

Lucy Quiz Integration Help

How to create an interactive eLearning page

LUCY allows you to create any given eLearning content on the server itself. You can either create a new awareness page (and upload your own content) or edit the existing pages. This [link](#) contains more info on how to edit the existing interactive eLearning pages in LUCY.

How to enable/embed an interactive eLearning quiz page

Background Info: Interactive Quiz Pages allow you to centrally track and analyze the user input (time to fill out a quiz & answers selected) on your LUCY instance.

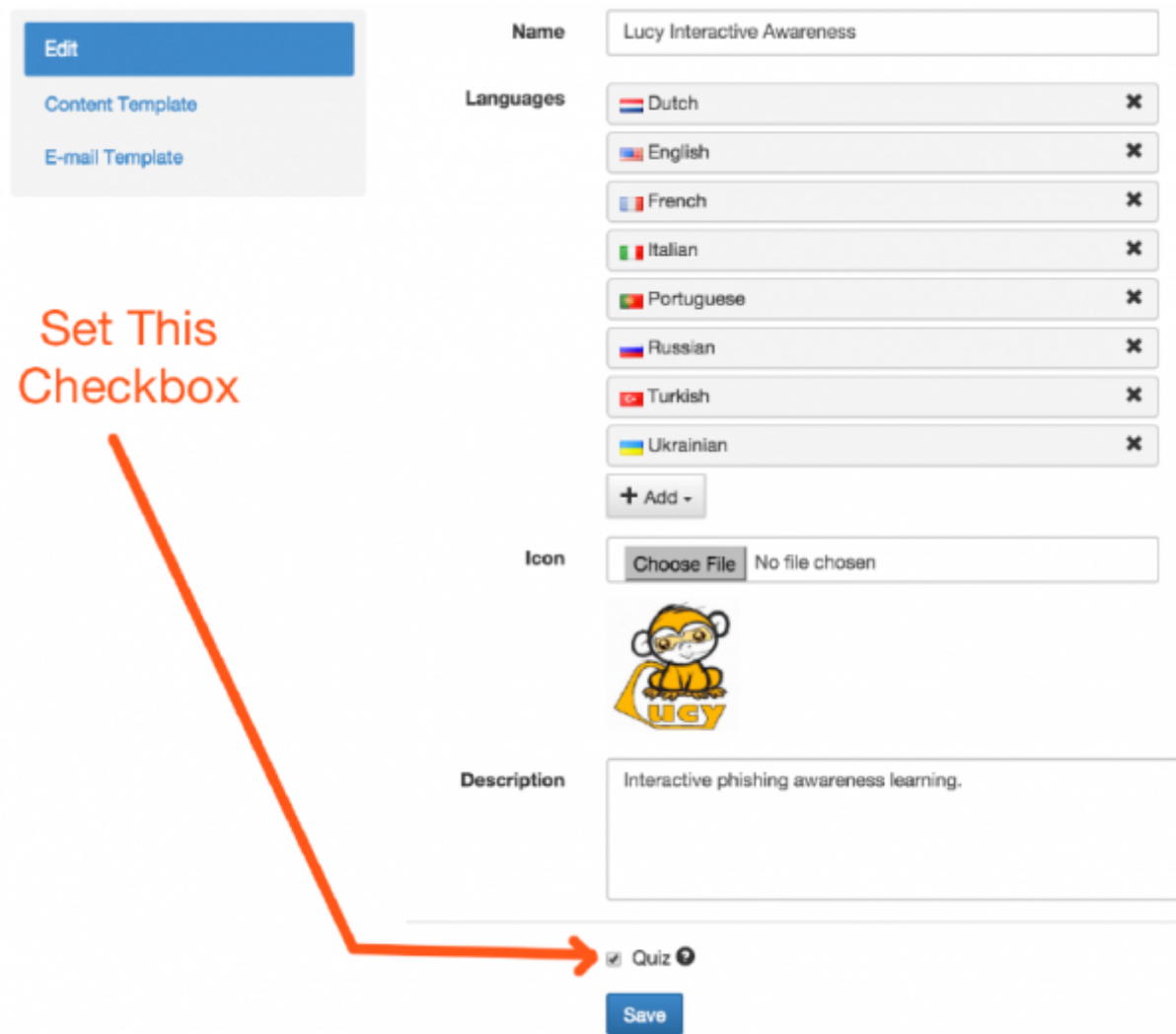
Where is the tracking data visible? The tracking info is visible in different parts of the application: You can track the awareness clicks via:

■ Reports (Raw CSV Report or PDF/HTML Export) ■ Statistics/Recipients ■ Statistics/Awareness Website

How to configure the quiz?

