

# ***TestOut***<sup>®</sup>

## TestOut EduApp Integration Guide

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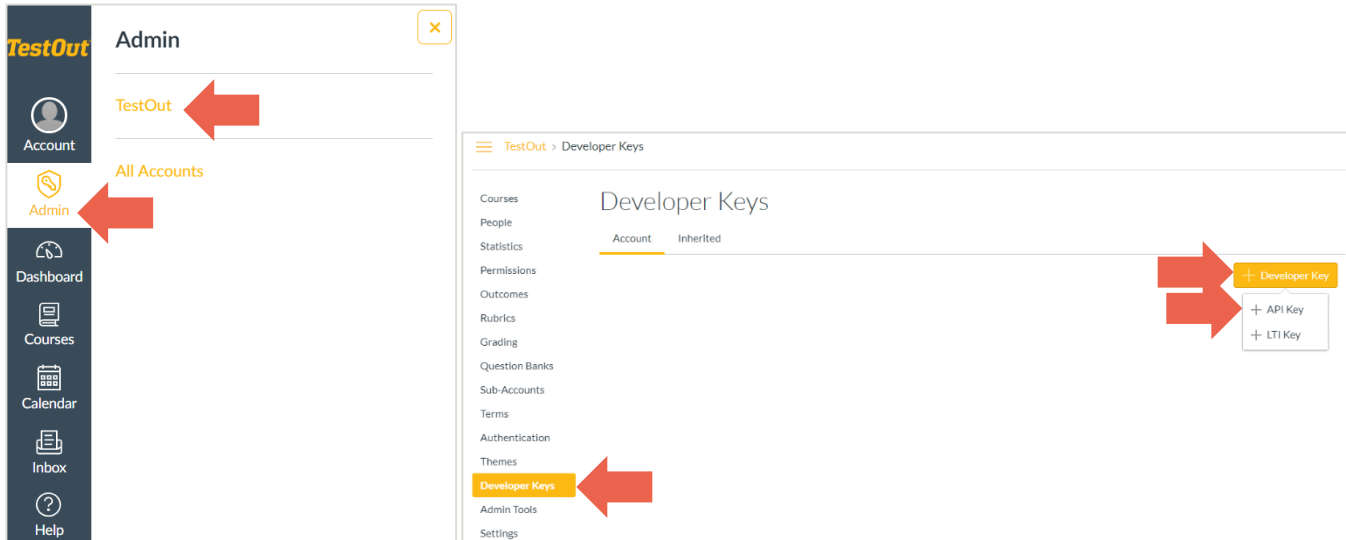
# SETTING UP THE TESTOUT EDUAPP IN CANVAS (CANVAS ADMINS)

## Creating a Developer Key

You must first create a Developer Key within your Canvas account to use the TestOut EduApp.

Navigate to the *Admin* panel, to your school account, and then the *Developer Keys* page.

Once there click on the + *Developer Key* button and choose +*API Key*.



Type in the following values for the key settings:

- *Key Name* (Something like TestOut will work great)
- *Owner Email* (Insert your email here)
- *Redirect URI (Legacy)* (<http://www.testout.com>)
- *Redirect URIs* (<http://www.testout.com>)

If your school requires you to **Enforce Scopes**, visit [Appendix A](#) to see what scopes the EduApp needs to be enabled.

The screenshot shows the 'Key Settings' form. On the left, there are input fields for: Key Name, Owner Email, Redirect URI (Legacy), Redirect URIs, Vendor Code (LTI 2), Icon URL, and Notes. There is a checkbox for 'Test Cluster Only'. On the right, there is a toggle for 'Enforce Scopes' which is currently disabled. A large warning icon (exclamation mark in a circle) is displayed next to the text: 'When scope enforcement is disabled, tokens have access to all endpoints available to the authorizing user.' At the bottom right, there are 'Cancel' and 'Save Key' buttons.

Once created, you will notice in the *Details* column, that you have created an ID and a Key.

Make sure that the Developer Key State is set to *On*.

Please copy the entire Developer ID and press the *Show Key* button to display Developer Key. Copy the Developer Key as well (it is long).

The screenshot displays the 'Developer Keys' page in the TestOut admin interface. The left sidebar contains navigation options like Account, Admin, Dashboard, Courses, Calendar, Inbox, and Help. The main content area shows a table of developer keys. The first key is 'TestOut Production' with owner email 'email@testout.com'. The 'Details' column shows a long ID '1000000000000000002' and a 'Show Key' button. The 'Stats' column shows 'Access Token Count: 1,241', 'Created: Dec 6, 2017 at 4:53pm', and 'Last Used: 2018-11-20T20:17:58Z'. The 'State' column has a green 'ON' button and an 'OFF' button. A '+ Developer Key' button is in the top right.

Navigate to <https://cdn.testout.com/canvas-signup/index.html> and insert the Consumer Key & Secret (given to you by a TestOut representative) and the recently created Canvas Developer ID and Developer Key. The ID & Key are securely transmitted to TestOut's database.

*Please ensure it is correct or you will experience issues while setting up the EduApp.*

Click *Submit*.

The screenshot shows the 'TestOut' Canvas Signup form. It features four input fields: 'Consumer key', 'Consumer secret', 'Canvas developer id', and 'Canvas developer key'. Each field has a small lock icon on the right side. At the bottom left, there is a yellow 'Submit' button with a red arrow pointing to it.

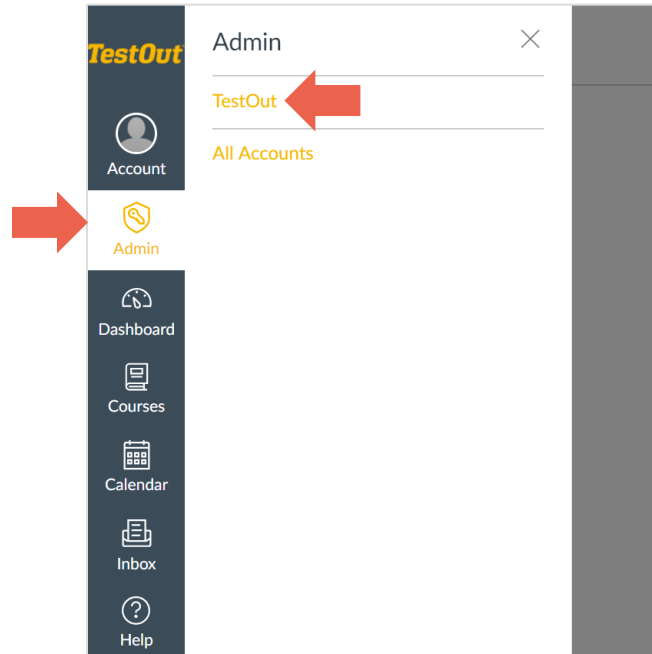
## Configuring the EduApp

After you have submitted the Developer ID & Key, do the following to set up the EduApp.

