H5P Training Series:
12—Interactive Video

In this tutorial, you will learn how to create an H5P Interactive Video. Before beginning, please download the zipped file that accompanies it from ctYOU.org. You will need to use these additional files to complete this tutorial.

This tutorial encourages users to create many types of interactions relating to one short video, so that you can understand how they work. In a real situation, a short video (like the one selected for this tutorial) would rarely require a dozen interactions. However, you may want to consider using multiple H5P elements for a longer video that was produced without animation such as a TED Talk, video content that you want to emphasize, or any content that would needs additional enhancement.

IMPORTANT: Be sure to abide by copyright laws when developing learning activities based on content you do not own. See the link under the Additional Resources section for information.

Note: Before uploading images to your H5P activity, save them as JPG or PNG files at 72 dpi using RGB color, and then size them appropriately for viewing on a computer monitor.

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1. Overview of the Interactive Video Content Type

The H5P Interactive Video Content allows you to add interactive content to your videos. Create quizzes with fill in the blanks, true/false, multiple choice, single choice set, mark the words, and drag text question types. Add additional interactivity with labels, text, tables, links, images, and statements interactions.

IMPORTANT: Before creating any H5P element, be sure editing is turned on for your course site. Under the section or topic where the H5P element is to appear, click the **Add an activity** dropdown menu and choose **Interactive Content** from the list. Save your work periodically, and try out the features as you create them to help you understand how they function.

Note: See tutorial **0—General H5P Settings** for instructions on how to set up H5P activities for grades and other information.

2. Adding an Interactive Video with Text and Image Interactions

The following steps walk you through the process of adding a new Interactive Video with clickable text, links, and images:

Step	Action	Notes
1.	In the **Name** field, type in a name for the H5P interaction.	For training purposes, type: Interactive Video.
2.	In the Editor section choose **Interactive Video** from the dropdown menu of content types.	The Interactive Video editor should appear. The first time you create an Interactive Video, a tour of the video editor will appear. To view the tour again, click the **Tour** button in the top right corner of the Interactive Video Editor box.
3.	Click on the **Add file** button under the **Add a video** heading. This button appear as a rectangle with a dashed line border with a plus sign in the middle. **IMPORTANT:** If adding a video, you may need to include a transcript to meet accessibility requirements. See sample storyboard included in the zipped file for this tutorial.	You have the option to upload or paste a video source URL. For training purposes, type or copy and paste this link into the **Paste YouTube link or other video source URL** field: https://youtu.be/Orj7p3KQcyQ **IMPORTANT:** If using H5P content in ctYOU.org, **do not upload and save a video file directly to the site. Doing so will crash the server.** Instead, upload the video to YouTube or another video-sharing site, then copy and paste the video source's URL and embed the link in your webpage. **Uploading a video file directly to ctYOU.org violates the site's user agreement.**

Step	Action	Notes
4.	Click the **Insert** button under the URL window.	
5.	Click on the **Step 2: Add interactions** tab in the top of the editor.	An **Adding interactions** window pops up.
6.	Use the toolbar above the video window to add interactions. Click on the **Text** button (T icon) in the toolbar to add a **Text** enhancement.	The text editor will display.
7.	Use the **Display time** fields to determine when the interaction will be available in the video.	For training purposes, set these fields to 0:00-0:10.
8.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, leave this unchecked.
9.	Use the **Display as** field and choose whether to display the text interaction as a button or a poster.	A **button** is a collapsed interaction that the learner must press to open. A **poster** is an expanded interaction displayed directly on top of the video. For training purposes, choose **button**.
10.	If desired, create a label for the interaction button by using the **Label** field. This step is optional.	For training, type: Nutrition Facts Labels.
11.	Use the **Text** field to enter your text for this interaction.	For training, type: You can find nutrition facts labels on most packaged foods in the USA. They provide valuable nutritional information for the consumer. Reading and understanding these labels makes it easier to abide by a healthy diet.
12.	When finished editing, click the **Done** button in the upper right corner of the text editor.	The new interaction will display over the video clip. Click and drag to reposition it on the video.
13.	Click on the **Image** button (looks like sun over mountains) in the toolbar to add an image interaction.	The image editor will display.
14.	Use the **Display time** fields to determine when the interaction will appear in the video.	For training purposes, set these fields to 4:40-4:48.

