

Developing Course Components

A component is the part of a unit that contains your actual course content. A unit can contain one or more components.

By default, Studio includes four basic types of components for you to add to your course.

- **Discussion** components provide discussion spaces in the body of your course. Learners can explore ideas about a lesson with their peers in a discussion space.
- **HTML** components allow you to add text, images, and some types of learning tools to your course. Content in HTML components is formatted as HTML.
- **Problem** components enable you to add many different types of exercises and problems to your course, from simple multiple choice problems to complex circuit schematic exercises.
- **Video** components contain the videos that you want to include in your course.

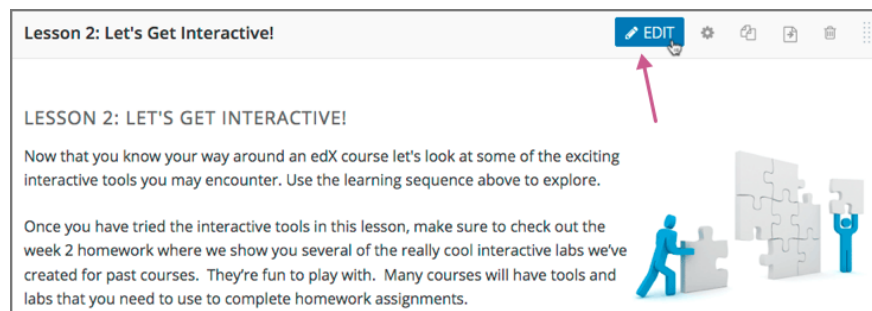
Add a Component

To add a component to the unit, follow these steps.

1. In Studio, open the page for the unit.
2. Under **Add New Component**, select a component type. The default component types are discussion, HTML, problem, and video.

Edit a Component

To edit a component, you select **Edit** in the component's title bar in Studio.



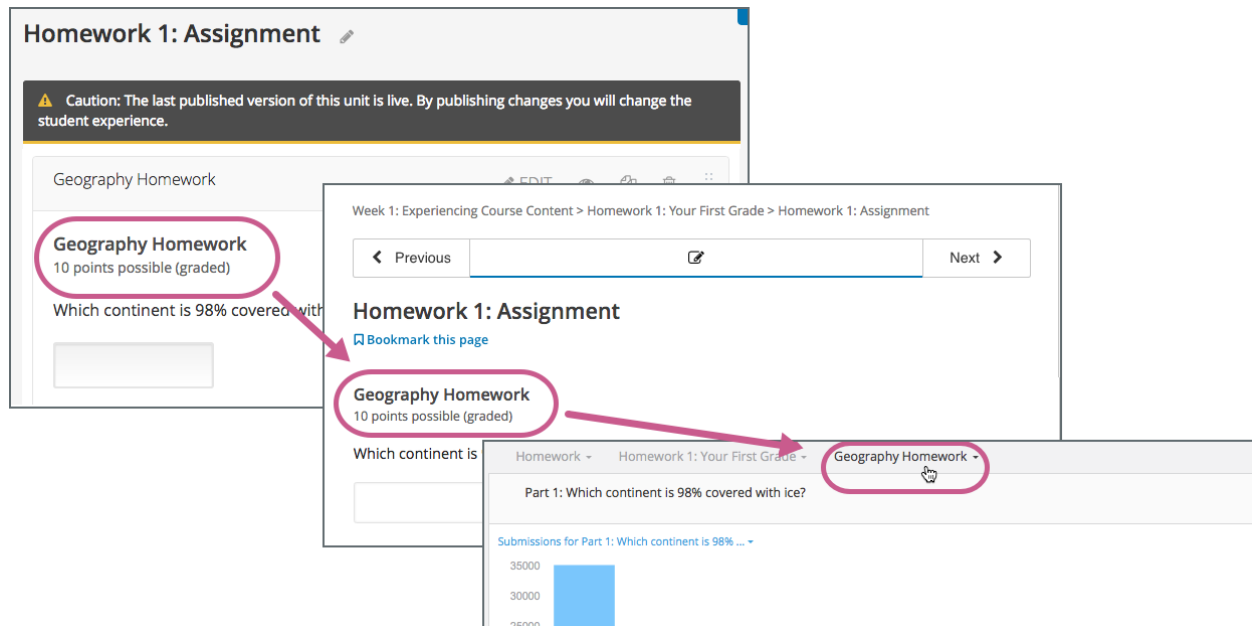
Then, follow instructions for the type of component you are editing.

After you edit a component, the changes are not visible to learners until you publish the unit.

Set the Display Name for a Component

The display name identifies the component. This name appears as a heading above the component in the LMS, and it identifies the component for you in Insights.

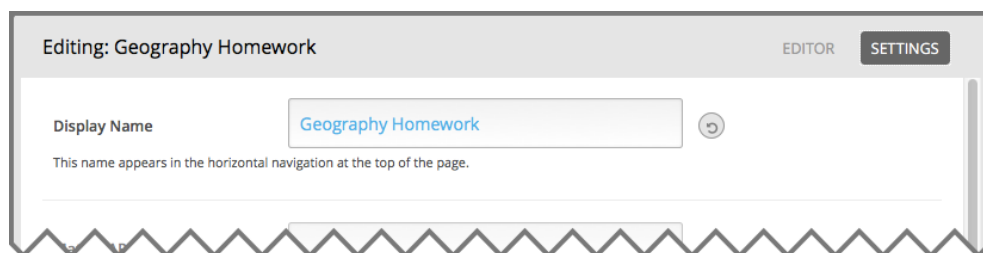
The following illustration shows the display name of a problem in Studio, in the LMS, and in Insights.



Unique, descriptive display names help you and your learners identify components quickly and accurately.

To set the display name for a component, follow these steps.

1. Edit the component. A dialog box opens.
 - For a discussion or video component, the dialog box opens to the list of settings, including the **Display Name** field.
 - For an HTML or problem component, the dialog box opens to an editing view. Select **Settings** to show the list of settings, including the **Display Name** field.
2. Edit the **Display Name** field.



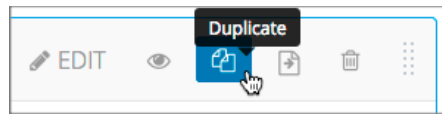
3. Select **Save**.

Different types of components have different fields in the **Settings** dialog box, but all of them have a **Display Name** field.

Duplicate a Component

When you duplicate a component, a new copy of that component is added directly beneath the first component. You can then modify the duplicate. In many cases, duplicating a component and editing the copy is a faster way to create new content.

To duplicate a component, select the **Duplicate** icon in the component header.



Then, follow instructions for the type of component you are editing.

After you duplicate a component, the new component is not visible to learners until you publish the unit.

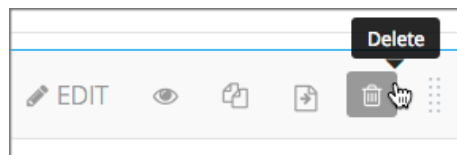
Note: Duplicating content experiments after you have configured them is not supported.

Delete a Component

Caution: Be sure you want to delete the component. You cannot undo the deletion.

To delete a component, follow these steps.

1. Select the **Delete** icon in the component header.



2. When you receive the confirmation prompt, select **Yes, delete this component**.

After you delete a component in Studio, the component remains visible to learners until you publish the unit.