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USING STQRY BUILDER

Q GETTING STARTED

STQRY Builder is the online development platform of STQRY (https://stqry.com) a business providing world class digital solutions for destinations with stories to share.

STQRY Builder has been used to create the **two** existing mobile tours published on the **Discover Robe** native Apple and Android apps and the web-based version of the app https://discoverrobe.stqry.app. Existing content in these tours can be modified using STQRY Builder to add new tours and to edit existing stops and their content.

To use STQRY Builder you will need a **STQRY editor** account. To request an account, email the STQRY customer support portal (support@stqry.com) with your name, affiliation and the name of app (Discover Robe). You will receive a reply email with a link to click to accept the invitation to be a developer in STQRY Builder and instructions on how to create your own password. You will also receive a confirmation email that you have been added.



Login to <u>https://builder.stqry.com</u> with your email address and the password you created on accepting the invitation.

Note: You can always click into the topright corner circle on the STQRY Builder page, select manage accounts and change your password at any time.



Watch

Click on the image opposite or the link below to view a video (23m 29s) on using the STQRY Builder. It will take you through all the steps necessary to create your tour.

https://youtu.be/Hmgu-3iSSoo

Q EDITING CONTENT IN STQRY BUILDER



After you login to <u>https://builder.stqry.com</u>, the 'Discover Robe' project icon will display. Click on the **Content tab** to show the tours in the project, TOUR A, TOUR B. The other image (Obelisk on cliff) identifies what is called a Collection – it links the tours together to display as a menu. This includes a Guidelines screen to help the audience to understand how to engage with the mobile tour.



Next Step

Click on a tour to open its **overview screen** (*see next page*) and edit any of the **general information** related to the tour (*if required*). Alternatively from the overview screen click on the **Stops tab** to show the Story Screens used at each stop in the tour (*see example for Tour A on page 3*).

QEDITING CONTENT IN STQRY (continued)

C Discover Robe (Tour A)/ tour	Overview Stops Ma
Feelah Add a Januara ()	—T
Englian Add a ranguage 🕤	Launch Preview Want to get a full demo?
General Details	Get in Touch
Title O Short Title O	
Discover Robe (Tour A) Discover Robe (Tour A)	Associated Items
Type: Collection Tour ~	COLLECTION LIST (1)
B I <u>U</u> S <u>%</u> Format → ☱ ☱ 99 圭 圭 클 ☰ —	DISCOVER ROBE
Robe has a remarkable history! For at least 30,000 years the area was home to the Boandik First Nations peoples. In	
1839 the first European settlers came and Robe became one of southern Australia's busiest commercial trading ports then later, in the I800s, thousands of Chinese microsoft bunglish diversity Dates and the Isotana and the	
Today Roha is home to should find the more than the victorian gouldeus.	
Tour Settings	
Tour type: ① Walking ~	
Grade ①	
* ****************	
Unspecified 1 2 3 4 5	
Initial layout ① Tour mode ①	
Default Man Self- Guided Auto-	
Guided Play	
Tour Duration Range	
Tour Distance	
Distance ①	
Distance Km 🗸 One way 🗸	
Cover Options	
Large ① Square ①	
Large 🕖 Square 🕕	
Large () Square ()	
Large O Square O	
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Lrge O Squre O	
Large O Square O	
Lurge O Square O	
Large O Square O Square O Addio preview O O O O O O 27 O I O I O O O O O O O O O O O O O O O	
Additional Options	
Lurge Square Audio preview 000/027 000/027 0 Additional Options	
Lurge () Square () Audio preview () () • 000/027 • • : ()	

Click on the **Stops tab** to show the Story Screens used at each stop in the tour (see example for Tour A on page 4).

Overview Screen

- Tour Settings
- Tour Duration
- Tour Distance
- Cover Options
- Audio preview
- Additional Options

QEDITING CONTENT IN STQRY (continued)

~	Discover Robe (Tour A)/tour	Overview Stops Map	
tems (11)		④ Add	Launch Preview
Obelisk Story Screen	Keypad #: E.g. 8		Get in Touch
Robe Gaol Story Screen	Keypad #: E.g. 8		Associated Items ①
Karatta House Story Screen	Keypad #: E.g. 8		COLLECTION LIST (1) ✓ DISCOVER ROBE →
Customs House	Keynad # E g 8		

