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## Automated communication

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The automated communication function is under the "Communications" tab in the project menu. There are two additional tabs under the "Communications" tab: "Scheduled Tasks" and "Communication History". In this article, we will focus on "Scheduled tasks" which is where you can create automatic messages.

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The automated communication function can be used to send out automated emails to your participants, instructors, or specific email recipients. So if you are looking for automating email management- this function is for you!

Tips: when creating an automated communication, it can be good to think of what you want to achieve with the specific trigger that you set up. Do you want participants to receive a reminder if they have not finished a course after 7 days, or do you want an instructor to receive an email when they have completed the course?

### Using Automated Communication

These are the steps needed to schedule an automated message.

1. Click on "Add Message" and name the message. \*\*Please be as clear as possible when choosing a name, as this name will only be visible to administrators. \*\*In this example, we are choosing the name "Message sent to everyone who hasn't logged in 7 days after invitation".
2. Set the trigger/s. You can choose to add triggers under "Matching ALL of these rules" or "Matching ANY of these rules". What you choose depends on your needs. In this example, we will choose "Matching ALL of these rules" as we want the participant to check all rules to receive the message.

These are triggers you can choose between:

- **Activity**
  - Status
  - Success
- **Module**

- Status

- **Participant**

- First seen
- Last seen
- Last email
- Activated
- Access expired
- Status
- Source
- Waitlist
- Number of logins

- **Event**

- Start date
- End date
- Event type
- Calendar invitation response

- **Date**

- Date and time

In this example, we are choosing the two following triggers:

- Participant → Activated → Exactly → 7 days ago
- Participant → Number of logins → Exactly → 0

The screenshot shows the 'Set the trigger' step of an automation. At the top, there's a 'Name of message' field with the text 'Message sent to everyone who hasn't logged in 7 days' and a 'Deactivated' status. Below this, there are two rule sections: 'Matching ALL of these rules' and 'Matching ANY of these rules'. The 'ALL' section contains two rules: 'Activated' (Activated is 7 days ago) and 'Number of logins' (Number of logins is 0). The 'ANY' section is currently empty. A 'Done' button is in the top right of the rule section. Below the rules, there's a 'Select your channel' step with 'Email' selected.

1. **Select your channel** (this is where you choose in which way the message should be sent to the recipient/s). In this example, we are choosing "Email".

The screenshot shows the 'Select your channel' and 'Choose your audience' steps. In the 'Select your channel' step, 'Email' and 'SMS' are presented as options. 'Email' is described as 'Delivered to the participant's inbox. Customize with your own templates.' and 'SMS' as 'Delivered to the participant's mobile. Use with moderation.' Below this, the 'Choose your audience' step shows 'Participant' as the selected audience.

1. **Choose your audience** (this is where you decide to whom the message will be sent). In this example, we are choosing "Participant".

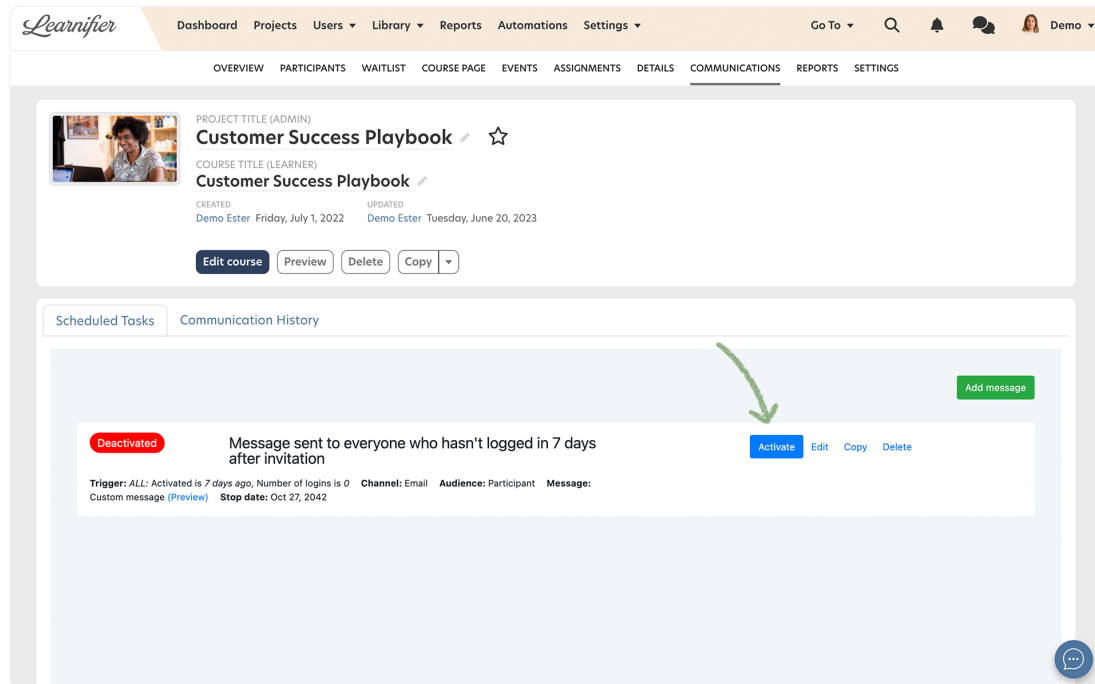
The screenshot shows the 'Communications' section of the Learnifler dashboard. The top navigation bar includes 'Dashboard', 'Projects', 'Users', 'Library', 'Reports', 'Automations', and 'Settings'. Below this, a sub-navigation bar lists 'OVERVIEW', 'PARTICIPANTS', 'WAITLIST', 'COURSE PAGE', 'EVENTS', 'ASSIGNMENTS', 'DETAILS', 'COMMUNICATIONS' (which is highlighted), 'REPORTS', and 'SETTINGS'. A toolbar at the top of the communication editor contains 'Edit course', 'Preview', 'Delete', and 'Copy' buttons. The main content area is divided into two tabs: 'Scheduled Tasks' and 'Communication History'. The 'Communication History' tab is active, showing a sequence of steps: 2. Select your channel (Email), 3. Choose your audience, and 4. Write your message. Step 3 is the current focus, displaying five audience selection options: 'Participant', 'Trainers\*', 'Project team\*', 'Team Manager', and 'Email recipients\*'. Each option includes a brief description and a 'Done' button. Step 4, 'Write your message', is partially visible at the bottom.

