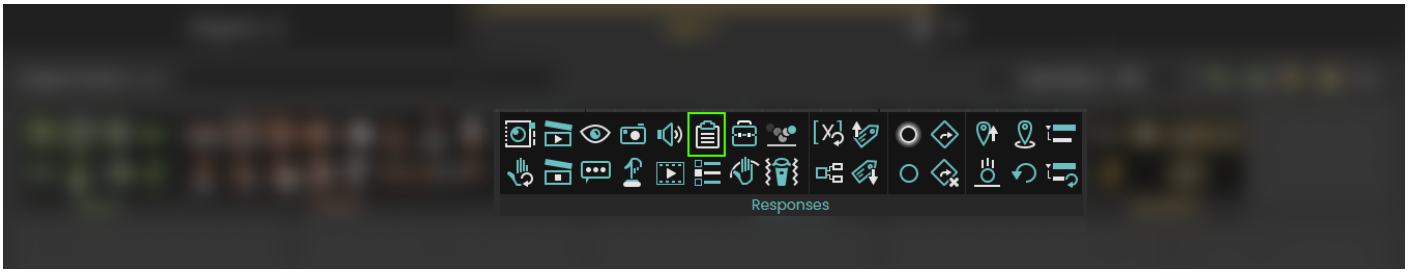
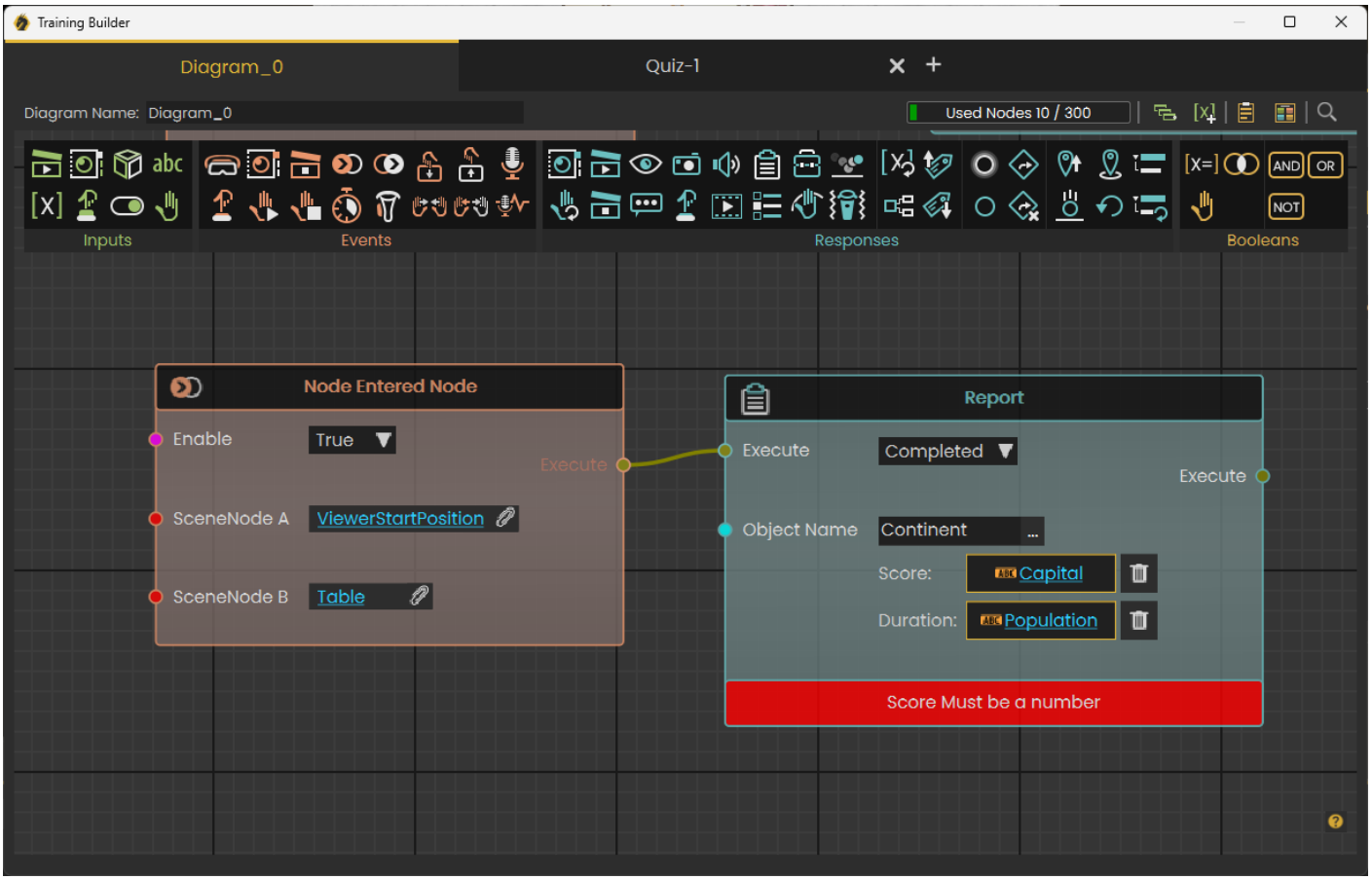
Creating User Defined Evaluation