Step 1 - Enable the Quiz Feature: First of all, in order to enable quiz answers tracking, you should set a “Quiz” checkbox for the awareness template you are working on. There are two places where you can enable it:

a) If you are working on an awareness template in the awareness template section then click here (see pic)



Edit

Content Template

E-mail Template


Name Lucy Interactive Awareness

Languages

- ☒ Dutch
- ☒ English
- ☒ French
- ☒ Italian
- ☒ Portuguese
- ☒ Russian
- ☒ Turkish
- ☒ Ukrainian

+ Add -

Icon Choose File No file chosen

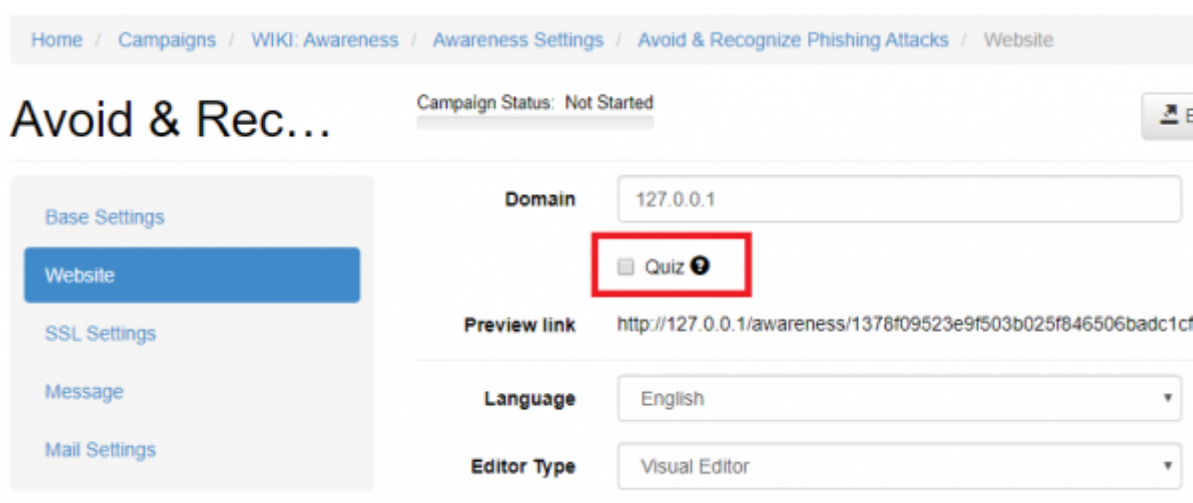


Description Interactive phishing awareness learning.

☒ Quiz ?

Save

b) If you are working on an awareness website within a campaign then click here (see pic)



Home / Campaigns / WIKI: Awareness / Awareness Settings / Avoid & Recognize Phishing Attacks / Website

Avoid & Rec... Campaign Status: Not Started

Base Settings

Website

SSL Settings

Message

Mail Settings

Domain 127.0.0.1

☒ Quiz ?

Preview link <http://127.0.0.1/awareness/1378f09523e9f503b025f846506badc1cf>

Language English

Editor Type Visual Editor

Lucy then will automatically inject a JavaScript called `/js/quiz.js` to your template, making quiz--related functions available

Step 2 - Enable the Quiz Variables:

All functions are non-blocking and you may safely call them from any part of the code. Functions you may use are:

a) `lucyQuizStart()`: starts a quiz for the current user and tracks the time of when the quiz has been started (Parameters: None)



Attention! Calling function `lucyQuizStart()` resets the current quiz progress. If the user starts the quiz from the beginning, then the previous results will be reset. To prohibit passing the quiz several times, you should enable option 'Ignore repeated answers in awareness' in the campaign base settings.

b) `lucyQuizAnswer(question, correct)`: sends answer report to the server with the parameters:

- question – question id (integer)
- correct – the correctness of the answer (boolean)