Step	Action	Notes
15.	If desired, use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, uncheck this box.
16.	Use the **Display as** field and choose whether to display the text interaction as a button or a poster.	For this exercise, choose **poster**.
17.	If desired, create a label for the interaction icon by using the **Label** field. This step is optional.	For training purposes, type: Overview of a Nutrition Label.
18.	Click the **+Add** button under the **Image** field. Browse to the desired image, select it, and then click the **Open** button.	For training purposes, navigate to the images you saved for this tutorial and open the nutrition-label.png file.
19.	Click **Edit image** to edit the photo, if necessary.	For training, skip this step.
20.	Click **Edit copyright** to add copyright information, if necessary.	Because the images we use for training are in the public domain, there is no need to enter copyright information at this time.
21.	Type in a brief but concise description of the image in the **Alternative text** field. This text appears if the browser fails to load the image and is read aloud to the visually impaired in special screen readers.	For training purposes, type: Overview of a nutrition label for macaroni and cheese.
22.	When finished editing the image interaction, click the **Done** button in the upper right corner of the image editor.	The new interaction will display over the video clip. Click and drag to reposition it on the video, if necessary.
23.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
24.	The Interactive Video will display. Notice that the location of the interactions appear as blue dots in the video's progress bar.	

3. Adding a Statements Interaction

Return to the editing screen for the Interactive Video you created for this tutorial, click on the **Step 2: Add interactions** tab, and then use the following steps to add a Statements interaction (a type of quiz).

Step	Action	Notes
1.	Click on the **Statements** button in the toolbar.	When you hover over the icon, it will read **Statements.** The statements editor will display.
2.	Use the **Display time** fields to determine when the interaction will be available in the video.	For training, set these fields to 4:49-4:59.
3.	If desired, use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, check this box.
4.	Use the **Display as** field and choose whether to display the text interaction as a button or a poster.	A **button** is a collapsed interaction that the learner must press to open. A **poster** is an expanded interaction displayed directly on top of the video. For training, choose **button**.
5.	Create a label for the interaction icon by using the **Label** field. This step is optional.	For training, type: Summary.
6.	Enter your introductory text for the summary interaction in the **Introduction text** field.	For training, leave this at the default: Choose the correct statement.
7.	Enter the correct statement into the first of the **Statement** fields.	Only the first statement is correct. For training, type: Nutrition facts labels can help you make healthy food choices.
8.	Enter at least one incorrect statement in the following **Statement** field(s).	You can add as many incorrect statements as you wish by clicking on the gray **Add statement** button. For training, type: Nutrition facts labels are important because they list each product's country of origin.
9.	Click the blue **ADD STATEMENTS** button.	
10.	Enter the correct statement into the first of the **Statement** fields.	Only the first statement is correct. For training, type: Each gram of protein has 4 calories.

Step	Action	Notes
11.	Enter at least one incorrect statement in the following **Statement** field(s).	You can add as many incorrect statements as you wish by clicking on the gray **Add statement** button. For training, type: Each gram of carbohydrates has 9 calories.
12.	Click the gray **Add statement** button to add one more incorrect statement in the **Statement** field.	For training, type: Each gram of fat has 4 calories.
13.	When finished editing the interaction, click the **Done** button in the upper right corner of the editing box.	The new interaction will display over the video clip. Click and drag to reposition it on the video, if necessary.
14.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.

4. Adding Bookmarks

Return to the editing screen for the Interactive Video you created for this tutorial, click on the **Step 2: Add interactions** tab, and then use the following steps to add a Bookmark interaction.

