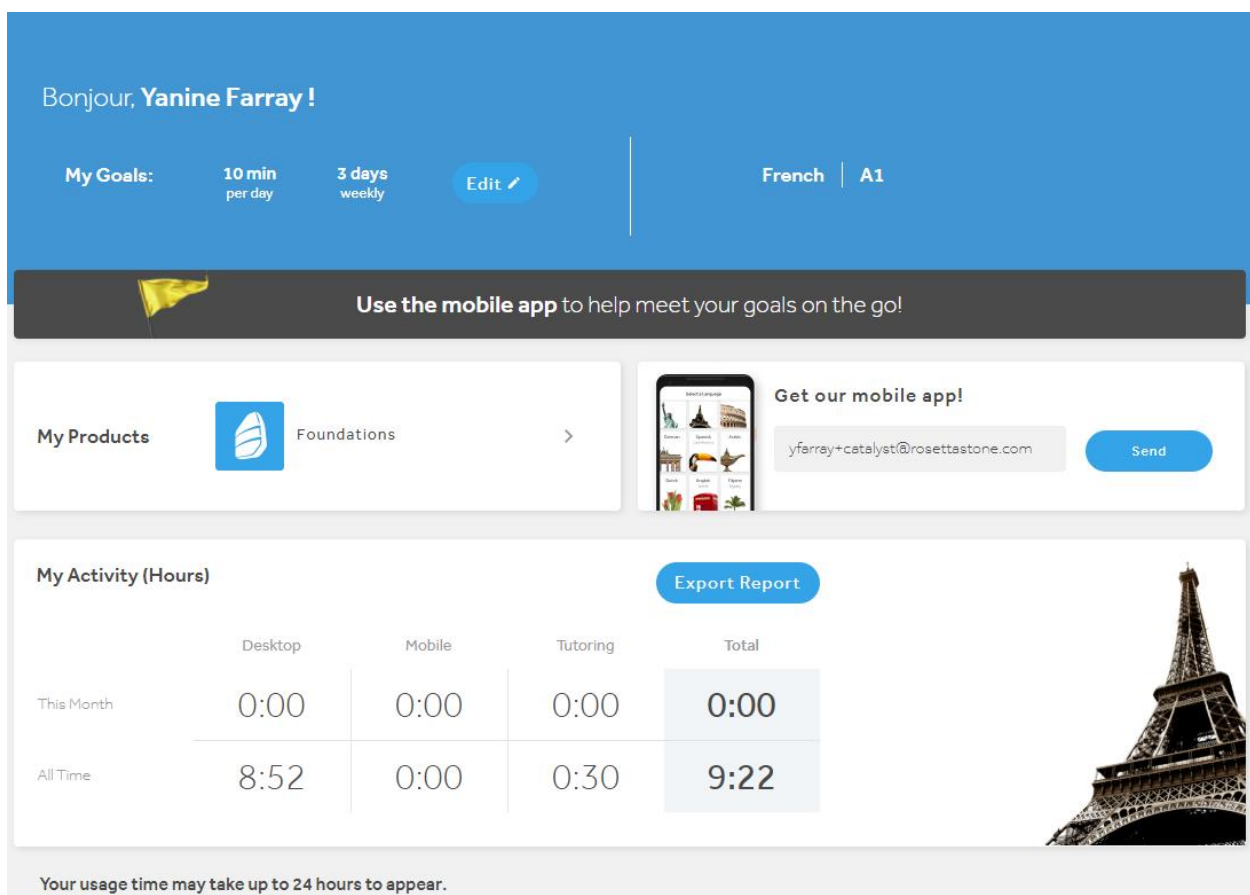


Time Tracking Guide

Rosetta Stone provides a learner dashboard as a way to track time spent in the tool. This feature provides learners with monthly and all time usage. Time spent in the program is separated by desktop learning, mobile learning, and, if applicable, Live Tutoring usage. The dashboard will also show the learner’s current CEFR* level, learning path (Foundations or Fluency Builder) and the information of the mobile app that needs to be downloaded based on that learning path. The information is exportable from the dashboard by clicking the “Export Report” button. The report can be downloaded in both CSV and XLS formats.



Bonjour, **Yanine Farray** !

My Goals: 10 min per day, 3 days weekly [Edit](#)

French | A1

Use the mobile app to help meet your goals on the go!

My Products Foundations [>](#)

Get our mobile app!
yfarray+catalyst@rosettastone.com [Send](#)

My Activity (Hours) [Export Report](#)

	Desktop	Mobile	Tutoring	Total
This Month	0:00	0:00	0:00	0:00
All Time	8:52	0:00	0:30	9:22

Your usage time may take up to 24 hours to appear.

It is important for learners to understand that all time spent is recorded on Rosetta Stone servers set in GMT+0 time zone. This means that some learners who log time learning with Rosetta Stone in the late evening of their own time zone may not see the usage recorded on that same date. For example, activities completed after 7pm EST (GMT-5) are typically reported in the following day.

