

Right Call

Fifth Iteration



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

01

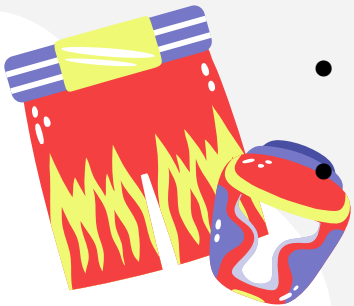
Iteration features

What was accomplished and what is planned



Fifth Iteration Features

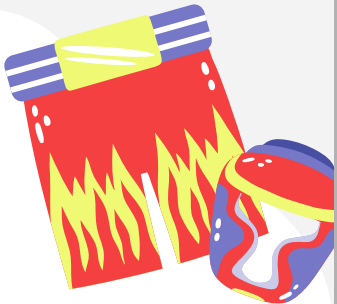
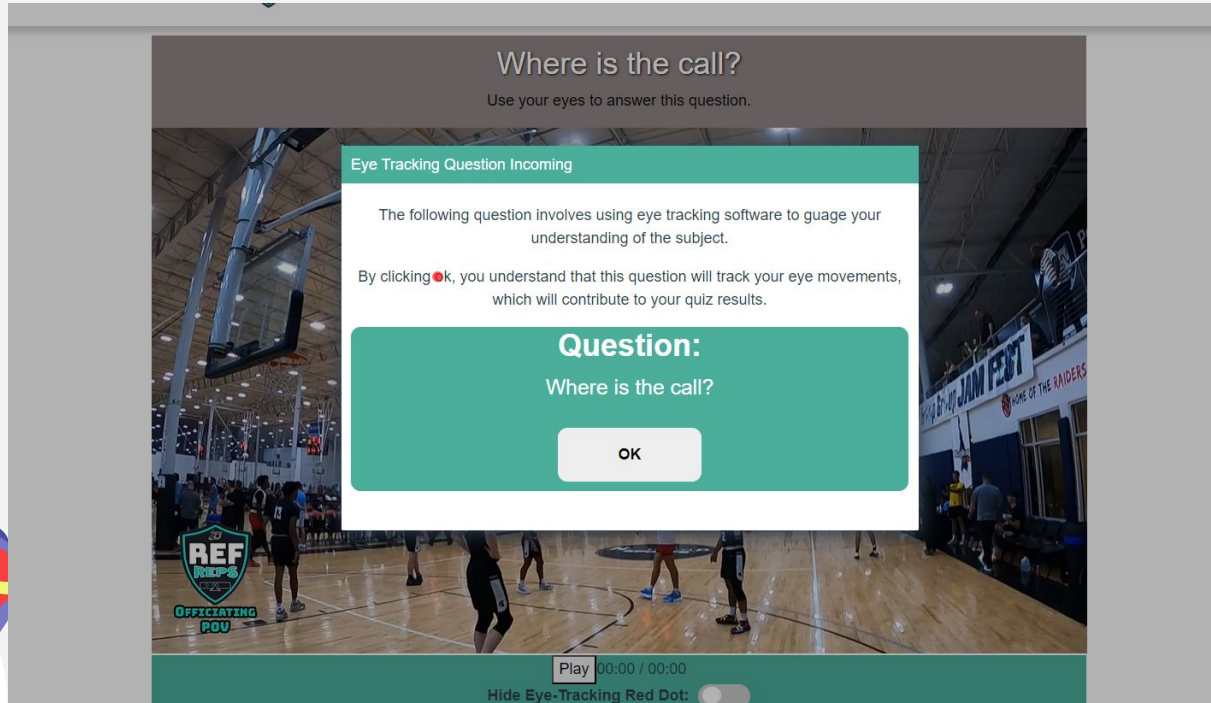
- FR36: The user's eye-tracking question can be split into columns or rows(3rds or 4ths) instead of quadrants.
- FR37: The instructor can add multiple students or lessons to and from a class all at one time, and not individually.
- FR38: The user's best result for each quiz is stored.
- FR39: The instructor can see the time it took for a user to answer a question.
- FR40: The usability of the eye-tracking questions are improved, such as loading states and making sure the user knows its an eye-tracking question before starting the question immediately.
- FR41: The user has the option to view or hide the eye-tracking red dot on the screen.
- FR43: The instructor can see their student's results for each quiz in a lesson.



Eye-tracking Usability Improvements

FR40: The usability of the eye-tracking questions are improved, such as loading states and making sure the user knows its an eye-tracking question before starting the question immediately.

Eye-tracking question warning to let the user know to look at the screen for this question so their eyes are looking at the screen and not at the top for the question.



