

How to add an AI agent via the Text and Media activity

419

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Activities and Resources, AI agent

2196 0



The screenshot shows a module page with a red box highlighting the AI agent interface. The interface includes a header with 'XIPU AI Agent' and 'Homepage', a language dropdown, and a user profile icon. Below the header is a session title 'Session' and a profile picture of the AI agent. A message box displays a welcome message in Chinese: '你好！我是名为AI Agent Bot的人工智能小助手，专门用于解答XIPU AI Agent的知识和功能，如果你是AI Agent的新手用户，都可以问我。' Below the message box is an 'Enter content' input field and a note: 'AI-generated content with no guarantee of accuracy. For reference only.' A blue upload icon is visible in the bottom right corner of the red box.

An example of AI agent embedded in a module

Overview:

This guide will show you how to embed your AI agent directly on the module page via the Text and Media activity. This gives students a seamless, interactive experience without leave the Learning Mall Core system.

What to know:

The AI agent is built up in the [AI-agent platform](#). Before embedding the AI agent into your module, it must first be approved and published. Once published, it will be easily accessible in the Agent Center of the AI agent platform. Otherwise, students may encounter issues with the AI agent being deactivated or inaccessible.

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Step 1: Turn editing on

Turn editing on in your module page at top right.

Tom in Wildland

Course Settings Participants Grades Reports More

General + Collapse all

Assignment +

Test Turnitin +
Opened: Wednesday, 28 May 2025, 00:00 Due: Monday, 4 August 2025, 00:00

TTL2 Data +

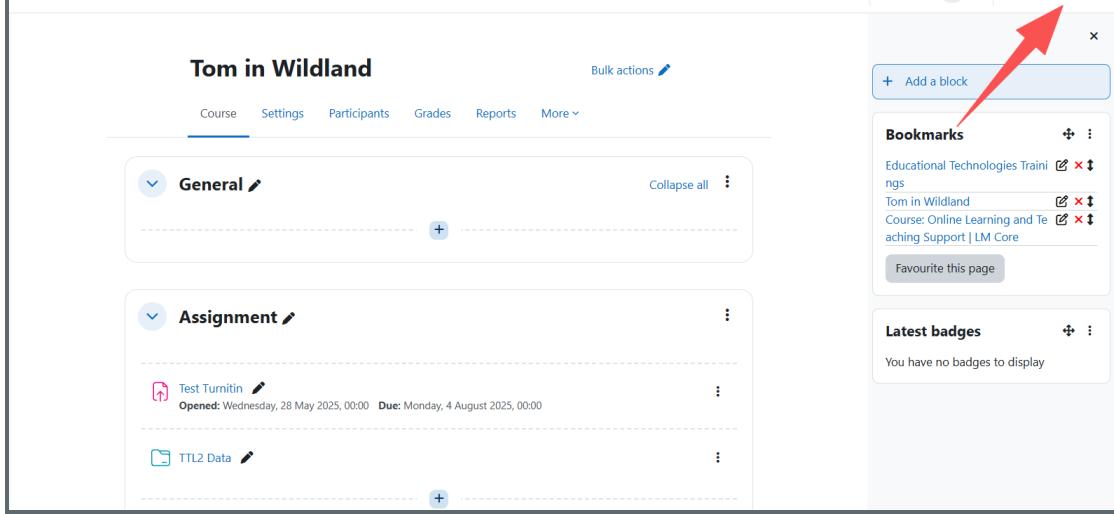
Bookmarks

- Educational Technologies Trainings
- Tom in Wildland
- Course: Online Learning and Teaching Support | LM Core

Latest badges

You have no badges to display

+ Add a block



Step 2: Add an Text and Media activity

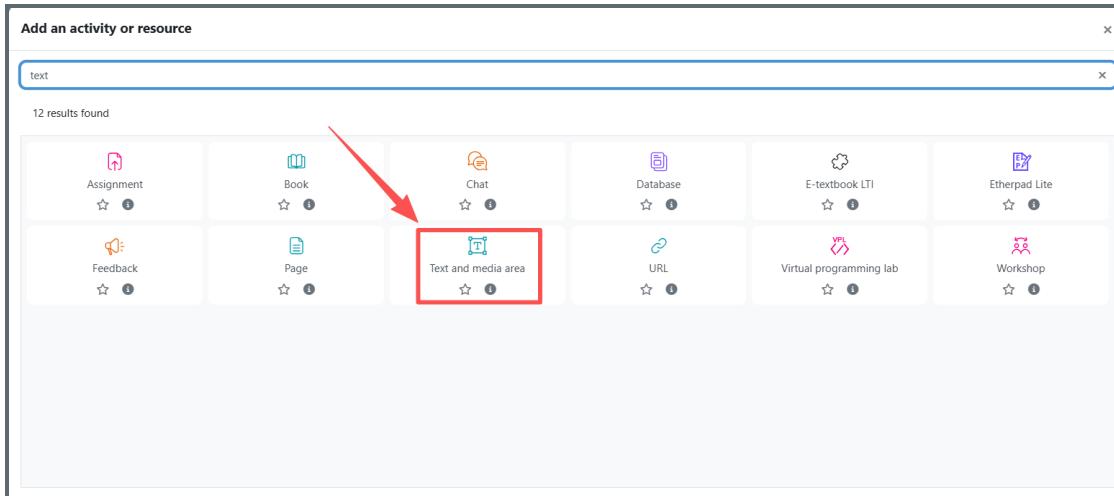
Click "add an activity or resource" and select Text and Media.

