Right Call

Third Iteration

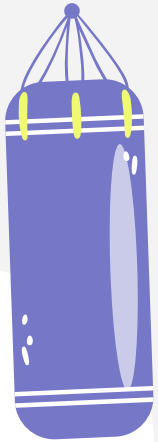
Team Members: Josh, Lyle, Jeremiah, Luke, Bradley

Client Information
RefReps

History

- Founded in 2020, after an idea CEO Kyle Armstrong had in a discussion with IUPUI officials about a referee simulation software.

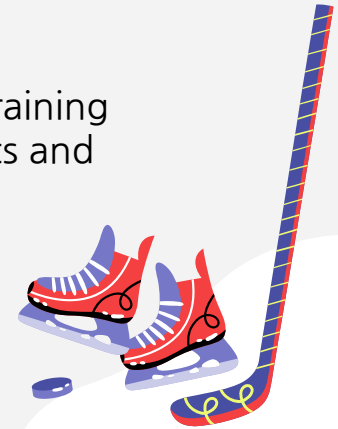
- The hardware to run the original product sold out in 3 days, and again the next week.



Current Products

- Interactive & educational referee training videos for almost a dozen sports such as football, basketball, etc...

- Other Resources for referee training include magazines, infographics and statistical analysis diagrams.



01

Iteration features

What was accomplished and what is planned

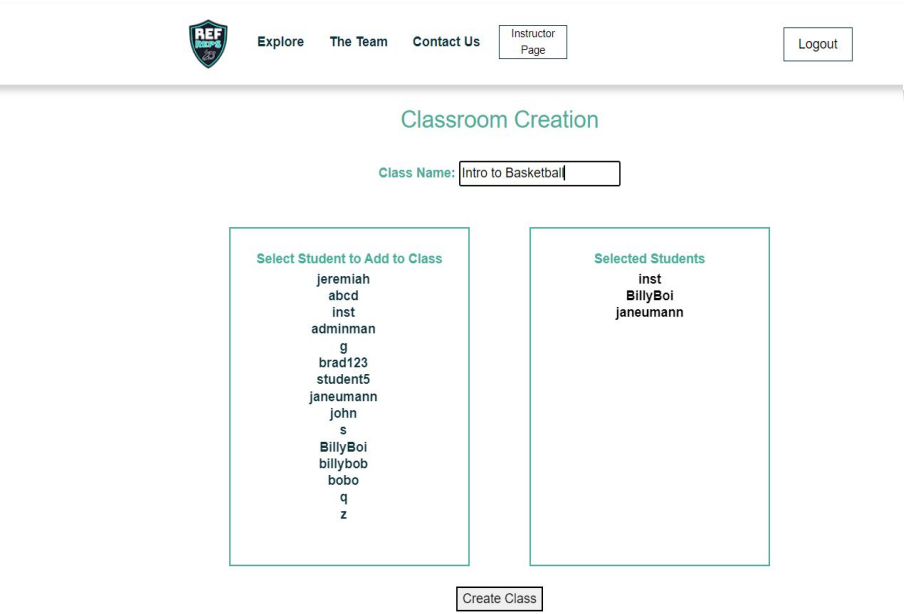
Third Iteration Features

- FR22: An instructor should be able to create a class with students in it and students should be assigned to that instructor.
- FR31: An instructor can add/remove lessons and students to and from each of their classes.
- FR25: A student should see any lessons that they have been assigned.
- FR26: A student can have the option to either use or don't use eye-tracking, and a dot will follow where they are looking on the screen.
- FR5: The user should use their webcam during the lesson for eye-tracking actions
- FR28: The user should be able to calibrate the eye tracker to increase accuracy
- FR27: The admin and instructor can add different types of questions, including asking what section of the screen the foul occurs in, text input, multiple choice
- FR29: A student can answer all types of questions, and should be able to answer an eye tracking question, without a camera on.

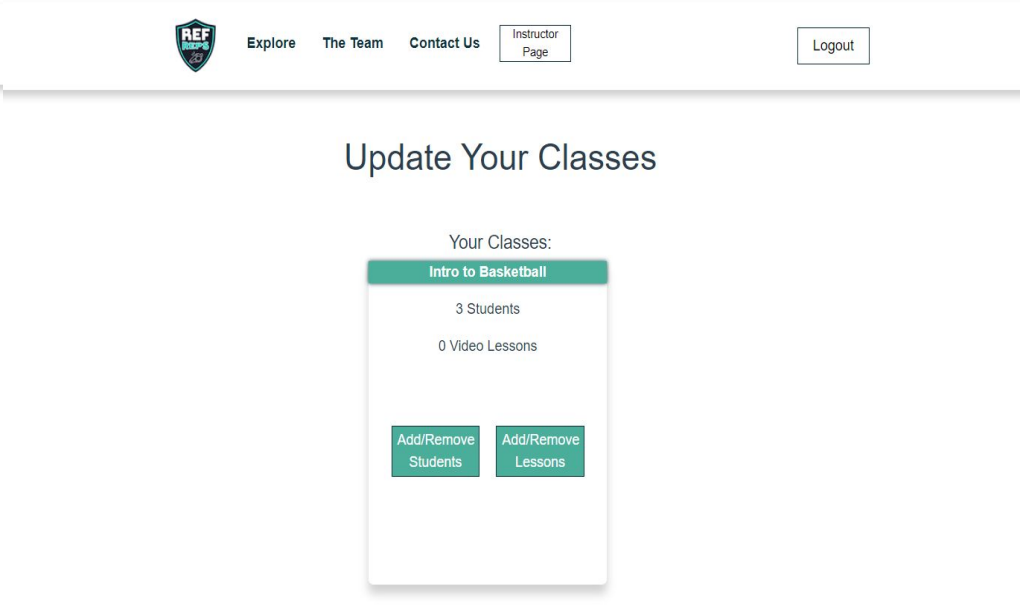
Instructor Can Create a Class

FR22: An instructor should be able to create a class with students in it and students should be assigned to that instructor.

Create Class



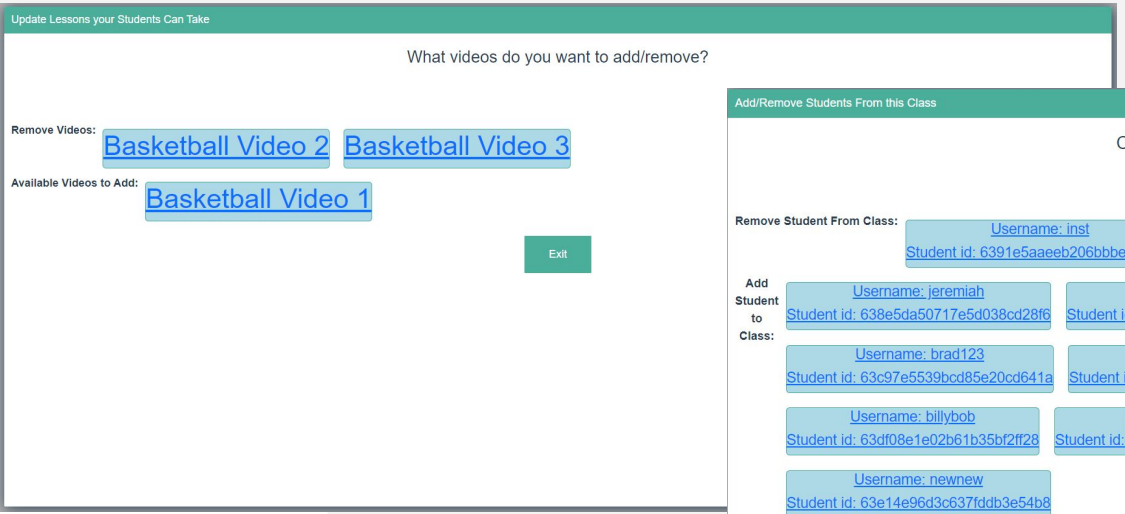
See Created class with number of students instructor added



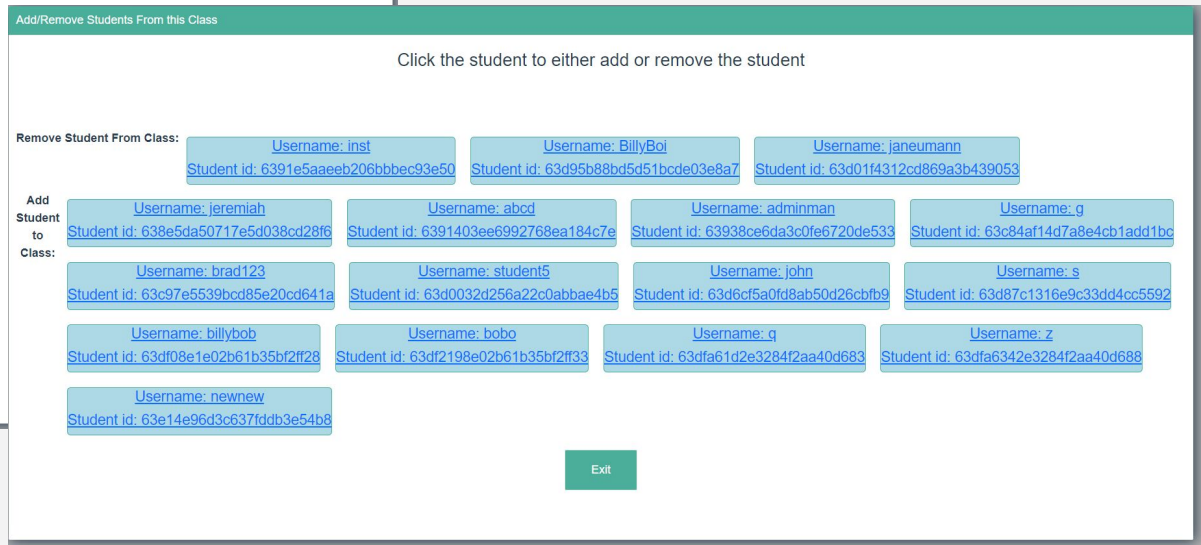
Instructor Can Add Videos And Students to Class

FR31: An instructor can add/remove lessons and students to and from each of their classes.

Add/Remove Videos



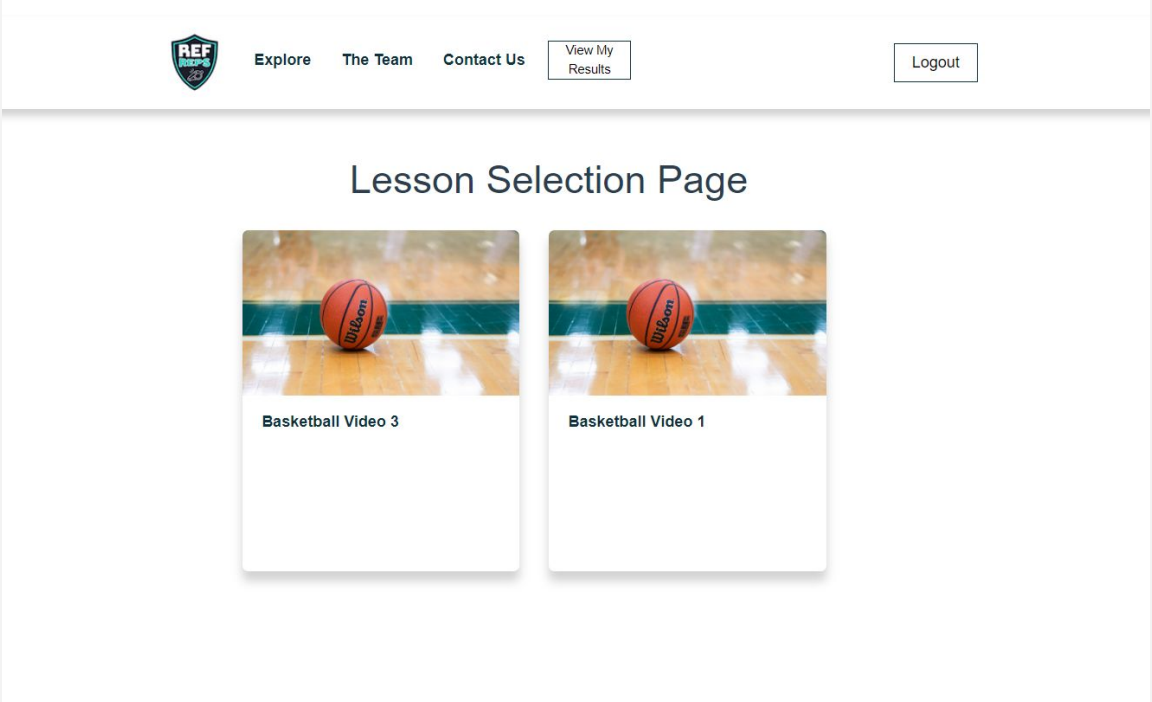
Add/Remove Students



Student Can See Lessons Assigned

- FR25: A student should see any lessons that they have been assigned.

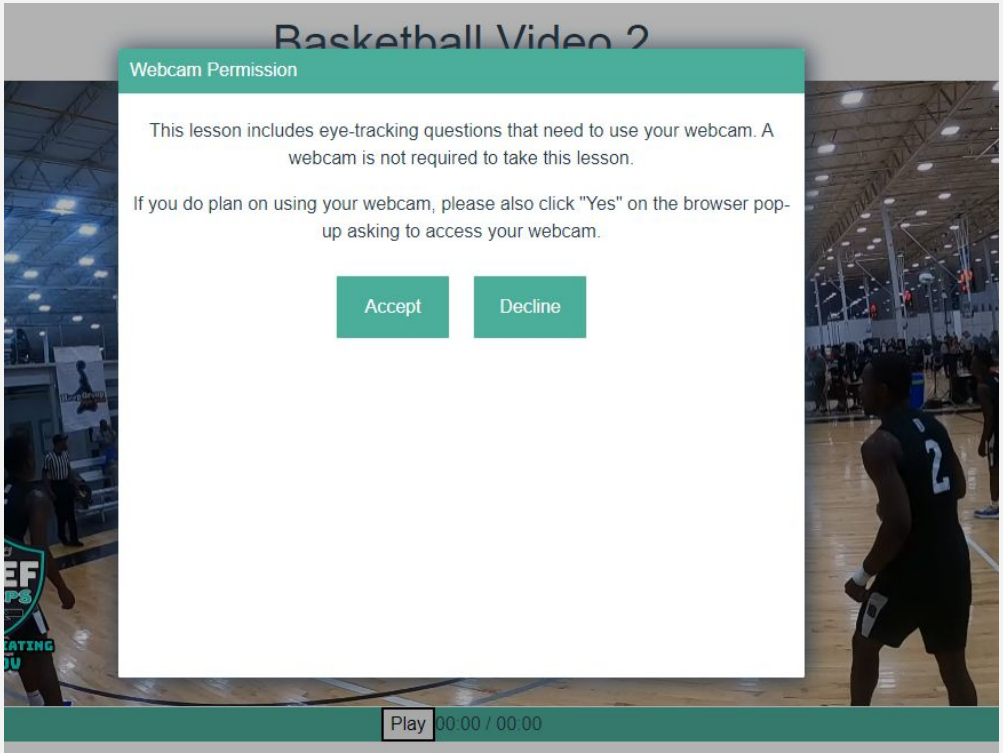
This student has only been assigned two lessons.



Student Can Enable Eye Tracking

FR26: A student can have the option to either use or don't use eye-tracking, and a dot will follow where they are looking on the screen.

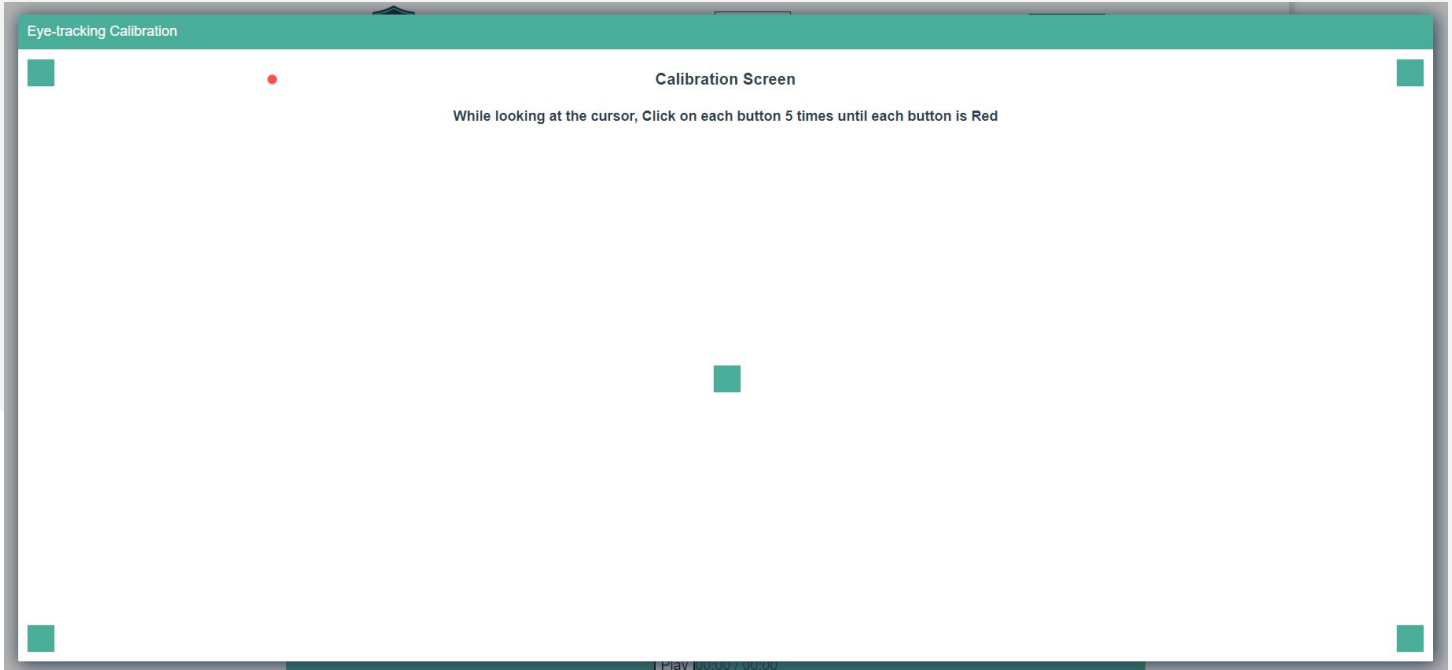
FR5: The user should use their webcam during the lesson for eye-tracking actions



The Students Webcam is on and can Calibrate the eye-tracking

FR28: The user should be able to calibrate the eye tracker to increase accuracy

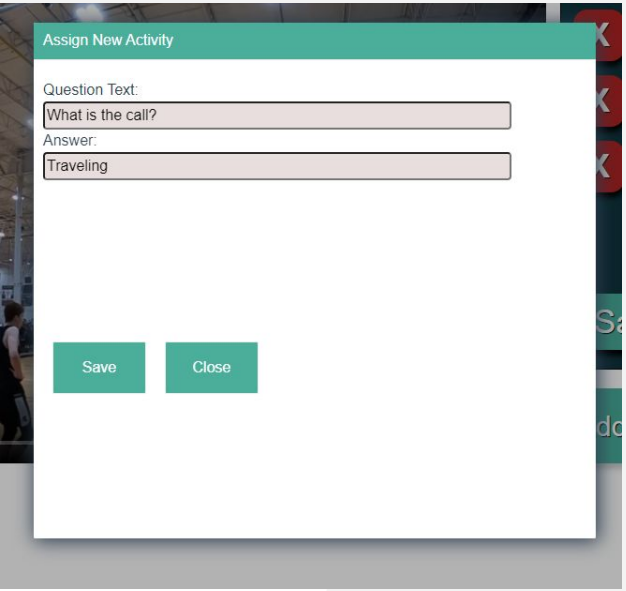
FR5: The user should use their webcam during the lesson for eye-tracking actions



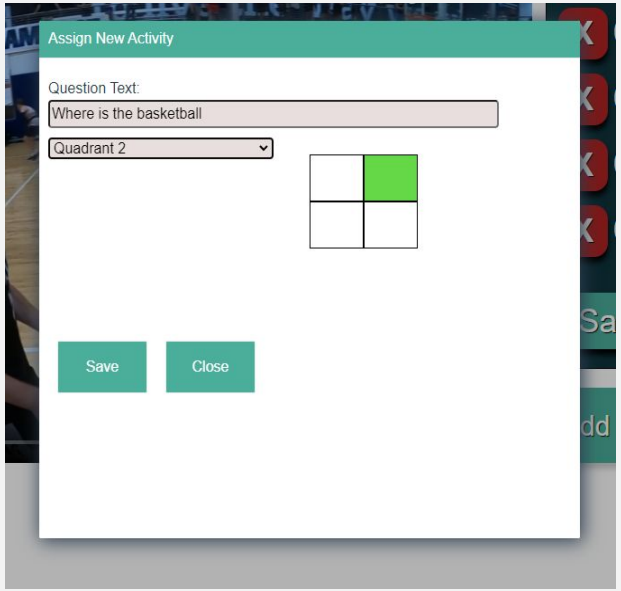
New Question Types

FR27: The admin and instructor can add different types of questions, including asking what section of the screen the foul occurs in, text input, multiple choice

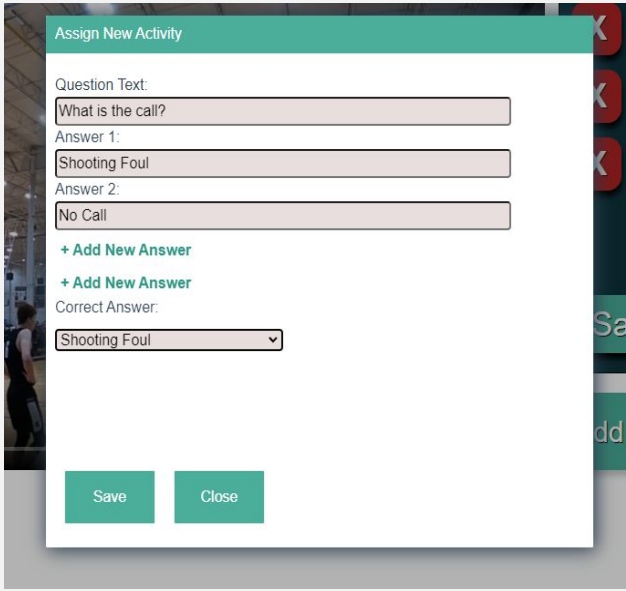
Short Answer



Eye Tracking

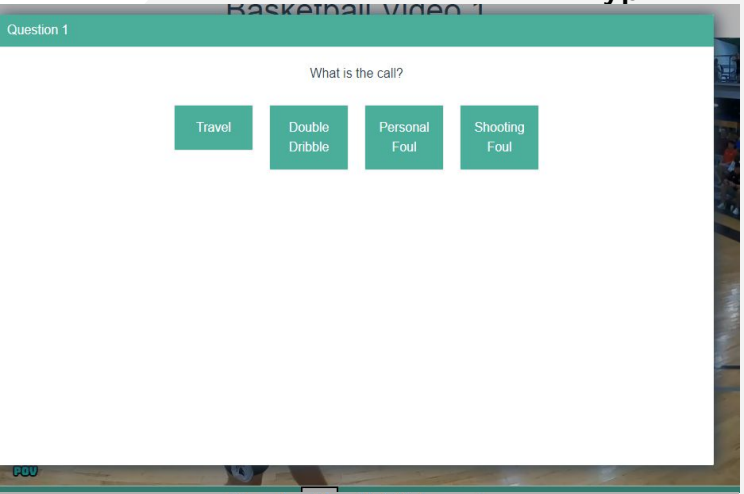


Updated Multiple Choice

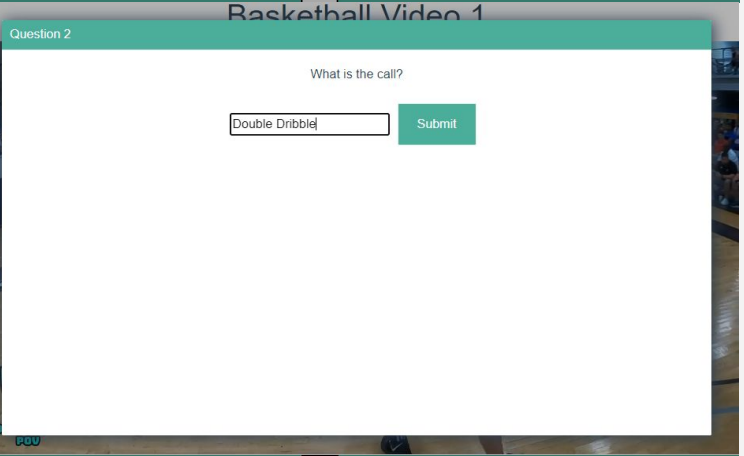


Answering New Question Types

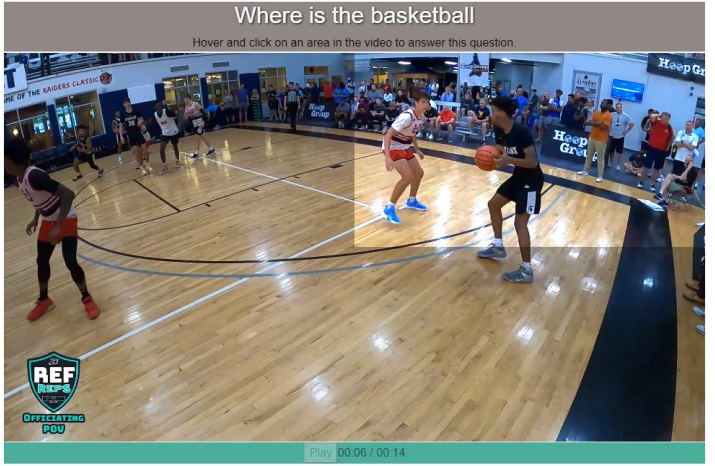
FR29: A student can answer all types of questions, and should be able to answer an eye tracking question, without a camera on.



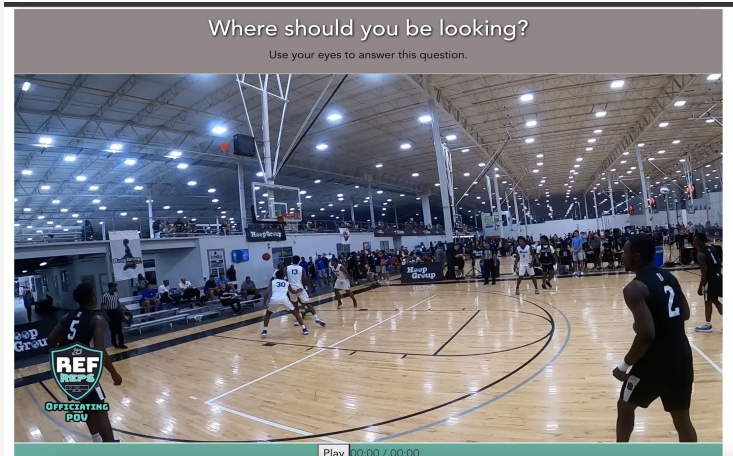
- Multiple-choice



- Short Answer



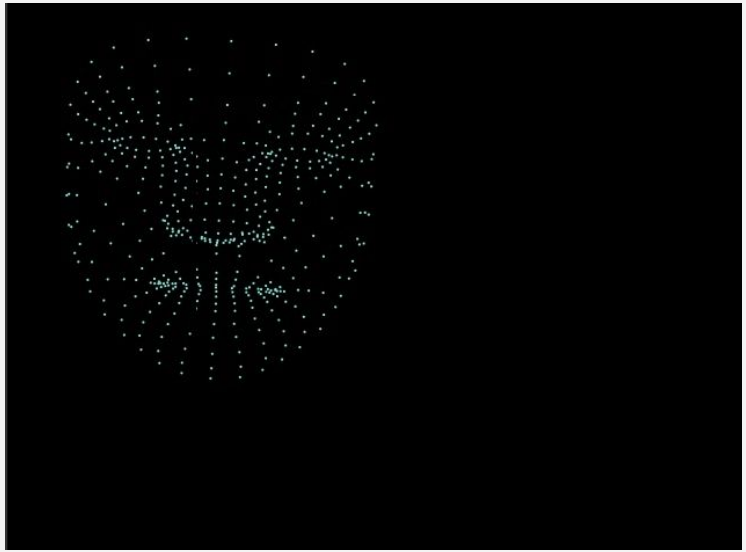
- Eye Tracking (No Webcam)



-Eye Tracking (Webcam)

The Man Inside Luke's Laptop

Luke closed his computer, while WebGazer was running, and when he opened it, Matrix Man appeared



Link to Documentation

https://github.com/UVCity/Right-Call/tree/master/Documentation

02

Feedback

From client and mentor

Mentor Feedback

- “Yall are blowing away expectations”
- Push ourselves to keep producing great work
- Eye tracking is coming along a lot quicker than expected
- Duncan liked our creative implementations of eye tracking questions

Client Feedback

- Thought the website looked good and ran well
- Was very happy with all of the progress towards eye tracking made this iteration
- Really liked how the quadrants were highlighted on no-webcam eye tracking questions
- The eye tracking we implemented was not exactly what he envisioned, but he still liked how we had implemented it. It opened a discussion on other ways we can implement eye tracking activities in the future iterations.

Planned Features for 4th Iteration

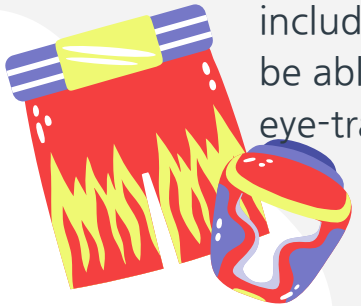
- FR21: An Admin can create a full lesson with many video clips and questions and publish it when ready.
- FR9: A instructor should be able make their own version of a lesson and save it in the database.
- FR30: A student should see their instructors name on each quiz
- FR10: User shall receive immediate feedback based on the result of each timestamp action
- FR32: An instructor or admin will be able to create a Drag-n-drop question, where the question will give a word bank and the image of the timestamp, and the student will move the words to the right location on screen.
- FR23: An instructor should be able to assign their custom lesson to a class.
- FR33: A student should see increased accuracy and calibration in the eye tracking.
- FR24: An instructor should be able to see the results of each of their students.
- FR34: The students time it takes to answer for each question is stored and checked for a different type of feedback.

The project's overall benefit to the client

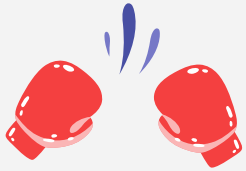
- Our project expands RefReps ability to evaluate students comprehension of rules in a multi step activity. We also test the students point of focus, which is essential for accurate refereeing

How was their process before your project and how it will be after your project right at this iteration if you release the software?

- Before our project, their process was just quizzes with only one question at the end of each video. They had no way of checking if the user is just guessing or if they are actually looking at the right spot of the video.
- So, if we were to release the software at this iteration, their process would now include the ability to ask the user multiple questions during a video, and would now be able to check that the users are learning how to referee the right way through eye-tracking at certain spots in the video.



MANY THANKS!



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