

MEDIAS : RATIOS, SIZES AND FORMATS

WHEN CREATING TRAINING COURSES & ACTIVITIES

You will find in this document all ratios, sizes and formats for your media to be used when creating your training courses and activities.

IMAGES ON THE APPLICATION

CATEGORY AND TRAINING COURSE IMAGES

CATEGORY IMAGE

Supported media: JPG / JPEG / PNG


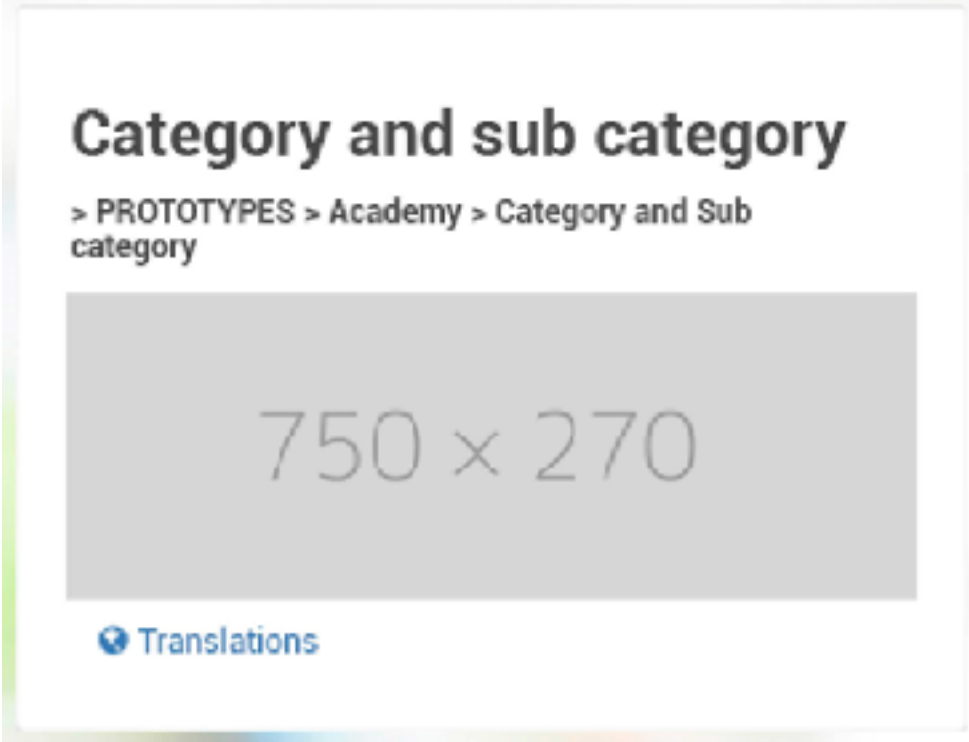


Format = 750 x 270 px

TRAINING COURSE IMAGE

Supported media: JPG / JPEG / PNG

Format = 750 x 545 px

More info on
the Help Center

On the application	On the Mission Center
 <p>CATALOG</p> <p>WORKSHOPS</p> <p>PARTNERSHIP</p>	 <p>Category and sub category</p> <p>> PROTOTYPES > Academy > Category and Sub category</p> <p>750 x 270</p> <p>Translations</p>
 <p>Episode #1 The Millennials</p>	 <p>750 x 545</p> <p>Banner Appears on training course screen (750 x 545)</p>

IMAGES IN A TRAINING COURSE

MODULES AND THEIR CONCLUSION

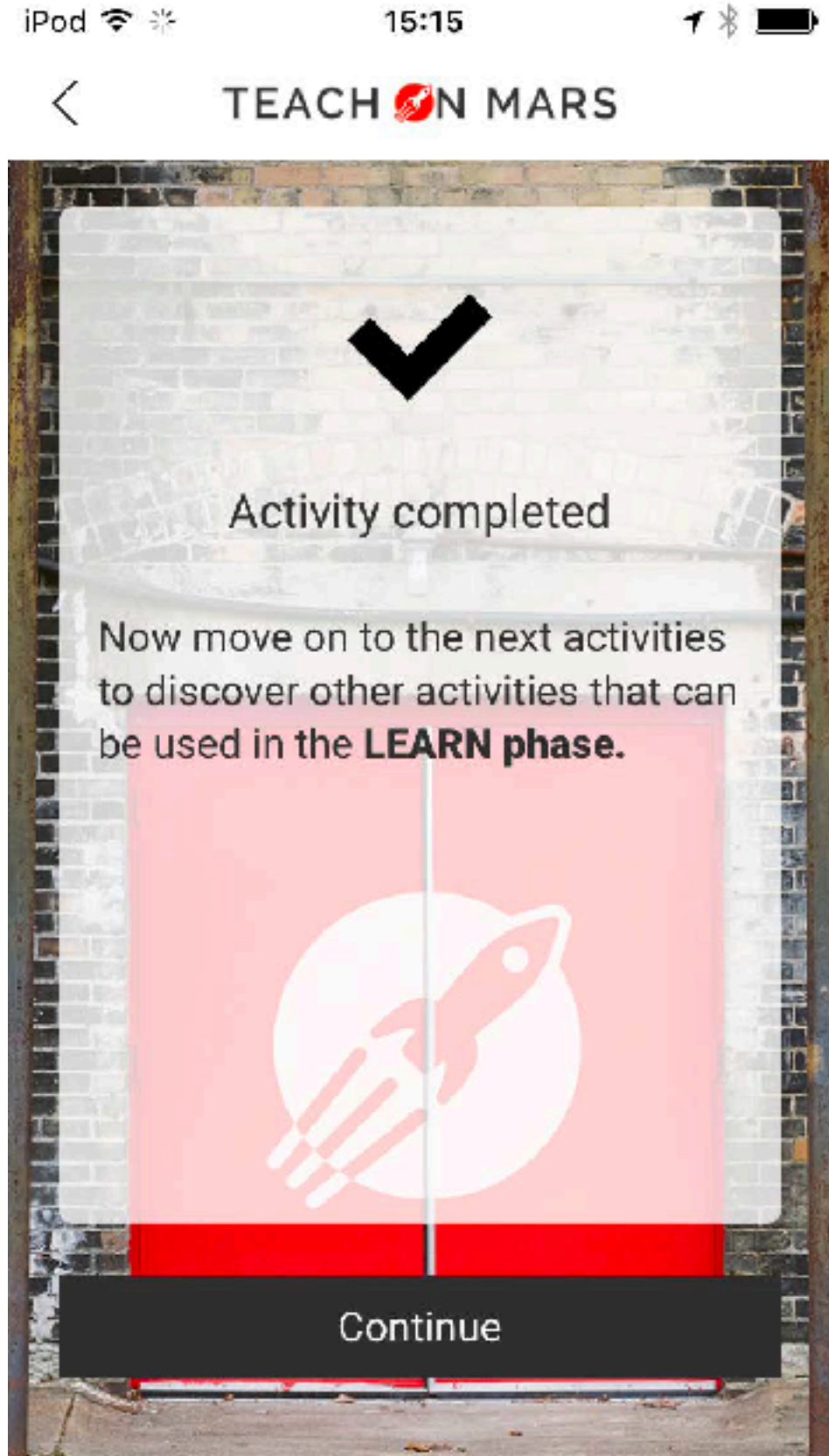
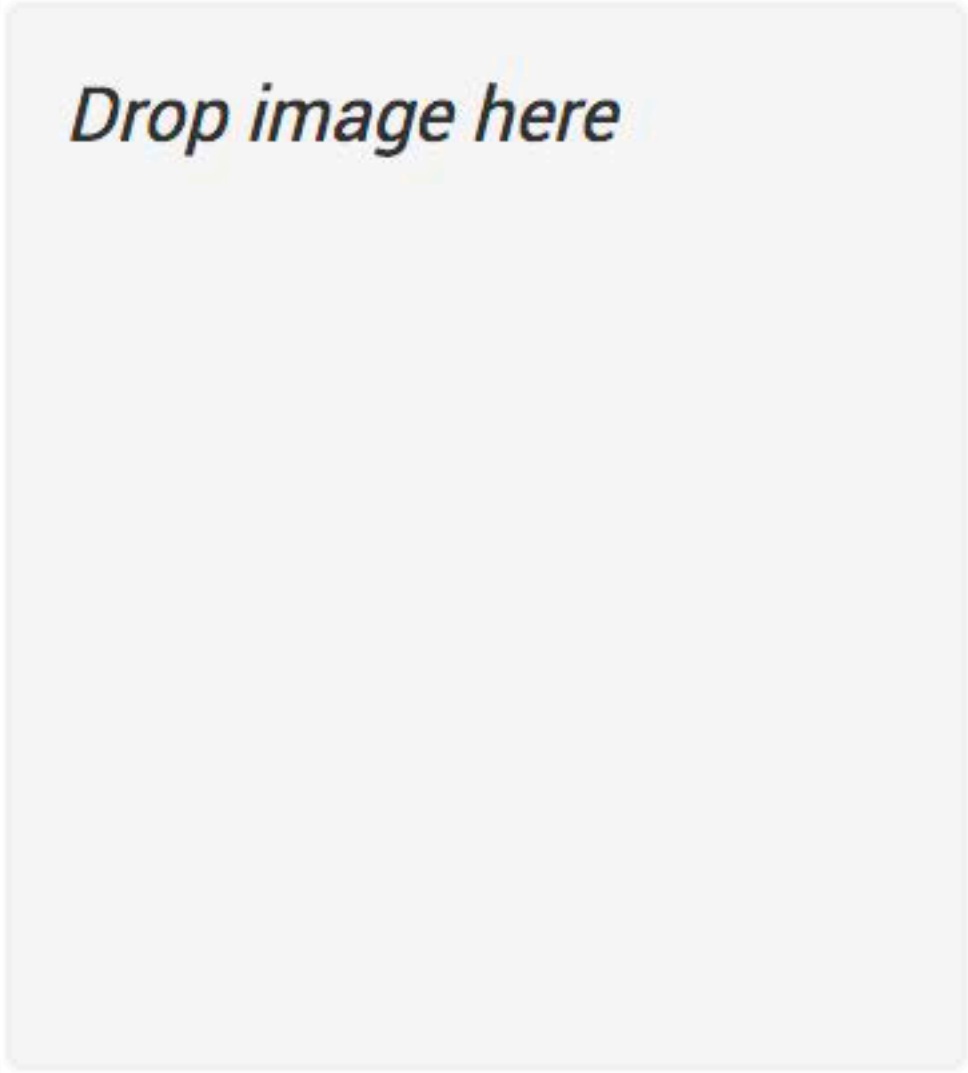
MODULE COVER

