment are available.

Back-end features include:

1. Add a Page
2. Chapter Navigation
3. Desktop/ Tablet View
4. Zoom in / out Pages
5. Mobile View
6. Simulator
7. Shuffle Pages

- Listing ✓
- Theme & Assets ✓
- Assessment Editor
- Settings ✓
- Targeting



Title & Descriptions

Story Name

Assessment

Short Description (116 / 128 Characters)

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts.

Full Description

Far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there live the blind texts. Separated



Survey Story.

Authoring



Icon & Text



Image & Text



Image Cover



Text



Audio & Text



Multiple Choice



Video & Text



Video Cover



Swipe Card

Survey/Rating



Authoring

Survey Story.

Template library consist of **7 PAGE TEMPLATES.**

Create a survey to evaluate opinions & sentiment. For survey questions, there are no correct/incorrect answers. The Survey editor is the same as authoring a learning story but with limited access to page templates.

Only templates relevant for a survey are available:

Back-end features include:

1. Add a Page
2. Chapter Navigation
3. Desktop/ Tablet View
4. Zoom in / out Pages
5. Mobile View
6. Simulator
7. Shuffle Pages

STORY TOOLS

SURVEY → IN PRODUCTION 01 CHAPTER ONE

- Listing ✓
- Theme & Assets ✓
- Survey Editor ✓**
- Settings ✓
- Targeting



A journey to the
Moon

What's on your mind?

Your Story
Tell us a story or memory that you have of the moon.

Write here...

SUBMIT

Question
How does the moon make you feel?

☹️ 😞 😐 😊 😄

SUBMIT

+



SCORM 1.2 & 2004.

Authoring

CREATE CONTENT



Learning Story



Article/Microlearning



Assessment



Survey



Scorm Package



From Template

Publish SCORM packages using **Falkor's LMS-less** environment.



