How the Student Inactivity Timer Works

Any time a student logs into Ignitia and opens an assignment, a 25-minute inactivity timer starts. Each time the student clicks a navigation button or causes other interactive behavior *while in the assignment*, the inactivity timer resets to the full 25 minutes, effectively giving the student additional time to complete the assignment.

> **Note:** The student inactivity timer only applies while the student is working in an assignment. It does not apply if the student is reading and writing messages, viewing the **Resources** page or is still on the **Assignments** or **Courses** page and has not opened an assignment. Another session timer records the time when a student logs in to the application and when the student logs out. This "logged-in session time" can be viewed in several reports and in the Teacher Dashboard.

Navigation and interactive behavior within an assignment which causes the inactivity timer to reset

As mentioned in the introduction section, several navigation buttons and various interactive behavior within an assignment will cause the inactivity timer to reset to the full 25 minutes.

- Clicking the **Read Next Section** and **Work On Questions** buttons
- Using any of the student tools, including **Vocab Arcade**, **Show Transcript**, **Print**, **Reference**, **Translate Text**, **Speak As**
- Clicking the **Submit Answer**, **Ask For Help** and **Turn It In** buttons
- Clicking a question number
- Refreshing the page

- Clicking or double-clicking within the assignment page
- Holding the mouse button down to drag answers
- Pressing the down arrow key to scroll through assignment content
- Scrolling down within the assignment content

> **Note:** When typing an essay or paragraph within the Writer text box (or essay text box), for example, when working on a large book report or theme, the typing action does not reset the inactivity logout timer. However, if the student clicks the Writer **Refresh** button to save their work and check grammar and spelling, that action does reset the inactivity timer back to the full 25 minutes. In addition, the student can click the **Submit Answer** button and the teacher gets their work-in-progress to review.

What happens when the inactivity timer has not been reset?

If the student has not interacted with the assignment after 25 minutes, a warning message appears stating that the student will be logged off in 60 seconds due to inactivity. The student must click the **Keep Me Signed In** button to continue. If the student does not click the **Keep Me Signed In** button within the time frame as it counts down, the student is logged off and sent back to the school's Login page.

You will be signed out in 56 seconds due to inactivity.

KEEP ME SIGNED IN

Note: If the assignment is a quiz or test and the student stops interacting with it, not only does the inactivity timer appear, but the quiz or test gets locked by the system. However, if the student stops interacting with a quiz or test **and opens another assignment before turning in the quiz or test**, the quiz or test gets locked by the system after two minutes. When the student attempts the quiz or test again, in any situation, the student can request an unlock by the teacher. Quizzes and tests are not like lessons and projects where students can save their work and come back later. Typically, quizzes and tests have one attempt to complete the questions. If not completed and turned in, a system lock occurs.

How inactivity time is reported

A student is credited 25 minutes (1,500 seconds) activity time when an assignment is opened. If the student does nothing in the assignment and whether or not he/she logs out, one of the following results occur:

- If the student fails to log out, he/she still receives 25 minutes activity time.
- If the student logs out, the inactivity time is adjusted to the reflect the current time.

Note: Once the student begins interacting with the assignment, the activity time is adjusted. At the end of the assignment session, when the student clicks the **Turn It In** button, the activity time gets updated to the current time such that the extra 25 minutes gets adjusted.