

# Xerte

## Decision Tree guide

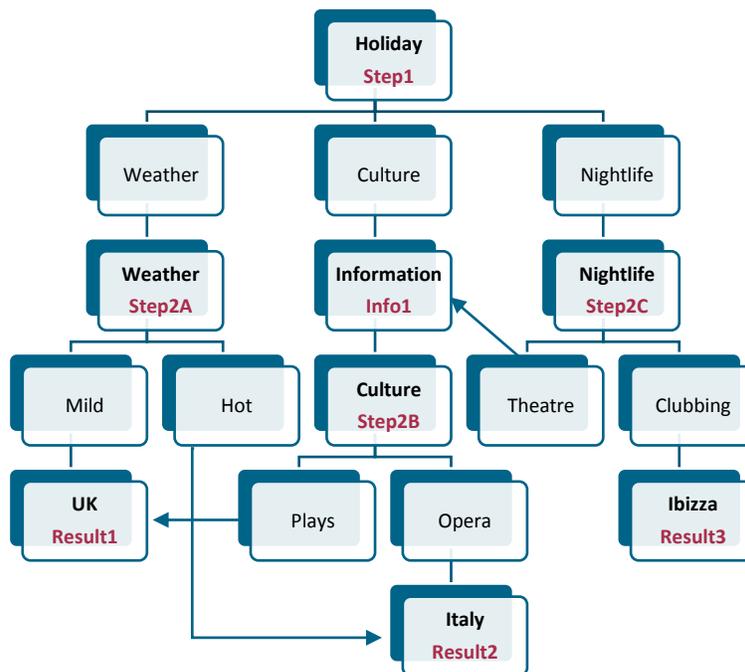
### Introduction

The **Decision Tree** takes users through a series of choices, leading to different outcomes.

### Mapping your Decision Tree

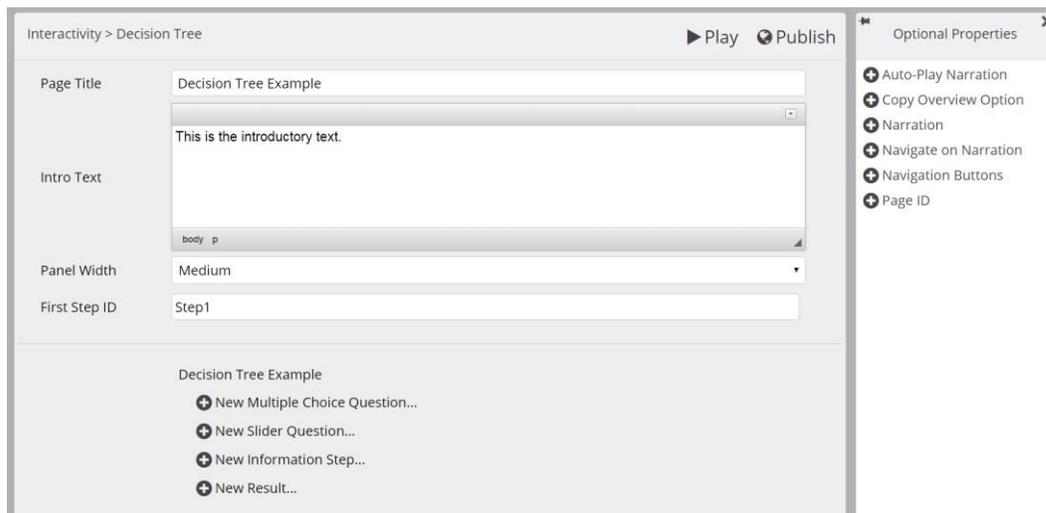
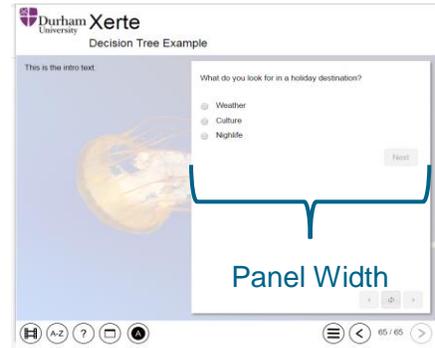
1. Before you begin, map out your **Decision Tree** however is easiest for you (pencil and paper, sticky notes, whiteboard, etc.). Note the following:
  - a. In Xerte, a **Step** is a collection of **Options**, of which the user chooses one.
  - b. A **Result** is the end point that a series of **Options** lead to.
  - c. An **Information Step** does not include a choice, but leads to another **Step** or **Result**.
  - d. One **Option** can send users to any other **Step** or **Result**.
  - e. Multiple **Options** can lead to the same **Step** or **Result**.
2. Xerte requires a unique ID for each **Step** and **Result**. These should be short, with no spaces. Determine these now so that you can easily identify them when building the Decision Tree.

