



Creating a “Choose Your Path” Game in Blackboard

Imagine taking a personality quiz in a magazine: your answers to multiple-choice questions earn your points, and those points place you into a specific personality category. Now, bring that same interactive experience to life in a college course using Blackboard! With this guide, you’ll learn how to design a 'Choose Your Path' activity that gamifies learning. By creating a quiz with multiple correct answers—each assigned varying point values — you can tailor the learning journey. Based on a student’s total score, Blackboard can automatically unlock a module customized to their results, making the experience both dynamic and personalized.

Instructions for Creating a "Choose Your Path" Game in Blackboard

Decide on the Paths: Determine how many paths you want students to choose from. These could be based on themes, topics, knowledge levels, or other criteria. When determining the different pathways, first identify what learning objective(s) the students will be mastering. Select themes for each module, such as realism, fantasy, etc. For example: Mad Scientist Baker (experimental), Fairytale Baker (creativity), and Great Bake-Off Baker (precision). For each theme, determine how students will demonstrate they have completed the learning objective. Will students complete the same task just stylized for the theme? Or will they complete different but equivalent tasks? For example, one assessment will involve building a prototype, while for a different themed module, students will record an explainer video.

The screenshot displays a Blackboard interface with three distinct paths for a 'Choose Your Path' game. Each path is presented in a card-like format with a representative image, a title, a 'Release conditions' link, and a brief description.

- Mad Scientist Baker**: The image shows a laboratory setting with a beaker and a test tube. The text states: "Baking is an experiment, and you're the head scientist! You love testing new recipes. Get ready to explore the science of baking with hands-on experiments."
- Fairytale Baker**: The image shows a fairy with wings standing next to a cake. The text states: "For you, baking is more than a recipe—it's a story waiting to be told. Your creativity and imagination leads the way. Prepare to bring magic to your baking!"
- Great Bake-Off Baker**: The image shows a professional kitchen with a large cake on a stand. The text states: "You thrive under pressure and aim for perfection! Precision, technique, and creativity are your strengths. Your goal is to create the best bake possible. Let the challenge begin!"



Set Up Modules: Create a module in Blackboard (Bb) for each path.

Design the Quiz: Create a multiple-choice quiz with questions that offer one answer corresponding to each path. For example, if you have three paths, each question should have three possible answers, one for each path. Ensure that all answers are marked as correct. Allow partial credit and assign varying point values to each answer. For instance: Answers aligned with Path 1: Assign 20% of the points. Answers aligned with Path 2: Assign 30% of the points. Answers aligned with Path 3: Assign 50% of the points. For a total of 100% of the points.

This short quiz will help determine your **baking personality** and assign you to a learning path. Answer each question based on what feels most natural to you—there are no wrong answers!

Read each question carefully and choose the answer that best matches your approach to baking.

Question 1 ⓘ ☐ Extra Credit 10 points

* Question Text

What excites you most about baking a cake?

* Set up the options. Choose one or multiple correct answers.

☒ Allow partial and negative credit ⓘ ☐ Allow negative overall score

You can use negative percentages to subtract points for incorrect answers.

Options	Percentages
☒ Experimenting with different ingredients and seeing what happens.	20 %
☒ Creating something magical and unique with a special touch.	30 %
☒ Perfecting the technique to achieve the best possible result.	50 %

[Add Option](#)

☒ Automated Feedback

Cancel Save

Set Performance Release Conditions: Define performance release conditions for each module based on the total quiz points. For example: **Path 1** (fewest points): Minimum = 0 points, Maximum = lowest partial credit threshold. **Path 2:** Minimum = next point range, Maximum = mid-range. **Path 3** (most points): Maximum = the total possible points. In the example above, the highest partial points awarded for a correct answer is 50% in the question points, which would be 5 pts. For a six-question quiz, the maximum number of points a student will achieve would be 30 out of 60 possible points. The min number of points would be 12 pts. Since there are 3 paths, divide by three, which would be a 6-point range between each path: 12-17 pts for Path 1, 18-23 pts for Path 2, and 24-60 pts for Path 3.



Table 1. Example for a quiz with 6 questions (10 points each) and three paths:

Path	Minimum Points	Maximum Points
1	0	17
2	18	23
3	24	60

Release Conditions

Limit access to this content by creating rules with one or more conditions. Course members will need to satisfy the conditions for at least one rule before content is released. Changes to the visibility or release conditions apply to the linked item and all associated course links.

When will content appear?
Choose if you want the content to appear **before** course members meet the release conditions

☐ Show Hidden items don't appear in the content list until conditions are met
☒ Hide

Add new rule

Rule 1
Students must earn 0 points to 16 points on What Kind of Cake Baker Are You? to access this content

Rule 1
Choose which course members and groups will have access to this content

☒ All members
☐ Specific members or groups

☐ Date/Time
☒ Performance

Gradable item
What Kind of Cake Baker Are You?

Requirement
Custom range

Use grading schema
Minimum points: 0 / 60 points
Maximum points: 16 / 60 points

Add performance criteria

Adjust Gradebook Settings:

Since all students technically "fail" the quiz, create a new Total Grade column that excludes the quiz from the calculation.

Note: Do not exempt students from the quiz, as this would bypass the module Performance Release conditions and unlock all modules for them.

Control Module Visibility:

When creating performance release conditions, select the "Hide until released" option for the modules. This ensures students only see the module relevant to their chosen path.

Copying for Future Semesters:

Be aware that performance release conditions do not copy over when you duplicate the "Choose Your Path" game. You will need to reconfigure these conditions each semester/section.