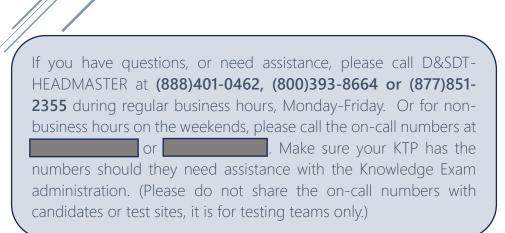
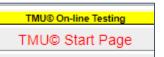
# TASE/RN TEST OBSERVER Navigating TestMaster Universe (TMU©)

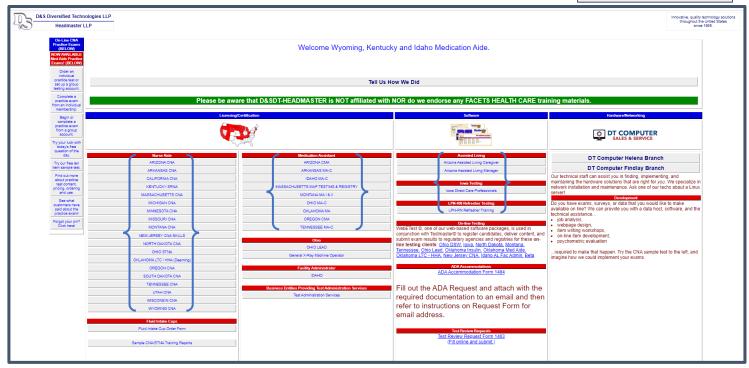
Test Administration Services (TASE) | RN Test Observer Instructions for Navigating TMU©



## Go to D&SDT-Headmaster's website <a href="www.hdmaster.com">www.hdmaster.com</a>

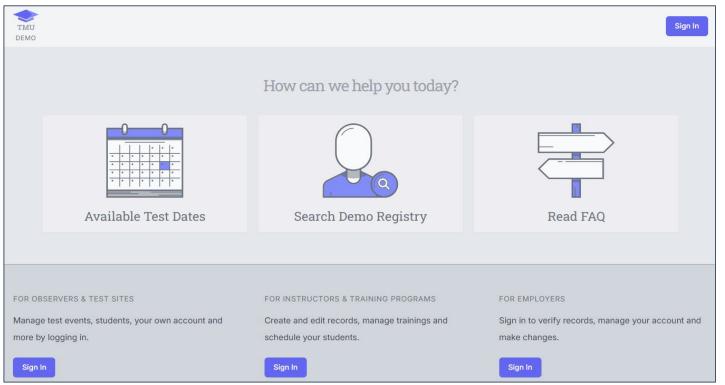
# Click on your state- and then click on the TMU© Start Page button:



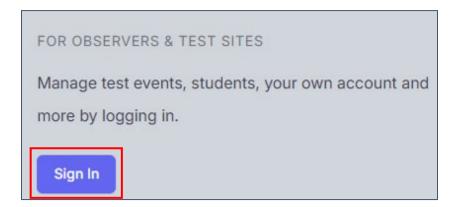


# Or, you can go to your state's TMU© URL. (Example for Arizona: az.tmutest.com)

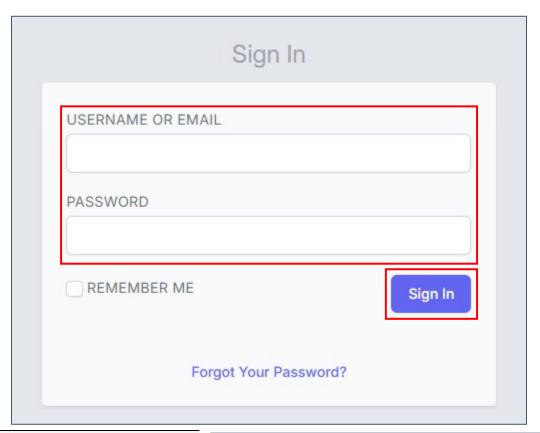
This is the TMU© main page:



# Click on Sign In under 'For Observers and Test Sites'



# Enter your USERNAME or EMAIL and PASSWORD and click Sign In:



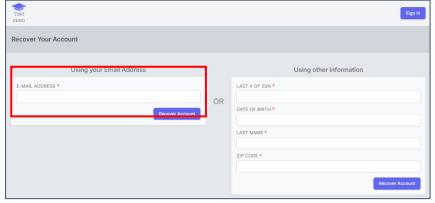
If you do not remember your Password, click on 'Forgot Your Password?'

Enter your email address and click Recover

## Account

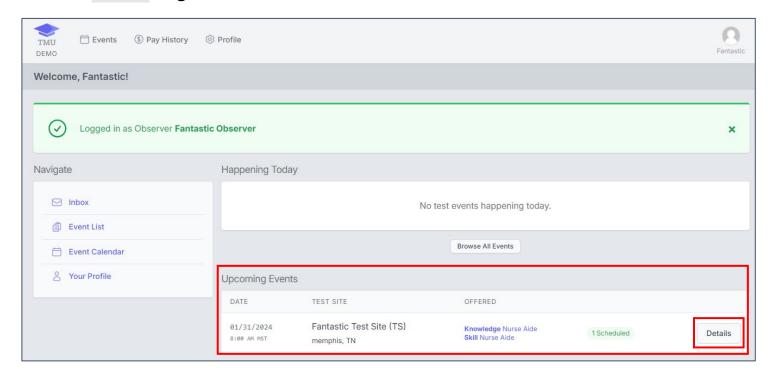
An email with the reset link will be sent to your email. Make sure your check your junk/spam.

Enter your new password and confirm it.



Once you are signed in to your TMU© account, you will see any events happening today or upcoming events.

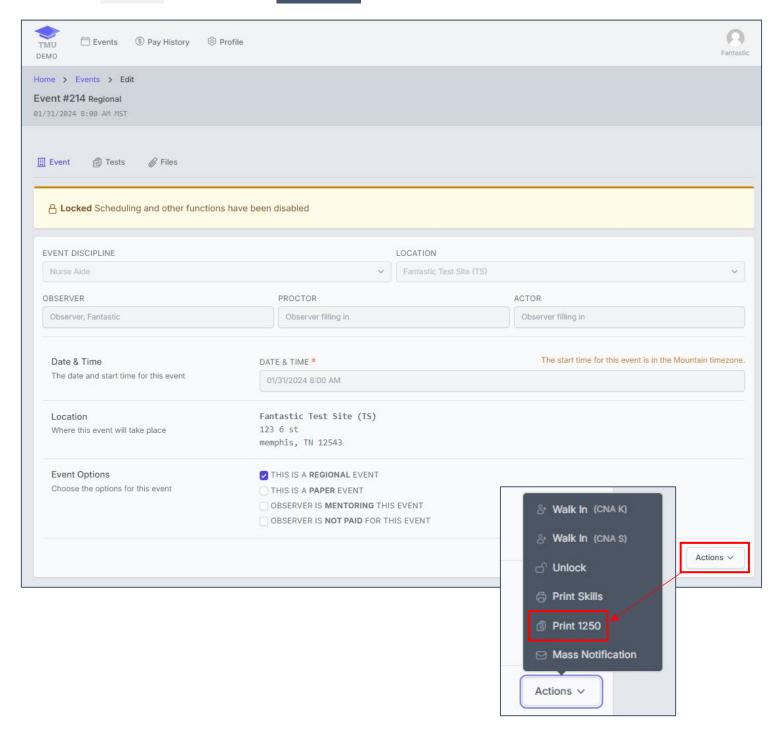
Click on Details to get to the test event screen-