(is displayed in conclusion cards of activities 'course' type)

Supported media : JPG / JPEG / PNG

Format = 768 x 1024 px

More info on
the Help Center

On the application	On the Mission Center
	<p data-bbox="2379 564 2512 611">Cover</p>  <p data-bbox="2379 1414 2768 1465">768 x 1024 pixels</p> <p data-bbox="2379 1521 2758 1572">Max weight: 80M</p>

IMAGES IN ACTIVITIES

IN THE TRAINING COURSE > ACTIVITIES COURSE TYPE

More info on
the Help Center

IMAGES IN THE COURSES

Supported media: JPG / JPEG / PNG

Format :

- recommended width 768 px
- free height

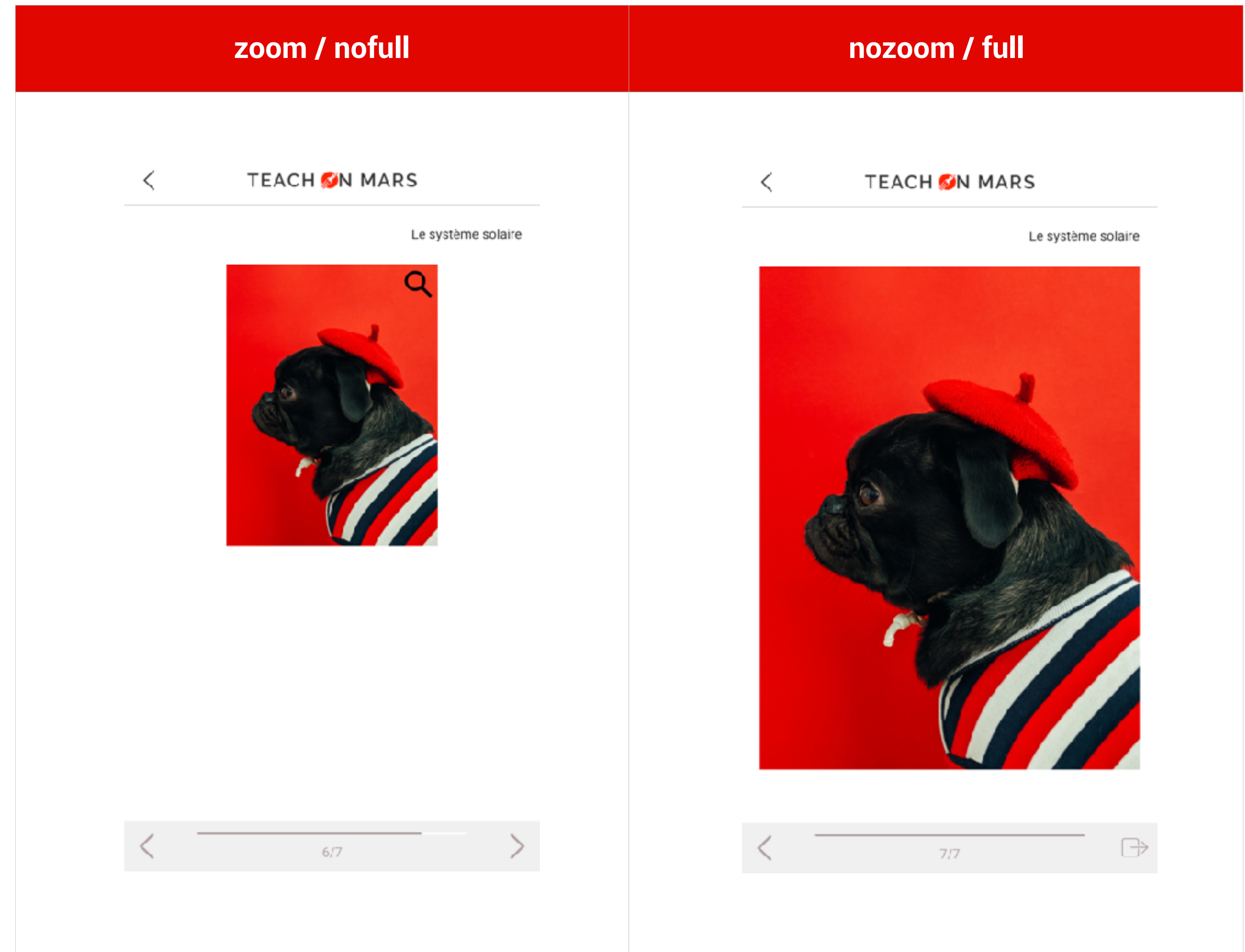
Note: For illustrations, prefer a Landscape layout. Images must be in **RGB** and not in CMYK, resolution of 72 px.

