~BlaBlaSpell Checker and Corrector for English~

Criteria	TA/Grader	Instructor
Presentation		
Overall		

G2H

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UI-Design Report
### (version 2.0)
4 Nisan 2021

1.   Introduction

BlaBlaSpellChecker is a desktop application created for college students who suffer from dealing with spelling errors after devastating preparation of their assignments.
Our application provides opportunities to perform several operations that save the spell-checking process from being a difficult and boring job for the users. Thanks to its non-complicated user interface, users can easily correct their spelling errors and keep their spelling knowledge fresh. The users may also choose to play in the practice mode, trying to spell the words that are commonly misspelled.

2.   Details
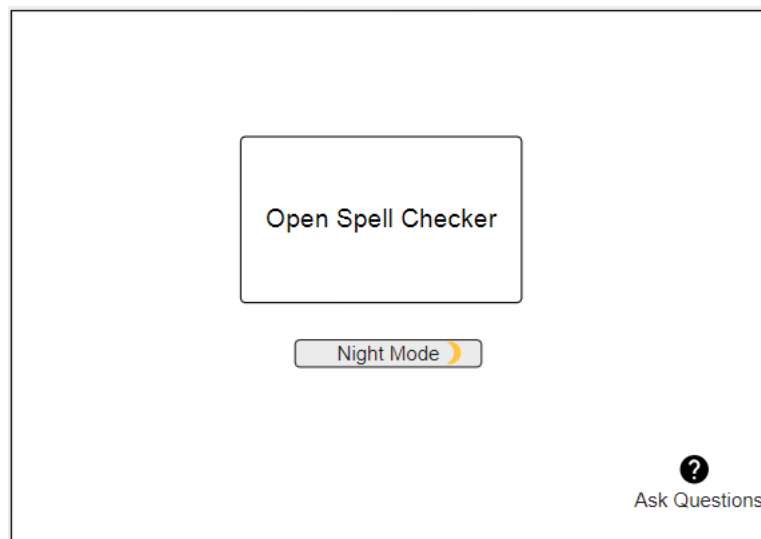
2.1 Storybard
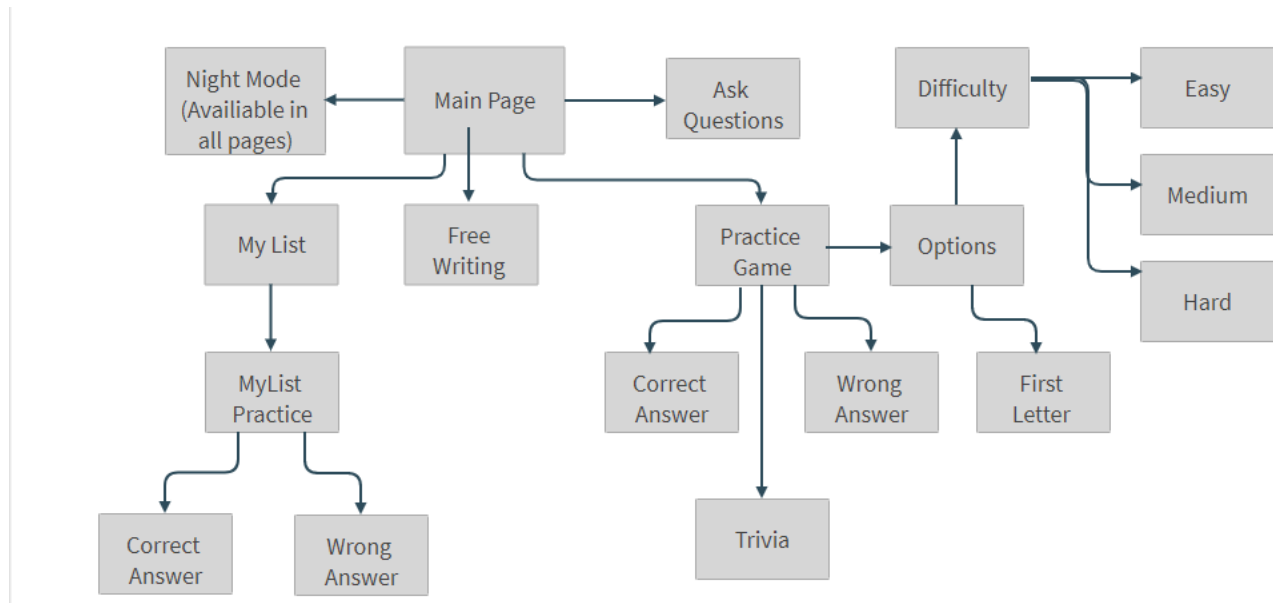
2.2 Main Page

Figure 1: Main Page of App

Main page (Figure 1) is the first page that users will encounter. Main page contains the "Open Spell Checker" button which directs users to the "Start Spell Checker" screen, "Night Mode Option" button and "Ask Question" button.
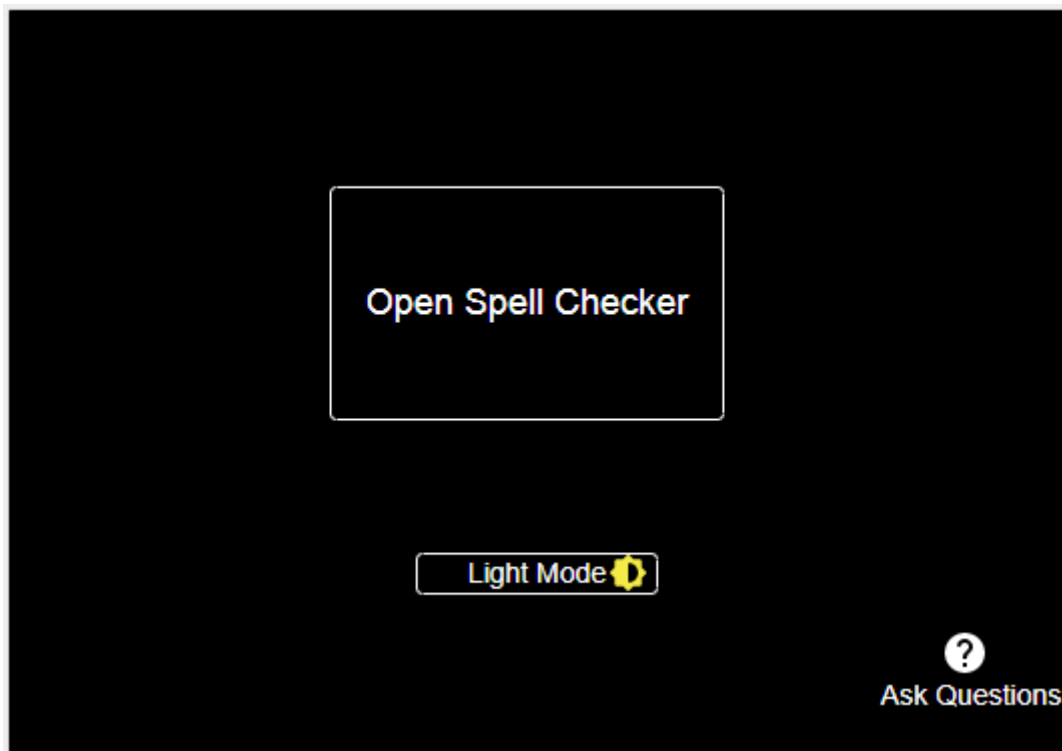
2.2.1 Night Mode

