

Linking your Reading Lists from Reading Lists Online to QMplus

Background

Staff now have the ability to embed their Reading Lists (from TALIS) into QMplus, providing both general course content and reading lists **in one place**. This document briefly outlines 3 methods of linking Reading Lists from TALIS to QMplus

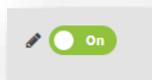
METHOD 1 – Embedding Reading Lists in QMplus using the PLUG IN

(1)

Log in to QMplus and navigate to the module in question. Also log in to TALIS and navigate to the reading list you wish to embed.

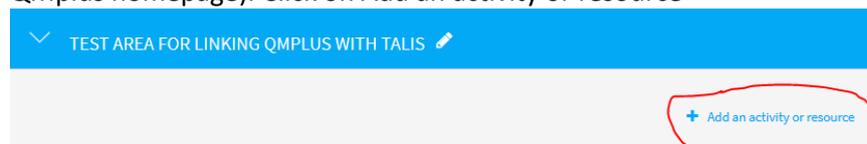
(2)

In QMplus turn on editing in the top Right Hand Corner as shown in the screenshot below



(3)

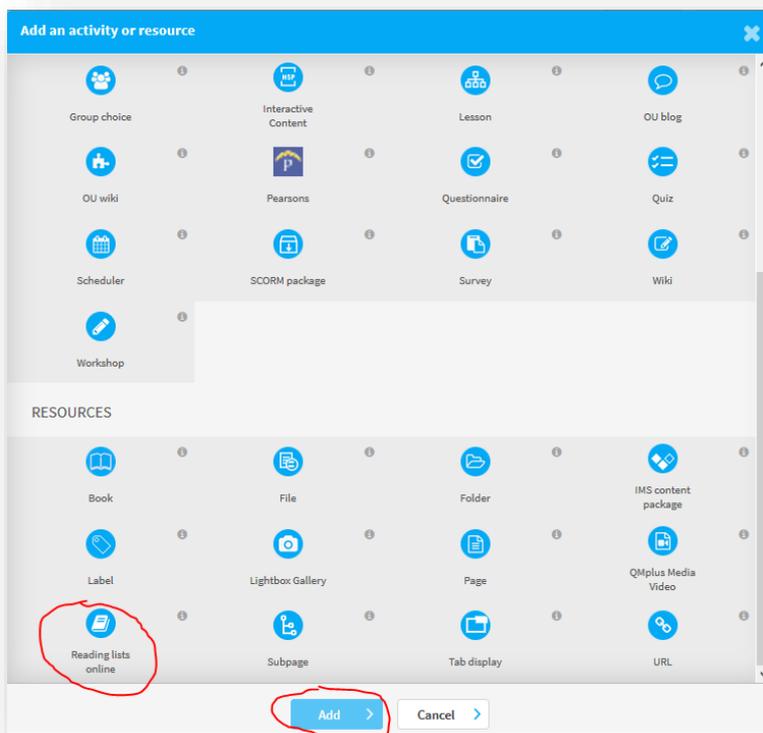
Scroll down to the section/topic/Week you wish to link your reading list to. (For illustrative purposes, I've chosen to link the reading list for module HST6405 to a section called "TEST AREA" on my QMplus homepage). Click on Add an activity or resource



[Add Topics](#)

(4)

You will see a list of 'ACTIVITIES and Resources' to add to QMplus. Scroll down and click on the **Reading List Online** resource and click ADD



(5)

You should now see a screen that looks like this:

Home > Courses > Learning and Support > Reading Lists Online > Adding a new Reading lists online to TEST AREA for linking QMPlus with TALIS

ADDING A NEW READING LISTS ONLINE TO TEST AREA FOR LINKING QMPLUS WITH TALIS

General

Section title ion from Pac-Man to Pokemon

Show more...

Display

Display resource list contents Inline on a course page

Show list sections expanded

Common module settings

Restrict access

Tags

Competencies

[Link to resource list or section](#) [Cancel](#)

There are required fields in this form marked

(6)

Complete the required fields:

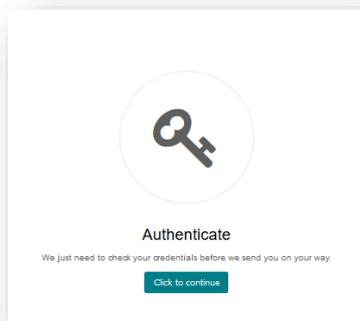
Under **Section Title**: Enter the name of the reading list. You could just copy and paste this from TALIS

Under **Display**: "Inline on a course page"

Click on **Link to resource list or section**

(7)

You may be asked at this point to authenticate and verify you are from QMUL



(8) After authentication, you should then see a screen that looks like this:

QMUL

READING LISTS ONLINE

Home > Courses > Learning and Support > Reading Lists Online > Week Two > HST6405: Videogames: History, Culture and Representation from Pac-Man to Pokemon

HST6405: VIDEOGAMES: HISTORY, CULTURE AND REPRESENTATION FROM PAC-MAN TO POKEMON

Add list section

HST6405 The list [Save](#)

Preview

In the search box, type the name or the code of the LIST you want to embed (in this case HST6405) and select it. Then from the dropdown menu on the right, select whether you want to embed the Whole list or just a particular section of the list. Click SAVE. You should now see a preview of the embedded Reading List as shown below:

The screenshot shows a web interface for QM Plus Reading Lists Online. At the top, there is a blue header with the QM Plus logo and a 'Rec' button. Below the header, the page title is 'READING LISTS ONLINE'. A breadcrumb trail shows the path: Home > Courses > Learning and Support > Reading Lists Online > Week Two > HST6405: Videogames: History, Culture and Representation from Pac-Man to Pokemon. The main content area features the title 'HST6405: VIDEOGAMES: HISTORY, CULTURE AND REPRESENTATION FROM PAC-MAN TO POKEMON' with a dark navigation bar containing 'Home', 'My Lists', 'My Bookmarks', 'Reviews', 'Feedback', 'Admin', 'Reports', and 'Nate Evuarherhe'. To the right of the title are buttons for 'View config', 'Edit', 'View', and '+ My Lists'. Below the title, it indicates '2019-2020 ACADEMIC YEAR' by Matt Jacobsen, updated a month ago, linked to HST6405, and viewed by 45 students. A control bar includes 'Table of Contents', 'View: All', 'Citation Style: None', and a search box. The main section is titled 'Books you might like to buy for your own shelf' with a subtext: 'I would recommend these books as reference points throughout the module, and as enjoyable or useful texts to start with on this journey into videogames...'. A book entry for 'Trigger Happy: The Inner Life of Videogames' by Steven Poole (2004) is shown, marked as 'Suggested for student purchase'. The book cover is visible, and a 'Google Preview' button is present. A paragraph of text describes the book as a first scholarly engagement with videogames, noting its popularity and the author's writing style.

Job Done