HELP

MANUAL

V 4.0

Eliran Shmila

INTRODUCTION:

Dear teacher,

First of all we want to personally thank for choosing to use our product.

This product was developed during a period of two semesters under a yearly software project in the faculty of computer science at the Technion – Israel Institute of Technology.

We have put a lot of thought and effort into this application, and we hope you will benefit from it as much as possible.

In this short manual we will walk you through some of the functionalities that our product suggests.
We tried to make the using of the product as easy to understand as possible.

At the end of this manual will incorporate some examples of usage, in order for you to understand better and to illustrate some of the concepts that we discuss in this manual.

If you think you found a bug you want to report, or if you have any suggestions of improvement, feel free to contact us at:
EliranShmila123@gmail.com

On behalf of the whole team and the course staff, we wish you a great experience!

Team #6

Table of content:

1) Lessons
2) Creating a new lesson
3) Editing and customizing a new lesson
4) Saving, loading and modifying and existing lesson

1. <u>LESSONS:</u>

A lesson Is a meant to be a short interactive teaching experience for the student.

Each lesson consists of slides.
There are three types of slides: picture slide, video slide and game slide.

in order for the student to be able to learn a certain subject, we suggest to construct a series of lessons in an increasing difficulty level.

Also, we encourage you to make sure that the concepts that are being presented in a certain lesson will focus on a well-defined and a specific subject, rather than a whole bunch of subjects and themes, which could make the lesson long and cause the student to lose attention and focus.

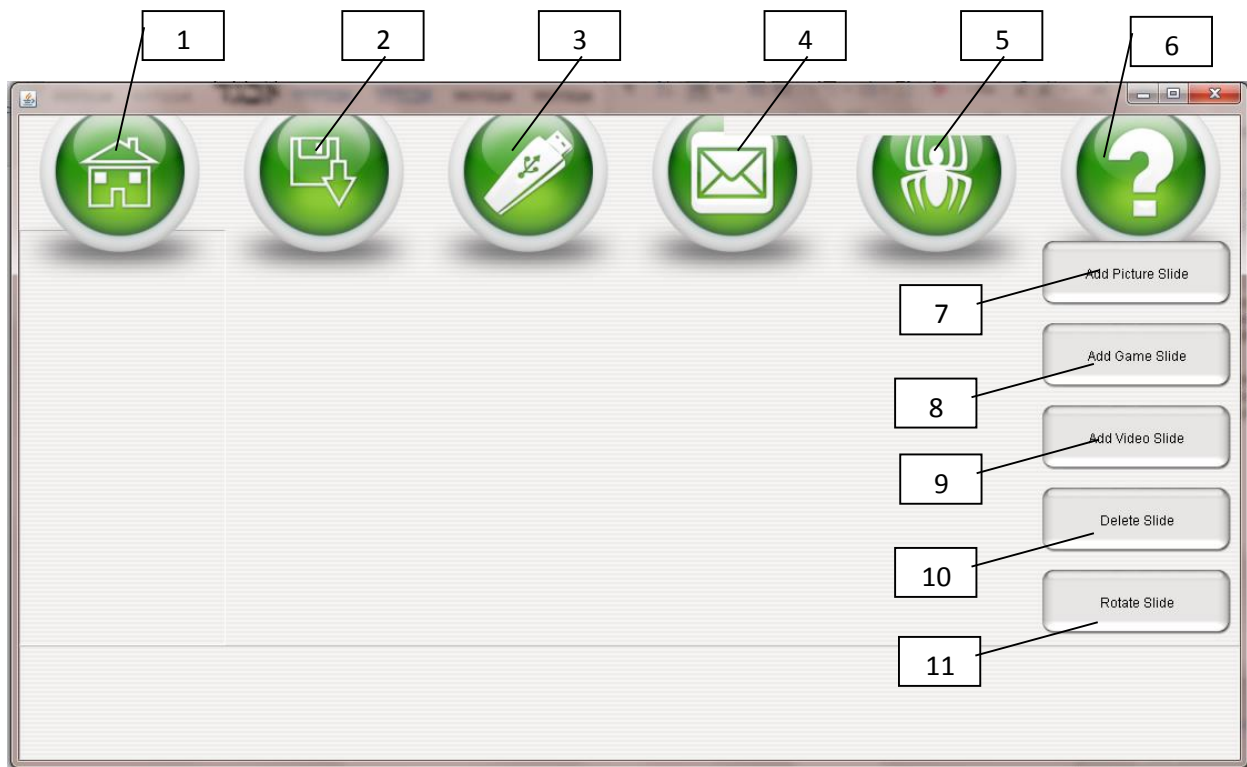# 2. <u>Creating a new Lesson</u>

In order to create a new lesson, choose the option 'Create New Lesson' from the main menu:

A dialog box will pop up, asking you to name the lesson you're about to create, please do so, and then click 'OK':
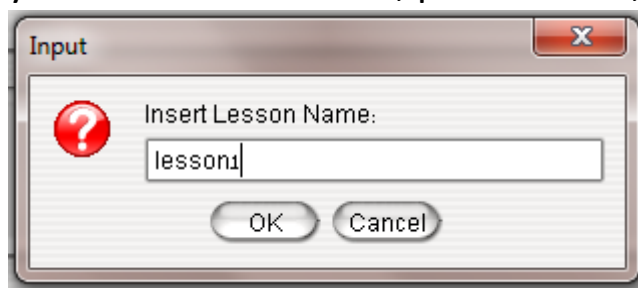
A new window will show now. This is the lesson editing window:

From the lesson editing screen, you can use the shortcut buttons at the top of the screen to:

1) go back to the main menu

2) save the lesson (in case the auto save function is disabled, otherwise the lesson will be saved automatically).

This button also saves the lesson to the device.

[(3) This button should be transferring the lesson to the device, but since we made it possible to do so by clicking button #2, we have removed this functionality from button #3 in this version].

4) send us feedback via Email evgenhvost@gmail.com

you can also send an Email to: EliranShmila123@gmail.com

5) Report bug

6) Help

# 3. Editing and customizing a new lesson:

Adding slides to the lesson:

As mentioned earlier, there are 3 types of slides: Picture, Game and Video. You can add each by clicking (7), (8) and (9), respectively.
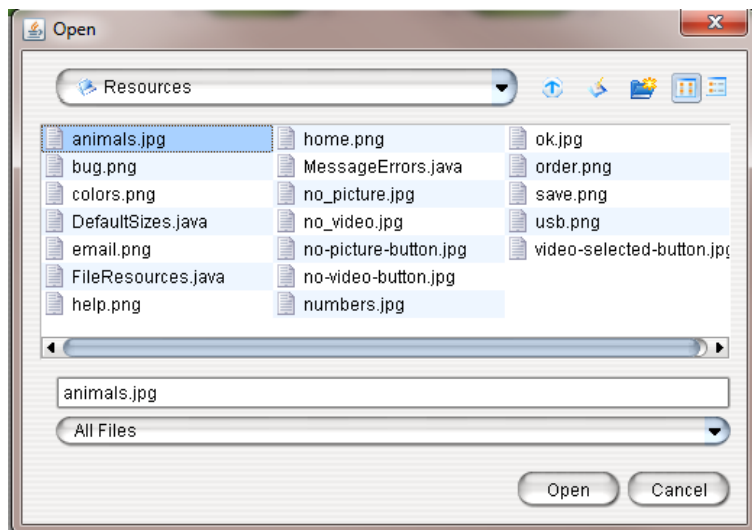
Adding a Picture Slide:

Clicking button #7 on the Slide Editing Screen will create an empty picture slide symbol at the bottom of the screen:

This indicated that you haven't yet assigned a picture to this picture slide. In order to do so, please click on that symbol, and then click 'select picture':
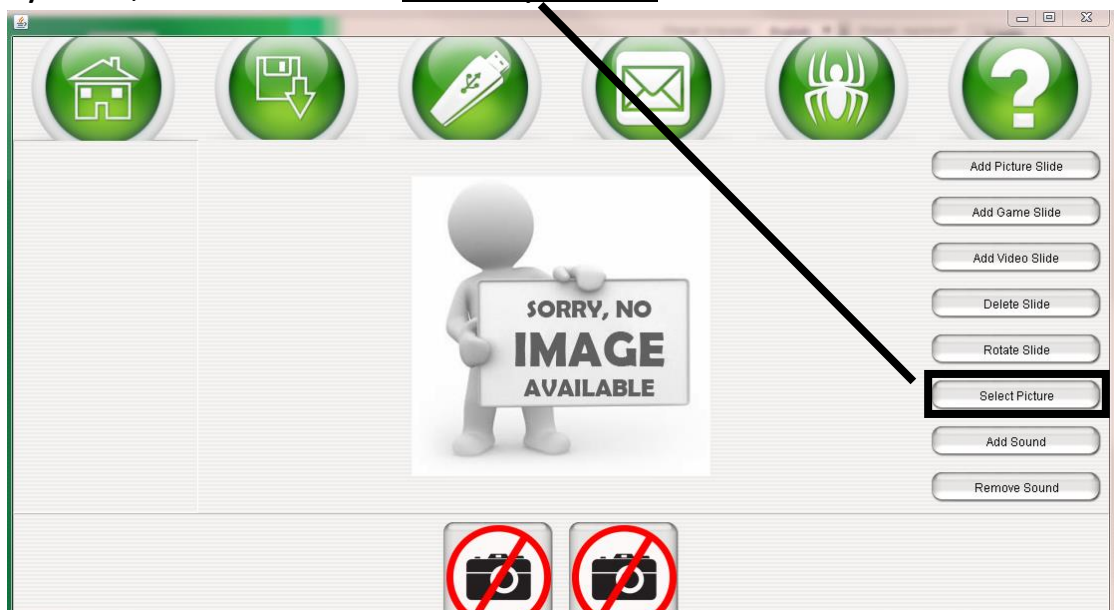
This will pop up a dialog box, asking you to locate the picture file you want to show on this slide:

Please note that only files that are in a valid picture format will be supported.

If you have any difficulty importing a certain picture file, please try to convert it to JPG format first, using this link: http://image.online-convert.com/convert-to-jpg

Adding a Sound to a Picture Slide:

In order to add a sound file to a picture slide, please click on the desired slide, and then click 'Add Sound'. This will pop up a multi choice dialog box, asking you to choose the location at which you want the sound symbol to appear on the slide. To the location is determined through the coordinated of the sound symbol, relative to slide.

In order to choose such coordinates, you can use either the text fields, or the combo boxes (the drop-down menu).

Start X and Start Y represent the the coordinate of the left most and upper most pixel of the sound symbol, respectively. For the sake of completeness we'll point out

that Width and Height repesent the same attributes of the sound element as their name suggests.

Note: please take into account that the location is determined based on the fact that the resolution of the device on which the app will be running is 1080 x 1920 (this is the standard resolution of most devices nowadays).

Now, the same principle of importing a picture file, apllies here to importing a sound file. Please make sure that you file is in one of the supported formats (WAV, or mp3).

Otherwise, you can convert it here:
http://audio.online-convert.com/convert-to-mp3

Removing Sound from a Picture Slide:

In order to remove a sound element from a picture slide, simply click the desired slide and the click the sound element you want to remove. Finally, click on 'Remove Sound'.

Video Slides:

In order to add a video slide, please make sure that the last slide in the lesson is being marked (Otherwise, just click it).

Now, click on 'Add Video Slide'. And then click on 'Select Video'.

The same principles that we pointed out in the last few sections hold here as well: make sure you choosing a file from the supported formats (wmv, avi, mpg, mpeg, mp4, mkv).