Next Steps

Use the pencil icon 🦯 to open a Story Screen to edit its content. This may involve:

- adding, deleting or editing its rich media (videos, audio and images etc)
- adding, deleting or editing its lean media (text)
- re-assembling the order of the Story Screens
- setting up and adding content to a new Story Screen
- creating new quizzes and questions, editing existing quizzes and its questions
- creating a new stop
- assigning a new Story Screen to a stop

New Tours

You may also wish to build a **new tour** with new stops, stories, media and quizzes. This will involve all the above tasks (and the following):

- creating the tour overview
- adding the new tour to the list or collection of tours displayed on the homepage
- modifying content in the Tabs app

THE INSTRUCTIONS IN THE REMAINDER OF THIS BOOK TAKE YOU THROUGH THE STEPS FOR CREATING A NEW TOUR AND EDITING THE ELEMENTS OF AN EXISTING TOUR

QCREATING A NEW TOUR



Next Steps

Choose the **Tour** option from the screen above and click **Create** to open the **Tour Overview** screen (see page 3) and complete its details. Note: Some content (audio, images) may need to be created first in order to complete all the elements in this screen.

THE NEXT SECTIONS WILL COVER HOW TO CREATE AND ORGANISE THE DIFFERENT CONTENT FOR YOUR TOURS

Q TYPES OF CONTENT IN STQRY

TOURS

Link screens together in a sequential order.

SCREENS Story Screen Add widgets to build tour stops, list pages, about us, etc. (most common). Web Screen Embed a web page, HTML, or mini web app. Screen Panorama Create a panorama image with hotspots that can link to other screens.

MEDIA

A library of images, audio and videos available to the STQRY builder. You can upload them directly from your computer into either the media library or the STQRY element (video, audio) being developed after which they will be saved in your media library and can be re-used.

Q MEDIA

Recent research[1] suggests that creating rich digital stories of people, places and events using multimedia (video, audio, images) helps to deliver a *'sense of place'* ie. the unique collection of visual, cultural, social and environmental characteristics that provide meaning to a location.[2]

Adding Audio

Audio can be added to a screen, tour overview, or in a slideshow.

- 1. In the Collection & Tours screen, under **Content** select the **Media** tab.
- 2. Click **Add** then select **Audio** from the media item type.



 Edmonds, R. and Smith, S. (2017) "From playing to designing: Enhancing educational experiences with location-based mobile learning games", Australasian Journal of Educational Technology. Melbourne, Australia, 33(6). doi: 10.14742/ajet.3583.

[2] Vasilevski, N. and Birt, J., 2019, September. Towards optimising place experience using design science research and augmented reality gamification. In Australasian Simulation Congress (pp. 77-92). Springer, Singapore

Name 🕐 🤺	Title Will appear in pause button	the app next to the play/
Enter the name	Enter the title	
Thumbnail image 🕕	Audio file 🛈	Do not compress ① 🤇
Drag & drop an image or choose from computer	Drag & drop an ai choose from cr	udio file or 60
Transcription Will appear behind the play/pause button		Upload your file h
B I ∐ 99 ≡ ≡ ∂ ×		
Enter transcription		

- 3. Upload the audio file (eg .mp3, .m4a, wav) from your computer.
- 4. Add:

a.Thumbnail Image (optional) b.Transcription

- c.Title
- 5. Once uploaded you can add audio files to a screen or use the same file across multiple screens.

Adding Images

- 1. In the Collection & Tours screen, under Content select the Media tab.
- 2. Click **Add** then select **Photo** from the media item type.
- 3. Upload the image (.jpg, .png etc)

4.Add:

a.Caption - text will show when the user taps on the image.

- b.Attribution text will show within an information tab when the user taps on the image.
- c.Description alt-text to be used by iOS and Android screen readers.

			Choose me	dia item type			
Photo or graphic image in any supported format		Video Video content in any supported format Add		Cideo URL Embedded YouTube or Vimeo video	0	AR AR model in reality, gab or usidz fromat Add	
Audio or music track in any supported format	R	Animation Animation in GIF, APNG or animated WebP format		ZIP-file Archive file folder in ZIP format			

Name 🕕 🥢	Image 🕕 🗾 🖌 Upload your image fi
Enter the name	
Attribution ①	
Enter attribution	Drag & drop an image or
×	choose from computer
Will appear behind	
an informational tab after the user	Does not appear in the app but w
Caption ① taps on the image	Description 0 - be read by device's accessibility
BIØ	B I ⊻ 99 ⊨ ≡ <i>⊗</i> × screen reader
Enter caption	Enter description
•	

5. Once uploaded you can add image files to a screen or use the same file across multiple screens.

6. You can upload images directly to a screen using the Media Gallery screen item. The image will then be saved into your media library.

