

Scores in Role-Plays

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

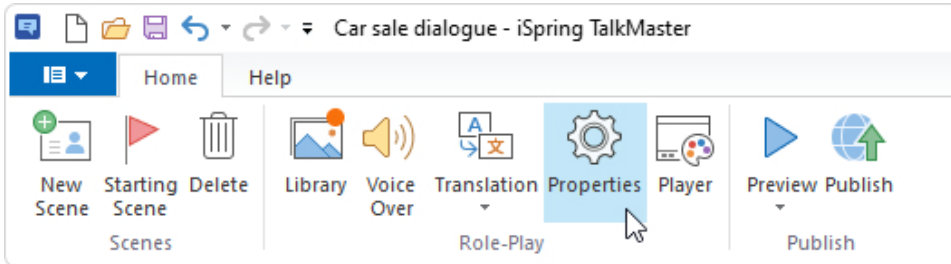
If you have a relatively simple, linear role-play, and it only matters if learners pass or fail an assessment, awarding points for final scenes will work fine.

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.

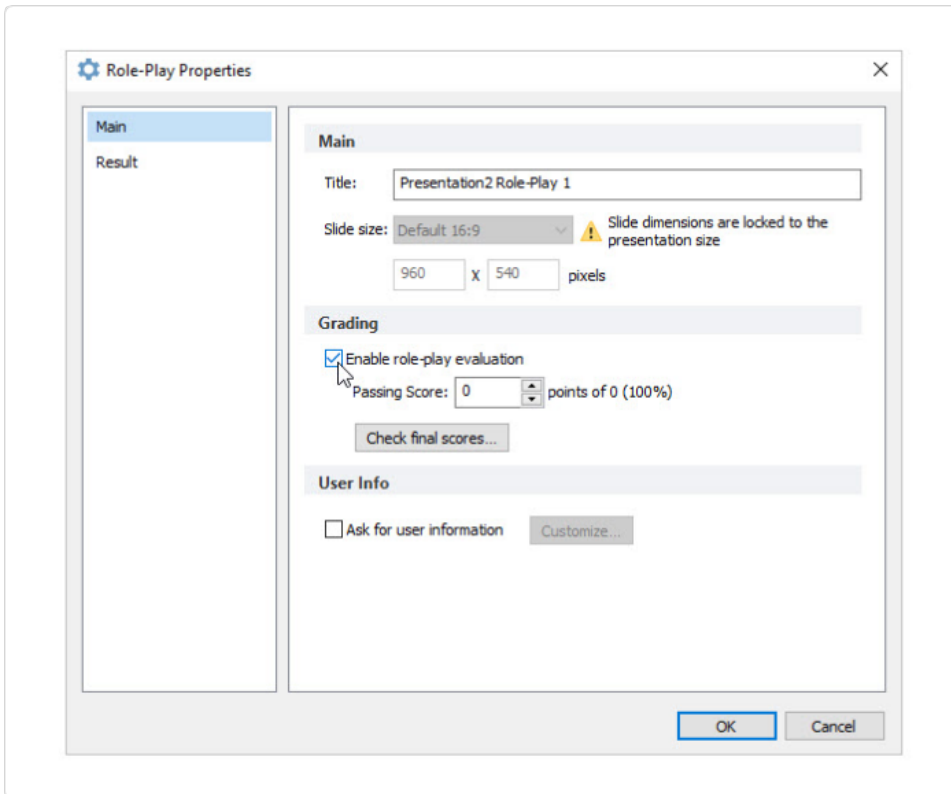
For example, if two students have passed an assessment, and one has earned a higher score than the other, you can always tell who made mistakes and who chose the best possible answers.

How to Assign Points to a Final Scene

1. Open a role-play and click **Properties**.



Then, make sure the **Enable role-play evaluation** option is on.








2. Open a final scene of your role-play and assign points to answer choices.


CONTENTIMAGESPROPERTIES

#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

CLOSE

In our sample role-play, 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 Role-Play

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



Note: Make sure that the option **Enable role-play evaluation** in the **role-play Properties** window is on. You can assign points to graded role-plays only.

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

CONTENTIMAGESPROPERTIES

#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

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

Car sale dialogue - iSpring TalkMaster

HomeHelp

New Scene

Starting Scene

Delete

Library

Voice Over

Translation

Properties

Player

Preview

Publish

Scenes

Role-Play

Publish

5. Click **Check final scores**.

Role-Play Properties

Main

Title: Presentation2 Role-Play 1

Slide size: Default 16:9 Slide dimensions are locked to the presentation size

960 x 540 pixels

Grading

☒ Enable role-play evaluation

Passing Score: 80 points of 0 (100%)

Check final scores...

User Info

☐ Ask for user information Customize...

OK Cancel

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

Final Scores

Max and Min score a user can potentially earn on the final scenes:

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

Close

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 role-play 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.

CONTENTIMAGES**PROPERTIES**

#9

Scene color:

✓

Points: [140..370] of 570 (max score) ⓘ

CLOSE