

# Culture Shock Abroad

## Storyboard

### Course Overview

#### Learning goal

Learners identify culture shock stages, common stressors, severity levels, and practical responses to study-abroad issues before problems escalate.

#### High-level flow

Opening/objectives -> concept teaching -> quick knowledge checks -> scenario selection -> scenario sequences -> final quiz/results -> module completion.

### 1. 1.1 Opening Slide-Culture Shock Course

#### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

#### Screen description

Opening course screen with the title "Culture Shock Abroad and how to manage it," a prominent Begin Course button, illustrated students, and a Florence-style city background.

#### Visual notes

Opening course screen with the title "Culture Shock Abroad and how to manage it," a prominent Begin Course button, illustrated students, and a Florence-style city background.

#### Programming notes

Begin Course button starts the module and advances to the objectives.

### 2. 1.2 Learning Objectives

#### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

#### Screen description

Objectives screen with four numbered cards explaining the major goals: identify stages of culture shock, recognize severity levels, choose appropriate strategies, and act early before problems escalate.

#### Visual notes

Objectives screen with four numbered cards explaining the major goals: identify stages of culture shock, recognize severity levels, choose appropriate strategies, and act early before problems escalate.

#### Programming notes

Next advances; Back returns when available.

### 3. 1.3 Ingrid and Donovan arrive in Florence, Italy

#### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

#### Screen description

Narrative setup showing Ingrid and Donovan arriving in Florence, feeling excited and euphoric while unknowingly entering the honeymoon stage of culture shock.

### Visual notes

Narrative setup showing Ingrid and Donovan arriving in Florence, feeling excited and euphoric while unknowingly entering the honeymoon stage of culture shock.

### Programming notes

Next advances; Back returns when available.

## 4. 1.4 4 Stages of Culture Shock

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Concept screen showing a four-stage progression: Honeymoon, Frustration, Adjustment, and Acceptance, arranged as a simple visual pathway.

### Visual notes

Concept screen showing a four-stage progression: Honeymoon, Frustration, Adjustment, and Acceptance, arranged as a simple visual pathway.

### Programming notes

Next advances; Back returns when available.

## 5. 1.4 4 Stages of Culture Shock - Honeymoon (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up over the stages graphic explaining that the honeymoon stage feels exciting, optimistic, and full of positive first impressions.

### Visual notes

Layer pop-up over the stages graphic explaining that the honeymoon stage feels exciting, optimistic, and full of positive first impressions.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 6. 1.4 4 Stages of Culture Shock - Frustration (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up over the stages graphic explaining that frustration appears after the initial excitement fades, often with anxiety, irritation, confusion, homesickness, and self-doubt.

### Visual notes

Layer pop-up over the stages graphic explaining that frustration appears after the initial excitement fades, often with anxiety, irritation, confusion, homesickness, and self-doubt.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **7. 1.4 4 Stages of Culture Shock - Adjustment (Slide Layer)**

#### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### **Screen description**

Layer pop-up over the stages graphic explaining that adjustment begins when the learner regains balance, develops routines, and starts building a social network.

#### **Visual notes**

Layer pop-up over the stages graphic explaining that adjustment begins when the learner regains balance, develops routines, and starts building a social network.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **8. 1.4 4 Stages of Culture Shock - Acceptance (Slide Layer)**

#### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### **Screen description**

Layer pop-up over the stages graphic explaining that acceptance is the point of stability when the learner can function effectively and accept the new normal.

#### **Visual notes**

Layer pop-up over the stages graphic explaining that acceptance is the point of stability when the learner can function effectively and accept the new normal.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **9. 1.5 Quiz: Stages of Culture Shock**

#### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### **Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### **Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 10. 1.5 Quiz: Stages of Culture Shock - Honeymoon (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 11. 1.5 Quiz: Stages of Culture Shock - Frustration (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 12. 1.5 Quiz: Stages of Culture Shock - Acceptance (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 13. 1.6 Setting Realistic Expectations

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Informational screen explaining that culture shock is normal and usually improves over time, but can become serious if it affects mental health, well-being, or academic performance.

### Visual notes

Informational screen explaining that culture shock is normal and usually improves over time, but can become serious if it affects mental health, well-being, or academic performance.

### Programming notes

Next advances; Back returns when available.

## 14. 1.7 Common Stressors

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Overview screen with five stressor icons: language barriers, homesickness, academic pressure, financial stress, and discrimination.

### Visual notes

Overview screen with five stressor icons: language barriers, homesickness, academic pressure, financial stress, and discrimination.

### Programming notes

Next advances; Back returns when available.

## 15. 1.7 Common Stressors - Language barriers (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up describing how limited vocabulary, misunderstandings, asking for help, and class participation can become exhausting even for trained language learners.

### Visual notes

Layer pop-up describing how limited vocabulary, misunderstandings, asking for help, and class participation can become exhausting even for trained language learners.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 16. 1.7 Common Stressors - Homesickness and isolation (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

### Visual notes

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 17. 1.7 Common Stressors - Academic pressure (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up describing how unfamiliar teaching styles, grading systems, and classroom expectations can make students feel they are falling behind.

### Visual notes

Layer pop-up describing how unfamiliar teaching styles, grading systems, and classroom expectations can make students feel they are falling behind.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 18. 1.7 Common Stressors - Financial stress (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up describing how rent, food, transportation, travel, exchange rates, and constant spending decisions can quickly become overwhelming.

### Visual notes

Layer pop-up describing how rent, food, transportation, travel, exchange rates, and constant spending decisions can quickly become overwhelming.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 19. 1.7 Common Stressors - Discrimination (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer or scenario screen focused on prejudice, stereotyping, exclusion, or unfair treatment based on identity, race, accent, religion, or appearance.

### **Visual notes**

Layer or scenario screen focused on prejudice, stereotyping, exclusion, or unfair treatment based on identity, race, accent, religion, or appearance.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **20. 1.8 Quiz: Common Stressors**

### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Overview screen with five stressor icons: language barriers, homesickness, academic pressure, financial stress, and discrimination.

### **Visual notes**

Overview screen with five stressor icons: language barriers, homesickness, academic pressure, financial stress, and discrimination.

### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## **21. 1.8 Quiz: Common Stressors - B (Slide Layer)**

### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### **Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## **22. 1.8 Quiz: Common Stressors - C (Slide Layer)**

### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 23. 1.8 Quiz: Common Stressors - A (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 24. 1.9 Building Resilience

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Overview screen showing resilience strategies: steady routine, realistic expectations, staying connected, handling one stressor at a time, and using stress relievers.

### Visual notes

Overview screen showing resilience strategies: steady routine, realistic expectations, staying connected, handling one stressor at a time, and using stress relievers.

### Programming notes

Next advances; Back returns when available.

## 25. 1.9 Building Resilience - Steady Routine (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up explaining that regular meals, sleep, movement, study hours, travel-time planning, and predictable schedules reduce stress spikes.

### Visual notes

Layer pop-up explaining that regular meals, sleep, movement, study hours, travel-time planning, and predictable schedules reduce stress spikes.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **26. 1.9 Building Resilience - Expect (Slide Layer)**

#### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### **Screen description**

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

#### **Visual notes**

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **27. 1.9 Building Resilience - Stay connected (Slide Layer)**

#### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### **Screen description**

Layer pop-up advising students to build human contact early through classmates, campus groups, and scheduled check-ins with people back home.

#### **Visual notes**

Layer pop-up advising students to build human contact early through classmates, campus groups, and scheduled check-ins with people back home.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **28. 1.9 Building Resilience - Break (Slide Layer)**

#### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### **Screen description**

Layer pop-up advising students to break vague stress into smaller named problems such as exams, money, loneliness, language, paperwork, or workload.

#### **Visual notes**

Layer pop-up advising students to break vague stress into smaller named problems such as exams, money, loneliness, language, paperwork, or workload.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **29. 1.9 Building Resilience - Yoga (Slide Layer)**

#### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### **Screen description**

Layer pop-up listing low-friction stress relievers such as breathing, mindfulness, journaling, yoga, and brief walks.

#### **Visual notes**

Layer pop-up listing low-friction stress relievers such as breathing, mindfulness, journaling, yoga, and brief walks.

#### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### **30. 1.10 Quiz: Building Resilience**

#### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### **Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### **Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### **31. 1.10 Quiz: Building Resilience - B (Slide Layer)**

#### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### **Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### **Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 32. 1.10 Quiz: Building Resilience - C (Slide Layer)

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 33. 1.10 Quiz: Building Resilience - A (Slide Layer)

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 34. 1.11 Identifying Levels of Culture Shock

#### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

#### Screen description

Interactive screen presenting three culture shock severity levels: mild, moderate, and severe.

#### Visual notes

Interactive screen presenting three culture shock severity levels: mild, moderate, and severe.

#### Programming notes

Next advances; Back returns when available.

### 35. 1.11 Identifying Levels of Culture Shock - Mild (Slide Layer)

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Flip-card layer showing mild culture shock as low-level discomfort, such as unfamiliar food, local customs, language difficulties, or metric-system confusion.

### **Visual notes**

Flip-card layer showing mild culture shock as low-level discomfort, such as unfamiliar food, local customs, language difficulties, or metric-system confusion.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **36. 1.11 Identifying Levels of Culture Shock - Moderate (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Flip-card layer showing moderate culture shock as frustration and lasting discomfort, including transportation problems, housing discomfort, academic struggle, and alienation.

### **Visual notes**

Flip-card layer showing moderate culture shock as frustration and lasting discomfort, including transportation problems, housing discomfort, academic struggle, and alienation.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **37. 1.11 Identifying Levels of Culture Shock - Severe (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Flip-card layer showing severe culture shock as extreme frustration, stress, loss of control, or safety-related concerns such as discrimination, abuse, hostility, or lost documents.

### **Visual notes**

Flip-card layer showing severe culture shock as extreme frustration, stress, loss of control, or safety-related concerns such as discrimination, abuse, hostility, or lost documents.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **38. 1.12 Pick a Scenario**

### **Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### **Screen description**

Scenario-selection screen with six clickable cases grouped by severity: late dinner, stores closing mid-day, food intolerance, academic overwhelm/social isolation, discrimination, and lost passport.

### **Visual notes**

Scenario-selection screen with six clickable cases grouped by severity: late dinner, stores closing mid-day, food intolerance, academic overwhelm/social isolation, discrimination, and lost passport.

### **Programming notes**

Learner selects a scenario tile; branch to the matching scenario sequence.

## **39. 1.13 Lost Passport**

### **Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### **Screen description**

Scenario introduction showing Ingrid near the end of her study abroad program, anxious because she cannot find her passport before returning home.

### **Visual notes**

Scenario introduction showing Ingrid near the end of her study abroad program, anxious because she cannot find her passport before returning home.

### **Programming notes**

Next advances; Back returns when available.

## **40. 1.14 Lost Passport 2**

### **Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### **Screen description**

Continuation screen showing Ingrid searching through bags, room, host family apartment, and a cafe, then realizing the passport may be lost.

### **Visual notes**

Continuation screen showing Ingrid searching through bags, room, host family apartment, and a cafe, then realizing the passport may be lost.

### **Programming notes**

Next advances; Back returns when available.

## **41. 1.15 Lost Passport 3**

### **Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### **Screen description**

Continuation screen showing Ingrid asking a cafe manager about lost-and-found and confirming that no passport was turned in.

### **Visual notes**

Continuation screen showing Ingrid asking a cafe manager about lost-and-found and confirming that no passport was turned in.

**Programming notes**

Next advances; Back returns when available.

### 42. 1.16 Lost Passport 4

**Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

**Screen description**

Continuation screen showing Ingrid calling her academic adviser back in Minnesota for guidance on what to do next.

**Visual notes**

Continuation screen showing Ingrid calling her academic adviser back in Minnesota for guidance on what to do next.

**Programming notes**

Next advances; Back returns when available.

### 43. 1.17 Steps to take

**Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

**Screen description**

Process screen showing ten recommended steps for a lost passport: confirm it is gone, report it, notify authorities and the program, prepare documents, apply for an emergency passport, check visa consequences, protect identity, and replace the passport later.

**Visual notes**

Process screen showing ten recommended steps for a lost passport: confirm it is gone, report it, notify authorities and the program, prepare documents, apply for an emergency passport, check visa consequences, protect identity, and replace the passport later.

**Programming notes**

Next advances; Back returns when available.

### 44. 1.17 Steps to take - 1 (Slide Layer)

**Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

**Screen description**

Detail pop-up advising the student to check luggage, dorm room, host-family housing, campus security, and recently visited places before concluding the passport is lost.

**Visual notes**

Detail pop-up advising the student to check luggage, dorm room, host-family housing, campus security, and recently visited places before concluding the passport is lost.

**Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

#### 45. 1.17 Steps to take - 2 (Slide Layer)

##### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

##### **Screen description**

Detail pop-up advising the student to request a written police report or incident number if the local police or embassy requires it.

##### **Visual notes**

Detail pop-up advising the student to request a written police report or incident number if the local police or embassy requires it.

##### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

#### 46. 1.17 Steps to take - 3 (Slide Layer)

##### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

##### **Screen description**

Detail pop-up stating that stolen or missing U.S. passports should be reported to the U.S. State Department right away.

##### **Visual notes**

Detail pop-up stating that stolen or missing U.S. passports should be reported to the U.S. State Department right away.

##### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

#### 47. 1.17 Steps to take - 4 (Slide Layer)

##### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

##### **Screen description**

Detail pop-up advising the student to contact the nearest U.S. embassy or consulate for a replacement, temporary passport, or emergency travel document.

##### **Visual notes**

Detail pop-up advising the student to contact the nearest U.S. embassy or consulate for a replacement, temporary passport, or emergency travel document.

##### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

#### 48. 1.17 Steps to take - 5 (Slide Layer)

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Detail pop-up explaining that the Learning Abroad Center can help with consulate appointments, local police reports, translation, proof of enrollment, and emergency funds.

### **Visual notes**

Detail pop-up explaining that the Learning Abroad Center can help with consulate appointments, local police reports, translation, proof of enrollment, and emergency funds.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **49. 1.17 Steps to take - 6 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Detail pop-up listing items to bring to the embassy, such as a copy/photo of the passport, identification, police report if required, travel plans, citizenship proof, payment method, and visa/residence permit copy if applicable.

### **Visual notes**

Detail pop-up listing items to bring to the embassy, such as a copy/photo of the passport, identification, police report if required, travel plans, citizenship proof, payment method, and visa/residence permit copy if applicable.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **50. 1.17 Steps to take - 7 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Detail pop-up explaining that the student may apply in person for an emergency limited-validity passport at the embassy or consulate.

### **Visual notes**

Detail pop-up explaining that the student may apply in person for an emergency limited-validity passport at the embassy or consulate.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **51. 1.17 Steps to take - 8 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Detail pop-up warning that losing a passport may also mean losing visa stamps, entry stamps, residence cards, or student permits, so immigration consequences must be checked before leaving.

### **Visual notes**

Detail pop-up warning that losing a passport may also mean losing visa stamps, entry stamps, residence cards, or student permits, so immigration consequences must be checked before leaving.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **52. 1.17 Steps to take - 9 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Detail pop-up advising the student to monitor accounts, keep copies of reports, and watch for identity misuse because a passport is high-value identity documentation.

### **Visual notes**

Detail pop-up advising the student to monitor accounts, keep copies of reports, and watch for identity misuse because a passport is high-value identity documentation.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **53. 1.17 Steps to take - 10 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Detail pop-up explaining that emergency documents are not ideal for normal future travel, so the student should obtain a replacement passport before traveling abroad again.

### **Visual notes**

Detail pop-up explaining that emergency documents are not ideal for normal future travel, so the student should obtain a replacement passport before traveling abroad again.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **54. 1.18 Quiz: Lost Passport**

**Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**55. 1.18 Quiz: Lost Passport - Driver's License (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**56. 1.18 Quiz: Lost Passport - Contact the Embassy (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**57. 1.18 Quiz: Lost Passport - Keep searching (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 58. 1.19 Takeaways: Lost Passport

### Prompt / on-screen content

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### Screen description

Course screen for "1.19 Takeaways: Lost Passport" using illustrated study-abroad visuals, concise instructional text, and Back/Next navigation.

### Visual notes

Course screen for "1.19 Takeaways: Lost Passport" using illustrated study-abroad visuals, concise instructional text, and Back/Next navigation.

### Programming notes

Next advances; Back returns when available.

## 59. 1.20 Late dinner

### Prompt / on-screen content

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### Screen description

Late-dinner scenario screen showing Ingrid and Donovan reacting to a host-culture meal schedule that differs from their expectations.

### Visual notes

Late-dinner scenario screen showing Ingrid and Donovan reacting to a host-culture meal schedule that differs from their expectations.

### Programming notes

Next advances; Back returns when available.

## 60. 1.21 Food Intolerance-1

### Prompt / on-screen content

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### Screen description

Food-intolerance scenario screen showing a student managing a dietary or health-related food problem while abroad and needing to communicate needs clearly.

### Visual notes

Food-intolerance scenario screen showing a student managing a dietary or health-related food problem while abroad and needing to communicate needs clearly.

### Programming notes

Next advances; Back returns when available.

## 61. 1.22 Food Intolerance -2

### Prompt / on-screen content

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### Screen description

Food-intolerance scenario screen showing a student managing a dietary or health-related food problem while abroad and needing to communicate needs clearly.

### Visual notes

Food-intolerance scenario screen showing a student managing a dietary or health-related food problem while abroad and needing to communicate needs clearly.

### Programming notes

Next advances; Back returns when available.

## 62. 1.23 Quiz: Food Intolerance

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 63. 1.23 Quiz: Food Intolerance - Answer A (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 64. 1.23 Quiz: Food Intolerance - Answer B (Slide Layer)

**Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

**Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**65. 1.23 Quiz: Food Intolerance - Answer C (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

**Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**66. 1.24 Takeaways: Food Intolerance****Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

**Screen description**

Course screen for "1.24 Takeaways: Food Intolerance" using illustrated study-abroad visuals, concise instructional text, and Back/Next navigation.

**Visual notes**

Course screen for "1.24 Takeaways: Food Intolerance" using illustrated study-abroad visuals, concise instructional text, and Back/Next navigation.

**Programming notes**

Next advances; Back returns when available.

**67. 1.25 Cross-Cultural Communication Tips****Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

**Screen description**

Tips screen introducing three communication habits for culture shock: avoid judgment, stay respectful, and ask curious questions.

### Visual notes

Tips screen introducing three communication habits for culture shock: avoid judgment, stay respectful, and ask curious questions.

### Programming notes

Next advances; Back returns when available.

## 68. 1.25 Cross-Cultural Communication Tips - No judgement (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up explaining that students should avoid judging customs too quickly and should pause before labeling unfamiliar behavior as wrong.

### Visual notes

Layer pop-up explaining that students should avoid judging customs too quickly and should pause before labeling unfamiliar behavior as wrong.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 69. 1.25 Cross-Cultural Communication Tips - Respectful (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up emphasizing respectful language and tone when discussing unfamiliar cultural habits or disagreements.

### Visual notes

Layer pop-up emphasizing respectful language and tone when discussing unfamiliar cultural habits or disagreements.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 70. 1.25 Cross-Cultural Communication Tips - Curious (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Layer pop-up encouraging curiosity: ask questions, seek context, and treat differences as learning opportunities rather than personal insults.

### Visual notes

Layer pop-up encouraging curiosity: ask questions, seek context, and treat differences as learning opportunities rather than personal insults.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 71. 1.26 Scenario 2: Stores closing mid-day

### Prompt / on-screen content

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### Screen description

Scenario screen about a student encountering stores that close in the middle of the day and needing to adapt rather than react impulsively.

### Visual notes

Scenario screen about a student encountering stores that close in the middle of the day and needing to adapt rather than react impulsively.

### Programming notes

Next advances; Back returns when available.

## 72. 1.27 Quiz: stores closing mid-day

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 73. 1.27 Quiz: stores closing mid-day - open store (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Feedback layer for the stores-closing quiz showing why expecting the store to remain open is not the strongest response.

### Visual notes

Feedback layer for the stores-closing quiz showing why expecting the store to remain open is not the strongest response.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

#### 74. 1.27 Quiz: stores closing mid-day - angry post (Slide Layer)

##### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

##### **Screen description**

Feedback layer for the stores-closing quiz showing why venting online or reacting angrily escalates the problem instead of solving it.

##### **Visual notes**

Feedback layer for the stores-closing quiz showing why venting online or reacting angrily escalates the problem instead of solving it.

##### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

#### 75. 1.27 Quiz: stores closing mid-day - plan (Slide Layer)

##### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

##### **Screen description**

Feedback layer for the stores-closing quiz showing that checking hours ahead and planning around local routines is the best response.

##### **Visual notes**

Feedback layer for the stores-closing quiz showing that checking hours ahead and planning around local routines is the best response.

##### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

#### 76. 1.28 Quiz: stores closing mid-day

##### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

##### **Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

##### **Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

##### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 77. 1.29 Discrimination

### Prompt / on-screen content

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### Screen description

Layer or scenario screen focused on prejudice, stereotyping, exclusion, or unfair treatment based on identity, race, accent, religion, or appearance.

### Visual notes

Layer or scenario screen focused on prejudice, stereotyping, exclusion, or unfair treatment based on identity, race, accent, religion, or appearance.

### Programming notes

Next advances; Back returns when available.

## 78. 1.30 Quiz: Discrimination or Not?

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### Visual notes

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 79. 1.30 Quiz: Discrimination or Not? - A (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### Visual notes

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 80. 1.30 Quiz: Discrimination or Not? - B (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### **Visual notes**

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## **81. 1.30 Quiz: Discrimination or Not? - C (Slide Layer)**

### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### **Visual notes**

Quiz screen asking the learner to distinguish discrimination from cultural misunderstanding, discomfort, or another type of study-abroad stressor.

### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## **82. 1.31 Escalation**

### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

### **Screen description**

Scenario screen showing a discrimination concern becoming more serious and requiring timely reporting or support rather than passive coping.

### **Visual notes**

Scenario screen showing a discrimination concern becoming more serious and requiring timely reporting or support rather than passive coping.

### **Programming notes**

Next advances; Back returns when available.

## **83. 1.32 Quiz: Escalation**

### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 84. 1.33 Take Action

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Action-guidance screen directing the student to document what happened, seek help, report through appropriate channels, and prioritize safety.

### Visual notes

Action-guidance screen directing the student to document what happened, seek help, report through appropriate channels, and prioritize safety.

### Programming notes

Next advances; Back returns when available.

## 85. 1.34 Confrontation

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Scenario screen showing a tense confrontation connected to discrimination or exclusion, with the learner needing to respond safely and constructively.

### Visual notes

Scenario screen showing a tense confrontation connected to discrimination or exclusion, with the learner needing to respond safely and constructively.

### Programming notes

Next advances; Back returns when available.

## 86. 1.35 Resolution

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Resolution screen showing the discrimination scenario being addressed through support, reporting, and practical next steps.

### Visual notes

Resolution screen showing the discrimination scenario being addressed through support, reporting, and practical next steps.

### Programming notes

Next advances; Back returns when available.

### 87. 1.36 Isolation

#### **Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

#### **Screen description**

Academic-overwhelm scenario screen showing a student becoming socially isolated and emotionally disconnected from class and peers.

#### **Visual notes**

Academic-overwhelm scenario screen showing a student becoming socially isolated and emotionally disconnected from class and peers.

#### **Programming notes**

Next advances; Back returns when available.

### 88. 1.37 Falling behind

#### **Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

#### **Screen description**

Scenario screen showing academic pressure growing as the student misses classwork, struggles with expectations, or falls behind.

#### **Visual notes**

Scenario screen showing academic pressure growing as the student misses classwork, struggles with expectations, or falls behind.

#### **Programming notes**

Next advances; Back returns when available.

### 89. 1.38 Too late

#### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

#### **Screen description**

Scenario screen showing the consequence of waiting too long to seek help, making the academic and emotional situation harder to repair.

#### **Visual notes**

Scenario screen showing the consequence of waiting too long to seek help, making the academic and emotional situation harder to repair.

#### **Programming notes**

Next advances; Back returns when available.

### 90. 1.39 Sudden departure

#### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Scenario screen showing the student leaving abruptly or considering leaving because the problem was not addressed early enough.

### Visual notes

Scenario screen showing the student leaving abruptly or considering leaving because the problem was not addressed early enough.

### Programming notes

Next advances; Back returns when available.

## 91. 1.40 The next day...

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Follow-up narrative screen showing the aftermath of the unresolved academic-overwhelm/social-isolation problem.

### Visual notes

Follow-up narrative screen showing the aftermath of the unresolved academic-overwhelm/social-isolation problem.

### Programming notes

Next advances; Back returns when available.

## 92. 1.41 The Search

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Narrative screen showing others trying to locate or contact the student after the situation escalates.

### Visual notes

Narrative screen showing others trying to locate or contact the student after the situation escalates.

### Programming notes

Next advances; Back returns when available.

## 93. 1.42 Unfortunate ending

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Consequence screen showing a negative ending caused by delayed intervention and lack of support.

### Visual notes

Consequence screen showing a negative ending caused by delayed intervention and lack of support.

### Programming notes

Next advances; Back returns when available.

## 94. 1.43 Academic overwhelm and social isolation

### **Prompt / on-screen content**

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### **Screen description**

Academic-overwhelm scenario screen showing a student becoming socially isolated and emotionally disconnected from class and peers.

### **Visual notes**

Academic-overwhelm scenario screen showing a student becoming socially isolated and emotionally disconnected from class and peers.

### **Programming notes**

Next advances; Back returns when available.

## **95. 1.44 Ingrid & Donovan Conversation-1**

### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

### **Screen description**

Conversation screen with Ingrid and Donovan discussing a study-abroad stressor and working through the situation through dialogue.

### **Visual notes**

Conversation screen with Ingrid and Donovan discussing a study-abroad stressor and working through the situation through dialogue.

### **Programming notes**

Next advances; Back returns when available.

## **96. 1.44 Ingrid & Donovan Conversation-1 - Ingrid 1 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### **Visual notes**

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### **Programming notes**

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## **97. 1.44 Ingrid & Donovan Conversation-1 - Don 1 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### **Screen description**

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 98. 1.44 Ingrid & Donovan Conversation-1 - Ingrid 2 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 99. 1.44 Ingrid & Donovan Conversation-1 - Don 2 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 100. 1.44 Ingrid & Donovan Conversation-1 - Ingrid 3 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 101. 1.44 Ingrid & Donovan Conversation-1 - Don 3 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 102. 1.44 Ingrid & Donovan Conversation-1 - Ingrid 4 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 103. 1.44 Ingrid & Donovan Conversation-1 - Don 4 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 104. 1.45 Quiz: Late Dinner

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 105. 1.45 Quiz: Late Dinner - Answer A (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 106. 1.45 Quiz: Late Dinner - Answer B (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### **107. 1.45 Quiz: Late Dinner - Answer C (Slide Layer)**

#### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### **Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### **Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### **108. 1.46 Ingrid & Donovan Quiz 1**

#### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### **Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### **Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### **109. 1.46 Ingrid & Donovan Quiz 1 - A (Slide Layer)**

#### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### **Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

#### **Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 110. 1.46 Ingrid & Donovan Quiz 1 - C (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 111. 1.46 Ingrid & Donovan Quiz 1 - B (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 112. 1.47 Ingrid & Donovan Conversation-2

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Conversation screen with Ingrid and Donovan discussing a study-abroad stressor and working through the situation through dialogue.

### Visual notes

Conversation screen with Ingrid and Donovan discussing a study-abroad stressor and working through the situation through dialogue.

### Programming notes

Next advances; Back returns when available.

### 113. 1.47 Ingrid & Donovan Conversation-2 - Ingrid 1 (Slide Layer)

#### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

#### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

#### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### 114. 1.47 Ingrid & Donovan Conversation-2 - Don 1 (Slide Layer)

#### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

#### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

#### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

### 115. 1.47 Ingrid & Donovan Conversation-2 - Ingrid 2 (Slide Layer)

#### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

#### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

#### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

#### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 116. 1.47 Ingrid & Donovan Conversation-2 - Don 2 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 117. 1.48 Quiz 2: Building Resilience

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 118. 1.48 Quiz 2: Building Resilience - A (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Visual notes

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 119. 1.48 Quiz 2: Building Resilience - C (Slide Layer)

### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### **Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## **120. 1.48 Quiz 2: Building Resilience - B (Slide Layer)**

### **Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### **Screen description**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### **Visual notes**

Quiz feedback layer for the selected answer choice, showing whether the choice is correct and giving short explanatory feedback.

### **Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## **121. 1.49 Ingrid & Donovan Conversation-3**

### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

### **Screen description**

Conversation screen with Ingrid and Donovan discussing a study-abroad stressor and working through the situation through dialogue.

### **Visual notes**

Conversation screen with Ingrid and Donovan discussing a study-abroad stressor and working through the situation through dialogue.

### **Programming notes**

Next advances; Back returns when available.

## **122. 1.49 Ingrid & Donovan Conversation-3 - Ingrid 1 (Slide Layer)**

### **Prompt / on-screen content**

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 123. 1.49 Ingrid & Donovan Conversation-3 - Don 1 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 124. 1.49 Ingrid & Donovan Conversation-3 - Ingrid 2 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 125. 1.49 Ingrid & Donovan Conversation-3 - Don 2 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 126. 1.49 Ingrid & Donovan Conversation-3 - Ingrid 3 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 127. 1.49 Ingrid & Donovan Conversation-3 - Don 3 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 128. 1.49 Ingrid & Donovan Conversation-3 - Ingrid 4 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 129. 1.49 Ingrid & Donovan Conversation-3 - Don 4 (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Visual notes

Dialogue layer showing Ingrid's line in the conversation, focused on her emotional reaction, stress, or interpretation of the situation.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 130. 1.50 Scenario 3. Conclusion

### Prompt / on-screen content

Narrative scenario content presents the problem and sets up the learner's decision or next step.

### Screen description

Course screen for "1.50 Scenario 3. Conclusion" using illustrated study-abroad visuals, concise instructional text, and Back/Next navigation.

### Visual notes

Course screen for "1.50 Scenario 3. Conclusion" using illustrated study-abroad visuals, concise instructional text, and Back/Next navigation.

### Programming notes

Next advances; Back returns when available.

## 131. 1.51 Helpful Resources

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Resource screen pointing learners toward support options such as advisers, campus offices, emergency contacts, counseling, or program resources.

### Visual notes

Resource screen pointing learners toward support options such as advisers, campus offices, emergency contacts, counseling, or program resources.

### Programming notes

Next advances; Back returns when available.

## 132. 1.52 Helpful Resources

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Resource screen pointing learners toward support options such as advisers, campus offices, emergency contacts, counseling, or program resources.

### Visual notes

Resource screen pointing learners toward support options such as advisers, campus offices, emergency contacts, counseling, or program resources.

### Programming notes

Next advances; Back returns when available.

## 133. 1.53 Drag and Drop

### Prompt / on-screen content

Instructional content introduces or explains the concept shown on the screen.

### Screen description

Drag-and-drop interaction screen where learners classify or sequence culture shock responses.

### Visual notes

Drag-and-drop interaction screen where learners classify or sequence culture shock responses.

### Programming notes

Next advances; Back returns when available.

## 134. 1.53 Drag and Drop - Correct (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Correct-feedback layer confirming that the drag-and-drop activity was completed accurately.

### Visual notes

Correct-feedback layer confirming that the drag-and-drop activity was completed accurately.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 135. 1.53 Drag and Drop - Incorrect (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Correct-feedback layer confirming that the drag-and-drop activity was completed accurately.

### Visual notes

Correct-feedback layer confirming that the drag-and-drop activity was completed accurately.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 136. 1.53 Drag and Drop - Try Again (Slide Layer)

### Prompt / on-screen content

A feedback or information layer appears on top of the base screen to explain the selected item, answer, or scenario detail.

### Screen description

Try-again layer prompting the learner to revise the drag-and-drop placement.

### Visual notes

Try-again layer prompting the learner to revise the drag-and-drop placement.

### Programming notes

Display this layer after the learner selects the related answer, icon, hotspot, or stage label. Close, Continue, or Try Again returns to the base screen when available.

## 137. 1.54 A student feels isolated, overwhelmed, and is skipping class. What should they do first?

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 138. 1.54 A student feels isolated, overwhelmed, and is skipping class. What should they do first? - Correct (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 139. 1.54 A student feels isolated, overwhelmed, and is skipping class. What should they do first? - Incorrect (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 140. 1.54 A student feels isolated, overwhelmed, and is skipping class. What should they do first? - Try Again (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Try-again feedback layer prompting the learner to choose again.

### Visual notes

Try-again feedback layer prompting the learner to choose again.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 141. 1.55 If a student loses their passport abroad, what is the best first major step?

