


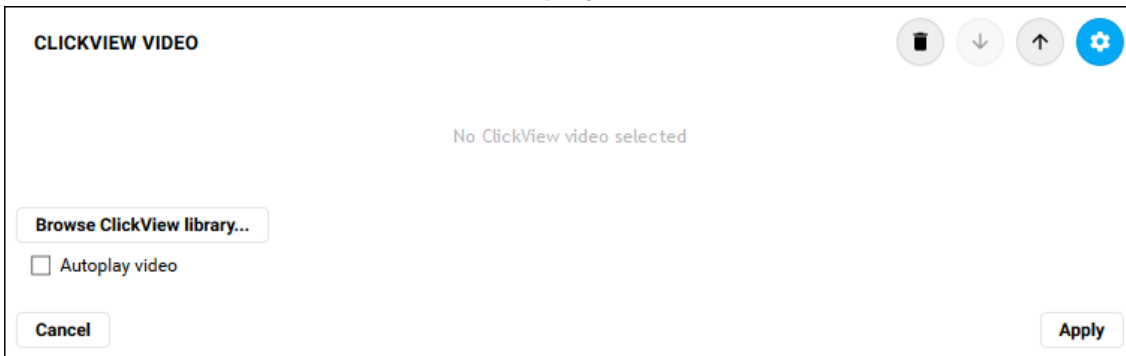
## QCU101.21 - Creator modules: media category

Media modules are optimised for delivery of video and other dynamic content.

### ClickView video

	<b>NOTE:</b> Schools will need a ClickView subscription to utilise this module.
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1. Drag the **ClickView video** module onto the canvas.
2. Click **Browse ClickView library** to load a dialog to review the available videos.
3. The user will need to sign into **ClickView**.
4. Select the required video.
5. Select whether the video should **Autoplay** when loaded.



The screenshot shows a dialog box titled "CLICKVIEW VIDEO". At the top right, there are four circular icons: a trash can, a downward arrow, an upward arrow, and a gear. The main area of the dialog contains the text "No ClickView video selected". Below this, there is a button labeled "Browse ClickView library...". Underneath the button is a checkbox labeled "Autoplay video", which is currently unchecked. At the bottom left is a "Cancel" button, and at the bottom right is an "Apply" button.

6. Click **Apply** to save the changes.

### External web content

The **External web content** module enables users to embed any content from the web that allows and supports embedding. This may include (but is not necessarily limited to):

- Videos: e.g. YouTube, Vimeo, Ted Talks etc
- Google docs, spreadsheets etc

1. Drag the **External web content** module onto the canvas.
2. Enter the content URL into the **Web address** field.



The screenshot shows a dialog box titled "EXTERNAL WEB CONTENT". At the top right, there are four circular icons: a trash can, a downward arrow, an upward arrow, and a gear. Below the title, there is a label "Web address" followed by a text input field containing the placeholder text "Paste the web address here". At the bottom left is a "Cancel" button, and at the bottom right is an "Apply" button.