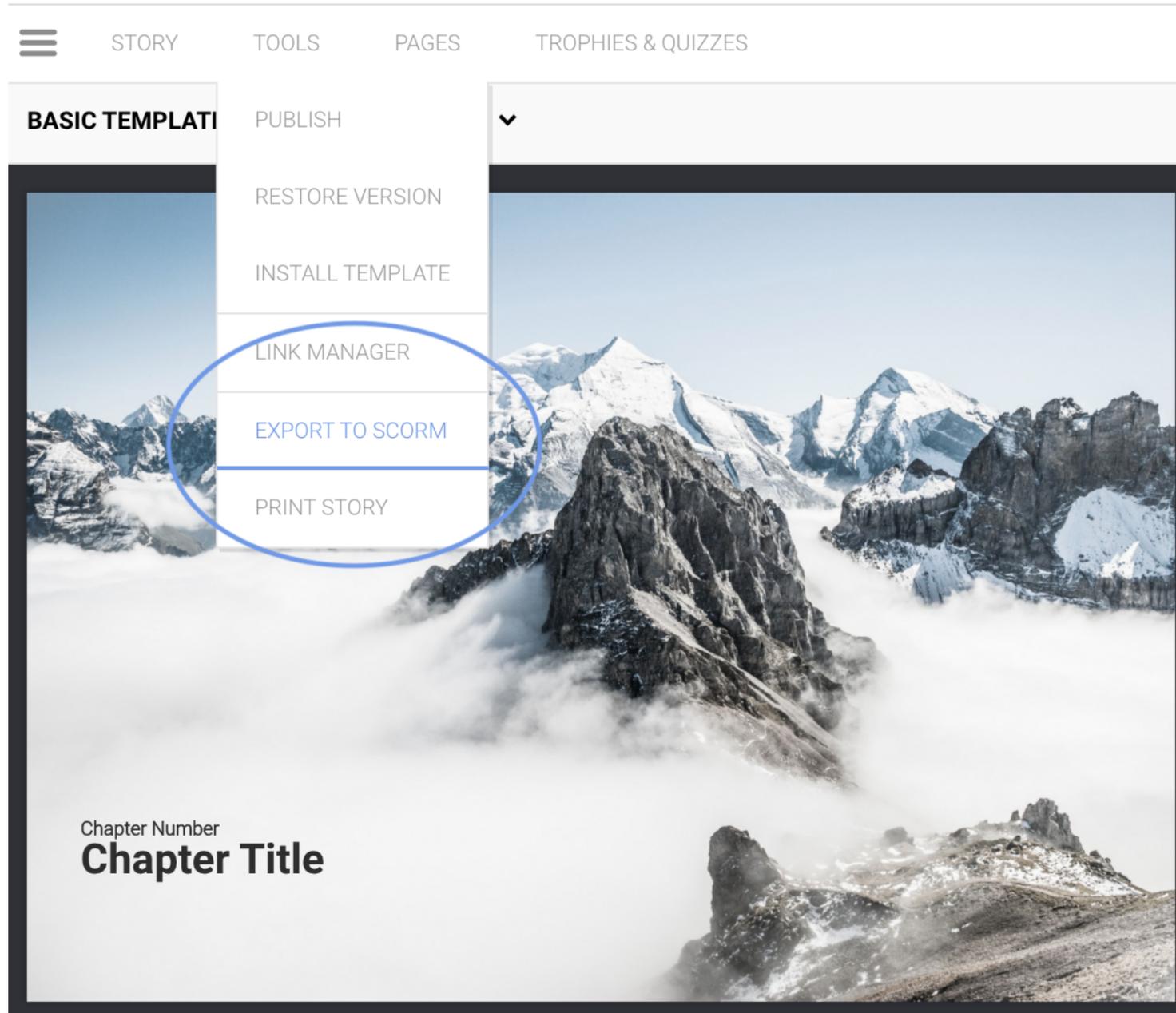
Authoring

SCORM Import.

Open your story in the story editor and then select "TOOLS" from the top menu.

Select "**Export to SCORM**" from the dropdown.

We validate & support SCORM standards as per scorm.com and SCORM Cloud. This means that we have developed the export package and tested it on **SCORM Cloud**.



Authoring SCORM Export.

Open your story in the story editor and then select "TOOLS" from the top menu.

Select "**Export to SCORM**" from the dropdown.

Platform Account holders who have access to the SCORM Import story type can upload a valid **SCORM 1.2** or **SCORM 2004** package.

SCORM imports are validated against the standards as per scorm.com and **SCORM Cloud**. This means that SCORM files should run on and be tested on SCORM Cloud before being imported to the platform.

- Image Cover
1268 x 1900px
- Image + Text
1136 x 758px
- Drag & Drop cards
420 x 588px
- Icon + Text
512 x 512px
- Image Select cards
420 x 588px
- Journey Map
4096 x 2560px
- Landscape Feature
1136 x 640px
- Mobile Promo Asset
640 x 1136px
- Slideshow + Text
1136 x 758px
- Audio + Text 1
136 x 758px
- Swipe Card card
420 x 588px
- Yes, No, Maybe
420 x 588px
- Portrait Feature
585 x 891px
- Story Icon
1024 x 1024px
- Memory Game cards
420 x 588px
- Desktop Promo Asset
1280 x 800px
- Audio
.mp3 - **MAX 5MB**
- Video
.mp4 with **16:9** aspect ratio - **MAX 15MB**
- Portable Document Format - **PDF MAX 2MB**



Authoring

Supported Media.



Audio
.mp3



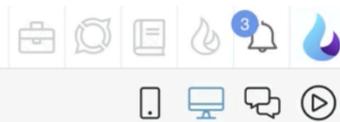
Video
.mp4



Images
.png, .jpeg, .svg



Documents
.pdf



Authoring

Video & Audio Optimisation.

When working with video or audio there is a hard limit on the file size that will be accepted. These limits ensure that files don't bloat your story to exceed your story limit, and to ensure that audio & video playback runs smoothly on low-end devices.

Videos need to be saved as .mp4 with 16:9 aspect ratio.

Consider your audience when creating videos. Internet access & speed as well as device quality may affect content load times.



Story
MAX 100MB



Audio
MAX 5MB



Video
MAX 10MB



STREAMS
100 Episodes



Authoring

Size Limits.

Maximum Size

Why the size limit? Device memory, device storage & bandwidth have been considered here. Users can be expected to happily download a 100 MB story to their device.

Stream Limits

You can add up to **100 episodes** from a podcast or YouTube videos to your stream. If you are auto-syncing, only the **latest 100 episodes** will be available at a time.

Episodes can also be manually added/removed as needed.



Streams.

Authoring

Options

- Import from YouTube
- Import from Podcast
- Create Video Stream
- Create Audio Stream

Delete

A stream that is "In Production" and has never been published can be deleted (it will not be archived).

Un-publish Listing

Published streams can be unpublished by removing the listing from your app (users will lose access).

Archive

Unpublished listings can be archived and can be restored via the "Archive" section



Authoring

Streams.

With streams, you can broadcast episodic content to deliver a more natural, modern way of learning digitally.

Create Netflix-style video and audio streams for your users, import from YouTube & podcasts - or author your own podcast for iTunes & Spotify!



Darkmode.

Authoring



Pathways.

Authoring

The objective of a pathway is to build a learning/experience journey by placing activities in a sequence of rows within each pathway “level”.

Levels

A pathway can contain up to **4 levels**. Each level contains a series of rows with up to **3 activities per row**. Only levels to which activities are added will become part of your pathway. **This means you can choose to use 1-4 levels.**

Level Milestones

By default, each level starts with a single “**Milestone**” activity in the first row. No other activities can be placed alongside or in place of the Milestone activity.



Authoring

Working with Pathways.

Pathway activities include:

1. Milestone
2. Facilitation
3. Confirmation
4. Real World
5. Read
6. Watch & Listen
7. Awards & Web Activities.





- All Pathways
- In Production
- Published
- Archived



Forests
Nature



Testing
Testing



Authoring

Working with Pathways.

Each row can have up to **3 activities**. This can be a combination of optional and required activities. A user must complete all required activities in a row (**1-3 activities**) before they can move down to the next row in a level.

Required vs Optional Activities

When editing an activity, choose whether it is required or optional.

- 🔖 Listing ⚠️
- ✂️ Theme & Assets ⚠️
- 👤 Pathway ⚠️**
- 📅 Events / Classroom
- 🎁 Rewards
- 🏆 Certificates
- 👥 Targeting ⚠️



Milestone

By default, each level starts with a single “Milestone” activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Milestone

In total, you can have up to **4 (four) milestones per pathway - one per level.**

All four are visible in your pathways editor, but a milestone will become visible on a published pathway if it contains one or more activities.

Milestone activities are always required and must simply be viewed by the user to be considered fulfilled.

Milestone

By default, each level starts with a single “Milestone” activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Facilitation

Event Activity

Create virtual or physical events.

Classroom Activity

If you are hosting a webinar or an on-location classroom event, you can create a Classroom Activity. Classroom attendance can be managed in Events/Classroom.

Event attendance can be managed in the Events/Classroom.

Milestone

By default, each level starts with a single "Milestone" activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Confirmation.

A confirmation activity can be fulfilled in 1 of 3 ways:

1. **Honour**
Ask users to simply use a "Confirm" button to verify that they have completed an activity.
2. **Upload**
Ask users to upload evidence/proof of having completed an activity. Once a file has been uploaded, the activity is marked as complete.
3. **Upload & Review**
Ask users to upload evidence/proof of having completed an activity. Uploads are then reviewed by your admin team and can either be approved or rejected. The user will be notified accordingly and can re-upload if a submission was rejected.

Milestone

By default, each level starts with a single "Milestone" activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Real World.