Naming in Excel® templates:

[media:my-image.jpg] or my-image.jpg in a column containing only an image
my-image = name of your image file

By default: no-full and zoomable.

For the image to appear in **full** and/or in **non-zoomable** : [media:my-image.jpg,full,nozoom]



DOCUMENTS AND THEIR FORMATS IN ACTIVITIES

IN THE TRAINING COURSE AND COMMUNICATIONS

More info on
the Help Center

AUDIO

Supported media: MP3

Format : 128 kbps

Naming in **Excel® templates:**

[media:*my-audio*.mp3] where *my-audio* = name of your audio file

DOCUMENT

Supported media: PDF

Naming in **Excel® templates:**

[media:*my-doc*.pdf] where *my-doc* = name of your pdf file

VIDEO

Supported media: MP4 in h.264

Format : 720 p recommended, max. size 80 Mb

Naming in **Excel® templates:**

[media:*my-video*.mp4] where *my-video* = name of your video file

For a video thumbnail: if the video is called *my-video*, the file must be named « *my-video-thumbnail.jpg* ». The format .jpg only is supported.

The subtitles file must have the same name as the video file and will be in .srt.

The file must also be charged in the **Media** window.

Note: the coding must be in UTF-8.



SIZES, RATIOS & FORMATS

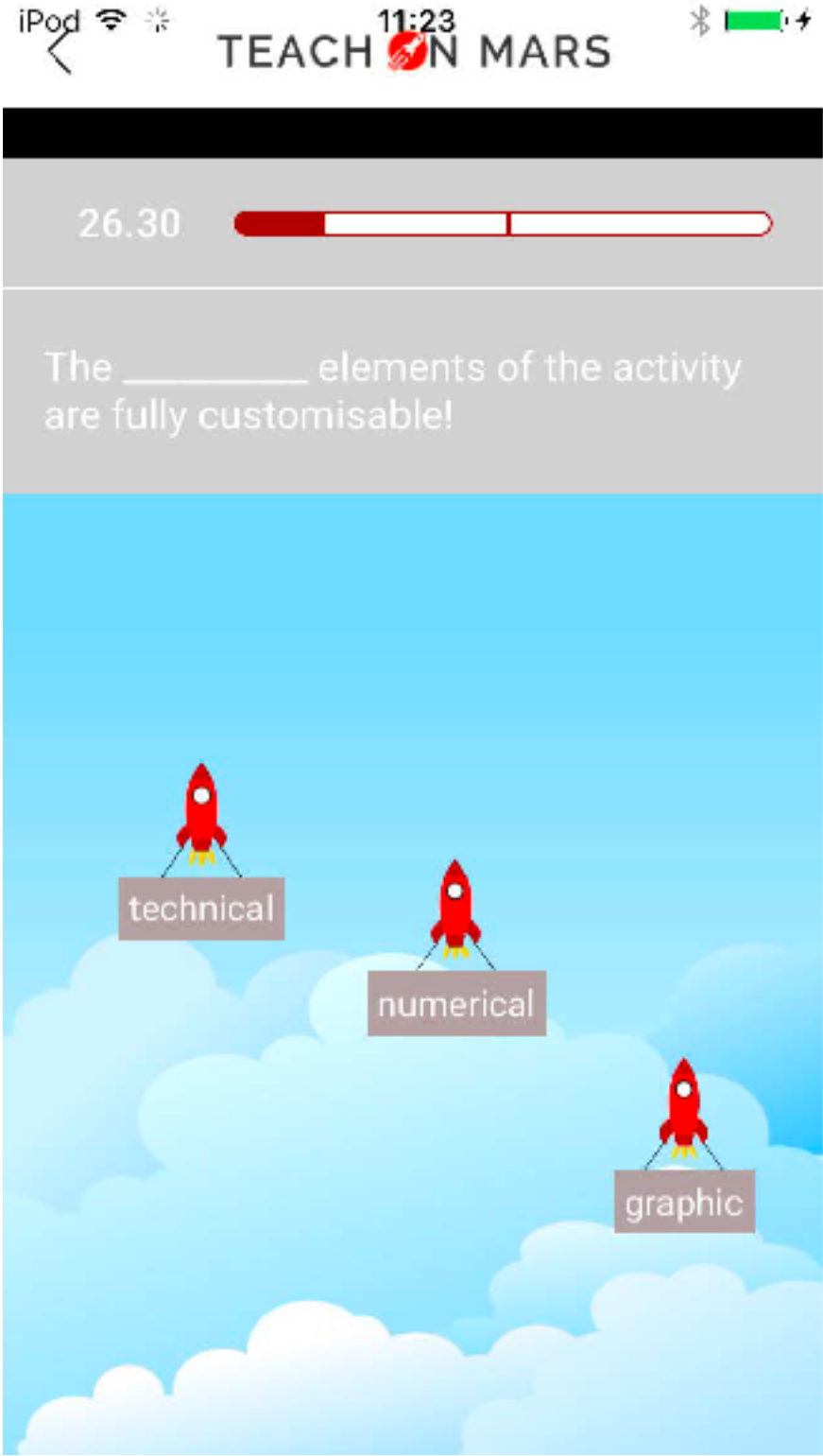
BY ACTIVITY

You will find each format of images and objects by activity. You will also be able to find the differences between the formats of Excel® templates and those of Web authoring.

BACKGROUNDS, CURSORS AND CATEGORIES OF ACTIVITIES

FORMATS OF MEDIA BY ACTIVITY - FILL THE GAP

More info on
the Help Center


Elements	Format	Screenshot
'background' - Background image -	768 x 1024 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring)	
'cursor ' - Image proposing the different answers -	124 x 228 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)	
'falling' - Image displayed when the learner selects a wrong answer -	54 x 104 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)	

*The names are the official names that you will use to customize each element in the case of using Excel® templates
Ex: if your rocket becomes a car, your car image will have to be named cursor.png