Hide Eye-Tracking Dot

FR41: The user has the option to view or hide the eye-tracking red dot on the screen.

Toggle at the bottom of the video to hide/display red dot

Basketball Quiz 1



Play 00:03 / 00:14

Hide Eye-Tracking Red Dot: ☒



Student - See Best Results

FR38: The user's best result for each quiz is stored.

Results Page now shows lesson and quiz names, along with user's highest score and number of attempts

[Explore](#)[The Team](#)[Contact Us](#)[View My
Results](#)[Logout](#)

Lesson

Quiz Name

Score

Intro to Refereeing

Basketball Quiz 1

60% (Attempts: 7)

Advanced Refereeing 333

First Quiz

50% (Attempts: 1)

Advanced Refereeing 333


Second Quiz

66.67% (Attempts: 1)

Instructor - See Class Results

FR43: The instructor can see their student's results for each quiz in a lesson.

Instructors select a class and see their lessons in the class

 [Explore](#) [The Team](#) [Contact Us](#) [Instructor Page](#) [Logout](#)

Class Results


Select a Class

Intro Class	Students: 0 Lessons: 3	>
NewClass	Students: 3 Lessons: 3	<

Select a Lesson

Advanced Refereeing 77 This is the advanced lesson for referee trainees.
New lesson 5 This is a new lesson for students.
Intro to Refereeing This is the introductory Course.

Instructor selects a lesson and sees their students.
Then, selects a student and sees the student's results for that lesson.

 [Explore](#) [The Team](#) [Contact Us](#) [Instructor Page](#) [Logout](#)

Student Results

Select a Student to View

Student Name:	jeremiah	<
Student Name:	jeremiah22	>
Student Name:	pikachu	>

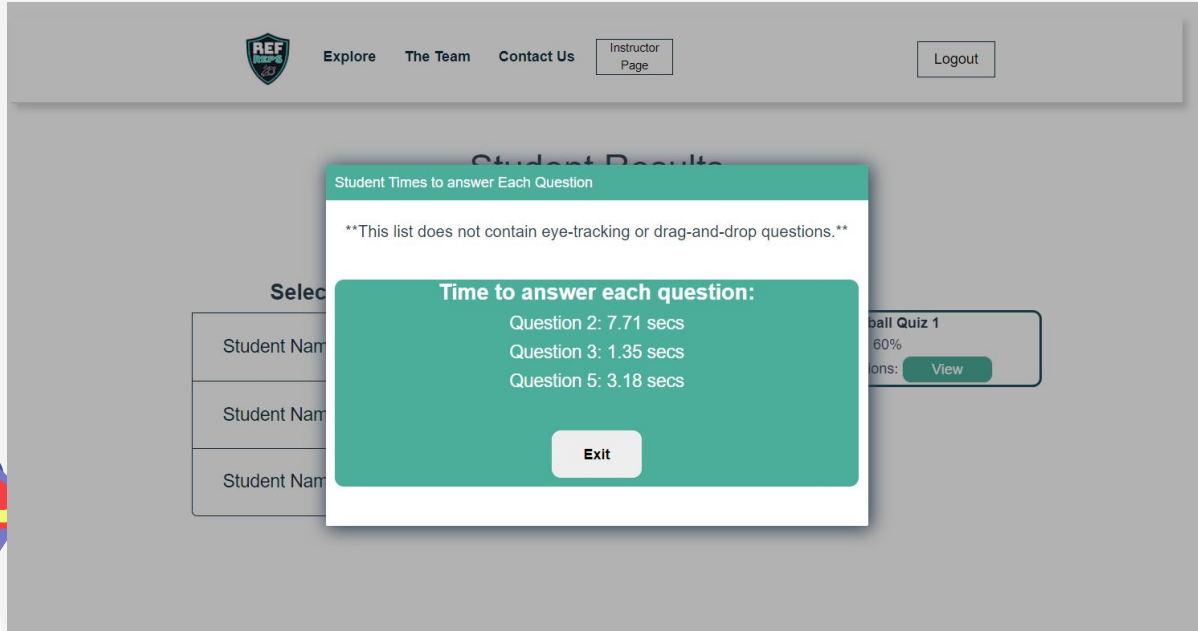
Quiz Name: Basketball Quiz 1
Highest Score: 60%
Time Taken to Answer Questions: [View](#)



Instructor- See Student's Times

FR39: The instructor can see the time it took for a user to answer a question.