A confirmation activity can be fulfilled in 1 of 4 ways:

1. **Honour**
Ask users to simply use a "Confirm" button to verify that they have completed an activity.
2. **Check-In**
Ask users to check-in using their live location when they get to the address of the physical activity.
3. **Scan QR Code**
Ask users to scan a QR code (generated by the platform and printed/made available by you) when they arrive at the physical activity.
4. **Upload**
Ask users to upload evidence/proof of having attended the physical activity. Once a file has been uploaded, the activity is marked as complete.

Milestone

By default, each level starts with a single “Milestone” activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Read.

Create activities in Authoring and add them to your pathway.

Options:

1. Insert a **Survey, Assessment, Survey** or **Learning Story** as an activity
2. Create an article in Authoring to use it in a pathway activity.
3. Create an assessment in Authoring to use it in a pathway activity.
4. Insert a survey to evaluate opinion & sentiment.

Milestone

By default, each level starts with a single “Milestone” activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Watch & Listen.

Create activities in Streams and add them to your pathway.

Options:

1. Add a single YouTube video as an activity.
2. Upload a single .mp3 audio file for users to listen to as a pathway activity.
3. Insert one or more episodes from an existing stream.
4. Add a single podcast episode from an existing feed
5. Upload a single audio file as an activity.

Milestone

By default, each level starts with a single “Milestone” activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Awards.

Create rewards and certificates that are awarded along the pathway.

Options:

1. Give your users rewards when they reach this activity.
2. Award certificates of completion.

Milestone

By default, each level starts with a single “Milestone” activity in the first row.

Read

Create activities in Authoring and add them to your pathway.

Real World

Create activities that take place in the physical world.

Web Activities

Web activities are experiences that happen outside of an app.

Facilitation

Create physical or virtual events & classroom sessions.

Watch & Listen

Create activities in Streams and add them to your pathway.

Confirmation

Ask users to confirm that they have completed an off-pathway activity.

Awards

Create rewards and certificates that are awarded along the pathway.



Pathway Activities

Web Activity.

Web activities are experiences that happen outside of an app.

The combination of Web Activity and Web Tracking is a powerful mechanism that allows any off-app activity & pathway integration to be limited only by the imagination.

Off-app experiences can take the form of websites, LMSes, web games, single-purpose Interactives, or linking through to just about any platform.

To simply track that a user has visited the URL, use the code snippet provided when you set up a Web Activity. This option is perfect if your web activity is server-less, or if it is a single-purpose interactive experience.

If you wish to provide deeper tracking with push and pull events, please read our [Web Tracking API documentation](#).

[Faq's on Streams click here.](#)

[Faq's on Pathways click here.](#)

[Faq's on Authoring click here.](#)