BACKGROUNDS, CURSORS AND CATEGORIES OF ACTIVITIES

FORMATS OF MEDIA BY ACTIVITY - FLASH GAME

More info on
the Help Center

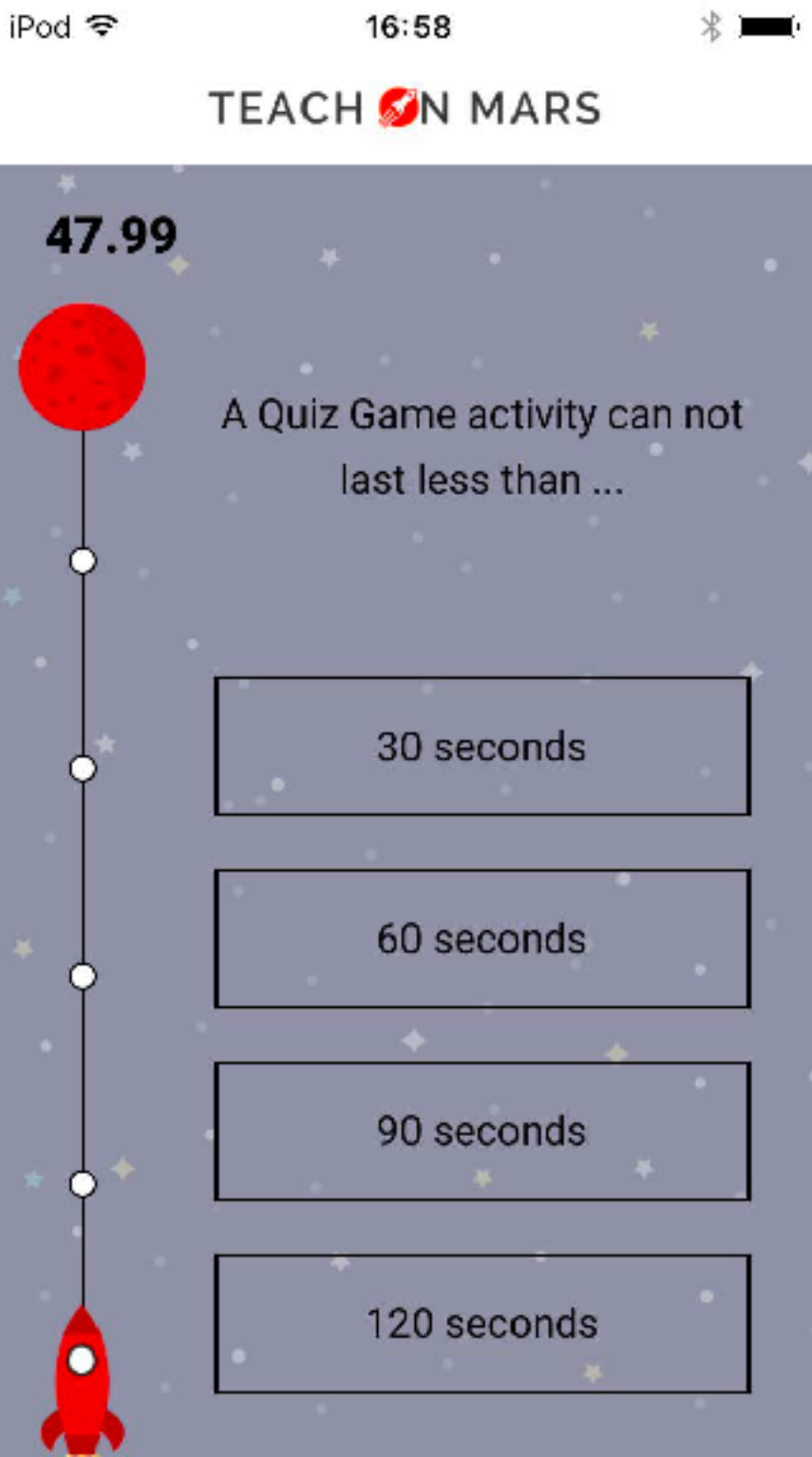
Element	Format	Screenshot
<p>'background' - Background image -</p>	<p>768 x 1024 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	 <p>The screenshot shows a mobile application interface. At the top, there is a status bar with 'iPod', signal strength, Wi-Fi, time '11:22', and battery level. Below the status bar is a navigation bar with a back arrow, the text 'TEACH ON MARS', and a battery icon. A progress bar below the navigation bar shows '0%'. The main content area features a background image of a hand holding a rocket, overlaid on a red background. The text 'What's the best context in which to use a Flash Game?' is displayed above the image.</p>

*The names are the official names that you will use to customize each element in the case of using Excel® templates
Ex : if your background image becomes a sunset, your background image will have to be named background.jpg

BACKGROUNDS, CURSORS AND CATEGORIES OF ACTIVITIES

FORMATS OF MEDIA BY ACTIVITY - QUIZ GAME

More info on
the Help Center

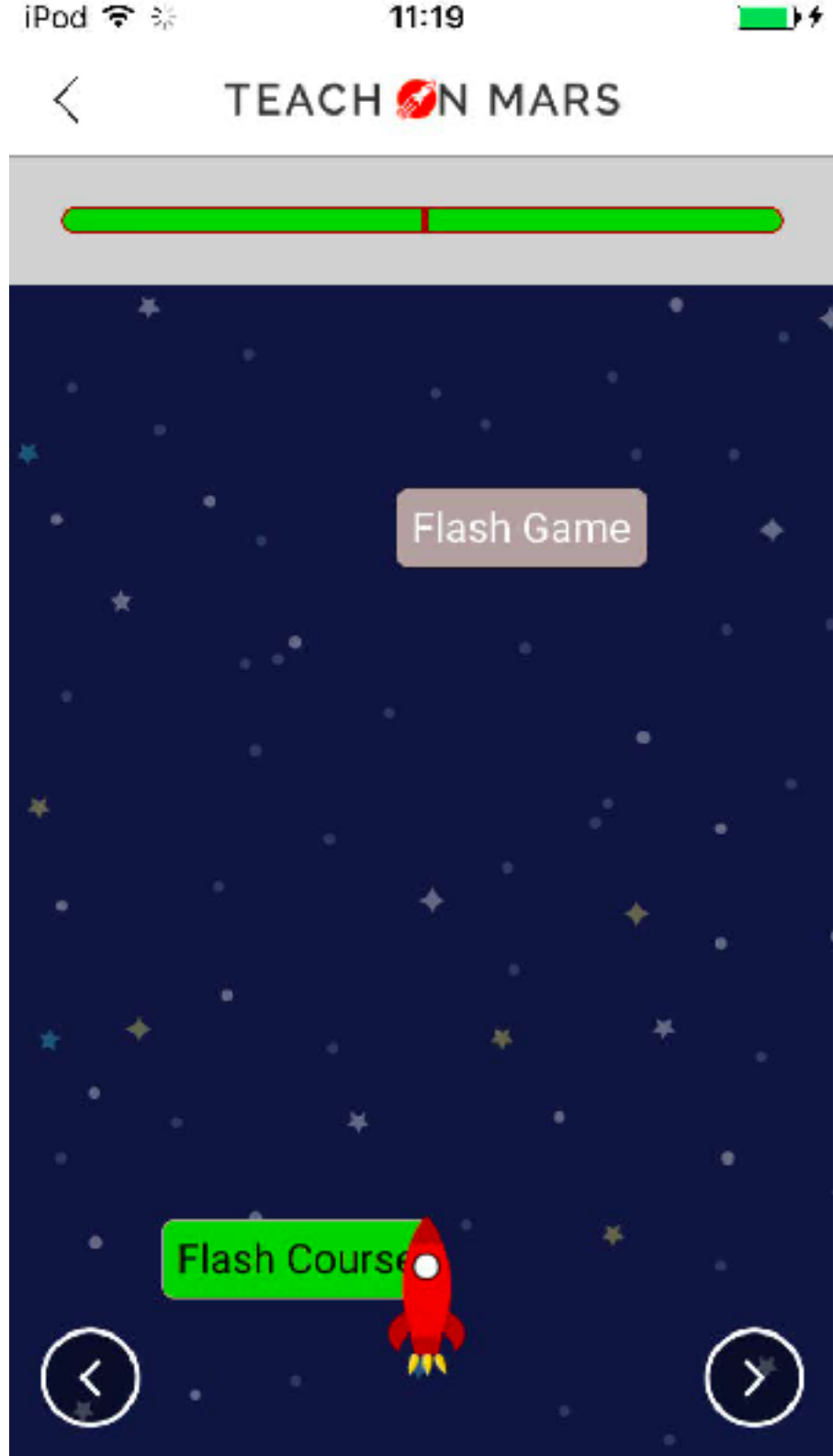
Elements	Format	Screenshot
'background' - Background image -	768 x 1024 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring)	
'cursor' - Image representing the progress of the learner -	50 x 100 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)	
'opponentcursor' - Image representing the progress of the opponent learner -	50 x 100 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)	
'target' - Image showing the end step (target) of the activity -	50 x 50 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)	

