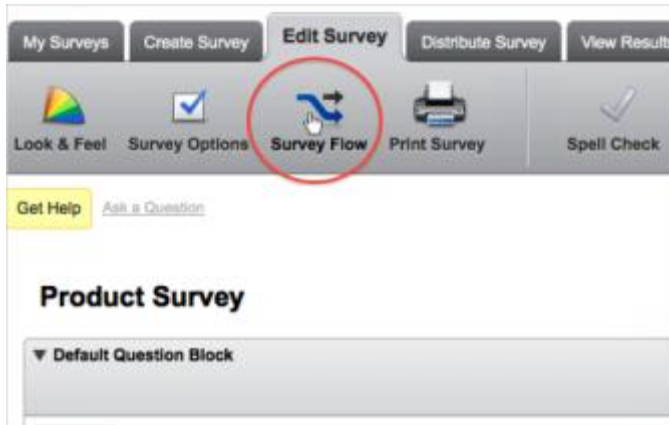


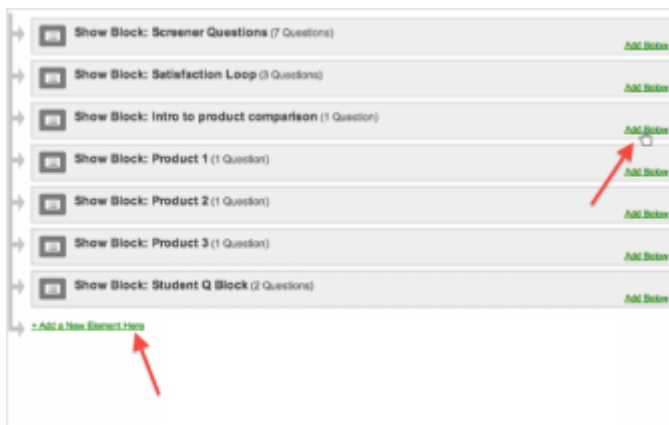
Randomize blocks and other elements in the survey. In order to set up block randomization, you'll need to have multiple blocks. Visit the [About Blocks](#) page to learn how to add a block.

To Randomize Blocks:

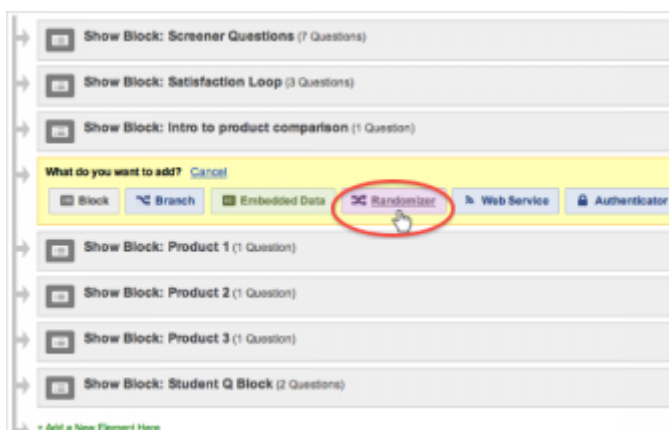
1. Open the **Survey Flow**.



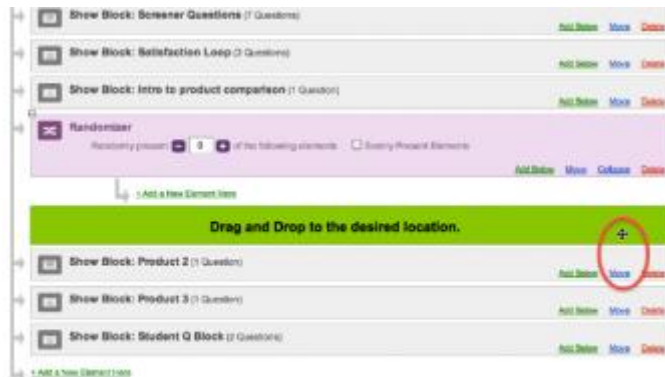
2. Select **Add Below** or **Add a New Element Here** in your **Survey Flow**.



