

Genially basic features



Thematic area: in-Build Interactive Elements



Game engine: Genially



Link: <https://genially.com/>



Why & when to use this resource

Genially is an online platform designed to create interactive visual experiences, making it **ideal for the creation of simple no-coding games**.

While Genially can be used just to create plain presentation, **it's real potential** appears when using the provided in-build tools to **gamify educational content**, allowing educators and youth workers to **create simple videogames without requiring coding skills**.

Genially “**Interactive Questions**” and “**Interactive Elements**” are in-build digital tools used to create engaging and interactive learning activities without coding skills. They are **especially useful for developing quizzes**, multiple-choice activities, clickable challenges, interactive presentations, and simple educational games.

These resources are useful for educators, trainers, or students who want to create dynamic learning experiences in a simple and visual way.

Interactive Questions allow users to create activities with automatic feedback and correct answers, while **Interactive Elements help add buttons, pop-ups, hidden information, navigation and animations through an easy drag-and-drop interface**.

Genially Interactive Questions and Interactive Elements are especially helpful for:

- Making **lessons more interactive** and engaging
- **Improving student participation** and attention
- **Encouraging active learning** through quizzes and challenges



- **Creating** visual and interactive educational content easily
- **Supporting creativity** and collaboration in digital activities.

You do not need coding skills to use these tools, just creativity, ideas, and a willingness to experiment and explore different interactive possibilities!



Strengths

- ◆ **Easy to create interactive activities:** Interactive Questions and Interactive Elements use a **simple drag-and-drop system**, so you can create quizzes and clickable activities without coding skills.
- ◆ **Makes learning more engaging:** You can add questions, buttons, pop-ups, hidden content, animations, and feedback to **make activities more fun, dynamic, and interactive**.
- ◆ **Instant feedback for users:** Interactive Questions allow users to **immediately see if their answers are correct** or wrong, helping them learn in a more active and motivating way.
- ◆ **Creative and customisable:** You can create different types of activities, such as multiple-choice quizzes, true/false questions, clickable challenges, and interactive learning games.
- ◆ **Improves participation and attention:** Interactive activities **help students stay active** and involved instead of only reading or watching content passively.
- ◆ **Useful for different learning situations:** Interactive Questions and Elements can be used for school lessons, workshops, online learning, group activities, and self-learning projects with **different age groups**.
- ◆ **Reusable question templates:** Interactive Questions let you reuse similar structures (like multiple choice or true/false formats), which makes it faster to build new activities once you understand the layout.



Limitations

- ◆ **Can become messy if overused:** If you add too many animations, pop-ups, or effects, **the activity can become confusing** instead of clear and easy to follow.



- ◆ **Limited question types in simple activities:** Interactive Questions are useful for quizzes and educational activities, but **they can feel limited** if you want very advanced or highly customised question formats.
- ◆ **Interactions need careful organisation:** Buttons, pop-ups, and navigation links **need to be set up correctly**. If the activity is not well organised, users may get confused while using it.
- ◆ **Not suitable for highly complex games:** Interactive Questions and Elements are great for simple and medium-level activities, but **they are not designed for advanced game mechanics** or programming-style interactions.
- ◆ **Some features may work differently on mobile devices:** Certain animations or interactions may not appear or function exactly the same on smartphones or smaller screens.
- ◆ **Some advanced options are only available in paid plans:** The free version includes many useful features, but **some templates**, interactive tools, and customisation options **require a paid subscription**.



Tutorial sheet



How to use this tool

Interactive Elements in Genially are divided into different categories that help organise how interaction works within a page:

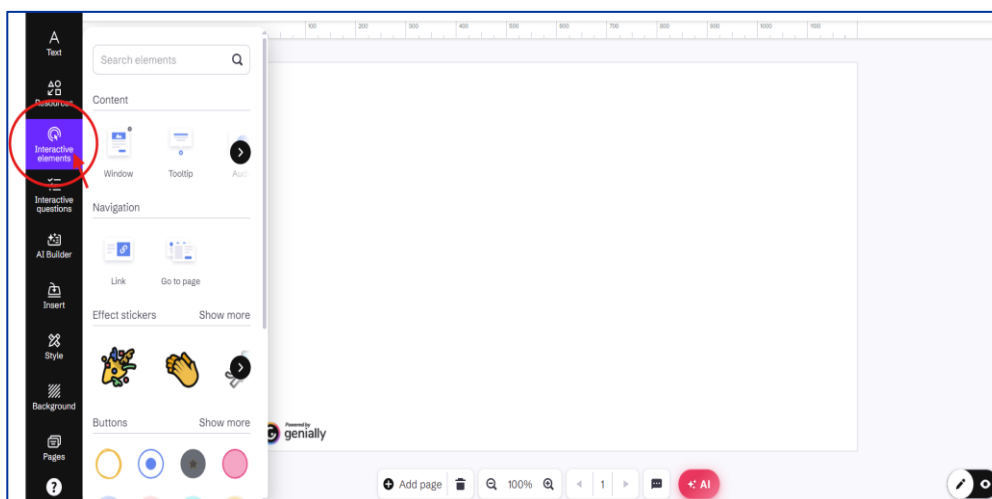
- **Content elements:** such as Windows, Tooltips, and Audio allow you to show extra information, short explanations, or add sound to support understanding.
- **Navigation elements:** such as Links and “Go to page” help users move between pages or access external resources in a clear and structured way.
- **Effect stickers** are animated visuals that help highlight important parts of the content and make the experience more engaging.
- **Buttons:** are interactive elements used to trigger actions, open content, or guide users through the project.

In the next section, we will go step by step through how to use Windows as an example of how Interactive Elements work in practice.



Step-by-step guide

- ✦ **STEP 1:** Open your Genially project.
- ✦ **STEP 2:** Open the page and select “Interactive elements” on the left.





★ **STEP 3:** Choose your desired interactive element:

As already mentioned, there are multiple categories of interactive elements available on Genially, each suitable for a different purpose

- **Content:** Windows, Tooltips, and Audio allow you to include extra information, short explanations, or add sound that will appear only after user interaction and help to keep the slides clean
- **Navigation:** The “Link function” allows you to connect to an external website in an elegant way. While the “Go to page” function will bring users to the specific page decided by the creator.
- **Effect Sticker:** animated visuals that can be used to provide users feedback on the gamification parts or help highlight important parts, making the experience more engaging.
- **Buttons:** interactive elements available with different shapes, colours, etc. Their interactivity can be personalised to trigger actions, open content, or guide users through the project.
- **Interactive areas:** Allows to add interactivity to an invisible area, to increase users curiosity and enable exploring and investigative game elements.

★ **STEP 4:** Personalise your chosen interactive elements.:

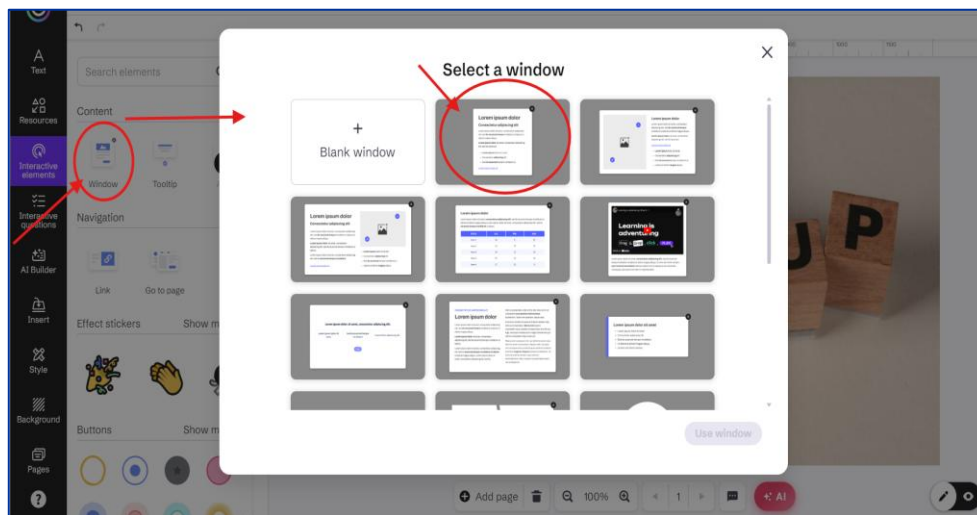
- In this part we will guide you through an example, using the interactive “window” function.

Example: Presentation about “Start Up”: I select an image and I want to add extra information (definition, elements, details).

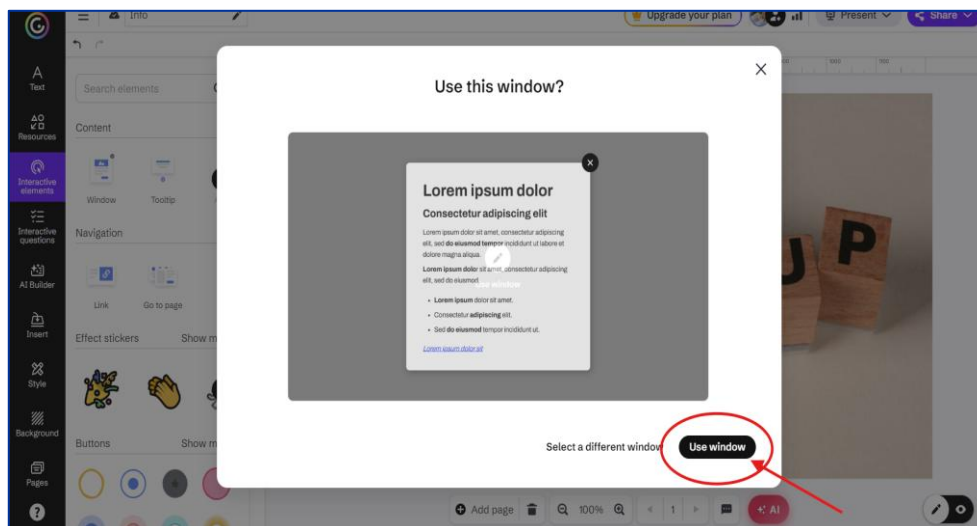
- **Problem:** too much text would make the page messy.
- **Solution: Interactive Window**
 - I put all the information inside a **pop-up window**
 - On the page I keep only **one simple button**

★ **When the user clicks the button:**

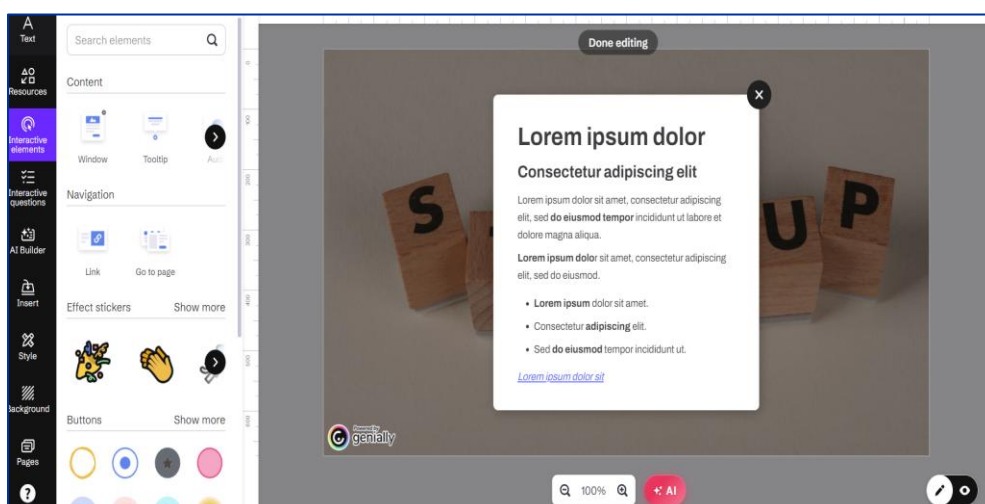
- The window opens
- All the extra information appears



You can choose the type of window depending on what best fits your page and your objective.

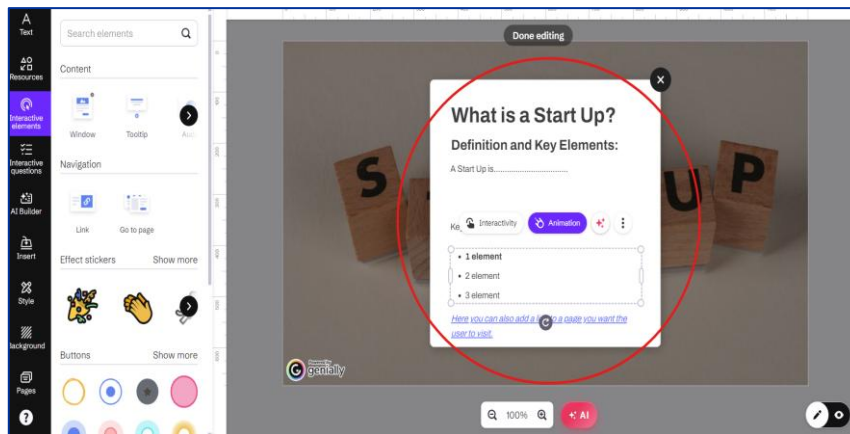


For example, we select the first option shown in the example, then click on **“Use window”**.

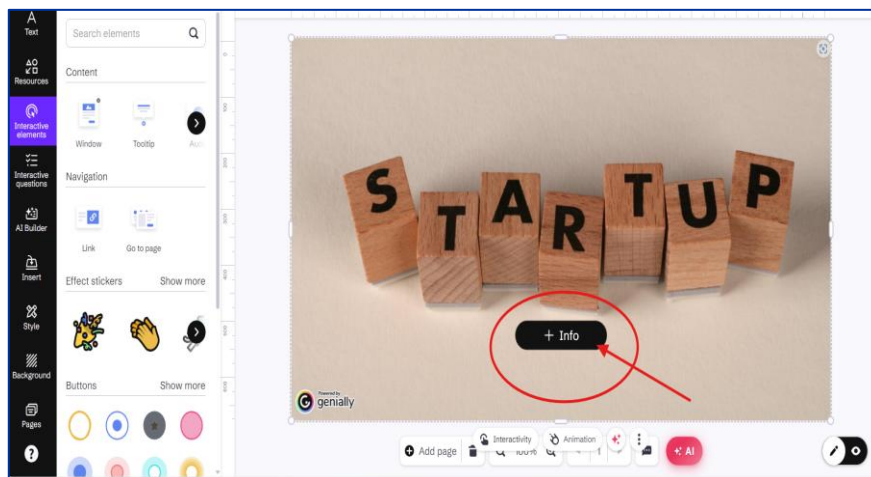




This is an example of how your content will be displayed. Now you can edit the text and add the information you want.



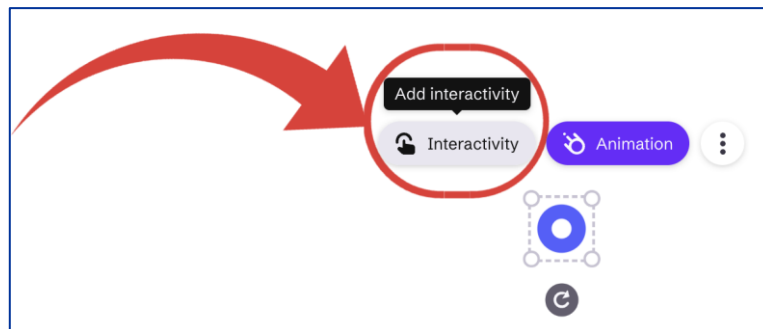
- ✦ Once you have finished editing the information, close the white box by clicking the “X” in the top-right corner.



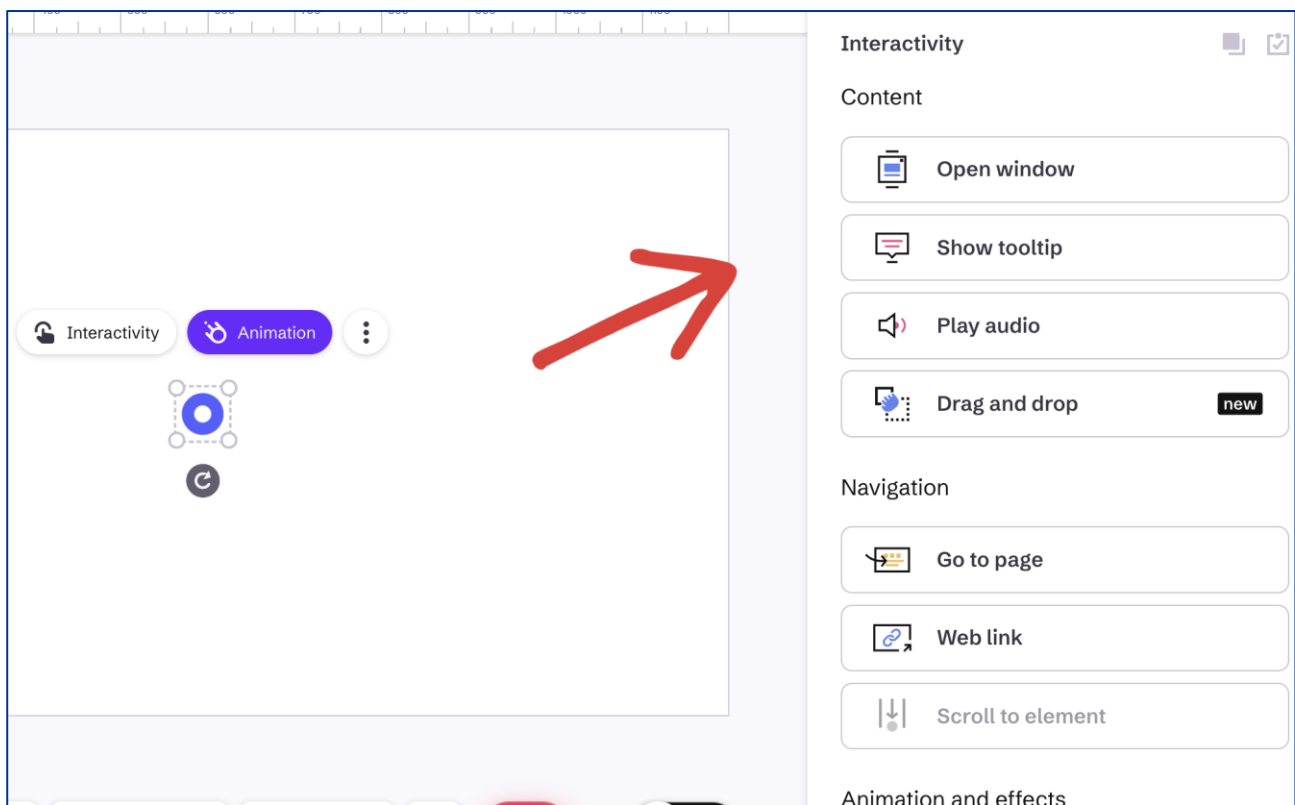
- ✦ The element will appear on your page as a single interactive button (for example “+ Info”, which you can also rename).
 - ✦ When the user clicks it, the window you created earlier will pop up.
 - ✦ **STEP 5:** Experiment with the other interactive elements!
- Now that you have a basic understanding of how to use one specific interactive element, it's time to understand that almost every element in Genially can be made interactive, and also that multiple interactivity functions can be used and included in a single element.



To start, drag any element to your white Canva, and click on it with the left mouse button. This will show 2 buttons: "Interactivity" and "Animation".



Click on "Interactivity" and a new tab will appear on the right side, showing you all the Interactive options that can be added to that specific elements.



Repeating the process will allow you to include more interactive functions to the same element!

Now you know how Windows work in Genially Interactive Elements! This is just one example. Try experimenting with the other elements too and combine them to create more dynamic, fun, and engaging experiences for your users!



Interactive Questions

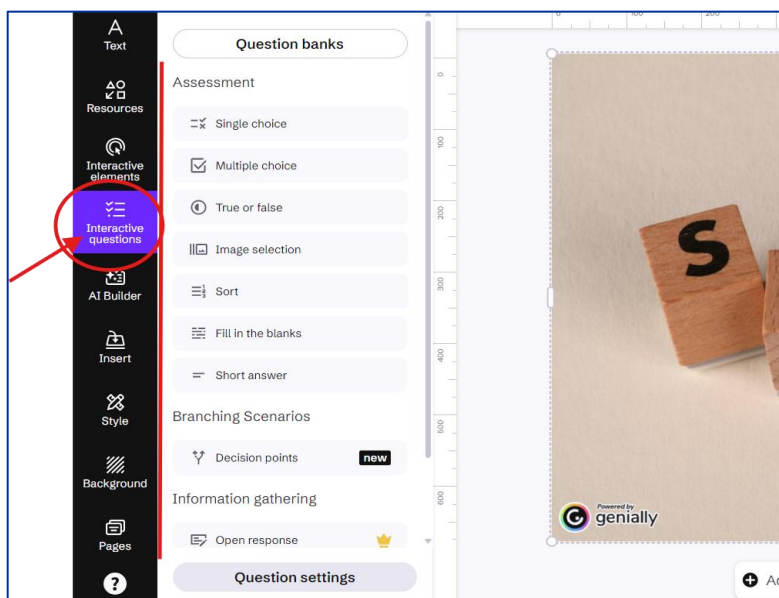
Interactive Questions in Genially include **different types of activities** that help you create simple and interactive quizzes. In practice, **you start by writing your question in the “Question” field**, adding possible answers in the “Answers” section, marking the correct ones, and then deciding what happens when the answer is right or wrong. The system will **automatically display the activity** for the user.

These question types include options like Single choice, Multiple choice, True or false, Image selection, Sort, Fill in the blanks, Short answer, Branching Scenarios, and Open response, all designed to make learning more active and engaging.

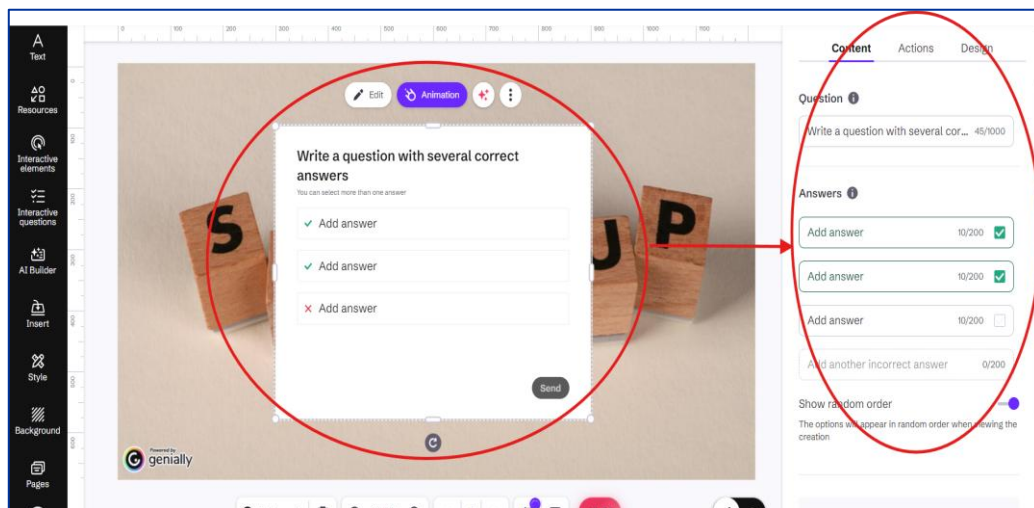


Step-by-step guide

- ✦ **STEP 1:** Create a new project or open an existing project
- ✦ **STEP 2:** Click on the menu on the left and select “Interactive Questions”