In addition to using Quizzes to evaluate participants in VR, you can create your own customized evaluation criteria through the **Report Response**.



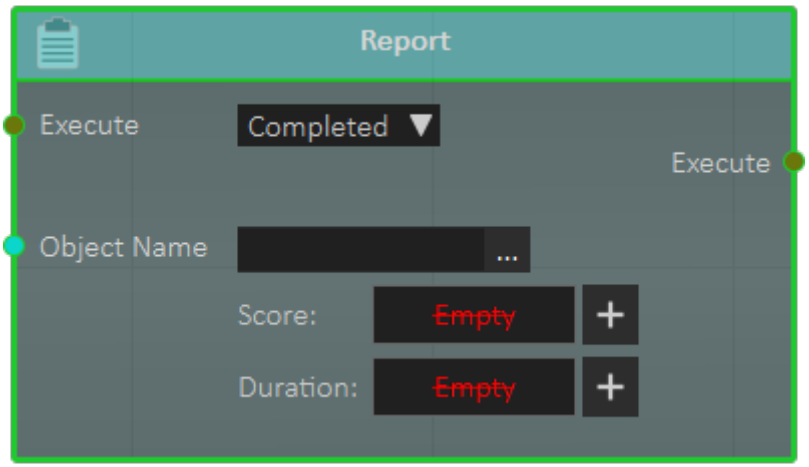
Report is a Response in the **Training Builder** that can be connected to any event, and upon the occurrence of the connected event, it will submit a "User defined status".



In this example, the Report Response will be triggered once the user enters the object named "Table", and it will report the completion of "Continent", and submit the value of the variable "Capital" as the facing continent, and the value of the Variable "Population" as the duration.

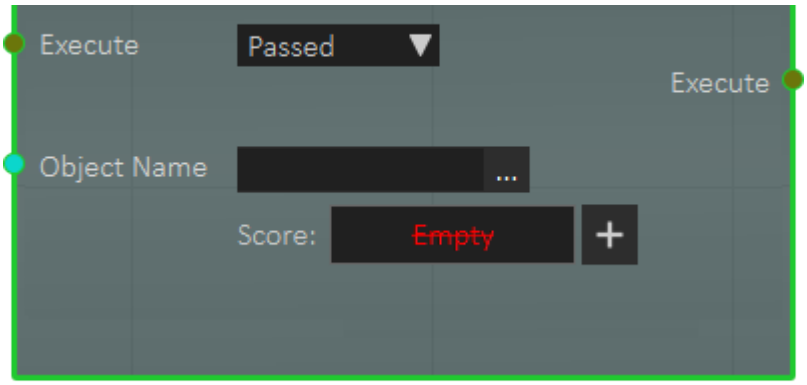
Report Response Types

There are 4 types of reports that can be submitted using the Response Node :



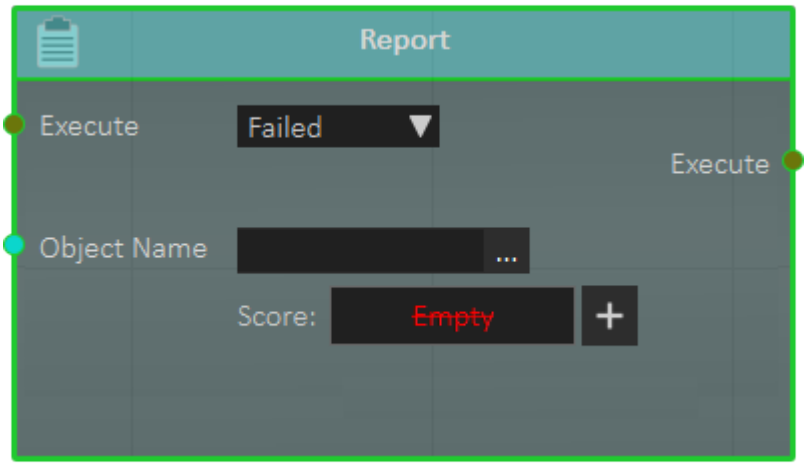
1. Completed

The Completed Response will report the status "Completed" with an object name that would describe what has been completed, you can also attach a variable to the "Score" field to report a numerical value, as well as a variable to the "Duration" field to report a time interval.