Step	Action	Notes
1.	Drag the progress button below the video and pause the video at the 1:04 mark.	
2.	Click on the **Step 2: Add interactions** tab.	
3.	Click on the **Bookmark** button (looks like a banner or a flag), located below the video display window between the play button and the progress bar.	
4.	Click on **+ Add bookmark** in the box that pops up.	
5.	In the bookmark box that pops up, click to type a label for the bookmark.	For training, type: Fats.
6.	When finished typing, press **Enter** to save the bookmark.	
7.	Drag the progress button below the video and pause the video at the 2:40 mark.	

Step	Action	Notes
8.	Click the **Bookmark** button (located next to the Play button).	
9.	Click on **+ Add bookmark.**	
10.	In the bookmark box that pops up, click to type a label for the bookmark.	For training, type: Carbohydrates.
11.	When finished typing, press **Enter** to save the bookmark.	
12.	Drag the progress button below the video and pause the video at the 3:32 mark.	
13.	Click on **Bookmark** button (located next to the Play button).	
14.	Click on **+ Add bookmark.**	
15.	In the little window that pops up, click to type a short label for the bookmark.	For training, type: Protein.
16.	When finished typing, press **Enter** to save the bookmark.	
17.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
18.	The Interactive Video will display. To display the bookmarks, click the bookmark button between the start button and the progress bar below the screen, and then click the desired bookmark.	The video will automatically advance to the place in the video marked by the bookmark.

5. Adding a Crossroads

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a crossroads to your interactive video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click on the **Crossroads** button in the toolbar.	When you hover over the icon, it will read **Crossroads.** The editor will display.

Step	Action	Notes
3.	Use the **Display time** fields to determine when the interaction will be available in the video.	For training, set these fields to 0:00-0:03.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, check this box.
5.	Enter your question into the **Question Text** field.	For training, type: Click to jump to Fats, Carbohydrates, or Protein (optional).
6.	Enter the first choice option into the first **Choice Text** field.	For training, type: Fats.
7.	Enter the target time for this choice option into the **Go To** field.	The choice option jumps to this time in the video when selected. For training, set this field to 1:04
8.	Enter the next choice option into the next **Choice Text** field.	For training, type: Carbohydrates.
9.	Enter the target time for this choice option into the **Go To** field.	The choice option jumps to this time in the video when selected. For training, set this field to 2:40.
10.	Click on the blue **ADD CHOICE** button.	
11.	Enter the next choice option into the following **Choice Text** field.	For training, type: Protein.
12.	Enter the target time for this choice option into the **Go To** field.	The choice option jumps to this time in the video when selected. For training, set this field to 3:32.
13.	When finished editing the interaction, click the **Done** button located in the upper right corner of the editing window.	The new interaction will display over the video clip. Click and drag to reposition or resize it, if necessary.
14.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
15.	The Interactive Video will display. To display the Crossroads interaction, start the video and then click on one of the links displayed.	

6. Adding a Navigation Hotspot

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a navigation hotspot to your video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click on the **Navigation Hotspot** button in the toolbar.	When you hover over the icon, it will read **Navigation Hotspot.** The editor will display.
3.	Use the **Display time** fields to determine when the interaction will be available in the video.	For training, set these fields to 2:20-2:21.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, check this box.
5.	In the **Destination** box, select an option from the **Type** dropdown menu.	The dropdown menu lists two options: • **Timecode** sets the navigation hotspot to a time marker in the video • **Another page (URL)** sets the navigation hotspot to the URL address of another webpage For training, select **Timecode**.
6.	Use the **Go To** field to determine the time the navigation hotspot will send the user to in the video.	For training purposes, type: 1:04.
7.	Use the **Shape** dropdown in the **Visuals** box to determine the shape of the hotspot.	The options include Rectangular, Circular, and Rounded Rectangle. For training, select **Rounded Rectangle**.
8.	Use the **Background color for hotspot** dropdown menu to select a color. Click **Choose** when done.	For this exercise, select the dark gray option just below transparent, which is designated as RGB(67, 67, 67).
9.	Set the **Use pointer cursor** field as desired.	For training purposes, **check** this box.
10.	Set the **Add blinking effect** field as desired.	For training purposes, **uncheck** this box.
11.	Type a brief description of the subject the hotspot covers in the **Alternative Text** field.	For training purposes, type: Review section on fats.
12.	Type a label in the **Hotspot Label** field.	For training purposes, type: Click to review Fats.
13.	Set the **Show label** field as desired.	For training purposes, **check** this box.

Step	Action	Notes
14.	Use the **Label color** dropdown menu to select a color. Click **Choose** when done.	Do not choose the same color you chose for the background color. The two colors should contrast enough so that the label is easy to see. For training, select white, which is designated as RGB(255, 255, 255).
15.	When finished editing the interaction, click the **Done** button in the upper right corner of the editing window.	The video will display video clip.
16.	Drag the progress marker to 2:20 to view the new interaction.	Click and drag to reposition or resize the rounded rectangle on the video, if necessary.
17.	Click **Save and display** at the bottom of the screen when finished editing. Try out the new interaction.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.

7. Adding Labels

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add three labels to your interactive video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click the **Label** button in the toolbar (appears as a black box with rounded corners with a dash in the middle).	When you hover over the icon, it will read **Label.** The editor will display.
3.	Use the **Display time** fields to determine when the interaction will appear in the video.	For training purposes, set these fields to 1:04-2:19.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training purposes, **uncheck** this box.
5.	Enter the text for the label into the **Label** field.	For this exercise, type: Information on Fats.
6.	When finished editing the interaction, click the **Done** button.	The video will display.
7.	Use the progress bar to locate the 1:04 in the video. Click and drag to reposition the label on the video, if necessary.	

Step	Action	Notes
8.	Click the **Label** button in the toolbar.	When you hover over the icon, it will read **Label.** The editor will display.
9.	Use the **Display time** fields to determine when the interaction will appear in the video.	For training, set these fields to 2:40-3:31.
10.	Enter the text for the label into the **Label** field.	For training, type: Information on Carbohydrates.
11.	When finished editing the interaction, click the **Done** button.	The new interaction will display over the video clip. Click and drag to reposition it on the video, if necessary.
12.	Use the progress bar to locate the 2:40 in the video. Click and drag to reposition the label on the video, if necessary.	
13.	Click the **Label** button in the toolbar.	When you hover over the icon, it will read **Label.** The editor will display.
14.	Use the **Display time** fields to determine when the interaction will appear in the video.	For training, set these fields to 3:32-3:43.
15.	Enter the text for the label into the **Label** field.	For training, type: Information on Protein.
16.	When finished editing the interaction, click the **Done** button.	The new interaction will display over the video clip. Click and drag to reposition it on the video, if necessary.
17.	Use the progress bar to locate the 3:32 in the video. Click and drag to reposition the label on the video, if necessary.	
18.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.

8. Adding a Table

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a table to your interactive video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click on the **Table** button in the toolbar.	When you hover over the icon, it will read **Table.** The editor will display.
3.	Use the **Display time** fields to determine when the interaction will appear in the video.	For training, set these fields to 4:33-4:43.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, **uncheck** this box.
5.	Use the **Display as** field to determine if the interaction will be displayed as a button or a poster.	A **button** is a collapsed interaction the user must press to open, whereas a **poster** is an expanded interaction displayed directly on top of the video. For training, choose **button**.
6.	Type a label into the **Label** field.	For training purposes, type: Calories per Gram of Each Macronutrient.
7.	Edit the table in the **Table** field.	
8.	Change the name of **Heading Column 1.**	For training purposes, change this heading to: Macronutrient
9.	Change the name of **Heading Column 2.**	For training purposes, change this heading to: Calories per Gram
10.	Right-click on the table to add additional rows and columns, if necessary.	For training purposes, right-click on the bottom row of the table and click **Row > Insert Row After**.
11.	Right-click on the table and select **Table Properties** to make additional adjustments, if necessary.	For training, change the values of both the **cell spacing** and the **cell padding** to 5, and click the **OK** button when finished.

Step	Action	Notes
12.	Change the contents in the rows and columns of the table.	For training, change the following: • Row 1 Col 1: Fats • Row 1 Col 2: 9 • Row 2 Col 1: Carbohydrates • Row 2 Col 2: 4 • Row 3 Col 1: Protein • Row 3 Col 2: 4
13.	When finished editing the interaction, click the **Done** button in the upper right corner of the editing window.	The new interaction will display over the video clip. Click and drag to reposition it on the video, if necessary.
14.	Use the progress bar to locate the 4:33 mark in the video. Click and drag to reposition the button for the table, if necessary.	
15.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
16.	Test the new interaction you created.	

9. Adding a True/False Question

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a True/False question.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click on the **True/False Question** button in the toolbar (appears as a checkmark and X).	When you hover over the icon, it will read **True/False Question.** The question editor will display.
3.	Use the **Display time** fields to determine when the interaction will appear in the video.	For training purposes, set these fields to 2:20-2:21.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training purposes, **check** this box.

Step	Action	Notes
5.	Use the **Display as** field to determine if the interaction will be displayed as a button or a poster.	A **button** is a collapsed interaction the user must press to open, whereas a **poster** is an expanded interaction displayed directly on top of the video. For training, choose **poster**.
6.	Type your question in the **Question** field.	For training, type: All types of fats are unhealthy.
7.	Mark the answer as True or False in the **Correct answer** field.	For training, mark the answer as **False**.
8.	When finished editing the interaction, click the **Done** button.	The new interaction will display over the video clip. Click and drag to reposition it on the video, and resize the question area to eliminate the need for any scrolling, if necessary.
9.	Use the progress bar to locate the 2:20 mark in the video, and click and drag to reposition the question on the screen, if necessary.	
10.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in Moodle or ctYOU.org. Saving may be different in other applications.
11.	Test the new interaction you created.	

10. Adding a Multiple-Choice Question

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a Multiple-Choice question to your interactive video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click the **Multiple Choice** button in the toolbar.	When you hover over the icon, it will read **Multiple Choice.** The question editor will display.
3.	Use the **Display time** fields to determine when the interaction will be available in the video.	For training, set these fields to 4:19-4:20.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, **check** this box.

Step	Action	Notes
5.	Use the **Display as** field to determine if the interaction will be displayed as a button or a poster.	For training, choose **poster**.
6.	Type your question in the **Question** field.	For training, type: Which of the following is a macronutrient?
7.	Type your first answer option in the **Text** field of the first **Option** block.	For training, type: Fat.
8.	Use the checkbox next to **Correct** to indicate if the option is correct or incorrect.	For training, check this box to mark it as correct.
9.	Type your next answer option in the **Text** field of the following **Option** block.	For training, type: Iron.
10.	Use the checkbox next to **Correct** to indicate if the option is correct or incorrect.	For training, leave this box unchecked.
11.	Click on the **ADD OPTION** button.	
12.	Type your next answer option in the **Text** field of the following **Option** block.	For training, type: Zinc.
13.	Use the checkbox next to **Correct** to indicate if the option is correct or incorrect.	For training, leave this box unchecked.
14.	Click on the **ADD OPTION** button.	
15.	Type your next answer option in the **Text** field of the following **Option** block.	For training, type: Vitamin D.
16.	Use the checkbox next to **Correct** to indicate if the option is correct or incorrect.	For training, leave this box unchecked.
17.	When finished editing the interaction, click the **Done** button in the upper right corner of the editing box.	The new interaction will display over the video clip.
18.	Use the progress bar to locate the 4:19 mark in the video, and click and drag to reposition the question on the screen, if necessary.	
19.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
20.	Test the new interaction you created.	