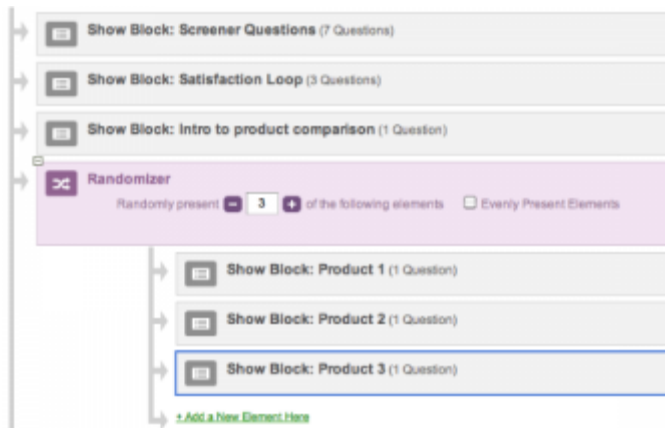
3. In the **yellow box** that appears, select to add a **Randomizer**.



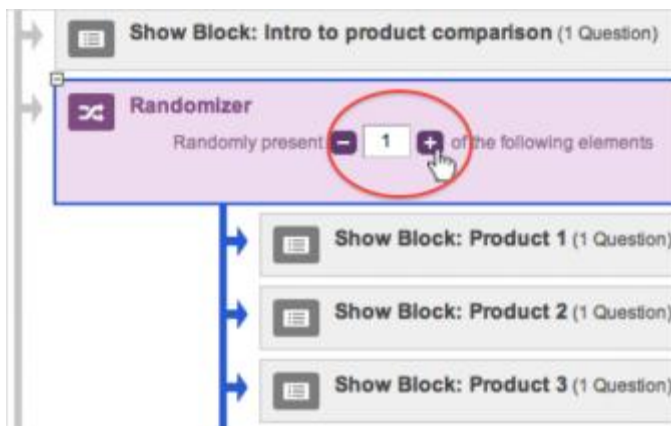
4. Move the blocks or other elements you would like to have randomized under the Randomizer element.
 - To move, click **Move** on the element and drop it underneath the Randomizer where it reads **Add a new element here**.



- Or click on the element and use the up/down arrow keys on your keyboard.



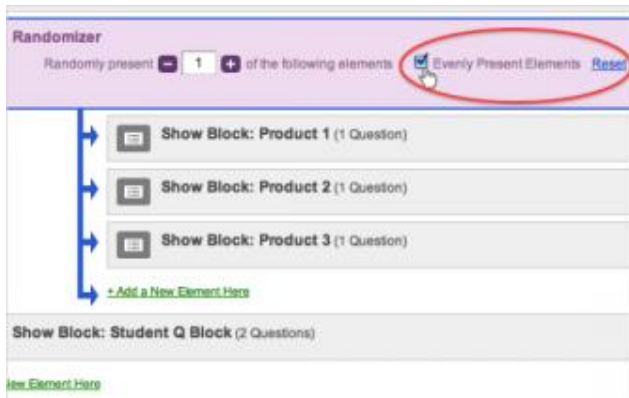
5. Choose whether you'd like to present all of the randomized elements or present a subset of the total randomized elements by clicking on the **plus** or **minus** button in the Randomizer element.



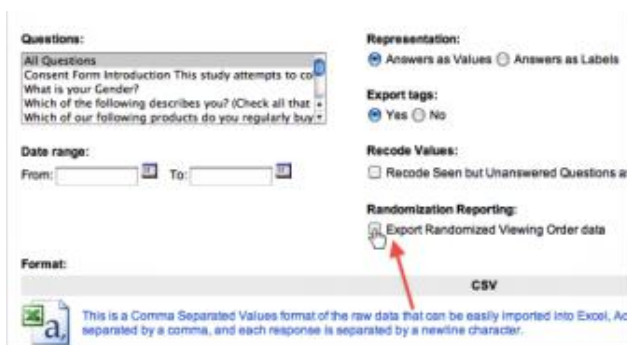
More Information

QTips

- Moving your Randomizer in the Survey Flow will also move all elements within it.
- **Evenly Present Elements** counts the number of times each element is displayed, and presents them evenly. This means that an element will not be shown again till all the other elements have been shown. You can see how many times each element is displayed by clicking on **Reset** option in the Randomizer.

