



# **SimQuest 6.4**

## **Installation and User Manual**

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# 1 Introduction

SimQuest is a simulation-based learning and authoring environment.

SimQuest consist of two parts:

1. SimQuest Authoring Environment (to build SimQuest simulations)
2. SimQuest Learner Environment (to play SimQuest simulations)

## 2 Installing SimQuest 6.4

### Install SimQuest on a stand-alone computer

1. Download SimQuest 6.4 from our SimQuest website at [www.simquest.nl](http://www.simquest.nl).
2. (Save and) run the installation program called SimQuest\_64\_EN.exe \*
3. Follow the installation instructions.

\* The SimQuest installer uses Windows Installer version 2.0 or later. Windows Installer is part of Window 2000, XP, Vista and 7.

The needed hard disc space is 45 MB.

After installation the following elements are added to the Windows start menu:

- SimQuest Authoring Environment
- SimQuest Learning Environment

In addition, two example simulations are installed in (My) Documents/SimQuest

### Install SimQuest on a network computer

Installation of SimQuest on a network server is identical to installation on a stand-alone pc. However, to give learners access to SimQuest simulations, shortcuts are needed on the learner computers. If you want to log learner actions\* you need to set the logging properties per simulation.

1. Install SimQuest on the server
2. Install the SimQuest simulation(s) in a place on the server in a directory where learners have read rights
3. On the learner computers, make a shortcut to the SimQuest simulation(s) placed on the server. Add log properties if necessary

**Example of command line for shortcut without logging:**

Where Z is the drive letter by which the server is known on the learner computer.

Target:

“Z:\Program Files\SimQuest 6.4\simquest learner.exe”

“Z:\Program Files\SimQuest 6.4\simulations\name\_simulation.sqz”

**Example of command line for shortcut with logging:**

Where Z is the drive letter by which the server is known on the learner computer and P the drive letter of a directory where learners have write rights. The latter can also be a drive on the learner computer.

Target:

“Z:\Program Files\SimQuest 6.4\simquest learner.exe”

“Z:\Program Files\SimQuest 6.4\simulations\name\_simulation.sqz” -I P:\log -f name\_simulation.txt

The following log options are available:

<u>commando</u>	<u>argument</u>	<u>meaning</u>
-I	P:\log	set/overrule learner log-directory with P:\log
-f	name_simulation.txt	overrule the standard log name (learnlog.txt) with name_simulation.txt

\* SimQuest logs learner actions like:

- assignments done
- order of assignments done
- answers to assignments
- for every assignment: values changed in the simulation

All logged actions are recorded in a text file. For answers on questions an additional HTML file is generated which is easier to read as the text file.

### 3 SimQuest simulations

The SimQuest installation package contains two example simulations: Motion and Condensator. Motion is an English/Dutch/Italian simulation about speed, acceleration, and distance covered. Condensator is a Dutch/Italian simulation about conductors.

You will find more than 20 *free* SimQuest simulations on our website ([www.simquest.nl](http://www.simquest.nl)). Please contact us ([info@simquest.nl](mailto:info@simquest.nl)) if you would like a SimQuest simulation built for you.

#### File types

SimQuest 6.4 supports two file types: .sqz and .sql

##### ***SimQuest sqz files***

Sqz is the default file format. Sqz files contain all necessary SimQuest simulation elements in one file.

##### ***SimQuest sql files***

Sql is the 'old' SimQuest format. SimQuest 6.4 still supports it. SimQuest simulations saved in this format (built with the SimQuest Authoring Environment) consist of a SimQuest simulation file <simulation name>.sql and a resource directory <simulation name.res> containing images, html files, audio files, and video files. Saving in .sql format may be easy in the development stage, because the resources can be located easier (e.g. for overwrite with adapted files).

#### Screen resolution

Most SimQuest simulations need a screen resolution of 1024 x 768 pixels. You can change the screen resolution on your computer by:

1. Right click on the Windows Desktop
2. Select *Properties*
3. Select the tab sheet *Settings*
4. Select the screen resolution
5. Click *OK*

## 4 SimQuest Learning Environment

### Open a SimQuest simulation

There are three methods for opening a SimQuest simulation.

1. Starting a SimQuest simulation from the Windows start menu
2. Starting a SimQuest simulation from your hard disk or cd-rom
3. Starting the Learner Environment

#### ***Starting a SimQuest simulation from the Windows start menu***

When your SimQuest simulation came with an install program, you will find a shortcut to the simulation in the Windows start menu.