11. Adding a Single-Choice-Set Question

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a Single-Choice-Set question to your interactive video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click on the **Single Choice Set** button in the toolbar.	When you hover over the icon, it will read **Single Choice Set.** The editor will display.
3.	Use the **Display time** fields to determine when the interaction will be available in the video.	For training, set these fields to 4:24-4:25.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, **check** this box.
5.	Use the **Display as** field to determine if the interaction will be displayed as a button or a poster.	For training, choose **poster**.
6.	Type your question in the **Question** field.	For training, type: Fats, Carbohydrates, and Proteins are known as…
7.	Add answer options in the **Alternative** fields. The first field denotes the correct answer.	For training, type, "Macronutrients," in the first field and "Micronutrients," in the second field.
8.	To add more response choices, click on the gray **Add answer** button to add additional Alternative fields, if necessary.	For training, skip this step.
9.	Type your next question in the following **Question** field.	For training, type: Pasta, bread, and rice are…
10.	Add answer options in the **Alternative** fields. The first field denotes the correct answer.	For training, type, "Carbohydrates," in the first field and "Proteins," in the second field.
11.	Click on the gray **Add answer** button to add additional **Alternative** fields, if necessary.	For training, type, "Fats," in the third Alternative field.
12.	Click on the blue **ADD QUESTION** button to add additional Questions, if necessary.	For training, skip this step.
13.	When finished editing the interaction, click the **Done** button in the upper right corner of the editing field.	The new interaction will display over the video clip.

Step	Action	Notes
14.	Use the progress bar to locate the 4:24 mark in the video, and click and drag to reposition the question on the screen, as needed.	
15.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
16.	Test the new interaction you created.	

12. Adding a Fill-in-the-Blanks Question

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a Fill in the Blanks question to your interactive video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	
2.	Click the **Fill in the Blanks** button in the toolbar.	When you hover over the icon, it will read **Fill in the Blanks.** The editor will display.
3.	Use the **Display time** fields to determine when the interaction will display in the video.	For training, set these fields to 3:30-3:30.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, **check** this box.
5.	Use the **Display as** field to determine if the interaction will be displayed as a button or a poster.	For training, choose **poster**.
6.	Type instructions for the user in the **Task description** field.	For training, type: Fill in the missing words.

Step	Action	Notes
7.	Enter the question text into the **Text** field.	The following instructions appear in the editing window for the **Text** field: • Blanks are added with an asterisk (*) in front and behind the correct word/phrase. • Alternative answers are separated with a forward slash (/). • You may add a textual tip, using a colon (:) in front of the tip. For training purposes, type: Like *trans* fat, *sugar/sugars* have been linked to health problems.
8.	Click on the blue **ADD TEXT BLOCK** button to add an additional line of text.	
9.	Enter the question text into the **Text** field.	Once again, instructions appear in the editing window for the **Text** field: For training purposes, type: Foods that are high in *carbohydrates/carbs* and low in *fiber/dietary fiber* act similarly to sugars in your bloodstream.
10.	When finished editing the interaction, click the **Done** button in the upper right corner of the editing box.	The new interaction will display over the video clip.
11.	Use the progress bar to locate the 3:30 mark in the video, and click and drag to reposition the question on the screen, as needed.	
12.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle or ctYOU.org. Saving may be different in other applications.
13.	Test the new interaction you created.	

13. Adding a Mark-the-Words Question

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a Mark-the-Words question to your interactive video.

Step	Action	Notes
1.	Click the **Step 2: Add interactions** tab.	

Step	Action	Notes
2.	Click the **Mark the Words** button in the toolbar (appears with the letters abc on it).	When you hover over the icon, it will read **Mark the Words.** The editor will display.
3.	Use the **Display time** fields to determine when the interaction will appear in the video.	For training purposes, set these fields to 1:26-1:27.
4.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training, **check** this box.
5.	Use the **Display as** field to determine if the interaction will be displayed as a button or a poster.	For this exercise, choose **poster**.
6.	Type instructions for the user in the **Task description** field.	For training, type: Click the names of all the sources of healthy fats in the following text.
7.	Enter the question text into the **Textfield.**	The editing box displays the following instructions for the **Textfield:** - Correct words are marked with asterisks (*) before and after the word. - Asterisks can be added within marked words by adding another asterisk, *correctword*** => correctword*. - Only words may be marked as correct. Not phrases. For training purposes, type: Foods that are high in fat include *avocados*, butter and margarine, *walnuts*, *olives*, sour cream, *salmon*, and ice cream.
8.	When finished editing the interaction, click the **Done** button located in the top right corner of the editing box.	The new interaction will display over the video clip.
9.	Use the progress bar to locate the 1:26 mark in the video, and click and drag to reposition the question on the screen, as needed.	
10.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
11.	Test the new interaction you created.	

