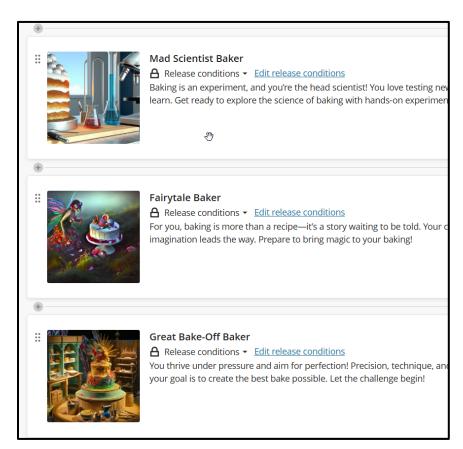


Creating a "Choose Your Path" Game in Blackboard

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

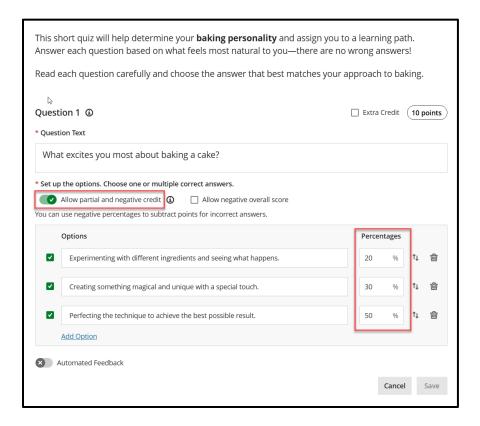
Decide on the Paths: Determine how many paths you want students to choose from. These could be based on themes, topics, knowledge levels, or other criteria. When determining the different pathways, first identify what learning objective(s) the students will be mastering. Select themes for each module, 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.





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 3: Assign 50% of the points. For a total of 100% of the points.

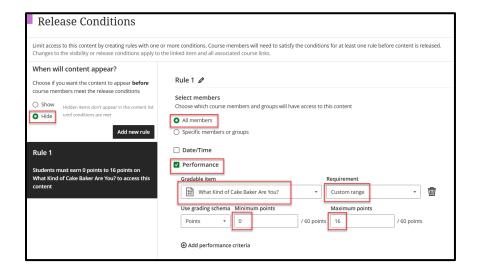


Set Performance Release Conditions: Define performance release conditions for each module based on the total quiz points. For example: **Path 1** (fewest points): Minimum = 0 points, Maximum = lowest partial credit threshold. **Path 2**: Minimum = next point range, Maximum = mid-range. **Path 3** (most 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



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.