1. Open the Windows start menu
2. Open *All Programs*,
3. Open *SimQuest*
4. Click the simulation you want to open\*
5. Fill in your name (any name will do)\*\*
6. Fill in a student number (any number or name without space will do)\*\*
7. Click *Start*

#### ***Starting a SimQuest simulation from your hard disk or cd-rom***

1. Browse to the directory containing the simulation
2. Double click the simulation\* you want to open
3. Fill in your name (any name will do)\*\*
4. Fill in a student number (any number or name **without space** will do)\*\*
5. Click *Start*

### **Starting the SimQuest Learning environment**

1. Choose *SimQuest, SimQuest Learning Environment* in the Windows start menu
2. Fill in your name (any name will do)\*\*
3. Fill in a student number (any number or name **without space** will do)\*\*
4. Click *Start*
5. Choose a simulation from the list or click *Browse* to open a simulation from another that the default simulations location

\* SimQuest will recognize the default language of a SimQuest simulation. However, older simulations do not contain the necessary information for this. Change the language in the learner environment if the language of the simulation is another than the current learner environment language (see *Adjust language*).

\*\* The student number is used to make a directory in the SimQuest log directory where learner input (and if turned on learner actions) are saved

### **Adjust language**

SimQuest is a multilingual program. You can adjust SimQuest to the following languages:

- English
- Danish
- Dutch
- French
- German
- Italian
- Spanish
- Swedish
- Vietnamese

You choose the language with which you want to work as follows:

1. Click the *Options* button
2. Choose *Language*
3. Select the language desired
4. Click *Apply*

The language is adjusted immediately.

## 5 SimQuest Authoring Environment

### Edit a SimQuest simulation

There are two methods for editing a SimQuest simulation.

1. Editing a SimQuest simulation
2. Starting the Authoring Environment

#### ***Editing a SimQuest simulation***

1. Browse to the *(My) Documents/SimQuest* directory
2. Right click on the simulation\* you want to open
3. Choose *edit*
4. See the SimQuest manual (available on [www.simquest.nl](http://www.simquest.nl)) for further instructions

#### ***Starting the SimQuest Authoring environment***

1. Choose *SimQuest, SimQuest Authoring Environment* in the Windows start menu
2. See the SimQuest manual (available on [www.simquest.nl](http://www.simquest.nl)) for further instructions

\* SimQuest will recognize the default language of a SimQuest simulation. However, older simulations do not contain the necessary information for this. Change the language in the learner environment if the language of the simulation is another than the current learner environment language (see Adjust language).

## Adjust language

SimQuest is a multilingual program. You can adjust SimQuest to the following languages:

- English
- Danish
- Dutch
- French
- German
- Italian
- Spanish
- Swedish
- Vietnamese

You choose the language with which you want to work as follows:

1. Choose *Tools, Language*
2. Select the language desired
3. Click *Apply*
4. Click *Close*

The language is adjusted immediately.

**NOTE:** Changing the language in the authoring environment will also change the language in the learner environment.

## **Activate logging and change log directory for all simulations**

As described in section 2, SimQuest can log learner actions per simulations. In addition, logging properties can be set for all SimQuest simulations.

1. Start the SimQuest Authoring Environment
2. Choose *Tools, Preferences* in the menu
3. Choose the tab sheet: *Learner Environment*
4. Select *Log Learner Actions*
5. Define the new path in *Path For Logging* (e.g.: z:\SimQuest logfiles)
6. Click *Apply*
7. Click *Close*

**NOTE:** Per simulations log properties overrule the learner logging settings made in the Authoring Environment.

## **Change the simulation directory**

1. Start the SimQuest Authoring Environment
2. Choose *Tools, Preferences* in the menu
3. Choose the tab sheet *Path Preferences*
4. Define the new path in *Application Path* (e.g.: z:\SimQuest apps)
5. Click *Apply*
6. Click *Close*

## 6 System requirements

Operating system:

Microsoft®Windows® 2000, XP, Vista, and 7

Network:

Microsoft®Windows® or Novell®

Minimal PC system:

Pentium III

128 MB internal memory

32 MB graphic card

45 MB free hard disk space

screen resolution: 1024 × 768