
School of Health Science: Using CAL Maker

This note covers the preparation of a text file for CAL_Maker using the most verbose form of the format requirements. Format terms can often be abbreviated (see advance 1 note for details).

CAL_Maker: The HyperCard tool used to generate the SHS Case Studies and other study units from a lecturer's text file.

Card: A single "page" or screen display in a HyperCard unit (stack); may contain text and/or graphics. CAL_Maker provides the tools for moving through the unit.

Card Types: CAL_Maker case studies may use any of 8 different card designs:

- *information* display with simple progression without question,
- *graphic* display with or without question facilities,
- *question* presentation with up to 4 response choices,
- *direction* card with up to 4 alternative destinations,
- *short answer* response required to question,
- *match* choices from 2 lists (up to 7 possible matches, single or multiple selection),
- *list* of up to 14 choices for single or multiple selection to progress, and
- *list* of up to 14 alternative destination.

Text File: The computer file containing text (words and numbers) plus the special directions for CAL_Maker to generate cards and guide the students' progress based upon their selections.

Before Starting: Setting the instructional objectives is the first step in designing resource materials whether for the computer or not. This involves, in part, answering questions like:

- What knowledge does the student bring to the activity?
- What is the purpose of the activity?
- What specific concepts is the activity designed to reinforce?
- What level of competency is required from this activity and its prior lecture?
- How can the student demonstrate this competency?

An effective case study, for example, requires an opening scenario or situation that "grabs" the student and sets the scene for the activity. This scenario is typically followed by knowledge or attitude testing questions; the student's responses to these questions determine which questions, responses and other activities the student subsequently receives.

Typing the File: CAL_Maker does not require any special characters, thus you can use any word processor as long as it can save its file in "text", "export" or "ASCII" format; for example use the **export** selection from the **Save As...** menu in Works.

Use the sample text file which follows as a guide for the format required for each card type. Note that the sample has a very narrow line length, you may use the full line length.

- The first line of the file will be used as the title for the unit. CAL_Maker will automatically provide an opening screen which includes the case study name and copyright notice.
- The first card that the student sees (the first card that you define in the text file) should provide information about the activity:
 - Name of the unit,
 - Name of the lecturer developing the unit,
 - Objectives for the unit, and
 - An "abstract" which describes the unit.
- Every card requires information that describes the card type, prompts for questions, responses to correct and incorrect student answers, and routing directions for subsequent activities.
- All text may be entered in either upper or lower case.
- Text to be enhanced must be enclosed with special markers: /U or /u for underlining, and /I or /i for *italics*.

Sample Text File

Over the HyperCard Rainbow
Introduction

This sample text will create a HyperCard stack which explains the purpose of each card type.

-- linking
go to next card
-- end information card

Information Card

This card and the previous card are both information cards. An information card displays text and prompts the student to continue to the /Unext card/u. It has no facility for responding to the student.

-- linking
go to next card
-- end information card

Graphic Card

This card will show the balance of power in a hive economy.

-- linking

go to card + 2
-- end graphic card

Question Card

Is there another card in the stack which accesses /Ithis/i card?

-- linking
No|I think you are mistaken. Please look more carefully at the script.|
Yes|Right, the direction card comes back to this card|
|
|
|
|
Answer 2 goes to next card
-- end question card

Notes

Unit Title on 1st line.
Card title for top of card.

Explanatory text.

Required to end text.
One destination only.
Required to end card.
Card title may appear here,
or on this line.

Note that everything from one end statement to the next "belongs" to this card. Also note the codes for underlining the text.

Information to "link" to subsequent cards.
Required, ends 2nd card.

Title for new card.

Graphic will be pasted later.
Text on this card will be ignored.

Note the relative link.

The last card directs CAL_Maker to skip over this card, it will be skipped by the case study unless it is accessed from another card later in the case study.

Prompt, and response to user selecting this answer, appear one after the other; separate with | character.
Prompts 3 and 4 are unused.
Correct answer and link.

Direction Card

Your tent has been pitched on a very rocky slope. It is raining heavily and the creek is running through your tent.

What do you want to do now?

-- linking
Go home||
Cross the creek||
Sleep in tent||
Build dam with rocks||
answer 1 goes to card -10
answer 2 goes to card -2
answer 3 goes to card -1
answer 4 goes to next card
-- end question card

Short Answer Card

Please explain, in ten words or less, the philosophy underlying the Australian budget.

-- linking
go to next card
-- end short answer card

Matching Answer Card

Please match all the computer applications on the left with the most appropriate work area on the right.

-- linking
Word Processing|Spreadsheet|Student
Scheduling|Presentation Graphics|
Communications|||
School|Men's Tailor|Journalist|Lawyer's
Office|Inventor|||
1,11,2,9,3,8,4,12,5,10|
requires 4 selections
go to next card
-- end matching card

List of 14 Choices Card

Select the 4 most important characteristics of a good camping (tenting) site from the following list.

-- linking
Under water|Good firewood supply|Hard and rocky|Level site|grassy slope|Near tavern|
Good drinking water|Swampy|Bull paddock|
Shady|
|
|
|
2,4,7,10|
requires 4 selections
go to next card
-- end list card

This card allows more space for information display, however it only allows 4 alternate destinations.

Prompts.

Destination to link for each prompt.

The user's answer will be stored in an external file for later access.

Prompts 1 to 7 are left col., prompts 8 to 14 on the right. Cannot match within the same column, normally "paired" lists. This one has 5 pairs. Correct answer pairs, ends |. Indicates required minimum pairs correct to continue.

Short text display area, long (14 item maximum) list for selecting.

List of prompts, in order of presentation, separate with |.

Note unused prompts. Specify correct answers, and number required to continue.

