

H5P guides: How to create an *Image Hotspots* activity

Use the *Image Hotspots* content type to create interactive images that learners can explore. Selecting a hotspot opens a popup containing additional information, such as text, images, video, or audio.

This guide was adapted from [Image Hotspots Tutorial](#), licensed under [CC BY 4.0](#).

When *Image Hotspots* works best

The *Image Hotspots* activity is useful when:

- The image itself is central to the learning.
- Learners need to closely examine the details of an image.
- Information can be broken into small, contextual chunks.
- You want to encourage exploration rather than present information linearly.

Examples

- Label and explain parts of a diagram.
- Explore a space.
- Identify and explain the components of a piece of equipment.
- Annotate an image (e.g. a work of art, a photograph or a map).

Locating images

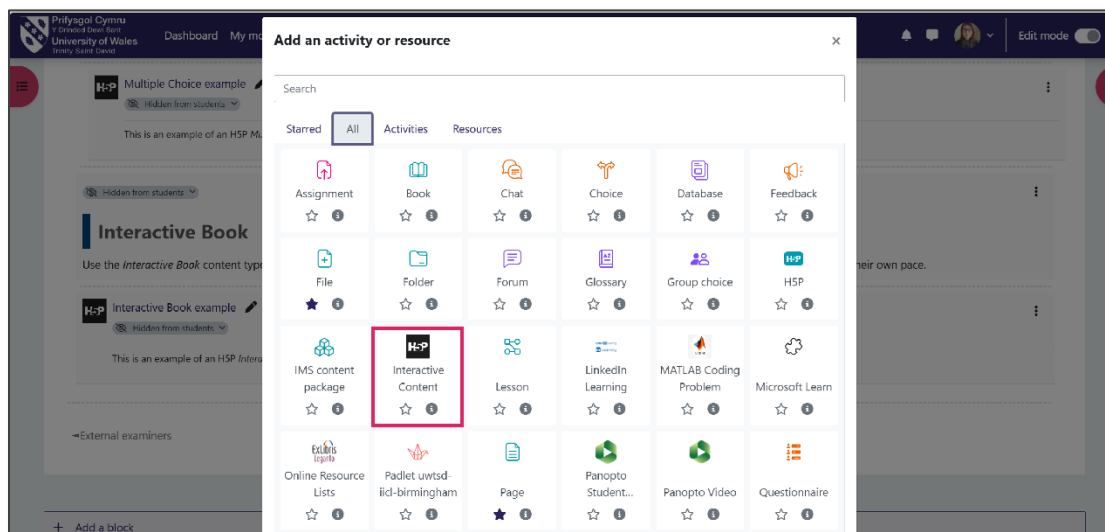
Ensure you are copyright compliant when using images for your teaching. You can find more information on the Copyright Hub: [Copyright for Staff](#)

Step 1: Add the H5P *Image Hotspots* activity

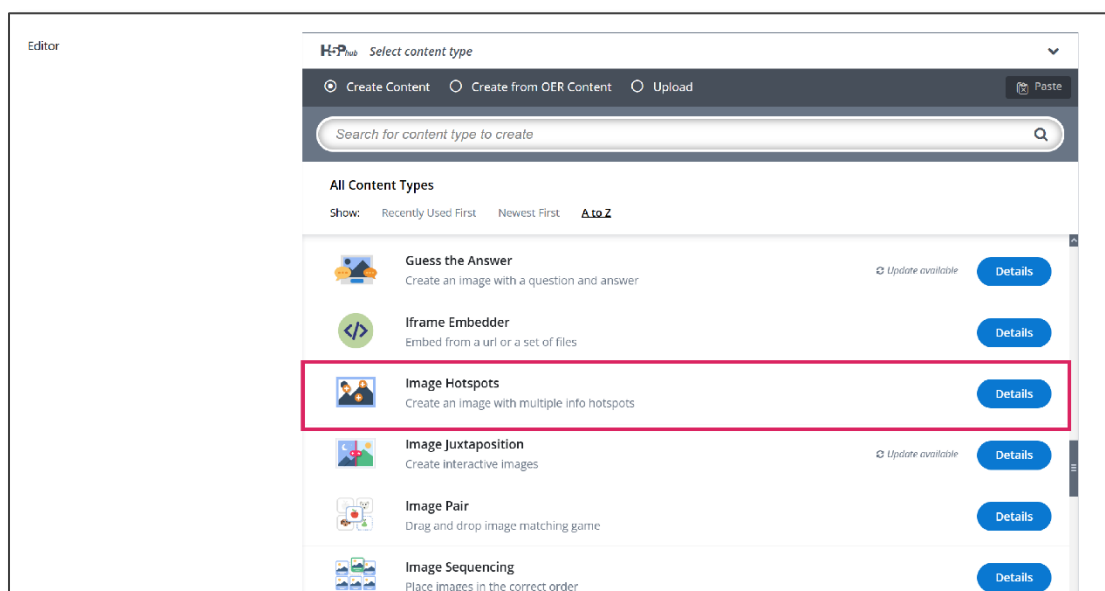
You can use *Image Hotspots* as a standalone activity, or in an *Interactive Book*.

Using *Image Hotspots* as a standalone activity

1. In Moodle, turn **Edit mode** on and navigate to the section where you want to add the activity.
2. Select **Add an activity or resource** or select the plus button (+) to add the activity between existing content.
3. From the list of activities and resources, select **H5P Interactive Content**.



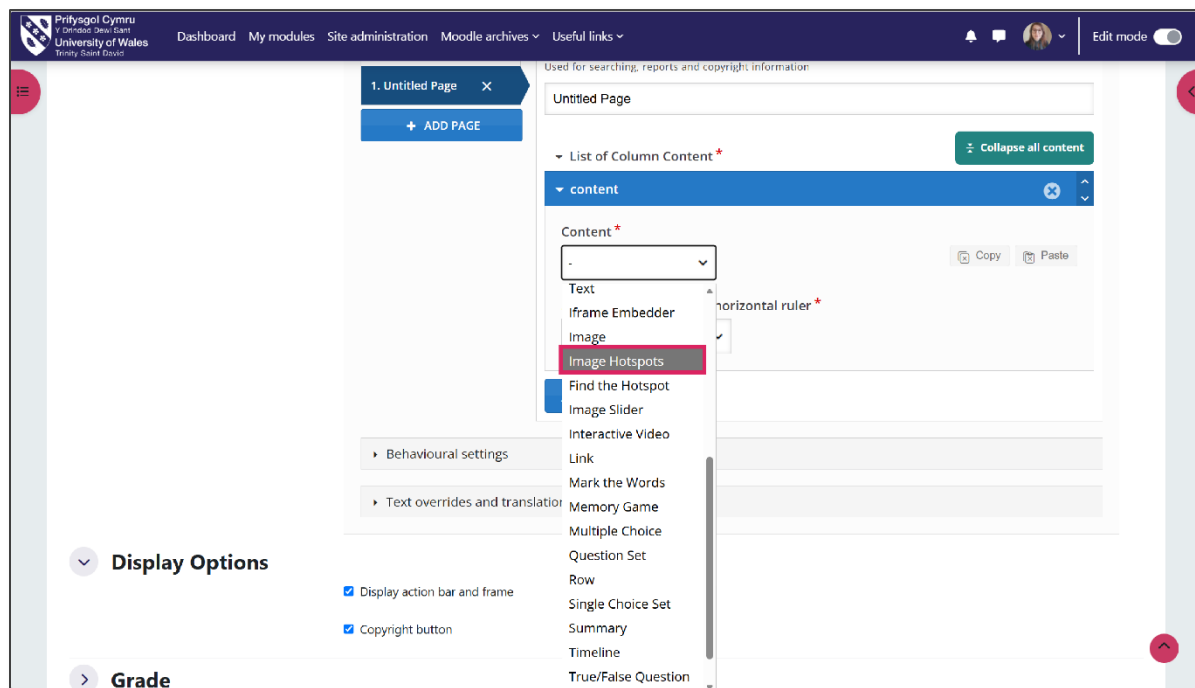
4. From the list of content types shown in the *Editor* section, select **Image Hotspots**. The H5P editor will appear.