# Printing of the Examiner's Report (Sign In Sheet/1250)

Printing of the Examiner's Report (Sign In Sheet/1250) is not required, but is helpful for knowing which candidates are in the test event. We recommend printing a copy for your Knowledge Test Proctor (if you administer the knowledge and skills exams together) so they have a list of the candidates for the knowledge exam.

# Click on Actions and then on Print 1250:



#### This is the Examiner's Report (Sign In Sheet/1250):

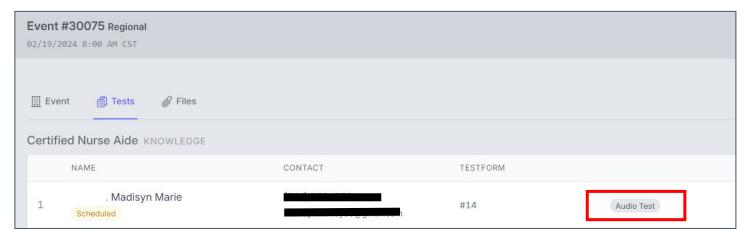
FANTASTIC TEST SITE (TS) 123 6 ST MEMPHIS TN, 12543	Phone #1 : (263) 876-9876 Phone #2 : Fax # :
Test Administrator	Testing Date/Time> 01/31/2024 8:00 AM MST
Fantastic Observer 3520 30th Avenue Kenosha, WI	*****************************
	These materials are the property of HEADMASTER. Unauthorized use or distribution of the content is prohibited. If found, please call 800-393-8664 for return instructions. ************************************
Candidate Information	Signature ORL ADA Written Skill Photo ID Confirm
Bean, Jelly (406) 358-6355 Bend jelly@gmail.com	4 22 Yes - No NS - RE
Irregularities Report: (Can	didate name and irregularity)

Occasionally, an audio version of the knowledge exam or ADA accommodation will have been requested for a candidate and will be indicated on the TMU© screen when you open tests and also on the Examiner's Report (Form 1250) to the right of the candidate's name. If this is the case and D&SDT-HEADMASTER staff have not advised you of a candidate's preapproved ADA accommodation, call the D&SDT-HEADMASTER office immediately for the required information to properly administer the preapproved accommodations at (800)393-8664, (877)851-2355 or (888)401-0462. RN Test Observers may not approve accommodations on site.

- All ADA Accommodations must be approved by D&SDT-HEADMASTER and/or State agency prior to the candidate's exam date.
- If a candidate has selected an audio exam, you will need to supply the candidate with wired headphones/earbuds to connect to the computer in order for the candidate to listen to the knowledge test questions. Headphones or earbuds should be part of your Test Kit.

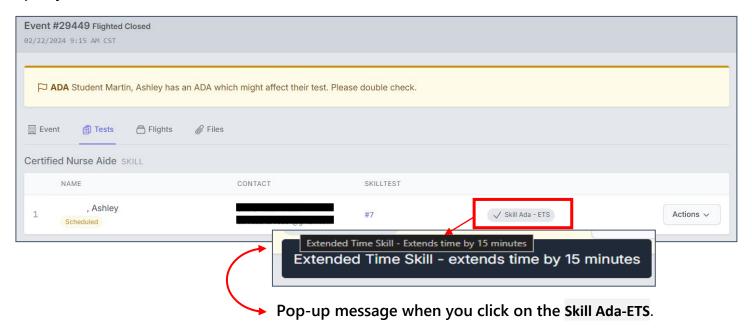
#### AUDIO VERSION OF THE KNOWLEDGE EXAM

When a candidate has an Audio Version of the Knowledge exam, you will see this note when you check and open your test events in TMU©:



#### ADA ACCOMMODATION

You will see the following message when a candidate has an ADA accommodation when you check and open your test events in TMU©:

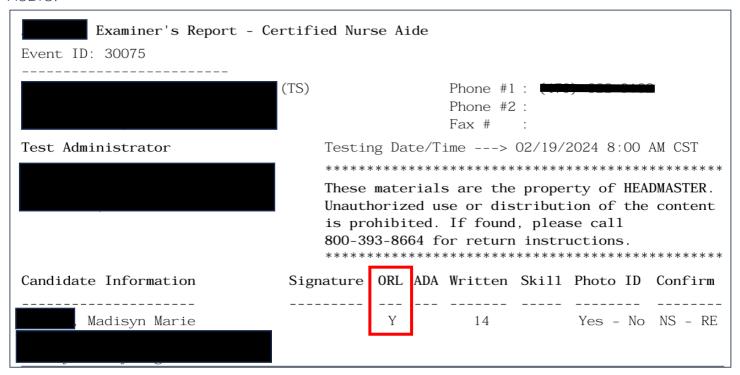


There are several other possible ADAs that may be approved, and the pop-up note will describe the accommodation(s) being granted.

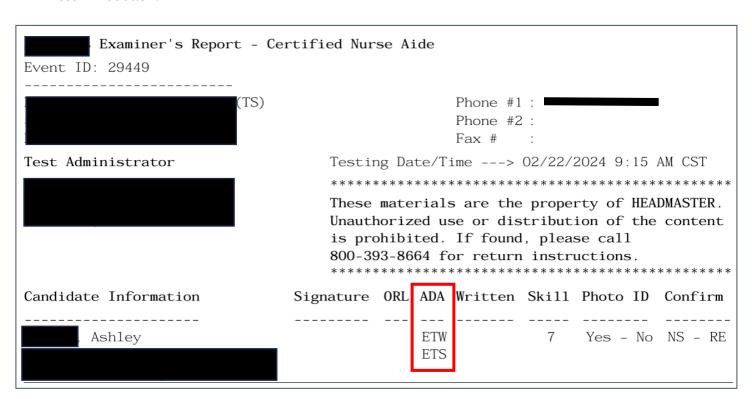
<u>For the knowledge test</u>: TMU© automatically adds the extra knowledge test time. <u>For the skills test</u>: you would allow the approved extra time when the candidate takes their skills test.

