

# PARROT

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Group: sw601f12

Jakob Jørgensen

Christoffer Ilsø Vinther

Rasmus D.C. Dalhoff-Jensen

Kim Arnold Thomsen





Study Report

**Department of Computer Science**

**Aalborg University**

Selma Lagerlöfs Vej 300

DK-9220 Aalborg Øst

Telephone +45 9940 9940

Telefax +45 9940 9798

<http://cs.aau.dk>

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**Participants:**

Rasmus D.C. Dalhoff-Jensen

Jakob Jørgensen

Christoffer Vinther

Kim Arnold Thomsen

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## PREFACE

The source code for this report is attached on the CD-Rom at the last page of the report. A PDF version of the report is also included at the CD-Rom.

### **Partisipators of the project:**

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Kim Arnold Thomsen

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Jakob Jørgensen

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Christoffer Ilsø Vinther

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Rasmus D.C. Dalhoff-Jensen



# INDHOLD

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## INTRODUCTION

In order to describe the context of the system, we – as a multi project group – will in the following state the motivation of the project, the group of people we are aiming at helping, the technological platform chosen, the used development method, followed by a problem definition, a system description and architecture, and the conducted usability test.

### 1.1 Motivation

As this is a student report written as part of a learning project, we are required to comply with the study regulation. The main areas of focus, according to the study regulation, are: multi-project management and quality assurance in the form of requirements analysis, requirements management, and testing. The goal is to create a comprehensive software system, across multiple project groups, in order to enhance our competences in analysis, design, implementation, and evaluation of software applications in regards to the system requirements[6]. This project builds on top of a previous project, and is further developed, with the aim of having other students continue the development. The goal of the project, we are building on top of, is to create a touch based tablet system to support children and their guardians in everyday scenarios.

### 1.2 Target Group

Our target group is both children and their guardians. These guardians have certain needs for special tools and gadgets that help to ease the communication between them and the children. Five teachers and educators, who work with children, act as customers. They will provide requirements and information about the institutions' way of working to give us an insight into their daily struggles.



### 1.2.1 Working with Children with ASD

This section is based upon the statements of a woman with ASD [3], explaining what it is like to live with ASD, and an interview with an educator at Birken, a special kindergarten for children (see appendix ?? for interview notes).

People with ASD are often more visual in their way of thinking. Rather than visualizing thoughts in language and text, they do it in pictures or visual demonstrations. Pictures and symbols are therefore an essential part of the daily tools used by children and the people interacting with them. Also, children can have difficulties expressing themselves by writing or talking, and can often more easily use electronic devices to either type a sentence or show pictures, to communicate with people around them. Another characteristic of children is their perception of time. Some of them simply do not understand phrases like “in a moment” or “soon”, they will need some kind of visual indicator that shows how long time they will have to wait.

Different communication tools for children with autism already exist, but many of them rely on a static database of pictures, and often these has to be printed on paper in order to use them as intended. Other tools, such as hourglasses of different sizes and colors, are also essential when working with children, and these tools are either brought around with the child, or a set is kept every place the child might go, e.g. being at an institution or at home.

There exists tools today which helps the guardians in their daily life, although – as stated in Drazenko’s quote – none of them are cost-effective enough to be used throughout the institutions. From the quote, it is clear that there is a need for a more cost-effective solution.

*The price of the existing solutions are not sufficiently low such that we can afford to buy and use them throughout the institution.*

*- Drazenko Banjak, educator at Egebakken.*

### 1.3 Target Platform

Since we build upon last year’s project, we are bound to use the platform they used, which is tablets running the Android operating system.

In this project we have been provided with five Samsung Galaxy Tab 10.1 devices[5]. The firmware on the tablets is version 3.2. This version, as of project start, is the latest stable version available for these specific tablets. [?]

### 1.4 Development Method

As a part of the study regulation we have been required to use the same development method in each individual group. Two methods have been considered, XP (eXtreme Programming) [7], and Scrum [2].

