

Right Call

Fourth Iteration



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

01

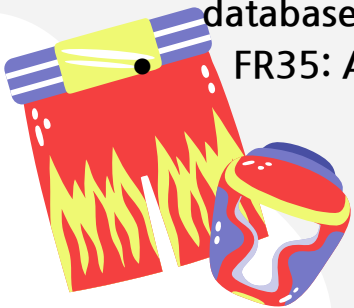
Iteration features

What was accomplished and what is planned




Fourth Iteration Features

- FR21: An Admin can create a full lesson with many video clips and questions and publish it when ready.
- FR10: User shall receive immediate feedback based on the result of each timestamp action
- FR33: A student should see increased accuracy and calibration in the eye tracking.
- FR30: A student should see their instructors name on each lesson
- FR23: An instructor should be able to assign their custom lesson to a class.
- 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.
- FR9: A instructor should be able make their own version of a lesson and save it in the database.
- FR35: An Admin can delete a whole lesson, or a specific video in the lesson.



Admin can Upload a Lesson

FR21: An Admin can create a full lesson with many video clips and questions and publish it when ready.

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Name of Lesson:

Description of Lesson:

This is a test.

Upload Video Files To Lesson:

Choose Files 2 files

Edit Official Name of Video:

Edit Official Name of Video:

Upload Lesson

Admin can Delete a Lesson or a Video in the Lesson

FR35: An Admin can delete a whole lesson, or a specific video in the lesson.

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Select Lesson to Delete:

Intro to Refereeing

[Delete the Entire Lesson](#)

[Delete Video in Lesson](#)

Advanced Refereeing

[Delete the Entire Lesson](#)

[Delete Video in Lesson](#)

Instructor can Create a Custom Lesson

FR9: A instructor should be able make their own version of a lesson and save it in the database.

Creating a Custom Lesson

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Select Admin Lesson to Customize

Intro to Refereeing

Advanced Refereeing

Editing the New Custom Lesson

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Edit Lesson Name:

[Update Name](#)

Select Quiz to Add Questions to:



First Quiz

Timestamps: []



Second Quiz

Timestamps: [4.957681, 6.050824]



Third Quiz

Timestamps: [1.880116, 11.227185]

Instructor can Add Their Lessons to a Class

FR23: An instructor should be able to assign their custom lesson to a class.

Option to add custom lessons to class



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Page](#)

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Adding/Removing Lessons to Class

Update Your Classes

Your Classes:

Intro Course

2 Students

0 Video Lessons

Add/Remove
Students

Add/Remove
Lessons

Update Lessons your Students Can Take

What lessons do you want to add/remove?

Remove Lessons:

Available Lessons to Add:

Advanced
Refereeing


Exit

Drag and Drop

FR32: An instructor or admin will be able to create Drag and Drop questions

Creating a Drag and Drop Question

Assign New Activity



Question Text:
Name these parts of the court

1

Text Input Numbers

Reset Inputs Reset Numbers

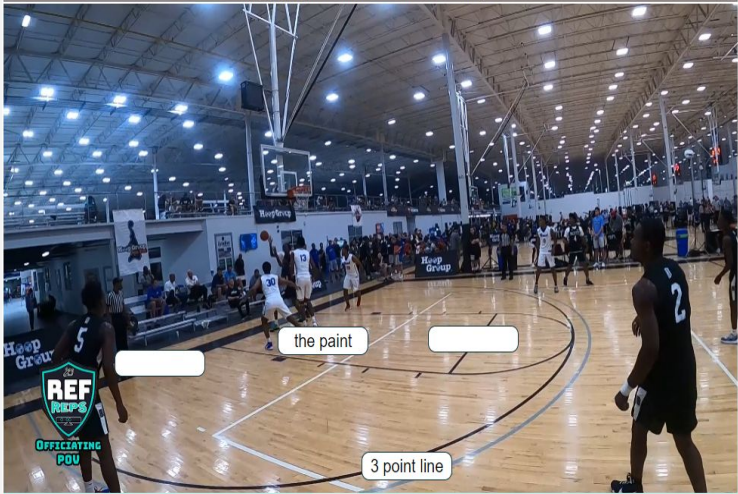
Save Close

REF
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Drag and Drop questions during a quiz

Name these parts of the court

Drag and drop the answers into their correct spots.