14. Adding a Drag-Text Question

Return to the editing screen for the Interactive Video you created for this tutorial, and then use the following steps to add a Drag-Text question to your interactive video.

Step	Action	Notes
1.	Click on the **Drag Text** button in the toolbar (appears with the letters "abc" superimposed on two rectangles).	When you hover over the icon, it will read **Drag Text.** The editor will display.
2.	Use the **Display time** fields to determine when the interaction will display in the video.	For training purposes, set these fields to 1:56-1:57.
3.	Use the checkbox next to **Pause video** to determine if the video will be paused during this interaction.	For training purposes, **check** this box.
4.	Use the **Display as** field to determine if the interaction will display as a button or a poster.	For this exercise, choose **poster**.
5.	Write instructions for the user in the **Task description** field.	For training purposes, type: Drag the words into the correct boxes.
6.	Enter the question text into the **Text** field.	The editing window displays the following instructions for the **Text** field: • Droppable words are added with an asterisk (*) in front and behind the correct word/phrase. • You may add a textual tip, using a colon (:) in front of the tip. • For every empty spot, there is only one correct word. • You may add feedback to be displayed when a task is completed. Use '\+' for correct and '\-' for incorrect feedback. For training purposes, type: Avocados, almonds, salmon, and trout are good sources of *unsaturated* fats and are deemed *healthy* fats, while *trans* fats are considered *unhealthy* and are found in margarine, baked goods, and processed snack foods.
7.	When finished editing the interaction, click the **Done** button in the upper right corner of the editing box.	The new interaction will display over the video clip.

Step	Action	Notes
8.	Use the progress bar to locate the 1:56 mark in the video, and click and drag to reposition the question on the screen, as needed.	
9.	Click **Save and display** at the bottom of the screen when finished editing.	This step applies when using H5P content in a Moodle server, such as ctYOU.org. Saving may be different in other applications.
10.	Test the new interaction you created.	

15. Accessibility Requirements for Web-Based Media

When making video and audio files available on the web, such as in a learning management system (LMS) like ctYOU.org, you must ensure that people with hearing or sight impairments can understand the media's content.

The law requires the inclusion of a transcript for audio-only files. An audio transcript is something you can create using a program such as Microsoft Word. As a bare minimum, you must provide a transcript of a video—even if linking to someone else's content on a site such as YouTube or Vimeo. If the video depicts action or characters other than simple subjects such as talking heads, accessibility compliance requires you provide written descriptions of the visual content so that people with sight-related disabilities can comprehend the on-screen actions in the video.

Video captions divide the transcript into frames so that the timing aligns with the words as they are spoken in the video. Captions allow hearing-impaired users to read along while watching the video.

For self-produced media, you can often use the script or storyboard to save time when creating transcripts or captions. A sample storyboard was included with the zipped file for this tutorial. For general information about accessibility requirements for web-based media, visit the following websites:

- http://www.w3.org/2008/06/video-notes
- http://www.w3.org/WAI/intro/wcag
- https://www.digitalgov.gov/2013/06/26/making-multimedia-section-508-compliant-and-accessible/

16. Additional Resources

To learn more about the H5P Interactive Video feature, visit:

- https://h5p.org/interactive-video
- https://h5p.org/tutorial-interactive-video
- http://www.loc.gov/teachers/usingprimarysources/copyright.html

The Oklahoma Department of CareerTech offers many other free H5P tutorials, as well as an extensive series on how to use various Moodle plugins. Look for them on ctYOU.org.