

User Manual - DAVE

Version 1.0

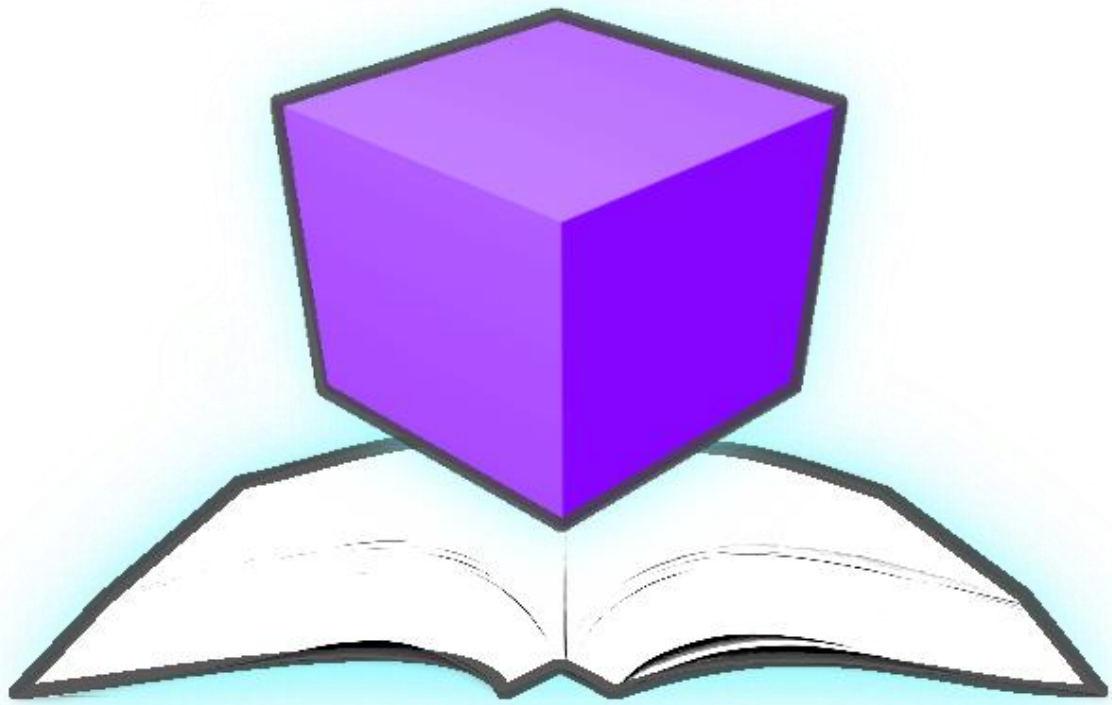
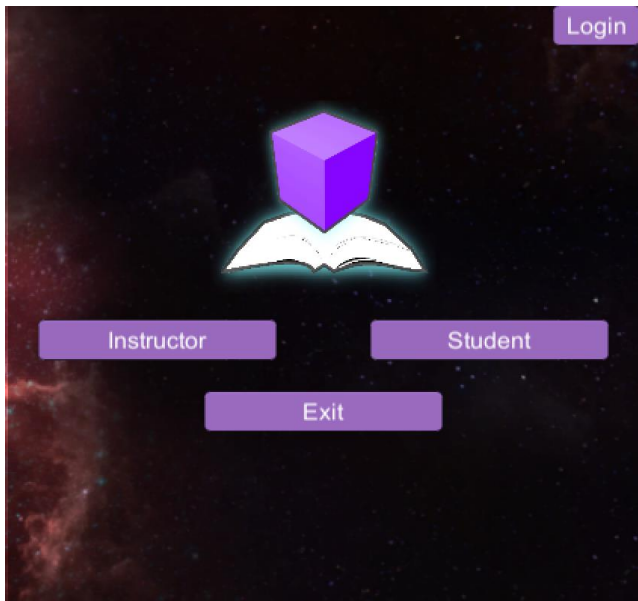


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1. Instructor Login

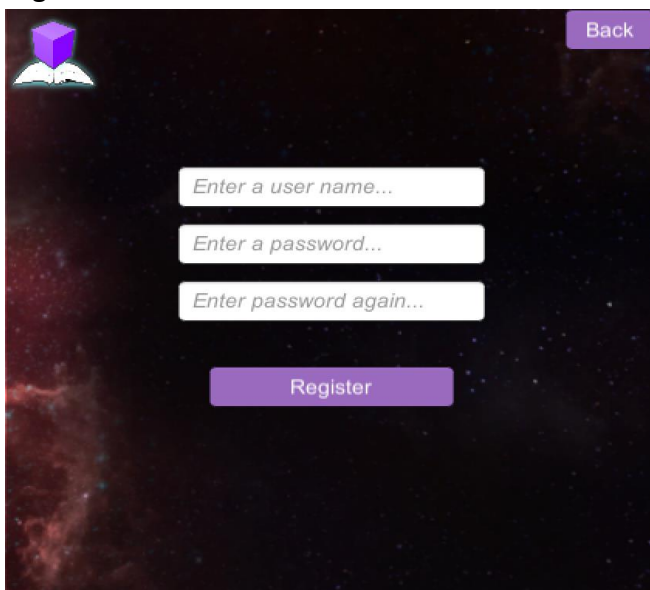
When the application is launched for the first time, the user must login to gain instructor privileges. This is done by either clicking the Login button in the upper right corner (see figure 1.0) or by clicking on the Instructor button.



(figure 1.0)

1.1.Register as instructor

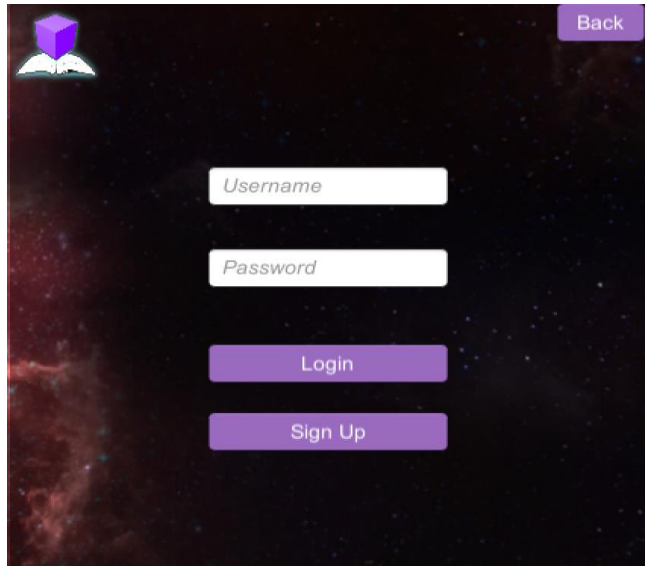
If the user has yet to create an account, he or she must go through the registration process. Clicking the Sign Up button (see figure 1.2) will lead to the registration panel (see figure 1.1). In the registration panel, the user will be asked to enter a username and password. NOTICE that password must be of at least 6 characters. When the registration is done, the user is a registered user and is considered as instructor.



(figure 1.1)

1.2.Login as instructor

After an user successfully registers as an instructor, he or she may sign in to DAVE either through the welcome panel (see figure 1.0) by clicking Instructor button or clicking the Login button. The user will be lead to the login panel (see figure 1.2), where the user have to enter her or his username and password. After the validation the user (now instructor) can create group rooms and upload diagram files.

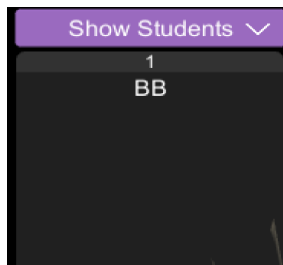
The image shows a login panel for a system called DAVE. The background is a dark space with a nebula. In the top left corner, there is a logo consisting of a purple cube above an open book. In the top right corner, there is a small purple button labeled 'Back'. The main area contains two white input fields: the first is labeled 'Username' and the second is labeled 'Password'. Below these fields are two purple buttons: 'Login' and 'Sign Up'.

(figure 1.2)

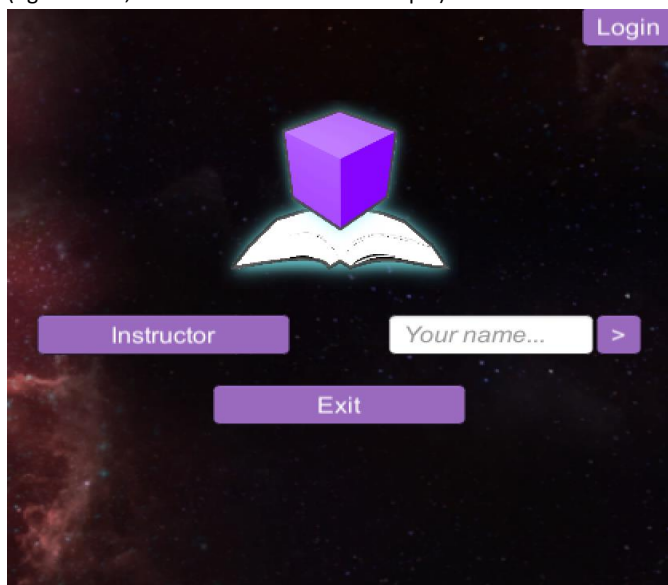
2. Student joins room

2.1. Enter name

For a student to join the room, the student simply clicks the Student button (see figure 1.0). A field (see figure 2.0) asking for student name will show up. The name field is used for showing the students who are participating in the group room for the room's instructor (see figure 2.0.1).



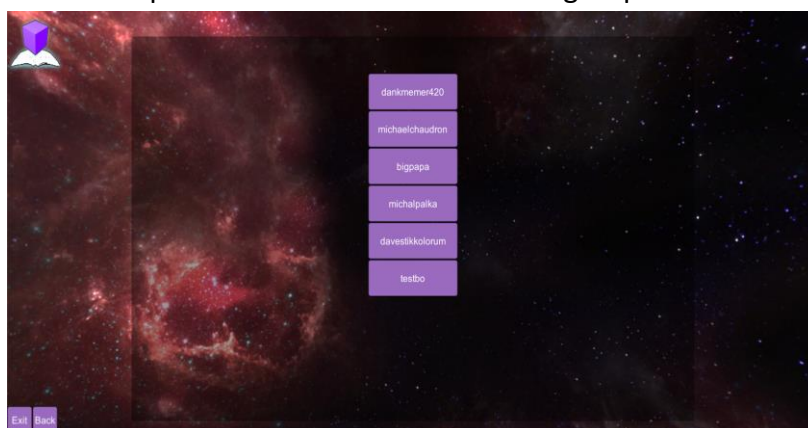
(figure 2.0.1, student name "BB" as example)



(figure 2.0)

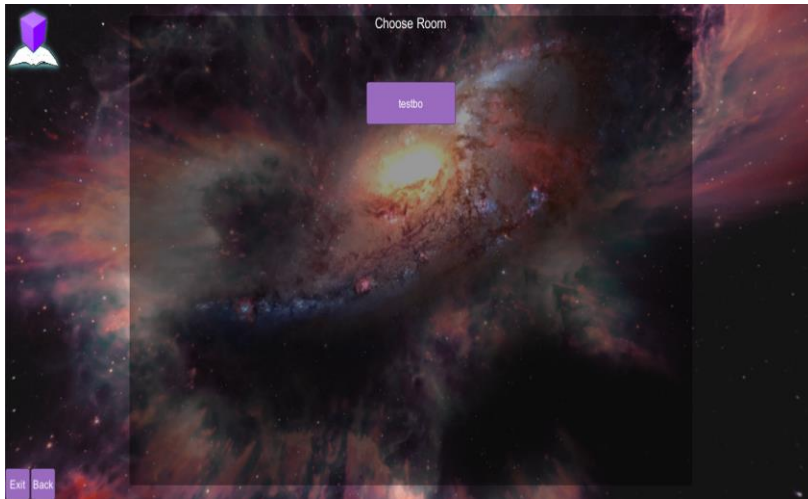
2.2. Join room

After the student enters the name, a new scene is presented (see figure 2.1), which asks the student to pick an instructor to show their group rooms.



(figure 2.1)

When an instructor has been selected, the student may choose a classroom to explore (see figure 2.1.1). After picking a room, the student will be taken into the classroom of their choice.



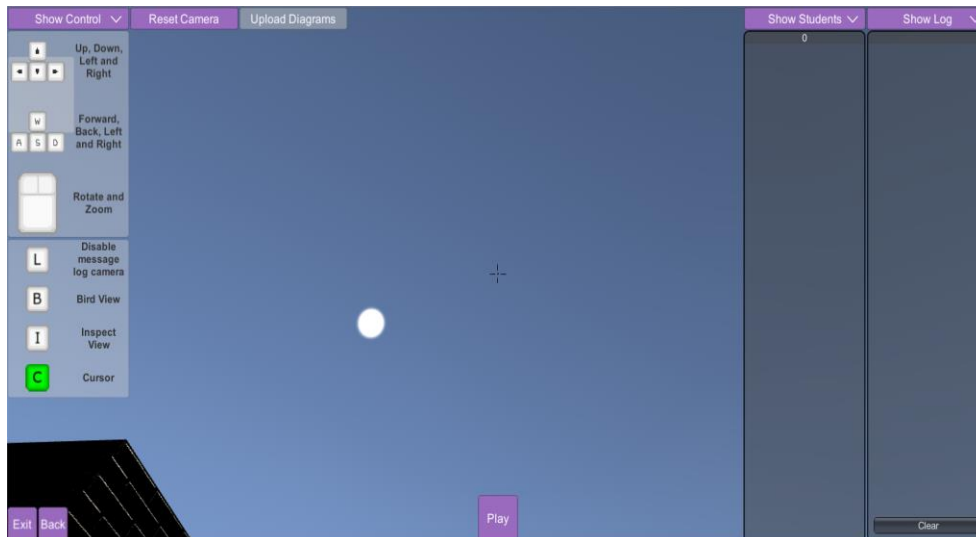
(figure 2.1.1)

3. Instructor and student classroom menu

Once inside a classroom, the user is presented with a menu. The menu is the same for the instructor and the student, except from the instructor being credited with a few additional functionalities. (see figure 3.1)

General user functionalities:

- Control map
- Reset camera
- Message log



(figure 3.1)

3.1. Control map

Control map is a mini user guide placed on the upper right side, providing essential information about controlling to students who are new to DAVE.

3.2. Reset Camera

Reset camera button is at the upper left corner, for enabling students or instructor to reset their viewpoint back to the original point, in case students are lost in the DAVE world when exploring different diagrams.

3.3. Upload diagram

See 4.2

After selecting certain diagrams, click play button to start the animation.

3.4. Message log

Message log is located on the right side and presented as show log, for showing students or instructor the process of the animation of diagrams. Moreover, when the animation is finished, students or instructor is also able to click on the different processes and replay that certain process. There is a clear button at the very bottom of the log section, which is aiming for students or instructor to clear the existing logs and have a better view.

3.5. Student log

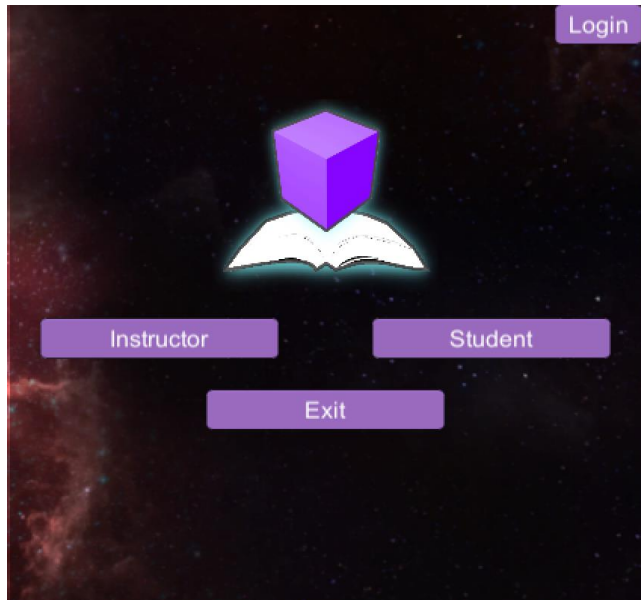
Student log is a bar on the right side, only shown to instructor, to indicate student names in this current room. The bar can be easily hidden by clicking it to make sure the bar is not blocking views when instructor is seeing the diagram.

4. Instructor upload diagram

As an instructor, after signing in to DAVE, he or she is able to upload JSON file and show students how does the classes interact with each other.

4.1.Upload after login

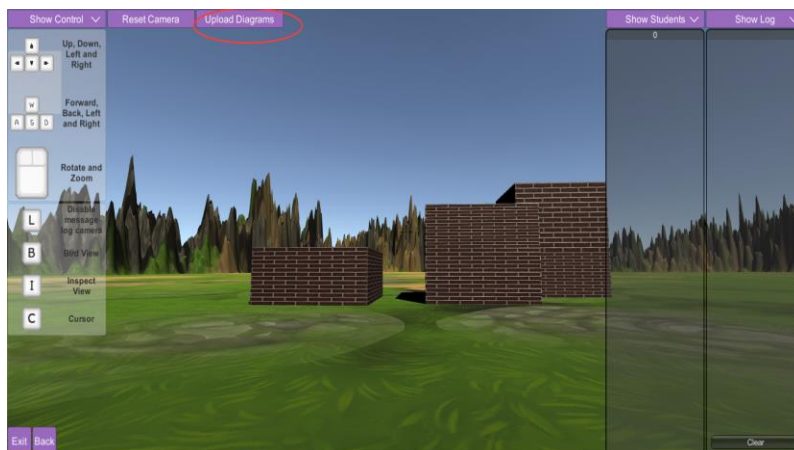
After instructor logs in to his or her account and enters room name, a scene (see figure 4.1) will show up and ask the instructor to upload a diagram file (JSON file formatted according to the DIT029 format).



(figure 4.1)

4.2.Upload from classroom

For convenience, when instructor wants to add more diagrams into the classroom while already in the scene, DAVE provides the instructor with a way of doing just so. In the classroom (see figure 4.2), in the upper left corner, the circled area is the upload diagram button, which allows instructor to upload another diagram file when both the students and the instructor are in the classroom.



(figure 4.2)