the paint

3 point line

Word Bank

free throw line

baseline

Reset

Submit

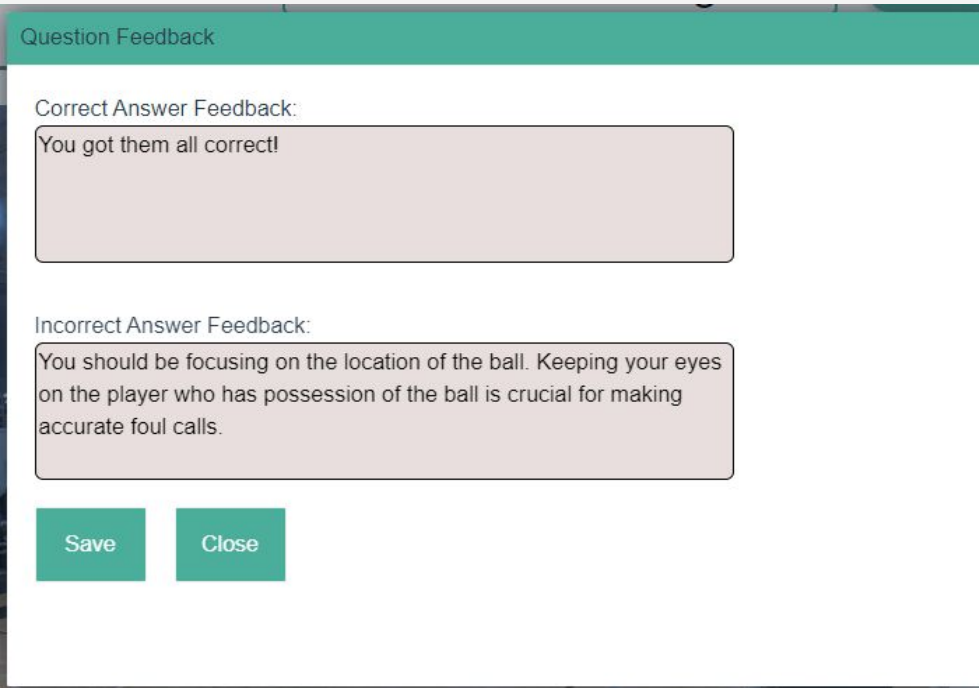
Pause 00:00 / 00:14

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Question Feedback

FR10: User shall receive immediate feedback based on the result of each timestamp action.

Creating Feedback



A screenshot of a web form titled "Question Feedback". The form has a teal header bar with the title. Below the header, there are two sections for feedback. The first section is labeled "Correct Answer Feedback:" and contains a text box with the text "You got them all correct!". The second section is labeled "Incorrect Answer Feedback:" and contains a text box with the text "You should be focusing on the location of the ball. Keeping your eyes on the player who has possession of the ball is crucial for making accurate foul calls.". At the bottom of the form, there are two teal buttons: "Save" and "Close".

Question Feedback

Correct Answer Feedback:

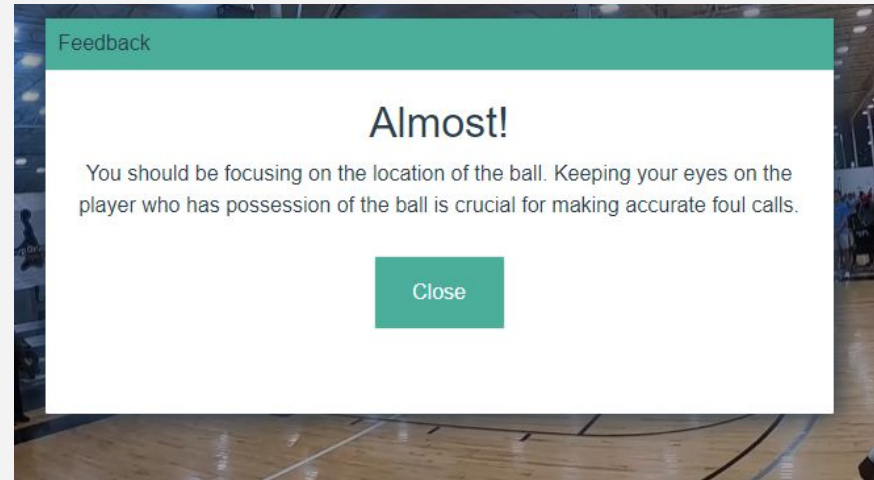
You got them all correct!