With the knowledge of both XP and Scrum, we decided in the multi project to use Scrum of Scrums, which is the use of Scrum nested in a larger Scrum project [1].

The reason for choosing Scrum of Scrums is that everyone, at all times, will be able to know what the vision of the project is, and how close every group is to achieving their individual goals of the vision.

Another element of the Scrum method is that a close contact with the customers is maintained. This helps keep the product backlog up to date and correctly prioritized. The customers are presented with the vision of the project, as well as showing the latest release when we have meetings with our customers.

We customized Scrum to fit our project. The changes are as follows:

- The sprint length have been shortened to approximately 7 - 14 half days.
- Some degree of pair programming have been introduced.
- There is no project owner because this is a learning project.
- Everyone is attending the Scrum of Scrums meetings.
- The Scrum of Scrums meetings are only held once at sprint planning.

## 1.5 Problem Definition

The problem statement is as follows:

*How can we ease the daily life for children with ASD and their guardians, while complying with the study regulation?*

This problem statement is necessarily vague to allow the individual groups some freedom in their projects, while we maintain the overall structure of the multi project, however there are limiting factors. We are limited by resources and time available, as we are only working on this project for a single semester. However, all work done in this multi project will be passed on to the next line of students, which means we can make a full system design and pass on anything we do not have the time or resources for. This also requires that our work need to be of such quality that it is understandable by students of the same educational level as ourselves.

## 1.6 System Description

GIRAF is a collection of applications, either fully or partially interdependent, for the Android platform, designed to be used by guardians and children. GIRAF consists of five projects with various degree of interaction. These projects are named Launcher, PARROT, WOMBAT, Oasis, and Savannah. Each of the groups have produced individual products, which are parts of a greater project, GIRAF.

**Launcher** handles execution of GIRAF apps, and at the same time it provides safety features to ensure that a user that is not authorized to interact with the rest of the system will not be able to do so. When the launcher executes an app, it will provide it with profile information, specifying which child is currently using the app, as well as which guardian is signed in.

**PARROT** is an app which provides access to pictograms – pictures with associated information such as sound and text – which can be used for communication. PARROT also gives guardians functionality for adding additional pictograms, as well as organizing the pictograms into categories for ease of access, based on the needs of the individual child.

**WOMBAT** is an app which purpose is to help the children to understand the aspect of time, by visualizing it. WOMBAT provides different ways of displaying time, as well as the possibility to configure the app for the needs of individual children.

**Oasis** locally stores the data and configuration of the GIRAF platform, and provides an API to access it. The stored data and configurations are synchronized to the Savannah server, if available. In addition, an app is provided for the guardian to access the stored data and configurations.

**Savannah** provides Oasis with a way to synchronize tablets running GIRAF. Furthermore, a website is provided to ease administration of the synchronized data.

## 1.7 Architecture

Our System architecture – shown in Figure 1.1 has been designed with simplicity in mind and was greatly inspired by the MVC pattern. This means that the architecture is divided into three layers. The lowest layer is the database where the information is stored. Above this layer is the controller layer which, in the GIRAF platform, is known as Oasis. The controller is responsible for querying the database for information needed in an app and the controller is also responsible for storing information in the database. The last layer is the apps. This division of layers give the GIRAF platform a low cohesion which makes it easier to work with individual parts of the platform independently.

We have chosen to redesign last year’s architecture [?] to make it easier to work with. We have simplified the architecture because we feel it is unnecessarily complex.