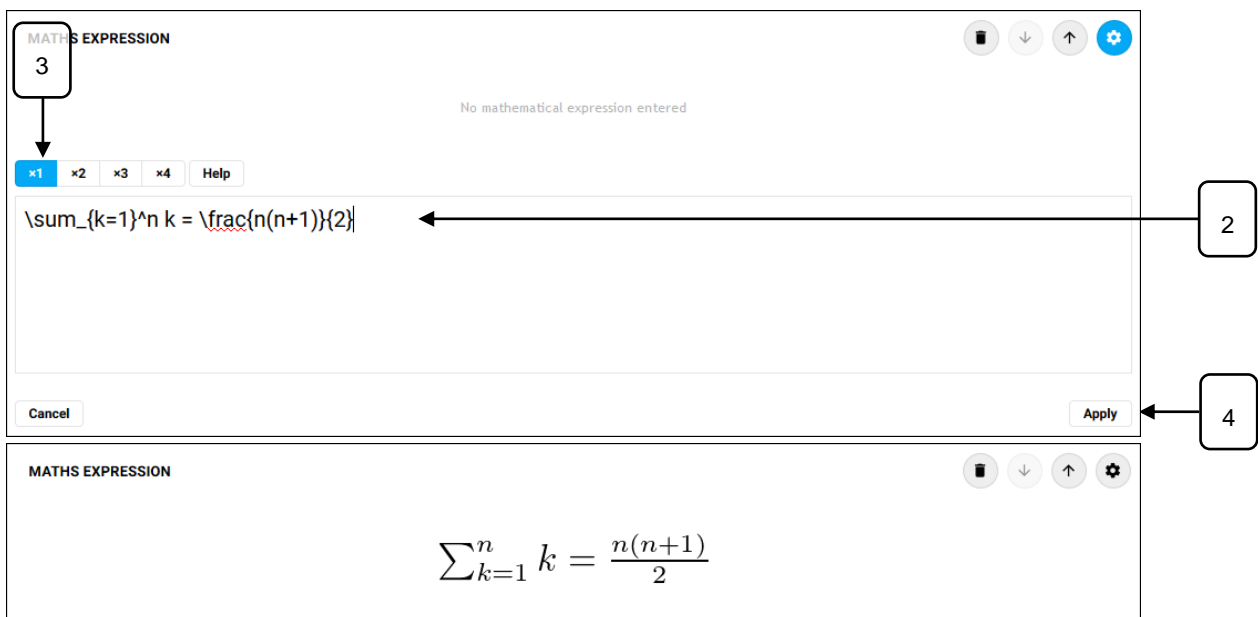
3. Click **Apply**.

**i** **NOTE:** Some web content may not allow or support embedding.

### Maths expression

The **Maths expression** module enables users to use the **LaTeX syntax** to create mathematical formula.

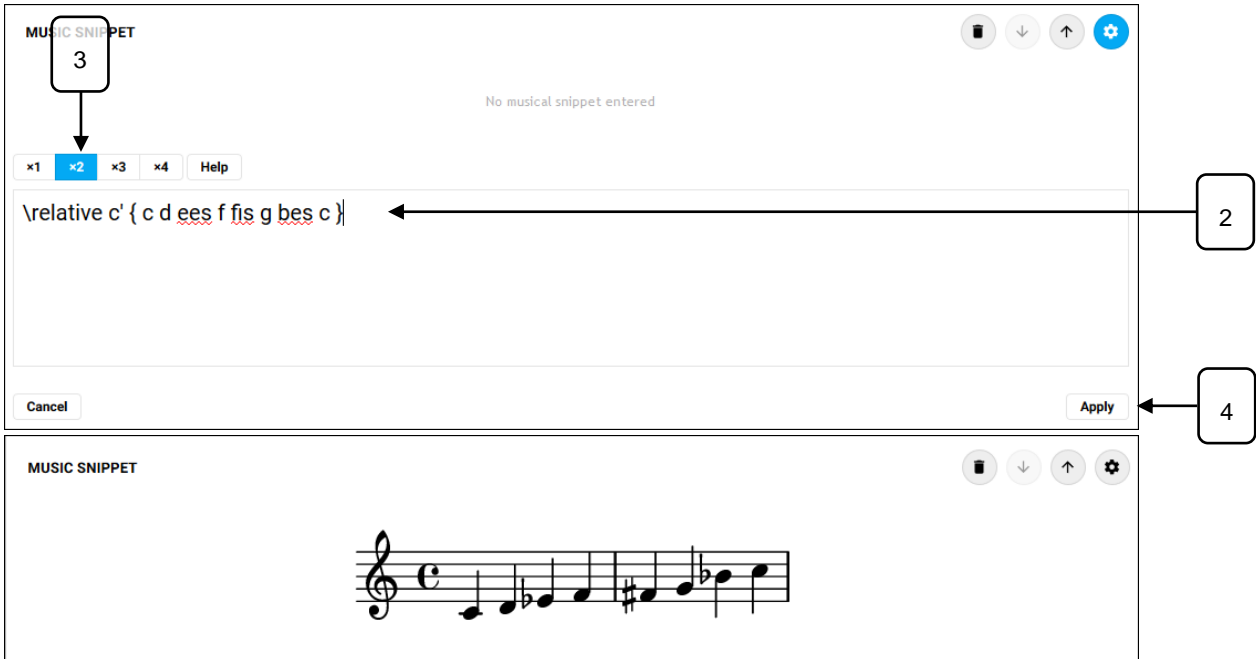
1. Drag the **Maths expression** module onto the canvas.
2. Enter the formula, use the Help button to open the tutorial on using LaTeX syntax.
3. Select the required size.
4. Click **Apply** to view the resulting formula.