Figure 2: Main Page With Night Mode

Whenever users want to change the theme, users can change it easily by clicking the "Night Mode" button in *Figure 1*. After that users can also return by clicking "Light Mode" in *Figure 2*. This is beneficial for users because in this way users can save battery and protect their eyes from high light.

2.3 Ask Questions

Figure 3: Ask Questions Part

In *Figure 3* there is an "Ask questions" part that helps users to communicate with the developers to ask something that they did not understand or couldn't figure out. Also, users can contribute to our program by suggesting what they need.
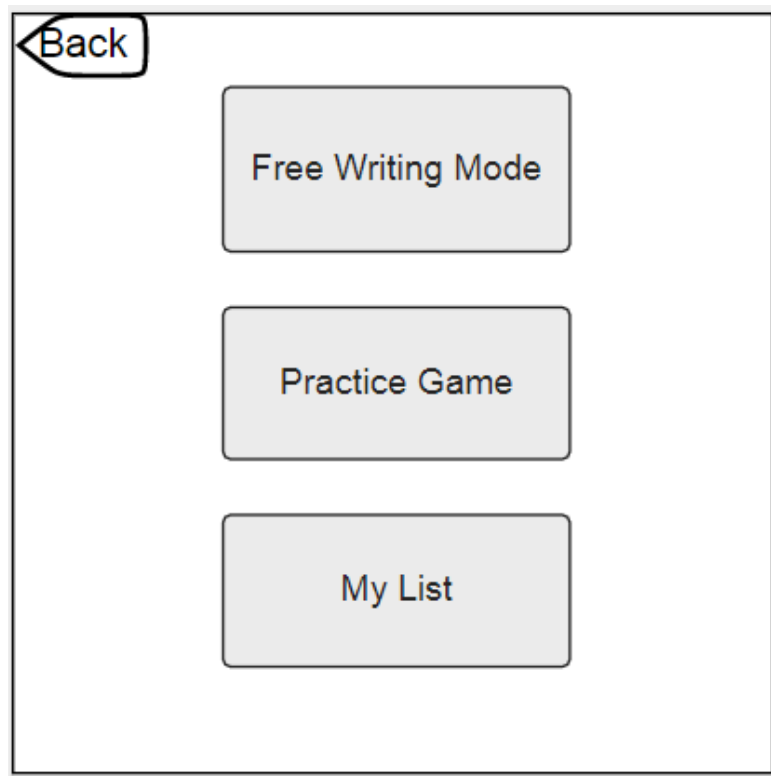
2.4 Start Spell Checker

Figure 4: Options in spell checker

From the Main Page, after users click the open spell checker button from the main page, they will see the Start Spell Checker screen which has three choices to be chosen as in *Figure 4*. At the top, by clicking the "Free Writing Mode" button users will be directed to the "Free Writing" screen. In the middle, by clicking the "Practice Mode" button users will be directed to the "Practice Mode Options" screen. At the bottom, by clicking the "My List" button users will be directed to "My List" screen.

2.5 Free Writing Mode
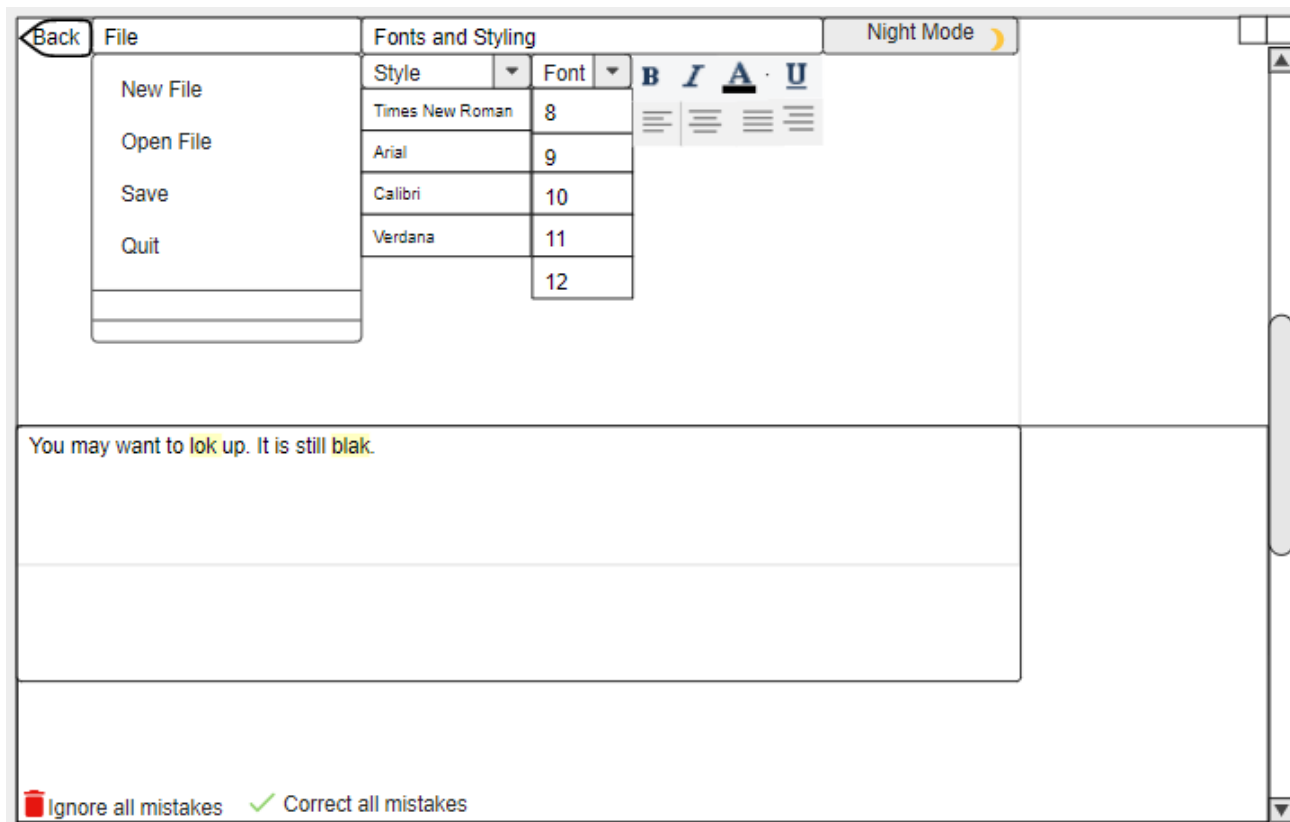
2.5.1 Writing Page

Figure 5: Free Writing Mode

Free Writing Mode (in *Figure 5)* is the main mode of our program. The users can choose to create a new file, open files with the extensions .docx or .doc, save this file or quit the program. The users may also wish to change fonts and the text size and use text markup tools including:

- Underlining: It will include different types of lines: single line, double line, and zig-zag, and those colors will be decided by the users.
- Highlighting: It will include different color choices and opacity preferences decided by the users.
- Turning words into italic, adjusting the font size, making the text bold, etc. will be similar to existing word processors.

Logos of these markup tools are taken from the Microsoft Word [1].

The users may also wish to use the night mode on this page.
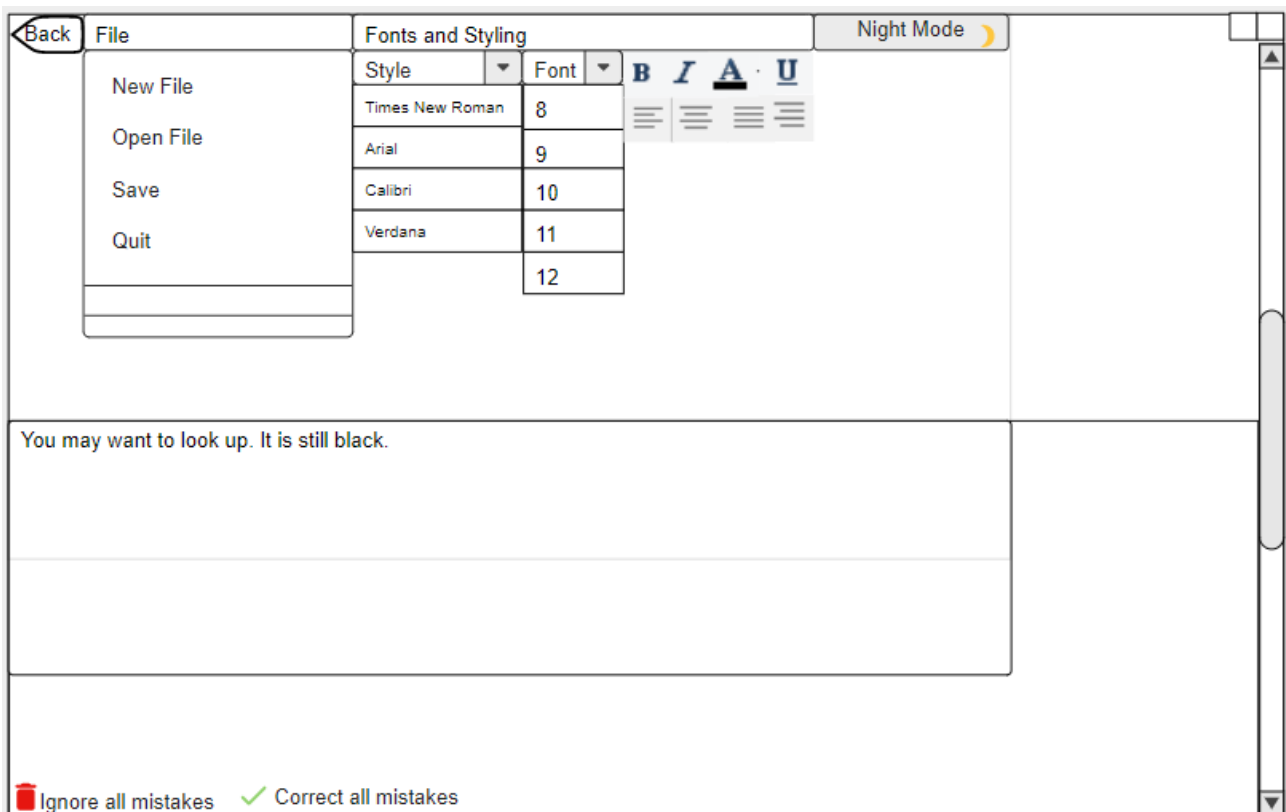
2.5.2 Correct All of the Mistakes