### Example of a Decision Tree map (IDs in red)

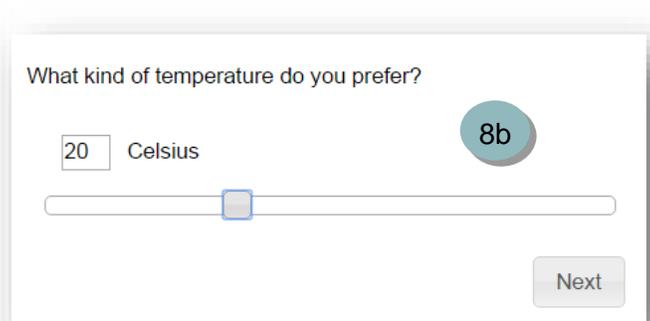
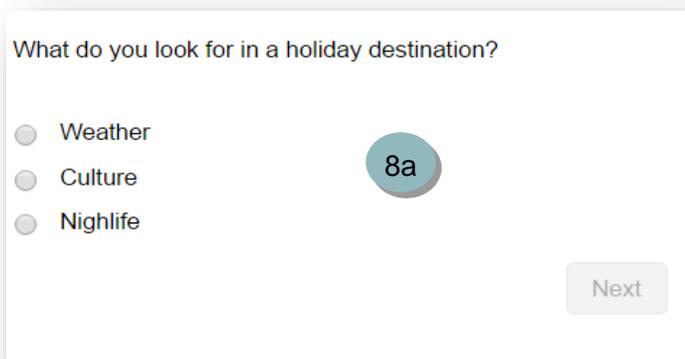


## Getting started

3. When you have drafted your map, click  and look under **Interactivity** to create a **Decision Tree**.
4. **Page Title**: give the Decision Tree a title.
5. **Intro Text**: include any introductory content.
6. **Panel Width**: choose how wide you would like the Step/Option/Result panel to be (note that **Full** hides the Intro Text).
7. **First Step ID**: Enter the ID that you've chosen for the first step.

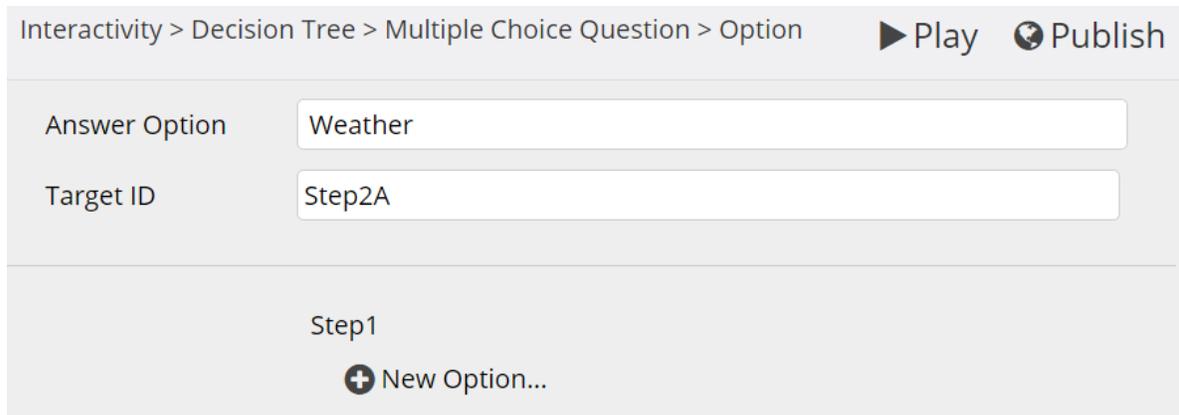
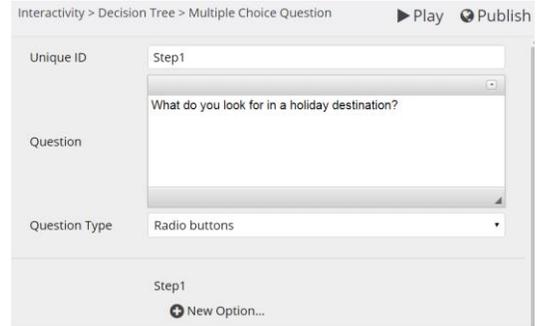


8. Now you are ready to create the first **Step**. Click one of the following:
  - a. **Multiple Choice Question**: user chooses one Option from a list.
  - b. **Slider Question**: User registers their preference using a slider; each Option is defined by an area on the slider.
  - c. **Information Step**: gives user additional information without offering a choice.