*The names are the official names that you will use to customize each element in the case of using Excel® templates
Ex : if your rocket becomes a car, your car image will have to be named cursor.png

BACKGROUNDS, CURSORS AND CATEGORIES OF ACTIVITIES

FORMATS OF MEDIA BY ACTIVITY - PICK A WORD

More info on
the Help Center

Elements	Format	Screenshot
'background' - Background image -	768 x 1528 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring) <i>Careful : the image is stacked vertically several times in the game. Therefore, the bottom and top of the image must match to avoid a visual break..</i>	
'cursor' - Image targeting the different answers -	150 x 240 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)	

*The names are the official names that you will use to customize each element in the case of using Excel® templates
Ex : if your rocket becomes a car, your car image will have to be named cursor.png

BACKGROUNDS, CURSORS AND CATEGORIES OF ACTIVITIES

FORMATS OF MEDIA BY ACTIVITY - SUSHI GAME

More info on
the Help Center

Elements	Format	Screenshot
<p>'top' - Upper background -</p>	<p>512 x 256 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	
<p>'middle' - Middle background -</p>	<p>1334 x 228 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	
<p>'bottom' - Lower background -</p>	<p>1334 x 375 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	
<p>'category1, category2, category3' - Illustrative images of categories -</p>	<p>380 x 238 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	
<p>'sushi1, sushi2, (...), sushi5' - Illustrative images illustrations of sushi templates -</p>	<p>468 x 260 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)</p> <p><i>Careful : You will also need to take into account the text area between 200 and 240 pixels.</i></p>	

*The names are the official names that you will use to customize each element in the case of using Excel® templates
Ex : if your sushi becomes a hamburger, your hamburger image will have to be named sushi1.png

BACKGROUNDS, CURSORS AND CATEGORIES OF ACTIVITIES

FORMATS OF MEDIA BY ACTIVITY - WORDSPOOL

More info on
the Help Center

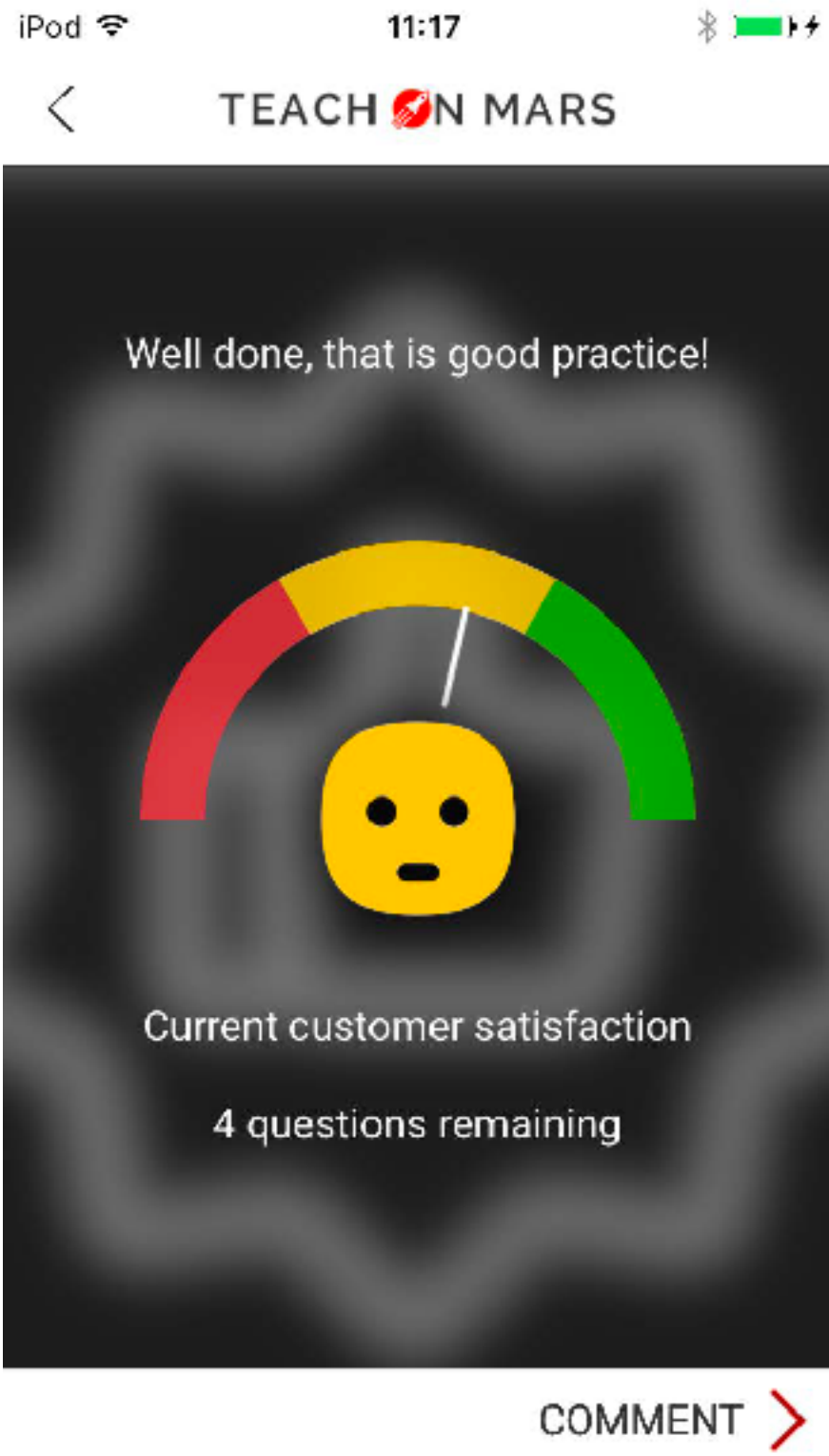
Elements	Format	Screenshot
<p>'background' - Background image -</p>	<p>750 x 1246 px (JPG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	
<p>'puck.png' - Cursor to drag in a category -</p>	<p>200 x 200 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	
<p>'category1, category2 ... category4' - Cursor to drag in a category -</p>	<p>220 x 220 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	

*The names are the official names that you will use to customize each element in the case of using Excel® templates
Ex : if your rocket becomes a car, your car image will have to be named puck.png

BACKGROUNDS, CURSORS AND CATEGORIES OF ACTIVITIES

FORMATS OF MEDIA BY ACTIVITY - TRAINING GAME

More info on
the Help Center

Elements	Format	Screenshot
<p>Gauge icon (success / neutral / failure) - Displayed when the learner selects the answer -</p>	<p>228 x 228 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	
<p>Conclusion icon (finalsuccess / finalneutral / finalfailure) - Displayed when the learner is located within a certain threshold -</p>	<p>280 x 260 px (PNG - Excel® template) (JPG / JPEG / PNG Web authoring)</p>	

COMMUNICATIONS

THE DIFFERENT FORMATS

To know everything when
creating communications.



