

User Manual

Authoring App
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What You Can Do With Our Program!

- Create new scenarios.
- Edit new scenarios.
- Test new scenarios.

When editing:

- Decide whether you want to add story elements to the scenario or add question and answers.

- Indicate which letter you want to display on the braille cell.

- Add multiple “Sections” to your scenario.
See “Explaining Sections” to learn about Sections.

What You Can’t Do With Our Program

- Load old scenarios for editing and testing.

- We intend to add the ability to select scenario files and load those files into the program so that they can be further edited.

- Use keystrokes to traverse the user interface.

- There are preset keystrokes that most screen readers implement which will be explained in “Keystrokes You Can Use”. Additional keystrokes are intended to be added to the program, so that certain fields can be added quickly, later on.

- Dictate when and what braille cell pins should be displayed/activated.

- Current ability of the program is to only displayed and indicated letter. This will be expanded to accept binary strings, which means full coverage of the braille cell’s characters will be open to the user. The ability to change the pins whenever will be added later.

- Add audio to play in the scenario.

- The program does not allow the user to select audio files and add them to the scenario. This function is intended to be added later.

Explaining Sections

Sections is what we call the pieces that you will use to create your scenarios. These pieces are what you edit.

When in the editing window, you are able to write text in 5 different fields. Each have a different purpose, which will be explained later. When you click “Save”, all the things you typed in the 5 fields will be saved into 1 section, you can then go to the combobox and select “New Section” in order for the fields to be emptied, allowing you to write a new section. You must save the section in order to begin working on another, or else you will lose all the things you typed in the fields.

Creating and saving sections allows you to switch between adding story sections and question sections to the scenario.

The intention here is for you to have a story planed out. Then, instead of adding the story all at once to the scenario, you break the story into pieces or “Sections”. You can then add those pieces to the scenario one by one, one piece per section. While you are adding section and when you want to ask a question in the middle of the story, instead of adding the next piece of the story, have the next section be a question section instead, questions are also one per section. This way, you can control the flow of the scenario.

Dictated by how you add sections, you can have a piece of a story be read, then a question, then story, then 3 questions, then back to story.

Alternatively, you can only add question sections and never worry about a story.

The sections can hold a lot of text so if you have a lot to say but only one question to ask, that can all be done in one section. Just type out what you have to say in the field called “Story”, then in the same field add the question, finally fill out the other fields appropriate to that question.

Keystrokes You Can Use

This program will have additional keystrokes later.

For now here are some keystrokes for traversing the GUI

Press “Tab” key to locate the next element on the GUI.

Press “Shift” + “Tab” keys at once to go to the previous elements

While a text area is selected, pressing “Tab” will type a tap in the area, so use “Control” + “Tab” to go to next element.

Press “Alt” (Windows) or “Option” (Mac) to access the “File” menu bar and use arrow keys to traverse through the options.

Press “Enter” when you want to click the element you have highlighted.

Adding Text

Text will make up most of the scenario's content, even if it's to be screen read to the users. While creating and editing the scenario's users have the option to either add text that contributes to a story, or add text that is a question for teaching purposes. Adding text to the scenario is the same process for both cases. More on adding questions and answers in the next section.

In order to add text:

- Locate and select the box titled "Story"

- Once selected the user will be able to type in the text they wish to be included in scenario.

- ** Note **** braille cell field and answer field need to have values in order to be able to save the section.

- Locate and selected the "Save Section" button.

Adding Questions and Answers

As stated before, text maybe added to the scenario for two foreseeable reasons, story elements or questions. When the user wants to add a question to the scenario they need to:

- Type the question in text form in the "story" field.

- Locate and select the "correct" field

- Type out what should be said when the correct answer is chosen while the scenario is running.

- Locate and select the "incorrect" field

- Type out what should be said when incorrect answer is given.

Since this is about teaching braille, it's expected that all questions will have to deal with braille. Therefore, each section must have a braille character to be displayed. Fill out the Braille cell field with just a single letter.

For answers, you need to indicate which button will be the correct button to click. In this program, the number of possible buttons are limited to 4. This will change in future updates. Make sure to include instructions of which button represents what. If you select "3" to be the answer button, have the text in the "Story" describe what button 3 represents in context of this question.

Activating Braille Cell Pins

Since this is all about teaching braille, you are going to need some braille cell functionality. We got you covered.

Somewhat. More coverage is to come.

Right now, every section requires 1 letter to be entered. This letter will be displayed while the text in “story” is being read. In the future, you will be able to enter 8-bit binary strings, as well as letters, as representations of each braille cell.

Saving Your Scenario

In order to to be able to run your scenario, you are going to need to save it first. In our program, there are two ways of saving, one for when you want to keep adding more questions and stories, and another for when you are done and no longer want to add anything to your scenario.

When you want save but also add more:

- Locate and select the combo box named “sections” - see “Explaining Sections” in this manual for more info on what we mean by sections and how you can use them.

- You will see a “New Section” button in the combo box. This button will be used to add more sections to your scenario. Also this combo box will be where you can switch between sections. As you save sections, their names will appear in the combo box.

- Once you have written out your first section in the fields, click “Save Section” button in the bottom left. Then click “New section”. When you click “New Section” all the fields will go blank. This is okay! What has happened is all your work has been saved into a section named as the words you wrote in the name field.

- You can add as many sections to your scenario as you want. This way, you can add questions into the middle of stories by creating one section to hold part of a story, the next section to hold a question and then the next to continue the stories. These sections are stored in order of when you created them, so every time you add a new one, it will come after the previous one you created.

Once you are done writing the scenario and are ready to save the whole thing. Go to “File” and click “Save Project”. You will be asked to give your scenario a name. Once you click “Save” a text file will be created with the name of your scenario. This is your scenario.

Editing Your Scenario

For the time being, you can only edit the scenario you have just created. You can't close the program, open it again and then load an old scenario you already created. This functionality will come later.

For now, while you have the current scenario open that you are creating and you want to change some things in previous sections, you can use the combo box to select whichever section you want. All the content of that section will be loaded to the GUI, you can then change the fields, press "Save Section" and that section will retain the new changes.

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Loading Your Scenarios

This Function is not implemented yet. Ability to load and edit already created scenarios will come later.

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Testing Your Scenarios

On the opening screen you are given a choice to create or test scenarios.

Select "Test Scenario"

You will then be given a choice between using a Visual User Interface or an Audio User Interface.

**** Note **** Audio User Interface still uses a GUI that you must traverse. The difference is that the Audio User Interface gives a description of the elements present in the GUI so the user can be aware of the environment.

You will then be given the ability to choose a text file. Any scenario text files you save should be either on your desktop or in the same folder as the program files.

Once an appropriate file is selected, the file will be played in the braille cell device simulator you chose.