

AN AAC APP FOR FILIPINO CHILDREN

YugTalk User Manual

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Updated July 2024



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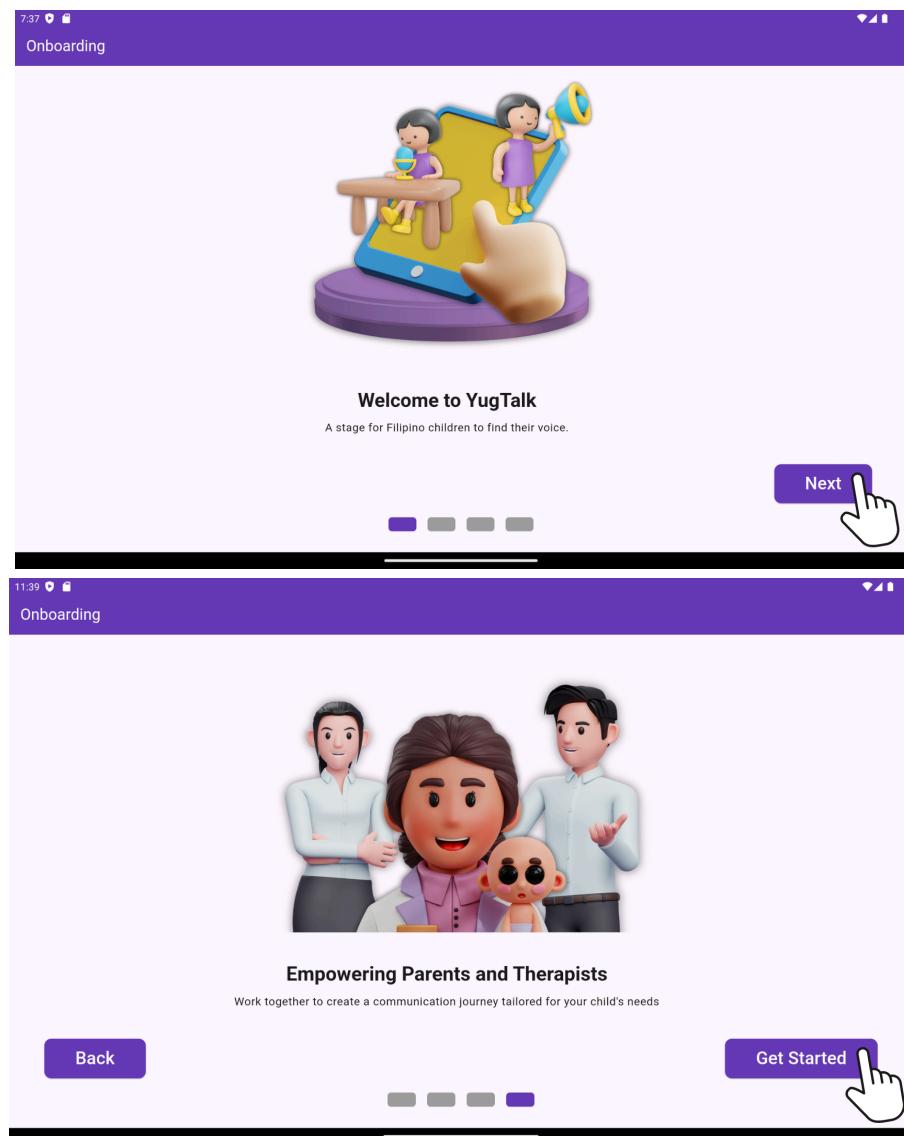
This user manual contains a complete rundown of YugTalk for iPad OS. A step-by-step process of the features is found here to help users better use the application.

YugTalk Account Setup.....	2
User Onboarding.....	2
User Registration.....	3
User Login.....	5
Forgot Password.....	5
User Settings.....	7
Me Mode.....	15
Me Mode Dashboard.....	15
Me Mode Communication Boards.....	16
Edit Mode.....	19
Edit Mode Password.....	19
Edit Mode.....	19
Edit Mode: Customizing Tiles.....	21
Activity Mode.....	22
Activity Mode Password.....	22
Activity Mode: Statistics.....	23
Activity Mode: Activity Forms.....	24
Activity Mode: Activity Boards.....	27
Activity Mode: Activities.....	27

YugTalk Account Setup

User Onboarding

New users are shown the onboarding screens to brief them about what or why YugTalk was made for. Click “**Next**” until the last onboarding screen to which “**Get Started**” becomes available immediately.

