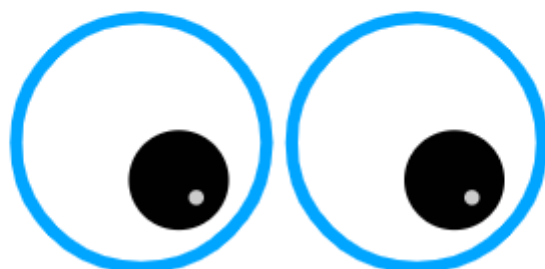


# EyeLearn



## STUDENT USER GUIDE

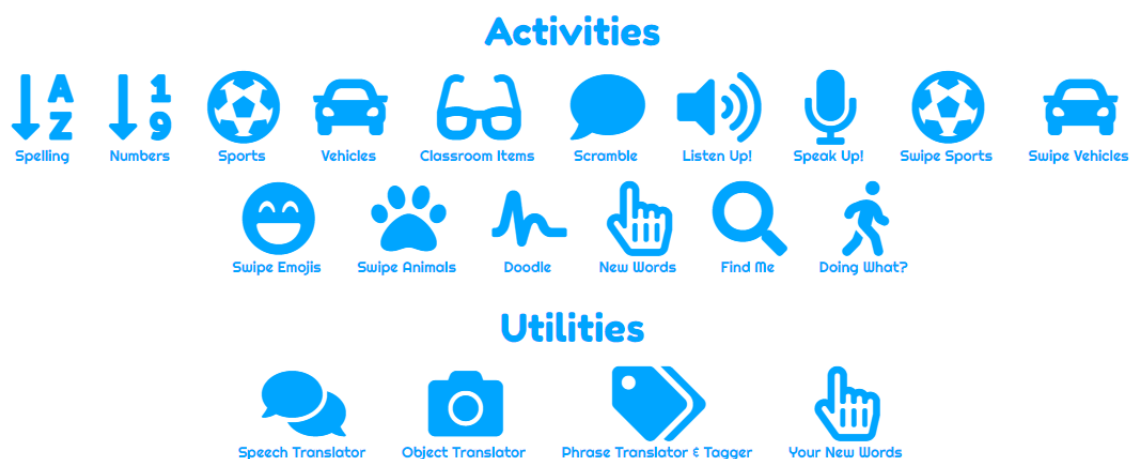
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## 1. STUDENT USE CASES

### 1.1 ACTIVITY MENU

Below you can see a practice area configuration against a class configuration set by the teacher. When all the icons are blue you are using a practice area and when the icons are colour coded you are in a class.



You can see from the top configuration that the student has access to every tool and activity. In the bottom configuration (set by a teacher), you can see that the student has passed course one (green) and has unlocked course two (yellow) but has yet to unlock course three as there is still a disabled tool.


From these menus is where the student can access the different activities.

### 1.2 STUDENT DASHBOARD

From the student dashboard a student can do a number of things including joining a class, editing their profile, changing their current active class or practice area, see your completed courses and see


the doodles you have drawn. All these links are located at the top of your screen and this page can be accessed by clicking your username at the top of the screen.




[EyeLearn](#) [Home](#) [Play](#) [About](#) [Analytics](#) [createStudent](#) [Logout](#)



**User: createStudent**  
Last seen on: 2019-04-20 18:49:34  
Current Active Class: Junior Cert French




[Join a Class](#)  
[Change Current Active Class or Practice Area](#)  
[Edit your profile](#)  
[Your Completed Courses](#)  
[Your Doodles](#)







**Your Classes:**  
  
Junior Cert French 2019


**Category Images:**  
  
Animals  
  
Vehicles  
  
Sports

If you click a selection under “Your Classes” you will be brought to your own Analytics Page detailing your progress in that class.

[EyeLearn](#) [Home](#) [Play](#) [About](#) [Analytics](#) [createStudent](#) [Logout](#)

  
Animals  
  
Vehicles  
  
Sports

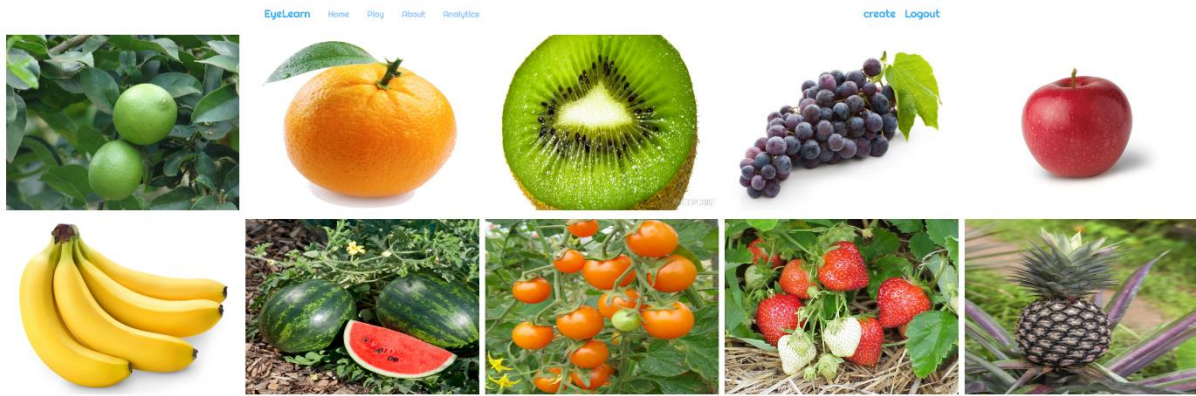
**Current Class Custom Games' Images**  
  
Custom Activity Images - Find fruit  
  
Custom Activity Images - Find foods  
  
Custom Activity Images - Find clothes  
  
Custom Activity Images - Find electronics  
  
Custom Activity Images - Find bathroom  
  
Custom Activity Images - Find test

**Your Practice Areas:**  
  
createStudent's Practice Area - French

The icons under the “Category Images” and “Current Class Custom Images” will bring the student to images to be used in the games that require the camera when clicked.

### 1.3 IMAGES FOR GAMES

When the student clicks on “Custom Activity Images - Find Fruit” a page similar to the following will be loaded:



Print/Save

These images can be used for the “Custom Activity - Find Fruit” that can be accessed via the Activity Page.

## 4.2 DOODLE BOOK

The “Doodle” activity requires the students to draw the foreign word that appears on the screen. Each drawing performed by the student is tracked along with what the model classified it as, as well as what the correct answer should have been. The user can view these doodles by visiting their dashboard and clicking “Your Doodles”. Here their doodles are shown in an image gallery that can be swiped but they are also able to print their doodles in a nice book that they can keep along with all the vocabulary.

## Your Doodles



Correct Answer: cuillère (spoon)

Your Answer: cuillère (spoon)



Printed Version:

Print

Total: 4 sheets of paper

Print

Cancel

Destination

Microsoft Print to PDF

Pages

All

e.g. 1-5, 8, 11-13

Layout

Landscape

Colour

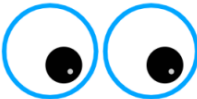
Colour

More settings

Print using system dialogue...  
(Ctrl+Shift+P)

☒

EyeLearn



Doodle Book For:

Cathal

Date:

1st April 2019

Print

Total: 4 sheets of paper

Print

Cancel

Destination

Microsoft Print to PDF

Pages

All

e.g. 1-5, 8, 11-13

Layout

Landscape

Colour


Colour

More settings


Print using system dialogue...  
(Ctrl+Shift+P)

☒


Cathal's Doodle Book Page 1




Correct Answer: ligne (line)  
Your Answer: ligne (line)



Correct Answer: ligne (line)  
Your Answer: ligne (line)



Correct Answer: ligne (line)  
Your Answer: ligne (line)



Correct Answer: ligne (line)  
Your Answer: ligne (line)

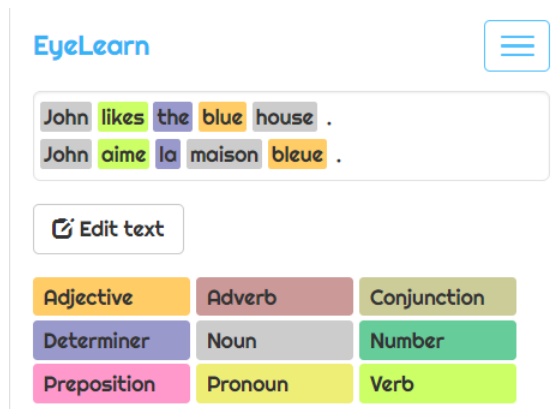
## 1.4 COURSE COMPLETION

On completing a course the student will be redirected to their dashboard where they can see their stats for that course. Also, when a student completes all courses they are provided with a certificate of completion that can be printed off.



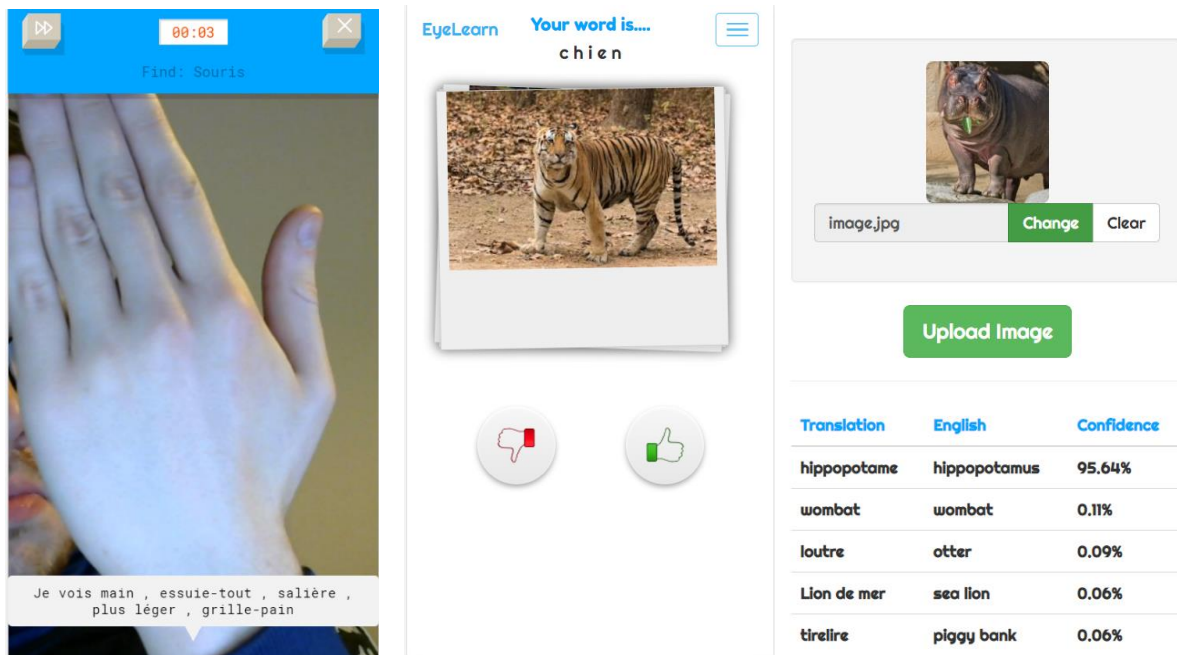
## 1.5 PARTS-OF-SPEECH (POS) TAGGING & TRANSLATION

Using the “Phrase Translator & Tagger” tool the student can input an English sentence which will then be in turn translated into their chosen language but also both the input and output sentence will be POS Tagged. POS tagging is the process of tagging words with their correct word type.



## 1.6 IMAGE ACTIVITIES/TOOLS

Below shows the views for image related activities:

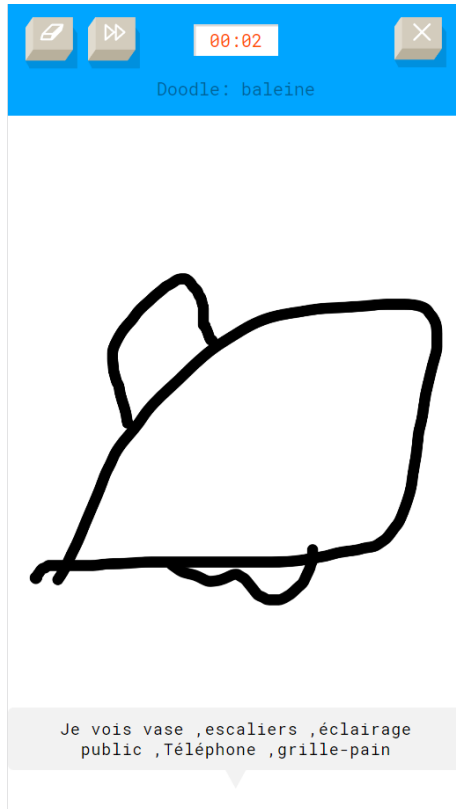


The first image shows the “Find Me” Activity which requires the user to point at objects around them, the item to look for is seen in the centre of the game bar. The second image shows a category classification Activity, “Swipe Animals”, where the user must swipe right or tap the thumbs up when they believe they see the right answer. Finally, the last image shows the “Object Translator” tool which requires the user to upload an image from their phone or take a picture and get the translation for the object.



## 1.7 DOODLE ACTIVITY

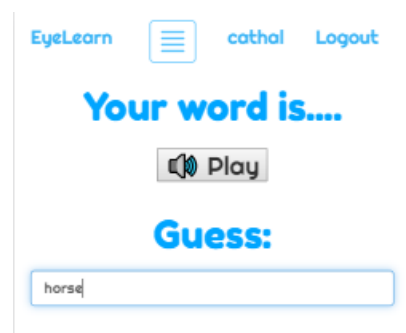
The “Doodle” Activity requires students to draw the foreign word that appears on their screen using their mouse or their finger and their device. This activity has a time that starts from 30 and every time the student lifts their finger from the screen EyeLearn will tell them what it sees.



Here the student is required to draw a “baleine” which translates from French to “whale”. You can see that EyeLearn also tells the student what it sees, and it is also spoken too. The student can clear the canvas by clicking the eraser icon, can quit the game by clicking the “X” and can get the answer by clicking the skip icon. As you can see the student must complete the task before time runs out which initially starts at 30 seconds.

## 1.8 WORD/LISTENING ACTIVITIES

The following activities are word based games. The tiles game on the left provides the student with a foreign word and they must tap on the correct tile corresponding to that word. In the second image on the left, this game requires a student to listen to a word spoken in a foreign language and then type its translation correctly in order to get the answer correct. In the final image, this game uses the concept of flash cards in order to test a student’s knowledge. As you can see the student’s word here is “pig”, in order to get the correct answer the must swipe right or tap the thumbs up for the card that will eventually say “porc”.



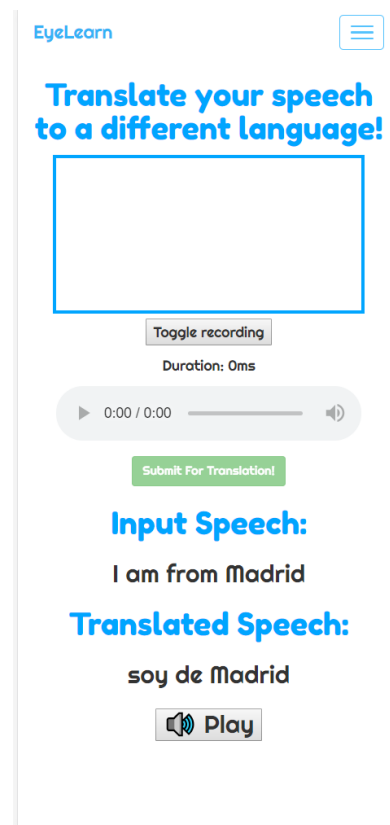
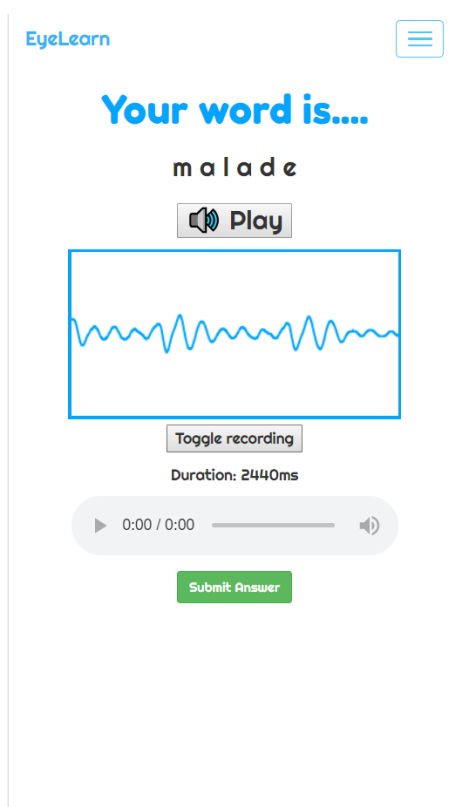


## 1.9 SPEECH RECOGNITION ACTIVITIES/TOOLS

The two images below show the interface for the speech activity and speech tool respectively. The speech activity is aimed at improving students' pronunciation of vocabulary. In the activity the user is presented with the word and can tap the play button to hear how it is pronounced and then they must try record themselves pronouncing the word as best as possible in order to get the answer correct. This activity quite difficult as your foreign accent must be very precise in order to get the answer correct.

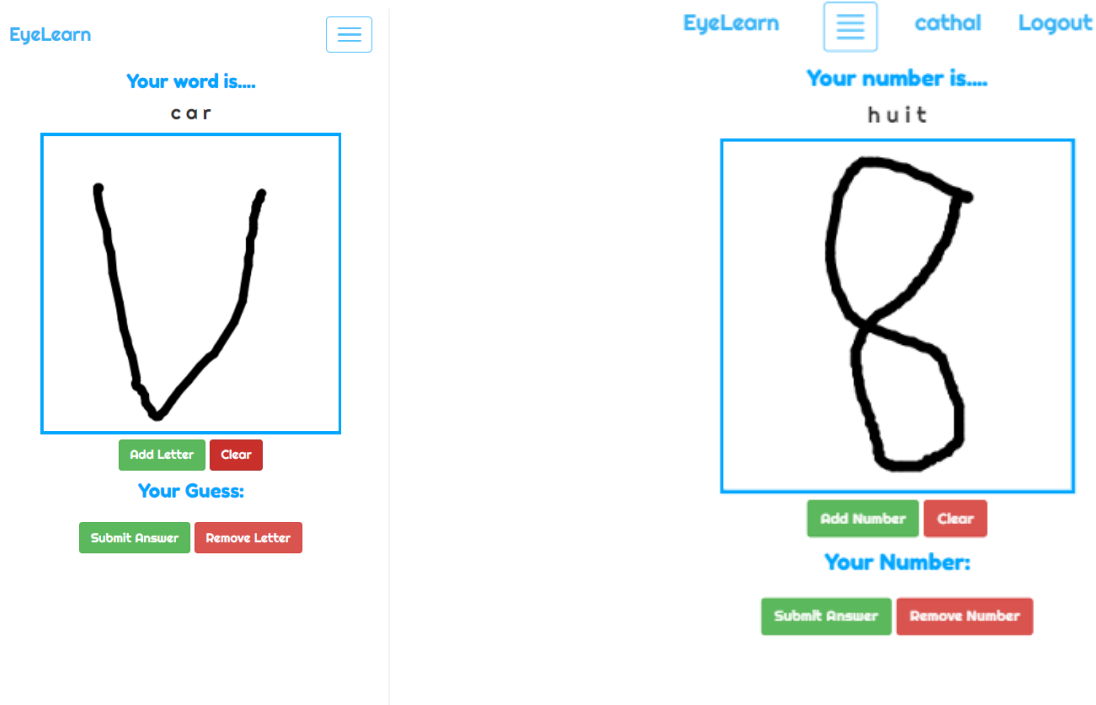
The speech tool on the right allows students to record their English speech and have it translated into their chosen foreign language. Once the translation has been returned they can also hear how it is spoken in the native tongue by clicking the "Play" button.

To record your speech the student must click the "Toggle Recording" and then click again when they are finished.



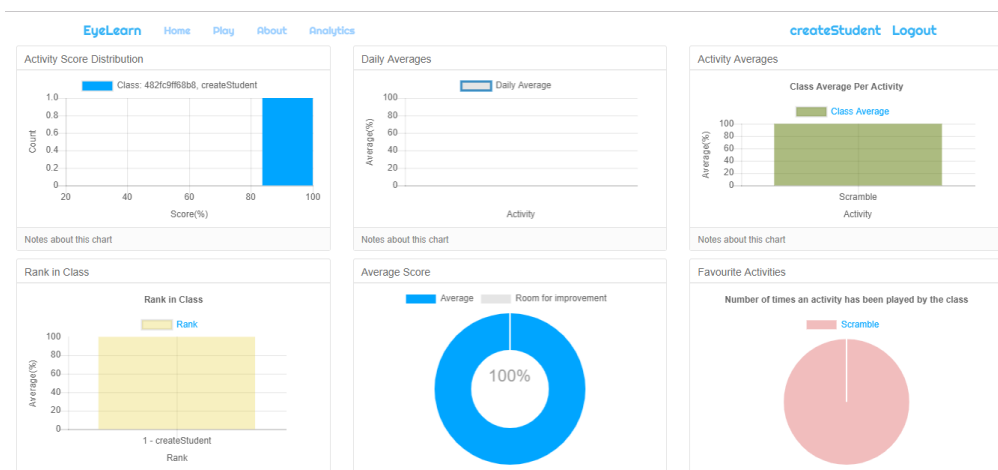
## 1.10 HANDWRITING ACTIVITIES

The handwriting activities are used to test a student's spelling of a word and monitor their handwriting. The user is presented with a word or number at the top of the screen and they must write the letter or number character by character. This method of spelling is fun and interactive and gives students an opportunity to think about each letter or digit they write.