## 1.8 Usability Test

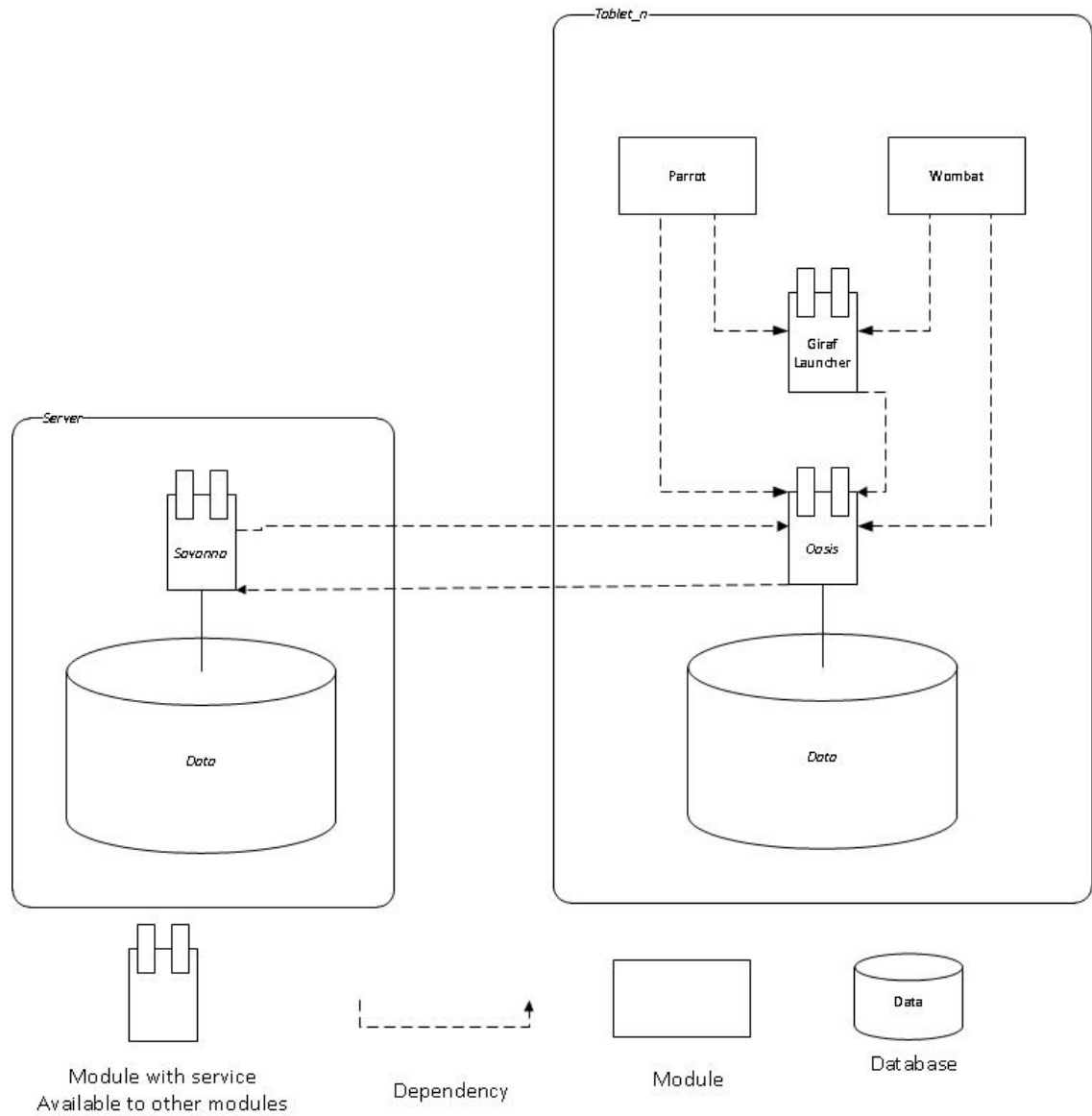
As stated in the motivation, quality assurance through testing of the system is required. Therefore a usability test was conducted in order to measure to current usability of the GIRAF platform as a whole, as well as of the individual parts of the platform. Furthermore, the next wave of developers will immediately be able to start correcting the found usability issues.

### 1.8.1 Approach

The test group for the test is the five contact persons. We assess that they, as a test group, are representative. We base this on them being a mix of pedagogues and teachers, with varying computer skills.