7. Click here for more information about image sizes (https://support.stqry.com/hc/en-us/articles/360001801195)

Adding Video

STQRY Builder allows **video files** to be uploaded or **web videos** to be embedded.

Uploading a Video to the Media Library

- 1. In the Collection & Tours screen, under **Content** select the **Media** tab.
- 2. Click **Add** then select **Video** from the media item type.
- 3. Upload the video file (eg .mp4, .mov) add a preview photo and upload a transcript.

r	(Cl <mark>oose me</mark> d	dia item type		×
Photo Photo or graphic image in any supported format	Video content in any supported format Add	B	Video URL Enbedded Youlube or Vimeo video Add	AR model in reality, gab or used from at	
Audio Audio o music track in any supported format	Animation Armadon in GP, APNG or animated Web ^a Format Add		ZIP-file Active file folder in ZIP format Coming soon		
_	Need help cho	osing? View our	help articles Or Chat with us	_	

English \vee			
Name 🕕 🧳	Only used in the builder. The nam	e will not appear in the app	Upload your
Enter the name			vido file
Thumbnail image		Video File ①	
Drag cho	& drop an image or ose from computer	Drag & drop a video file o choose from computer	ar (C)
Preview 🕚	Preview image	/	Preview your video here
			Ø
			٢
Transcription ①	Will appear behind a tra	nscript icon that the user can ta	o to view

- 4. Once a video file has been uploaded you can add it to a screen or use the same file across multiple screens.
- 5. Video files can be uploaded in any quality but be aware that its size will impact the overall file size of the tour download. Also, as most users will be on mobile phones having HD videos isn't important for the smaller screens.
- 6. Supported video formats include: 3gp, asf, avi, divx, flv, m4a, mkv, mov, mp4, mpeg, mpeg-ps, mpeg-ts, mxf and webm. STQRY Builder will convert any of these formats to the device it is being played on.

Embedding a Web Video

If you do not have a video file itself you can embed a link to a video on Youtube or Vimeo.

In the Collection & Tours screen, under Content select the Media tab.
 Click Add then select Video URL from the media item type.



Photo Photo or graphic image in any supported format Add		Video Video content in any supported format Add	B	Video URL Embedded YouTube or Vimeo video	AR AR model in .reality.,gab or .usdz fromat	
Audio Audio or music track in any supported format	R	Animation Animation in GIF, APNG or animated WebP format		ZIP-file Archive file folder in ZIP format		

- 3. Paste the Youtube or Vimeo URL and upload a preview image
- 4. Once uploaded you can add it to a screen or use the same file across multiple screens.

Name ①	 Only used in the builder. The name will not appear in the app 	Paste video URL	Paste Youtube or Vimeo link here	
Thumbnail image ①				
	D	rag & drop an image or choose from computer		
			Preview image	
Cancel			Save	Save & Cl



Make notes about using media here

Q SCREENS

A **Screen** is where you assemble your content (video, audio, images, text, etc) into sections. Each screen is linked to a location (stop) in your tour.

	Screens		Collections & Tours Screens C	uizzes Me
Story Web Panorama Al		Search	1	c
Add new screen				

- 1..Click on **Content** then **Screens** from the top-level menu of STQRY Builder.
- 2. Click [+] Add new screen.
- 3. Create the type of screen you will use see below (in most cases it will be a STORY screen).

	Create a Story, Web or Panorama Scree	en O
Add multivle widgets such as text, images, audio, location, links, etc.	WED Embed a webpage, add HTML, or upload a mini web app.	Panorama A panorama image with the ability to add hotspots.
English V Create	English V Create	English V Create

- 4. Fill in the following details.
 - a. **Title** this will be the main title used for the screen.
 - b. Short title this will be used when there is limited text space.
 - c. Large cover photo used in wide lists and as the header image when Image & Title is selected. The image will be cropped to a 16:9 aspect ratio. If 'None' is selected the screen will not have image header. Selecting 'no image' is often used when the first (uppermost) item in your screen is an image or a video and you do not want two visual media items is juxtaposition to each other.

Q SCREENS (continued)

- d. **Square cover photo** used in compact lists. Image will be cropped to a 4:3 aspect ratio.
- e. Location Use the search field in the map to key-in the name of the general location for your tour to bring up a map of that area and a map pin at its centre. Zoom in on the map and use your mouse to drag the map pin to the exact location of your stop that this screen story is specifically related to and click Save & Close. There will be an opportunity to make further adjustments to the location of the map pin later if you need to alter its position.



Q ADDING CONTENT TO A SCREEN

1. After setting up your screen, you can bring in different types of content by clicking on the **[+] New section** button.

Screen Details	0
Test22 test22	
Screen Items	⊕ New section

2. Choose from the section type **options** presented below. The standard sections to add to tell your story are text, rich media (video, audio, images), links or buttons and quizzes.

Т	Text section ()		Media gallery section ①	(5)	Price section ()	
	Block of text that can be styled with links, bold, lists, etc.		Single or multiple media items such images, audio and video.		List of items for displaying prices blocks.	
田	Location section ①	0	Opening times section ①	8	Social media links section ①	
	Select the location on the map with the marker, address and link.		List of items for displaying blocks with opening times.		A section of social media links that can be either in a list or as a series	
Ā	Slideshow section ①	Ø	Links or buttons section ①	坦	Image slider section ①	
	List of multiple media items such images or audio file.		A list of links or buttons that can link to other screens or websites.		Two media items with sliding preferences.	
0	Menu section 🕕	*	Quiz score section ①	?	Quiz question section ①	
	References a menu collection		Score for selected quiz		References a quiz question	

See the later sections in this book on 'Other Options and Third-Party **Inclusions**' for some of the other section types which can be included. Once created and inserted into the screen the section can be moved up/down the screen using the [\equiv] symbol next to the section type.

An **example** of a screen showing content is presented on the next page.

Q SCREEN DETAILS AND ITEMS

\leftarrow	Caledo	onian Inn/Screen Story
English Add a language 🕑 Screen Details	Screen Image	Map showing stop
Caledonian Ir	Inn	Robe
Screen Items		③ New section
untitled	Video Text	
T CALEDONIAN INN (2	m 05s)	le 0 up/de
T untitled		a o =
'The Callie' as it is know It had a long-gabled ro casement windows. Up from the Koning Willer of life in Robe, capturin cellar, a kitchen and st Elizabeth continued to several times and in th	who to locals was built in the late 1850s by Scotsman, Peter McQueen, of covered with wooden shingles, wide stone chimneys and ostairs the builders made use of cabin doors and timbers salvaged In I shipwrecked in Guichen Bay in 1857.1t became an important part of trade from both the town and willages having 12 bedrooms, a good builting for six horses. After McQueen's death in 1872, his wife operate the hotel until 1880 after which it changed ownership envil 1880s was converted into an accommodation house for Link to 3rd	
@ untitled	parrapp	0 0
Caledonian I.		
<i>Learn</i> More	Youtube video	0
Ø Watch a vid	question	

Make notes about using screens here

Q QUIZZES

Quizzes bring a simple gamification element into tours and if properly constructed can encourage your audience to 'spend more time' at a location to find the answer to a quiz question. Recent research[3] suggests that performing activities at a place that encourages a longer stay, adds meaning and increases a sense of the place.

There are **three** steps involved in creating quizzes and bringing the questions in the quiz into the tour.

- 1. Creating the quiz
- 2. Constructing the quiz questions
- 3. Adding questions to the stops in the tour

Creating the Quiz

- 1. Click on your Project Content Quizzes on the sub-menu.
- 2. Click on Create Quiz.
- 3. Give the quiz a title then Save.

	Quizzes	Collections & Tours Screens Quizz	S Media
	▲ Quizzes are currently in beta, please contact support using the chat. Learn more		
		_	
Search	Q		ite Quizz

4. You are now ready to **add questions** to the quiz.

÷	test/Quiz
English Add a language 🗇	
Quiz Details	
test test	🖉 Edit
Questions	
Search Q	Add New Question

[3] Edmonds, R. and Smith, S. (2017) "From playing to designing: Enhancing educational experiences with location-based mobile learning games", Australasian Journal of Educational Technology. Melbourne, Australia, 33(6). doi: 10.14742/ajet.3583.

