

FIGURE 1

1. This is the main page of the application. The user can open the menu(2) by touching it.

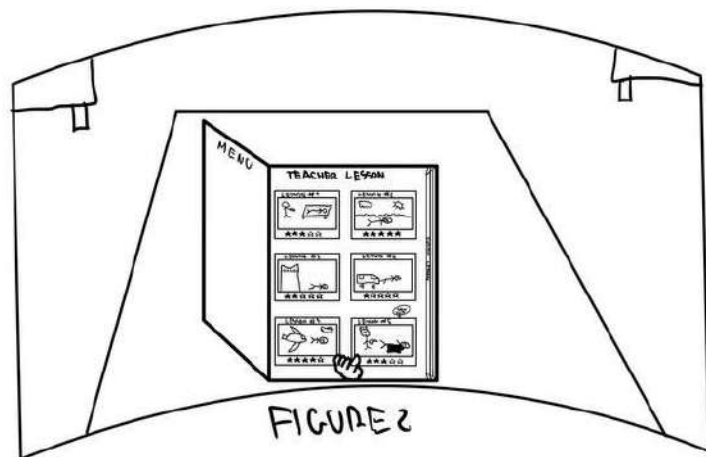
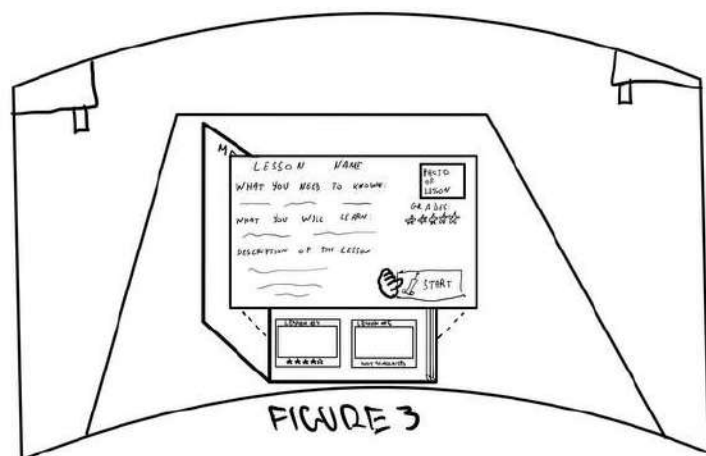
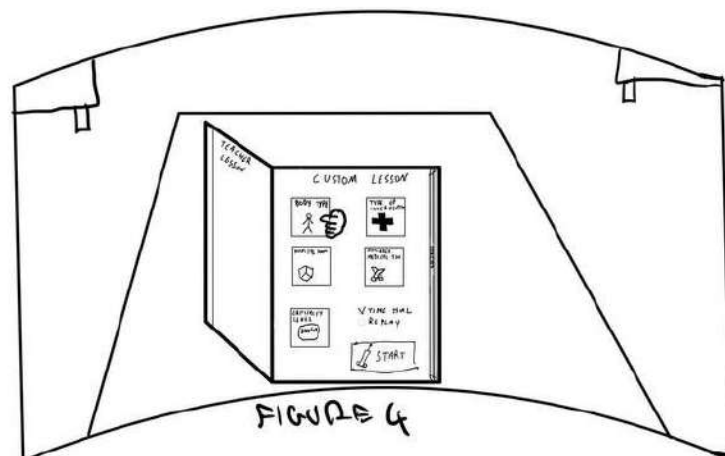


FIGURE 2

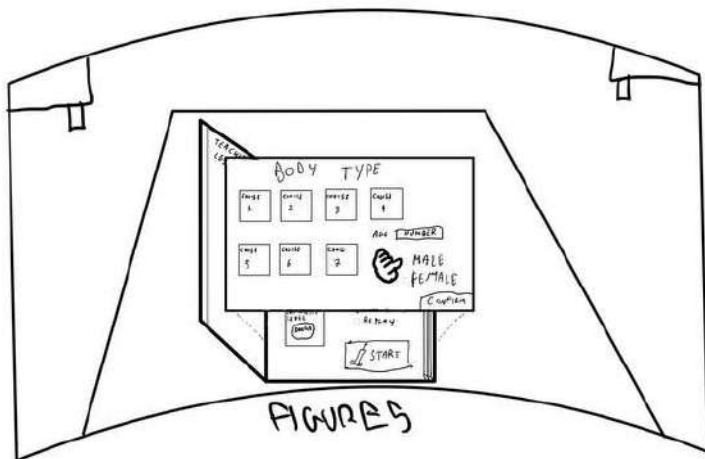
2. The menu is a scrollable book. The first page contains the available lessons: some have already been tried, others are suggested from application. All the lesson have a difficulty grade based on the user skills. By touching a lesson the user see the figure 2.1.