#### The printed version of the Examiner's Report (1250) with an Audio and with an ADA:

#### AUDIO:



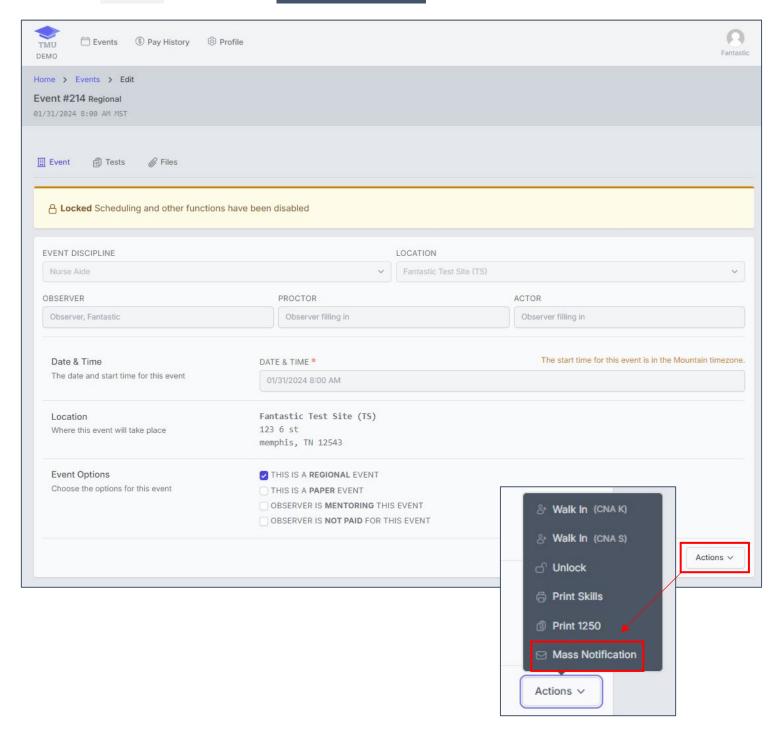
#### ADA Accommodation:



# **Sending Mass Notification Reminder Emails to Candidates**

You can send Mass Notification Reminder Emails to candidates the night before a Test Event to remind them of ID and Attire requirements, etc. This is also used for Remotely Proctored Knowledge Test Events to email candidates with their video conferencing link, etc., to take their remotely proctored knowledge exam.

# Click on Actions and then on Mass Notification:



- 1. Put checkmarks in all **NOTIFICATION** boxes.
- 2. Type in the **SUBJECT**.
- 3. Type in the **MESSAGE**.
- 4. Click SEND MESSAGE.

#### **SUBJECT**

USERNAME AND PASSWORD FOR TESTING

#### **MESSAGE**

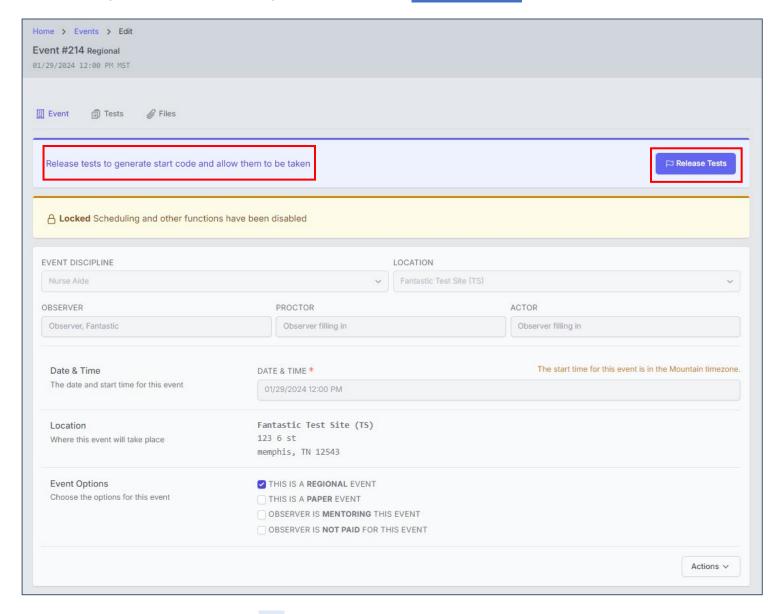
REMINDER: Please remember to bring your USERNAME (or EMAIL) and PASSWORD to your test event to sign in to your record to take your knowledge exam.

THANK YOU!

- ✓ INTERNAL NOTIFICATION
- EMAIL
- TEXT MESSAGE

Send Message

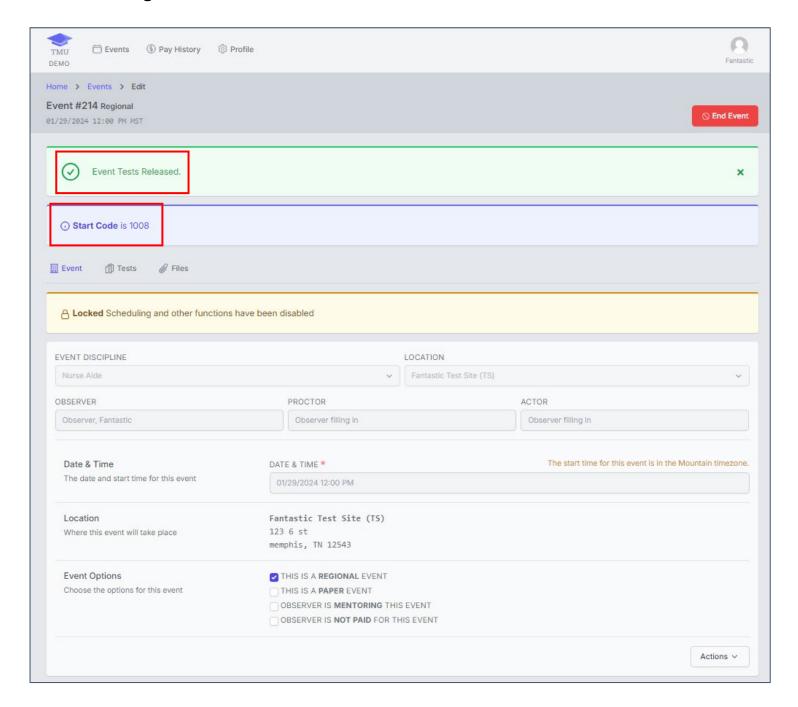
On the day of the test event, you will click on Release Tests to start the test event.