Instructor sees the time it took to answer non-eyetracking questions



The screenshot shows the REF 2020 Instructor Page. The top navigation bar includes the REF 2020 logo, links for Explore, The Team, Contact Us, and an Instructor Page button, along with a Logout button. A modal titled "Student Times to answer Each Question" is displayed in the center. It contains a disclaimer: "**This list does not contain eye-tracking or drag-and-drop questions.**". Below this, a green box lists the time to answer for specific questions: Question 2: 7.71 secs, Question 3: 1.35 secs, and Question 5: 3.18 secs. An Exit button is at the bottom of the modal. In the background, a table with student names and a "ball Quiz 1" section with a 60% score and a View button are partially visible.

Student Name
Student Name
Student Name
Student Name

ball Quiz 1
60%
ons: View

Activity Hover Descriptions

Edit Lesson Name: Advanced Refereeing 3

Update Name



00:00 / 00:14

Timestamp

Question Type:

Eye Tracking

Question Text:

Where is the call?

Answers:



00



00:06



Save

New Quadrant Layout Option

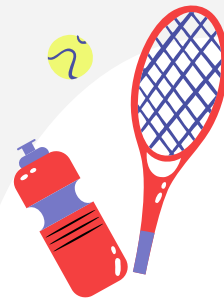
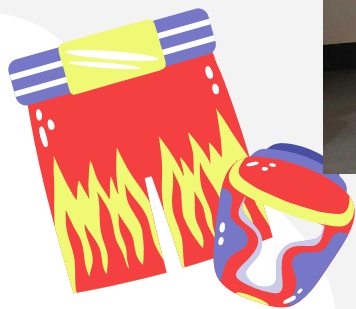
FR36: The user's eye-tracking question can be split into columns or rows(3rds or 4ths) instead of quadrants.

Instructor creating a vertical quadrants eye-tracking question

The screenshot shows a software interface for creating an eye-tracking question. At the top, there is a header bar with 'Edit Lesson Name: New Lesson 3500' and an 'Update Name' button. Below this, a modal window titled 'Assign New Activity' is open. Inside the modal, there is a 'Question Text:' input field. Below the input field, there are two dropdown menus: 'Quadrant 1' and 'Vertical Quadrants'. To the right of these dropdowns is a visual representation of the question layout, showing a green bar and three white bars. At the bottom of the modal are 'Save' and 'Close' buttons. The background of the interface shows a basketball game in progress, with a 'REF' logo and 'OFFICIATING POU' text. On the right side of the interface, there is a sidebar with two rows of icons: the first row has a red 'X' icon, a timer '00:07', a person icon, and a document icon; the second row has a red 'X' icon, a timer '00:13', a question mark icon, and a document icon. At the bottom right of the sidebar is a 'Save' button. A video player at the bottom shows a timestamp of '00:13 / 00:14' and a 'Timestamp' button.



Something interesting



Link to Documentation

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



02

Feedback

From client and mentor



Mentor Feedback

- Duncan used our application again, and he said it runs it really good.
- He said we improved all of our styling changes he recommended, and that he doesn't see any more styling issues.
- He said all of our new changes look fantastic, and we have built a very good website.
- He is proud of us as a group, and he said we had great communication and teamwork throughout the whole project.



Client Feedback



- They loved our new features, and especially liked the vertical column eye-tracking questions, the hide red-dot feature, and the instructor being able to see question times.
- They said we have done great and that we have went above and beyond their expectations.
- They said our styling looks good and improved from last meeting, and that they look forward to us handing off the code and them implementing our features.
- They used our application, and said they actually like how smooth the eye-tracking is.

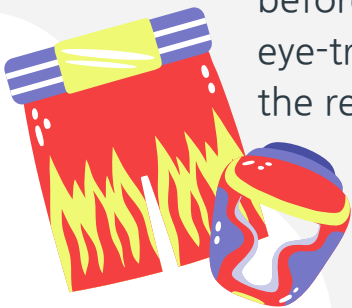


The project's overall benefit to the client

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

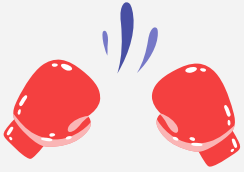
Before this iteration, RefReps had no way of seeing how quickly users are able to respond to a call and answer a question. Now they can, which can be very useful to compare to real referee reaction times.

Also, now after this iteration, the eye-tracking questions would be more dynamic and more efficient. One reason would be due to the different types of eye-tracking the instructors can now use. Also, the user will see the question before-hand so that they are ready and not looking at the question while the eye-tracking is occurring. Another improvement would be that the user can hide the red dot if it is too distracting at any point in the video.





MANY THANKS!



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