Using *Image Hotspots* in an *Interactive Book*

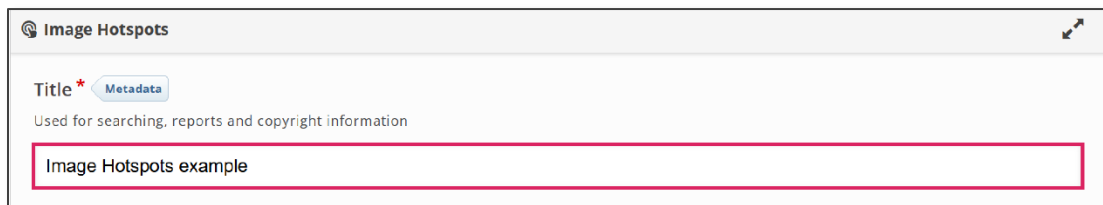
In addition to being used as a standalone activity, this content type can also be added to an *Interactive Book*, where it can be combined with other H5P content types.

In the *Interactive Book* editor, select **Add content** and choose **Image Hotspots** from the **Content** drop-down list.



Step 2: Add an activity title and description

1. Add a title for your activity in the **Title** field. This will be visible to learners, so make sure that it's clear and adequately describes the activity.



The screenshot shows the 'Image Hotspots' interface. At the top, there's a tab labeled 'Title' with a red asterisk, and a sub-tab 'Metadata'. Below the tabs, a text box contains the placeholder text 'Image Hotspots example'. A pink rectangular box highlights this text box.

2. Add a short activity description in the **Description** field (see marker 1), to help learners understand what the activity is about and provide scaffolding. The **Description** field is at the top of the page, just above the H5P editor.

Tick **Display description on course page** (see marker 2), so that learners can view the description before they start the activity.



The screenshot shows the 'Edit settings' page. On the left, there's a 'Description' field. To its right, a pink rectangular box highlights the TinyMCE editor. Inside the editor, there's a toolbar with various icons and a text area containing placeholder text. Below the editor, a checkbox labeled 'Display description on course page' is checked. A pink rectangular box highlights this checkbox. Markers 1 and 2 are placed near the description field and the checkbox respectively.

Note: Remember that when using an *Image Hotspots* activity in an *Interactive Book* you don't need to set a description.

Step 3: Add a background image

The background image is the image over which the clickable hotspots will be placed. Choose a high quality image that is not blurry or pixelated.

Under **Background image**, select the **Add** button to upload an image file.



Then add **alternative text**, to support accessibility (see marker 1).

Underneath the image you'll find some additional settings:

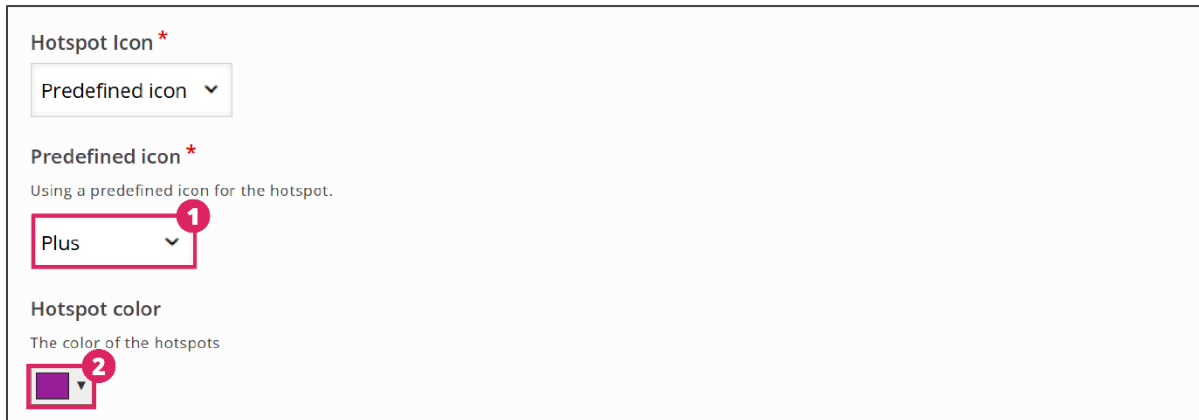
- **Edit image** (see marker 2), which allows you to crop or rotate the image.
- **Edit copyright** (see marker 3), which allows you to add any licence or copyright information associated with the image (e.g. a Creative Commons licence).

If you want to remove the image and choose a different one, select the **x** in the image top right corner (see marker 4).



Step 4: Review hotspot icon and colour settings

These settings allow you to customise the icon (see marker 1) and colour of the hotspot buttons (see marker 2).



Hotspot Icon *

Predefined icon ▾

Predefined icon *

Using a predefined icon for the hotspot.

Plus ▾

Hotspot color

The color of the hotspots

Color picker showing a purple square.

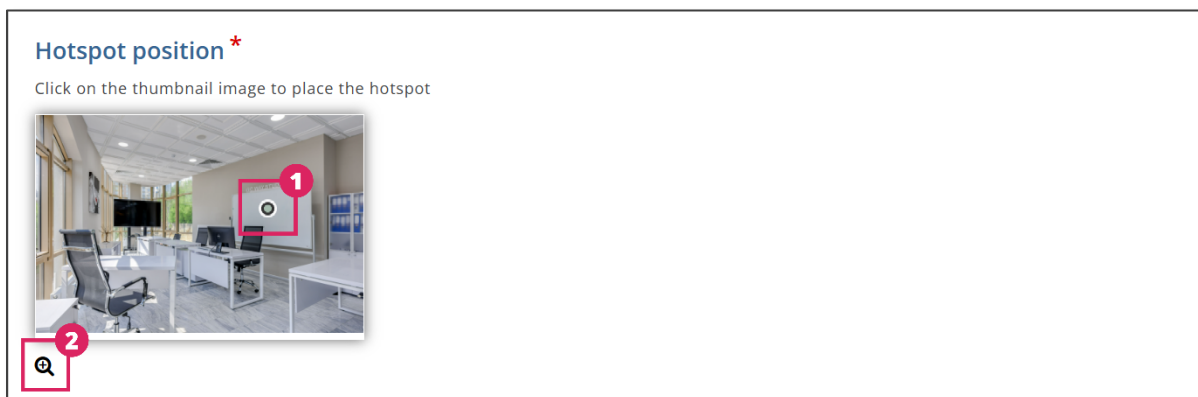
Generally, you can leave the default settings as they are.

Step 5: Add the hotspots

The last step is to add the hotspots and their content.

Position the hotspots

In **Hotspot position**, click anywhere on the image where you want to set a hotspot. The green circle will move to indicate its position (see marker 1). To reposition the hotspot, click again on a different place on the image. To position a hotspot more precisely, you can enlarge the image by selecting the magnifying lens icon (see marker 2).



Add hotspot content

1. Assign a clear name to the **Header**: this is the title of the hotspot and will be revealed when the hotspot is clicked.

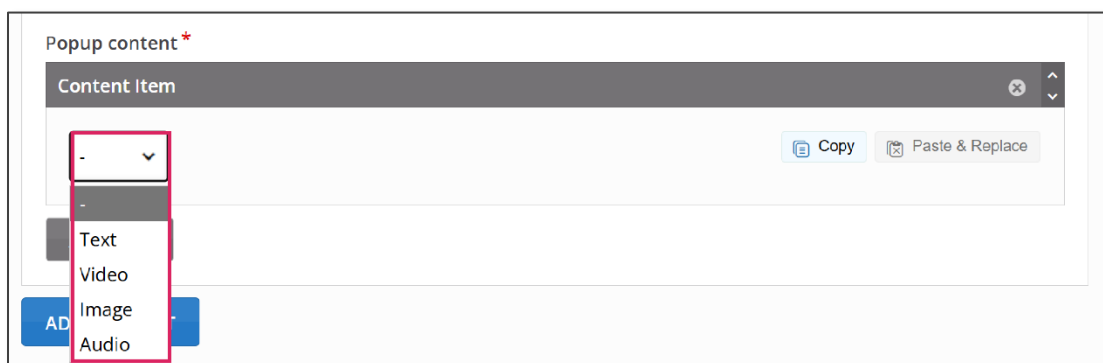
Header

Optional header for the popup. This is used by assistive technologies.

Whiteboard

2. Under **Popup content**, you add the content you want to be displayed when learners click the hotspot. This can be text, a video, an image, an audio clip, or a combination of them.