List of Destinations

Select the role you wish to assume for this case study. Only one role may be selected during any session.

-- linking
Professor|Lecturer|Tutor|Medical Doctor|
Male Nurse|Female Nurse|Male Patient|
Female Patient|Deceased Child|Police
Officer||||
answer 1 goes to card + 1
answer 2 goes to card + 3
answer 3 goes to card + 4
answer 4 goes to card - 5
answer 5 goes to card + 7
answer 6 goes to card + 11
answer 7 goes to card + 12
answer 8 goes to card + 13
answer 9 goes to end
answer 10 goes to card + 15
-- end list card

etc.

This card format allows the user to select a destination from a list. This might be used as a "menu" card at the beginning of a case study where there were several alternatives, or to direct students to a number of different resources.

List of prompts.

Note unused prompts. Requires a linking destination corresponding to every prompt.

Users can be linked backwards as well as forwards, also, as below, to end the case.

Careful counting is required to ensure that the destination card does exist (a number too large causes an exit).

The file must end with one of the --end statements. "etc." merely denotes continuation.

Notes for using CAL Maker

INFORMATION CARD.

NOTES

YOUR INPUT

CARD line 1 contains Card Title for top of card. This field contains roughly 19 characters. Only the characters which fit into the field will be displayed.

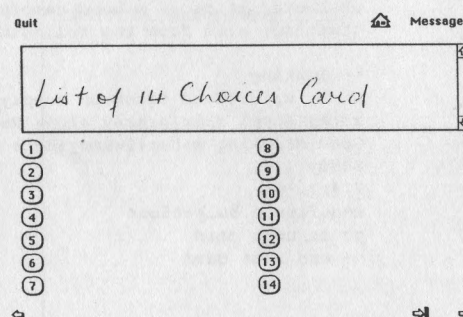
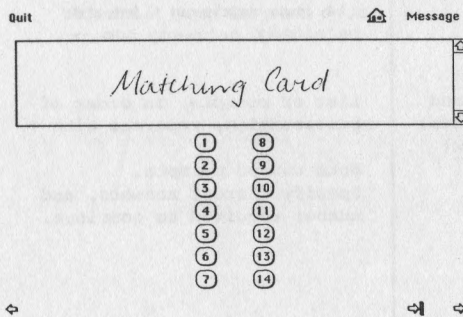
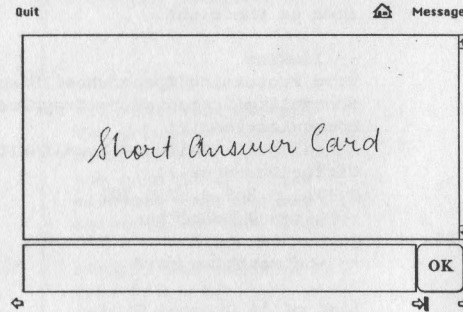
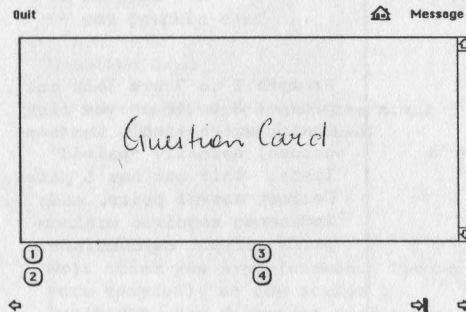
LINE 3...LINE Z.

The standard stack allows more text to be displayed than will fit on the screen at one time. Using the standard Macintosh "sliding bar" text window. Although we can display large blocks of text, authors are encouraged to break their materials into individual cards so that no single card has more than about 150 words of text.

This is required to end text. One destination only. Required to end the card.

-- linking
go to next card
-- end information card

TECHNICAL INFORMATION.



GRAPHIC CARD.

NOTES

YOUR INPUT

CARD line 1 contains Card Title for top of card. This field contains roughly 19 characters. Only the characters which fit into the field will be displayed.

LINE 3...LINE Z.

Any text on this card will be ignored. The graphic will be pasted to this card at a later stage. If a graphic is too large to fit on one card it will need to be shrunk to a suitable size.

This is required to end text.
One destination only.
Required to end card.

-- linking
go to next card
-- end graphic card

TECHNICAL INFORMATION.

QUESTION CARD.

NOTES

YOUR INPUT

CARD line 1 contains Card Title for top of card. This field contains roughly 19 characters. Only the characters which fit into the field will be displayed.

LINE 3...LINE Z.

The question is entered in this area, along with the options for up to 4 response choices.

This is required to end text.
Prompt, and response to user one after the other; separated with | character.

-- linking
NO|Response to 1st option|
YES|Response to 2nd option
may use several lines|
NO|Response to 3rd option|
NO|Response to 4th option|
Answer 2 goes to next card
-- end question card

Indicates correct response and destination.
Required to end card.

* For 2 or 3 option sets, leave the usual responses blank, eg llll.

TECHNICAL INFORMATION.

EXAMPLE FILE

Cal Maker Test
Introduction

This test text file will create a Hypercard Stack using the Information Card, Graphic Card and the Question Card.

-- linking
go to next card
-- end information card

Graphic Card

Any text on this card will be ignored. Chosen graphic will be pasted later. Remember that the graphic may need to be shrunk if it is too large to fit on one screen.

-- linking
go to next card
-- end graphic card

Question Card

Which of the following is the correct metric conversion for 1 inch to millimetres.

- (1) .254mm
- (2) 25.4mm
- (3) 2.54mm

-- linking
NO! This is incorrect!
YES! You are correct,
1 inch = 25.4mm!
NO! Sorry, wrong choice!
||
Answer 2 goes to next card
-- end question card