

Scores in Simulations

iSpring TalkMaster, the conversation simulation tool, allows you to assign points for final scenes only, or for each reply choice.

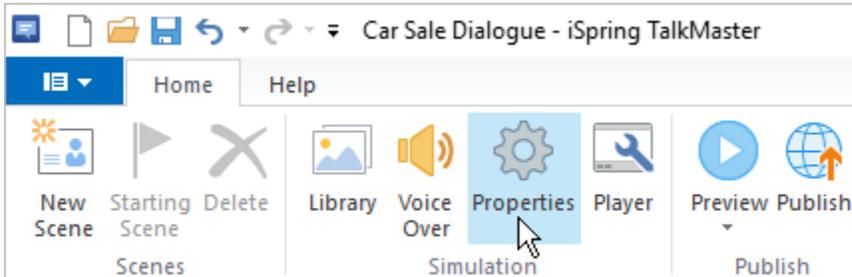
If you have a relatively simple, linear dialogue, and it only matters if learners pass or fail an assessment, awarding points for final scenes will work fine.

For branching scenarios, a cumulative score is a better choice. With a cumulative score, your learners collect points on each scene, or get penalty points on incorrect replies. As a result, the final score shows the difference in students' performance.

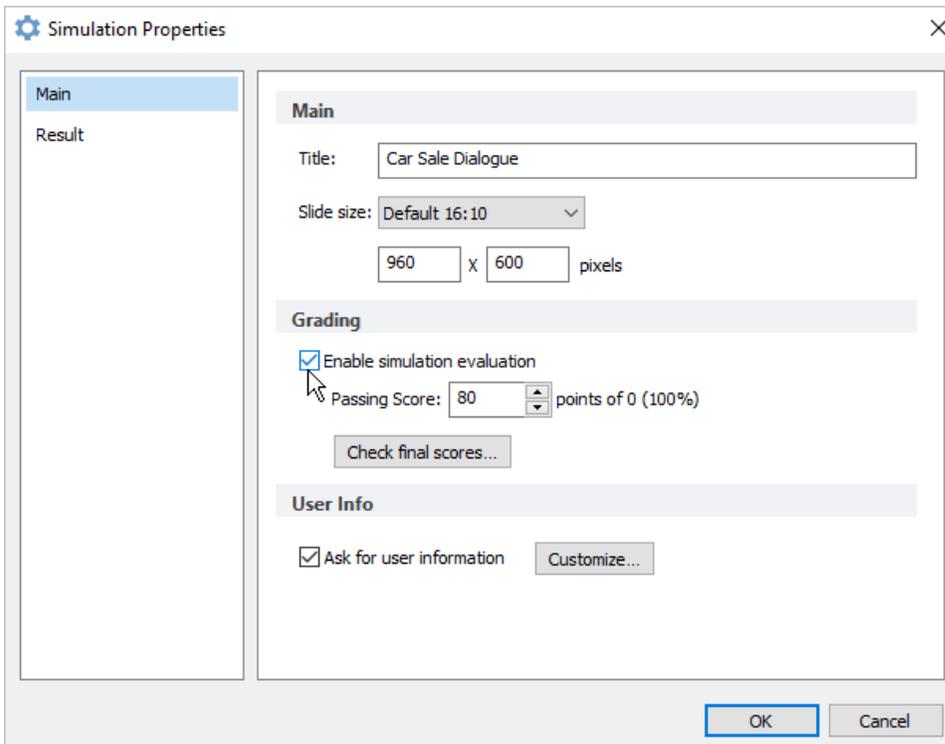
For example, if two students have passed an assessment, and one has earned a higher score than the other, you can always tell who made mistakes and who chose the best possible answers.

How to Assign Points to a Final Scene

1. Open a dialogue simulation and click **Properties**.



Then, make sure the **Enable simulation evaluation** option is on.



2. Open a final scene of your dialogue and assign points to answer choices.

CONTENT IMAGES PROPERTIES #99

Well... OK, let's schedule a test drive for 12 a.m. this Saturday. You are open on Saturdays, right?