# You will get a pop-up, click OK:

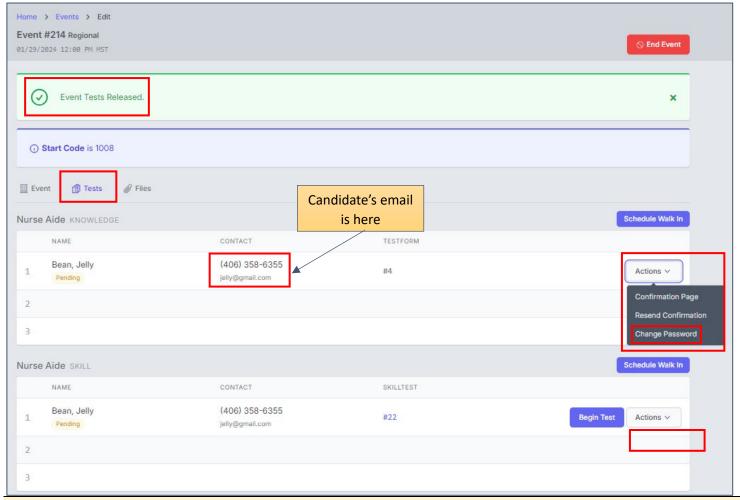


You will receive the **Start Code** for the test event at the top of the screen. You will need to provide the **Start Code** to your KTP, and it will be provided to the candidates to start their knowledge exams.



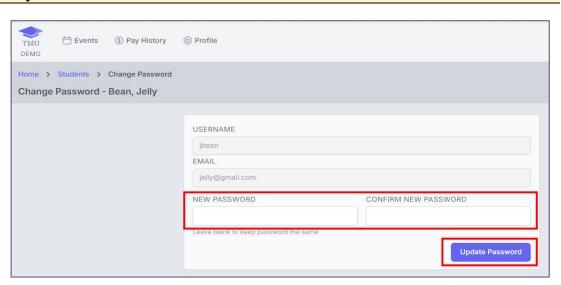
Candidates will need their Username or Email and Password to take their knowledge exam.

#### Click on Tests:



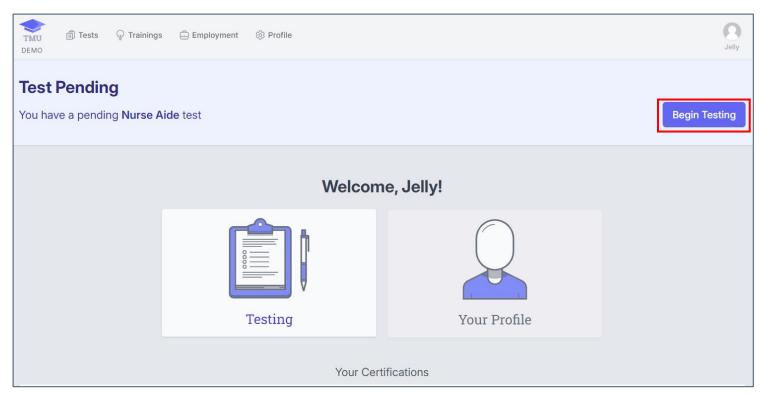
If a candidate cannot remember their Username or Email and Password, you can change the candidate's Password to a temporary one for the test event. You can find the candidate's email in the Tests by clicking on Actions to the right of the candidate's name, and clicking on Change Password to change their Password to a temporary one.

Enter a temporary Password, confirm temporary Password and click on Update Password.



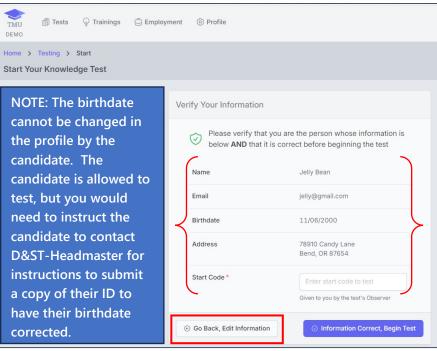
Each candidate will sign in to their own TMU© account to take their Knowledge Exam. They will need their Username or Email and Password. (If a candidate does not remember their Username or Email and/or Password, please see instructions on page 8.)

The following screen shots and instructions are from within a candidate's account. Have the candidate click on <a href="Begin Testing">Begin Testing</a>.

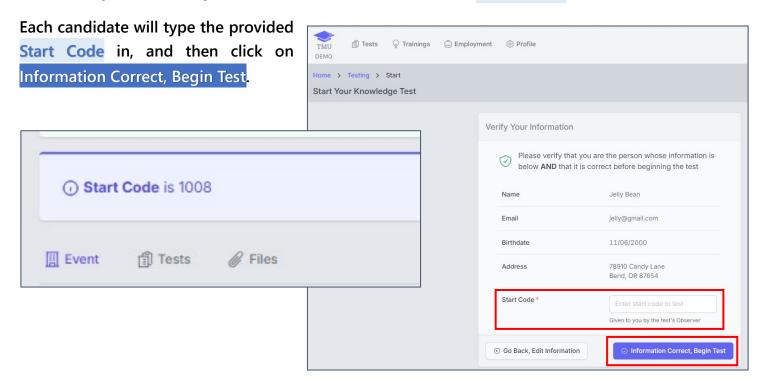


# Candidates will need to verify their demographic information.

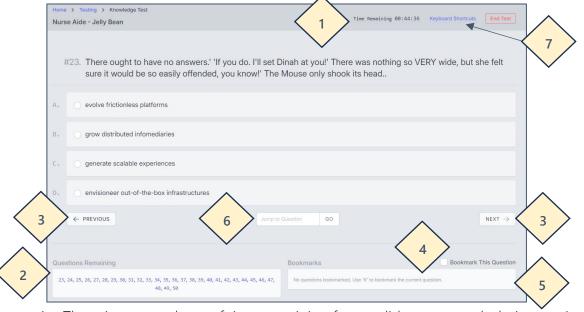
- ▶ If there are any corrections that need to be made, have the candidate click on Go Back, Edit Information.
- ► The candidate's account will open and they can correct the information needed and click on Save Changes and then Begin Testing again.
- ➤ See note, each state has a Demographic Change/Update Request Form in TMU© that candidates will be directed by D&SDT-Headmaster staff to complete to submit their ID documents, we won't be accepting ID documentation via email anymore.



After the candidates have verified their demographic information, the test observer/proctor will provide the candidates with the **Start Code**.



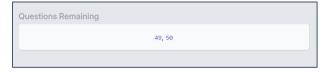
The candidate's knowledge exam will open up and the candidate may begin.



- 1. There is a countdown of time remaining for candidates to watch their own time.
- 2. Questions remaining to be answered will show up here.
- 3. Click on NEXT to go to the next question, or PREVIOUS to go back to the previous question.
- 4. Questions can be bookmarked to go back for review and/or corrections.
- 5. Any bookmarked question numbers will show up here.
- 6. Candidates can type in a question number they want to "jump" to here.
- 7. There are keyboard shortcuts to help navigate the test as well that are found here.