In HTML code this might look as the following screenshot:

```
File Edit Format
1 <html>
2   <head>
3     <title>Test Quiz</title>
4   </head>
5   <body>
6     <p>QUIZ</p>
7
8     <p><a href="#start" onclick="lucyQuizStart();">START</a></p>
9
10    <ul>
11      <li>
12        Are you a human?
13        <!-- first parameter to lucyQuizAnswer is the question number -->
14        <!-- second parameter can be 1 (correct answer) or 0 (wrong answer) -->
15        <a href="#y" onclick="lucyQuizAnswer(1, 1);">Y</a>
16        <a href="#n" onclick="lucyQuizAnswer(1, 0);">N</a>
17      </li>
18      <li>
19        Are you a dog?
20        <a href="#y" onclick="lucyQuizAnswer(2, 0);">Y</a>
21        <a href="#n" onclick="lucyQuizAnswer(2, 1);">N</a>
22      </li>
23      <li>
24        Are you a cat?
25        <a href="#y" onclick="lucyQuizAnswer(3, 0);">Y</a>
26        <a href="#n" onclick="lucyQuizAnswer(3, 1);">N</a>
27      </li>
28    </ul>
29  </body>
30 </html>
31
32
```

How to track users watching an awareness video

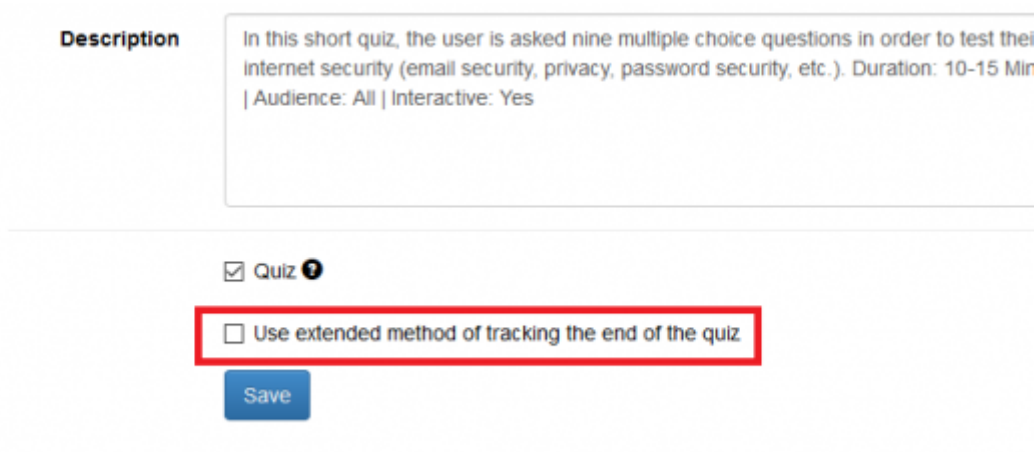
When using an awareness training video in LUCY one can consider it useful to track down the number of users that have played the video after receiving the awareness training email or after redirect to the awareness website. Some statistics regarding the average time of the video being played by recipients might also be useful in terms of awareness campaign effectiveness assessment and personnel training productivity.

LUCY allows you to verify if a training video was played. The video-tracking statistics are not personified and are displayed as a general chart in the report (PDF \ DOCX \ HTML) and on the statistics page. Once a recipient finished watching the video he should be marked as "Trained".

To find more information regarding this feature, please, consult this [chapter](#).

Extended method of tracking the end of the quiz

Starting with version Lucy 4.6, there is a new option called "Use extended method of tracking the end of the quiz", which is designed to track when the user finishes the quiz. The option is available on the Awareness Template editing page:



The screenshot shows the 'Description' field of an awareness template. The description text is: "In this short quiz, the user is asked nine multiple choice questions in order to test their internet security (email security, privacy, password security, etc.). Duration: 10-15 Min | Audience: All | Interactive: Yes". Below the description field, there is a checkbox labeled 'Quiz' with a question mark icon. Below this, there is a checkbox labeled 'Use extended method of tracking the end of the quiz', which is highlighted with a red rectangle. Below the checkbox, there is a blue 'Save' button.

Default state: disabled.

In order for this method to work, you will need to add a call to an additional function "**lucyQuizEnd()**" without any parameters. This function should be launched after the user answers the last question in your quiz.



Attention! Enabling this option without calling the "lucyQuizEnd()" function will cause recipients to not be marked as "trained". By default, Lucy marks each recipient as "Trained" after receiving the very first answer to the quiz. With the option "Use extended method of tracking the end of the quiz" and calling the function lucyQuizEnd(), the Trained sign can be set at the moment when it is necessary.