Character emotion       Normal

Reply options

Of course, Amber. Will you please give me your cell phone number so that I can remind you about the test drive? #100 

Points: 100  

Yes, we are. OK, the test drive is scheduled. See you on Saturday! #102 

Points: 10  

 Add reply

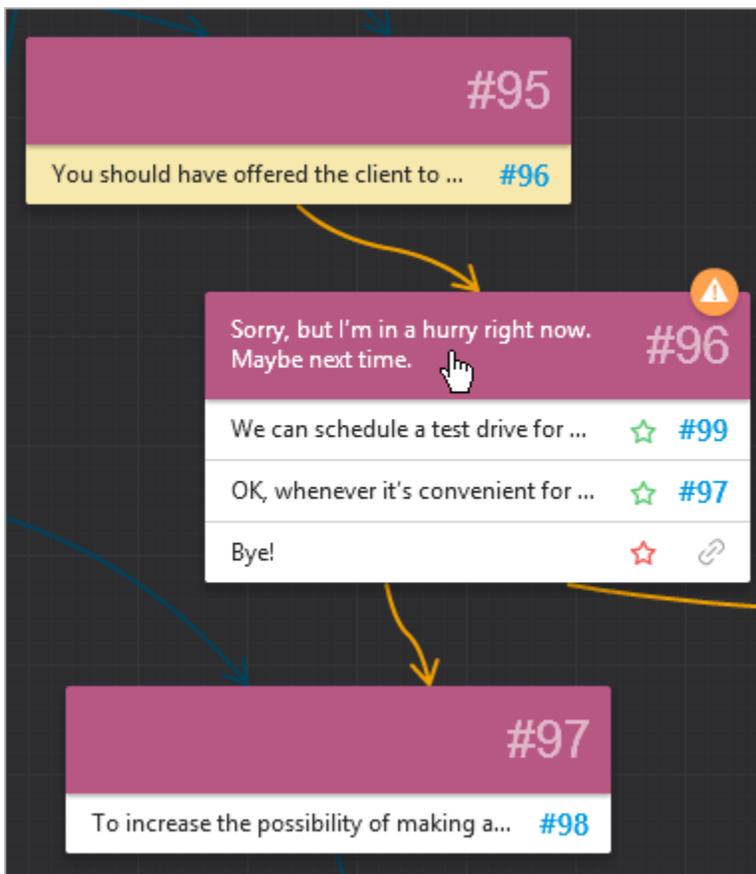
   

In our sample simulation, we awarded the following points:

- 100 points for the best possible reply,
- 80 points for a satisfactory reply.

How to Set Up a Cumulative Score for your Dialogue Simulation

1. Open your dialogue and click on the scene you'd like to assign points to.



Note: Make sure that the option **Enable simulation evaluation** in the **Simulation Properties** window is on. You can assign points to graded simulations only.

2. For each reply choice, set points or penalties, and click **Close**.

CONTENT IMAGES PROPERTIES #96

Sorry, but I'm in a hurry right now. Maybe next time.

Character emotion       Puzzled

Reply options

We can schedule a test drive for you any day so you don't have to wait, say, for the car to be returned from the car wash. And you may want to invite your husband. #99 

Points: 100  

OK, whenever it's convenient for you. Thank you for coming. #97 

Points: 10  

Bye!  

Points: -10  

+ Add reply

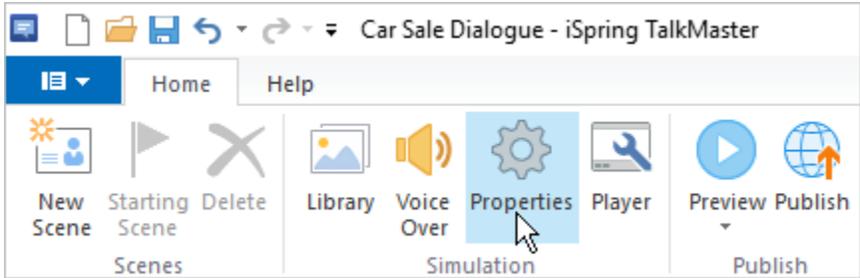
   CLOSE

3. Assign points in the same manner for other scenes that require choosing an answer.
4. Check the final score of your dialogue. To do this, click **Properties** on the iSpring TalkMaster toolbar.