Select the type of content you want from the drop-down menu:



- a. **Text:** Input the text into the textbox.
- b. **Video:** Add the title of your video in the **Title** field (see marker 1). Then select the plus button (+) under **Video sources** to add a video.

We recommend linking to a video hosted on a platform like Panopto or YouTube (see marker 2) rather than uploading a video file. This makes accessibility easier to manage, as captions created in the video hosting platform are automatically carried over when the video is embedded. If you upload a video file directly, you'll need to upload and maintain the caption file separately.

Popup content *

Content Item

Video

Copy Paste & Replace

Title * Metadata

Used for searching, reports and copyright information

1 Video title

Video sources *

To ensure that the video works in all browsers you should add both WebM and MP4 formatted sources.

Upload video file or Paste YouTube link or other video source URL

2 Enter video URL

HSP supports all external video sources formatted as mp4, webm or ogv, like Vimeo Pro, and has support for YouTube and Panopto links.

Insert Cancel

Add Item

- c. **Image:** Select the **Add** button to upload your image (see marker 1, below). Add alternative text (see marker 2) or mark the image as decorative (see marker 3).

Content Item

Image

Copy Paste & Replace

Image * Metadata

1 + Add

3 Decorative only

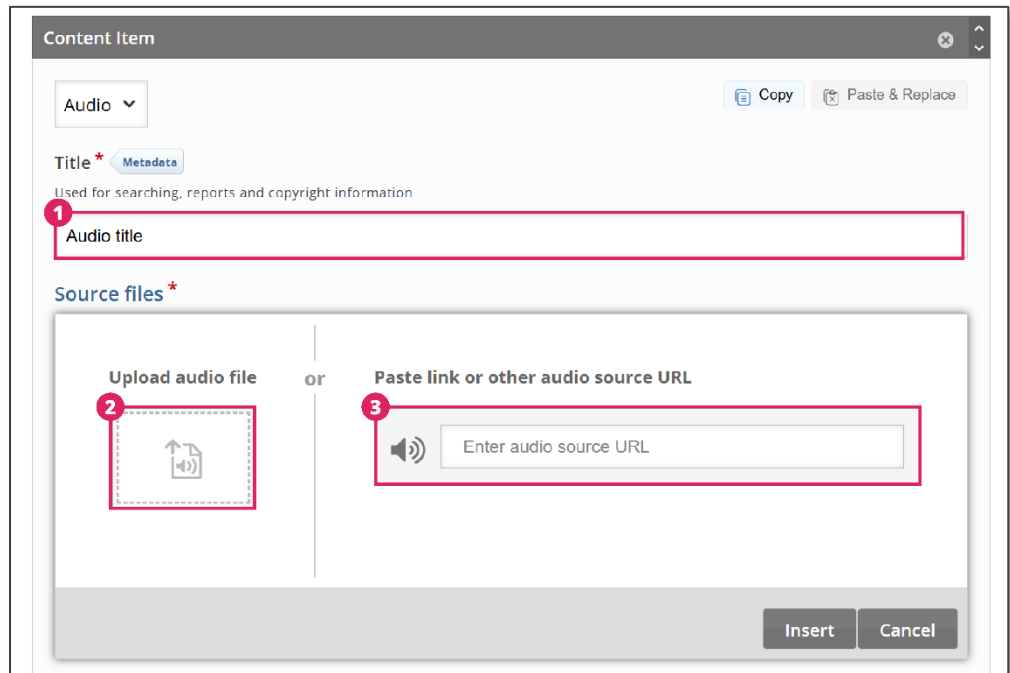
Enable this option if the image is purely decorative and does not add any information to the content on the page. It will be ignored by screen readers and not given any alternative text.

Alternative text *

Required. If the browser can't load the image this text will be displayed instead. Also used by "text-to-speech" readers.