Even if they have some knowledge about the overall idea of the GIRAF platform, and although some of the contact persons had previously informally used some aspects or parts of the system, they had not been exposed to the platform as a whole, and therefore still are of value.

The invitation sent to the test persons can be found in ??.

**Figur 1.1:** The GIRAF architecture

Based on the fact that the test should be short and the test group is small, the Instant Data Analysis (IDA) method for usability was chosen. [4]

A traditional video analysis method could have been used, but was not estimated to be time-effective enough to be chosen.

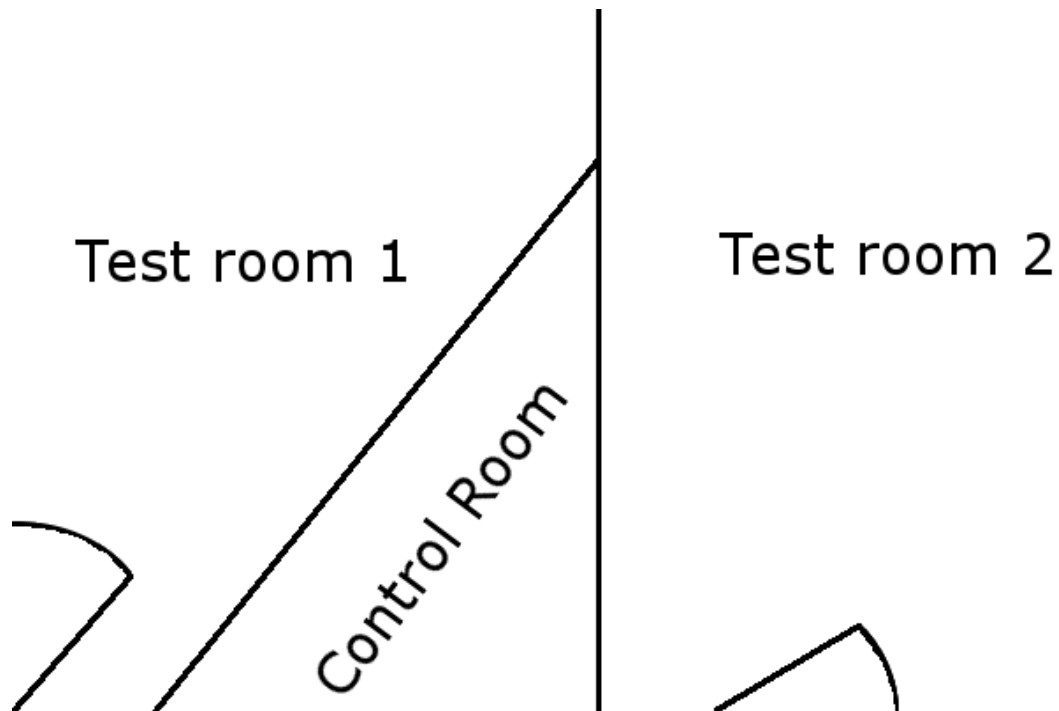
### **Setup**

The usability test is divided into two tests: a test of the three applications, and a test of the two administration applications – tablet application and web application. Each test is assigned a team to accommodate the need to run two tests simultaneously. The teams are made with respect to the criteria of the Instant Data Analysis process.

Each team consisted of:

- 1 x Test Coordinator
- 1 x Test Monitor
- 1 x Data Logger
- 2 x Observers

The usability lab on Aalborg University is designed with two rooms for usability testing and a control room to observe and record the tests. The two test chambers were assigned a test each and the control room were used to observe both tests as seen in figure 1.2.



**Figur 1.2:** An overview of the usability lab at Cassiopeia, Department of Computer Science, Aalborg University.

As an precaution, all tests were recorded on video and audio.

#### Execution



**Figur 1.3:** The schedule of the usability test.

The tests were conducted according to the schedule in Figure 1.3.

Briefing, debriefing, and questionnaire documents can be found in ??, and the results of the test can be found in ??.

# KAPITEL 2

## IMPLEMENTATION

test





## LITTERATUR

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