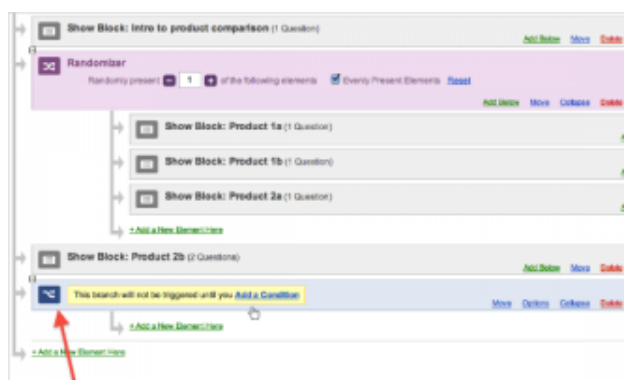


- When downloading data, you will have the option to download the randomized display order, which will indicate which blocks were shown and the order they were shown in.

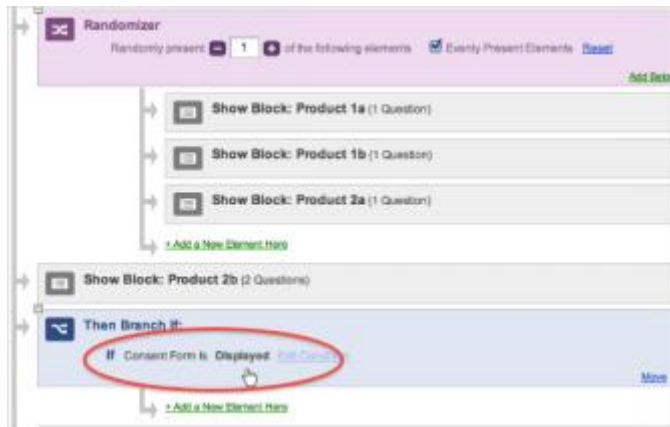


- If you have sets of blocks you would like to randomize in groups instead of individually (for instance you want to show block 1 and 2 together, and block 3 and 4 together, but display the sets randomly), you will have to nest the sets of blocks in branch elements first, then put the branch elements under the randomizer. Here is how:

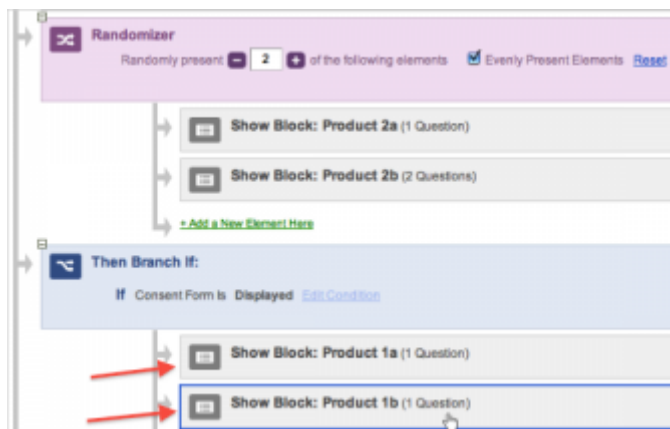
1. Add a Branch.



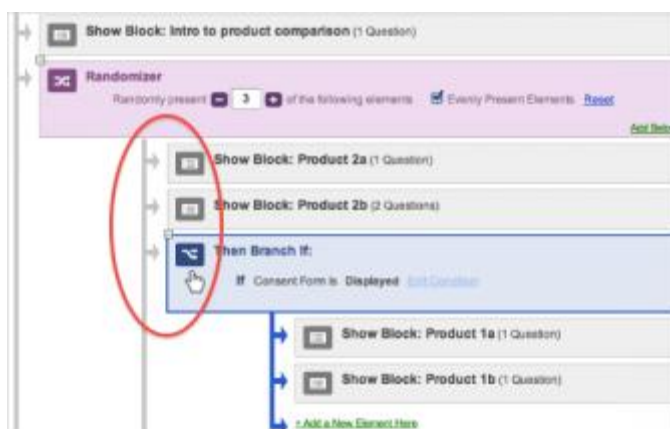
2. Add a condition to the branch that will always be true, such as “If the introduction question is displayed.”



3. Put the blocks that belong in a set under the branch.



4. Place the Branch under the Randomizer.



5. Do the same for each set of blocks.