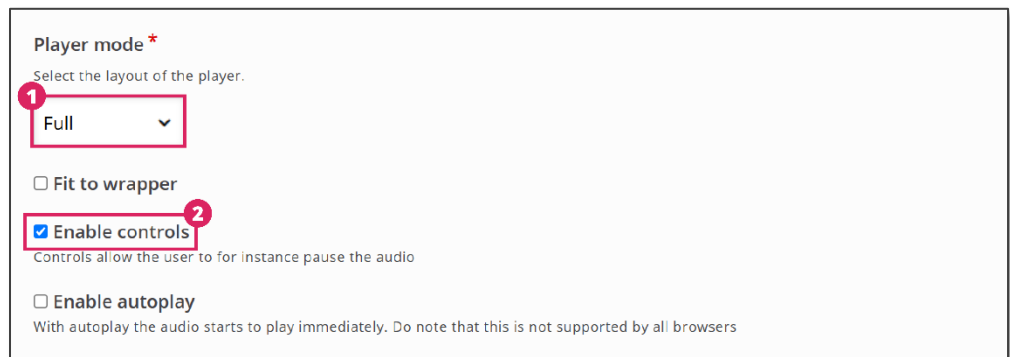
2

- d. **Audio:** Add the title of your audio in the **Title** field (see marker 1). Then select the plus button (+) under **Source files:** here you can upload an audio file (see marker 2) or a link (see marker 3).



The screenshot shows the 'Content Item' dialog box. At the top, there's a dropdown menu set to 'Audio' and two buttons: 'Copy' and 'Paste & Replace'. Below this is the 'Title' field, which is marked with a red circle 1 and contains the text 'Audio title'. Underneath the title field is the 'Source files' section, which is marked with a red circle 3. This section has two options: 'Upload audio file' (marked with a red circle 2) and 'Paste link or other audio source URL'. The 'Upload audio file' option shows a dashed box with an upload icon. The 'Paste link or other audio source URL' option shows a text input field with the placeholder 'Enter audio source URL'. At the bottom right of the dialog are 'Insert' and 'Cancel' buttons.

Change the **Player mode** to **Full** (see marker 1, below) and ensure that **Enable controls** is ticked (see marker 2).



The screenshot shows the 'Player mode' settings. At the top, there's a dropdown menu labeled 'Full', which is marked with a red circle 1. Below this is a checkbox labeled 'Fit to wrapper'. Below that is a checkbox labeled 'Enable controls', which is checked and marked with a red circle 2. At the bottom is a checkbox labeled 'Enable autoplay'. The text 'Controls allow the user to for instance pause the audio' is visible below the 'Enable controls' checkbox. The text 'With autoplay the audio starts to play immediately. Do note that this is not supported by all browsers' is visible below the 'Enable autoplay' checkbox.

3. To combine more elements (e.g. text followed by a video), insert the first type of content and then select the **Add item** button.

Popup content *

Content Item

Text ▼ Copy Paste & Replace

Text * Metadata

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Add item

4. To add another hotspot, select the **Add hotspot** button.

Popup content *

Content Item

Video ▼ Copy Paste & Replace

Title * Metadata

Used for searching, reports and copyright information

Example of team building activities

Video sources *

To ensure that the video works in all browsers you should add both WebM and MP4 formatted sources.

YouTube

► Visuals

► Playback

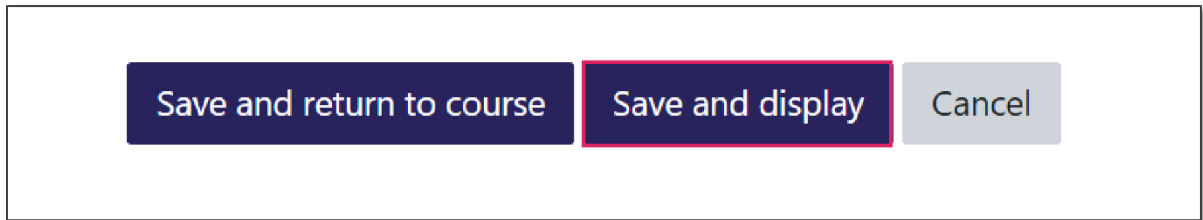
► Accessibility

Add item

ADD HOTSPOT

Step 6: Save and preview

We recommend you save and preview your work frequently, to ensure the activity works as expected. To do that, select **Save and display** at the bottom of the page.



The image shows a horizontal row of three buttons within a light gray rectangular container. The first button on the left is dark blue with white text that reads "Save and return to course". The middle button is also dark blue with white text that reads "Save and display"; it is distinguished by a thin red border. The third button on the right is light gray with dark gray text that reads "Cancel".