The screenshot illustrates the Maths Expression module interface in two states. The top panel shows the input stage where the user has entered the LaTeX code `\sum_{k=1}^n k = \frac{n(n+1)}{2}` into a text field. A callout box labeled '3' points to the size selection buttons (x1, x2, x3, x4, Help) above the input field. A callout box labeled '2' points to the input field itself. The bottom panel shows the output stage where the rendered mathematical formula 
$$\sum_{k=1}^n k = \frac{n(n+1)}{2}$$
 is displayed. A callout box labeled '4' points to the 'Apply' button at the bottom right of the input stage.

The **Music snippet** module uses **Lilypond notation** to render music notation for web viewing.

1. Drag the **Music snippet** module onto the canvas.
2. Enter the music snippet, use the Help button to open the tutorial on using Lilypond notation.
3. Select the required size.
4. Click **Apply** to view the resulting formula.




The screenshot shows the 'MUSIC SNIPPET' module interface. At the top left, a box labeled '3' points to the size selection buttons: 'x1', 'x2' (selected), 'x3', 'x4', and 'Help'. The main text area contains the Lilypond notation: `\relative c' { c d ees f fis g bes c }`. A box labeled '2' points to this text area. Below the text area are 'Cancel' and 'Apply' buttons. A box labeled '4' points to the 'Apply' button. The bottom part of the interface shows the rendered musical notation on a staff.

	<b>NOTE:</b> Schools will need a Microsoft OneDrive subscription to utilise this module.
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1. Drag the **OneDrive** module onto the canvas.
2. Click **Browse OneDrive files** to load a dialog to review the available files.
3. The user will need to sign into **OneDrive**.
4. Select the required file.
5. Select the required **Share link type**.

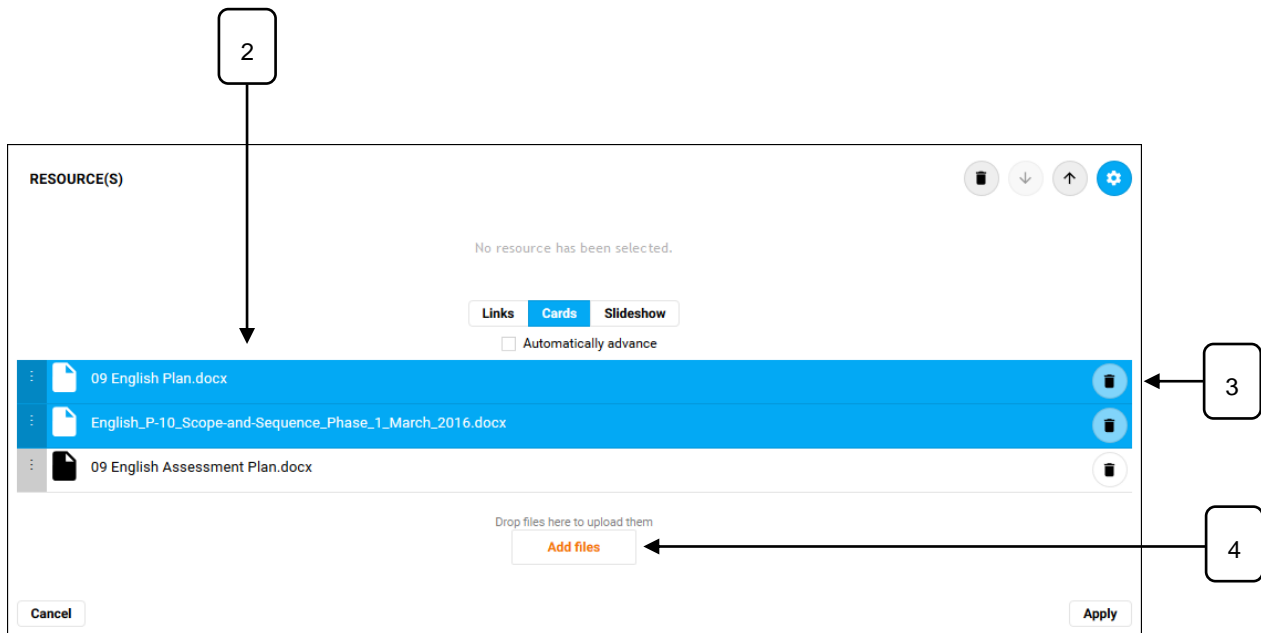


7. Click **Apply**.

	<b>NOTE:</b> Anyone with OneDrive account can upload OneDrive files in SEQTA. However, only users with OneDrive for business can use OneDrive to share their files within the organisation.
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The **Resources** module enables users to insert a file of any type into a programme.

1. Drag the **Resource(s)** module onto the canvas.
2. If files have already been added to the programme, they will appear in a list.
3. Click a file name to select it, selected files are highlighted in blue.

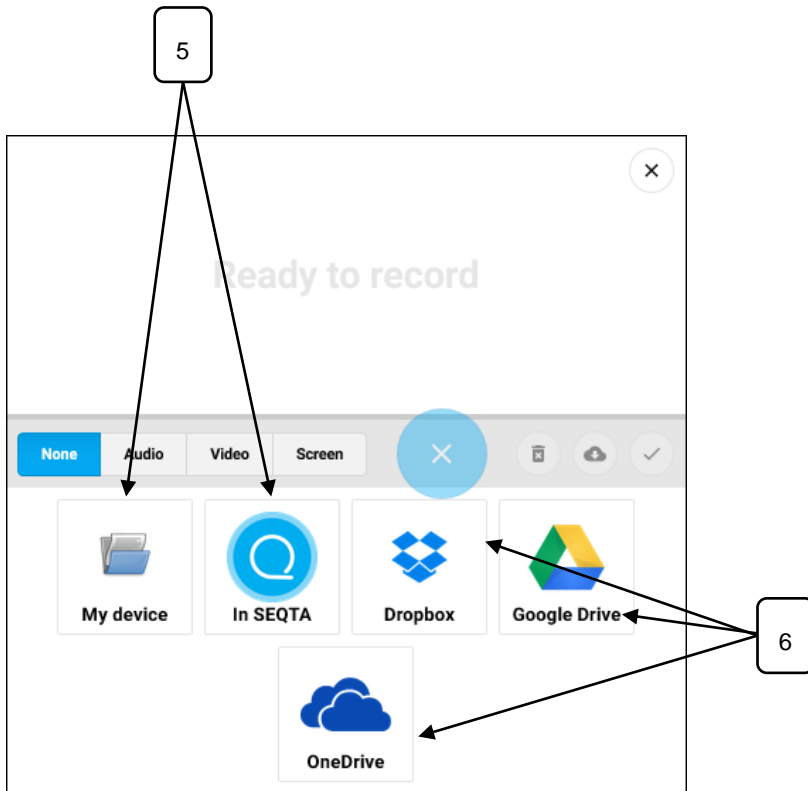


4. To add files, click the **Add files** button.
5. Choose the location of the file.

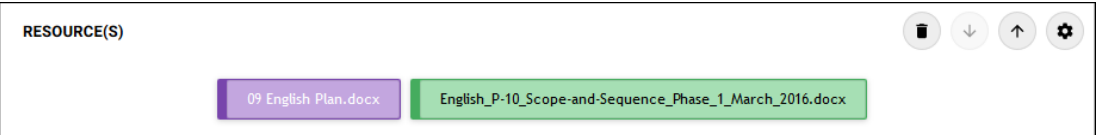
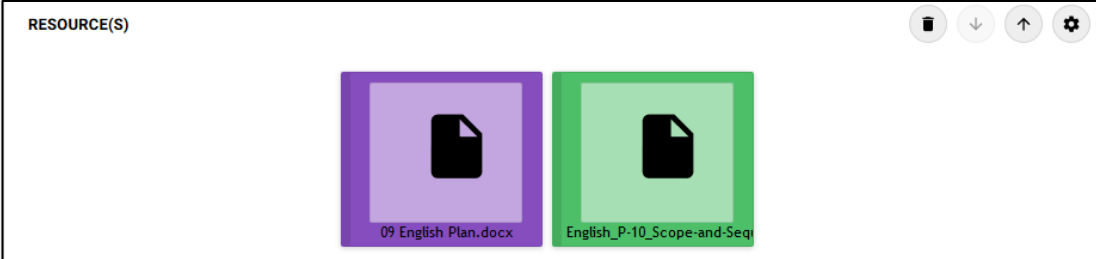
<b>My device</b>	Enables users to select a file from their computer.
<b>In SEQTA</b>	Enables users to select a file they or any staff member have previously uploaded to <i>SEQTA Teach</i> .

6. Depending on the file storage integrations in your school, some or all of the following options may be available.

<b>Dropbox</b>	Enables users to select a file from the schools Dropbox.
<b>Google Drive</b>	Enables users to select a file from the schools Google Drive.
<b>OneDrive</b>	Enables users to select a file from their personal or the schools OneDrive.

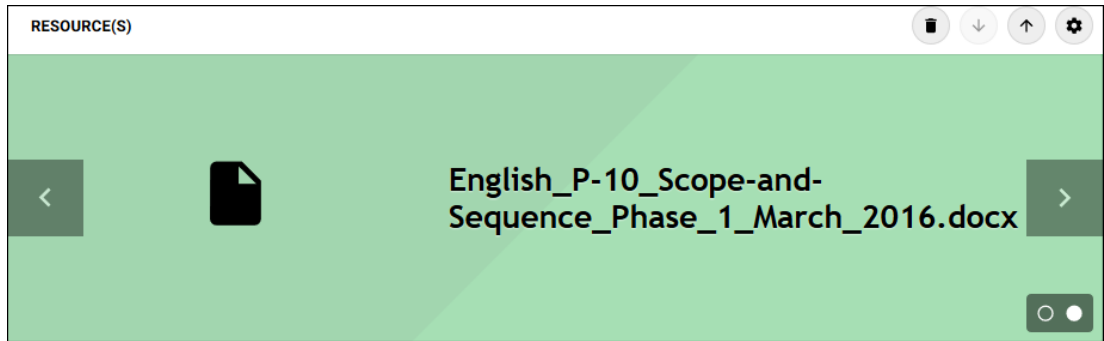


7. Choose the viewing option.

<p><b>Links</b></p>	<p>Provides a list of file links. Users click the link to download the file and view it on their local machine.</p> 
<p><b>Cards</b></p>	<p>Displays thumbnails of images and an icon for other file types in a coloured background. Users click the card to download the file and view it on their local machine.</p> 


**Slideshow**

Will take up the available width of the module and present the images or file icons in large size. Where there is more than one file, arrows will display to the right and left of the image to progress through. Use the **Automatically advance** checkbox to select if the images should progress through on their own. Users click the slide to download the file and view it on their local machine.



8. Click **Apply**.

9. To delete a resource from the list, click the **Delete** icon next to the file name.

	<p><b>NOTE:</b> Deleting a resource will delete it from all modules using the resource.</p>
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## Related Quick guides

- QCU101.19 – Creator modules: general category
- QCU101.20 – Creator modules: structure category
- QCU101.22 – Creator modules: engagement category
- QCU101.23 – Creator modules: programme category