An example of usage the function lucyQuizEnd() in awareness training

Using the awareness template "Internet Security Exam" as an example, add the function lucyQuizEnd() to the source code for processing quiz answers. The quiz has 9 questions. The goal is to find victims who give 5 correct answers to the quiz. Enable the option "Use extended method of tracking the end of the quiz" within the Website section of the Awareness Settings in the campaign.

Add a new variable "correctAnswerCount" to keep the amount of correct answered questions:

```
var correctAnswersCount = 0;
```



Find the place in the code where function `lucyQuizAnswer` is called and insert a call of the function `lucyQuizEnd` after it with the condition as shown below.

```
correctAnswersCount++;
if (correctAnswersCount >= 5) {
    lucyQuizEnd();
}
```



Save the template and run the campaign. After 5 quiz questions are answered correctly, the recipient will be marked as "Trained".



Attention. Using the function *lucyQuizEnd()* together with the option "**Ignore repeated answers in awareness**" should be avoided, since this function ignores the restrictions set by that option.

Advanced functions

Since version 4.7.7, Lucy comes with few additional functions:

lucyQuizStart (quizNumber, countQuestions, errorHandler) - starts a quiz for the current user and tracks the time of when the quiz has been started. Useful for templates with randomly sorted questions and variable number of questions. Parameters:

- *quizNumber* - index of the quiz (default: 0). Other values except zero are reserved and will be supported in future versions.
- *countQuestions* - total number of questions in exam which is asked to the user (allowed values: 1...999).
- *errorHandler* - (optional) a callback function to be called with the thrown error.

lucySetVariable (varName, varValue, errorHandler) - permanently saves some text data for the current user. Parameters:

- *varName* - variable name (text, max length: 255)
- *varValue* - variable value (text, max length: 255)
- *errorHandler* - (optional) a callback function to be called with the thrown error.

lucyGetVariable(varName, successHandler, errorHandler) - retrieves previously saved variable by name. Parameters:

- *varName* - variable name (text, max length: 255)
- *successHandler* - a callback function to be called with the variable's value.
- *errorHandler* - (optional) a callback function to be called with the thrown error.

Example response:

```
{
  "variableName": "variableValue"
}
```

Since version 4.8.1, Lucy comes with a new additional function:

lucyQuizResults(quizNumber, successHandler, errorHandler) - retrieves the current progress of the quiz with a list of answered questions. Parameters:

- *quizNumber* - index of the quiz (default: 0). Other values except zero are reserved and will be supported in future versions.
- *successHandler* - a callback function to be called with the variable's value.
- *errorHandler* - (optional) a callback function to be called with the thrown error.

Example response:

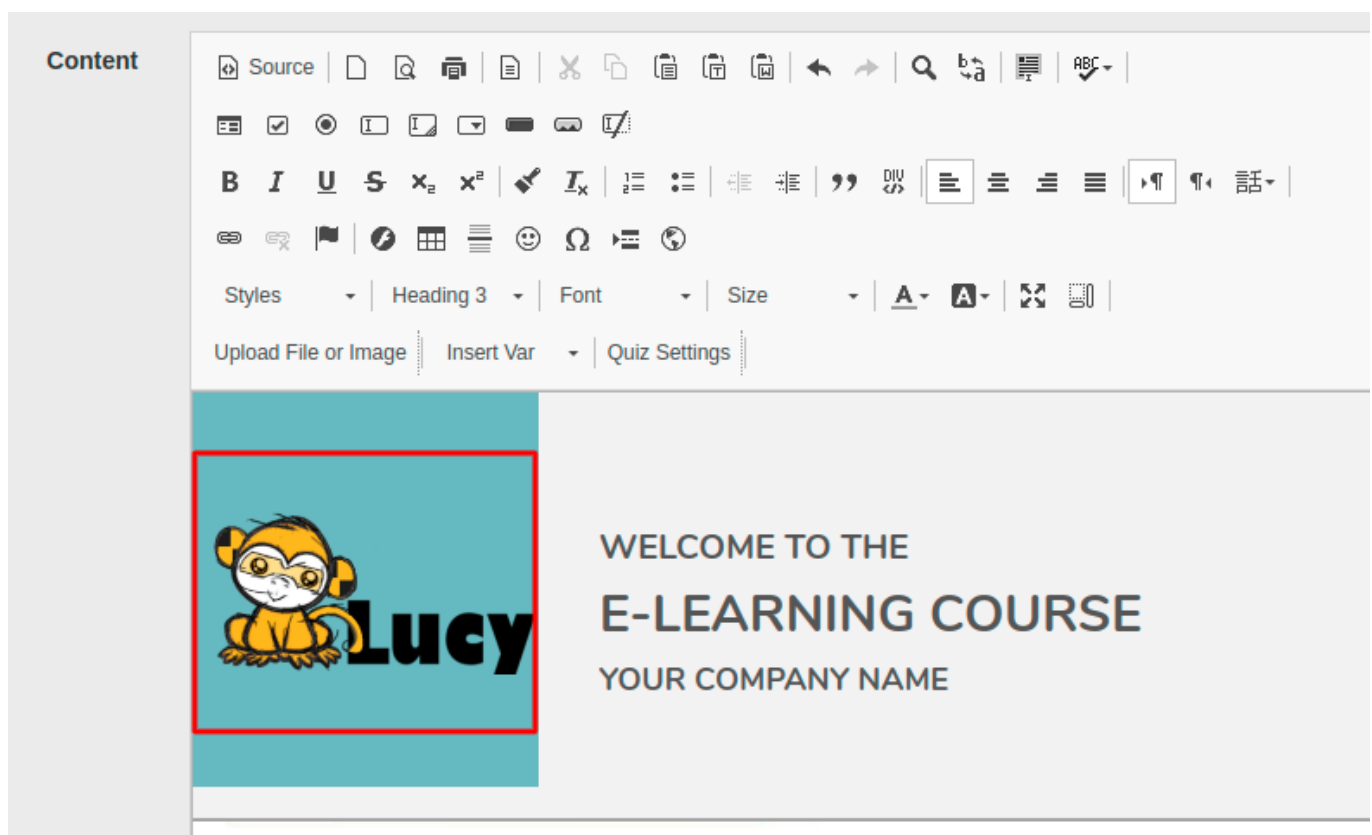
```
{
  "results": {
    "1": "0|1",
    "2": "0|1",
    "3": "0|1",
    ...
  },
  "trained": boolean,
  "trained_at": "datetime"
}
```

To illustrate how these new functions work, please download and restore a sample of awareness template (Advanced Quiz Functions) by the link:

[download](#)

How to customize a logo

1. Choose the **Upload File or Image** button or double click on the picture you would like to replace with a custom logo:



2. Open **Image Properties** and within the **Image Info** tab click on the **Browse Server** button in order to access a [File manager](#):