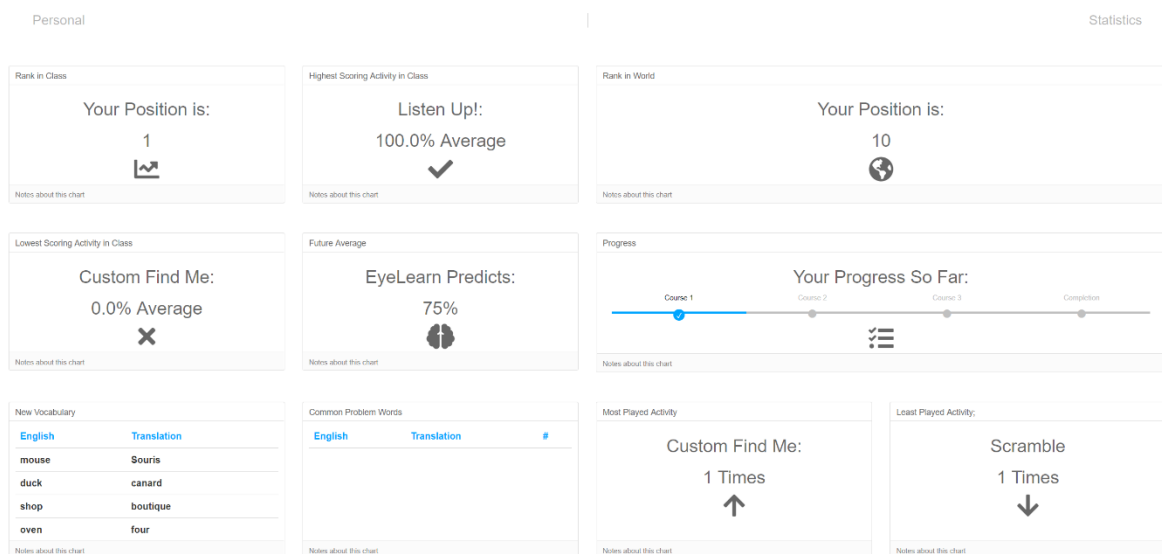
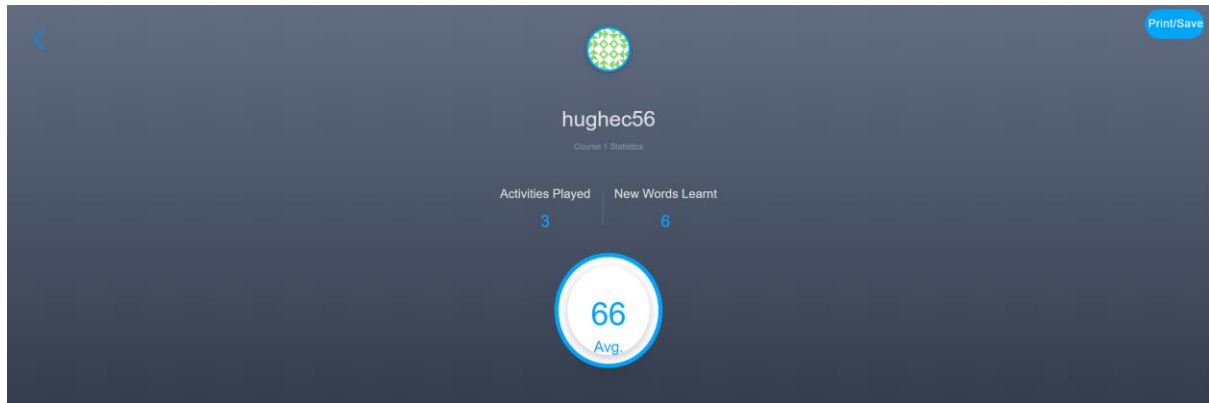


## 1.11 STUDENT ANALYTICS

The student can see their analytics for their performance in each of their class by clicking on the class name in their dashboard. The Analytics pages show series of charts and statistics about the student's progress:



An extra analytics feature built in for students though allows them to see their frozen progress when they complete a course in a class. That means when they complete the class there should be 3 sets of stats available for them and a certificate that was shown earlier. These stats pages can be accessed via the dashboard:



These statistics can be saved or printed out and by clicking the “Print/Save” Button:

