

The Importance of Being Android

By Daniel Muir

s0930256

What is the Project?

This project is to turn the text of the play "The Importance of Being Earnest" by Oscar Wilde into an Android app which, in addition to simply allowing someone to read the play, allows them to select a part in the play to learn. In this mode, the text of the play is shown up to their chosen character's next line and the user must click to advance the text. This enforced pause before their line allows the user to try to recall the line, before advancing to see if their recollection was correct.

Why this Project?

There are many reasons as to why developing this application would be beneficial.

- Encourage the user to rehearse their lines anywhere and at any time. While this is possible already with a paper script, it can be awkward to carry around all the time and can be easily lost. Being able to store a copy of the play onto the phone, something that is carried around already, is much more suitable for an actor.
- Easy to rehearse with any character, at any point in the play. With a possibly large script on paper, the user has to flick through numerous pages to find the line they wish to rehearse. With this app, we can make this process much easier.
- There are several features to use that are not available with a paper script (see next section).
- A Digital Partner to rehearse lines with and offer feedback. Quite often, an actor will first begin by learning lines of a play. Once they are confident in memorising the play, they will opt to run the lines through with another person so they can act off their performance. This app offers this with some features (see next section) and also provides statistics so the user can see which sections they know well, and other sections they need to improve on.

Features available

- **Filtering:** When selecting a character and an act to begin from, the app will filter out any irrelevant text from the play
- **Cue Words:** The user can toggle if they wish to have cue words or not. Cue words offer some hints from the previous character's line by finding some consistency in the previous line and the user's current line.
- **Audio:** Toggling this feature will allow other lines not being delivered by the user to be spoken out by the phone via an audio recording.
- **Recording:** When rehearsing the play, the user can start recording their performance at any time with a click of the button. Multiple recordings can be saved and viewed later on.

- **Performance Notes:** The user can add a note to any line they wish, to remind themselves something about it e.g. the tone in which to deliver the line.
- **Prompt:** When rehearsing for a play, the actor will often forget their lines. Instead of revealing the whole line to the actor, usually just the first couple of words of the line is enough to remind them what they should be saying. The Prompt feature implements this idea.
- **Strike-through:** Sometimes, certain lines will be deleted from a play. The Strike-through feature will allow the user to “hide” parts of the play that are no longer relevant.
- **Highlighting:** It is well known that highlighting parts of some text helps readers to remember the selected text. The app also implements this.

Project Schedule

| Task | Description | Deadline |
|--------------|--|--------------------------|
| 1 | Finish Implementation. | End of Semester 1 |
| 1.1 | Design and implement Database. | November |
| 1.1.1 | Decide on what fields should be stored into database. | October Week 3 |
| 1.1.2 | And filter feature to match user's character and page choice | November |
| 1.2 | Add Performance Notes functionality | November Week 2 |
| 1.3 | Add Cue Words functionality | December |
| 1.4 | Add Prompt functionality | December |
| 1.5 | Add additional features | End of Semester 2 |
| 1.5.1 | Store No. of prompts by user | December Week 1 |
| 1.5.2 | Add Recording option | December Week 2 |
| 1.5.3 | Add Audio option | December Week 3 |
| 2 | Test Project | February |
| 2.1 | Use Android Testing Frameworks e.g. Monkey to test functionality | January Week 3 |
| 2.2 | Evaluate project on different Android phones to test design | February |
| 3 | Evaluate Project | February Week 3 |
| 3.1 | Get a range of users to use App | February Week 3 |
| 3.1.1 | Provide users with tasks to accomplish | February Week 3 |
| 3.1.2 | Provide users a Questionnaire to note their experience | February Week 3 |
| 4 | Write Dissertation | April |