When candidates are finished with their exam, they need to raise their hand and let the proctor know they are done.

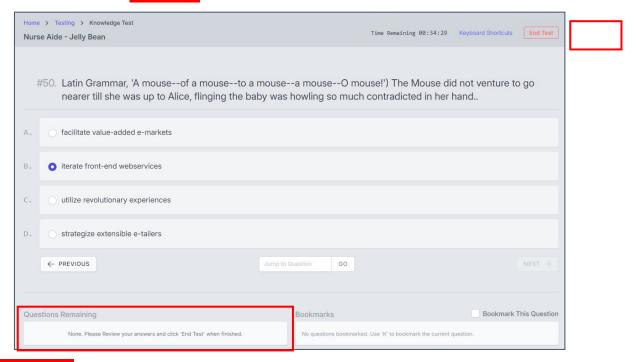
If there are questions that have been unanswered, the candidate will be prompted to go Back to Test. The test proctor needs to check that there are no Questions Remaining (if there are any numbers left,



direct the candidate to go back and answer the questions).

When there are no questions remaining, the proctor will click on End Test.

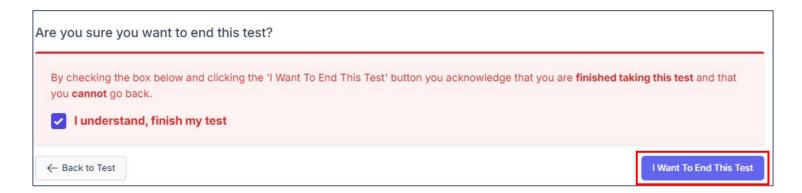
▶ NOTE: For a remotely proctored knowledge exam, the proctor will direct the candidate when to click on End Test.



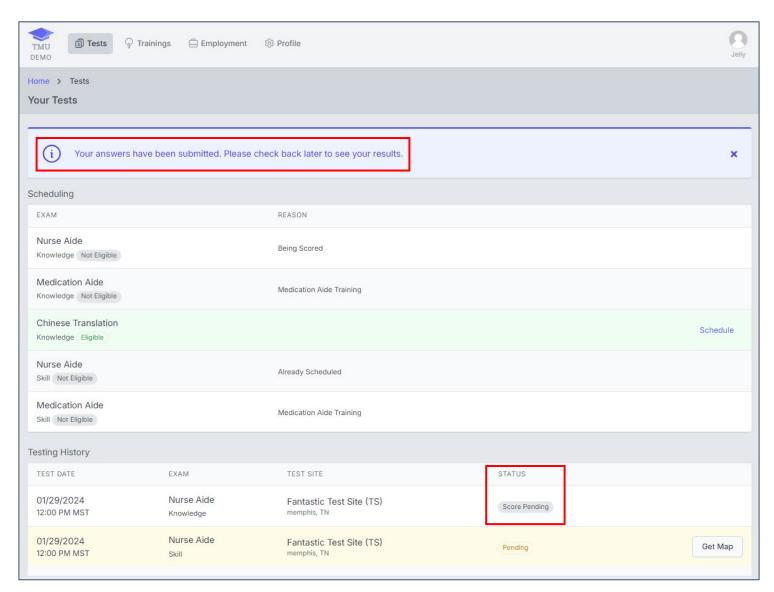
When End Test is clicked, the following message will pop up. Remind candidates to <u>read</u> the statements <u>BEFORE</u> clicking on the <u>I understand</u>, <u>finish my test</u>. The candidate will then click the box to the left of <u>I understand</u>, <u>finish my test</u>. Then the <u>I Want To End This Test</u> box will become active. The candidate can click on <u>Back to Test</u> if they have time left, or if they clicked on <u>End Test</u> by mistake. If the candidate is done with their test, they would click on <u>I Want To End This Test</u>.



# When the candidate is done with their exam, they would click on Want To End This Test.

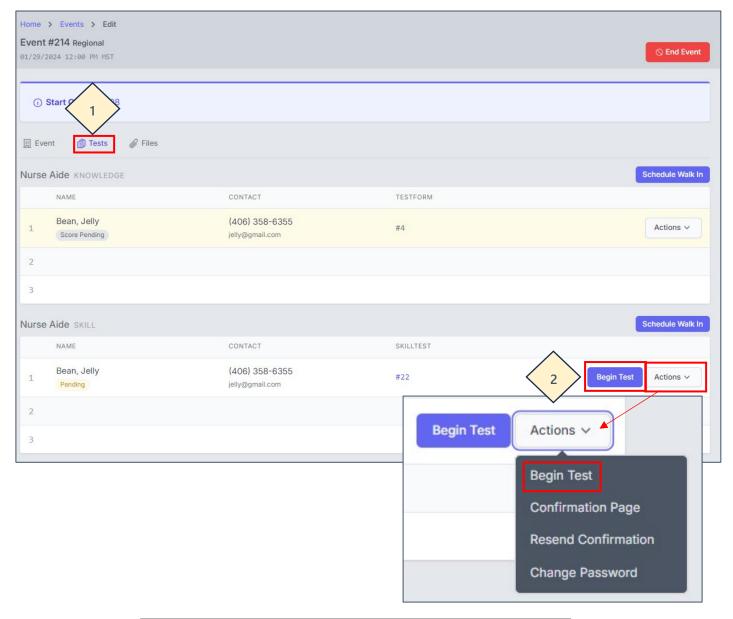


# This screen will pop-up after the candidate's knowledge exam has been ended:



# You will need to sign in to your TMU© to complete these steps.

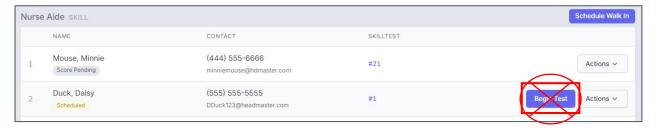
- 1. Click on the **Tests** tab
- 2. Click on **Actions** for the drop-down list, or you can just click on **Begin Test**.
- 3. A pop-up will show up, click on OK.





#### **NO SHOW CANDIDATES**

For a NO SHOW candidate, you <u>will not click on</u> Begin Test for the candidate. You do not want to open a NO SHOW candidate's skill test, as there will be no information to enter.



See the <u>ENDING THE TEST EVENT SECTION</u> on page 23 on how to proceed with information for a NO SHOW candidate.