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 142. 1.55 If a student loses their passport abroad, what is the best first major step? - Correct (Slide Layer)

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 143. 1.55 If a student loses their passport abroad, what is the best first major step? - Incorrect (Slide Layer)

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 144. 1.56 A store closes mid-day, and the student feels annoyed. What is the best response?

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 145. 1.56 A store closes mid-day, and the student feels annoyed. What is the best response? - Correct (Slide Layer)

**Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Visual notes**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**146. 1.56 A store closes mid-day, and the student feels annoyed. What is the best response? - Incorrect (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Visual notes**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**147. 1.57 Which strategy builds resilience while studying abroad?****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**148. 1.57 Which strategy builds resilience while studying abroad? - Correct (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 149. 1.57 Which strategy builds resilience while studying abroad? - Incorrect (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 150. 1.58 What is one sign that culture shock may be becoming more serious?

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 151. 1.58 What is one sign that culture shock may be becoming more serious? - Correct (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 152. 1.58 What is one sign that culture shock may be becoming more serious? - Incorrect (Slide Layer)

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 153. 1.59 Which response shows good cross-cultural communication?

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### Visual notes

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 154. 1.59 Which response shows good cross-cultural communication? - Correct (Slide Layer)

#### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

#### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

#### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

### 155. 1.59 Which response shows good cross-cultural communication? - Incorrect (Slide Layer)

**Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Visual notes**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**156. 1.60 A student is struggling with homesickness. What is the best response?****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

**Visual notes**

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**157. 1.60 A student is struggling with homesickness. What is the best response? - Correct (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

**Visual notes**

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**158. 1.60 A student is struggling with homesickness. What is the best response? - Incorrect (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

### Visual notes

Layer pop-up describing loneliness and emotional detachment caused by being away from family, friends, routines, and familiar support systems.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 159. 1.61 What should a student do when academic expectations feel confusing abroad?

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

### Visual notes

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 160. 1.61 What should a student do when academic expectations feel confusing abroad? - Correct (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

### Visual notes

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 161. 1.61 What should a student do when academic expectations feel confusing abroad? - Incorrect (Slide Layer)

**Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

**Visual notes**

Layer pop-up explaining that culture shock is normal and that feeling confused, irritated, lonely, or off in a new place is common.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**162. 1.62 If a student experiences, or witnesses discrimination abroad, what should they do?****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Visual notes**

Multiple-choice quiz screen with a question, answer buttons, navigation controls, and a supporting illustration.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**163. 1.62 If a student experiences, or witnesses discrimination abroad, what should they do? - Correct (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

**Screen description**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Visual notes**

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

**Programming notes**

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

**164. 1.62 If a student experiences, or witnesses discrimination abroad, what should they do? - Incorrect (Slide Layer)****Prompt / on-screen content**

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Visual notes

Correct-answer feedback layer confirming the best response and briefly reinforcing why it works.

### Programming notes

Learner selects an answer choice. Correct and incorrect choices trigger the matching feedback layers. Next advances after the interaction is complete.

## 165. 1.63 Quiz Results

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Quiz-results screen summarizing the learner's final score and completion status.

### Visual notes

Quiz-results screen summarizing the learner's final score and completion status.

### Programming notes

Evaluate quiz score and show the appropriate success or failure state.

## 166. 1.63 Quiz Results - Success (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Success layer showing that the learner passed the final quiz or met the completion threshold.

### Visual notes

Success layer showing that the learner passed the final quiz or met the completion threshold.

### Programming notes

Evaluate quiz score and show the appropriate success or failure state.

## 167. 1.63 Quiz Results - Failure (Slide Layer)

### Prompt / on-screen content

Learner reads the question and selects one answer choice. The screen is designed to check understanding before moving forward.

### Screen description

Failure layer showing that the learner did not meet the passing threshold and should review or retake the quiz.

### Visual notes

Failure layer showing that the learner did not meet the passing threshold and should review or retake the quiz.

### Programming notes

Evaluate quiz score and show the appropriate success or failure state.

### 168. 1.64 Final Takeaways

#### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

#### **Screen description**

Summary screen reinforcing the main practical lessons about recognizing culture shock and responding early.

#### **Visual notes**

Summary screen reinforcing the main practical lessons about recognizing culture shock and responding early.

#### **Programming notes**

Next advances; Back returns when available.

### 169. 1.65 Final Summary

#### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

#### **Screen description**

Final summary screen recapping the course concepts before completion.

#### **Visual notes**

Final summary screen recapping the course concepts before completion.

#### **Programming notes**

Next advances; Back returns when available.

### 170. 1.66 Complete Module

#### **Prompt / on-screen content**

Instructional content introduces or explains the concept shown on the screen.

#### **Screen description**

Completion screen with a final action button confirming the module is finished.

#### **Visual notes**

Completion screen with a final action button confirming the module is finished.

#### **Programming notes**

Complete Course button finishes/submits module completion.