History Replay Flows

Home page, before PTS

Transcript, defaulted to most recent conversation

Initiating Re-Perform

"Get ready to practice this Dialog, 3, 2, 1"

The set-up for Re-Perform is just like within the PTS, except it should say "Get Ready to Practice" or similar.

Re-perform

Re-perform allows the learner to practice a previously performed dialog. The cues will all stress that this is "Practice" so that learners ideally won't expect that they are replacing their recorded performances.

Re-perform result Score 5/7

At the end of Re-Perform the learner sees a score interstitial similar to within the PTS.

Return to transcript, same as before
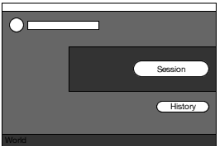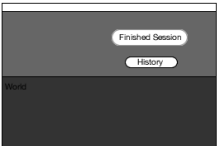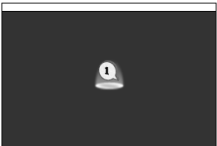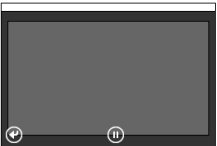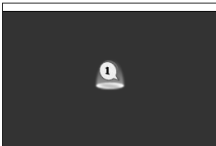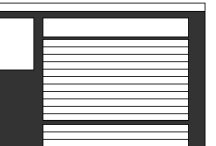
Home page, after PTS

After the learner has completed their session the link to History may be more prominent, but otherwise the flows are the same.
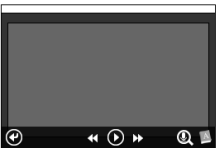
On the transcript there are four kinds of lines:

Date/dialog mini-heads: From these the learner can initiate Re-Perform by clicking on the Practice button. This mini-heads scrolls up and down with the rest, but sticks to the top as necessary. (See explication of design pattern.)

Date/Studio mini-heads: From these the learner can initiate Studio Replay.
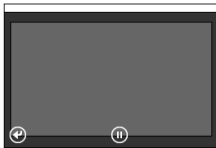
NPC utterances: From these the learner can play back the recorded model speech.

Learner utterances: From these the learner can play back the recorded speech and their own recorded speech and compare.
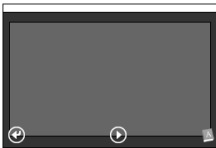
Re-perform Paused

Speech Analysis

Speech Analysis is a short experience on rails. If interrupted OR completed the learner is returned to the place and state where Speech Analysis was initiated.
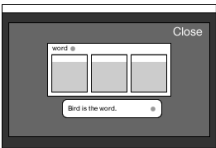
Speech Analysis Paused

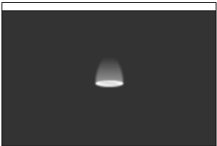**Vocab**

Close

word ●

Bird is the word. ●

The Vocab tool behaves like a popover window, with a close box to return to wherever it was initiated from.

Vocab

Close

word ●

Bird is the word. ●

Initiating Studio Replay
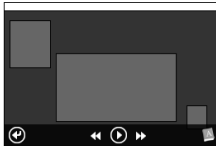
The set-up for Studio Replay echoes PTS

Studio Replay

The studio session is replayed.

Studio Replay Paused

On Pause:
Here only the Vocab widget is pictured, since there is a very clear 'Practice' mode.

History Replay Flows: Transcript

The navigation for conversation should be in chronological order with the first session the learner encountered at the bottom of the list and active content at the top.

Users would not expect to see any content they have not yet encountered in "History." Even when Skills are added to History and included contrasts not yet started on the Skills history dashboard it doesn't necessarily follow that we should list upcoming conversations.

Your History

Rehearsal and Studio
Conversation Name
Conversation Name
Conversation Name
Conversation Name
Conversation Name
Conversation Name
Conversation Name
Conversation Name

Selected conversation is hilited

Character
Conversation Name

You are now performing well with this content.

Last session: Score

Date of Session ▷ Dialog #   3/4

This is a line of NPC text.

This is a line of learner text.

This is a line of NPC text.

This is a line of learner text.

On playback the text should hilite/glow as the words are spoken
On mouseover the entire background of the utterance is hilited.

Conversation header stays at top

Date subhead sticks to top until next date scroll to take its place. See spec.

The Replay Transcript uses a design pattern seen in iOS to keep relevant labels on screen as the rest of the transcript scrolls.

Date & dialog subhead sticks to top until next date scrolls up and pushes it out of the way. (Note, many days would have multiple dialogs and would have a separate subhead for each dialog.

Scrolling the opposite way pulls the new header down until sticks.