



Genially's Reveal function



BASICS

A function in Genially using "hide" and "reveal" interactivities to make objects appear or disappear until you click on a clue/the right answer.

URL / Access: <https://help.genially.com/how-to-set-up-reveal-interactivity-in-genially-B1LqcwHhi>



ADDITIONAL INFORMATION

Multilingual support: English, French, Italian, Spanish, Dutch, Portuguese.

Technical requirements: used on a computer/laptop with an internet connection. Having a Genially account is required.

Adaptations for SLD users: The reveal function can support people with specific learning difficulties by showing information only when needed, reducing overload and helping them focus on one clear step at a time.

Cost and access:

- **Price:** Free
- **Free plan limits:** Public sharing and basic interactions
- **Account or sign-up required?** Yes, a Genially account is required to use this tool.



HOW TO USE IT

1

STEP 1:

Choose your two elements. Pick the element that will be clicked (Element A) and the element that will appear (Element B). They must both be on the same page.

2

STEP 2:

Click Element A to highlight it.

3

STEP 3:

Click the interactivity icon that appears above Element A. This opens the interactivity options.

4

STEP 4:

In the menu, select the Reveal option. This tells Genially that clicking Element A will reveal something.

5

STEP 5:

On your canvas, click the element you want to reveal (Element B), then click Save. If you want more than one element to appear, click the + button and select additional elements. All of them will appear at the same time.

6

STEP 6:

If you want Element B to disappear when Element A is clicked a second time, activate "Hide when clicked again."

7

STEP 7:

Genially will show an arrow linking Element A to Element B. This helps you see what will be revealed when clicked.





EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Hidden clue behind an object</p> <p>Possible use: Players click on a painting, book, or symbol, and a secret message or code appears underneath.</p>
	<p>Example: Showing a clue only after solving a previous puzzle</p> <p>Possible use: A button or icon becomes clickable after a task is completed, and clicking it reveals the next instruction or code.</p>