Figure 6: Free Writing Mode when "Correct All Mistakes" clicked

When the users click the "Correct all mistakes" button, mistakes that are shown are corrected and highlights disappear as it is shown in *Figure 6*.
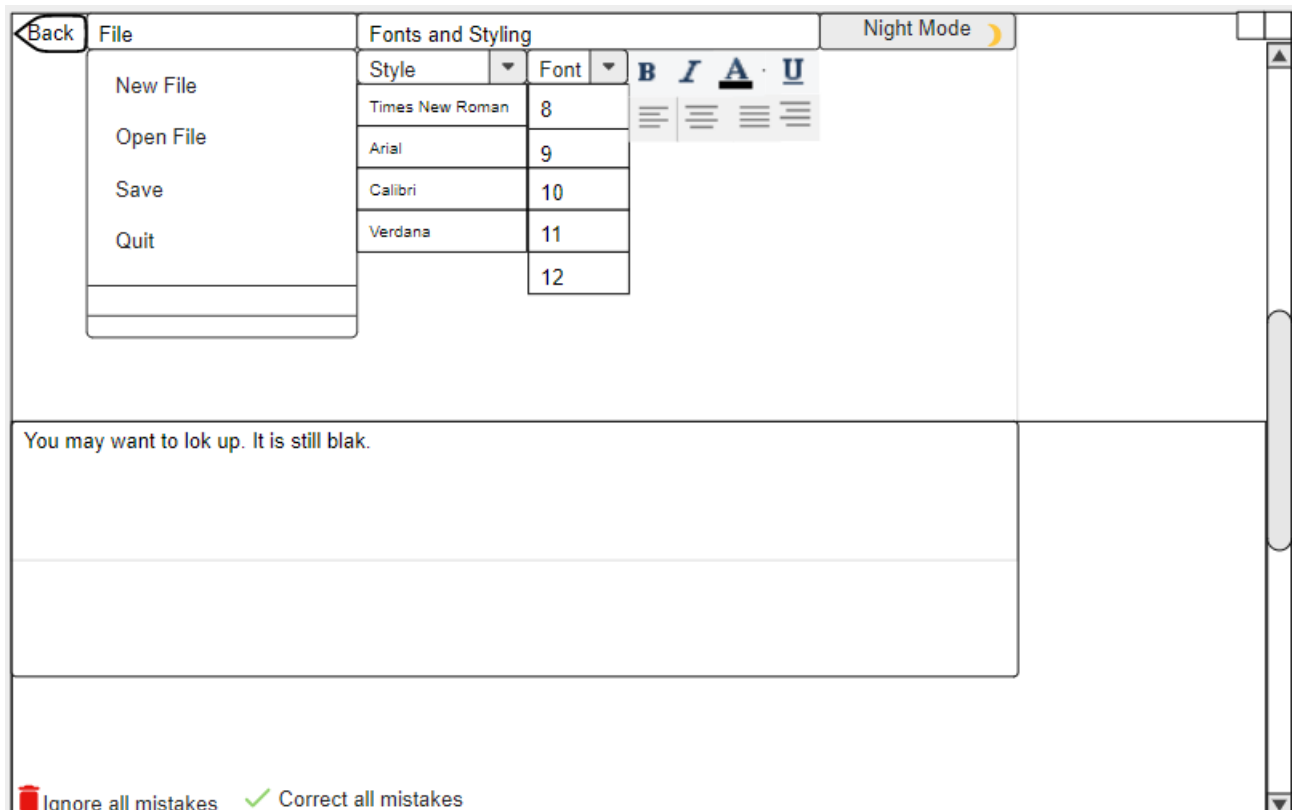
2.5.3 Ignore all of the mistakes

Figure 7: Ignoring all mistakes

When the user clicks the "Ignore all mistakes" button, all highlights disappear as it is seen in *Figure 7.* This does not correct them, just ignore them. It is the user's responsibility to decide whether to ignore all of them.
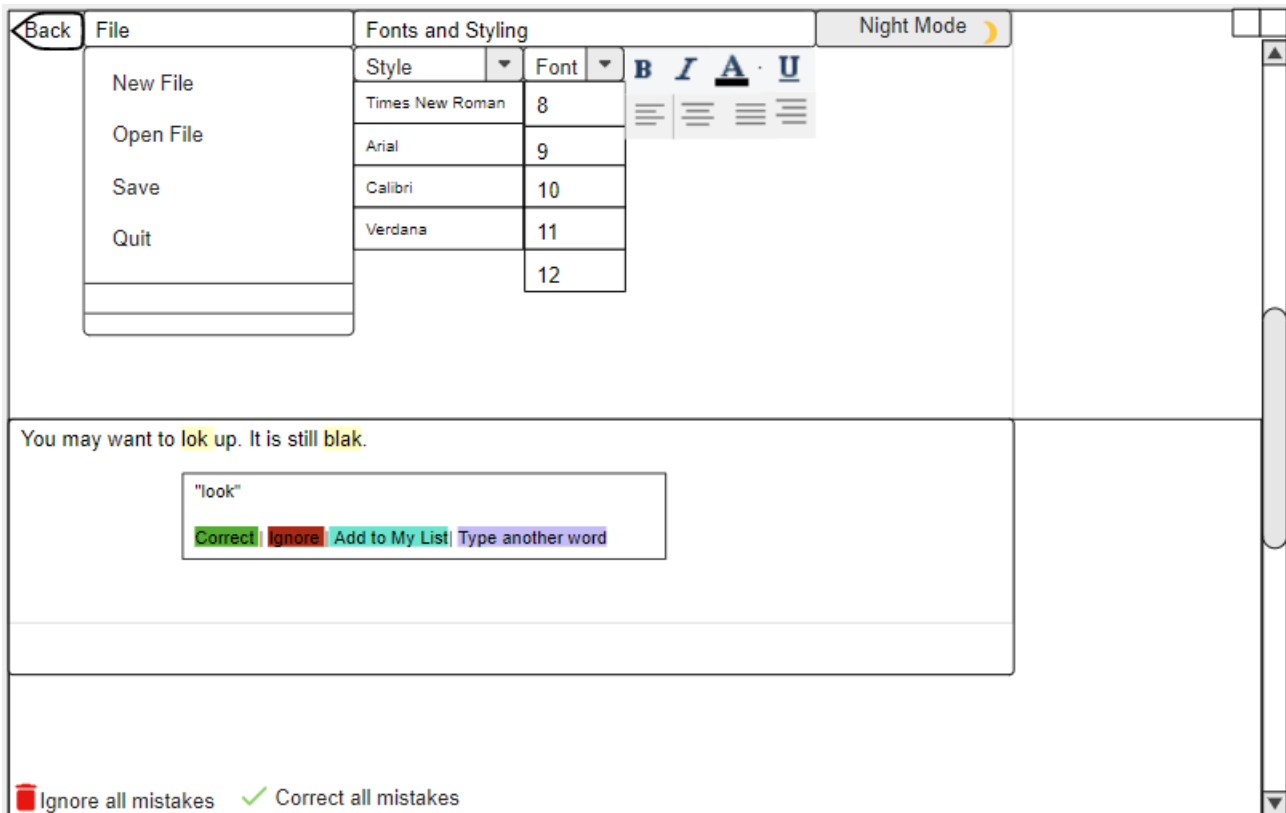
2.5.4 Click the Incorrectly Spelt Word

Figure 8: Free writing page with an incorrectly spelt word clicked

When the word in the text is wrong, the program highlights it to show users as in *Figure 5.* When users click the highlighted word, the program shows options to users as in *Figure 8.* Users can correct the word by clicking the "Correct" button. Users can Ignore this mistake by clicking the "Ignore" button. Users can add this word to "My List" by clicking the "Add to My List" button. Users can also type another word instead of selecting the word suggested by the program.
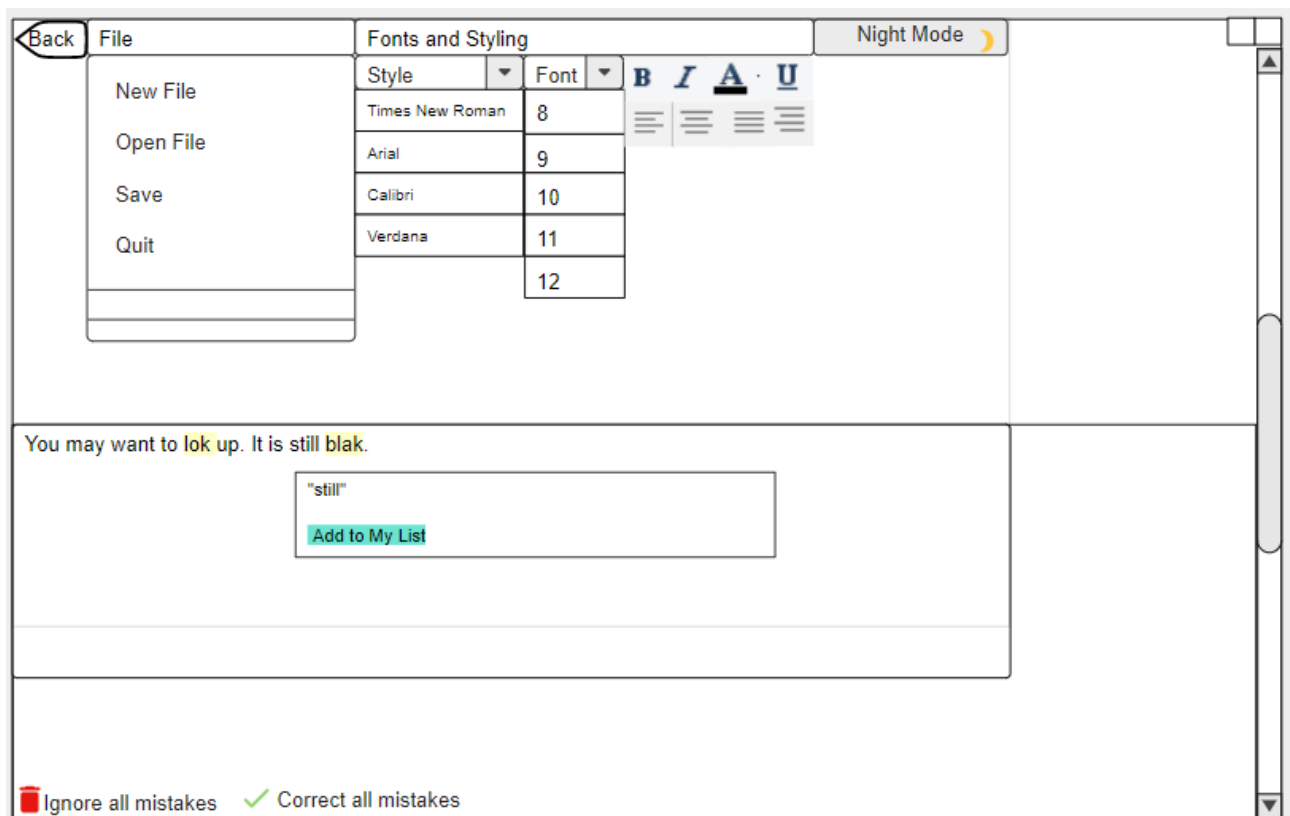
Users can also add a word with no error into My List by choosing the "Add to My List" option when they click on the word.

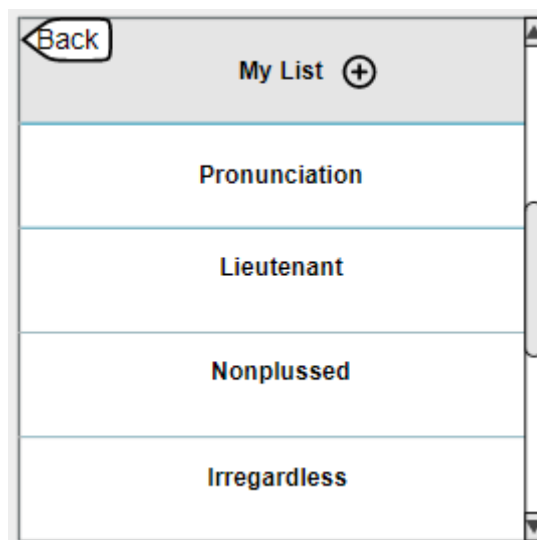## 2.6 My List

2.6.1 My List

Figure 9: List of the words which are added to "My List"

The words that the users have a problem with and added to "My List" are shown in *Figure 9*. Also, users can add new words manually by clicking the "+" button in Figure 9. This provides the users to save time. When users want to study, users can easily access these words and study them directly. Since this is like a digital notebook for the spelling of words.

2.6.2 Practice Mode When the Word is Clicked in "My List".
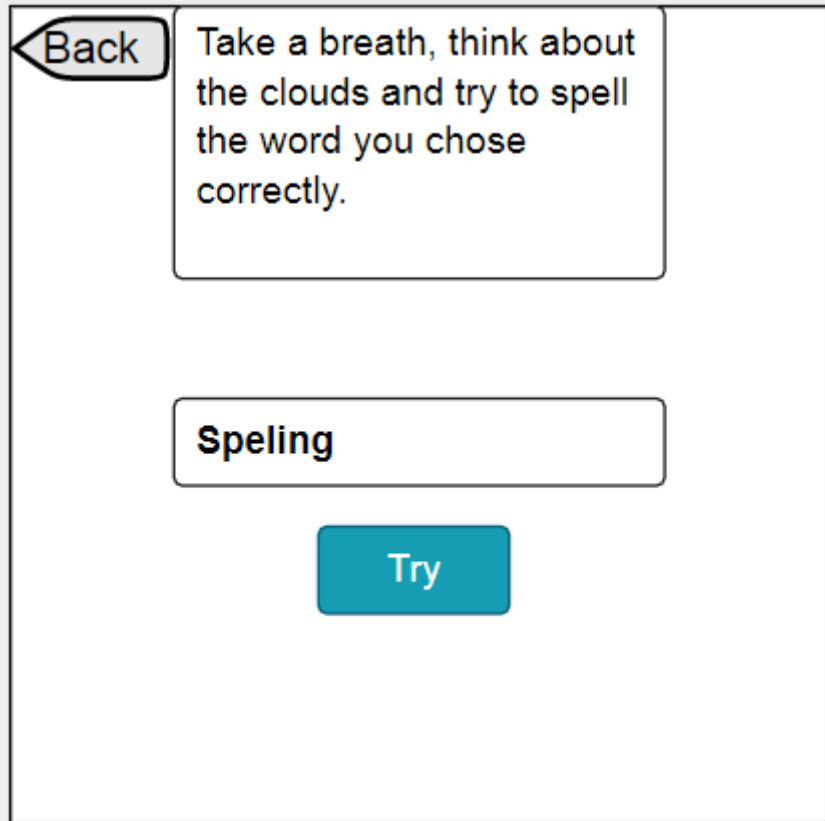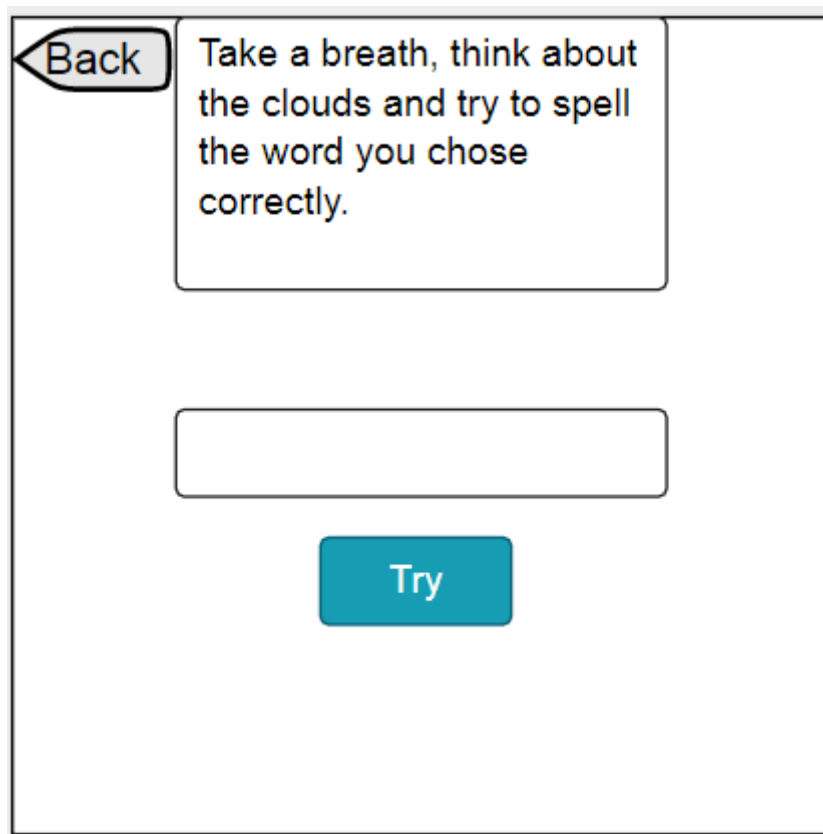

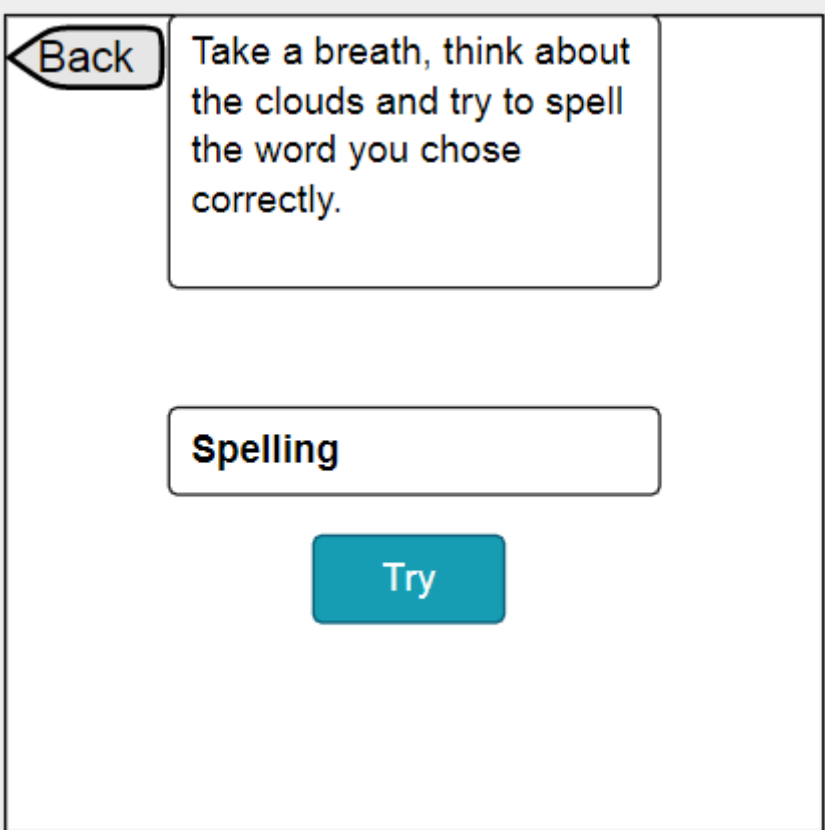*Figure 10: Practice the words in "My List"*

When users want to study a specific word from "My List", the users can easily practice it by clicking a word as shown in *Figure 10*. This mode does not include choices or hints, the program's main aim is to teach it efficiently to users. The users read the word from the "My List" and click it. Then try to write the correct spelling of it. In this way, users learn and practice the spelling of the word better like the difference between multiple-choice questions and open-ended questions.

2.6.3 Write the Answer in Practice

Figure 11: Writing the answer incorrectly

Figure 12: Writing the answer correctly

These are some application examples. The *Figure 11* shows the misspelled word. The *Figure 12* shows a correctly spelled word. The users write down their guess about the correct form of the word. Then the users click the "Try It" button and see the result.

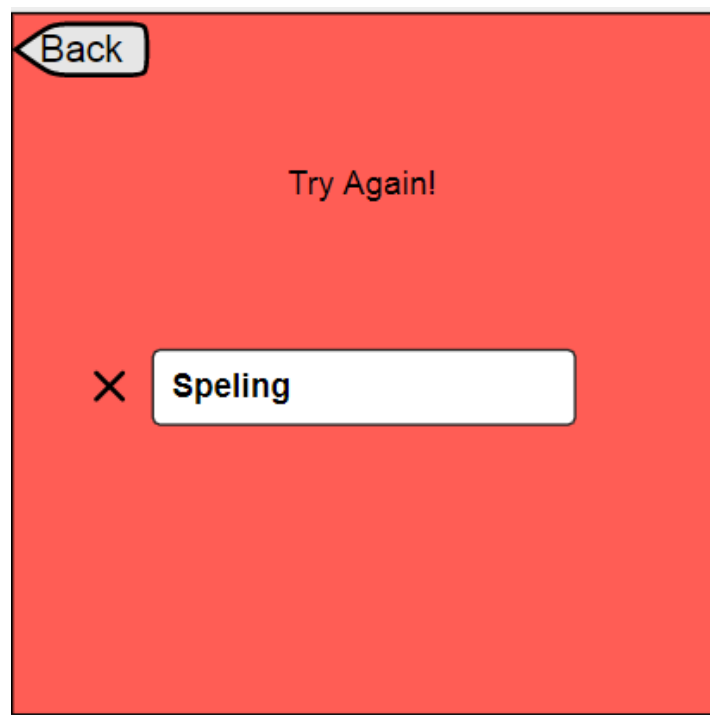### 2.6.4 Answer the Word Incorrectly

Figure 13: Wrong answer screen

If the users type the word in the form of *Figure 11*, the program responds to it by changing the color to red and showing an error message: "Wrong answer!".
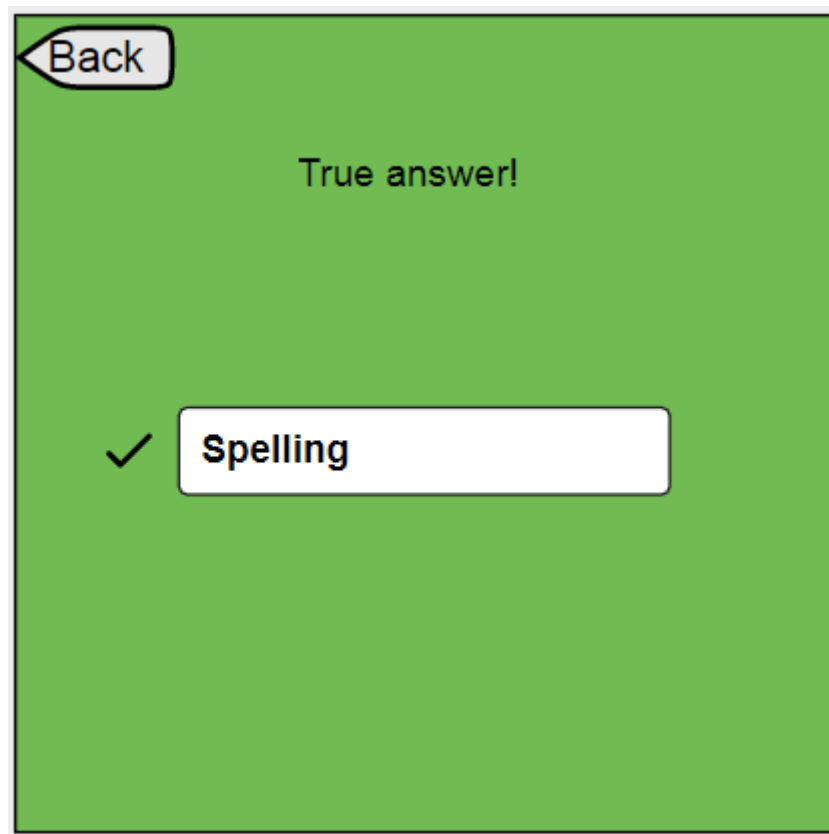
2.6.5 Answer the Word Correctly

Figure 14: Correct answer screen

If the users type the word in the form of *Figure 12,* the program responds to it by changing the color to green and showing the message "Correct answer!". The user may choose to try the next word by clicking "Try the next word." button, or leave by clicking the "Back" button.
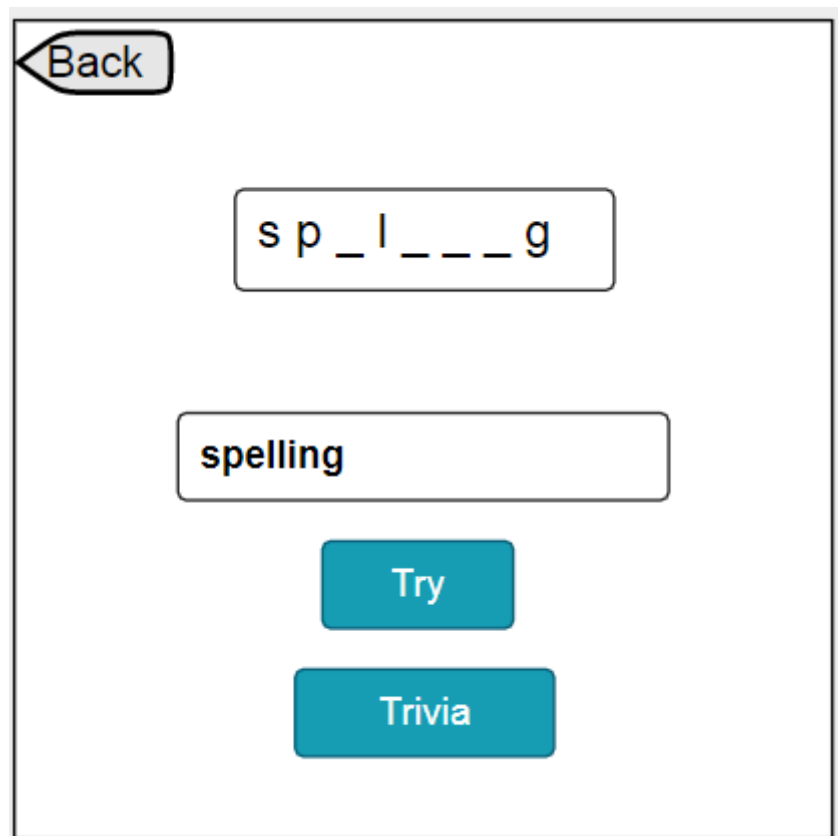
2.7 Practice Game

2.7.1 Write the Answer

Figure 15: Writing answer in the Practice Game

This page which is similar to the one at 2.5.2, is the practicing game that the program includes. The only difference is that in this game we provide users with hints. It contains words that are independent of "My List" and the difficulty varies depending on the users' difficulty choice. The words are chosen randomly from a list that contains some words that are considered difficult to spell.

On this page, the users are welcomed with a word that has some letters hidden with 'underscore' characters. The users should come up with an answer and type it in the text field below the hidden word. If the users are sure of the answer, they can proceed by clicking the "Try" button.

The users may also choose to click the "Trivia" button to lead on to page 2.7.5.
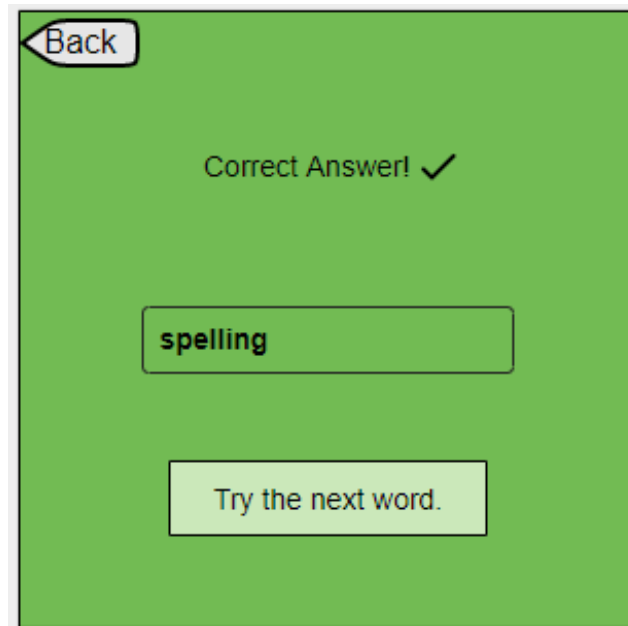
2.7.2 Correct Answer

Figure 16: Correct answer screen in the Practice Game

If users type in the word they see as missing some words correctly, then the program responds to it by changing the color to green and showing a message: "Correct answer!".

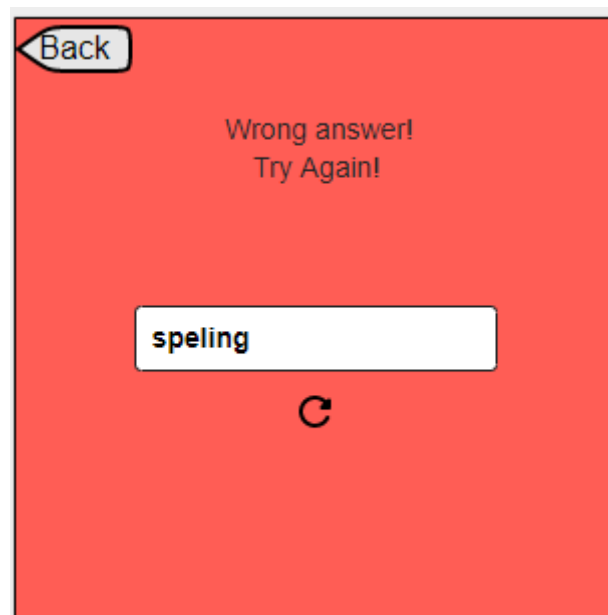### 2.7.3 Incorrect Answer

Figure 17: Wrong answer screen in the Practice Game

If users type in the word they see as missing some words incorrectly, then the program responds to it by changing the color to red and showing an error message: "Wrong answer!".
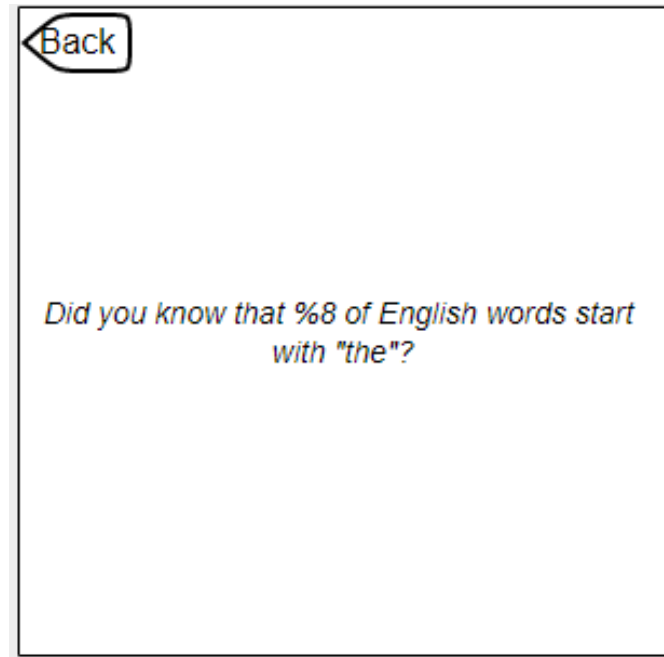
2.7.5 Trivia

Figure 18: Trivia screen

This page contains information that may somehow seem trivial about the English language.

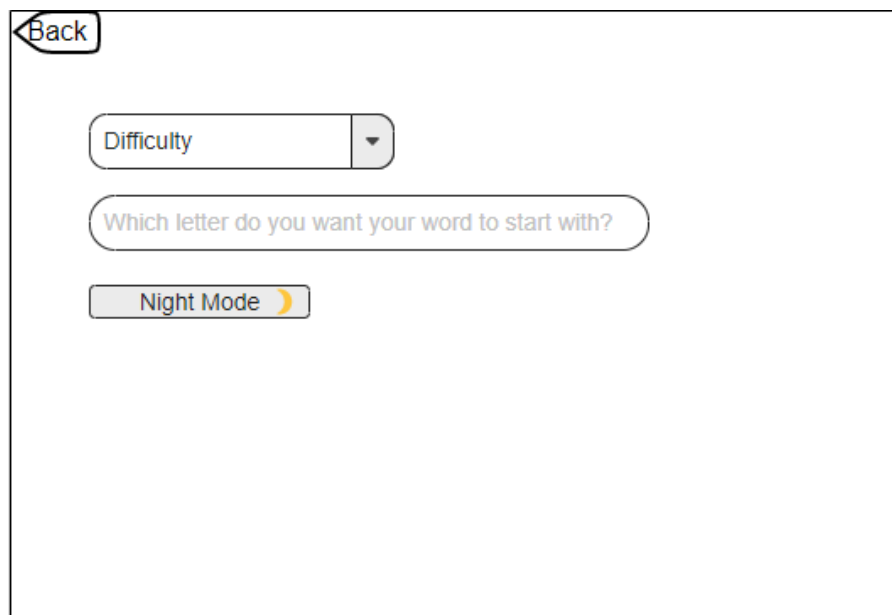### 2.7.6 Practice Game Options

Figure 19: Practice Game Options screen

In the options menu, the users can modify the difficulty using the drop-down menu button, which is medium by default, specify the starting letter for the word in the practice game and may choose to continue in the night mode.
With each increase in difficulty, the number of hidden letters is increased e.g in easy mode, only two letters are hidden from the users, whereas in the hard mode 4 letters are hidden from the users.

3.   Summary & Conclusions

All of the images above belong to our design that was created from Moqups application [2]. The interface of our program may not look the same because this image is prepared to provide a template.

4.   References

[1] Microsoft. Microsoft Office. (1983). (16.0.13801.20266). [Computer App]. Microsoft Word Website. https://www.microsoft.com/tr-tr/microsoft-365/word.
[2] S.C Evercoder Software S.R.L.. (2012). [Computer App]. Moqups Website. https://moqups.com.