Image Properties

Image Info

Link

Upload

Advanced

URL

/public/campaign/156/awareness/108/11/img/your-logo-here.png

Browse Server

Alternative Text

Width

Height

Border

HSpace

VSpace

Align

<not set>

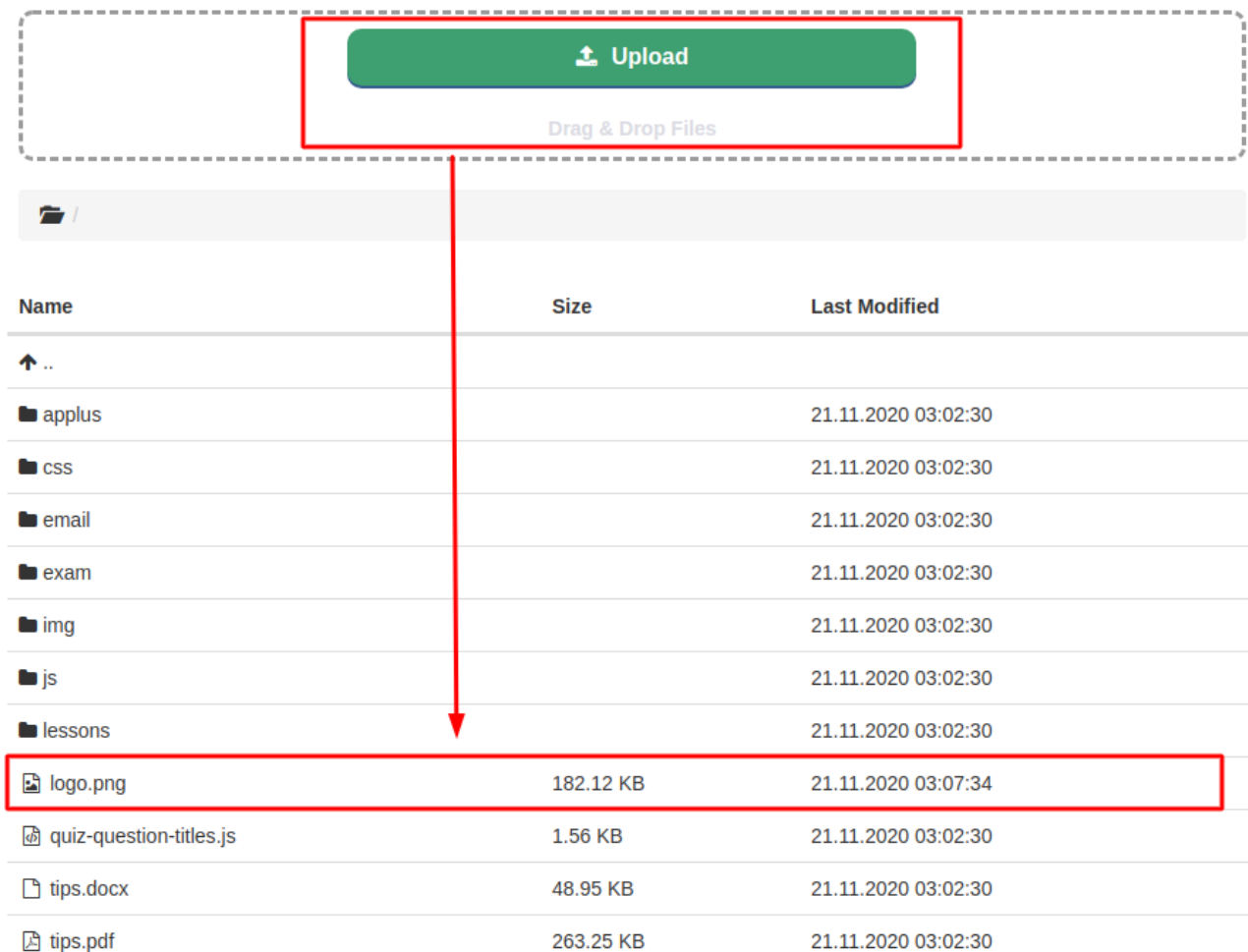
Preview

Lorem ipsum dolor sit

OK

Cancel

3. Within the [File manager](#) press the **Upload** button or simply drag & drop the required file. In order to select the file double click on it:



Upload

Drag & Drop Files

Name	Size	Last Modified
↑ ..		
➤ applus		21.11.2020 03:02:30
➤ css		21.11.2020 03:02:30
➤ email		21.11.2020 03:02:30
➤ exam		21.11.2020 03:02:30
➤ img		21.11.2020 03:02:30
➤ js		21.11.2020 03:02:30
➤ lessons		21.11.2020 03:02:30
🖼 logo.png	182.12 KB	21.11.2020 03:07:34
📄 quiz-question-titles.js	1.56 KB	21.11.2020 03:02:30
📄 tips.docx	48.95 KB	21.11.2020 03:02:30
📄 tips.pdf	263.25 KB	21.11.2020 03:02:30

4. After the image has been linked to the website you can adapt the size of the picture within the **Image Properties**:

Image Properties

Image Info

Link

Upload

Advanced

URL

/public/campaign/156/awareness/108/11/logo.png

Browse Server

Alternative Text

Width

200

Height

96

Border


HSpace

VSpace

Align

<not set>

Preview



Lucy

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Maecenas feugiat consequat diam. Maecenas metus. Vivamus diam purus, cursus a, commodo non, facilisis vitae, nulla. Aenean dictum lacinia tortor. Nunc iaculis, nibh non iaculis aliquam, orci felis euismod neque, sed ornare massa mauris sed velit. Nulla pretium mi et

OK

Cancel

5. Save the changes.

Troubleshooting

- Issue.

Lucy marks the recipients as 'Trained', while no quiz answers were given.
- Solution:

Enable the option "**Quiz**" within the Website section of the Awareness Settings in the campaign.
- Issue.

Lucy does not mark the recipients as 'Trained' despite received positive Quiz answers.
- Solution:

Disable the option "**Extended method of tracking the end of the quiz**" within the Website section of the Awareness settings in the campaign or change your awareness template as described above in this article.

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