If you wish to convert your video file to a compatible format, you can use the following link:

http://video.online-convert.com/convert-to-mp4

Game Slides:

In this version, only 3 types of games are supported: 'Listen and Order', 'Listen and Find', and 'Memory Game'. In order to incorporate any of these games in your lesson, make sure the last slide in the lesson is marked (otherwise just click on it), and then simply click on 'Add Game Slide'. Choose on the games from the drop down menu:
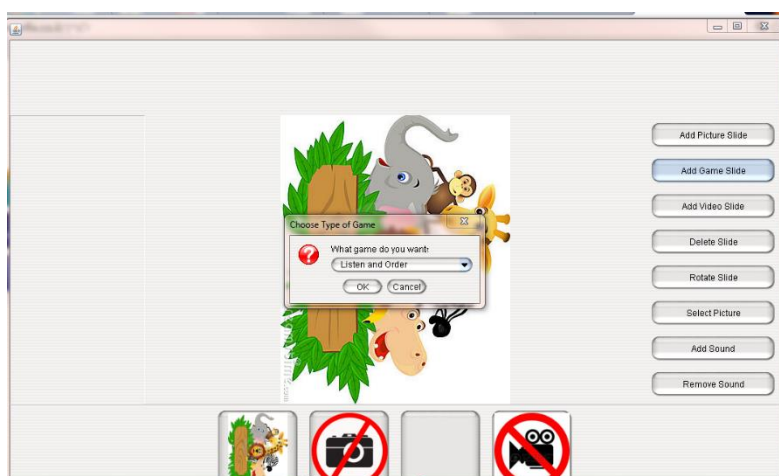
And then just insert the paramerets for the game (e.g. the range of the numbers you want to appear in a 'Listen and Order' game slide).

Slide Rotation:

You can rotate a picture slide by clicking it and the click 'rotate slide':
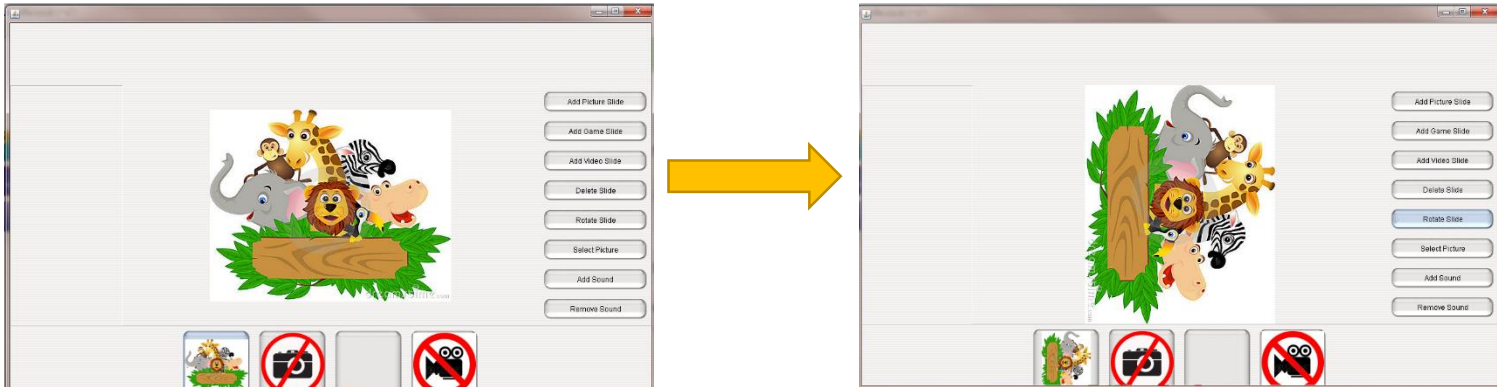
Slide Deletion:

If you wish to delete a certain slide, simply click on it and then click 'Delete slide'.

4. Saving, Loading and Modifying and Existing Lesson:

The default option for saving is that the lesson will be saved automatically, so that you won't have to worry about losing progress of the making of the lesson in unexpected cases (e.g. power failure).

If the auto save option is disabled – you can manually save the lesson using the save button (2) from the editing screen.

If you wish to disable the autosave – follow the next steps:

1. Go to the main menu.
2. Click 'Settings'
3. Click 'disable auto save'

Modifying an existing lesson:

If you have previously created a lesson and **saved it**, and you wish to modify it – then, simply choose 'Modify Existing Lesson' from the main menu, and the choose the location in which you saved your lesson.
The rest of the modification of the lesson is exactly as described above – in the section 'Creating a New Lesson'

Transferring the lesson to the device:

If you're done with editing your lesson and you're ready to transfer it to your mobile device, then once your device

is connected, simply click on (3) from the lesson editing menu.