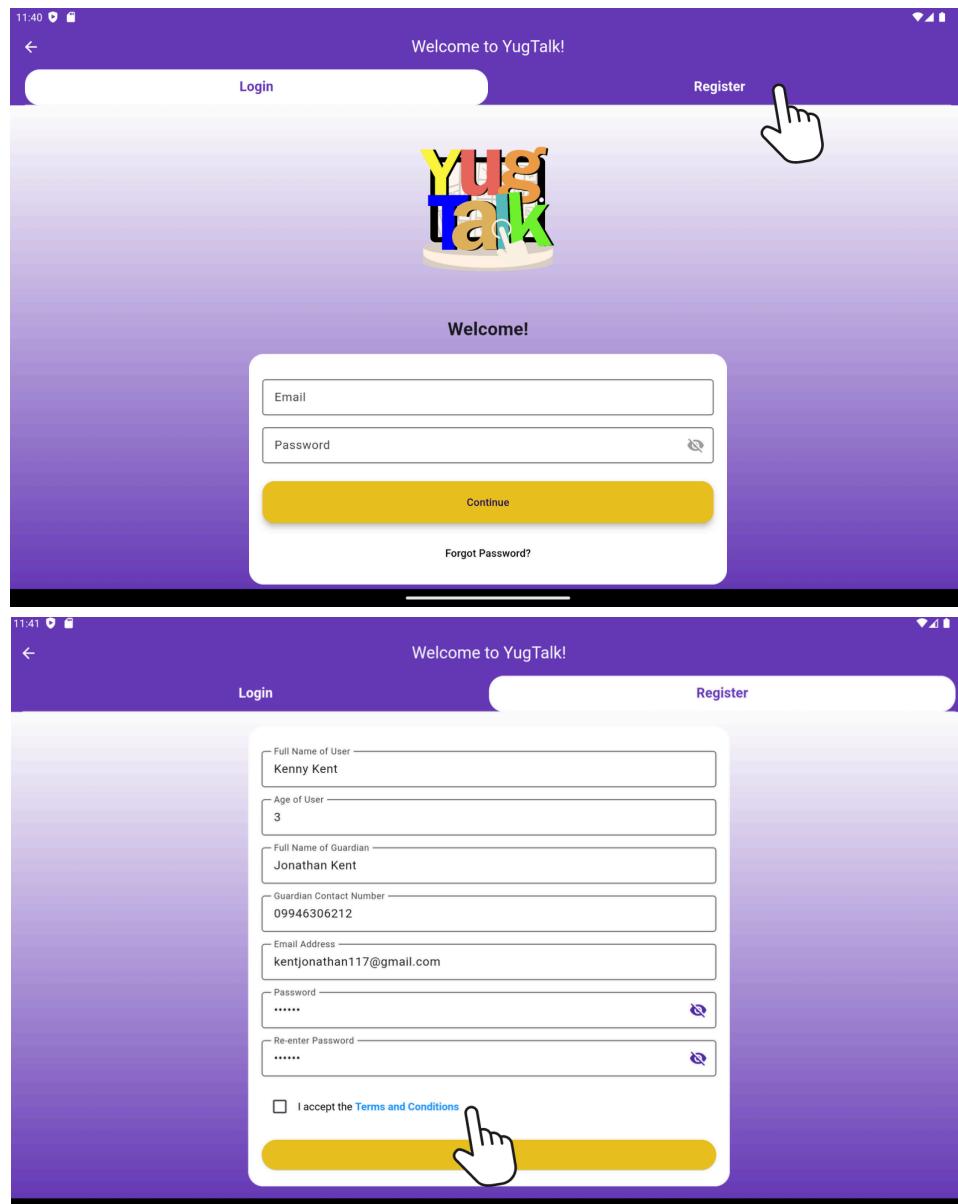


User Registration

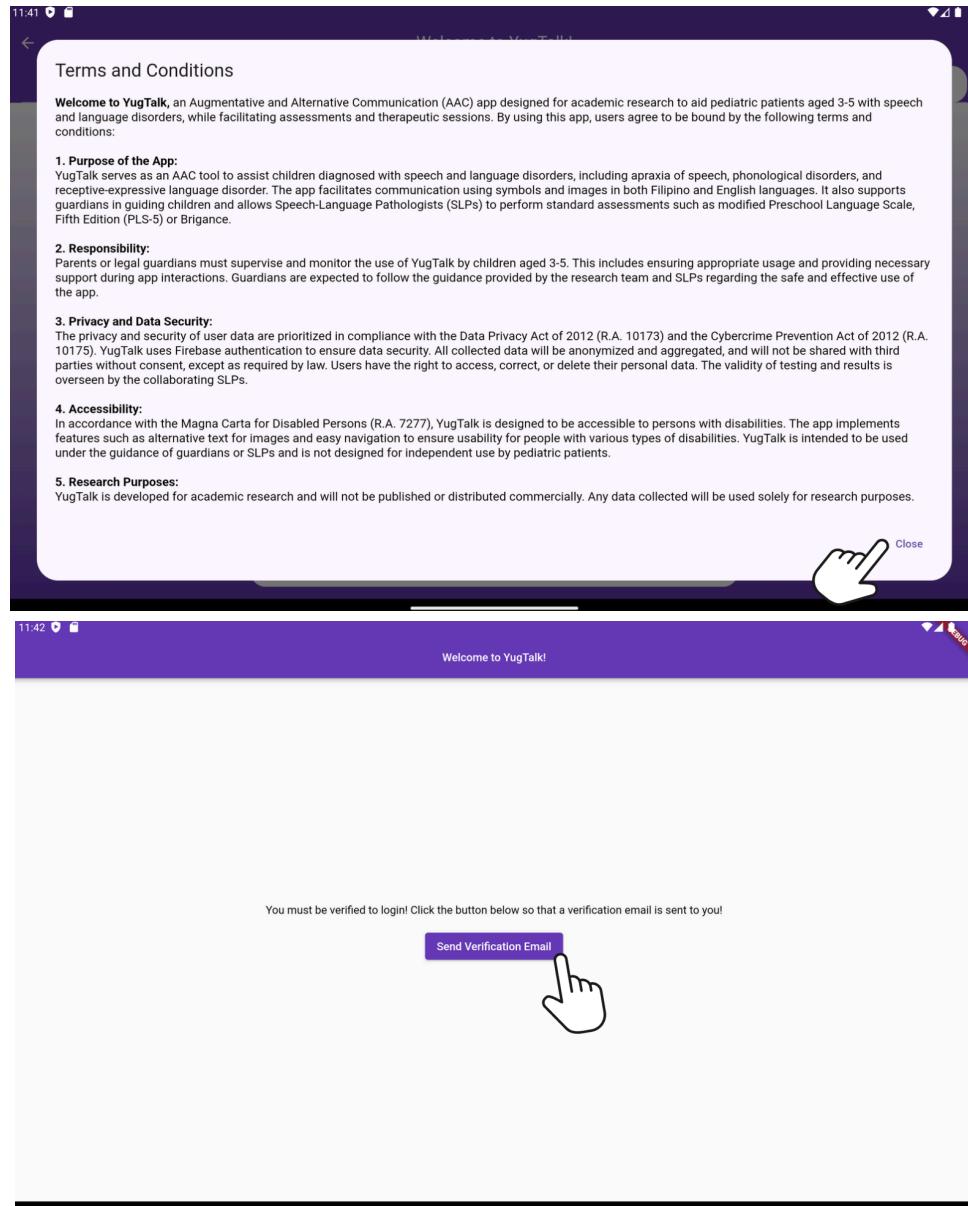
Users need to first make an account on the YugTalk platform to use it.

The authentication screen will be displayed at the “**Login**” screen, but navigate to the “**Register**” screen to start creating an account. The following information needs to be provided by the guardian:

- **Full name of user**
- **Age of user**
- **Full name of the guardian**
- **Guardian contact number**
- **Email address:** This will be the email associated with your account.
- **Password:** This will be part of the credentials to log in to the system.



Once all the information has been provided, click the “**Terms and Conditions**” to read it and check the checkbox to confirm the TOS has been read and understood. Now, you can press the “**Register**” button. A new screen will show for user verification which will prompt the user to verify their email by clicking the “**Verify**” button. An email will be sent to the guardian’s email address to which a link is pressed that will verify the user’s account.





Verify your email for YugTalk Inbox x



noreply@yugtalk-7db69.firebaseio.com

to me ▾

Hello,

Follow this link to verify your email address.

https://yugtalk-7db69.firebaseio.com/_auth/action?mode=verifyEmail&oobCode=m15IKNTA9GJWsFR88E6M

If you didn't ask to verify this address, you can ignore this email.

Thanks,

Your yugtalk-7db69 team



User Login

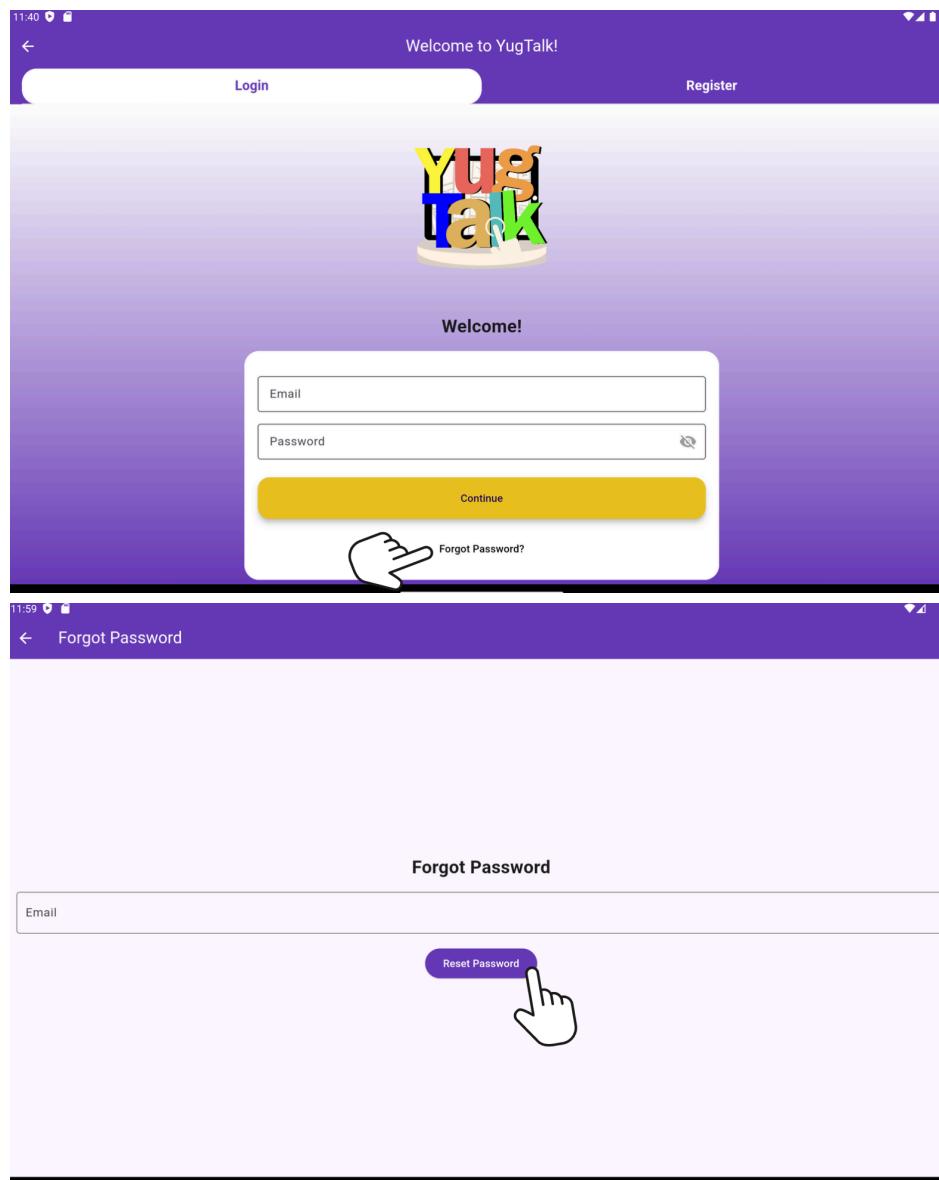
After the user has gone through verification or has already logged in YugTalk previously, the Login screen will always be first shown. Now, the user can enter and use the app by entering their registered email and password.

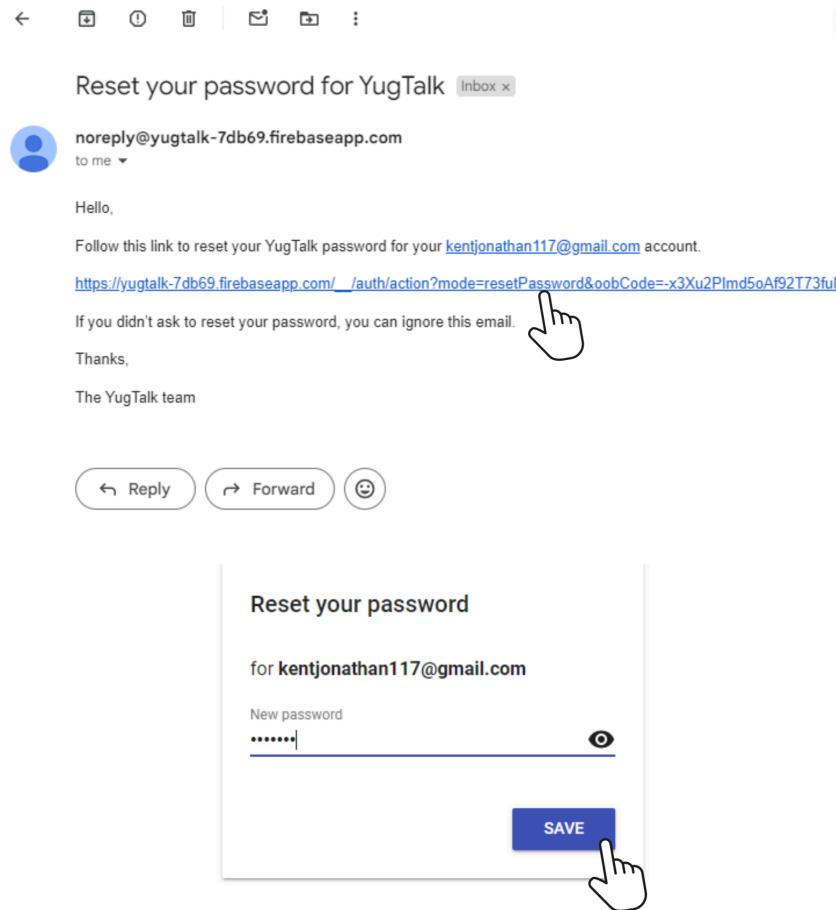


Forgot Password

If the user cannot log in due to forgetting their registered password. They can press the bold text "**Forgot Password?**" which will lead them to the Forgot Password screen, requiring the input of

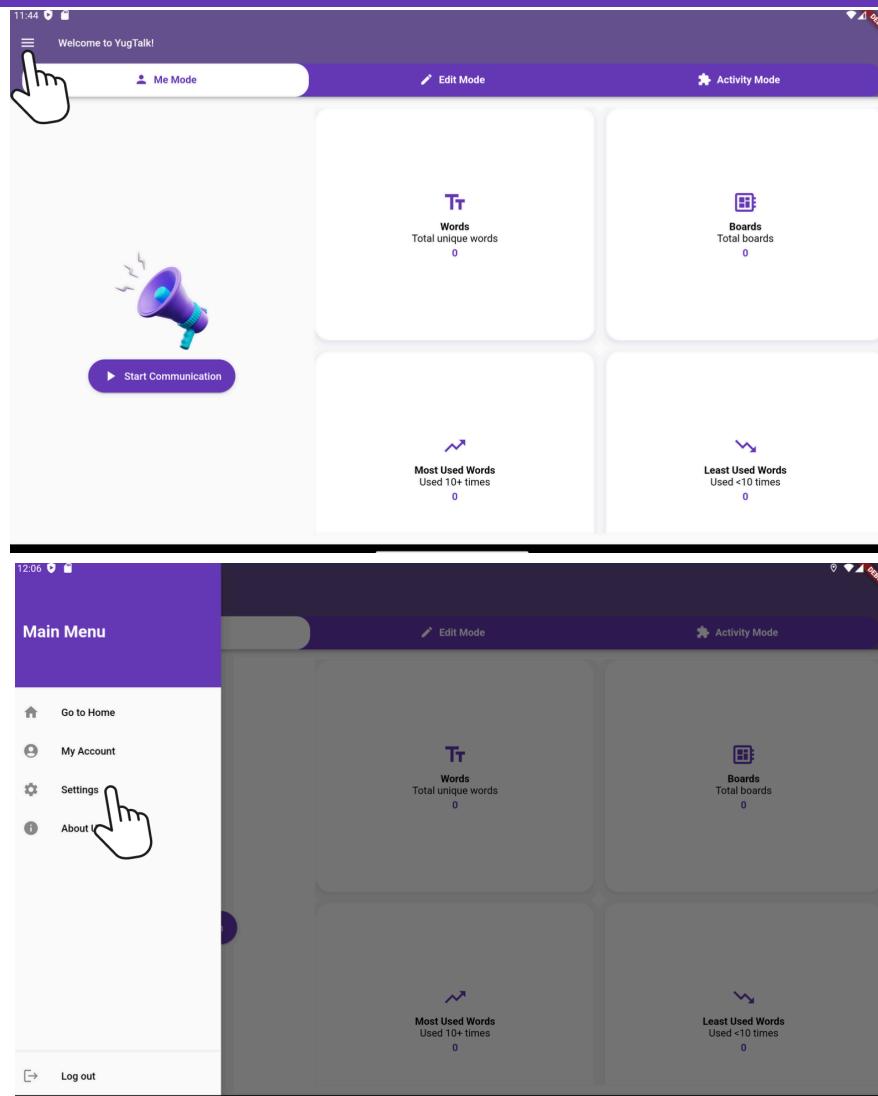
the guardian's email. Pressing the “Reset Password” button will refresh the screen and notify the user of an incoming email which has a link leading to a web page to change the password.



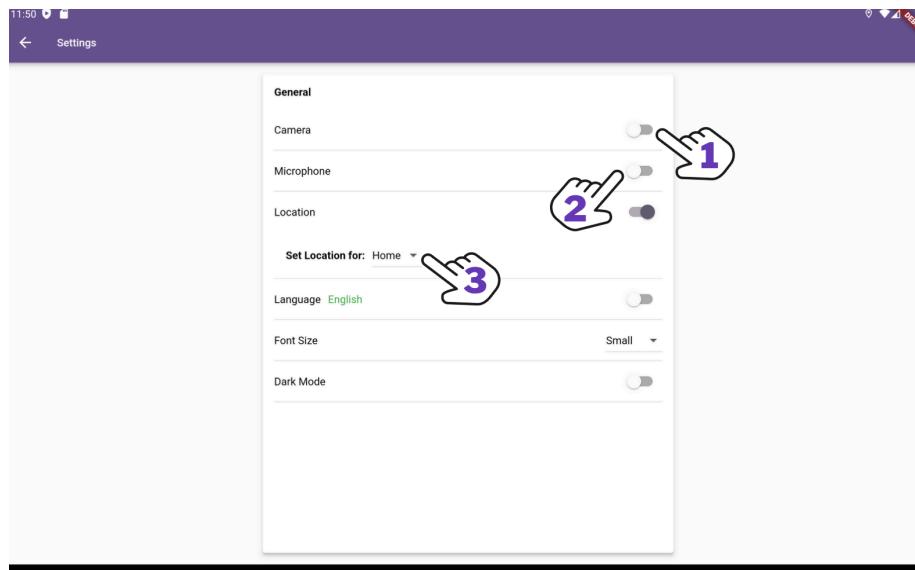


User Settings

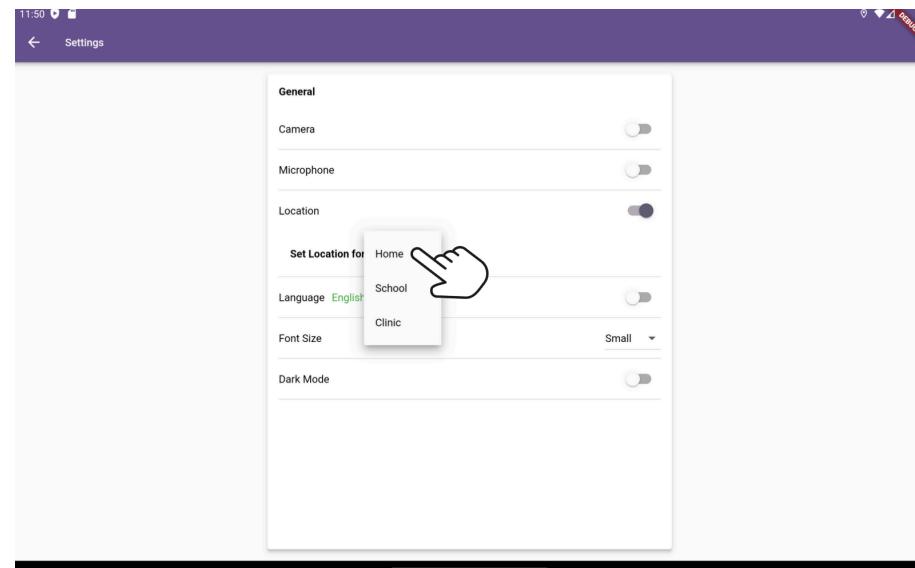
The new user is now greeted at the Home screen with a view of Me Mode, and other tabs found in the tab bar, namely Edit Mode and Activity Mode. On the upper left of the screen, the user can see a hamburger menu. The user can click on the hamburger menu to go to the Settings.

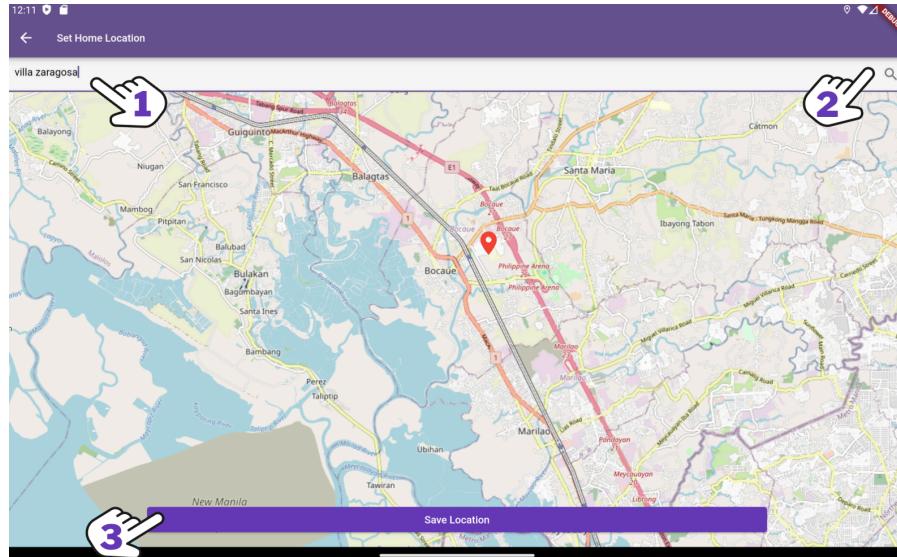


If the user wasn't prompted to enable (1) Camera, (2) Microphone, and (3) Location permissions, they can enable these in the settings as these are necessary to utilize the features of YugTalk fully.

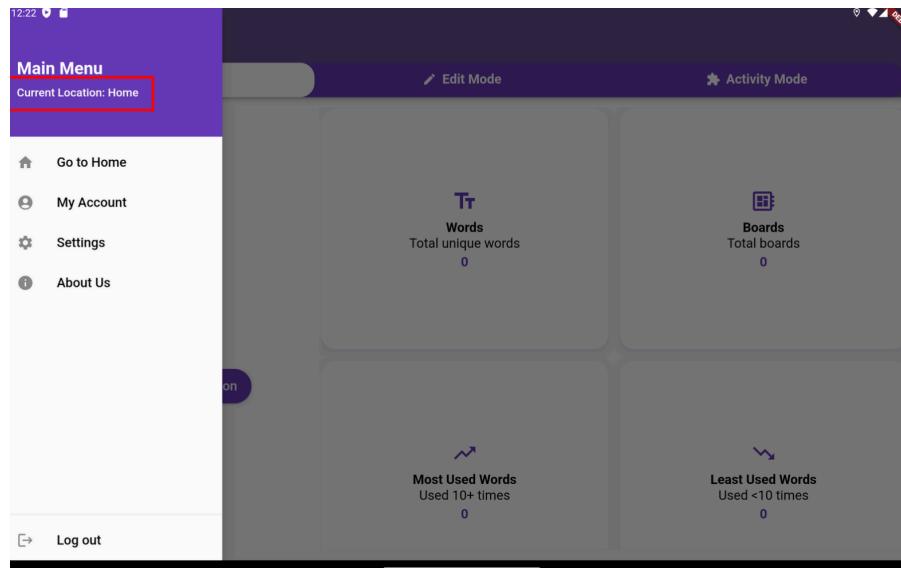


Setting the location for the user involves only three locations: Home, School, and Clinic. The user can select any of these from the dropdown, which will show a new screen of a map interface in which the user can search for a location or just select their current location to add this as the user's address at location types.

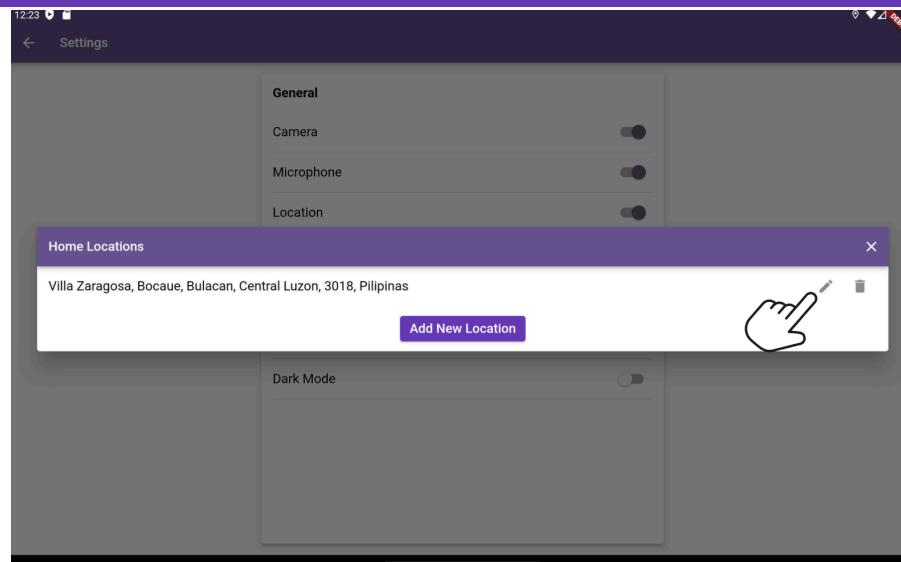




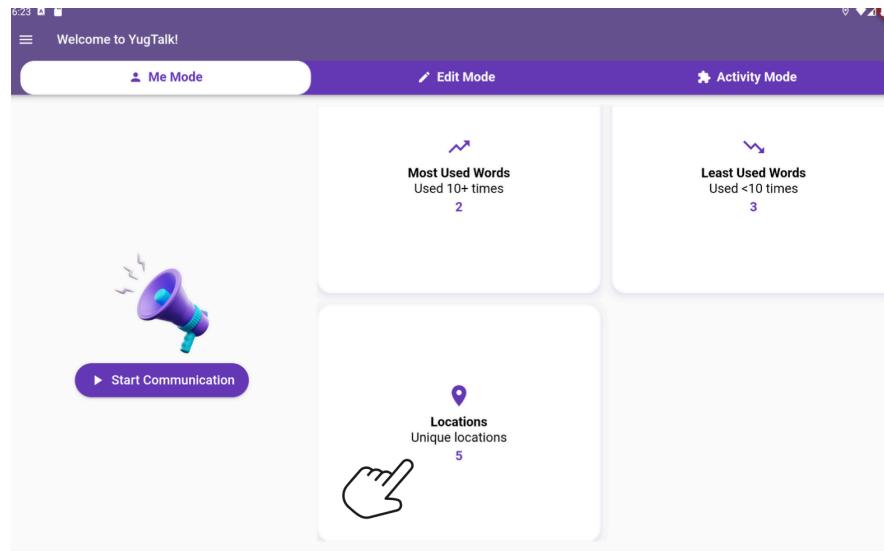
Found in the Main Menu is the current location of the user. When the user is not near any of the locations set in the settings, it would show that the user is outside.

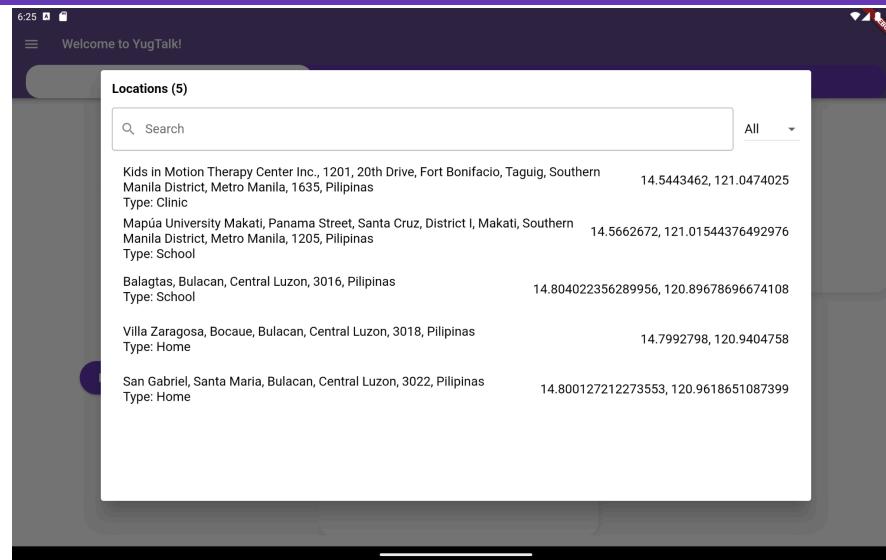


Going back to the location dropdown from Settings and picking a location reveals a modal with a list of existing locations that the user can edit, update, or delete.

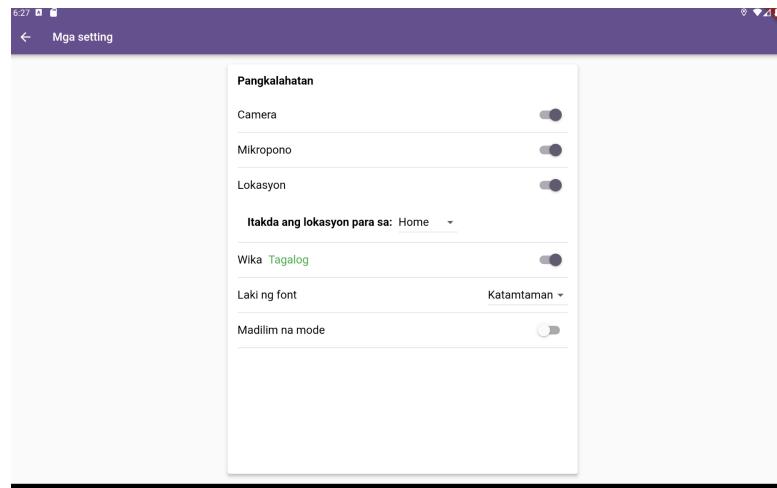


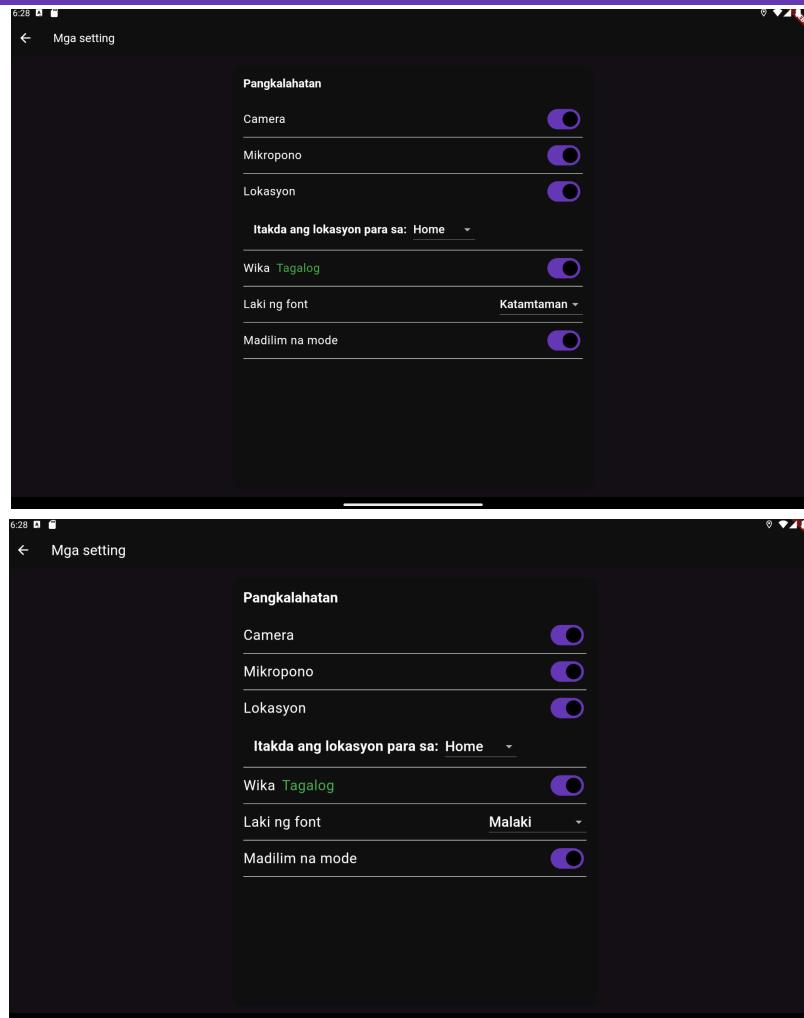
The home screen locations are able to show existing locations just by pressing the card, revealing a dialog with more details.