FORMATS OF IMAGES

IN THE COMMUNICATIONS

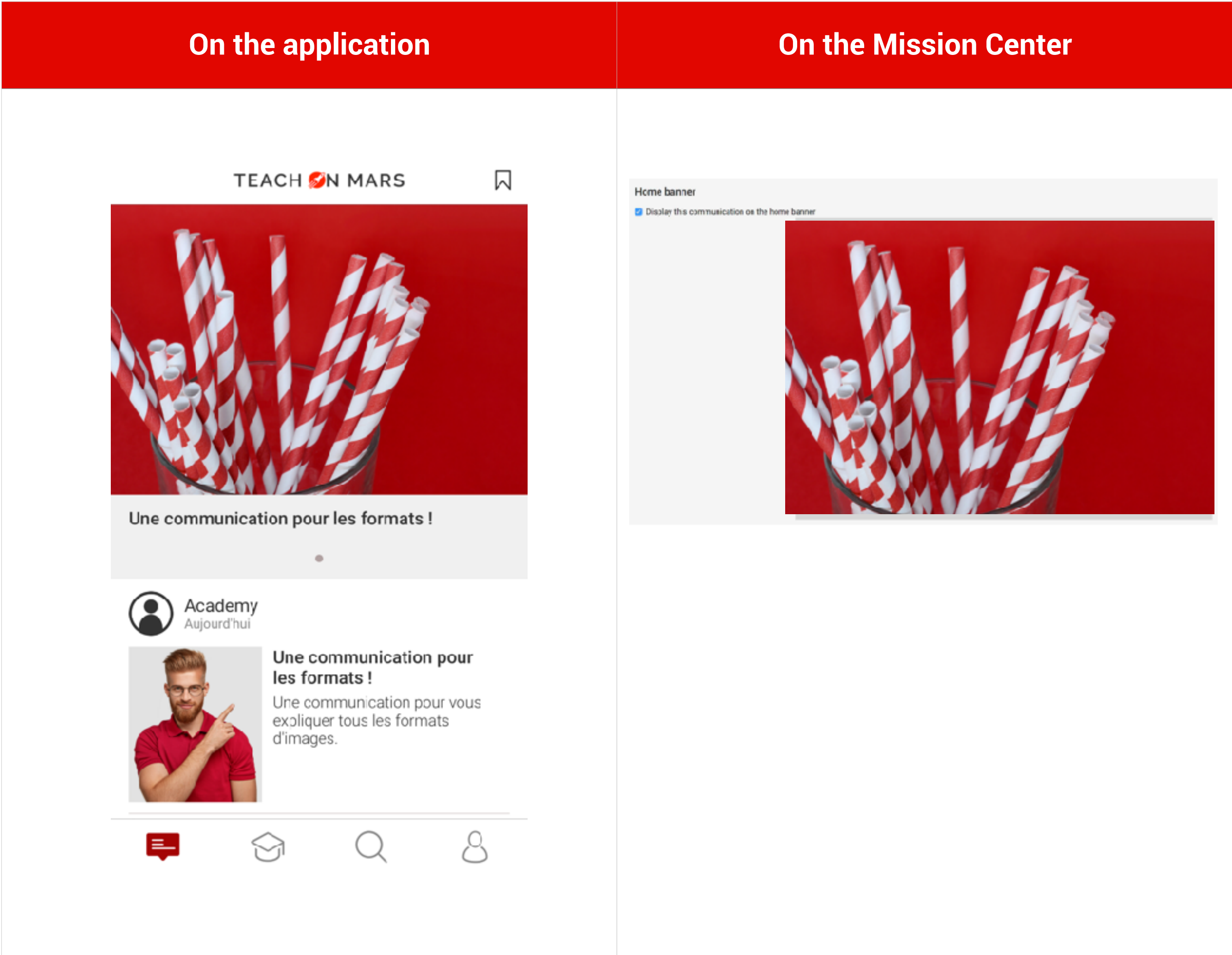
More info on the Help Center

COMMUNICATION BANNER

Supported media: JPG / JPEG / PNG

Format = 750 x 545 px

Note: For illustrations, prefer a Landscape layout.
Images must be in **RGB** and not in CMYK, resolution of 72 px.




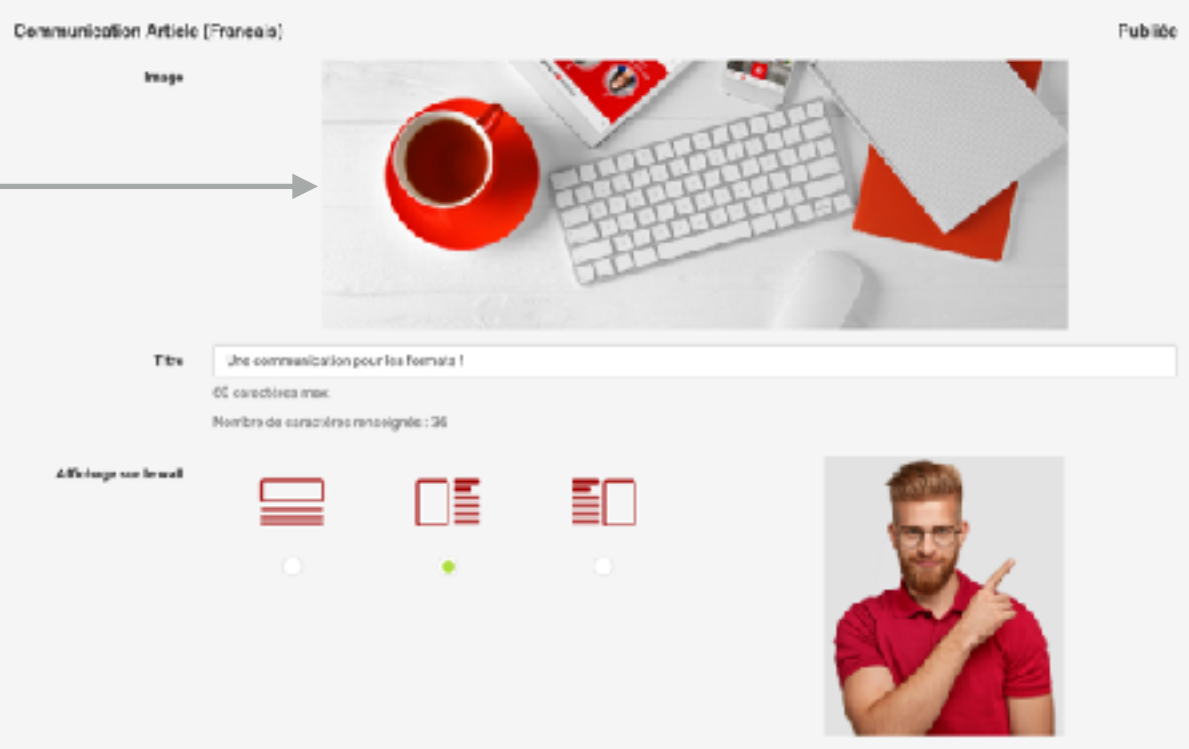

FORMATS OF IMAGES IN THE COMMUNICATIONS

More info on
the Help Center

HEADER

Supported media: JPG / JPEG / PNG
Format = 750 x 270 px

Note : For illustrations, prefer a Landscape layout.
Images must be in **RGB** and not in CMYK, resolution of 72 px.