*CEFR – Common European Framework of Reference

Catalyst is one solution with two learning paths:

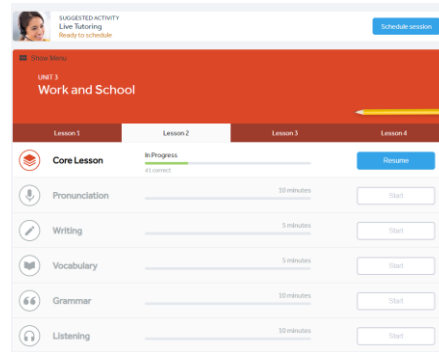
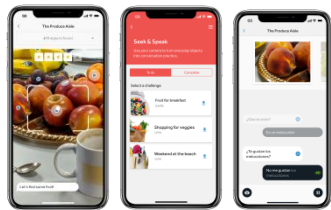
- Foundations (Novice learner – everyday language)
- Fluency Builder (Advanced/Intermediate learner – business, culture, geography, etc.)

In order to understand how the time is tracked in the system, check the product specific information below.

Foundations

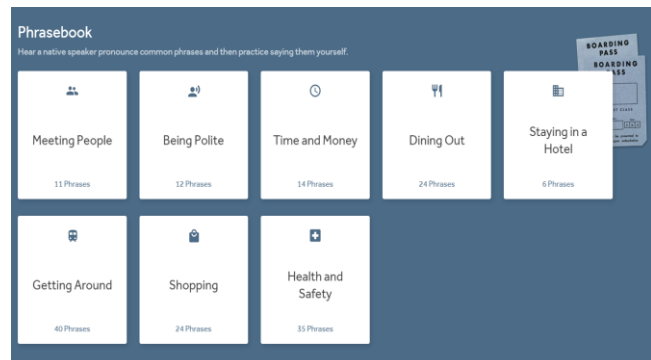
E-Learning: As soon as a learner opens an activity and accesses the language-learning content, the program will start recording usage. If, at any point during the activity, the “**pause button**” is clicked, the program will stop recording the usage. Likewise, if the learner returns to the home screen or Rosetta Stone Access Portal, the time will no longer be recorded.

Should someone ever repeat an activity in the program; the score will be replaced with the score received from the most recent attempt. The time spent in the program will be representative of the combined total usage.



Mobile application: Time spent in Foundations mobile app is counted towards the program usage report. Similar to the online Rosetta Stone account, usage is only tracked while learners are actively engaged in an activity in the application. Simply signing in and leaving the application open will not count as recorded usage.

Extended activities (Play, Talk, Stories, Phrasebook, Audio Companion): Time spent in **Extended Activity** time is calculated based on engaged interaction with the activities. A learner must be actively playing a game or reading a story for the program to document the usage. Time spent using the **Audio Companion™** is not added to the program usage report. The Audio Companion consists of supplemental content designed to reinforce learning that has already occurred.



Live Tutoring: Foundations records 30 minutes on the program usage report for each completed Live Tutoring session. In order for the Tutor to mark the session as “completed,” a learner must attend at least 70% of the session

Fluency Builder

E-Learning: Each activity has two events, a start learning activity event and a completed learner activity event. In order for time spent to be calculated, both events must be fired during a learner's session.

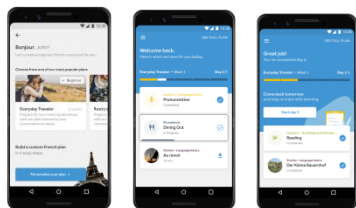
For example: In the Vocabulary activity, when the vocabulary card is displayed on the screen this triggers the start of this learning activity event and clicking **"not yet"** or **"I understand"** for a card will indicate the learning activity event has been completed. The time the learner spent on each card will be added together. The sum of this will be recorded as time spent in the activity.

If a user is inactive for 15 minutes, the program will time out and the learner will see the following message: **"Continue learning"** or **"Sign Out"**

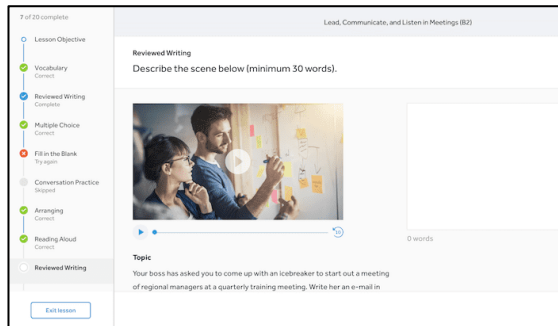
- If the Learner chooses, **"Continue Learning"**: The 15 minutes of inactivity will be counted as if at that point the activity was resumed.
- If the Learner chooses, **"Sign Out"**: no time will be recorded for that activity.
- If the Learner fails to respond to the inactivity prompt, she will be logged out after an additional 5 minutes and no time will be recorded.

What is not captured as Usage Time?

- time spent on incomplete attempts at each activity
- time spent navigating between views
- time spent on non-learning activities (e.g., selecting goals, updating profile, reading notifications)



Live Tutoring: The Live Tutoring sessions that are available to the learners are unlimited, meaning that they can participate in a session at any time! Each session is 45 minutes long and this time is recorded.



Mobile Application: Time is largely calculated the same way as in the e-learning portion, with the following caveat: The Fluency Builder mobile application only tracks time when the application is being worked in, and not when the app is open in the background.

For example: A learner starts a vocabulary activity, and spends 1 minute looking at the card, and then moves away from the application to go check a text message. The learner spends 5 minutes texting. The learner comes back to the app and clicks 'I got it' on the vocabulary card after looking at the card for 1 minute longer. The user's total time captured and displayed in the Admin Tool would be 2 minutes (time spent in the app minus the time spent in other apps or doing other things on the phone).