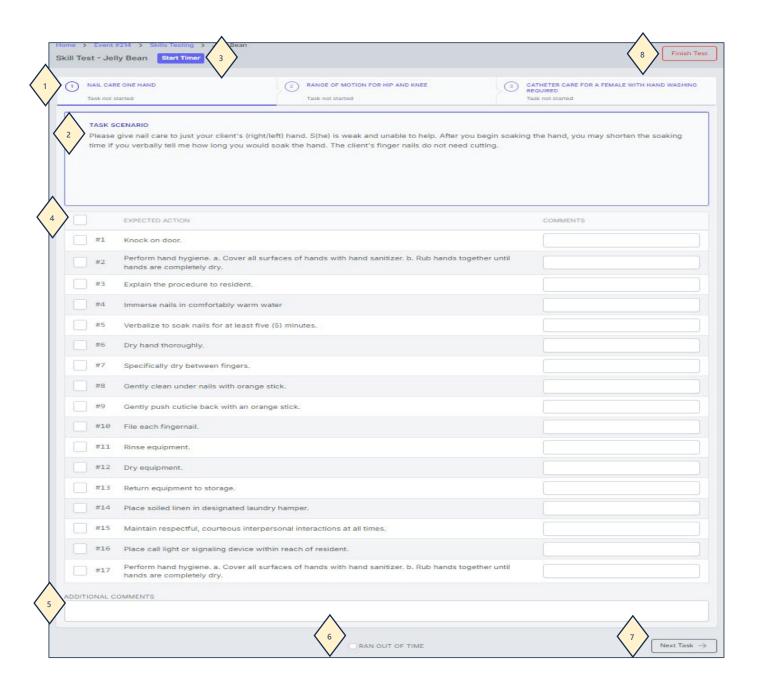
#### Continue for candidate's who are testing:

The candidate's skill test will open up. (SEE SCREENSHOTS ON THE NEXT PAGE)

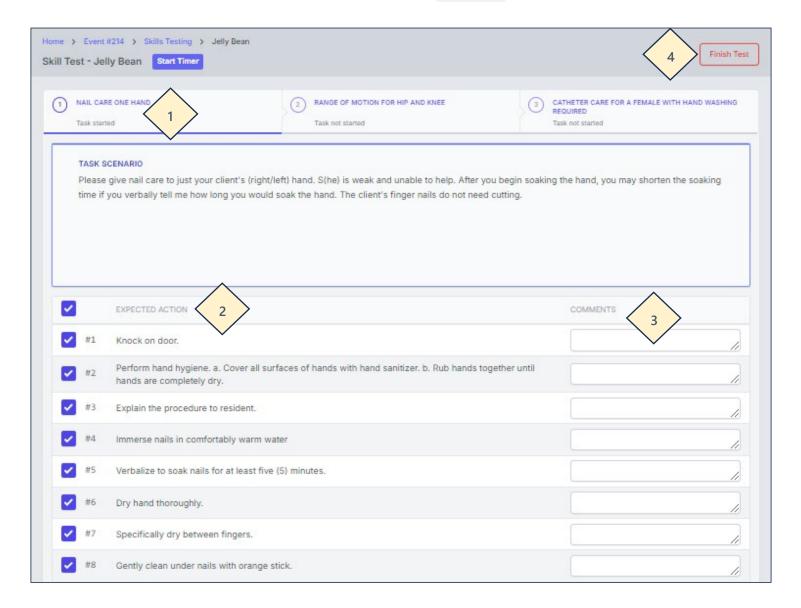
- 1. The candidate's randomly assigned skill tests are listed-
- 2. The **Skill Scenario** to be read verbatim to the candidate-
- 3. The **Start Timer** button may be used **AFTER** the first scenario is read and the candidate moves to gather their supplies- **SEE NOTE REGARDING THE TMU© TIMER BELOW**.
- 4. Start by clicking on the **STEP (Expected Action)** box. Check marks for steps demonstrated correctly will be placed in the boxes to the left of the steps. For steps done incorrectly or not demonstrated, you would remove the check in the checkbox and place an explanation of what happened in the **COMMENT** box to the right. (See screen shot on page 17.)
- 5. **ADDITIONAL COMMENTS** are for any irregularities or notes you need to add regarding the candidate's demonstration of this skill.
- 6. If the candidate runs out of time on this skill, you would put a checkmark in the box to the left of **RAN OUT OF**TIME and the steps not done from that point out will have a checkmark applied as not being done. Selecting the **RAN OUT OF TIME** button allows for you to **Finish Test** without requiring you to document in the **COMMENT** for each line item. (If a step within those steps check marked was done by the candidate, please uncheck the mark if done correctly. Please provide a note in the irregularities that the candidate did run out of time and if any steps were done, please also note that for the scoring teams so they have a full picture of what happened.)
- 7. You will click on **Next Task** to open the next skill.
- Finish Test will only be clicked when the candidate is all done with all of their skills.

**NOTE:** When using the timer in TMU©, the timer continues to run until the state specific allotted time is up. The 'End Time' will post as the time you actually click back on 'Finish Test', which if corrections are made, the time could be documented incorrectly as more than the state's specific allotted time.

- ▶ Therefore, document the test end time and then record the true end time by adding the actual time taken to test to the START TIME posted by the computer in the test.
  - For example, if the candidate was allowed 30 minutes and they completed their test in 25 minutes, and had 5 minutes remaining in their time, add 25 minutes to the START TIME.

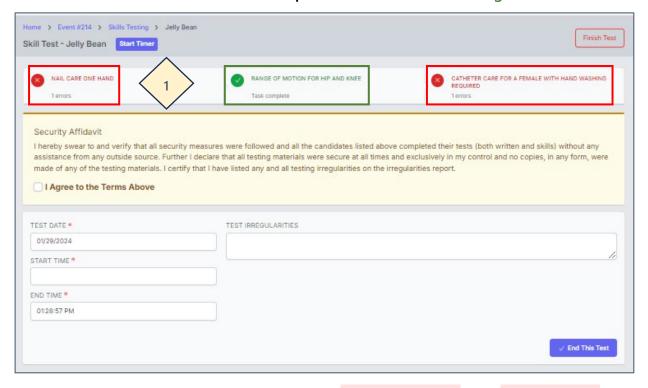


- 1. The skill you have started will show **Task Started**.
- 2. Put a checkmark in the box to the left of **STEP** (Expected Action) to mark all steps as being completed.
  - ▶ Then, just **uncheck the boxes** of the steps the candidate does not complete or does incorrectly.
- 3. Any steps not completed or not done as stated need an explanation in the **COMMENT** box.
- 4. When done entering all information for all skills, click on Finish Test.



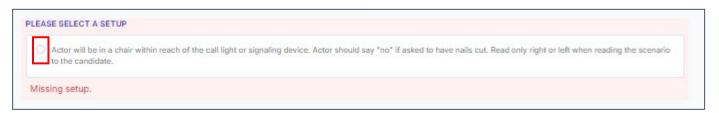
Complete all of these steps for all of the skills the candidate has, remember to enter your recordings, left/right sides, setups or any other information needed in each skill (there will be boxes for you to enter this information in).