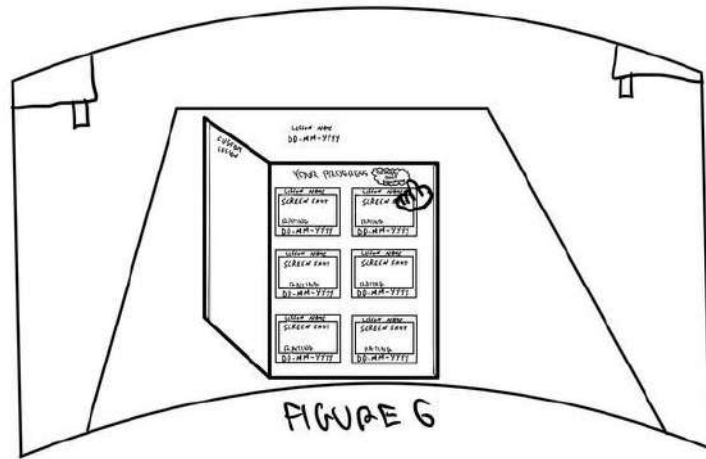
2.1. In this section the user can view the lesson details, with his rate if he already tried it, and he can decide to start a new simulation(5). Next the user can close the window and turn the page(3).



3. Here the user can create a custom lesson in which everything is customizable. Touching one of the fields take the user to 3.1.



3.1. For this field the user can select different types of bodies, the gender and the age. Closing the window and turning the page the user goes to 4.



4. The user can view all the simulations done and he can request the professor for an evaluation. This is the last page, so the user can turn back(3) or close the book(1).

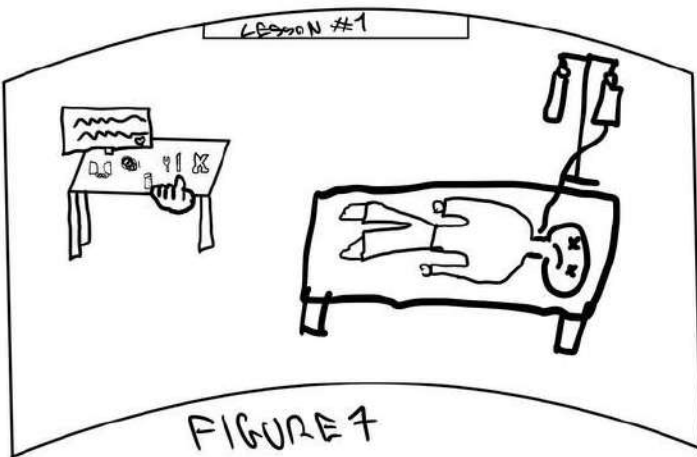


FIGURE 7

5. During the simulation the user can choose the tools that he needs by touching them(5.1).

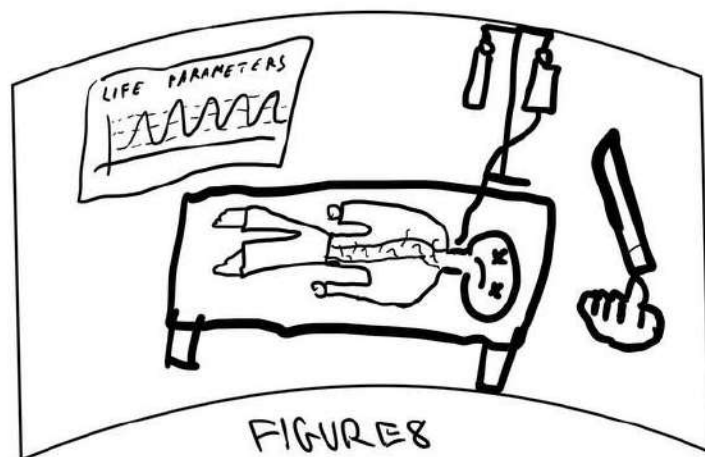


FIGURE 8

5.1. Once he has chosen it, he can perform operations on the body in order to complete the simulation. Next, depending on which page he started the lesson, the user goes to