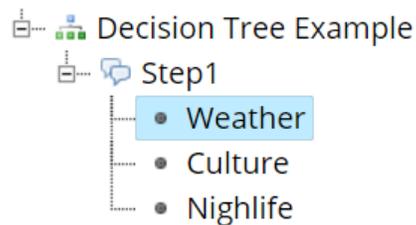


## Multiple Choice Questions

9. **Unique ID:** enter the ID you've chosen for this Step (if this is the first step, enter the **First Step ID** as above).
10. **Question:** enter the question that the user will answer (remember that the text editor allows you to format text and add hyperlinks, images and external video).
11. **Question Type:** choose whether the user will tick a **Radio button** next to their answer or choose it from a **Drop down menu**.
12. Now click **New Option...**
13. **Answer Option:** enter the choice that the user will see.
14. **Target ID:** enter the ID of the Step or Result that this option leads to.



15. Now click **New Option...** and repeat steps 12-14 until you've added all Options for this Step.
  - ✓ Tip: It is helpful to have a look at the project outline as you create a Decision Tree to review the Steps and Options. However, note that Xerte does not show the *relationships* between Steps, Options and Results.



## Slider Questions

16. **Unique ID:** enter the ID you've chosen for this Step (if this is the first step, enter the **First Step ID** as above).
17. **Question:** enter the question that the user will answer (using the text editor to format text and add links, images and video).
18. **Unit of answer:** choose a unit if applicable; otherwise, delete the example unit.
19. **Minimum value and Maximum value:** enter the smallest and largest values on the scale.
20. **Increment:** choose how many units the slider moves at a time.
21. **Initial value:** choose where the slider originates.
22. Now click **New Option...**
23. **Range minimum:** lowest point for the range.
24. **Range maximum:** highest point for the range.
25. **Target ID:** enter the ID of the Step or Result that this option leads to.

Interactivity > Decision Tree > Slider Question ▶ Play 🌐 Publish

Unique ID: Step2A

Question: What kind of temperature do you prefer?

Unit of answer: Celsius

Minimum value: 10

Maximum value: 40

Increment: 10

Initial value: 10

e.g. Q1  
+ New Option...

Interactivity > Decision Tree > Slider Question > Option ▶ Play 🌐 Publish

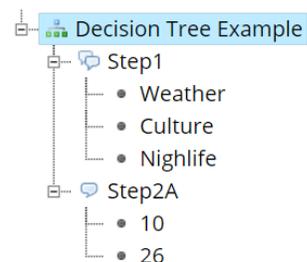
Range minimum: 10

Range maximum: 25

Target ID: Result1

Step2  
+ New Option...

26. Now click **New Option...** and repeat 23-25 until you've added all Options for this Step.



## Information Step

27. Click **New Information Step...** from any page in the Decision Tree.
28. **Unique ID:** enter the ID you've chosen for this Information Step (if this is the first step, enter the **First Step ID** as above).
29. **Text:** enter the information here (using the text editor to format text and add links, images and video).
30. **Target ID:** enter the ID of the Step or Result that the user will see next.

Interactivity > Decision Tree > Information Step ▶ Play 🌐 Publish

Unique ID	<input type="text" value="Info1"/>
Text	<div style="border: 1px solid #ccc; padding: 5px; min-height: 100px;"><p>For the next question, we define culture as live performance.</p></div>
Target ID	<input type="text" value="Step2B"/>

## Result

31. Click **New Result...** from any Decision Tree page.
32. **Unique ID:** enter the ID you've chosen for this Result.
33. **Text:** Enter the result and any explanation here. The user will also be able to see every choice that led to this result.

Interactivity > Decision Tree > Result ▶ Play 🌐 Publish

Unique ID	<input type="text" value="Result1"/>
Text	<div style="border: 1px solid #ccc; padding: 5px; min-height: 100px;"><p>You should go to the UK on holiday.</p></div> <p>body p</p>

## Try it out

34. Once you have finished, click ► **Play** and navigate to the Decision Tree. Check for the following:
- Every Step leads somewhere. (An error message will show if a Step does not lead to another Step or Result.)
  - The path makes sense (e.g. you haven't associated the wrong ID with a Step).
  - The Results make sense for all paths (e.g. the Results feedback does not refer to a specific route if the user could have taken multiple paths to get to that Result).