Constructing the Quiz Questions

Now that you have created a quiz you are ready to add questions to it.

To do this:

- 1. Choose the question type there are 5 to choose from:
 - a. Single text choice
 - b. Multiple text choice
 - c. Free text
 - d. Single image choice
 - e. Multiple image choice



- 2. Fill in the title, number of attempts allowed, question text, text to indicate a right and wrong answer (mandatory) and any media (image and/or audio) to support the responses (optional).
- 3. Click Save then begin to add in answers to the question selecting the correct answer from the choices provided.
- 4. Click Save and close.
- 5. An example of a completed quiz question (single text choice) is shown on the next page.

	Attempts
Customs House Challenge	2
Question Text ()	
The Party was many some the same many	
Content for answers	
light Answer	Wrong Answer ()
Text	Set .
Perfecti	Try sgaint
MEEKA FOR ANSWER	A MEDIA FCR ANDINER
Inage	Ontion
Optio	
	SOLL
	T I
	• 1 •
Optic	Option
• 000/005 — • I	• 000/000 • 1 2 2
	Cancel See
AN ENVE RES	
4	Mail as control (
6	Markan servert 🔿 🗮 🖸
12	
8	Mark as convert 🔿 📃 🖸
3 Add new answer	

6. Continue adding new quiz questions which are relevant to the screens and stops in your tour. See example below.

~	D	iscover Robe (Tour A) / Quiz
nglish Add a language	\oplus	
Quiz Details		
	Discover Robe (Tour A) Discover Robe (Tour A)	C Edit
Questions		
Search	Q	Add New Question
Caledon Single text of	an Inn Challenge	
Customs Single text of	House Challenge	
Gaol Cha Single text of	illenge choice	
Karatta I Single text of	House Challenge	
Mooraky Single text of	ne Challenge	
Obelisk (Challenge	

Adding Quiz Questions to Screens

Now that you have created a quiz and added questions to it you are ready to add the questions to the screen in your tour. To do this:

- 1. Navigate to the Screen where you want to add a quiz question.
- 2. Click the [+] New section button and select **Quiz question** section from the options listed

	Test22 test22					
Scr	een Items				• New section	
Cho	ose section type					;
Т	Text section ① Block of text that can be styled with links, bold, lists, etc.		Media gallery section ③ Single or multiple media items such images, audio and video.	٢	Price section () List of items for displaying prices blocks.	
B	Location section ① Select the location on the map with the marker, address and link.	0	Opening times section ① List of items for displaying blocks with opening times.	89	Social media links section () A section of social media links that can be either in a list or as a series	
Ŗ	Slideshow section ① List of multiple media items such images or audio file.	Ø	Links or buttons section ① A list of links or buttons that can link to other screens or websites.	띺	Image slider section () Two media items with sliding preferences.	
00	Menu section ① References a menu collection	*	Quiz score section ① Score for selected quiz	?	Quiz question section ①	

3. Select the **quiz** first from the LHS dropdown menu then a **question** from the quiz from the RHS dropdown menu window and save. Move the quiz question to the appropriate place it should appear in your Screen (usually this is the last section of screen elements).

Quiz ①	Question ①	
Discover Robe (Tour A)	 Select a quiz question 	~
1	Caledonian Inn Challenge	
	Customs House Challenge	

Q OTHER OPTIONS

- 1. To offer additional functionality to your tour you may wish to consider adding one or more of the following as a section in a screen.
 - a. **quiz score section** to automatically compile (total) the number of correct responses to the questions in the quiz taken by your audience completing the tour. It can be either added to the last section of the last stop in your tour (simplest – if the stops in your tour progress in a linear format) or added as a separate Stop/Screen in the tour. This latter option is sometimes used when you want your audience to finish at a specific location where they can show their quiz results to Museum/Gallery/Visitor Information Centre staff (for example) to receive a 'reward' they might be offering for finishing the tour.
 - b. slideshow (used to present multiple images)
 - c. social media section (displays as a list or icons to related social media)
 - d. image slider (shows past/present images of a site or building)
 - e. **links to third party applications** to offer your audience an opportunity to engage more effectively with your tour (eg. **survey, reflection or feedback**). Three free third-party software apps which you can use to do this include Padlet (http://padlet.com) and Lino (http://en.linoit.com), where you can create a walls which your audience can contribute posts or Google Forms (https://www.google.com.au/forms/about) for simple surveys, reflection and feedback. After creating the resulting wall or form its URL can be hyperlinked from the Links or Buttons section type to a new section within a stop in your tour.

