Calculate Scores based on User Input: How to make a Trivia or score-based campaign

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Digioh has extension support for "scoring quizzes". These are Campaign experiences that ask several questions, with a numeric score associated with each answer. As the user progresses through the quiz, score is calculated at each step, and can be shown to the user and/or pushed through an Integration to another platform. This is great for trivias!

To get started, in Digioh, go to your profile menu top right and pick Extensions. Find and install **Score Calculator** under the **Miscellaneous** category.

While you are there, if you plan to:

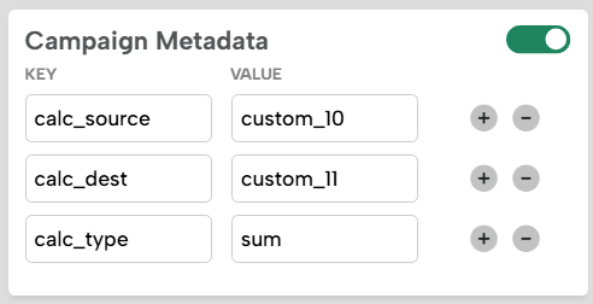
- Show the score to the user, then also install **Universal Merge Tags** (UMT)
- Convert the resulting score into text (e.g. low, medium, high), then also install **Numeric Range Mapper**

The way this extension works is that you configure campaign-level metadata as follows:

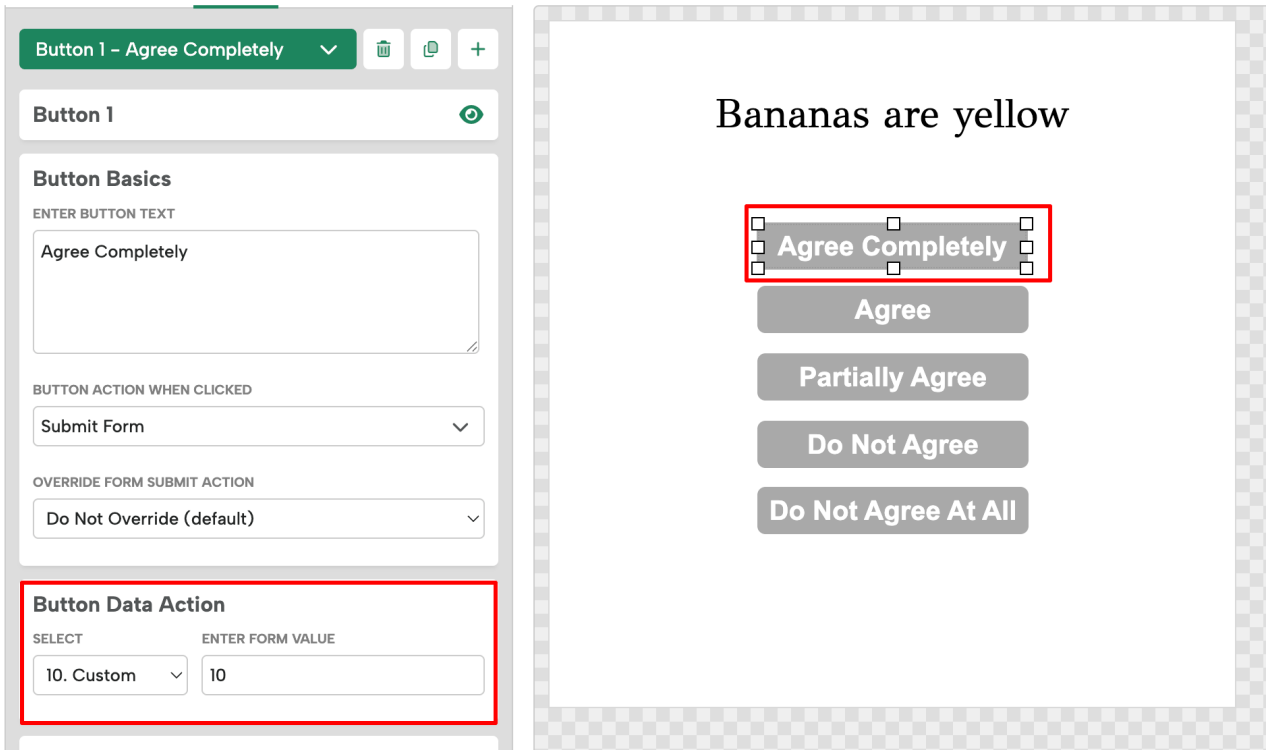
- **calc_source** : custom_*X* - the field to retrieve campaign page score, use any unused field
- **calc_dest** : custom_*X* - the field to hold the cumulative score, use any unused field
- **calc_type** : sum - currently only sum is supported

For any form input that sets the field configured as **calc_source** on submission, this will be added to the **calc_dest** field on form submission. For example:

Campaign-level metadata to define the **calc_source** and **calc_dest** fields:



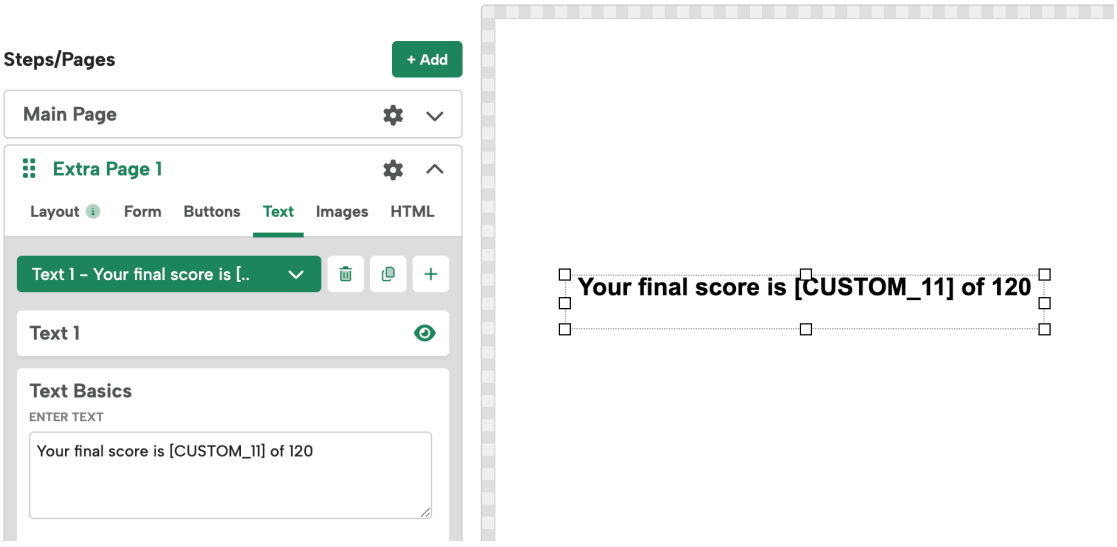
Buttons that push the answer score into the **calc_source** field (custom_10):



The example shows buttons, but drop-downs, checkboxes, and radio buttons can also be used.

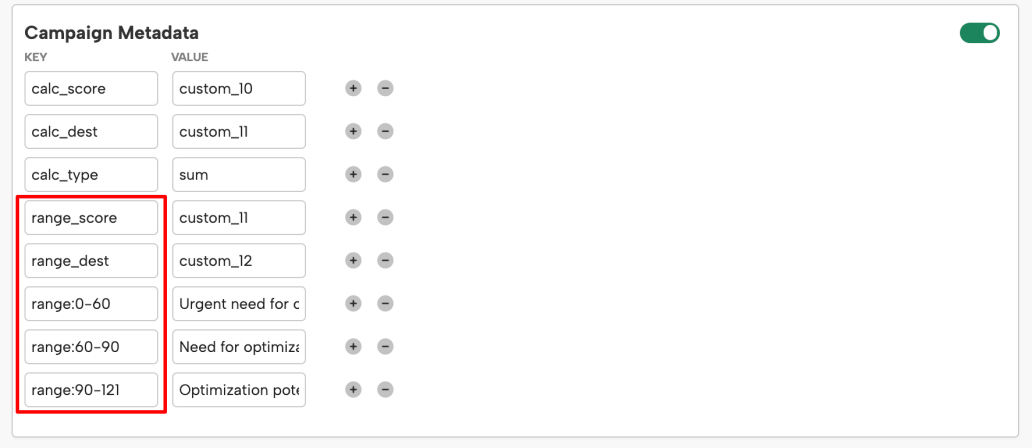
Showing the Score Result

Use the UMT Extension to render the value of the **calc_dest** field, for example:



Mapping the Final Score to a Text Value

Use the Numeric Range Mapper Extension to convert the **calc_dest** field to a string in a different field. You can then use this field in Integrations, or use UMT to display the field in the campaign. For example:



Score Behavior on Back-Button Navigation

When a user navigates backward through a multi-page quiz, the Score Calculator automatically reverts the **calc_dest** score to what it was on the page they're returning to. This happens without any manual reset JavaScript.

Here's the analogy that makes this click: think of it like a save-point system in a video game. Each page submission is a checkpoint that locks in a score value. If the user backtracks to an earlier checkpoint, the game doesn't keep the progress you made after it, it restores you to that checkpoint's saved state.

How it works:

The extension caches the **calc_dest** value at each page transition, storing it internally in `boxapi.pageScoreCache` as a page-name to score-value map:

```
boxapi.pageScoreCache['ep1'] = '5';
boxapi.pageScoreCache['ep2'] = '3';
```

When a Before Change Pages event fires, the extension checks the page index of the destination against the current page. If new_page has a higher index than old_page, the navigation is considered backward, and the calc_dest score is restored to the cached value for that destination page.

Page index order used for this check: main (0) → ep1 (1) → ep2 (2) → ... → thx (101).

The extension also calls `boxapi.resetPage()` on both the old and new pages during back-navigation, clearing stale field data so answers don't double-count.

Why this matters for quiz builders:

- Users can freely navigate back and change their answers without their score double-counting
- Score resets correctly per page when going back, so no manual reset JS is needed
- You don't need to build your own back-navigation handling for scoring; the extension covers it

Questions? Comments? Let us know at support@digioh.com