

## LTI 1.3 Resource

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### How to collect an LTI 1.3 Resource from your connected tool provider

#### How to Add an LTI 1.3 Resource to the Library

1. Navigate to **Library** in the menu bar.
2. Go to the **Materials** section.
3. Click on **Add Materials**.
4. Select **LTI 1.3 Resource**.
5. Choose your **connected provider**.
6. Select and collect the **resource** you want to add.

The resource is now available in your library and can be added to any of your courses!

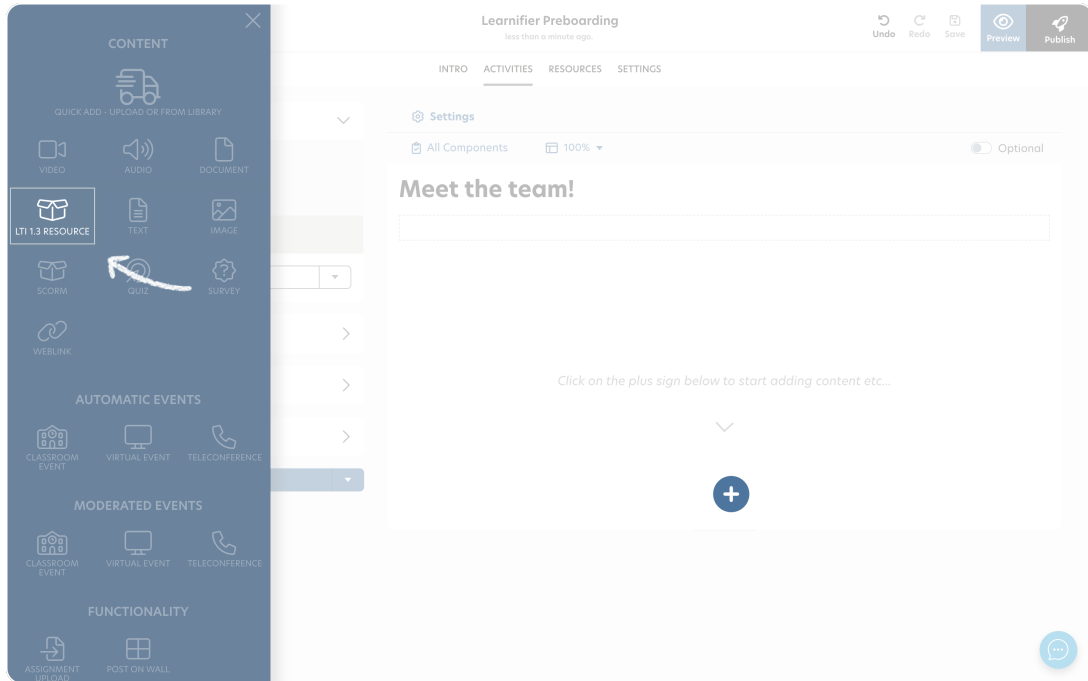
The screenshot shows the Learnifier interface. At the top, there is a navigation bar with the Learnifier logo and menu items: Dashboard, Projects, Users, Library, Reports, Automations, Settings. On the right side of the navigation bar, there are icons for Go To, Search, Notifications, and a Demo user profile. Below the navigation bar, the 'Materials' section is visible. It features a search bar and a table with columns for NAME, KIND, and UP. The table lists several folders: Awards, Course templates, Kunskapstest, LTI Resources, Personal folders, and Videos. To the right of the table, there are two buttons: 'Add Folder' and 'Add Materials'. The 'Add Materials' button is open, showing a dropdown menu with the following categories and options: **UPLOAD** (Audio, Document, Image, Scorm, Video, Quick upload...), **CREATE** (Text/HTML, Editable Video, Quiz, Survey, Certificate, Diploma), and **INTERNET/LINK** (Internet Video, Image from Unsplash, Weblink, LTI 1.3 Resource). A blue arrow points to the 'LTI 1.3 Resource' option in the dropdown menu.

#### How to Add an LTI 1.3 Resource Directly to a Course

1. Click on the **plus sign** to add content.
2. Select **LTI 1.3 Resource**.

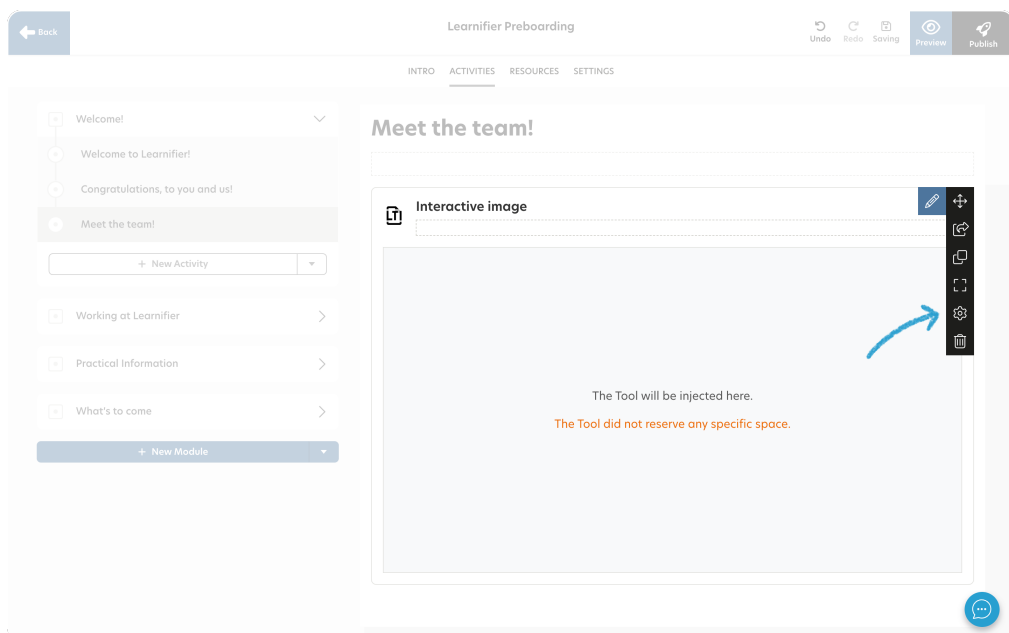
3. Choose your **connected provider**.
4. Select and collect the **resource** you want to add.

The resource has now been added to your activity!



**Check the setting to ensure the resource will display in the activity (and not open in a new window).**

1. Hover over the LTI resource and click the cogwheel



2. Select **Inline** for the resource to be displayed in the activity