Incorrect Answer Feedback:

You should be focusing on the location of the ball. Keeping your eyes on the player who has possession of the ball is crucial for making accurate foul calls.

Save Close

Feedback during quiz



A screenshot of a "Feedback" dialog box. The dialog has a teal header bar with the title "Feedback". The main content area is white and contains the text "Almost!" in a large, bold font. Below this, there is a paragraph of text: "You should be focusing on the location of the ball. Keeping your eyes on the player who has possession of the ball is crucial for making accurate foul calls.". At the bottom center of the dialog, there is a teal button labeled "Close". The background of the dialog is a blurred image of a basketball court.

Feedback

Almost!

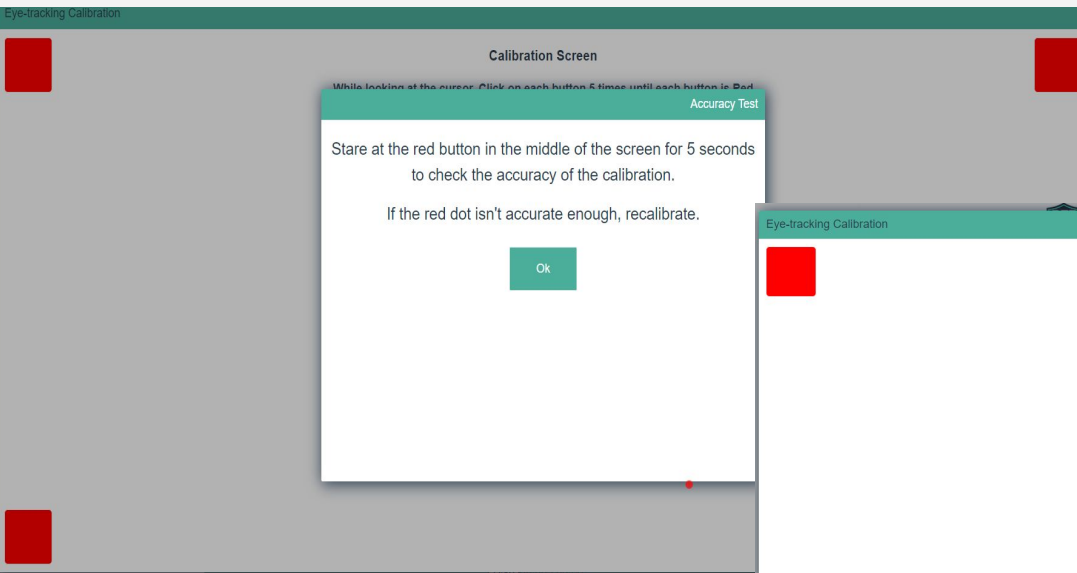
You should be focusing on the location of the ball. Keeping your eyes on the player who has possession of the ball is crucial for making accurate foul calls.

Close

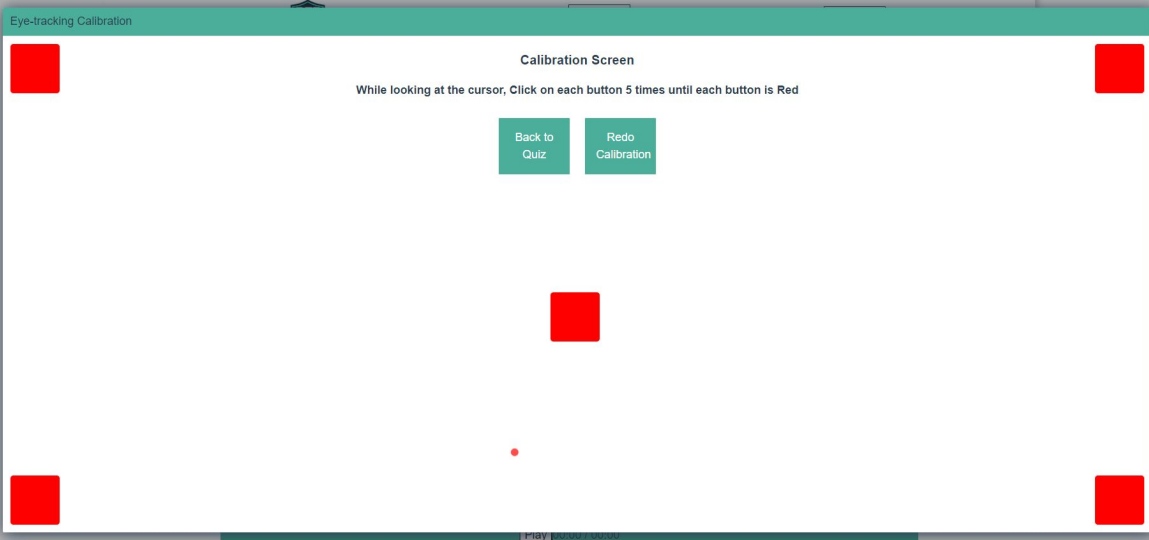
Increased Eye-tracking Calibration

FR33: A student should see increased accuracy and calibration in the eye tracking.

Instructs the user to stare at the red square in the middle of the screen for 5 seconds to test calibration




Option to redo calibration if it's inaccurate




User Sees Instructor Name on Lesson

FR30: A student should see their instructors name on each lesson

Student sees instructor names

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Lesson Selection Page



Lesson #1

Instructor: jeremiah3


Content: 3 quizzes



Lesson #2

Instructor: jeremiah3


Content: 2 quizzes



Advanced Refereeing

Instructor: jeremiah3

Content: 1 quizzes



New Advanced Course

Instructor: jeremiah3

Content: 3 quizzes

Something interesting

When you show a demo of your application in front of a live audience



```
Compiling RHP Plugin
1. Generating source for RHP plugin...
   Creating project directory:
     C:\Users\dan\AppData\Local\Temp\0ee4d2-9079-4230-a6cb-6707e964881f\
   Writing source code files:
The compiler generated the following errors:
{
  Exception:ArgumentNullException
  Message:Value cannot be null.
  Parameter name: stream
}
Press any key to continue
```



Link to Documentation

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



02

Feedback

From client and mentor



Mentor Feedback

- He used our application, and he said it runs a lot smoother than expected.
- Our UI looks really good, and he really likes the new drag and drop question.
- We can improve the styling with a few small changes.



Client Feedback

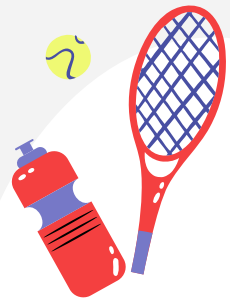
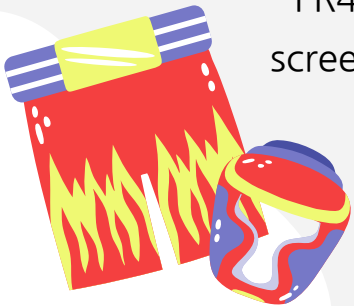


- RefReps Founder Kyle, joined our meeting after hearing good things from Brad(our client)
- Everything looks great! He really likes the word bank on drag-and-drop questions. And likes the new lesson features.
- He said our styling looks really good now!
- He gave a few tips to improve the smoothness of the website we could do:
 - We could include the ability to add/remove multiple students and videos to a lesson at the same time instead of one at a time.
 - After creating a custom lesson, he says we should send the user straight to the update lesson page instead of back to Instructor Page.
- He also said we should focus on the usability of the eye-tracking, such as making sure the user is ready and not distracted.



Planned Features for 5th Iteration

- 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.
- FR42: When an Instructor is adding timestamps, Icons are used to indicate question types. Question text is also easily viewable.

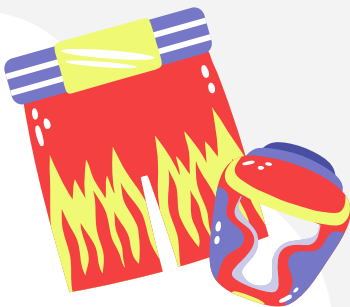


The project's overall benefit to the client

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

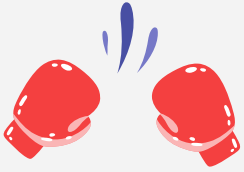
Right now, RefReps has global lessons that instructors can use, but if we were to release our software at this iteration, they would now have the ability for instructors across the country to create and edit their own versions of a lesson. They said that having different instructors being able to create different variations of the same admin lesson is huge and would be very useful.

Also, right now, RefReps doesn't have dynamic question types like the drag-and-drop questions, and they said this is very useful to them because they can expand their types of quizzes and ways their referees are being trained.





MANY THANKS!



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