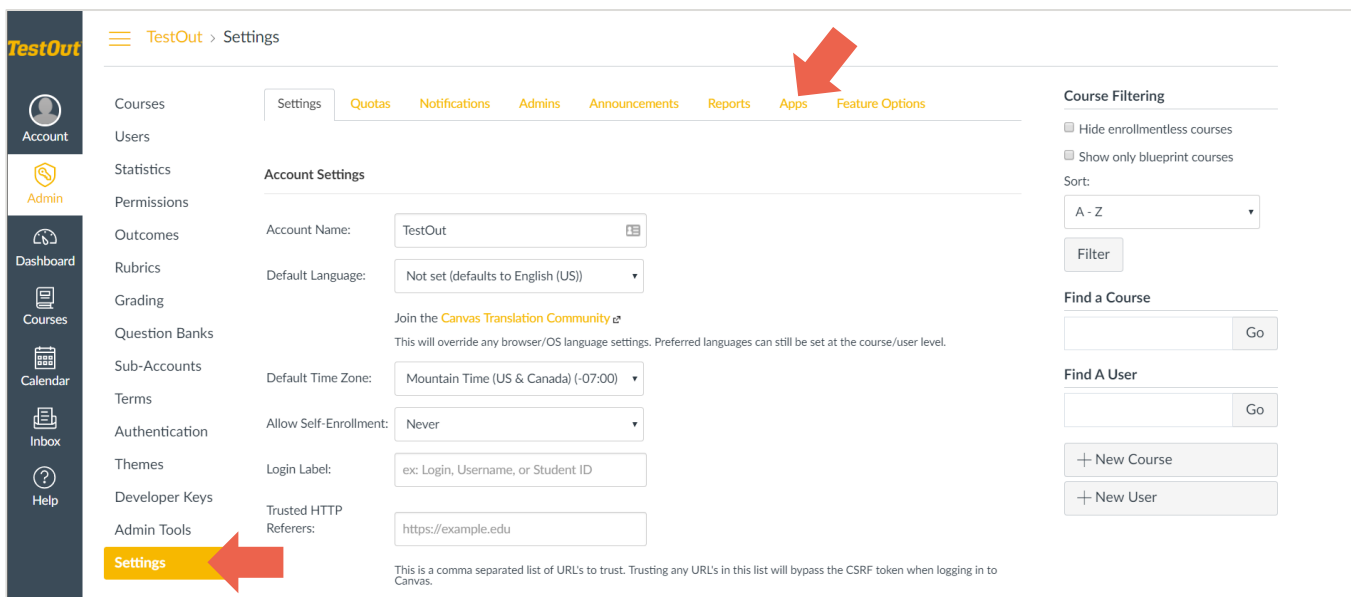
The TestOut EduApp can be installed at the Organization, Sub-Account, or Class level depending on your School needs. For the purposes of our guide, we will install it at the organization level.

*Please Note: If you install the EduApp on the Class level, if the class is copied or duplicated, you will need to go into the new course settings and put in your Consumer Key/Secret into the External App.*

Navigate to the *Admin* panel and click on your organization.



Navigate to the *Settings* page and then to the *Apps* tab.



Once on the *External Apps* screen, type *TestOut* in the *Filter by name* field and select the *TestOut EduApp*.

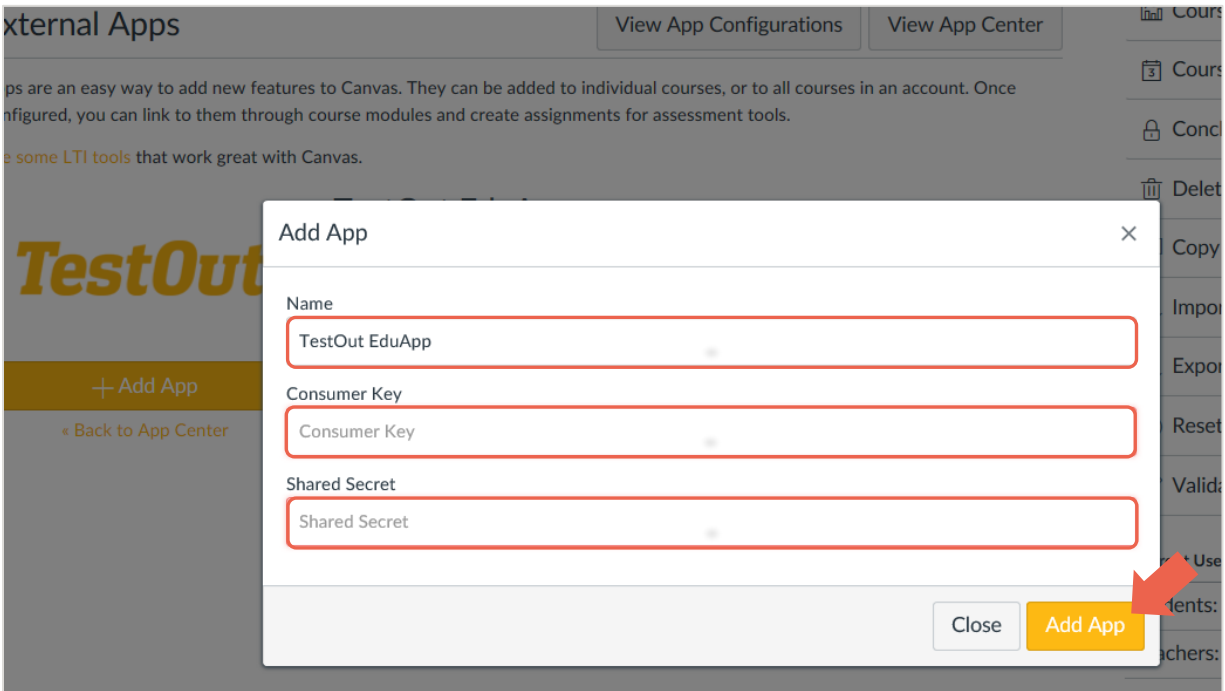
The screenshot shows the 'External Apps' page for the 'TestOut' app. The left sidebar contains navigation options: Account, Admin, Dashboard, Courses, Calendar, Inbox, Help, and Settings. The main content area has tabs for Course Details, Sections, Navigation, Apps, and Feature Options. The 'External Apps' section includes a 'View App Configurations' button, a description of apps, and a filter bar with 'All', 'Not Installed', and 'Installed' options. A search box contains 'TestOut'. Below the search box, a red arrow points to a 'TestOut' app card.

Click **+Add App**.

The screenshot shows the 'External Apps' page for the 'TestOut EduApp'. The left sidebar is similar to the previous screenshot, but with 'TestOut EduApp (Production)' and 'Settings' highlighted. The main content area has tabs for Course Details, Sections, Navigation, Apps, and Feature Options. The 'External Apps' section includes a 'View App Configurations' button, a 'View App Center' button, a description of apps, and a link to 'See some LTI tools that work great with Canvas'. A red arrow points to a '+ Add App' button. To the right, the 'TestOut EduApp' details are shown, including a description and instructions for Canvas Admins, Instructors, and Students.

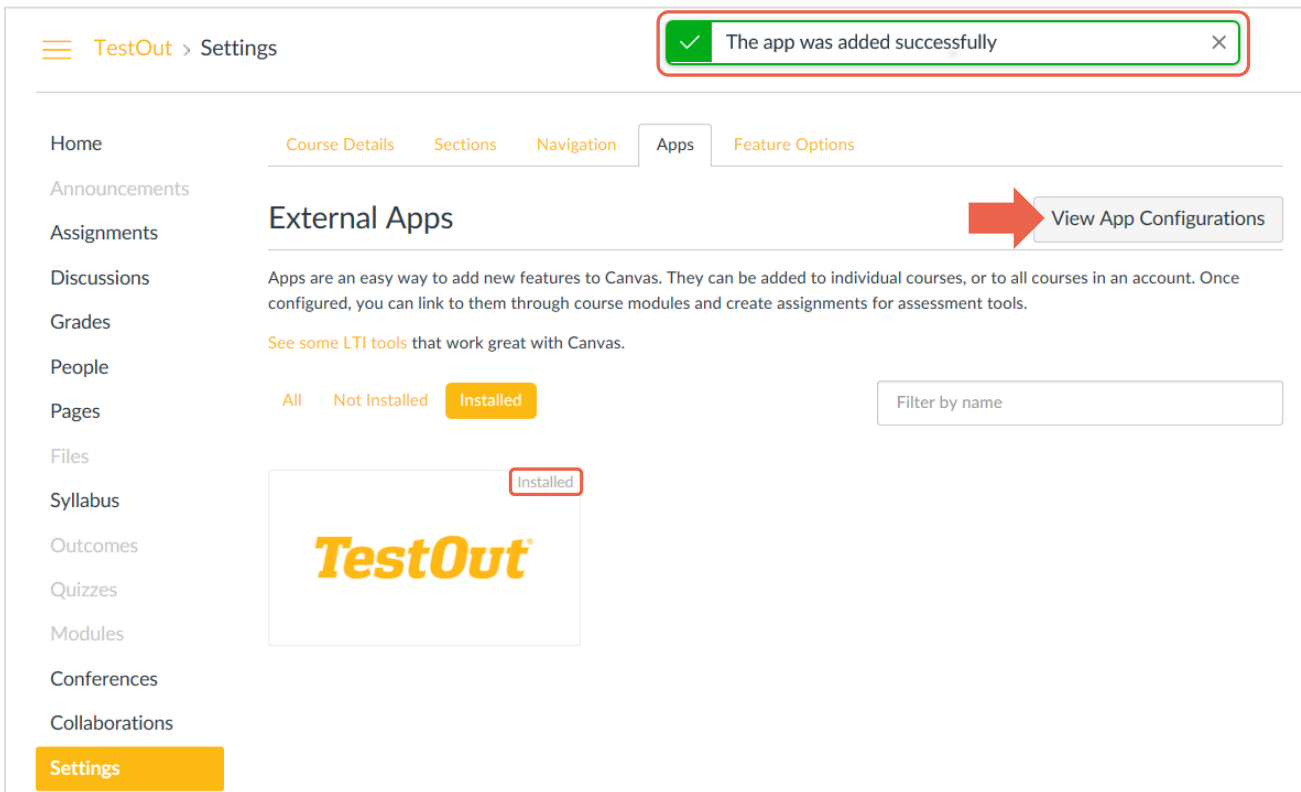
When the *Add App* screen comes up, you can edit the *Name* of the app if you would like.

Add in your *Consumer Key* and *Secret*, given to you from your TestOut representative. Click *Add App*.



You will see that the app has been successfully installed at the top of the page and on the App below.

*Please Note: If you have created multiple developer keys for TestOut in your production Canvas environment, please reach out to Technical Support for a couple additional steps to ensure your app will work correctly.*



## CREATING YOUR COURSE (CANVAS ADMINS/INSTRUCTORS)

The best practice is to start the LabSim LMS integration in a Sandbox Course (that is a course which is isolated from real teachers, students, etc. that are currently attending live classes). This can be in your development or production environments.

As part of our LMS integration testing, it is recommended that the Sandbox pseudo instructor account and pseudo student account are provided to TestOut for basic testing of the SSO links and score return (if applicable).

Testing as a pseudo instructor and student in the sandbox is the primary way we can confirm the experience will be successful when the LMS courses are live and in session.

### Enable LabSim EduApp in Courses

For the courses that will use LabSim, navigate to the *Settings* of the course.

Locate the TestOut LabSim EduApp and drag it up to the top section so it will show in your course navigation.

*Note: The TestOut EduApp will only show for Admins & Instructors (not students).*

TestOut Computers 101 > Settings

Home Course Details Sections Navigation Apps Feature Opt

Account

Admin

Dashboard

Courses

Calendar

Inbox

Help

Home

Announcements

Assignments

Discussions

Grades

People

Pages

Files

Syllabus

Outcomes

Quizzes

Modules

Conferences

Collaborations

TestOut EduApp (Production)

Settings

Drag and drop items to reorder them in the course navigation.

Home	⋮
Announcements	⋮
Assignments	⋮
Discussions	⋮
Grades	⋮
People	⋮
Pages	⋮
Files	⋮
Syllabus	⋮
Outcomes	⋮
Quizzes	⋮
Modules	⋮
Conferences	⋮
Collaborations	⋮
TestOut EduApp	⋮
Page disabled, won't appear in navigation	⋮

Drag items here to hide them from students.  
Disabling most pages will cause students who visit those pages to be redirected to the course home page.

Save

After you have moved the EduApp into the course navigation, press **Save**.

TestOut Computers 101 > Settings

Home Course Details Sections Navigation Apps Feature Opt

Account

Admin

Dashboard

Courses

Calendar

Inbox

Help

Home

Announcements

Assignments

Discussions

Grades

People

Pages

Files

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TestOut EduApp (Production)

Settings

Drag and drop items to reorder them in the course navigation.

Home	⋮
Announcements	⋮
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Discussions	⋮
Grades	⋮
People	⋮
Pages	⋮
Files	⋮
Syllabus	⋮
Outcomes	⋮
Quizzes	⋮
Modules	⋮
Conferences	⋮
Collaborations	⋮
TestOut EduApp	⋮

Drag items here to hide them from students.  
Disabling most pages will cause students who visit those pages to be redirected to the course home page.

Save



## Linking to TestOut Course Resources

Inside your course, navigate to the *TestOut EduApp* page on the course navigation panel (*Please note that this will be named whatever you named your App in the previous step*).

The screenshot shows the TestOut interface for a course titled 'Computers 101'. On the left is a navigation sidebar with icons for Account, Admin, Dashboard, Courses, Calendar, Inbox, and Help. The 'Courses' section is expanded, and 'TestOut EduApp' is highlighted with a red arrow. The main content area features the TestOut logo and a heading: 'Use this tool to create assignments for TestOut LabSim courseware. How do your students get access to TestOut products?'. Below this are two radio button options: 'Activation codes' (unselected) and 'School License Pool' (selected). A note states: 'Your institution must already have obtained a license pool for a TestOut product.' Below the options are five yellow buttons: 'Add link to course resources', 'Add link to Custom Exams', 'Add link to Pro Certification Exams', 'Synchronize Student Grades', and 'Settings'. A copyright notice at the bottom reads: 'Copyright © 2018 TestOut Corporation®. (1.1.17)'.

Once the EduApp loads the page, choose which licensing method your school uses.

### Activation Codes

If students obtain an activation code (purchased through TestOut or through a bookstore), select the first option and insert the ISBN of the product you will be using for the course.

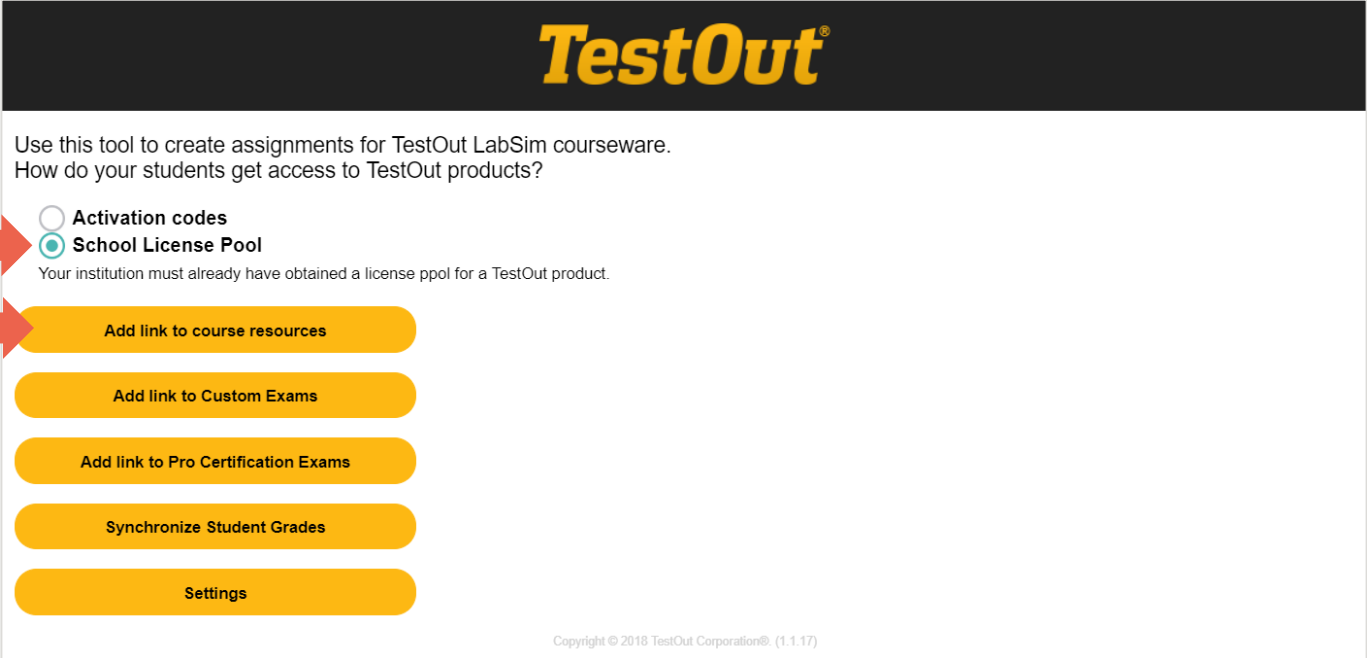
Press *Add Assignments for Course Items*.

The screenshot shows the TestOut EduApp page. The TestOut logo is at the top. Below it is the heading: 'Use this tool to create assignments for TestOut LabSim courseware. How do your students get access to TestOut products?'. The 'Activation codes' option is selected with a radio button, indicated by a red arrow. Below this is a text input field containing the ISBN '978-1-935080-52-7', which is circled in red. To the right of the input field is a yellow button labeled 'Add Assignments for Course Items', also highlighted with a red arrow. Below the 'Activation codes' section is the 'School License Pool' option, which is unselected. A note states: 'Your institution must already have obtained a license pool for a TestOut product.' Below this are five yellow buttons: 'Add link to Custom Exams', 'Add link to Pro Certification Exams', 'Synchronize Student Grades', and 'Settings'. A copyright notice at the bottom reads: 'Copyright © 2018 TestOut Corporation®. (1.1.17)'.

## School Licence

If the school purchases a license pool, select the *School License Pool* option.

Press *Add link to course resources*.



**TestOut®**

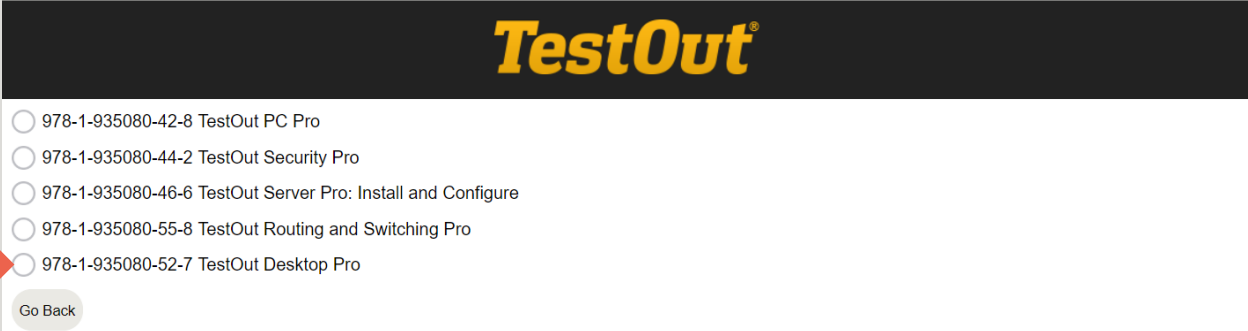
Use this tool to create assignments for TestOut LabSim courseware.  
How do your students get access to TestOut products?

Activation codes  
 **School License Pool**  
 Your institution must already have obtained a license pool for a TestOut product.

Copyright © 2018 TestOut Corporation® (1.1.17)

Select the product that you are using in this course.

*Note: The list of products listed here reflects the licenses that is available to your school. If a product is missing, please contact your TestOut Account Executive.*



**TestOut®**

978-1-935080-42-8 TestOut PC Pro  
 978-1-935080-44-2 TestOut Security Pro  
 978-1-935080-46-6 TestOut Server Pro: Install and Configure  
 978-1-935080-55-8 TestOut Routing and Switching Pro  
 978-1-935080-52-7 TestOut Desktop Pro

At this point, both methods lead you to an outline of the product you are using in your course.

If there are multiple versions of the product you are using and you have not specified which one you will be using (by creating a link already or by determining it from within your LabSim class), you can change which version you use by selecting *Select Different Version*.

After selecting the correct version, select the chapter you wish to link to and the resources within that chapter will appear on the right-hand side.

Select a Section Heading and/or specific Resource to create an assignment link for each selected item.

*Tip: To select all the resources of a specific type within a section (or unselect them), click the icons on the far right.*

*Tip: In order to avoid long loading times, create less than 30 links at one time.*

Click *Continue*.

The screenshot displays the TestOut interface for selecting resources. At the top, the 'TestOut' logo is visible. Below it, the 'Selected Product' is identified as 'TestOut Desktop Pro (978-1-935080-52-7)' with a link to 'English (United States) 4.1.12 Select Different Version'. The instruction 'Select the resource for which you wish to create assignments.' is followed by a list of chapters and resources.

Chapter	Resource	Selected
0.0: Getting Started Information		
1.0: Computer and Internet Basics		
<b>2.0: Microsoft Word</b>		
3.0: Microsoft Excel		
4.0: Microsoft PowerPoint		
5.0: Microsoft Access		
A.0: Desktop Pro Practice Exams		
	<input type="checkbox"/> 2.1 Introduction to Word	
	<input type="checkbox"/> 2.1.1 Learning Office Applications	
	<input type="checkbox"/> 2.1.2 Lab Types	
	<input type="checkbox"/> 2.1.3 Introduction to Word	
	<input type="checkbox"/> 2.1.4 Word Tasks Overview	
	<input checked="" type="checkbox"/> 2.2 Creating Documents	
	<input type="checkbox"/> 2.2.1 Text Selection	
	<input type="checkbox"/> 2.2.2 The Clipboard	
	<input type="checkbox"/> 2.2.3 Document Creation Facts	
	<input checked="" type="checkbox"/> 2.2.4 Skills Lab: Create Documents	
	<input checked="" type="checkbox"/> 2.2.5 Challenge Lab: Create Documents	
	<input type="checkbox"/> 2.2.6 Document Creation Tips	
	<input type="checkbox"/> 2.2.7 Applied Lab: Prepare a Business Memo	
	<input type="checkbox"/> 2.2.8 Applied Lab: Reorganize Class Notes	
	<input type="checkbox"/> 2.3 Managing and Printing Documents	
	<input type="checkbox"/> 2.3.1 Document File Formats	
	<input type="checkbox"/> 2.3.2 Word Printing Tips	

At the bottom of the interface, there are two buttons: 'Go Back' and 'Continue'. Red arrows in the original image point to the '2.0: Microsoft Word' chapter, the '2.2 Creating Documents' resource, and the 'Continue' button.

On this next page, you will see a summary of the links that you are creating.

To create a link **without** a gradebook column, uncheck the box next to the assignment. Graded assignments will create links on the assignments page. Ungraded assignments will create links on the modules tab.

Additionally, you can determine which assignment and/or module group you want to put each link into.

You can also choose to automatically publish the assignments if you wish.

Click *Continue*.