Т	Text section ①		Media gallery section ①	(3)	Price section ①	
	Block of text that can be styled with links, bold, lists, etc.		Single or multiple media items such images, audio and video.		List of items for displaying prices blocks.	
B	Location section ①	O	Opening times section ①	4	Social media links section 🕕	
	Select the location on the map with the marker, address and link.		List of items for displaying blocks with opening times.		A section of social media links that can be either in a list or as a series	
Ŗ	Slideshow section ①	Ø	Links or buttons section 🕕	핖	Image slider section 🕕	
	List of multiple media items such images or audio file.		A list of links or buttons that can link to other screens or websites.		Two media items with sliding preferences.	
8	Menu section ①	*	Quiz score section 🕕	?	Quiz question section ①	
	References a menu collection		Score for selected quiz		References a quiz question	

- 2. Create a **Screen** in your tour to include **simple guidelines** to assist your audience to engage with it in the way you intend. This might include sections on 'Safety in the Outdoors', 'things to check on your phone before you begin', 'what to expect in the interpretive screens', 'FAQ' etc.
- 3. See http://discoverrobe.stqry.app for an examples of these options.

Q LINKING SCREENS TO A TOUR

Each screen you design should now have all the text, media, links to third party content and quizzes included in it as different sections. It's now time to assemble the screens together to complete your tour.

To do this:

1. Click on the Content tab then on your tour to open the overview.

	Collections & Tours	Collections & Tours Screens Quizzes Media
List Tour All		Search Q
Add new tour or list		
Add new tour or list	😂 Example tour	
Add new tour or list	🛱 Example tour	
O Add new tour or list	🛱 Example tour	
Add new tour or list	🛱 Example tour	
Add new tour or list Story Roger Edmonds (₽ Example tour C) ∨	গ Projects টি Content ৃ Help
Add new tour or list Story Roger Edmonds (* Projects 🕞 Content 📀 Help Overview Stops M
Add new tour or list Story Roger Edmonds (₽ Example tour c) ~ Example tour/tour 	♥ Projects ⑦ Content ⑦ Help Overview Stops M
Add new tour or list Story Roger Edmonds (₽ Example tour C) > C) > Example tour/tour 	♥ Projects ⑦ Content ⑦ Help Overview Stops M
Add new tour or list Story Roger Edmonds (English Add a language ④	 Example tour C) Example tour/tour 	♥ Projects ⑦ Content ⑦ Help Overview Stops N Launch Preview
Add new tour or list Story Roger Edmonds (English Add a language ③ General Details		Image: State of the set
 Add new tour or list Story Roger Edmonds (Ceneral Details 	€ Example tour C) ~ Example tour/tour	Projects Content Help Overview Stops M Launch Preview Want to get a full demo? Get in Touch
Add new tour or list Storry Roger Edmonds (Example tour C)	Projects Content O Help Cverview Stops Launch Preview Want to get a full demo? Cet in Touch
Add new tour or list StQry Roger Edmonds (Example tour C)	Projects Content O Help Overview Stops Launch Preview Want to get a full damo? Get in Touch

2. With the overview open, click on the Stops menu and the following window will appear.

story	Roger Edmonds (C) ~	° Projects ௺ Content ⑦ Help r
÷	Example tour/tour	Overview Stops Map
Items (0) New item ①	⊙ Add	Launch Preview Image: Constraint of the state of the

3. Click the [+] Add button and the window on the next page will invite you to choose a screen.

Screen
Choose a screen from your
library.
Add
1
•

4. Click the Add Screen button (shown above) to locate the library of screens you have completed then either using either the pagination or the search field as shown in the image below identify the ScreenStory appropriate for the stop.

Any Web Story Panorama Astronomy Challenge ScreenStory Astronomy Challenge ScreenStory	Linked	S	earch	٩
Astronomy Challenge ScreenStory ASTRONOMY PART 1				
ASTRONOMY PART 1				+
ScreenStory	- Todd's Adelaide			+
ASTRONOMY PART 2 ScreenStory	- Todd's Adelaide			+
Back to Morse Week - ScreenStory	Todd's Adelaide			+
Best Seat in Town! - Be ScreenStory	yond The Ice			+
< 1 2 3 4 38	>			

- 5. Using the [+] icon on the RHS, select the correct ScreenStory
- 6. Continue to repeat the process to bring in the other ScreenStory's that will comprise the content in your tour as shown in the image on the next page.

