

Intralinking Power

This ability enables you to convert lifeless images into interactive ones, with embedded links that guide students through the course content. This superpower not only breathes interactivity into visuals but also navigates students seamlessly.

Steps:

The following steps outline how to create an interactive graphic, specifically focusing on an interactive wayfinding graphic. And guess what? You will not need any fancy tools or plugins.

1. Wayfinding graphic selection and editing

- Start by selecting or creating a wayfinding graphic that will serve as your visual guide.
- Determine the specific elements in the graphic that you wish to make clickable.
- Cut out and save these selected parts as individual image files.

2. Graphic reconstruction

- Go to your LMS and open the page where you want to place the graphic.
- Make sure the page is open in rich editor view.
- Rebuild the original graphic on the page in the LMS using the table function. Place each separated part back into its original position within the table cells.
- Hide the table borders by setting the border width to zero pixels in the table settings.

3. Hyperlink creation

- Select (click on) one element of the graphic that you want to make clickable.
- Click on the link symbol in the rich editor toolbar to open a pop-up window.
- In the 'Text to Display' section, give a brief description of the link destination.
- In the 'Enter the URL' section, insert the URL to the course page where you want the element to direct.
- Optionally, check the 'Open in New Window' box if you want the link to open in a new tab.
- Click the *Update* button, and the first hyperlink will now be created.
- Repeat the hyperlinking process for all other elements that you want to make clickable.

4. Quality checking and saving

- Confirm that all parts of the graphic align correctly.
- Click the *Save* button at the bottom of the editor view to finalize the changes.

5. Result

- The graphic now features clickable elements while the remainder of the graphic remains static.