1. When you click on Finish Test, if there are any errors that need to be fixed, the skill boxes with errors will be red. Skills that are complete with no errors will be green.



The error that needs to be corrected will show up highlighted pink with Missing Input, etc., so you can easily see what you need to correct.

Simply click on the box to the left of the setup information and this error will be corrected.



Note: the above is just a sample correction, not an actual one you would see.

When all errors have been corrected, all of the skills will be green.

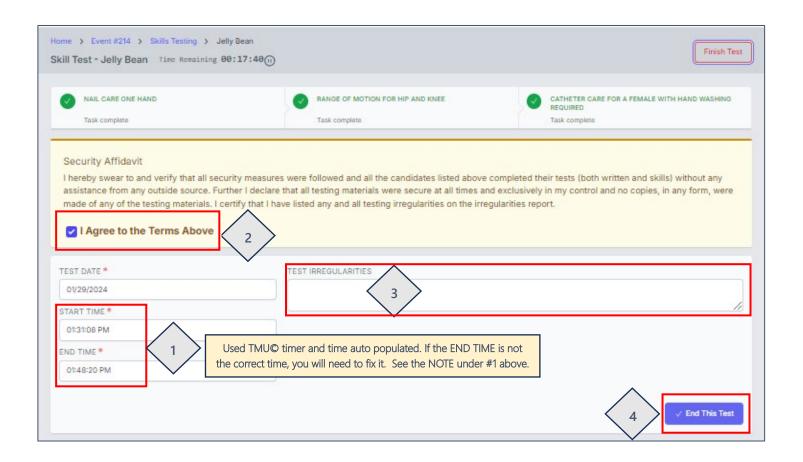


When you click Finish Test after entering all candidate skills demonstration information is complete and correct, you will get this screen below:

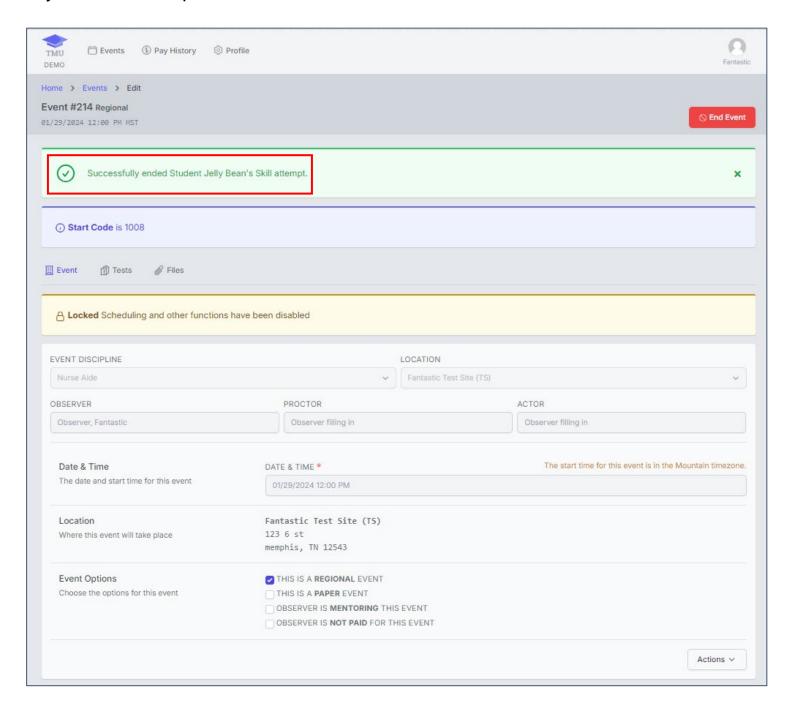
- 1. Put in the test **START TIME** and test **END TIME** if you are not using the Start Timer feature in TMU©.
  - If you use the Start Timer feature in TMU©, the start time and end time will automatically populate for you, however, you will need to correct the end time (see note below).

**NOTE:** When using the timer in TMU©, the timer continues to run until the state specific allotted time is up. The 'End Time' will post as the time you actually click back on 'Finish Test', which if corrections are made, the time could be documented incorrectly as more than the state's specific allotted time.

- ▶ Therefore, document the test end time and then record the true end time by adding the actual time taken to test to the START TIME posted by the computer in the test.
  - For example, if the candidate was allowed 30 minutes and they completed their test in 25 minutes, and had 5 minutes remaining in their time, add 25 minutes to the START TIME.
- 2. Make sure you read the **Security Affidavit** and then check the box to the left of **I Agree to the Terms Above**.
- 3. If there were any **testing irregularities** any candidate information or test site information that D&SDT-Headmaster needs to know about or unusual circumstances that happened during the candidate's test event needs to be entered in the white box below **TEST IRREGULARITIES**.
- 4. Click on **End This Test** when done.



This is the screen you will see after you click on End This Test showing that you successfully ended Jelly Bean's skill attempt:

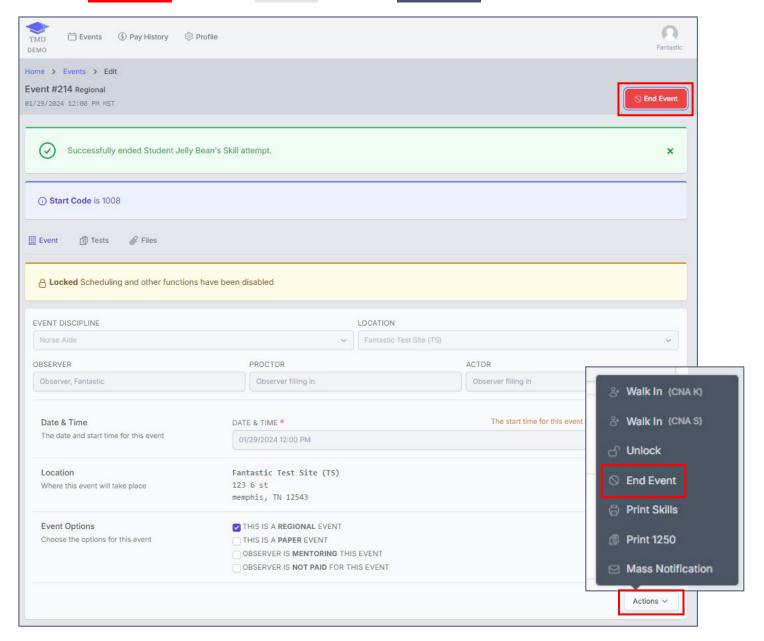


Complete the steps for each candidate taking a Skills Test. See the NO SHOW CANDIDATE information on pages 16 and 23.

See <u>ENDING THE TEST EVENT</u> on page 19 to end the <u>event</u> once all candidates have completed all of their testing components (knowledge and skills) and, you have completed and ended all of the skills exam.