1. **Write your message** (you can choose if you want to use an email template or if you want to write a custom message). Read more here about where you can create your own email template. In this example, we are creating a custom message.

This screenshot shows the 'Write your message' step (Step 4) of the communication editor. The interface is similar to the previous one, but the 'Choose your audience' step is completed. The 'Write your message' section is expanded, showing a form for composing an email. The 'From' field is set to 'Learnifler' with a note that the email address is <NOREPLY@demo.learnifler.se> and cannot be changed. The 'Reply-To' field is also set to 'Learnifler <NOREPLY@demo.learnifler.se>' with a note that replies will be sent to this address. Below these fields, there is a section for 'Use custom message or a template:' with a dropdown menu currently set to 'Custom message'. The 'Subject' field is pre-filled with 'Remember to start your course: \${projectName}'. At the bottom, there is a rich text editor toolbar with various formatting options like bold, italic, underline, link, and a text area for writing the message content.

1. Set a start date and a stop date (it is automatically set to 20 years forward).

2. Save the settings for this automatic message by clicking on the button "Save and Close".
3. If you want the message activated, click "Activate".



1. All done!

## Variables for emails sent to project team members

This article describes the variables that are available for use in emails sent to project team members or instructors using the automated communication function.

The general form of using a variable is to enclose the variable name in the form `${name}`. So if a variable is named *example* it would be used in a template written like this: `${example}`. The email templates support default values. A default value can be used when a variable is undefined. Use `:-` after the variable to specify a default value. Given `${name:-Happy User}`, the text *Happy User* will be the output if the variable *name* is not specified.

"All variables starting with "participant" are variables that output values related to **whom** the rule matched for, not the **recipient** \*(who is the project team members or instructors). If an automated communication is set up to send a message to the project team when a participant has completed a particular activity, `${participantName}` refers to the participant.

The following variables are available:

Name	Description	Example
<code>\${projectName}</code>	The title shown to participants.	Induction Program

		Welcome to your learning experience. This program will help you focus energy on purposeful action, assist in solutions to persistent problems, and improve overall performance. The assignments on this page will help you make the most out of the face-to-face learning session and ultimately increase your ability to achieve your goals and aspirations.
<code>\${projectDescription}</code>	The project description from the course design	
<code>\${projectAdministrativeName}</code>	The administrative project name. This is the name visible in the client portal	Induction Program for Sales People Q1 2019.
<code>\${locale}</code>	The user's preferred locale	en_US
<code>\${usersite}</code>	A URL to the generic login page where a user can log in. The page will contain a login form.	<a href="https://yourdomain.learnifier.com/">https://yourdomain.learnifier.com/</a>
<code>\${orgname}</code>	The name of the client	Acme Inc.
<code>\${name}</code>	The recipient's full name (both first and last name)	Irene Instructor
<code>\${firstName}</code>	The recipient's first name (given name)	Irene
<code>\${lastName}</code>	The recipient's last name (surname)	Instructor
<code>\${userid}</code>	The numerical user id. Can be used for referencing a specific user.	132819
<code>\${email}</code>	The recipient's primary email	<a href="mailto:irene.instructor@example.com">mailto:irene.instructor@example.com</a>
<code>\${participantName}</code>	The participant's full name (both first and last name)	Jane Doe
<code>\${participantFirstName}</code>	The user's first name (given name)	Jane
<code>\${participantLastName}</code>	The participant's last name (surname)	Doe
<code>\${participantUserid}</code>	The numerical user id. Can be used for referencing a specific user.	132819
<code>\${participantEmail}</code>	The participant's primary email	<a href="mailto:jane.doe@example.com">mailto:jane.doe@example.com</a>
<code>\${date.short}</code>	The current date is in different date formats. The format is taken from the project	1/1/22
<code>\${date.medium}</code>		2022-01-01
<code>\${date.long}</code>		Tuesday, January 1, 2022
<code>\${date.full}</code>		
<code>\${datetime.short}</code>	The current date and time are in different date formats. The format is taken from the project	1/1/22 3:00 PM
<code>\${datetime.medium}</code>		2022-01-01 15:00
<code>\${datetime.long}</code>		3 o'clock Tuesday, January 1, 2022
<code>\${datetime.full}</code>		

## Variables for emails sent to participants

This article describes the variables that are available for use in emails sent to the participant

The general form of using a variable is to use enclose the variable name in the form `${name}`. So if a variable is named *example* it would be used in a template written like this: `${example}`. **The email templates support default values. A default value can be used when a variable is undefined. Use ":-" after the variable to specify a default value.** Given `${name:-Happy User}` the text *Happy User* will be the output if the variable *name* is not specified.

A participant mail is sent when a user is activated or a reminder is sent via automated communication. It usually contains information about the user, course, and where the user should go to access the platform.

The following variables are available: