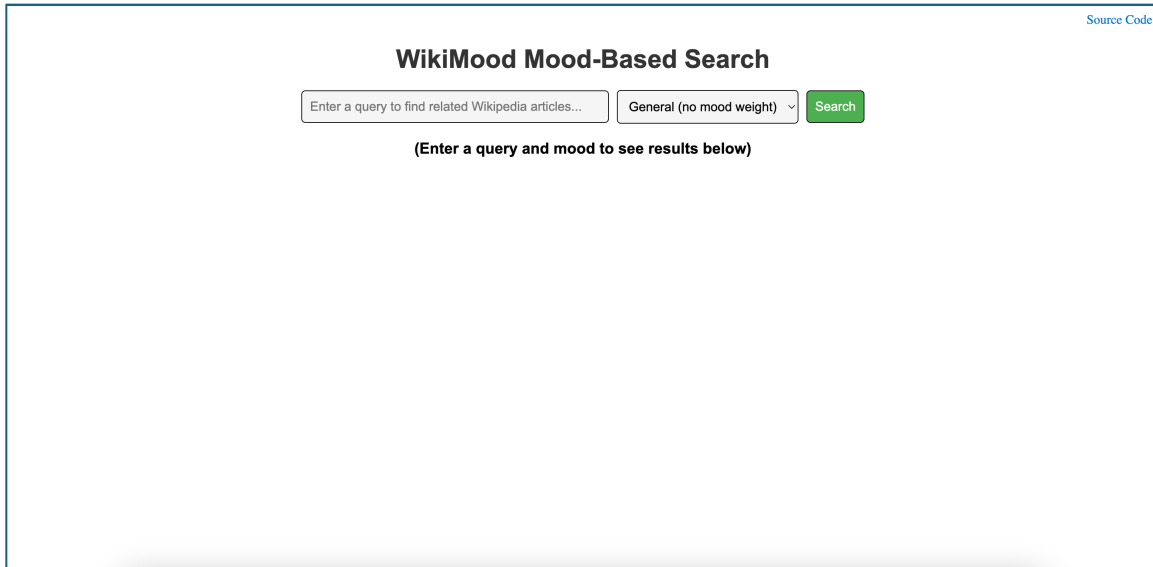


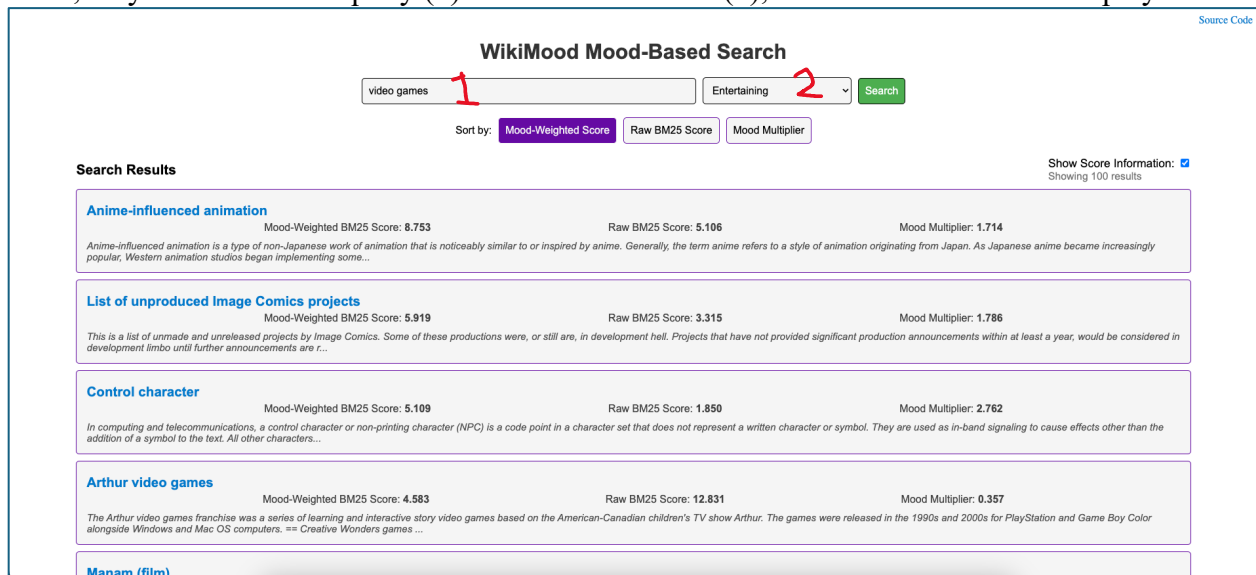
Checkpoint 3: UI

The UI for the WikiMood tool is intentionally very simple, because I want the user to spend time reading articles, not trying to figure out how the interface works. The user simply enters a query, chooses a mood, and clicks “search” or presses enter. Upon entering the page, the user will see this screen:



The screenshot shows the 'WikiMood Mood-Based Search' interface. It features a search bar with the placeholder text 'Enter a query to find related Wikipedia articles...', a mood selector dropdown menu currently set to 'General (no mood weight)', and a green 'Search' button. Below the search bar, there is a prompt '(Enter a query and mood to see results below)'. A 'Source Code' link is visible in the top right corner.

Then, they can enter their query (1) and choose a mood (2), and the results will be displayed:



The screenshot shows the 'WikiMood Mood-Based Search' interface with search results. The search bar contains the query 'video games' (labeled 1) and the mood selector is set to 'Entertaining' (labeled 2). The 'Search' button is green. Below the search bar, there are three buttons for sorting: 'Mood-Weighted Score' (selected), 'Raw BM25 Score', and 'Mood Multiplier'. The 'Search Results' section displays a list of results, each with a title, a description, and three scores: Mood-Weighted BM25 Score, Raw BM25 Score, and Mood Multiplier. The results are sorted by Mood-Weighted Score. A 'Show Score Information' checkbox is checked, and it indicates 'Showing 100 results'.

Search Results	Mood-Weighted BM25 Score	Raw BM25 Score	Mood Multiplier
Anime-influenced animation <i>Anime-influenced animation is a type of non-Japanese work of animation that is noticeably similar to or inspired by anime. Generally, the term anime refers to a style of animation originating from Japan. As Japanese anime became increasingly popular, Western animation studios began implementing some...</i>	8.753	5.106	1.714
List of unproduced Image Comics projects <i>This is a list of unmade and unreleased projects by Image Comics. Some of these productions were, or still are, in development hell. Projects that have not provided significant production announcements within at least a year, would be considered in development limbo until further announcements are f...</i>	5.919	3.315	1.786
Control character <i>In computing and telecommunications, a control character or non-printing character (NPC) is a code point in a character set that does not represent a written character or symbol. They are used as in-band signaling to cause effects other than the addition of a symbol to the text. All other characters...</i>	5.109	1.850	2.762
Arthur video games <i>The Arthur video games franchise is a series of learning and interactive story video games based on the American-Canadian children's TV show Arthur. The games were released in the 1990s and 2000s for PlayStation and Game Boy Color alongside Windows and Mac OS computers. == Creative Wonders games ...</i>	4.583	12.831	0.357
Manam (film)			

The mood-weighted score, raw BM25 score, and mood multiplier information are available for all results. These data come from the calculations done by the backend API, and are returned along with the results. The user can sort the results by any of the three parameters, but the system defaults to the mood-weighted score.

If the user wants, they can turn off the score information for the results, but for the purposes of this assignment it is on by default:

Source Code

WikiMood Mood-Based Search

Entertaining

Search

Sort by:

Mood-Weighted Score

Raw BM25 Score

Mood Multiplier

Show Score Information: ☐

Showing 100 results

Anime-influenced animation

Anime-influenced animation is a type of non-Japanese work of animation that is noticeably similar to or inspired by anime. Generally, the term anime refers to a style of animation originating from Japan. As Japanese anime became increasingly popular, Western animation studios began implementing some...

List of unproduced Image Comics projects

This is a list of unmade and unreleased projects by Image Comics. Some of these productions were, or still are, in development hell. Projects that have not provided significant production announcements within at least a year, would be considered in development limbo until further announcements are...

Control character

In computing and telecommunications, a control character or non-printing character (NPC) is a code point in a character set that does not represent a written character or symbol. They are used as in-band signaling to cause effects other than the addition of a symbol to the text. All other characters...

Arthur video games

The Arthur video games franchise was a series of learning and interactive story video games based on the American-Canadian children's TV show Arthur. The games were released in the 1990s and 2000s for PlayStation and Game Boy Color alongside Windows and Mac OS computers. == Creative Wonders games ...

Manam (film)

Manam (transl. Us) is a 2014 Indian Telugu-language fantasy drama film written and directed by Vikram Kumar, and produced by the Akkineni Family under the Annapurna Studios banner. The film stars Akkineni Nageswara Rao, Nagarjuna, Naga Chaitanya, Samantha Ruth Prabhu and Shriya Saran. The film is se...

Finally, clicking the title of a result will bring the user to that article on Wikipedia:

Search Results

Arthur video games

Mood-Weighted BM25 Score: 12.831

The Arthur video games franchise was a series of learning and interactive story video games based on the American-Canadian children's TV show Arthur. The games were released in the 1990s and 2000s for PlayStation and Game Boy Color alongside Windows and Mac OS computers. == Creative Wonders games ...

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Tools

From Wikipedia, the free encyclopedia

The **Arthur video games franchise** was a series of learning and [interactive story](#) video games based on the American-Canadian children's TV show *Arthur*. The games were released in the 1990s and 2000s for [PlayStation](#) and [Game Boy Color](#) alongside Windows and Mac OS computers.

Creative Wonders games

[edit]

Arthur was a 1990s video game series developed by Creative Wonders and published by The Learning Company. The games were created as part of the LearningBuddies line.

Titles

[edit]

- Arthur's Kindergarten* has the player learn kindergarten skills while attempting to fix Arthur's treehouse, which has been damaged in a storm. The game covers basic reading, arithmetic memory skills, and social skills.^[1]
- Arthur's Preschool*
- Arthur's 1st Grade* has the player participate in Bionic Bunny's "Good Deeds Contest" by doing good deeds around the neighbourhood. The game covers reading and math skills.^[2]
- Arthur's 2nd Grade* has the player participate in "Take Your Kids to Work Day" by completing tasks and chores. The game covers reading, math, grammar, and geography.^[3] A new edition was released in 2002.^[4]
- Arthur's Reading* is a two-disc CD-based game that contains more than 50 activities featuring *Arthur* characters. Disc 1 covers letter recognition, [phonics](#), and [word families](#), as well as containing an art room for players to print out. Disc 2 covers reading comprehension, grammar, and spelling.^[5]
- Arthur's Math Games* contains five math-related activities.^[6]
- Arthur's Reading Games* (1997) contains four reading games and the interactive story *Arthur's Reading Race*, written by [Marc Brown](#).^[7]
- Arthur's Thinking Games* (1999) contains six activities related to building critical thinking and logic skills.^[8] It was released in 2000 by The Learning Company.