# Hindi USA

**SmartPhone App 1.03**

**User Guide**

Hindi-USA is launching a smartphone app to enhance the learning experience for our young students. The app is designed for the students to learn basic Hindi words and alphabets by associating them with corresponding images and voice recordings. The app also has a basic spaceshooter game so that the students can have fun and learn at the same time.

The initial launch will be limited to Starter-2 level and will be gradually expanded to include all other levels.

**Device Requirement**
The fist deployment of the app will work only with iOS device. The app will support all iPhones and all iPads with iOS level 7.0 and higher.

The app has been developed to work on Android devices. However at this time, the app has not been fully tested on Android. A separate announcement will be made when the app becomes available for Android devices.

**Network Requirement**
Strong wi-fi signal is necessary to get the best experience from this app. The app will continue to work with cellular data plan and also when the wi-fi signal is weak, however there will be significant delay in displaying the images.

**Technical Support for the Launch**
Hindi USA volunteers will be providing technical support for the launch. The volunteers are trained on installing and using the app and will be able to resolve common issues in the launch process. The volunteers will also help and provide guidance on how to use the app.

Each student will be assigned a volunteer for technical support. The students or parents needing technical support are encouraged to bring the iPhone device to the Hindi USA School, where the volunteers will be available to troubleshoot and resolve the issues.

The student/parent can also contact the assigned volunteer over email or phone for technical support. However the volunteers may not be able to resolve all the issues over the email/phone.

**How to give the feedback?**
The parents are encouraged to give the feedback on the app by sending email to harshal.nawade@gmail.com.

The Hindi USA team is particularly keen on understanding how the app can be improved to enhance the students' experience.
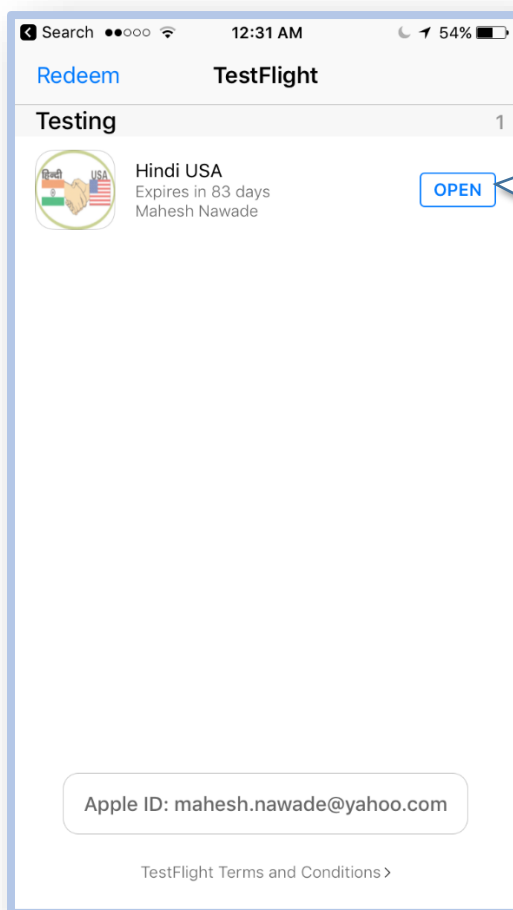
**How to Install the App?**
The first roll out of the app is limited to selected schools.  The S2 students from the selected schools will receive an email invitation to install the app.

The coordinator/coordinators for these Hindi schools will collect name and email addresses of the students who will participate in the launch.  It is preferred that the students use the email address of their parents.

The participating students will receive an email from 'TestFlight' with subject as "Rachitaji Singh has invited you to test 'Hindi USA'".  The parents should check the email in the junk email folder if they don't receive the email in the inbox.

The parent should open this email on the iOS device they would like to install the app.  The email will have a button labelled "View in TestFlight".  Click this button to install the 'TestFlight' app on the iOS device.  Installing this will require access to the apple id account on the device.

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|---|---|---|
| Redeem | **TestFlight** | |
| **Testing** | | 1 |
| [icon] Hindi USA<br>Expires in 83 days<br>Mahesh Nawade | | OPEN |

- First time, this button is labelled as "Install"

- Subsequently the button is labelled as "Open"

- When a new release or update is available for the Hindi app, the button is labelled as "Update"

Apple ID: mahesh.nawade@yahoo.com

TestFlight Terms and Conditions >

Once the TestFlight is installed, you will see an option to install Hindi-USA app from the TestFlight.  Click the install button to install the Hindi USA app.  The screen where you see the install option will appear as below –

The students or parents should contact the assigned volunteer if they have difficulty in installing the app.
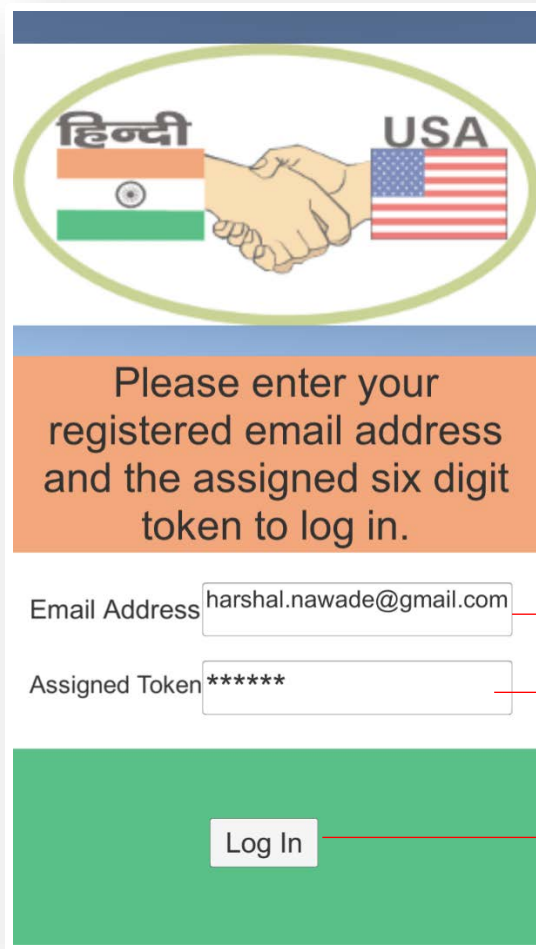
**Digital Tokens**

Each Hindi student invited for the app will be provided with two digital tokens that can activate two iOS devices using a single email address

Each student invited for the app will be provided with two digital tokens to activate the app.  The digital token is like a preassigned password that is six characters long. The app can be activated on two iOS devices using the two supplied tokens.  The school coordinator will supply the digital tokens to the invited students, after collecting their email addresses.  The digital tokens will also be emailed to the students prior to sending the TestFlight email invitation.

**How to Register the App?**

Once the app is installed on the iOS device, it can be launched like any other application. The app will display a registration screen as shown below –

**Email Address**: The student will enter the same email address that received the TestFlight invite for installing the app

**Token**: The student will enter one of the two tokens that were sent in a separate email.

Click the login button to register the email address and the token with the device

The login screen asks for email address and the digital token.

**Email Address**: The student will enter the same email address that received the TestFlight invite for installing the app.

**Token**:  The student will enter one of the two tokens that were sent in a separate email.

After entering the email address and the token, the student will click the register button.  This will register the digital token with the device and will launch the Hindi USA app.

The login is a one-time activity; the app will remember the email and the token on the device and will not ask for this information again.
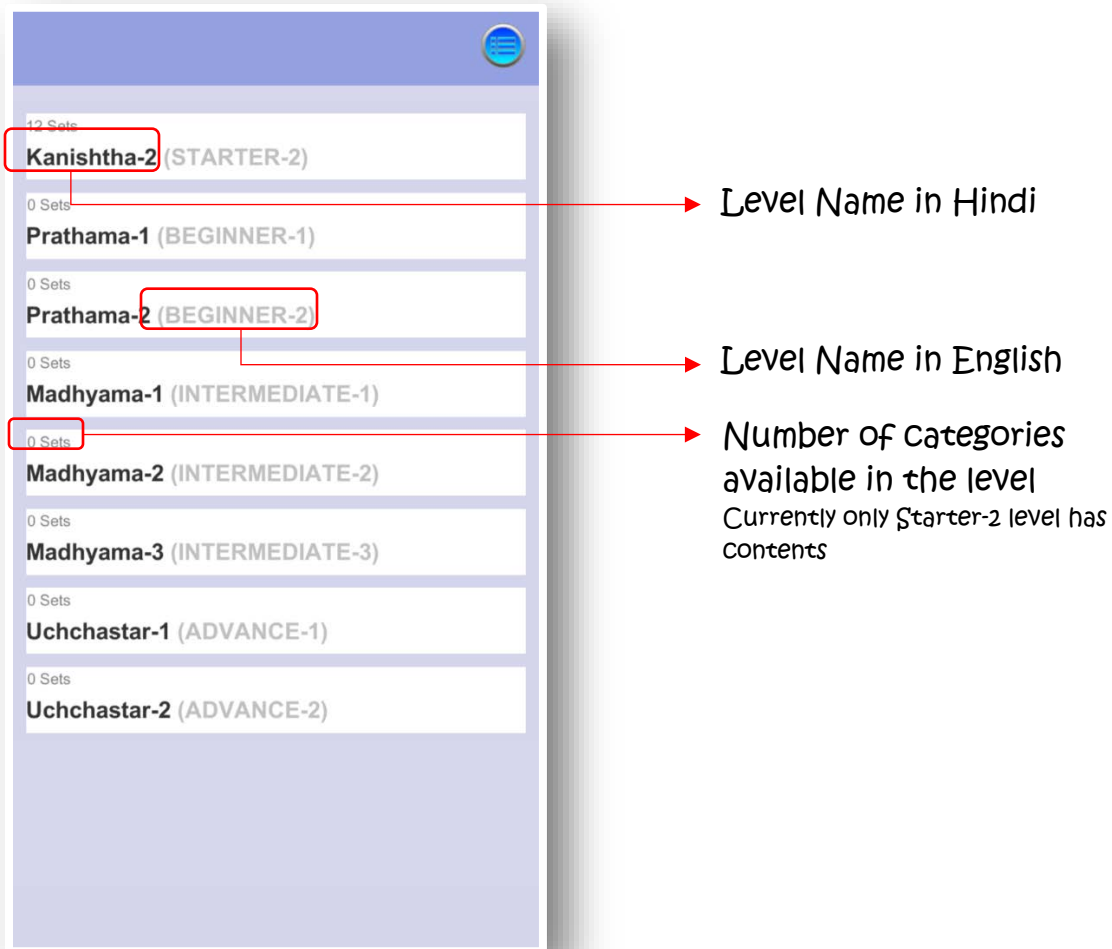
Once a token is registered with a device, it cannot be used on another device to register the app. However the student will have the option to use the second digital token on another iOS device using the same process.

The students or parents should contact the assigned volunteer if they have difficulty in logging in to the app.

The login is a one-time activity; the app will remember the email and the token on the device and will not ask for this information again
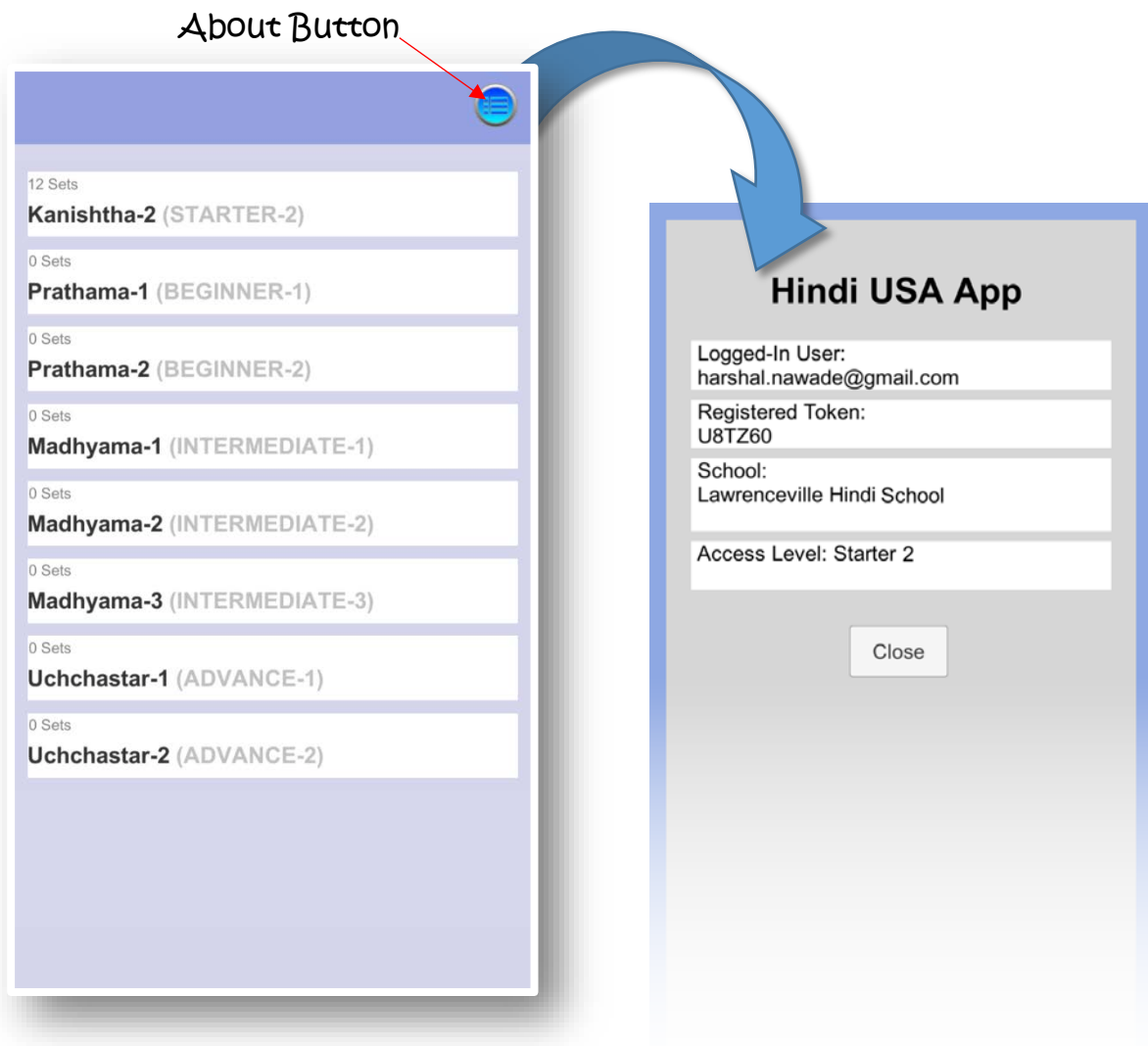
**Select Level**

After successful registration, the app will show the list of levels that can be selected. At this time, only the Starter-2 level will be enabled for the students to use.

Level Name in Hindi

Level Name in English

Number of categories available in the level
Currently only Starter-2 level has contents

**About Button**

The app will display a button on the top-right corner of the screen.  This is the "About" button and can be clicked to see the student's token and email address that was used to register the app on the device.



The "About" button will be available throughout the app and can be accessed from any screen within the app.

**Select Category**

Once the "Starter-2" level is selected, the app will display a list of categories as shown below –
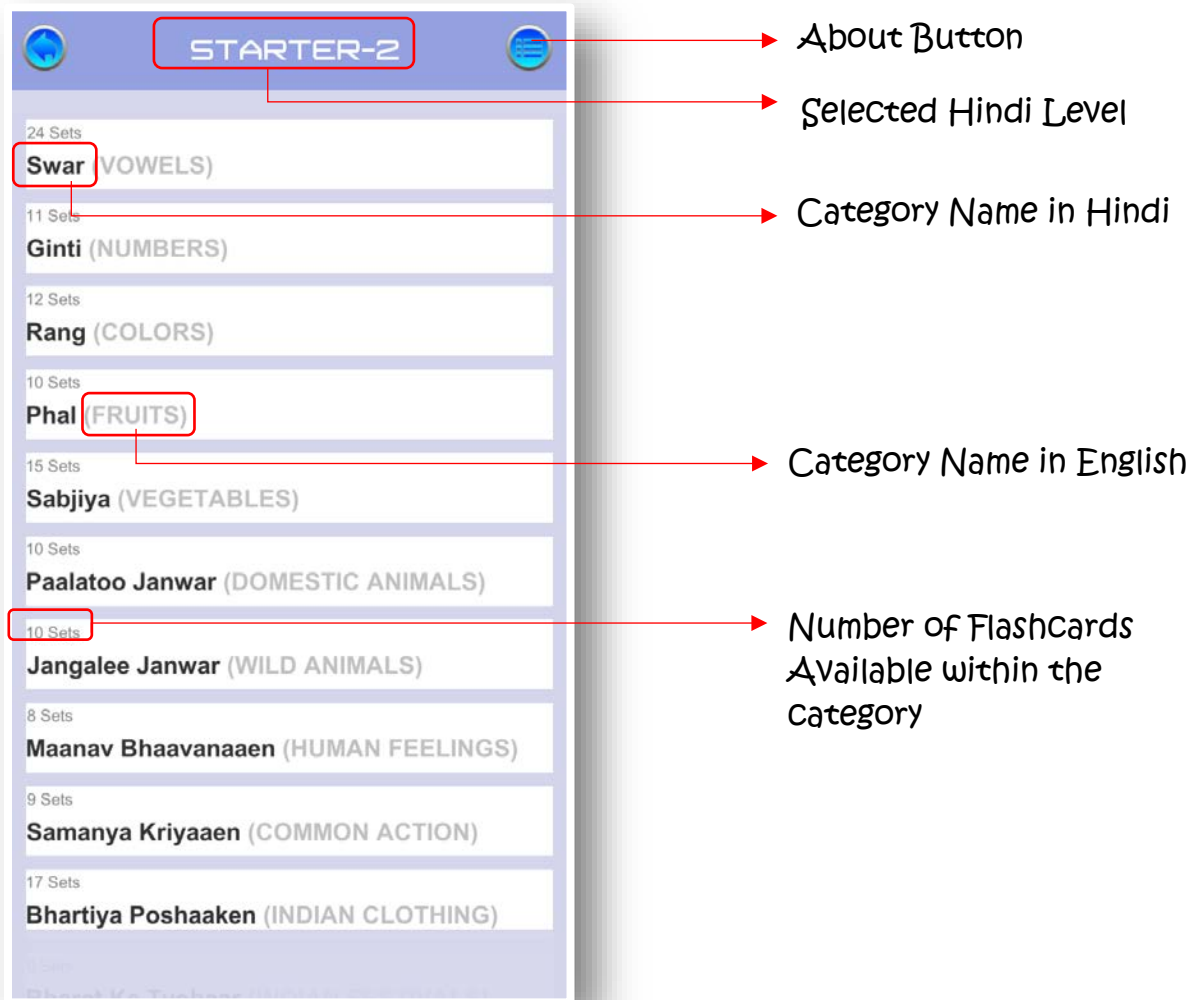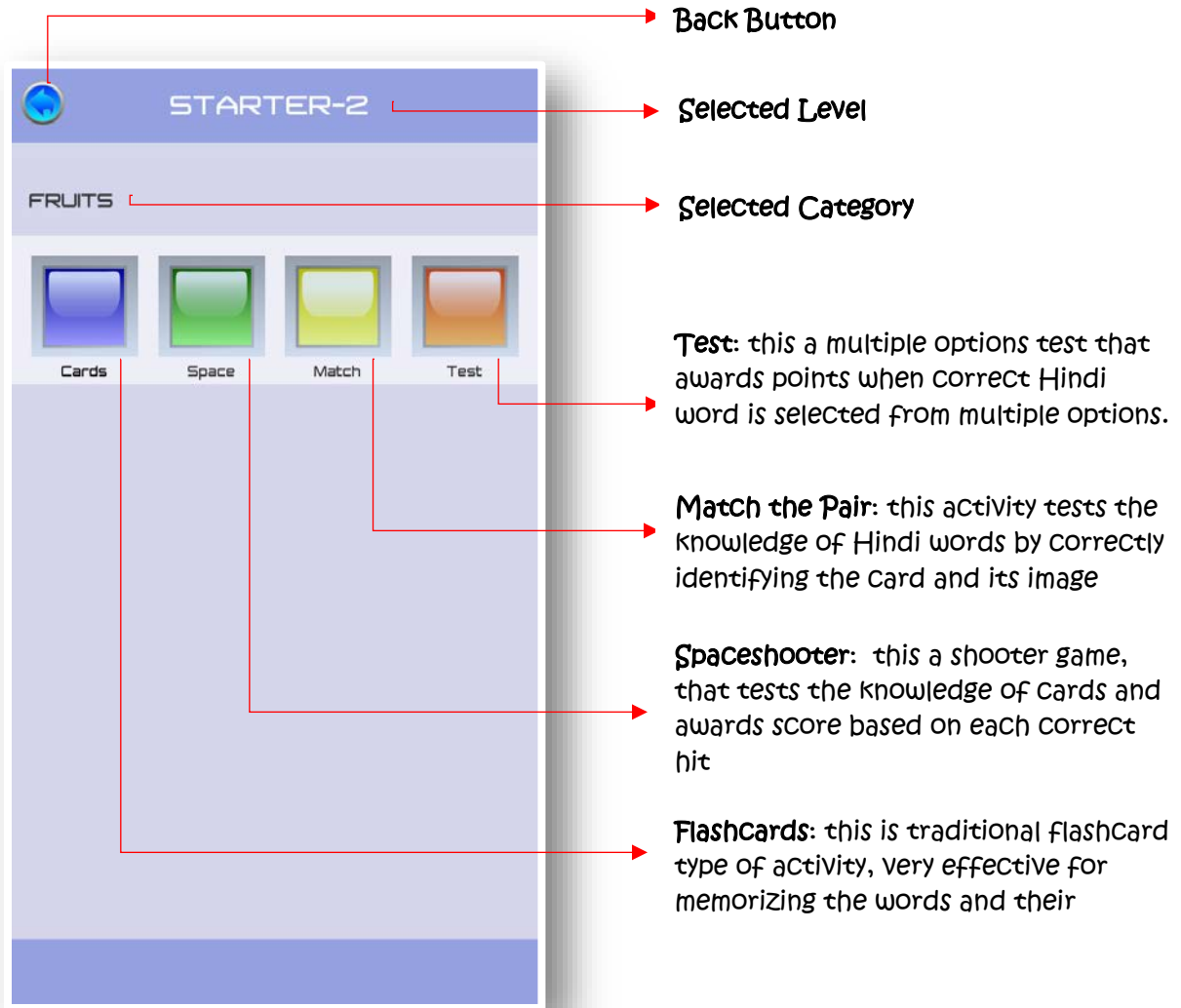


Each category is a collection of a cards that are related.  For example all cards related to fruits are in the "Fruits" category.  Any of the categories can be selected by tapping it. When the category is selected, all the cards within the category become available for playing.

**Select Activity**

The learning experience in Hindi USA app is focused on flashcards.  Each alphabet, vowel or a word is represented by a flashcard. The flashcards can be learned and memorized by playing different types of activities.

The Hindi App supports four different types of activities at the time of this launch.  More games and activities will be added in future as the app is expanded.

Any of the activities can be started by tapping the corresponding icon.  The four activity options are as shown below -

Back Button

Selected Level

Selected Category

**Test**: this a multiple options test that awards points when correct Hindi word is selected from multiple options.

**Match the Pair**: this activity tests the knowledge of Hindi words by correctly identifying the card and its image

**Spaceshooter**:  this a shooter game, that tests the knowledge of cards and awards score based on each correct hit

**Flashcards**: this is traditional flashcard type of activity, very effective for memorizing the words and their

**FlashCards Activity**

The flashcard game is similar to the popular Quizlet app available on smartphones.  However the flashcards within Hindi USA app enhances the experience by associating images with the Hindi words.

When launched the game shows a set of cards available within the category. The cards can be scrolled up or down by touching the cards and dragging them up or down.  Each card can also be flipped to show the back and front side by sliding it in horizontal direction.

The flashcards are rich with information necessary to learn the Hindi words depicted in the cards.  There are five components associated with each flashcard –

- The Hindi word or alphabet in Devanagari script.
- The image or picture identifying the Hindi word or  alphabet
- Phonetic spelling of the Hindi word, to help understand how the word is pronounced in Hindi
- Voice recording of the word with actual pronunciation of the Hindi word
- Equivalent English meaning or English word
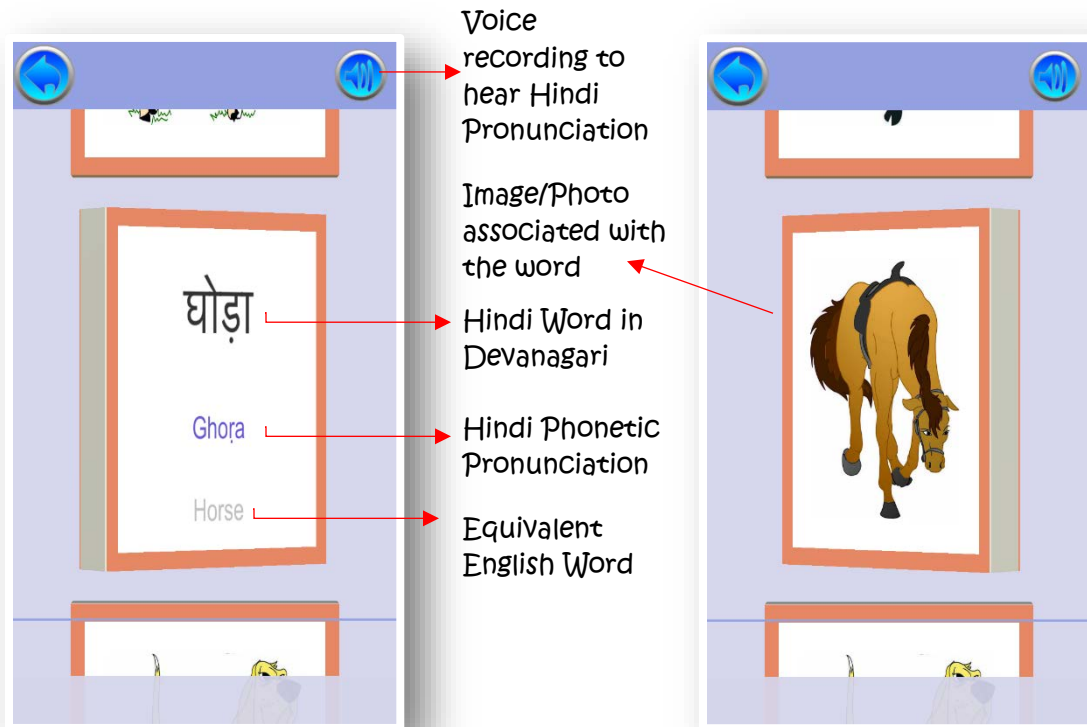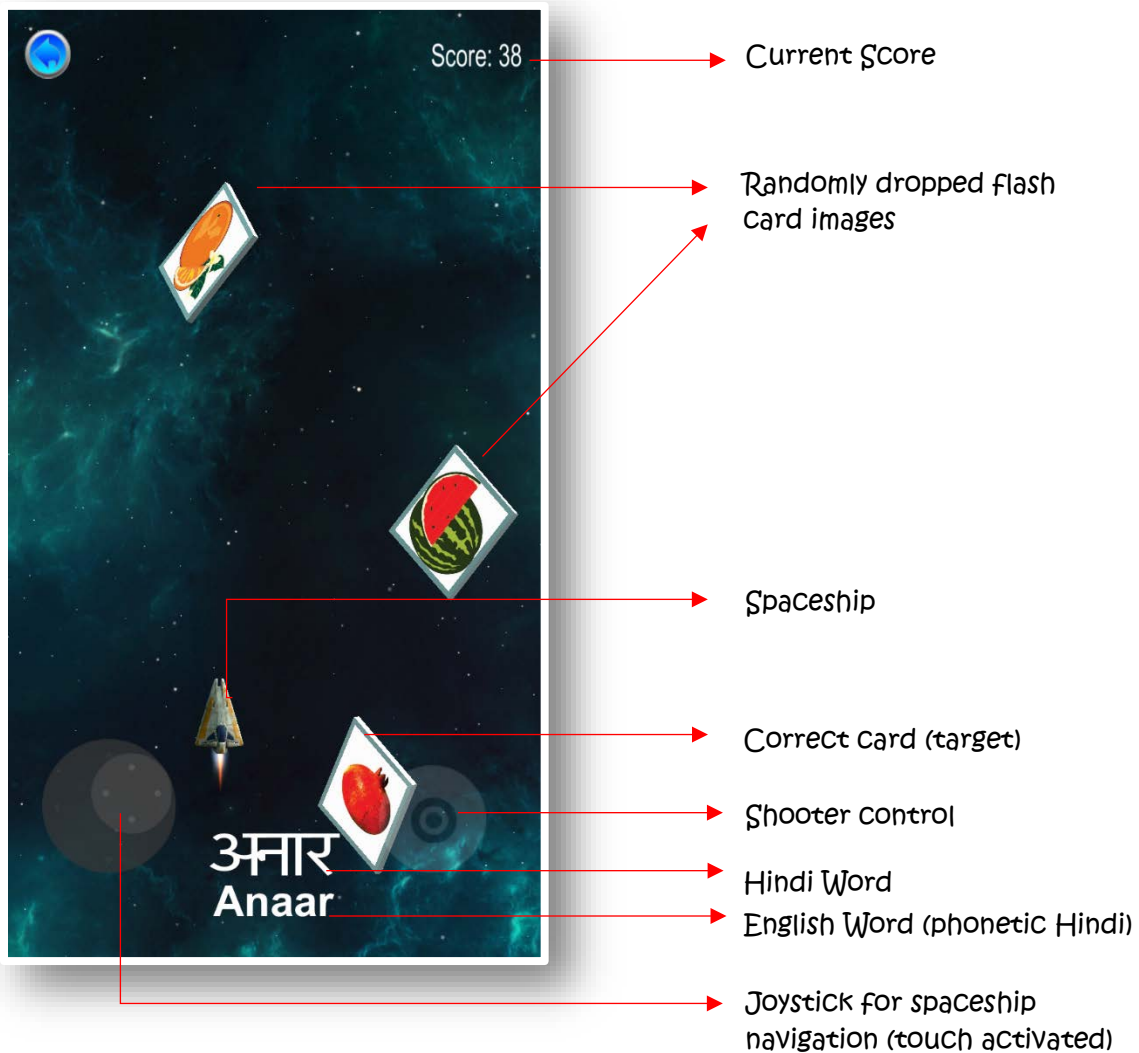


**Spaceshooter Game**

This game is modelled after the classical spaceshooter game where the player controls a spaceship and has to shoot the falling meteoroid.

Instead of falling meteoroids, the game drops flashcards with images of objects.  The name of one of the objects displayed at the bottom of the screen in Hindi and English.  The spaceship has to shoot the image that is associated with the displayed word.

**Spaceshooter Controls**

The game uses joystick control at the bottom left corner of the screen that is activated by touching it.  The joystick can be used to move the spaceship in any of the four directions - up, down, left or right.  At the same a shoot control is displayed at bottom right corner of the screen, when tapped, it shoots a bullet upwards from the center of the spaceship.

Like most other shooter games, this is best operated by using the joystick control with the left thumb and shooter control with the right thumb.



Current Score

Randomly dropped flash card images

Spaceship

Correct card (target)

Shooter control

Hindi Word

English Word (phonetic Hindi)

Joystick for spaceship navigation (touch activated)

**Spaceshooter Scoring**

The player reads the word at the bottom of the screen and looks for the image associated with the word.  When the correct card is noticed, the player aligns the spaceship right below the target card and shoots a bullet by tapping the shooter control.

If the correct card is shot, the player is awarded 10 points and next word from the same category is displayed.

If an incorrect card is shot, one point is reduced from the score and at the same time the English and Hindi name of the shot card is displayed momentarily.

The game ends when the spaceship collides with the target card.

**Match the Pair Activity**

This activity is modelled after the traditional memory games available in many smartphone games as well as card based board games.

A set of 6 cards is displayed, with each card shown back and front.  The front side of the card is image of an object and the back side is the Hindi word along with its phonetic English spelling.

**Identifying Correct Pair**

The player must tap an image and then tap the corresponding word.  If the image and word are correct, they are highlighted with green border and they disappear from the screen. A clapping sound is played.



When correct cards are touched, they are highlighted with a green border



The correctly identified cards are removed from the screen, the objective is to clear the entire screen.

**Clicking Incorrect Pair**

When incorrect cards are clicked, they are highlighted with the red border.  The red border disappears after few moments and the cards remain on the screen. A buzzer error sound is played when an incorrect choice is selected

When the whole board has been cleared and the player has correctly matched all cards, a new set of terms will appear. The game will continuously fill up the board randomly and will not end.

When incorrect cards are touched, they are highlighted with a red border

The incorrect cards are **not** removed from the screen and remain on the screen.

**Test Activity**

Test activity is designed to test the knowledge by answering multiple choice questions. The test activity starts by displaying a picture of a random card and then showing four different words from the same category. The user has to touch the correct word that matches the image.

When the correct word is selected, the player is awarded ten points and next image is shown.

If the player selects incorrect word, 10 points are deducted and next image is shown. The cube in the center rotates to show current score and time taken by the player.
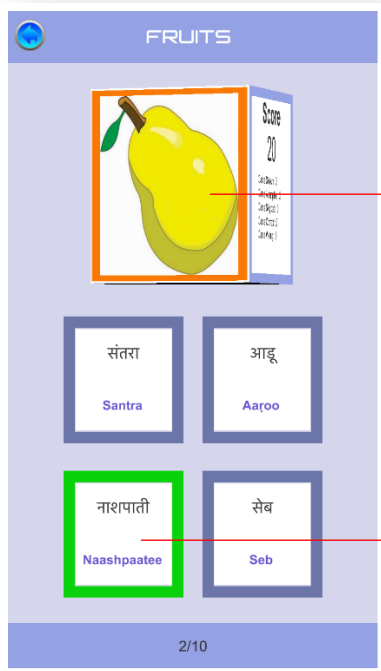
The image displayed on the rotating cube needs to be associated with one of the four words shown below.

When the correct word is selected, it is briefly highlighted by green border and the next card is displayed.



The rotating cube also shows a scorecard, with current score, number of correctly answered questions, and number of wrong answers