*Please Note: Section Headings (e.g., 2.2, 3.5, x.x, etc.) are not graded and therefore cannot be checked. They will show up on the Modules page in Canvas.*

**TestOut**  
 TestOut Desktop Pro (978-1-935080-52-7)  
 English (United States) 4.1.12

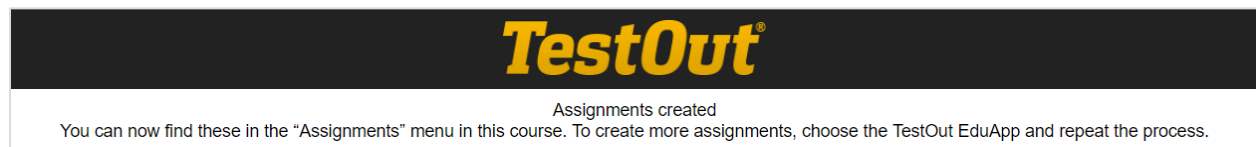
The following graded or ungraded assignments will be created in the course. If an assignment should not be graded please remove the check mark next to it.

Assignment	Graded	Assignment Group	Module Group
2.2 Creating Documents	<input type="checkbox"/>	Labs	TestOut Content
2.2.4 Skills Lab: Create Documents	<input checked="" type="checkbox"/>	Labs	None
2.2.5 Challenge Lab: Create Documents	<input checked="" type="checkbox"/>	Labs	None

Publish assignments on creation

Go Back Continue

Once the assignments are created, you will see the success message below with the instructions to navigate to the *Assignments* menu within Canvas to find the links created.



Navigate to the *Assignments* page on the course navigation panel. You will see the graded assignments you have created (the links will populate in the top assignment group on your assignments page).

*If you did not publish the assignments, make sure you publish them so your students will see the assignment in their Canvas.*

**TestOut** Computers 101 > Assignments

Home Search for Assignment + Group + Assignment

Announcements

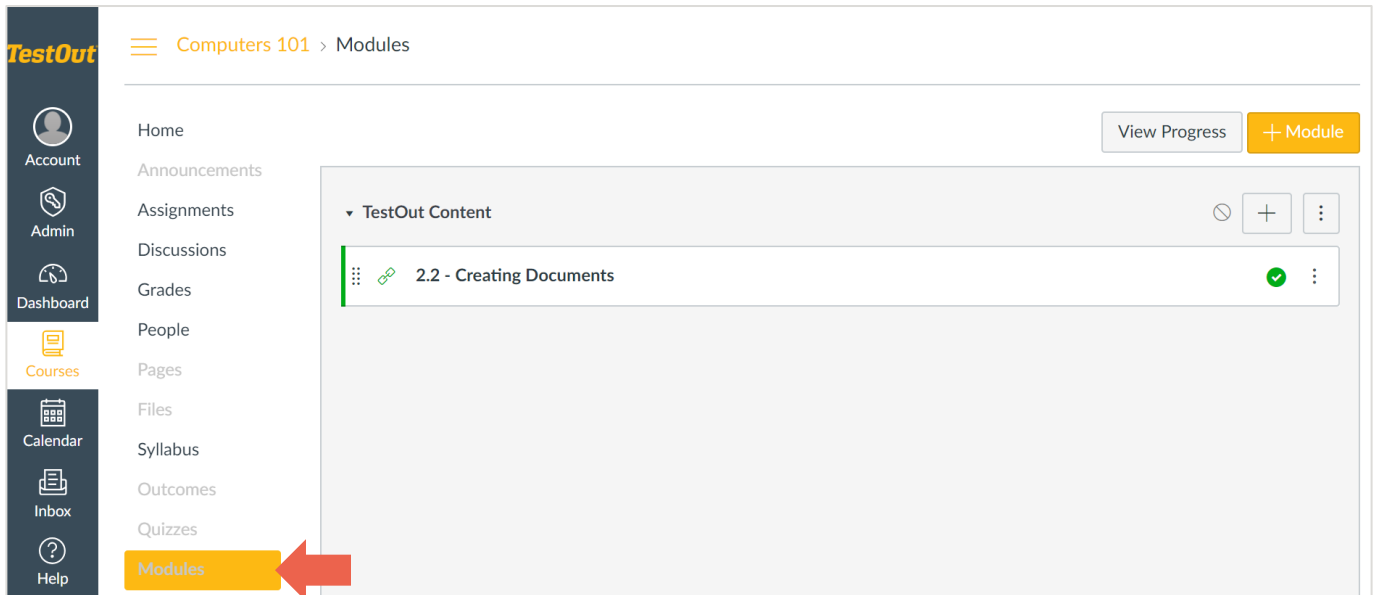
**Assignments** Assignments

Assignment	Points	Status
2.2.4 - Skills Lab: Create Documents	7 pts	<input checked="" type="checkbox"/>
2.2.5 - Challenge Lab: Create Documents	7 pts	<input checked="" type="checkbox"/>

Account Admin Dashboard Courses Calendar Inbox

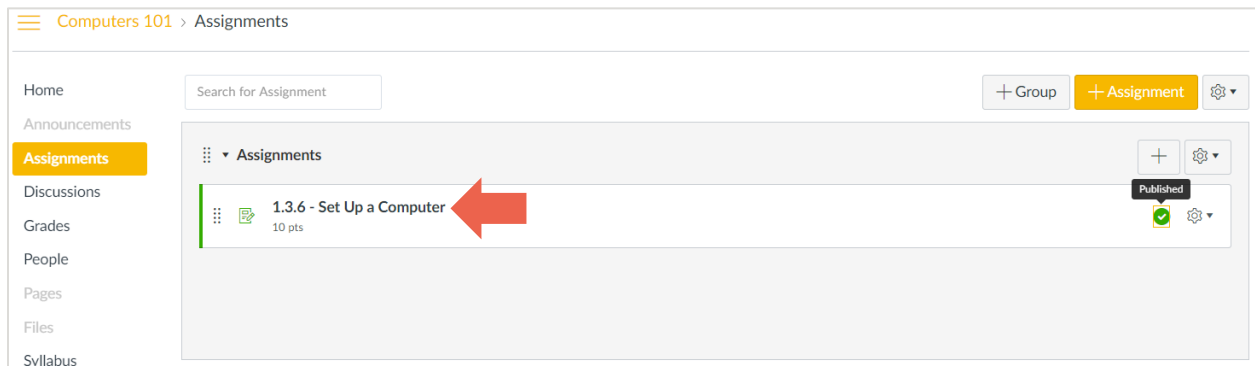
Any ungraded assignments (including section headings) you created will show up in the *Modules* tab (TestOut will create a module called *TestOut Content*).

*Note: These ungraded links cannot be on the assignments tab because it will create a gradebook column.*



The screenshot shows the TestOut interface for 'Computers 101' in the 'Modules' section. The left sidebar contains navigation links: Account, Admin, Dashboard, Courses, Calendar, Inbox, and Help. The 'Modules' link is highlighted in yellow and has a red arrow pointing to it. The main content area shows a list of modules under 'TestOut Content'. The first module is '2.2 - Creating Documents', which is highlighted in green and has a red arrow pointing to it. The interface also includes a 'View Progress' button and a '+ Module' button.

Click an assignment (or module) link to enter LabSim.



The screenshot shows the TestOut interface for 'Computers 101' in the 'Assignments' section. The left sidebar contains navigation links: Home, Announcements, Assignments, Discussions, Grades, People, Pages, Files, and Syllabus. The 'Assignments' link is highlighted in yellow and has a red arrow pointing to it. The main content area shows a list of assignments under 'Assignments'. The first assignment is '1.3.6 - Set Up a Computer', which is highlighted in green and has a red arrow pointing to it. The interface also includes a search bar for assignments, a '+ Group' button, and a '+ Assignment' button.

## Activation Methods

### Admins & Instructor

Admins/Instructors will automatically be given a license to a product as they click a link to enter LabSim from Canvas.

### Students

The student experience will be based on the product activation method you selected while setting up the links through the EduApp (refer to decision made [here](#)).