Removed (177)			0.444
items (1/)			C Add
Introduction - VICTORIA SQUARE (TARNTANYANGGA) - Todd's Adel Story Screen	Keypad #:1	Û	
Acquired Active	Keypad #:2	0	
GENERAL POST OFFICE BUILDING - Todd's Adelaide Story Screen	Keypad #:3	0	
OVERLAND TELEGRAPH - Todd's Adelaide Story Screen	Keypad #:4	0	
COMMUNITY AFFAIRS - Todd's Adelaide Story Screen	Keypad #:5	0	
Aust ROYAL INSTITUTION OF AUSTRALIA - Todd's Adelaide Story Sorean Story Sorean	Keypad #:6	0	
METEOROLOGY - Todd's Adelaide	Keypad #:7	0	
SURVEYING - Todd's Adelaide Story Screen	Keypad #:8	0	
TELEGRAPHY - Todd's Adelaide	Kunad #0		

- 7. Use the [≡] symbol to drag and drop the ScreenStorys if you need to re-order them so each follows a logical navigation path.
- 8. Click **Save & Next** when completed to enter the Map View (as shown on the next page) You will see your stops and associated map pins against a background map and can tweak their location with a drag and drop motion.

Make any notes about linking screens to your tour here



- 9. Either click the pencil (✓) icon next to the stop name or click on the map pin to open the **Stop settings** as seen in the image on the next page. Ensure GPS is ticked. You can now adjust the geo-fence radius which is used by the GPS module in a phone to automatically trigger the content at the stop in your tour (*default is 50m*). There are also other **geo-fence** settings which can be changed in special circumstances. You can also customise the default icon used to show the map pins by uploading a similar image or changing its colour if required.
- 10. Watch this video to learn more about setting up geo-fences in STQRY. (https://vimeo.com/563046008)



Q PREVIEWING YOUR TOUR

- 1. To view the **progress** of the design and development of your tour or to view the edits you are making in an existing tour either:
- Download, install and open the 'Discover Robe' app on your phone or tablet and view. Before viewing and changes either in the app or the web-based version ensure you 'check for updated content' to get the most recent updates.

and/or

- View on the web-based version of the app at https://discoverrobe.stqry.app Squeeze the RHS of the window that opens to make it 'tall and skinny' to replicate the real estate of how your tour would be seen on a mobile phone and ensure you 'check for updated content' to get the most recent updates. .
- 2. Use the **Quality Improvement Checklist** (next pages) as a tool to support the (re)design and evaluation of your mobile tour. It is a way of confirming that the key elements are included in your tour and will also assisting you to uplift the quality of your tour by providing you with with some new ideas which you may wish to include.

Q STQRY SUPPORT

General

STQRY Introduction https://vimeo.com/699034269 STQRY app builder tutorial https://www.youtube.com/watch?v=Hmgu-3iSSoo Exploring with STQRY app https://vimeo.com/530891367

Specific

Text to Speech https://vimeo.com/544382925 Text translations https://vimeo.com/563039097 Creating QR Codes https://vimeo.com/553088983

Other Support STQRY Support Portal https://support.stqry.com/hc/en-us

Q QUALITY IMPROVEMENT CHECKLIST (QIC)

The Mobile Tour **Quality Improvement Checklist (QIC)** [1] is a tool to help you self-evaluate your mobile tour. It can also assist you to uplift the quality of your tour with some new ideas which you may wish to include. The process of self-evaluation is equally good at providing ideas for renovating an existing tour as it is for evaluating a new tour. If you are really looking for a fresh perspective however, then consider completing an informal peer-review process with a colleague.

Use a tick (\checkmark) to register your assessment of each item in the checklist and use the actions column to describe the rectification if necessary.

