

# Kaltura Video Quiz: Localization

This article describes how to change the player's Video Quiz language and texts.

## Prerequisites

Access to the Kaltura Management Console and admin permissions to KMS/KAF.

## Changing the IVQ Text String Language

Video Quiz (VQ) text strings are translated to all supported KMS languages by default. See [What are the supported KMC, KMS & KAF languages?](#)

Changing KMS or KAF(through the LMS) default language will automatically change the VQ player language as well.

Changes to the default language may be made on the Kaltura Player in the Universal Studio.

To Change the VQ Language

1. Login to the KMC and select the Studio tab.
2. In the Plugins sections, select "Strings".

The language change is done per player and not per quiz entry, so make sure you edit the right player in the KMC. To find the right player ID for the quiz, go to the KMS/KAF administration page and search for "quizPlayerId" in the top left search bar.

### Configuration Management



The screenshot shows the 'Configuration Management' page in the Kaltura Management Console. On the left, there are navigation links for 'Developer Tools', 'Global Application', and 'Auth'. The main content area features an 'Important Notice' and an 'Application' section with a search bar containing 'quiz' and a dropdown menu showing 'quizPlayerId' as the selected option. Other visible options in the dropdown include 'quizEnabled', 'quizPlayerIdSettingsEmails', 'quizPlayerVideoRatioPercent', and 'quizESEPlayerId'.

## Related Documentation

- [Player Strings Override](#)
- [Localization Features](#)
- On the [Quiz local page in github](#) you will find all the list of strings (keys) you can change in the quiz.

To change a specific string

1. In KMC, go to the Universal Studio tab.
2. Find and select a quiz player.
3. Go to Strings section under Plugins, where you will see a key and value.
4. For each key listed in the [Quiz local page on github](#) , you can place a new value.
5. Save the Player Settings.

Example of Changing the Welcome message in the quiz

Setting the following “key=value”, will change the default “Welcome” message:

mwe-quiz-welcome = Ladies & Gentlemen

**Strings** ▾

Enables overwriting player strings.  
For full string keys listing, review the [Strings documentation page](#).  
You can override strings separately for different locales by adding the locale code before the string key and then a dot. For more info, look at the [Strings locale demo](#).

**Strings to overwrite:** ⓘ

Key	Value	
<input type="text" value="mwe-quiz-welcome"/>	<input type="text" value="Ladies and Gentle"/>	<input type="button" value="[X]"/>
<input type="text" value="es.mwe-quiz-welcome"/>	<input type="text" value="Damas y Caballeros"/>	<input type="button" value="[X]"/>

[\[add\]](#)

# Ladies & Gentlemen

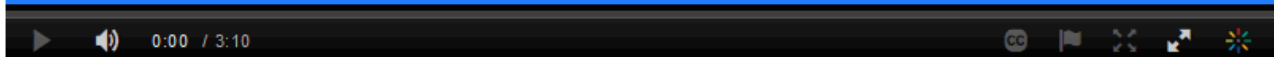


Pre-test  
Available

Welcome, In this video, you will be given a Quiz. Good Luck!

All questions must be answered.  
The quiz will be submitted at the end.

Continue



The quiz may be translated to other languages. You can change the strings of existing languages, or add your own translation to missing languages by entering the language code in from of the string.

In the example presented here - we will be changing the 'Welcome' message in the Spanish (**es**) language.

Example of Changing the Welcome message in the quiz for Spanish

Setting the following “language.key=value”, will change the default “Welcome” message in Spanish - which is set by default to “Bienvenido” - to "Damas Y Caballeros"

es.mwe-quiz-welcome = Damas Y Caballeros

**Strings** ▾

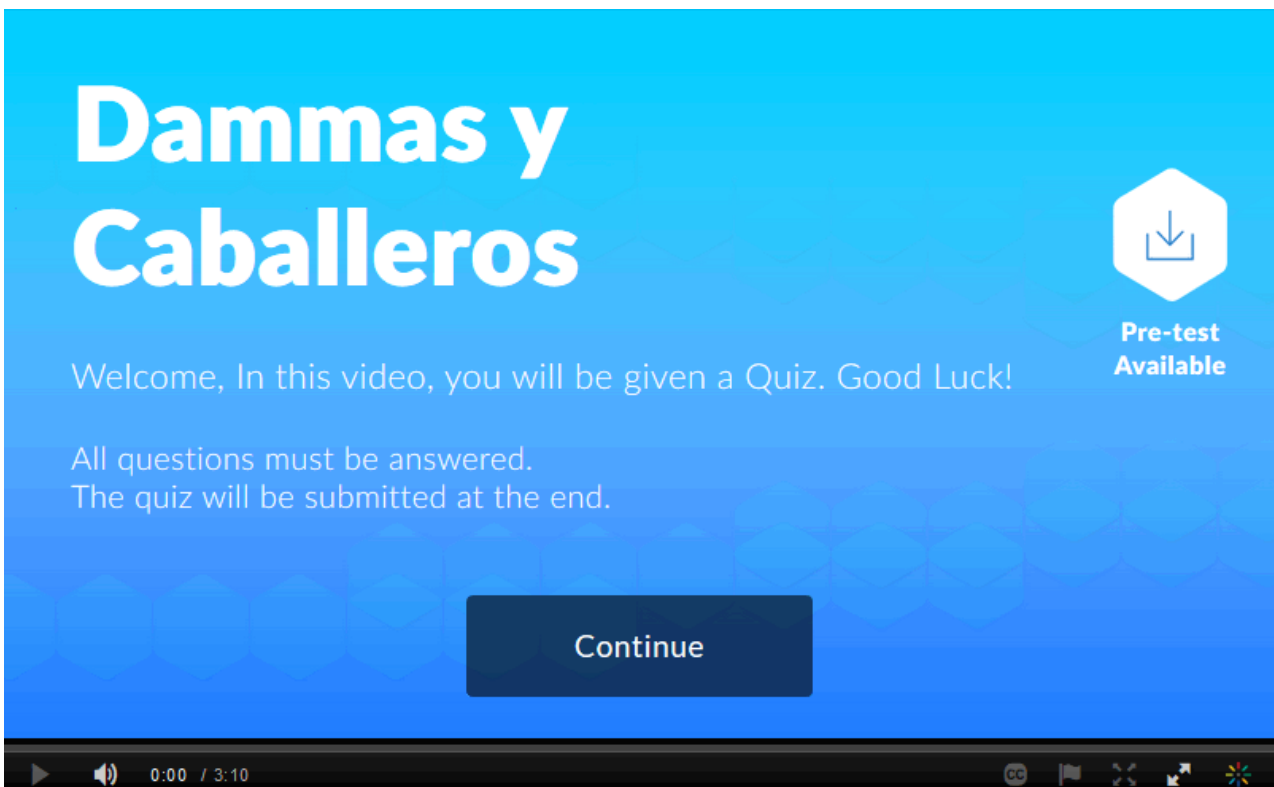
Enables overwriting player strings.  
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You can override strings separately for different locales by adding the locale code before the string key and then a dot. For more info, look at the [Strings locale demo](#).

**Strings to overwrite:** ⓘ

Key	Value	
mwe-quiz-welcom	Ladies and Gentle	[X]
es.mwe-quiz-welc	Damas y Caballer	[X]

[\[add\]](#)

You can Preview your Changes.



**Damas y Caballeros**

Welcome, In this video, you will be given a Quiz. Good Luck!

All questions must be answered.  
The quiz will be submitted at the end.

[Continue](#)

Pre-test Available

0:00 / 3:10

Be certain to Save the Player Settings.

