

LTI 1.3 Resource

Gabriella Eriksson - 2025-02-23 - Biblioteket

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!

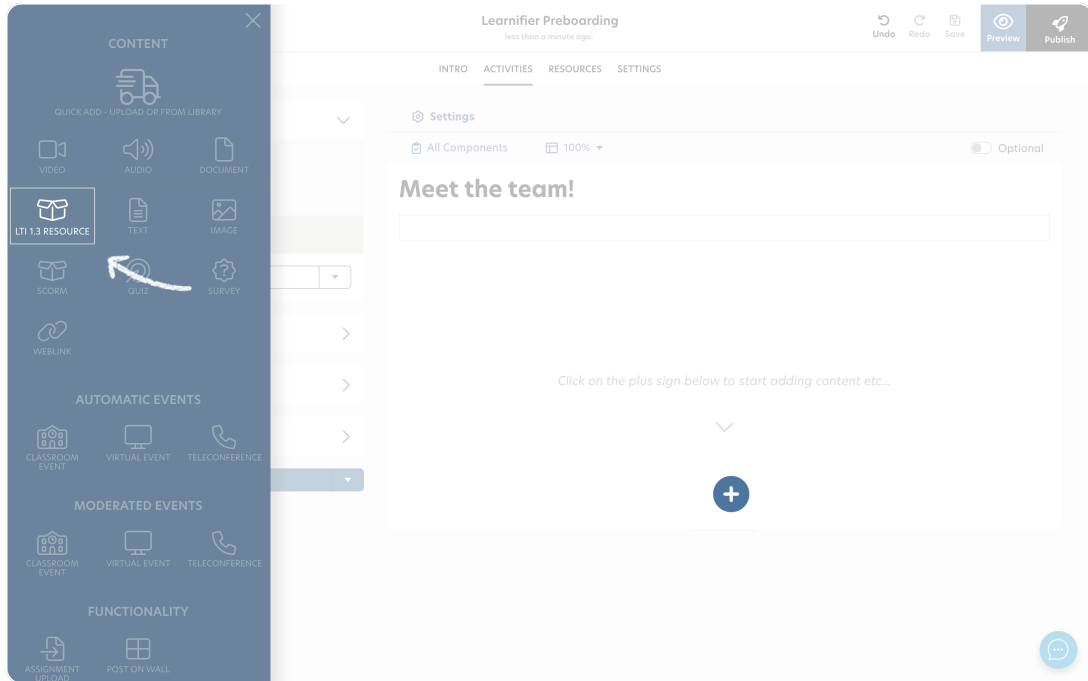
The screenshot shows the Learnifier interface. At the top, there's a navigation bar with 'Dashboard', 'Projects', 'Users', 'Library', 'Reports', 'Automations', and 'Settings'. On the right, there are icons for 'Go To', search, notifications, and a 'Demo' user. The main content area is titled 'Materials' and contains a search bar and a table of materials. The table has columns for 'NAME', 'KIND', and 'UP'. The materials listed are: Awards (Folder), Course templates (Folder), Kunskapstest (Folder), LTI Resources (Folder), Personal folders (Folder), and Videos (Folder). To the right of the table, there are two buttons: 'Add Folder' and 'Add Materials'. The 'Add Materials' button is active, and a dropdown menu is open, showing options under '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**.

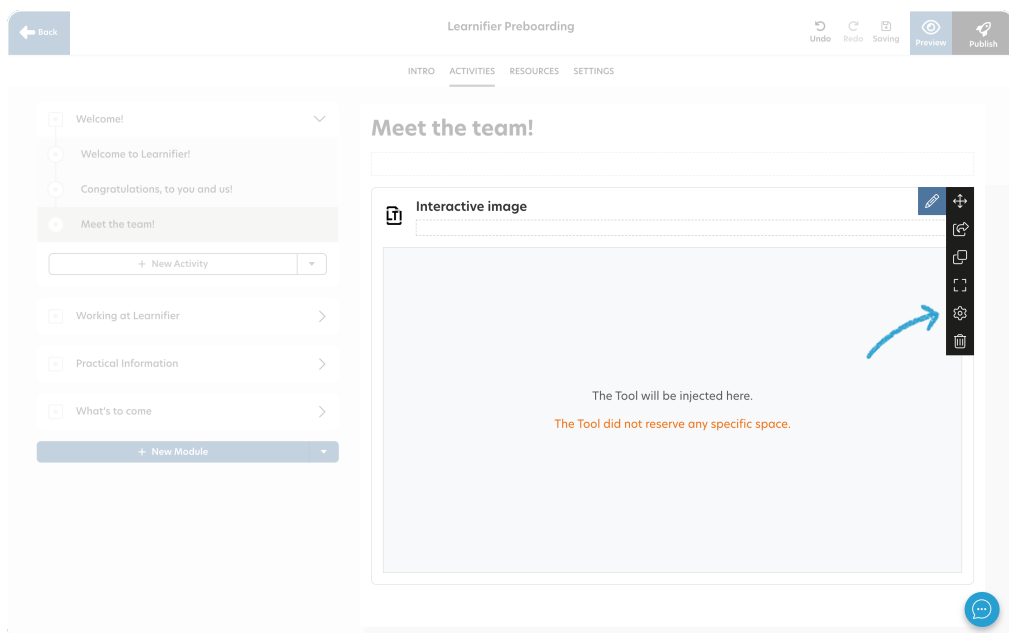
3. Choose your **connected provider**.
4. Select and collect the **resource** you want to add.

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