### School License

For schools purchasing a school license, students will be given immediate access to the product and your license pool will be deducted one license.

### Activation Codes

If the student purchases/receives an activation code and has not used it to create an account, they will see the screen below. Students will input the activation code and press *Activate*.

*Note: If you would like to direct your students to a website for more information or to purchase an activation code, you can determine a URL that will show on this page by clicking on the EduApp and then the Settings button.*

**TestOut**

The resource you are attempting to access requires an activation code.

Please enter your activation code:

For help with activation codes click [here](#)

If a student has already used their activation code, when they put in the previously used activation code they will be prompted to put in their LabSim login and password so we can link to the previously created account.

**TestOut**

The activation code you entered has already been used by someone else. If you originally used the activation code with a different LabSim account, please provide us with the original account and password so that the accounts can be merged.

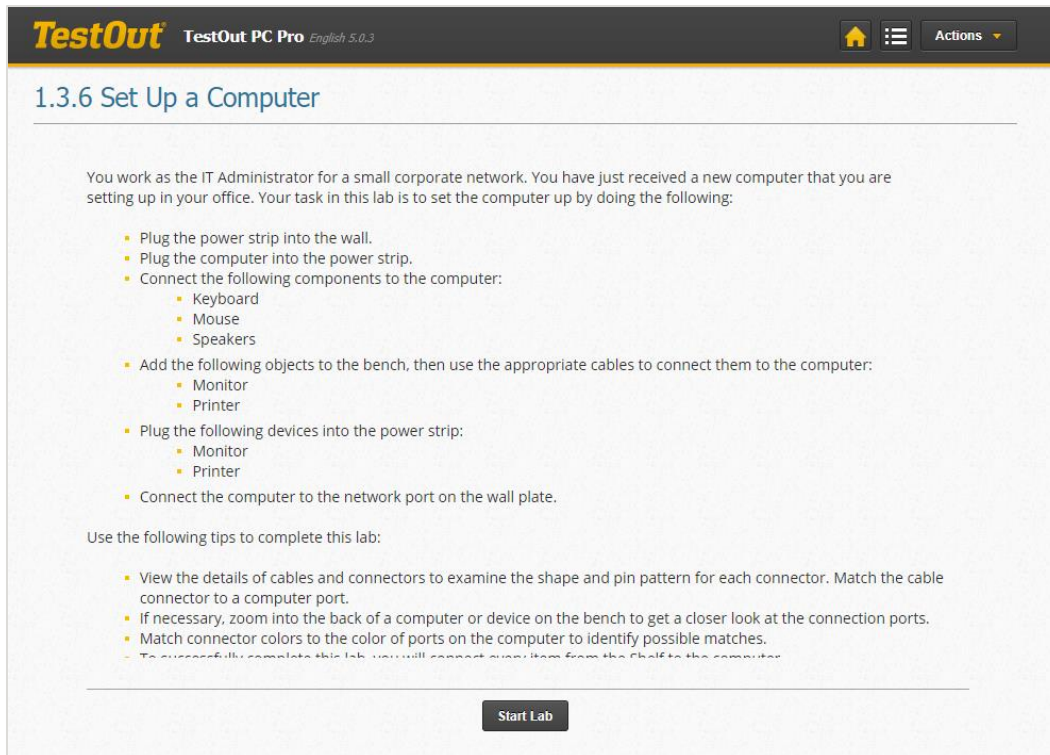
LabSim account (not email)

LabSim password

**Activation code in use**

Students will then be directed to the specific section within their LabSim course where they can complete the work they wish to complete.

Scores for the assignment links that were created will automatically be synced back to the Canvas gradebook.



The screenshot displays the TestOut PC Pro interface. At the top, the logo "TestOut" is in orange, followed by "TestOut PC Pro" and "English 5.0.3". On the right, there are icons for a home page, a menu, and an "Actions" dropdown. The main content area is titled "1.3.6 Set Up a Computer". Below the title, a paragraph describes the user's role as an IT Administrator and the task of setting up a new computer. A list of tasks follows, including plugging a power strip, connecting components like keyboard, mouse, and speakers, adding a monitor and printer to the bench, plugging devices into the power strip, and connecting to a network port. Below the tasks, a section titled "Use the following tips to complete this lab:" provides additional instructions on examining cable connectors, zooming in on ports, and matching colors. A "Start Lab" button is located at the bottom center of the page.

**TestOut** TestOut PC Pro English 5.0.3

## 1.3.6 Set Up a Computer

You work as the IT Administrator for a small corporate network. You have just received a new computer that you are setting up in your office. Your task in this lab is to set the computer up by doing the following:

- Plug the power strip into the wall.
- Plug the computer into the power strip.
- Connect the following components to the computer:
  - Keyboard
  - Mouse
  - Speakers
- Add the following objects to the bench, then use the appropriate cables to connect them to the computer:
  - Monitor
  - Printer
- Plug the following devices into the power strip:
  - Monitor
  - Printer
- Connect the computer to the network port on the wall plate.

Use the following tips to complete this lab:

- View the details of cables and connectors to examine the shape and pin pattern for each connector. Match the cable connector to a computer port.
- If necessary, zoom into the back of a computer or device on the bench to get a closer look at the connection ports.
- Match connector colors to the color of ports on the computer to identify possible matches.
- To successfully complete this lab, you will connect every item from the Shelf to the computer.

**Start Lab**

## Creating a Class in LabSim

Creating a class in LabSim happens automatically when the first member of the class clicks a link to enter LabSim. For your information, here is other information that is transferred to LabSim.

The **LabSim Class Name** is determined by the *Name* field in your course settings.

If you would like to append the Course Code or SIS ID to the LabSim class name to help you distinguish between classes that might share the same name, you can add one of the below parameters to the *Custom Fields* box of the EduApp created in the [Configuring the EduApp](#) section.

- `course_name_suffix=coursecode` (This will append the Canvas Course Code to the LabSim class name)
- `course_name_suffix=sisid` (This will append the Canvas SIS ID to the LabSim class name)

The screenshot shows the 'Course Details' settings page for a course named 'Computers 101'. The 'Name' field is highlighted with a red box and contains the text 'Computers 101'. Other fields include 'Course Code' (Computers 101), 'Blueprint Course' (unchecked), 'Time Zone' (Mountain Time (US & Canada)), 'SIS ID' (empty), 'Subaccount' (Manually-Created Courses), 'Term' (Default Term), 'Starts' (Oct 10, 2018 at 4:21pm), and 'Ends' (Wed Oct 10, 2018 4:21pm). A checkbox at the bottom indicates 'Users can only participate in the course between these dates'.

The **LabSim Class Instructor** is determined when the first instructor clicks a link to enter LabSim from within the class. Classes can only be owned by one instructor in LabSim, so if the first instructor is not the actual instructor, it will need to be changed from within LabSim (a second instructor will not override the first instructor).

**Students** are added to the LabSim class when they click on the first link to enter LabSim.

*Please Note: If an LMS Admin (or any other role that is not Instructor or Student) clicks a link into LabSim, the LabSim class **will not be created**. It is important that Instructors click at least one LabSim link before the class starts.*



## Student Grades Returning to Canvas

When an assignment link is created using the EduApp, a corresponding column in the Canvas gradebook is also created.

When a student clicks on a link and completes the resource within LabSim, that score will be transferred to Canvas within 1-2 minutes.

The **latest score** will be passed to Canvas. If a school wants to have only the **highest score** in their Canvas gradebook, please contact your TestOut representative.