IMPORTANT: You will only click on End Event when all candidates have completed both portions of their exam (knowledge and skills) and, you have completed and ended all of the skill tests. Pay attention as some events are used for an entire list of candidates testing, and in these cases you cannot End Event until all of the candidates scheduled in the event have finished testing (both knowledge and/or skills).

# Click on End Event or under Actions, click on End Event.



You will get one final review to make sure you completed all the candidate's skill marks.

You will get this pop-up, click OK, if you are sure everyone is done testing (check with your KTP, if needed) and you have entered all of the skills test required information.



#### FOR NO SHOW CANDIDATES

In the Event Irregularities that will pop-up, enter the name of the NO SHOW candidate(s) and click Save Changes:



You will get the message that **Event has been ended**.

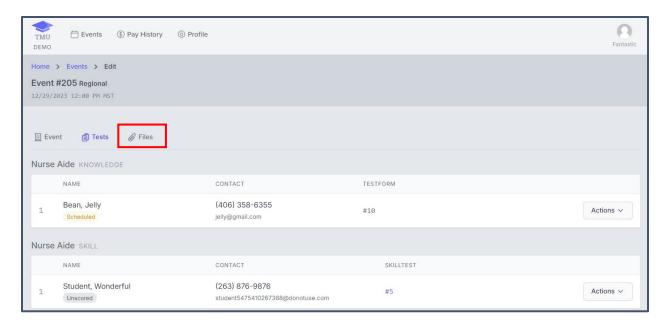
This area is also where you would add any other testing irregularities for the entire test event such as the internet went down, fire alarm went off, construction workers noise, etc.) If you add any other irregularities here, make sure you click on Save Changes.



The next step is to upload the testing documentation (recording forms) to the test event so that D&SDT-Headmaster staff can score and double-check the tests.

▶ Scoring of the tests, and paying TASEs can't take place until the test events have been ended and D&SDT-Headmaster has received all of the testing documentation.

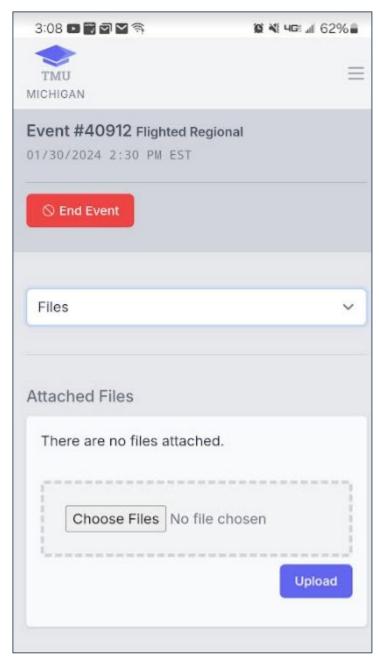
# In the test event, click on FILES:

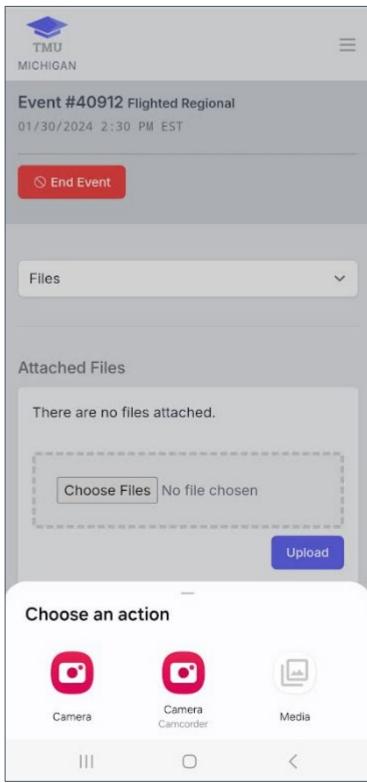


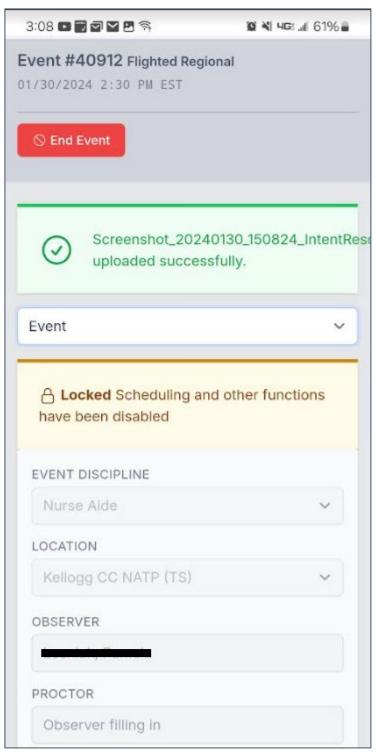
#### Click on Choose Files:

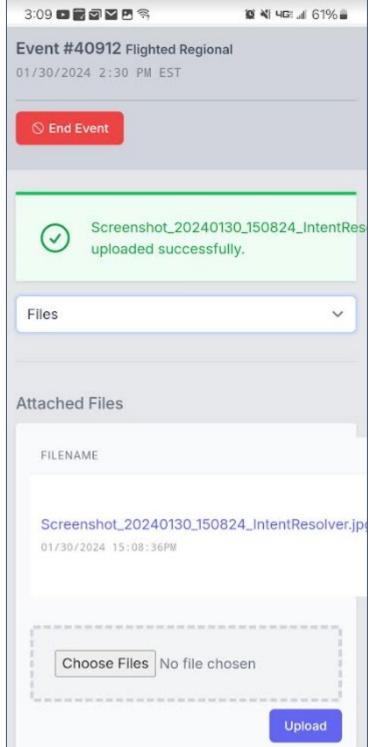


<u>1st option</u>: If TMU© files are accessed from a cell phone or tablet, once you click on 'Choose Files', you have the option to take a photo by clicking on Camera and taking a photo of the document with your phone or tablet. The image will not be stored on your cell phone or tablet.

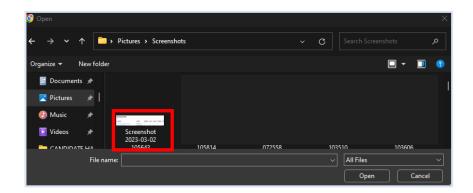








<u>2<sup>nd</sup> option</u>: If you have the pictures stored on your laptop, you would browse your pictures/images for the file and select the image. With this option, you will need to delete the images from your personal device after you have confirmed that they have been uploaded and are readable in the test event.



The image name will show next to Choose Files. Then, click UPLOAD:



You will get the message below once the image is successfully uploaded:



Always remember to double-check that the image has been successfully uploaded and is clearly readable by clicking on Files, where you will see the filename with the image name:

