

The Importance of Being Android

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Reminder

The Importance of Being Android is a project to create an android application that will help users learn their lines in preparation for a play. Last time I showed off some initial designs and a brief demo to show these ideas in place. Since then I have managed to implement the main functionality of the app (rehearsing lines) as well as some of the minor features I described. Finally a question was raised, asking what I was basing my ideas on. I was told to consider gathering some feedback from potential users.

Gathering feedback

In response to the concern of gathering potential users' feedback, I created a survey using google docs which I asked my brother to send out to the people he knows (works in media in London). The survey listed each of the features I planned to implement along with a brief description. The user could rate each feature as; *very useful*, *useful*, *don't know*, *unuseful* and *very unuseful*. As well as this, I asked respondents to note down any unique techniques they use when memorising lines, that are not covered by the features I listed.

Results

At the time of writing this document, I have received five responses (and counting). So far, response has been excellent. Most respondents have categorized each feature as either *very useful* or *useful*. Judging these results, I plan to carry on and implement all the features I have listed.

Secondly there was some response when I asked for unique techniques:

- “I think if the app could link to an osx native app that allows you to print out your scripts with the notes and additions made in the app that would be useful as well. My main problem is having multiple scripts with multiple versions of notes. It would be great to be able to print out a fresh one as rehearsals progress.”
- “random lines- the app gives random lines / the final words of lines of the other characters, not in order that they come in the script. This avoids the actor to learn 'chunks' of the script, and provides a more in depth knowledge of their cue lines.”
- “I personally find it easier to learn lines to songs, or tunes. So maybe have some tunes or songs that you can choose from. Just an idea. The rest of it sounds good though.”

All three of these ideas I find to be very interesting and will definitely look into them if I have time this semester.

Note: A graph illustrating the results can be found in the appendix.

Work completed since last time

Since the last meeting, I have managed to complete the main functionality as well as some minor ones. They are listed below:

- Text file containing the script is now read line-by-line, and a database is populated with the relevant data.
- Spinners are now dynamically populated, by reading the data in the database.
- User can choose between “**Normal**” and “**Rehearsal**” mode. In **normal** mode, the script is shown without any hidden text and stats are not recorded. In **rehearsal** mode, the script is shown and the selected character's lines are hidden until the user proceeds. In this mode, stats are recorded.
- When in **normal** mode, the user can choose to toggle the “own lines” feature. Here, only the selected character's lines will be shown to the user.
- The user can also choose to filter out all stage directions from the script.
- Finally, a basic implementation of the prompt feature has been completed. Whenever the button is pressed, the next word of the line is revealed to the user. I hope to extend this to either reveal one, three, five or a whole sentence, depending on the user's selected configuration.

New Project Schedule

For the updated schedule below, it only considers the work I need to complete for the end of semester one, as semester two should remain unchanged from my last schedule.

Task	Description	Deadline
1	Finish Implementation.	End of Semester 1
1.1	Implement performance notes	December Week 1
1.2	Implement strikeout	December Week 1
1.3	Implement highlighting	December Week 1
1.4	Implement recording	December Week 1
1.5	Implement break up text	December Week 2
1.6	Implement statistics	December Week 2
1.7	Implement additional features from survey	December Week 2
1.8	Improve design and test layout on phone (checking for size, clarity, etc.)	December Week 3

Appendix

The graph showing results obtained from respondents of survey.