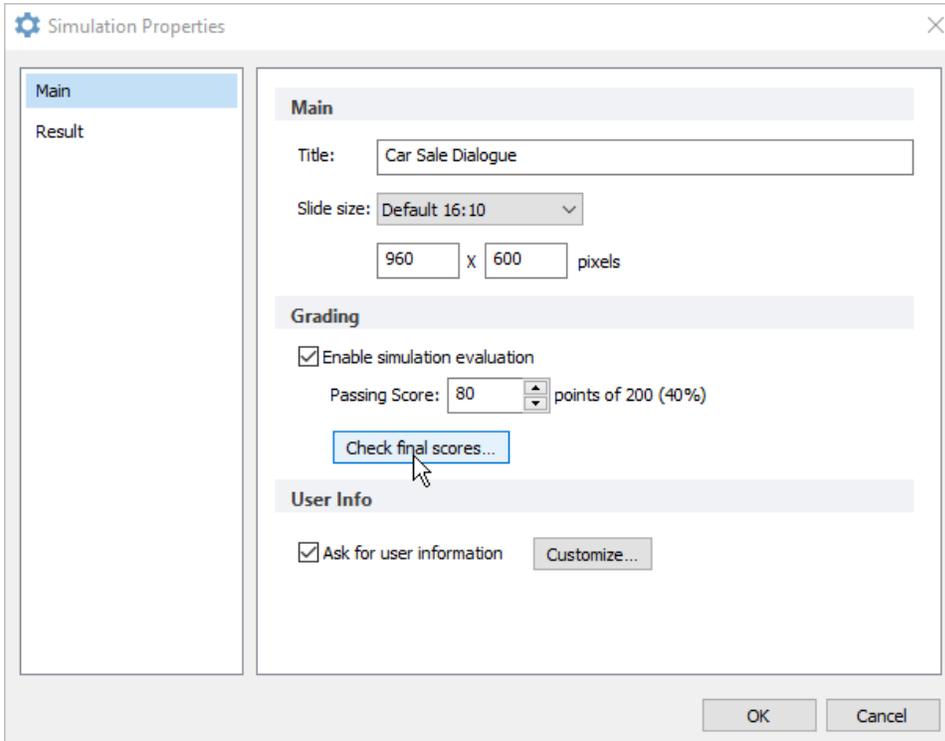
Car Sale Dialogue - iSpring TalkMaster

Home Help

New Scene Starting Scene Delete Scenes Library Voice Over **Properties** Simulation Player Preview Publish Publish



5. Click **Check final scores**.



6. In the **Final Scores** window, you can check how much points students can earn after they reach each of the possible final scenes.

The image shows the 'Final Scores' window with a table of scene scores. The table has four columns: Scene, Text, Min Score, and Max Score. The data is as follows:

Scene	Text	Min Score	Max Score
8	She looks around for a while, then approaches one of your colleag...	-20	-20
101	See you!	140	570
103	Of course. 721-07...	140	480
96	Sorry, but I'm in a hurry right now. Maybe next time.	130	380
98	Sure! Goodbye!	140	380
34	Can I speak to another salesperson?	140	370
38	There are only two? I don't think this is enough for us. I have to tal...	140	370
42	It's very nice of you to offer me a loan I won't be able to pay for! I'...	140	370
49	Well, my husband thinks that the KLX Mover is a pretty good car. ...	140	370
52	Yeah, probably. OK, it's time for me to go. Thanks for your time.	140	370

A 'Close' button is located at the bottom right of the window.

You may have to edit points awarded for reply choices at this point. It's practical to have contrasting scores for different final scenes. For example, students who choose the best path through a dialogue can earn from 70 to 100 points. Those who perform not so well and sometimes give incorrect replies can earn from 40 to 70 points, and if a student is not able to help a client, they get a score from 0 to 40.

You can also check the final scores in the **Properties** tab of the scene window. The **Points** field shows how many points a student can potentially earn on this scene.

The screenshot shows a software interface with three tabs: 'CONTENT', 'IMAGES', and 'PROPERTIES'. The 'PROPERTIES' tab is selected and highlighted with a teal underline and a mouse cursor. In the top right corner of the window, the text '#9' is displayed. Below the tabs, the text 'Scene color:' is followed by eight colored circles: orange, red, pink, light green, green, teal (with a white checkmark), light blue, and purple. Below this, a text field contains the text 'Points: [140..370] of 570 (max score) i', where the text and the 'i' icon are enclosed in an orange rectangular border. At the bottom of the window, there is a grey bar containing three icons on the left (a play button, a flag, and a trash can) and a 'CLOSE' button on the right.