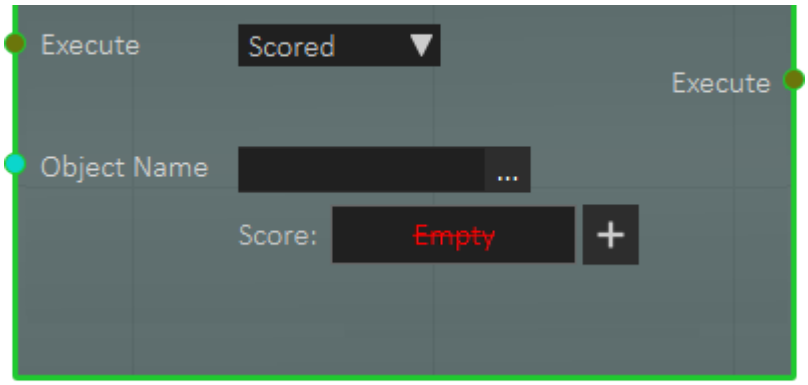
2. Passed

The Passed Response will report the status "Passed" with an object name that would describe what the user has passed, as well as score, when you attach a variable to the "Score" field to report a numerical value.



3. Failed

The Failed Response will report the status "Failed" with an object name that would describe what the user has failed in, as well as score, when you attach a variable to the "Score" field to report a numerical value.

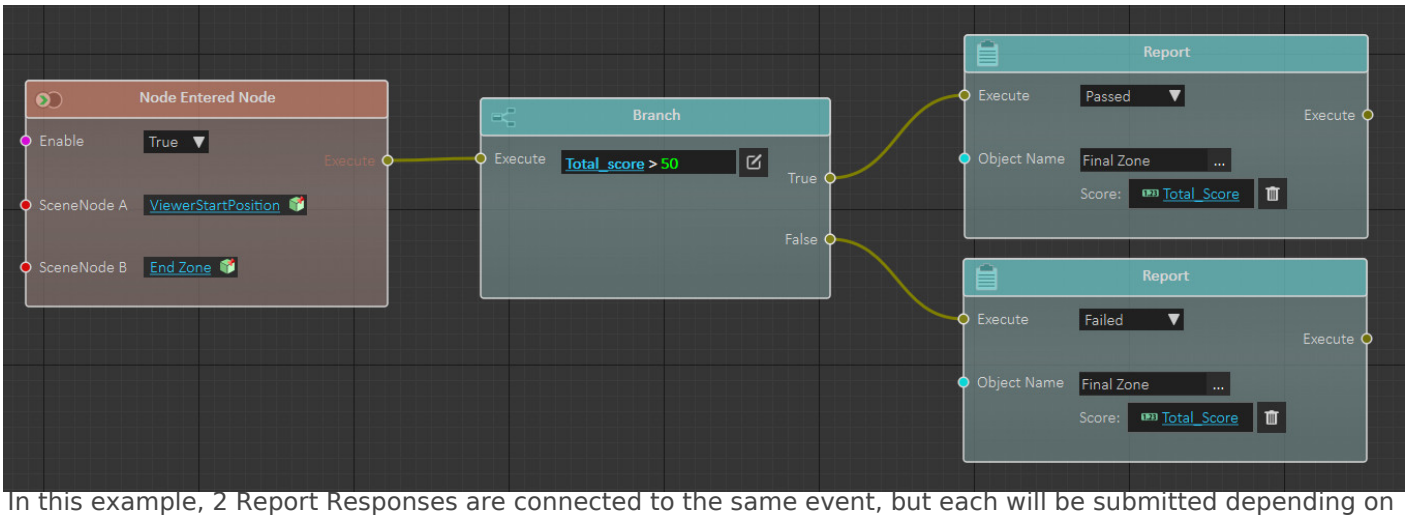


3. Scored

The Scored Response will report the status "Scored" with an object name that would describe what the user has scored in, as well as the numerical value of the score through attaching a variable to the "Score" field.

Report Response Versatility

The Report Response, unlike Quizzes, is very versatile and can be used to report the status of any event throughout the VR Experience. You can, for example, have multiple reports for each phase of the experience, or different reports for the same event but are triggered under different conditions.



In this example, 2 Report Responses are connected to the same event, but each will be submitted depending on the value of the variable "Total_score" which will determine whether the user has passed or failed.

To learn more about utilizing the Report Response in VR, watch the following tutorial video:

https://www.youtube.com/embed/GzLQ-ExwQ30

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