



# Latest development news

Developer meeting 16 February 2021

**David Mudrak**  
Moodle HQ

@mudrd8mz  
#moodledev

**Happened since  
8 December 2020**

18 January 2021

# Moodle minor updates

3.10.1 - 3.9.4 - 3.8.7 - 3.5.16

See release notes + upgrade.txt


<https://docs.moodle.org/dev/Releases>

# Security procedures updated

- Integrating with Bugcrowd
- Security researchers can gain award points at Bugcrowd
- Time-limited program with Intigriti.com / EU-FOSSA 2 - EU initiative to improve security of free and open source software

<https://moodle.org/.well-known/security.txt>

# Behat improvements



**Changes to Behat in Moodle**

Andrew Nicols  
Wednesday, 27 January 2021, 4:26 AM

Hi everybody,

We've been doing some work behind the scenes to update Behat and we'd like to let you know a little about what that might mean for you.

The details of this issue are in [MDL-66979](#).

## What is changing?

Behat is made of many moving parts. Some of these can be swar

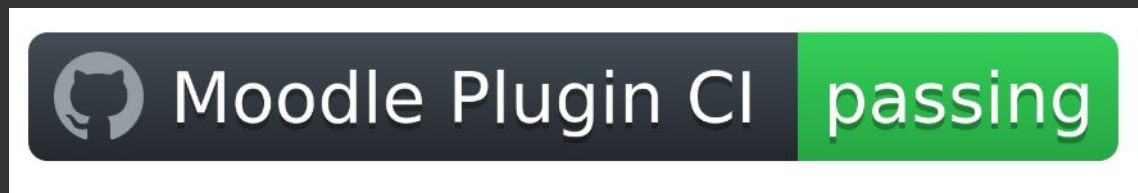
<https://moodle.org/mod/forum/discuss.php?d=417286>

# Github actions CI

Core patches support since November 2020

Official Moodle Plugins CI support for  
contributed plugins added recently

[https://docs.moodle.org/dev/Github\\_actions\\_integration](https://docs.moodle.org/dev/Github_actions_integration)



# HQ projects

<https://docs.moodle.org/dev/Roadmap>

# Student activity completion 3.11

[https://docs.moodle.org/dev/Student activity completion](https://docs.moodle.org/dev/Student_activity_completion)

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# Student activity completion 3.11



## Assignment activity

**Submissions open:** Friday, 1 April 2021 17:00

**Submissions close:** Wednesday, 14 April 2021 17:00

**To do:** Make a submission



## Assignment activity

✓ Done



## Assignment activity

**Submissions open:** Friday, 1 April 2021 17:00

**Submissions close:** Wednesday, 14 April 2021 17:00

Mark as done

# Integrating BigBlueButton into Moodle 3.11

MDL-70658

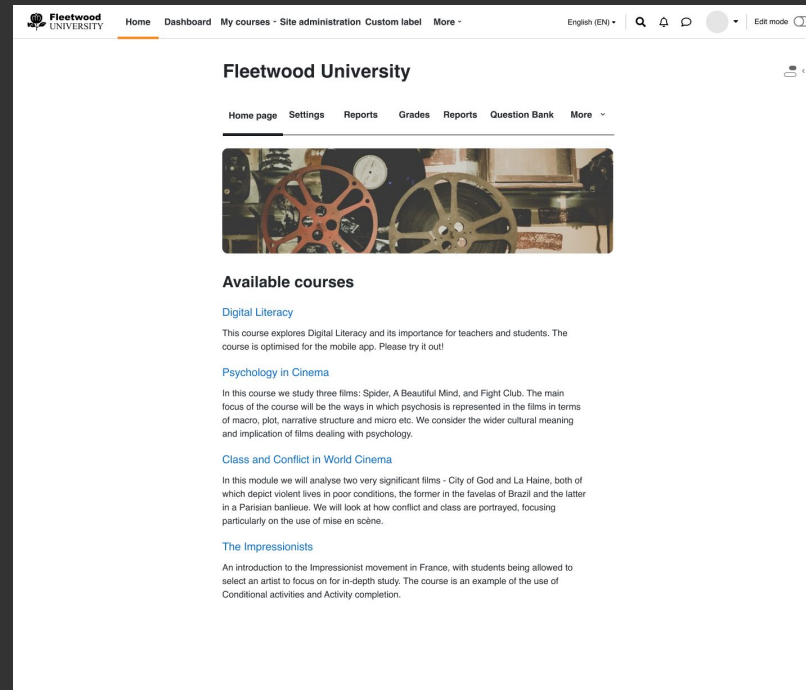


# LTI 1.3 support in Moodle 3.11

MDL-69542



# Navigation 4.0



The screenshot displays the Moodle 4.0 navigation interface for Fleetwood University. The top navigation bar includes the university logo, a search icon, a notification bell, a user profile icon, and an 'Edit mode' toggle. Below the navigation bar, the page title 'Fleetwood University' is centered, with a hamburger menu icon to its right. A secondary navigation bar lists 'Home page', 'Settings', 'Reports', 'Grades', 'Reports', 'Question Bank', and 'More'. The main content area features a large image of film reels. Below the image, the section 'Available courses' is displayed, listing three courses: 'Digital Literacy', 'Psychology in Cinema', 'Class and Conflict in World Cinema', and 'The Impressionists'. Each course entry includes a brief description of the course content.

**Fleetwood University**

Home page Settings Reports Grades Reports Question Bank More

**Available courses**

[Digital Literacy](#)  
This course explores Digital Literacy and its importance for teachers and students. The course is optimised for the mobile app. Please try it out!

[Psychology in Cinema](#)  
In this course we study three films: Spider, A Beautiful Mind, and Fight Club. The main focus of the course will be the ways in which psychosis is represented in the films in terms of macro, plot, narrative structure and micro etc. We consider the wider cultural meaning and implication of films dealing with psychology.

[Class and Conflict in World Cinema](#)  
In this module we will analyse two very significant films - City of God and La Haine, both of which depict violent lives in poor conditions, the former in the favelas of Brazil and the latter in a Parisian banlieue. We will look at how conflict and class are portrayed, focusing particularly on the use of mise en scène.

[The Impressionists](#)  
An introduction to the Impressionist movement in France, with students being allowed to select an artist to focus on for in-depth study. The course is an example of the use of Conditional activities and Activity completion.

[https://docs.moodle.org/dev/Moodle 4.0 navigation improvements](https://docs.moodle.org/dev/Moodle_4.0_navigation_improvements)

# Component library 4.0

MDL-61460

[https://github.com/bmbrands/moodle-tool\\_componentlibrary](https://github.com/bmbrands/moodle-tool_componentlibrary)

# Atto editor accessibility 4.0

MDL-70036

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# Course editing 4.0 UX research & spec


The screenshot shows the Moodle course editing interface for a glossary. The top navigation bar includes 'Fleetwood UNIVERSITY', 'Home', 'Dashboard', 'My courses', and 'Site administration'. The user is logged in as 'English (EN)'. The breadcrumb trail is 'Home / My Courses / Class and Conflict in World Cinema / Glossary of Characters / Edit'. The main content area is titled 'GLOSSARY Glossary of Characters' and includes tabs for 'Glossary', 'Settings', 'Advanced grading', 'Permissions', 'Logs', 'User overrides', and 'More'. The 'Glossary' tab is active, showing a rich text editor with the text: 'Find or add here characters from City of God and La Haine. Definitions here so far have either been generated by former students or taken from the [Wikipedia page](#). TO IMPORT ENTRIES INTO YOUR OWN VERSION OF THIS COURSE,CLICK HERE TO GET THE XML FILE'. Below the editor are 'Cancel' and 'Save' buttons. A search bar labeled 'Search course...' and a 'View All' dropdown are also visible.

**And other projects  
from the whole  
#moodledev  
community!**



# Question bank 4.0

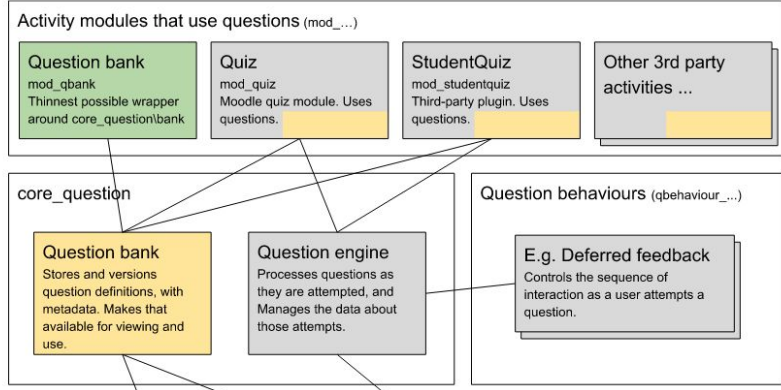
## Call for feedback

 **Fixing the question bank in Moodle 4.0 - what we are planning**  
Tim Hunt  
Monday, 1 February 2021, 10:22 PM

For [some background on the project I am about to describe, please see my previous post](#). The time has now come to start writing and I would like your feedback on whether these plans seem sensible, and hopefully you may be able to suggest some ways we can improve them.

These are quite big proposals, so my plan is to post about it a little bit at a time. That certainly makes it easier for me to find time to write. Of course, it does mean that as you read the first posts I am going to make, there will be lots of un-answered questions, so this is about how best to explain this.

In this first post, I am going to try to outline what is changing and what is not, which is summarised in this diagram:



```
graph TD
    subgraph Activity_modules [Activity modules that use questions (mod_...)]
        QBank[Question bank  
mod_qbank  
Thinnest possible wrapper  
around core_questionbank]
        Quiz[Quiz  
mod_quiz  
Moodle quiz module. Uses  
questions.]
        StudentQuiz[StudentQuiz  
mod_studentquiz  
Third-party plugin. Uses  
questions.]
        Other[Other 3rd party  
activities ...]
    end

    subgraph core_question
        QBankCore[Question bank  
Stores and versions  
question definitions, with  
metadata. Makes that  
available for viewing and  
use.]
        QEngine[Question engine  
Processes questions as  
they are attempted, and  
Manages the data about  
those attempts.]
    end

    subgraph Question_behaviours [Question behaviours (qbehaviour_...)]
        QBehav[E.g. Deferred feedback  
Controls the sequence of  
interaction as a user attempts a  
question.]
    end

    QBank --> QBankCore
    Quiz --> QBankCore
    StudentQuiz --> QBankCore
    QBankCore --> QEngine
    QEngine --> QBehav
```

<https://moodle.org/mod/forum/discuss.php?d=417599>

**Thank you.**