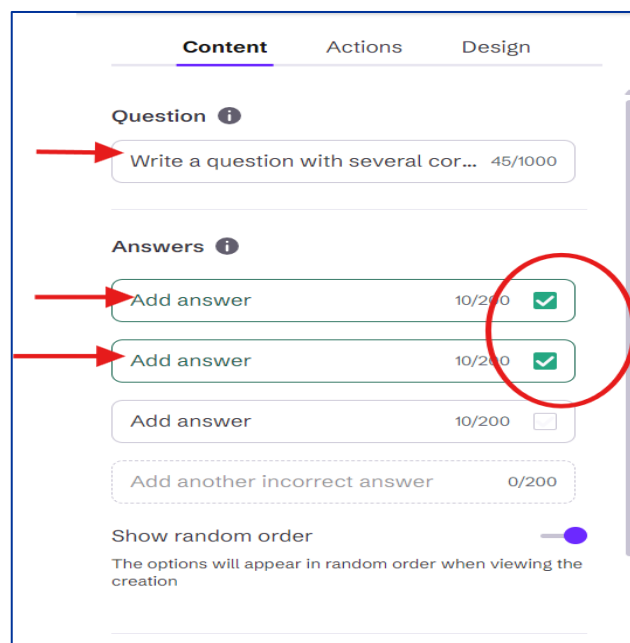
- ✦ **STEP 3:** Select the type of questions. **This example shows the “Multiple choice” option.** After selecting it, the screen is divided into two main parts: a **left side (editing area)** and a **right side (settings panel)**. Each side has a different role in building your question.



Left side (editing area): This is where you build your question, and everything you create here is exactly what the user will see when interacting with it. **In this section you write the question**, add answer options, and mark correct or incorrect answers using ✓ and ✗, directly shaping the user experience.

Right side (editing panel): This panel is divided into different tabs: Content, Actions, Design.

Content: Here you **create and structure the question itself**, which will then appear in the activity exactly as the user sees it. In this section, you can write the question, add the possible answers, mark the correct ones using ✓, and include more answer options if needed to complete the activity.

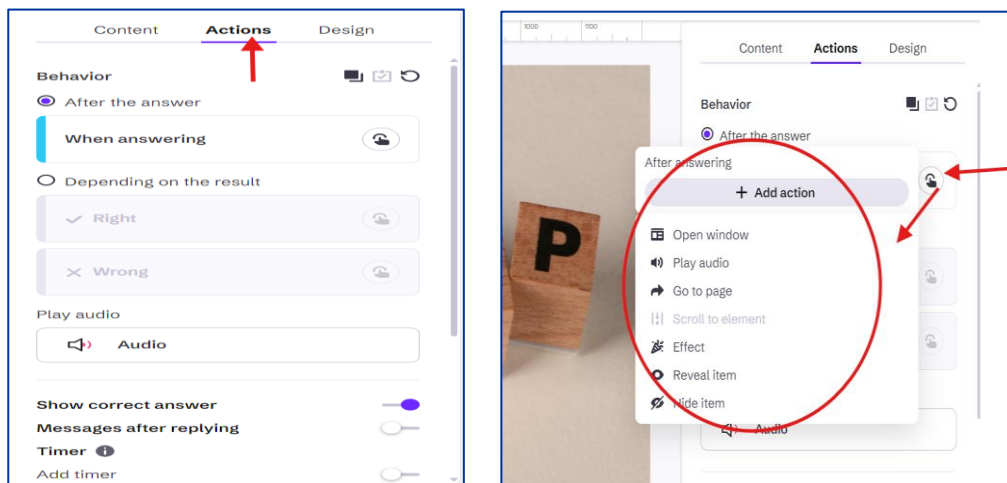




Actions: This section **shows what happens after the user answers the question.**

Here you can decide if they can try again, what happens if the answer is correct or wrong, and what feedback they will see.

By clicking the hand cursor icon, you open the “After answering” menu. From there, **you can choose simple actions** like opening a window, playing audio, going to another page, showing or hiding content, or adding effects.



Additional learning sources & tutorials

- ◆ Genially blog “Interactive content: The stars of effective and unforgettable communication”: <https://blog.genially.com/en/interactive-content/>
- ◆ Genially YouTube video “Add interactivity in Genially”: <https://www.youtube.com/watch?v=OuV9IR0fegA>



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