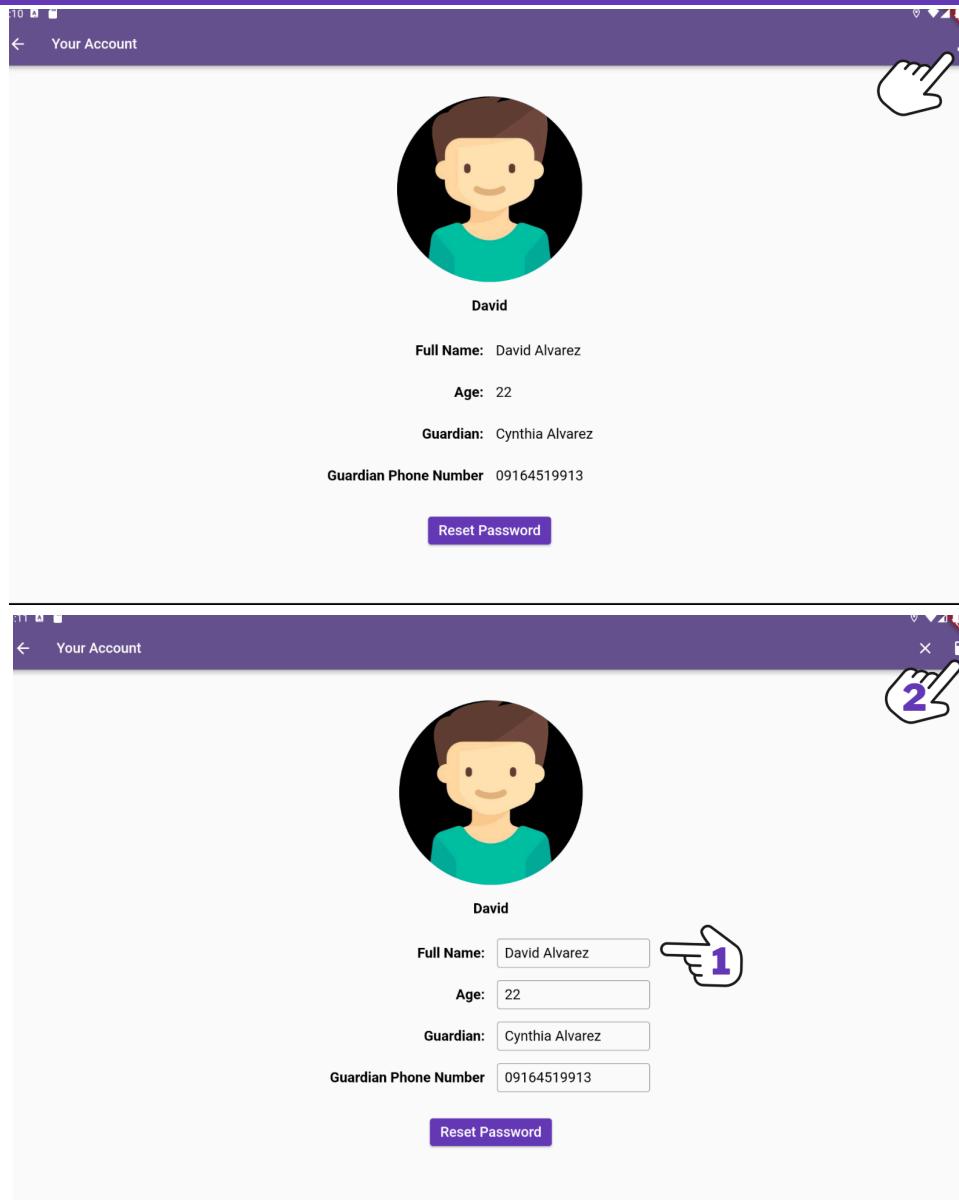
Other settings such as language toggle, switch from English to Tagalog, which will set the global language of the application. Font size also sets the size globally from Small, Medium, or Large. Dark Mode toggle sets a global contrast for fonts, white spaces, and other UI/UX in inverse.



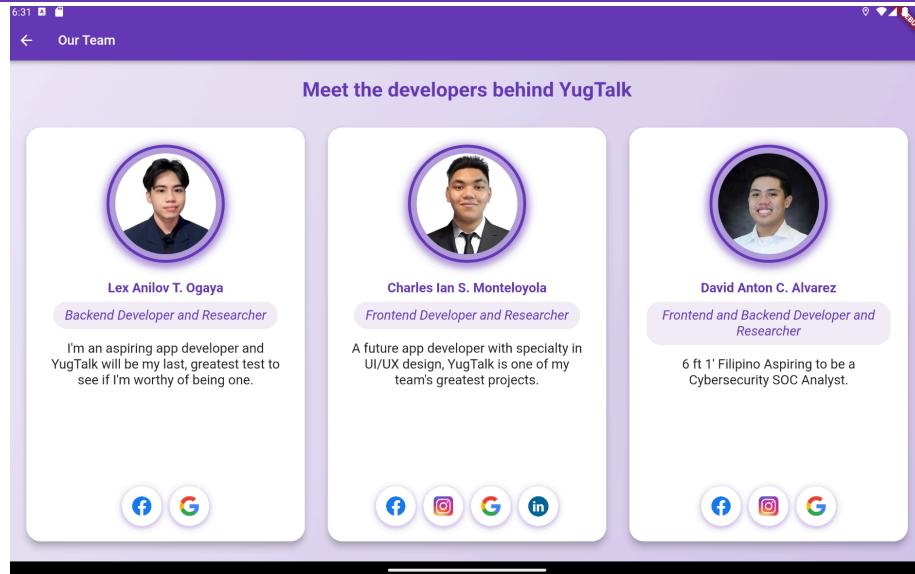


An existing user's account will be shown now with content and history. The user can press the back button on the navbar to bring back the hamburger menu. The user can click on “**My Account**” to (1) update and (2) save the following:

- **Full name of user**
- **Age of user**
- **Full name of the guardian**
- **Guardian contact number**
- **Password**: This will be part of the credentials to log in to the system.