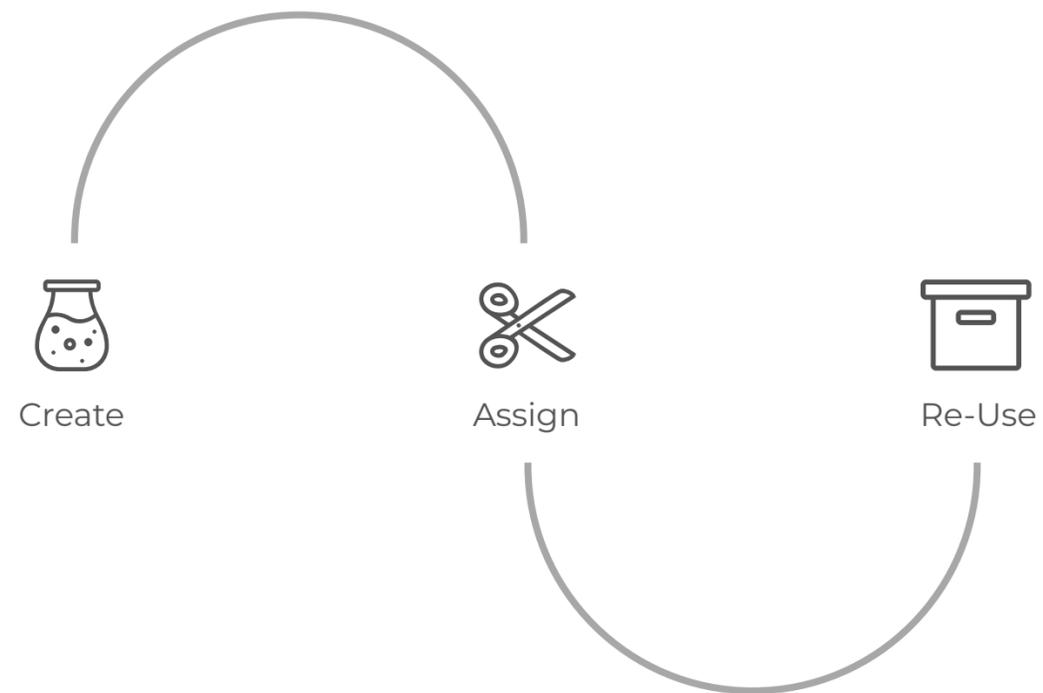
Pathway Activities

Frequently Asked Questions.



Marketplace.

Authoring



Authoring

MarketPlace.

A story can be published to the **Marketplace** as a **re-usable story template**, or as a polished and ready-to-publish **catalogue story**.

You can also save stock images & video directly from **Unsplash** and **Pixabay** and use them in your story content.



Data Manager.

Data Driven Activities

There are **two types of data-driven activities** available in Pathways:

1. **Data Tracking** and
2. **Data Checkpoint**

The difference between the two is that Data Tracking creates goal rings on the user's app dashboard, whereas Data Checkpoint will only be available on the pathway itself (and includes the option to customise the activity icon).

Goal Type

The type will affect your Goal Settings options. You can choose a Static Goal or a Dynamic Goal.

Static

Provide a static number required to meet the goal.

Dynamic

Compare one column to another column, e.g. 80/100 sales for User A and 90/150 for User B. For dynamic goals, you will need a column in your data to define the variable goals (e.g. per user).

Goal Settings

If the Goal Type is set to "**Static Value**", you will be able to enter a single static value (the target fulfilment value).

If the Goal Type is set to "**Dynamic Value**", you can assign a Target Column (the column you will use to reference the target values) and a Target Formula (formula applied to the data column).



Data Driven Activities

Data Manager.

1. Upload data collections that can be mapped to **data-driven activities** and used for **data tracking purposes**.
2. You can create **multiple data collections**. Each collection can contain one or more data uploads.
3. Up to **20 files** can be added to a collection.

Each collection upload must have the same column headings as the first upload, but additional columns may be appended.

File format

Uploads must be in **.csv**.

File size

Maximum collection size is capped at **34.33MB**.

Columns

Maximum **20** columns per upload.

Headings

The first row will be the column heading. Heading names must be consistent for each upload, although additional columns may be appended after the first upload.

Rows

Maximum **200** columns per upload.

Collection

A collection can consist of up to **20** different uploads.

Total Rows

The total number of rows can be **20 000** (in 20 uploads).

Unique Identifier

Each data upload must contain at least one unique identifier.
International formatting standards are to be observed.



Data Driven Activities

Data Manager.

Unique Identifiers

There are three ways in which to identify users in the data upload:

1. **User ID or code** - this option requires you to have a User Code column heading, e.g. Employee Code, Identity Number, etc.
2. **Email** - data in this column must contain valid email addresses.
3. **Telephone** - data in this column must be formatted using the international standard: +2712345678.



No Collections

You have not added any collections yet. To get started, click the ⊕ icon above.



1. Simulate & Preview

Consider running your story in the simulator so you can see what it will look like and pick up on anything you want to change.

2. Listing

Add the story, stream or pathway details that will feature on your app.

3. Theme & Assets

Add story icons that will feature in the listing on your app, and manage the story theme.

4. Collaborate

Consider using Workflow to share the story with your team & stakeholders to provide comments and feedback.

5. Targeting

Choose your audience by creating groups and setting the content access to public or private.



Authoring

Before you Publish.