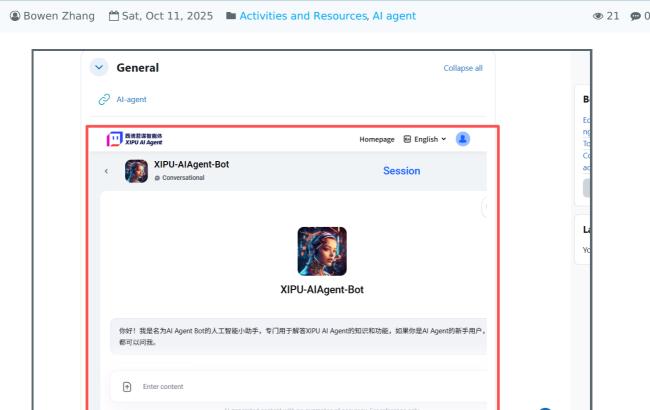
How to add an Al agent via the Text and Media activity



An example of AI agent embedded in a module

Overview:

419

This guide will show you how to embed your Al 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.

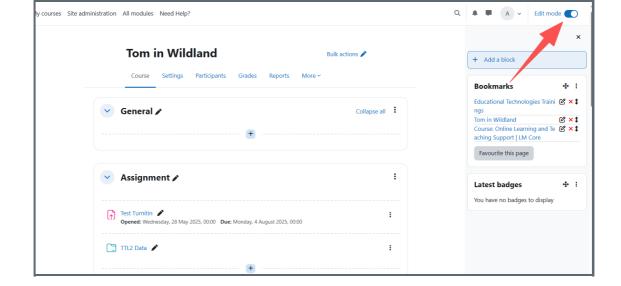
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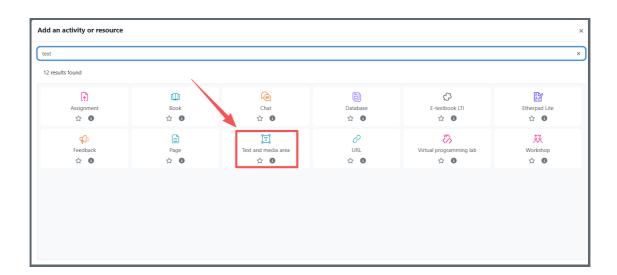
Step 1: Turn editing on

Turn editing on in your module page at top right.



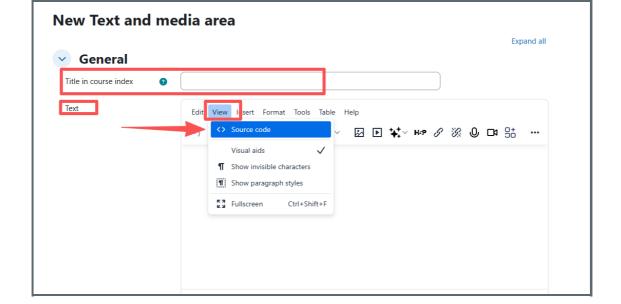
Step 2: Add an Text and Media activity

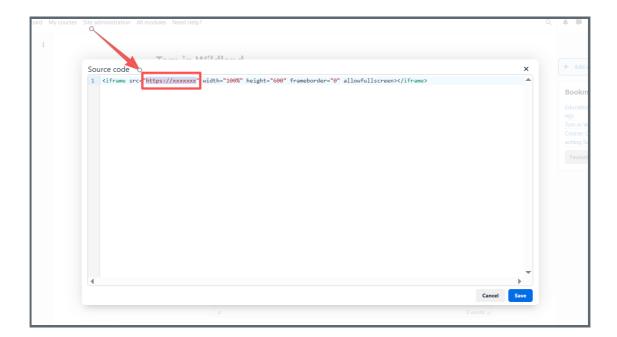
Click "add an activity or resource" and select Text and Media.



Step 3: Edit the Text and Media activity

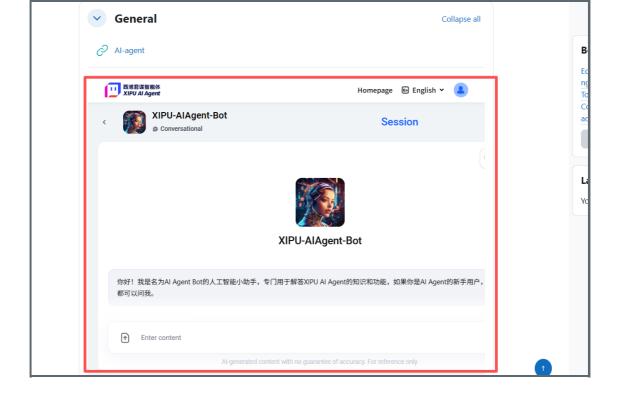
- 1. Enter a Title (optional).
- 2. In the text editor, click the View button and choose 'Source code' in the dropdown menu.
- 3. Paste the iframe code: </iframe> in the pop-up dialogue. You can replace the URL in bold with the URL of your own Al agent.
- 4. Do remember to click Save button to save the HTML codes.





Step 4: Direct display in your module

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



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 Al agent via Text and Media activity, you may be interested in the following related articles:

How to add an Al-agent using the URL activity

 $On line\ URL:\ https://knowledgebase.xjtlu.edu.cn/article/how-to-add-an-ai-agent-via-the-text-and-media-activity-419.html$