*Note: There is a one-to-one relationship between the link and the gradebook column. A student must click on each link for LabSim to know where the score should be placed in the Canvas gradebook (even if the resource has been completed prior inside of LabSim).*

*For example, on the screen below, if a student clicks on and completes the lab 1.6.12 and goes on to complete 1.6.13 and 1.6.14 without returning to Canvas and clicking on that link, only the score for 1.6.12 will come back to the Canvas gradebook.*

The screenshot shows the TestOut interface for a course titled "Desktop Pro Demo Course". The left sidebar contains navigation options: Account, Dashboard, Courses, Calendar, Inbox, and Help. The main content area shows a list of assignments under the heading "Week One-Computer Basics". The assignments are:

- 1.6.1 - Desktop and Mobile Devices (Jan 5 | 0 pts)
- 1.6.12 - Skills Lab: Connect Computer Devices (Jan 5 | 10 pts)
- 1.6.13 - Applied Lab: Connect a Monitor (Jan 5 | 4 pts)
- 1.6.14 - Applied Lab: Set Up a Computer (Jan 5 | 8 pts)

If an instructor of a course would like to ensure that their gradebook is up to date, instructors can access the EduApp and press the *Synchronize Student Grades* button.

This will go grab all scores for all students in that instructors' classes, regardless of if the students clicked every link

*Note: Only grades achieved in LabSim during the Canvas course dates will be sent to Canvas (Refer to bottom of screenshot in Creating a Class in LabSim section).*

The screenshot shows the TestOut interface with the following text and options:

Use this tool to create assignments for TestOut LabSim courseware.  
How do your students get access to TestOut products?

Activation codes  
 School License Pool

Your institution must already have obtained a license pool for a TestOut product.

Buttons (from top to bottom):

- Add link to course resources
- Add link to Custom Exams
- Add link to Pro Certification Exams
- Synchronize Student Grades (highlighted with a red arrow)
- Settings

Once inside the LabSim Grade Synchronization Center, you will notice some information about grades.

By default, the sync score button does not sync late scores (based on any due dates set in the assignment link). You can check the *Synchronize scores achieved after the assignment due date* check box if you wish to synchronize late scores.

By default, we don't look at the availability dates of a canvas assignment. If you do not want scores that fall outside the available dates, check the box to *Check availability range in assignments*.

Press *Synchronize Student Grades*.

Once the sync has been submitted, you will see the request as *Submitted*. You would also see a history of previous updates.

# TestOut®

## Welcome to the LabSim Grade Synchronization Center.

If your student clicks every assignment link you've included in your Canvas course, the grades should synchronize automatically but to ensure that your grades are up to date, we have provided an instructor grade synchronize button. Clicking the button below will check for grades achieved in LabSim within the Canvas courses beginning and end date. Grades passed back will reflect the latest or highest grade a student has achieved on an assignment based on your configuration with your TestOut contact.

By default, we do not synchronize late scores (based on the assignment due date in Canvas) but you can allow it by selecting the options below before clicking the synchronize scores button

Synchronize scores achieved after the assignment due date

By default the assignments' available dates are ignored by the synchronization process, if you do not wish to get scores that fall outside of the available dates of the assignment (they must be specified), select the following option.

Check availability range in assignments.

Go Back

Synchronize Student Grades

## Status and History of Grade Synchronization requests

View the status of your grade synch or a recent history of past grade synchronization requests below.

Request time	Current Status	as of	Updates
Thu, Mar 14, 2019 3:34 PM	Submitted	Thu, Mar 14, 2019 3:34 PM	0
Thu, Mar 14, 2019 3:23 PM	Completed	Thu, Mar 14, 2019 3:23 PM	0

The updates column tells you how many grades have been updated. The final column tells you the progress of the sync (Top bar=overall progress, bottom bar=progress within the current course).

*Note: The sync score button only updates scores that have obtained during Canvas class start and end date.*

Request time	Current Status	as of	Updates	Progress
Thu, Dec 6, 2018 10:35 AM	Submitted	Thu, Dec 6, 2018 10:35 AM	0	20% 42%
Thu, Dec 6, 2018 10:34 AM	Completed	Thu, Dec 6, 2018 10:35 AM	0	
Fri, Oct 19, 2018 12:39 PM	Completed	Fri, Oct 19, 2018 12:40 PM	1	
Mon, Oct 15, 2018 11:17 AM	Completed	Mon, Oct 15, 2018 11:18 AM	0	
Wed, Sep 19, 2018 3:17 PM	Completed	Wed, Sep 19, 2018 3:18 PM	0	
Wed, Sep 19, 2018 3:15 PM	Completed	Wed, Sep 19, 2018 3:16 PM	0	
Fri, Sep 14, 2018 2:46 PM	Completed	Fri, Sep 14, 2018 2:46 PM	0	
Fri, Sep 14, 2018 2:25 PM	Completed	Fri, Sep 14, 2018 2:26 PM	0	
Fri, Sep 14, 2018 2:25 PM	Completed	Fri, Sep 14, 2018 2:26 PM	0	
Fri, Sep 14, 2018 2:25 PM	Completed	Fri, Sep 14, 2018 2:26 PM	0	

## Linking to Custom Exam

Once the EduApp loads the page, choose the activation method your school uses.

- If the students at your school purchase or are given activation codes, select *Activation Code*
- If your school purchases a multi-user license, select *School License Pool*

To add an assignment link to a Custom Exam inside of LabSim, click on the *Add link to Custom Exams*.

The screenshot shows the TestOut interface for 'Computers 101'. The left sidebar contains navigation options: Account, Admin, Dashboard, Courses, Calendar, Inbox, Help, TestOut EduApp (highlighted with a red arrow), and Settings. The main content area features the TestOut logo and a message: 'Use this tool to create assignments for TestOut LabSim courseware. How do your students get access to TestOut products?'. Below this message are two options: 'Activation codes' and 'School License Pool' (highlighted with a red circle). A note states: 'Your institution must already have obtained a license pool for a TestOut product.' Below the note are five yellow buttons: 'Add link to course resources', 'Add link to Custom Exams' (highlighted with a red arrow), 'Add link to Pro Certification Exams', 'Synchronize Student Grades', and 'Settings'. At the bottom right, there is a copyright notice: 'Copyright © 2018 TestOut Corporation® (1.1.17)'.

First, select the teacher who created the custom exam.

Next, select the Custom Exam.

Select the number of points that you would like this Custom Exam to be worth inside of the Canvas gradebook (*Please note, this will not change the value of the Custom Exam inside of LabSim*).

Click *Create link for Custom Exam*.

The screenshot shows the 'Create link for Custom Exam' form in the TestOut interface. The form has a black header with the TestOut logo. Below the header, there are three dropdown menus: 'Select the teacher whose Custom Exam should be linked' (with 'Cameron Christensen' selected and a red arrow pointing to the dropdown arrow), 'Select the Custom Exam to link' (with 'PC Pro Midterm #1 (978-1-935080-42-8)' selected and a red arrow pointing to the dropdown arrow), and 'Maximum possible points' (with '100' entered and a red box around the input field). At the bottom left is a 'Go Back' button, and at the bottom right is a yellow 'Create link for Custom Exam' button with a red arrow pointing to it.

On the *Assignments* page, you will see the link to your Custom Exam (*Please note you will need to publish the assignment for your students to see it*).

Computers 101 > Assignments

Home Search for Assignment + Group + Assignment ⚙️

Announcements

**Assignments**

Discussions

Grades

People

Pages

Files

Syllabus

Outcomes

Quizzes

Modules


Conferences

Collaborations

TestOut EduApp

Settings

▾ Assignments + ⚙️

▾ PC Pro Custom Exam 50 pts  ⚙️

## Link to TestOut Pro Certification

Once the EduApp loads the page, choose which licensing method your school uses.

- If the students at your school purchase or are given activation codes, select *Activation codes*.
- If your school purchases a multi-user license, select *School License Pool*

To add an assignment link to a TestOut Pro Certification Exam inside of LabSim, click on the *Add link to Pro Certification Exams*.

The screenshot shows the TestOut EduApp interface. On the left is a navigation sidebar with icons for Account, Admin, Dashboard, Courses, Calendar, Inbox, and Help. The main content area has a header with the TestOut logo and a question: "Use this tool to create assignments for TestOut LabSim courseware. How do your students get access to TestOut products?". Below this are two radio button options: "Activation codes" (unselected) and "School License Pool" (selected). A note states: "Your institution must already have obtained a license pool for a TestOut product." Below the options are several yellow buttons: "Add link to course resources", "Add link to Custom Exams", "Add link to Pro Certification Exams" (highlighted with a red arrow), "Synchronize Student Grades", and "Settings".

Select the Pro Certification you want to create an assignment link for.

Then select the number of points that you would like the Pro Certification to be worth inside of the Canvas gradebook (*Please note this will not change the value of the Pro Certification inside of LabSim*).

Click *Create link for Pro Certification Exam*.

The screenshot shows the TestOut EduApp interface for creating a link. At the top is the TestOut logo. Below it is a dropdown menu with the text "TestOut PC Pro® Certification (978-1-935080-42-8)" and a red arrow pointing to it. Below the dropdown is a text input field labeled "Maximum possible points" with the value "100" and a red box around it. At the bottom left is a "Go Back" button, and at the bottom right is a yellow button labeled "Create link for Pro Certification Exam" with a red arrow pointing to it.

On the *Assignments* page, you will see the link to your Pro Certification (*Please note you will need to publish the assignment for your students to see it*).

The screenshot displays the TestOut user interface. On the left is a dark sidebar with navigation icons for Account, Admin, Dashboard, Courses, Calendar, Inbox, and Help. The main content area is titled 'Computers 101 > Assignments'. It features a search bar, '+ Group' and '+ Assignment' buttons, and a list of assignments. The 'Assignments' list contains one entry: 'TestOut PC Pro Certification' with '200 pts'. A red arrow points to the settings icon (gear) next to this assignment.

## APPENDIX A: ENFORCING SCOPES

If your school enables scoping on your developer keys, below are the scopes that need to be enabled in order to use the LabSim EduApp:

- url:GET|/api/v1/courses/:course\_id/assignment\_groups
- url:GET|/api/v1/courses/:course\_id/assignments
- url:POST|/api/v1/courses/:course\_id/assignments
- url:GET|/api/v1/courses/:course\_id/assignments/:assignment\_id/submissions/:user\_id
- url:GET|/api/v1/courses/:course\_id/assignments/:assignment\_id/submissions
- url:PUT|/api/v1/courses/:course\_id/assignments/:assignment\_id/submissions/:user\_id
- url:GET|/api/v1/courses/:course\_id/modules/:module\_id/items
- url:POST|/api/v1/courses/:course\_id/modules/:module\_id/items
- url:PUT|/api/v1/courses/:course\_id/modules/:module\_id/items/:id
- url:GET|/api/v1/courses/:course\_id/modules/:module\_id/items/:id
- url:GET|/api/v1/courses/:course\_id/modules
- url:POST|/api/v1/courses/:course\_id/modules
- url:GET|/api/v1/courses/:course\_id/students/submissions
- url:GET|/api/v1/courses/:course\_id/users
- url:GET|/api/v1/users/:user\_id/courses

Or enable the entire scope (or operations) for:

- Assignment Groups (GET)
- Assignments (GET,POST)
- Courses (GET)
- Modules (GET,PUT,POST)
- Submissions (GET,PUT)
- Users (GET)

When finished, press Save Key.

### Key Settings

Key Name:

Owner Email:

Redirect URI (Legacy):

Redirect URIs:

Vendor Code (LTI 2):

Icon URL:

Notes:

Test Cluster Only

Enforce Scopes
 

Search endpoints

- Read only (GET)
- > Account Domain Lookups
- > Account Notifications
- > Account Reports
- > Accounts
- > Admins
- > Analytics
- > Announcement External Feeds
- > Announcements
- > API Token Scopes
- > Appointment Groups
- > Assignment Groups

Cancel
Save Key

## APPENDIX B: CANVAS SCOPES FOR DEVELOPER KEYS

TestOut's Canvas EduApp requires a more robust level of security than some other content providers. In the table below you will see a list of scopes for which TestOut's Canvas EduApp needs Canvas permissions; scopes and associated permissions being directly related to the creation of a Developer Key. Also included within the table is the reason why we need the permission.

Two examples of how TestOut uses the Canvas Developer ID and Key:

1. For deep linking content and putting them into the correct assignment group and module. A school could certainly manually create LTI links within a respective assignment or module group without using the EduApp.
2. For posting grades back to Canvas for assignments that were not clicked on, e.g. student clicks 1.1.1 and then completes 1.1.1 through 1.1.9. With an LTI integration we would only pass back grade for 1.1.1 but not for any of the other completed assignments. The student would have to click on each link and complete the assignment so that the grade is passed back to Canvas for it. For us to send grades back for assignments that were not clicked on, we need to access the Canvas API and set the grades for those assignments. To access the Canvas API we need a Developer ID and Key.

### The table:

Scope	Permissions given	Reason needed
<a href="#">url:GET /api/v1/courses/:course_id/assignment_groups</a>	Get assignment groups for a course	To populate the list of groups where a newly created assignment may be added
<a href="#">url:GET /api/v1/courses/:course_id/assignments</a>	Get assignments in a course	To check for assignments in order to synchronize grades for them
<a href="#">url:POST /api/v1/courses/:course_id/assignments</a>	Create assignment in a course	For creating new assignments through the EduApp



<a href="#">url:GET /api/v1/courses/:course_id/assignments/:assignment_id/submissions/:user_id</a>	Get submissions for an assignment by a student	To check for grades received by a student for a given assignment
<a href="#">url:GET /api/v1/courses/:course_id/assignments/:assignment_id/submissions</a>	Get submissions for all students for an assignment	To check grades in order to sync them with LabSim for a given assignment.
<a href="#">url:PUT /api/v1/courses/:course_id/assignments/:assignment_id/submissions/:user_id</a>	Update the score for an assignment for a student	To synchronize and update the grade in Canvas for a given student and assignment.
<a href="#">url:GET /api/v1/courses/:course_id/modules/:module_id/items</a>	Get the list of links in a module for a course	To check for existing links in a module
<a href="#">url:POST /api/v1/courses/:course_id/modules/:module_id/items</a>	Create a link in a module	For creating links in modules for assignments created by the EduApp
<a href="#">url:PUT /api/v1/courses/:course_id/modules/:module_id/items/:id</a>	Update the link in a module	For updating existing links in modules for an

		assignment created by the EduApp
<a href="#">url:GET /api/v1/courses/:course_id/modules/:module_id/items/:id</a>	Get a specific link in a module	Get details on a link in a module so that they can be updated
<a href="#">url:GET /api/v1/courses/:course_id/modules</a>	Get a list of modules in the course	Get the list of modules to populate the drop down for creating assignments and their associated links in the module
<a href="#">url:POST /api/v1/courses/:course_id/modules</a>	Create a module in the course	For creating a new module to create links in when using the EduApp to create links.
<a href="#">url:GET /api/v1/courses/:course_id/students/submissions</a>	Get all submissions for all students in a course.	To check grades in order to sync them with LabSim for the course being checked.
<a href="#">url:GET /api/v1/courses/:course_id/users</a>	Get the list of users in a course	To check for grades for students in

		a course in order to synchronize their grades with LabSim
<a href="#">url:GET /api/v1/users/:user_id/courses</a>	Get the list of courses for a user	To get the list of courses that the current logged in user has access rights to so that the grades in those courses can be synchronized with LabSim