Add an activity or resource

text

12 results found

Assignment	Book	Chat	Database	E-textbook LTI	Etherpad Lite
Feedback	Page	Text and media area	URL	Virtual programming lab	Workshop



Step 3: Edit the Text and Media activity

1. Enter a Title (optional).
2. In the text editor, click the View button and choose 'Source code' in the dropdown menu.
3. Paste the iframe code: `<iframe src="https://xxx" width="100%" height="600" frameborder="0" allowfullscreen></iframe>` in the pop-up dialogue. You can replace the URL in bold with the URL of your own AI agent.
4. Do remember to click Save button to save the HTML codes.

New Text and media area

[Expand all](#)

General

Title in course index [?](#)

Text

Edit [View](#) Insert Format Tools Table Help

Source code

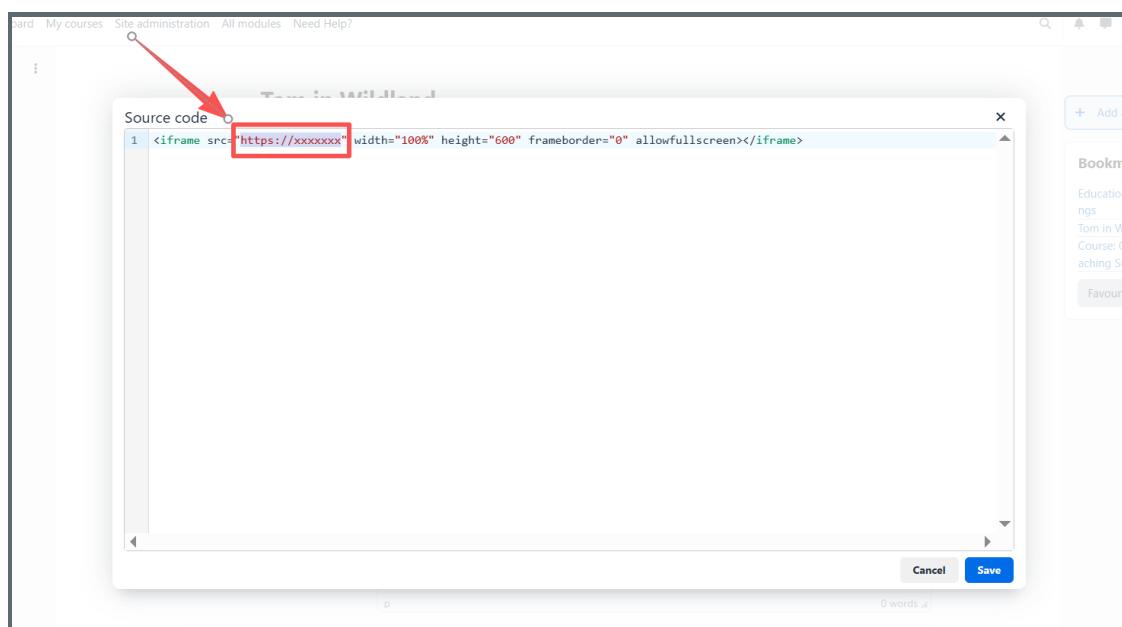
Visual aids

Show invisible characters

Show paragraph styles

Fullscreen

Ctrl+Shift+F



Step 4: Direct display in your module

Your AI agent will now appear directly inside the course page.

General

Collapse all

AI-agent

西浦君谋智能体 XIPU AI Agent

Homepage English Session

XIPU-AI-Agent-Bot Conversational

XIPU-AI-Agent-Bot

你好！我是名为AI Agent Bot的人工智能小助手，专门用于解答XIPU AI Agent的知识和功能，如果你是AI Agent的新手用户，都可以问我。

Enter content

AI-generated content with no guarantee of accuracy. For reference only.

↑

Tips:

Use this option for agents that should be displayed within Learning Mall Core system. You could adjust the width and height of the iframe to fit your page design.

Next steps:

Now that you have finished embedding an AI agent via Text and Media activity, you may be interested in the following related articles:

[How to add an AI-agent using the URL activity](#)

Online URL: <https://knowledgebase.xjtu.edu.cn/article/how-to-add-an-ai-agent-via-the-text-and-media-activity-419.html>