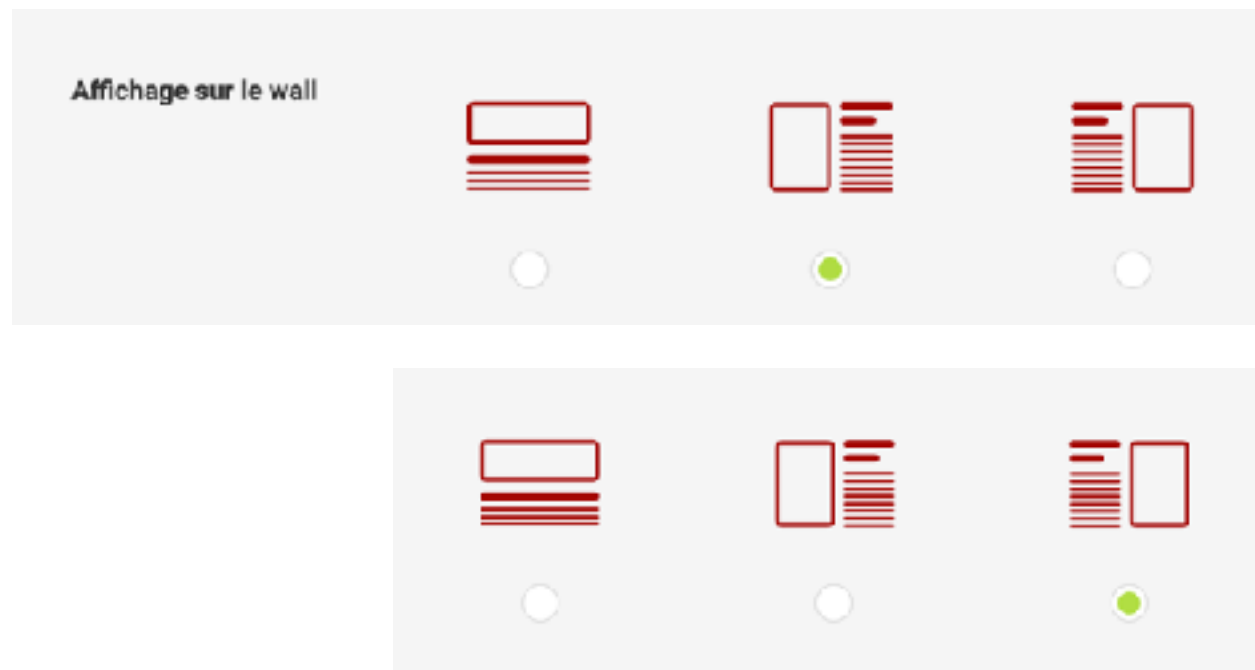
On the application	On the Mission Center
 <p>A communication for formats!</p> <h3>How are they displayed?</h3> <p>Supported formats: JPG / JPEG / PNG</p> <p>Format: The recommended width is 768 Pixels / Free height</p> <p>Note: For illustrations, prefer a Landscape layout. The images must be in RGB and not in CMYK, resolution of 72px</p>	 

FORMATS OF IMAGES IN THE COMMUNICATIONS

More info on
the Help Center

DISPLAY ON THE WALL

Supported media: JPG / JPEG / PNG
Format = 240 x 280 px



On the application	On the Mission Center

FORMATS OF IMAGES

IN THE COMMUNICATIONS > ARTICLES

More info on
the Help Center

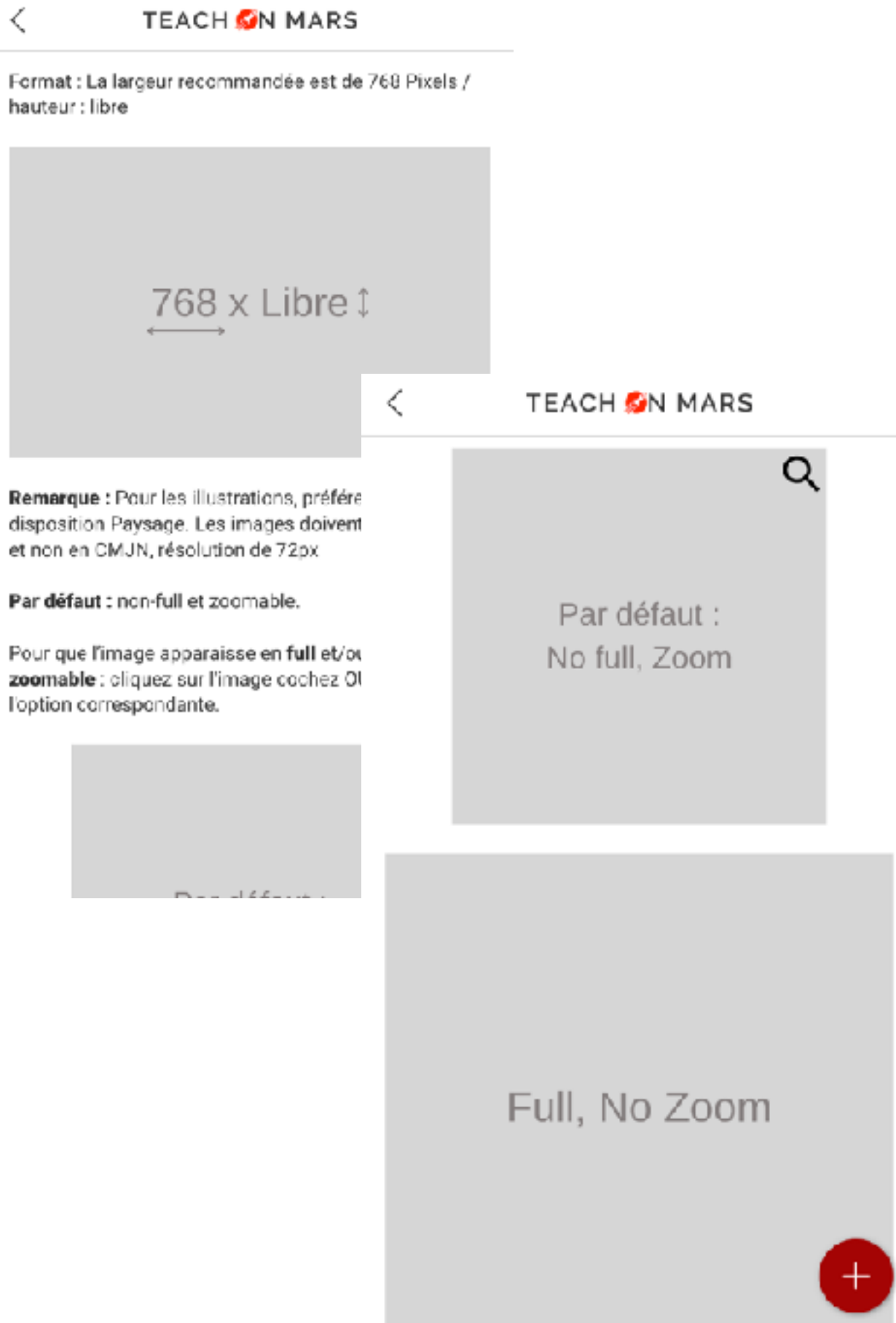
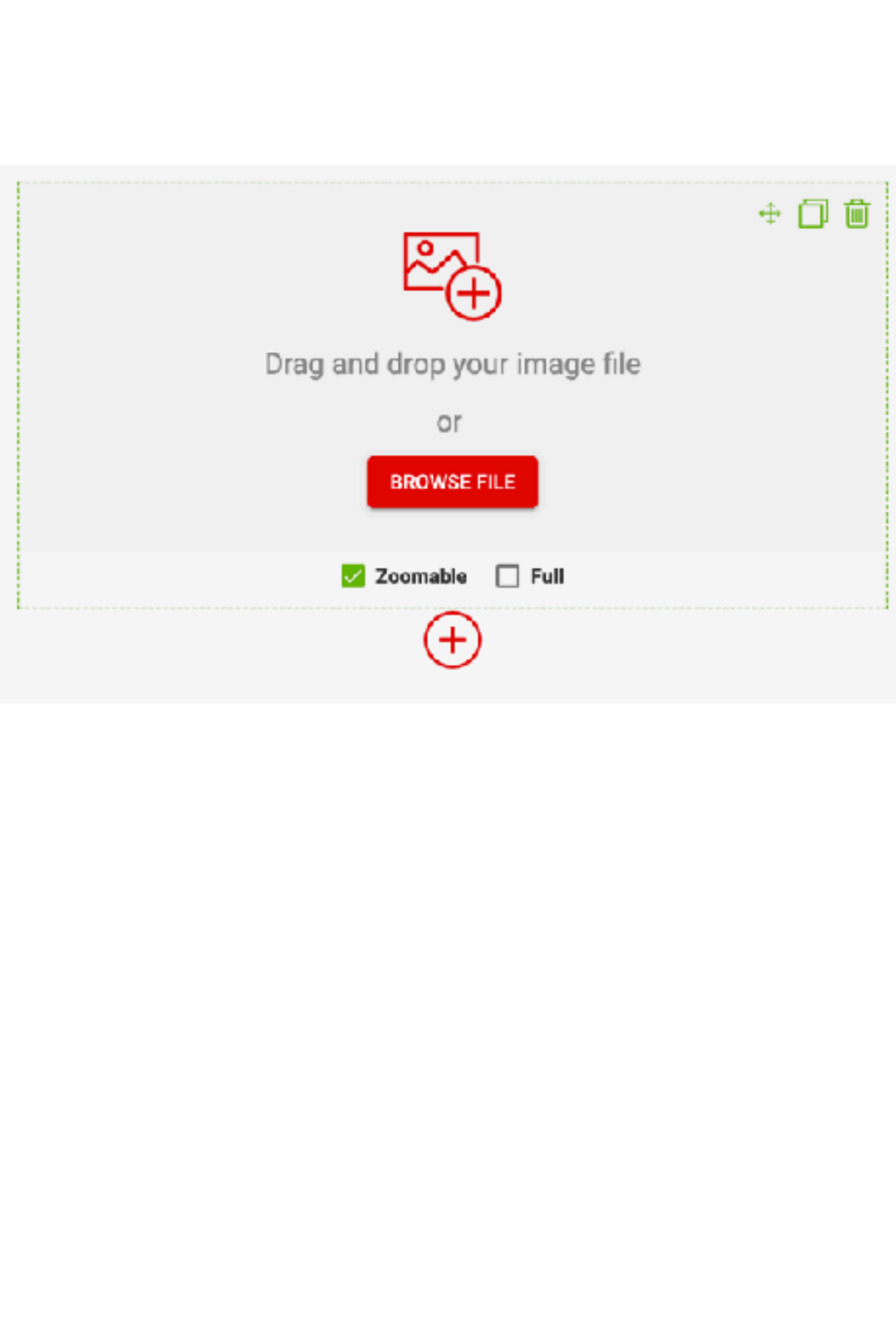
Articles:

Supported formats: JPG / JPEG / PNG

Format : The recommended width is 768 Pixels / free height

By default: non-full and zoomable.

For the image to appear in **full** and/or in **non-zoomable**: only click on the image and select the option that interests you.

On the application	On the Mission Center
 <p>The screenshot shows the 'TEACH ON MARS' interface. At the top, it says 'Format : La largeur recommandée est de 768 Pixels / hauteur : libre'. Below this, there's a large grey box with '768 x Libre' and arrows indicating width and height. A note below reads: 'Remarque : Pour les illustrations, préférez disposition Paysage. Les images doivent être en CMJN, résolution de 72px. Par défaut : non-full et zoomable. Pour que l'image apparaisse en full et/ou zoomable : cliquez sur l'image cochez l'option correspondante.' There are three image placeholders: a small one, a medium one with a magnifying glass icon labeled 'Par défaut : No full, Zoom', and a large one with a red plus icon labeled 'Full, No Zoom'.</p>	 <p>The screenshot shows the 'Mission Center' interface. It features a large dashed box with a red plus icon and a magnifying glass icon. The text inside says 'Drag and drop your image file or BROWSE FILE'. Below this, there are two checkboxes: 'Zoomable' (checked) and 'Full' (unchecked). A red plus icon is at the bottom.</p>

BRIEFLY

ALL FORMATS IN ONE PAGE

Elements	Format
Background (Fill-the-gap)	768 x 1024 px, JPG / JPEG / PNG
Cursor (Fill-the-gap)	124 x 228 px, PNG
Falling (Fill-the-gap)	54 x 104 px, PNG
Background (Pick-a-word)	768 x 1528 px, JPG / JPEG / PNG
Cursor (Pick-a-word)	150 x 240 px, PNG
Opponentcursor (Quiz Game)	50 x 100 px, PNG
Cursor (Quiz Game)	50 x 100 px, PNG
Target (Quiz Game)	50 x 50 px, PNG
Puck (Wordspool)	200 x 200 px, PNG
Category (Wordspool)	220 x 220 px, PNG
Category (Sushi Game)	380 x 238 px, PNG
Sushi (Sushi Game)	468 x 260 px, PNG
Top (Sushi Game)	512 x 256 px, JPG / JPEG / PNG
Middle (Sushi Game)	1334 x 228 px, JPG / JPEG / PNG
Bottom (Sushi Game)	1334 x 375 px, JPG / JPEG / PNG
success / neutral / failure (Training Game)	228 x 228 px, PNG
finalsuccess / finalneutral / finalfailure (Training Game)	280 x 260 px, PNG

Elements	Format
Category image	750 x 270 px, JPG / JPEG / PNG
Training course image	750 x 545 px, JPG / JPEG / PNG
Module cover	768 x 1024 px, JPG / JPEG / PNG
Image in « course »	768 px x Libre, JPG / JPEG / PNG
Communication banner	750 x 545, px JPG / JPEG / PNG
Header (communication)	750 x 270 px, JPG / JPEG / PNG
Display on the Wall (communication)	240 x 280 px, JPG / JPEG / PNG
Document (communication)	PDF, [media:my-doc.pdf]
Video	Mp4, 720p recommended, max. size 80 Mb
Audio	MP3, [media:my-audio.mp3]

TEACH ON MARS

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