



CREATING H5P CONTENT

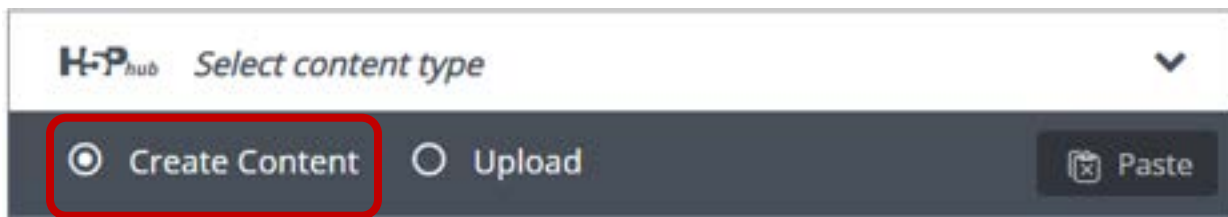
H5P is an openly licensed, “no code” application that helps to create a variety of interactive content items. The content is easy to create within Moodle, and the H5P programmers add more options all of the time. It can also be downloaded to any computer then uploaded to other Learning Management Systems as well as WordPress.

Starting and Selecting H5P Content in Moodle

In Moodle, turn on editing then click on **+ Add an activity or resource**. From the **Add and activity or resource** menu, select **H5P Interactive Content**.



The Moodle screen that open up will look slightly different than usual. You will see the normal description editor at top, but below you will see the H5P content menu. To create new H5P content, you want to make sure that **Create Content** radio button is checked.

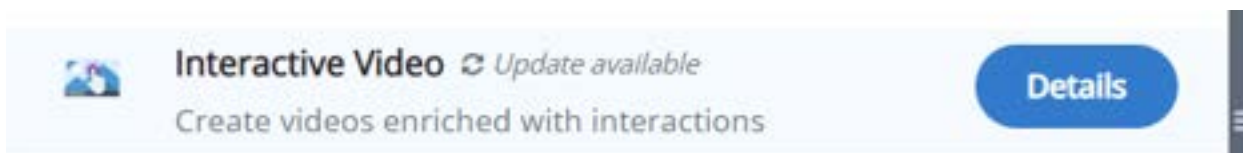


Finding and Selecting Content Types

The H5P Hub displays all of the available content types. You can search for content types using keywords (e.g., “math”) and the Hub will display activities that might work. You can also ask the Hub to display your most recently used choices, an alphabetical listing, or display the newest possibilities.

To help you consider which activity might work, you can click on the related **Details** button, and the Hub will show display information about the activity type and provide a link to a **Content Demo**. Under the details menu, you will also be able to update the instance of H5P activities tied to your UMW technology accounts.

To begin creating content of a certain type, just click on the content’s name or icon.



Developing Your H5P Content

Once you are in the H5P editor, the steps and directions for creating an object are laid out for you, but will vary by content type. Just fill out the information on the page for one step then move to the next step. Any content marked with a red asterisk is required information, and the H5P editor will warn you if something is missing or incorrect.

Step 1 Upload/em...	Step 2 Add interac...	Step 3 Summary t...
<h3>Add a video *</h3> <p>Click below to add a video you wish to use in your interactive video. You can add a video link or upload video files. It is possible to add several versions of the video with different qualities. To ensure maximum support in browsers at least add a version in webm and mp4 formats.</p>		

Here are some general notes about the creating content within the H5P editor:

- **Behavioral settings** allow creators to decide how the object will behave when users complete it. For instance, whether or not the “Retry” option is enabled or if/how feedback is provided. Different H5P learning objects will offer different behavioral settings.
- **Text overrides and translations** provides settings for changes the language overall and the specific way buttons and user feedback are labeled.
- Indicating the **Correct answer** varies from object to object. Some will require a box tick, for example; others will require you to put the correct answer in the first input box.
- Look for places where you can add **Tips** for users, which can be especially helpful when creating tutorials and knowledge checks.
- Look for blue buttons that allow creators to complete such tasks as **Add option** and **Add Card** when more answers or items within an object are needed.
- **Accessibility** is pretty much built into H5P content. The activities use standardized keyboard controls for those who rely on them to operate software. The input line for alt text is prominently provided, but often not required—still, it’s a good idea to always make sure to give any image you use alternative text.
- To publish and finalize H5P content within Moodle, simply click one of the normal Moodle **Save** buttons.
- If you wish to download your content to use elsewhere, click on **Reuse** at the bottom of a published H5P object. From the **Reuse Content** menu, select **Download as .h5p file**. If you then want to upload that content elsewhere, click on **Upload** when the H5P Hub opens then search for the desired H5P file and upload it to the new location.