DOWNLOAD A COPY OF THE QIC AND COMPLETE A SELF-EVALUATION OF YOUR TOUR

OVERALL EXPERIENCE	N/A	Meets Expectations	Minor Revision (10-30min)	Moderate Revision (<1 hr)	Extensive Revision (1+ hrs)	Actions
A short tour overview audio and narrative are provided to clearly explain its purpose and structure which will make it easier for the audience to navigate their way through the places and content.						
A tour conclusion or summary is provided (e.g. audio file, quiz summary, text, final reflection, survey, social media links etc) for your audience to provide feedback and to inform others about the tour etc.						
The tour contains interactive (both push and pull) content in it. The ' <i>push</i> ' being the means you use to deliver engaging content (e.g. video, audio etc) and ' <i>pull</i> ' being opportunities to involve the audience with the content (e.g. simple gamification strategies, opportunities for reflection etc.).						
Guidelines are included to assist the audience to fully engage with the tour in the way you intend. This might include sections on 'Safety in the Outdoors', 'things to check on your phone before you begin', 'what to expect in the interpretive screens', 'FAQ' etc. Don't presume your audience all know how to engage with a mobile tour.						
Content at the stops in the tour have effectively been matched to real-world locations						
The tour is designed with a clear audience cohort in mind (e.g. age, culture, interest etc)						

OVERALL EXPERIENCE (continued)	N/A	Meets Expectations	Minor Revision (10-30min)	Moderate Revision (<1 hr)	Extensive Revision (1+ hrs)	Actions
The tour is visually appealing and well sequenced in respect to its overall narrative.						
There is a concise, well written storyline which effectively links together the sources of information in the tour in a way which is engaging to the audience and relevant to the community.						
The locations (stops) in the tour are in a logical						
order, and each location builds upon the narrative of the previous one.						

TOUR CONTENT (narrative and media)	N/A	Meets Expectations	Minor Revision (10-30min)	Moderate Revision (<1 hr)	Extensive Revision (1+ hrs)	Actions
There is a variety of digital media used in the mobile tour.						
The rich media used in the mobile tour (e.g. video, audio, images) enhances its appearance and playability?						
There is a good balance between rich media (e.g. video, audio and images) and lean media (text) in the mobile tour. Lean media is media with reduced capacity to carry information but is often best for communicating simple messages. Rich media is best for communicating more complex stories.						
Tour content is logically sequenced and is presented in a variety of appropriate ways, is contemporary, engaging, and relevant.						
The mobile tour strengthens the relationship between knowledge acquisition gained from it and other non-digital sources (e.g. reading books).						
The mobile tour links contexts and content to real locations and therefore generates meaningful, real-life learning connections.						
The mobile tour integrates storytelling and rich digital media with location-awareness through GPS navigation and includes simple gamification methodologies?						
Written transcripts are included for each video and audio for accessibility.						

TOUR CONTENT (continued)	N/A	Meets Expectations	Minor Revision (10-30min)	Moderate Revision (<1 hr)	Extensive Revision (1+ hrs)	Actions
The tour includes some simple gamification strategies (e.g. quizzes, rules, navigation, tasks, problems to solve while challenging them with time limits, feedback).						
Tour content includes copyright, permissions, licensing status, references and attributions (where appropriate).						
Multimedia content is succinct and where appropriate is a compromise between high- quality and file size to maximise engagement and minimise distractions.						
Content has been included in the tour from a range of resources.						
DESIGN & RELEVANCE	N/A	Meets Expectations	Minor Revision (10-30min)	Moderate Revision (<1 hr)	Extensive Revision (1+ hrs)	Actions
A logical and consistent design exists between stops and the tour is easy to navigate.						
Elements in the tour have been effectively and logically structured for ease of use.						
Tour content is designed in manageable chunks at each stop (i.e. there are not too many items of content at each stop)						
Instructions are explicit and well written, the tour is free of grammatical and spelling errors, and all in-text hyperlinks are active						
Language in the tour is inclusive of cultural, faith- based, knowledge, linguistic, gender, and socio- economic diversities, with appropriate warnings when content may be of a sensitive nature.						
Accessibility standards are met for all content including external resources and 3rd party applications.						
The tour is authentic and meaningful and fully appropriate to the nominated audience.						
The audience has been effectively considered regarding the pacing, style, and locations used in the tour.						
The tour includes activities which are engaging, challenging and provides an appropriate, connected and interesting experience.						27

TECHNOLOGY	N/A	Meets Expectations	Minor Revision (10-30min)	Moderate Revision (<1 hr)	Extensive Revision (1+ hrs)	Actions
Navigation, rich media and other technologies are used in a meaningful way to support and enhance the learning process.						
Any advanced technical skills required by the audience for participation in the tour are scaffolded in a timely manner.						

Overall Comments