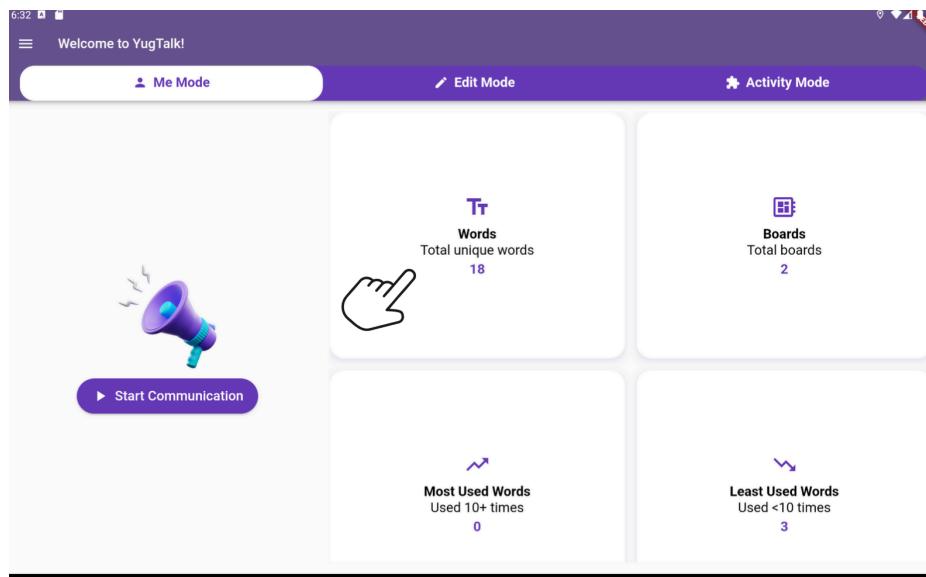
The user can press the back button on the AppBar again to return the hamburger menu. The user can click on “**About Us**” to view information about the developers and click on the social media icons to be redirected.

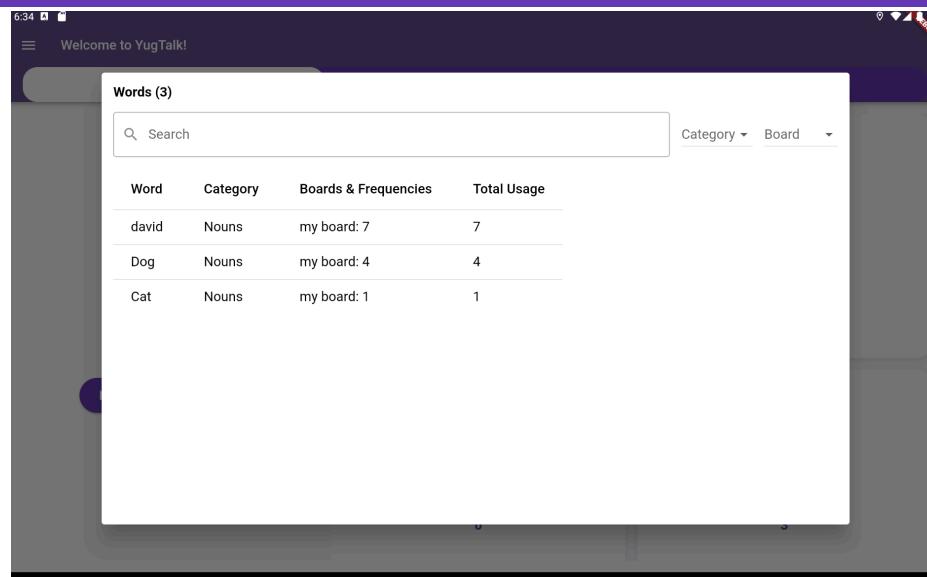


Me Mode

Me Mode Dashboard

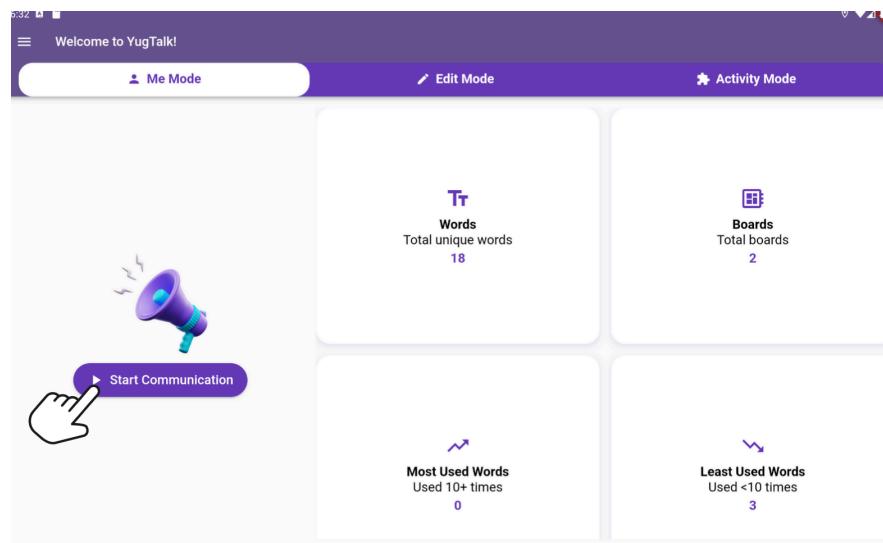
The existing user has the Me Mode dashboard presented and can be interacted with. Pressing on each of the cards will reveal a dialog to show information that guardians can make use of. The user can therefore search and filter with the use of dropdowns or by pressing the actual columns to show them alphabetically.

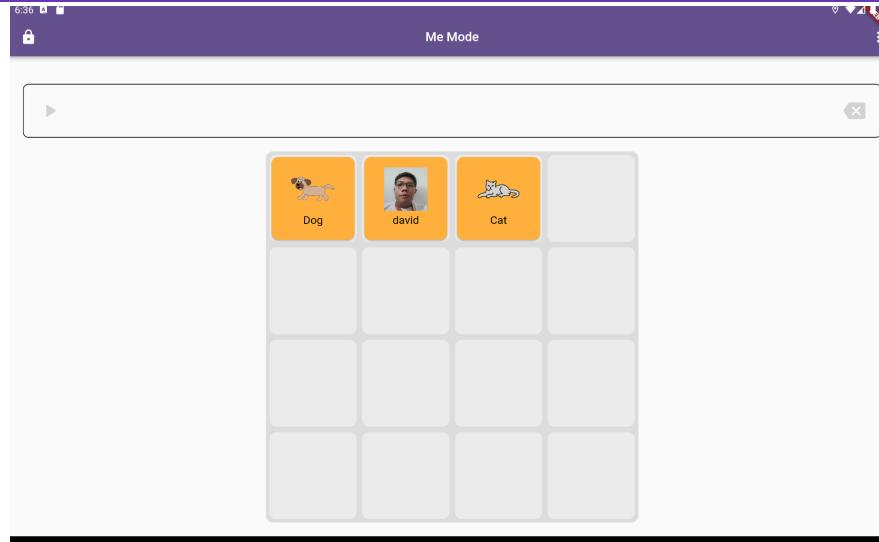




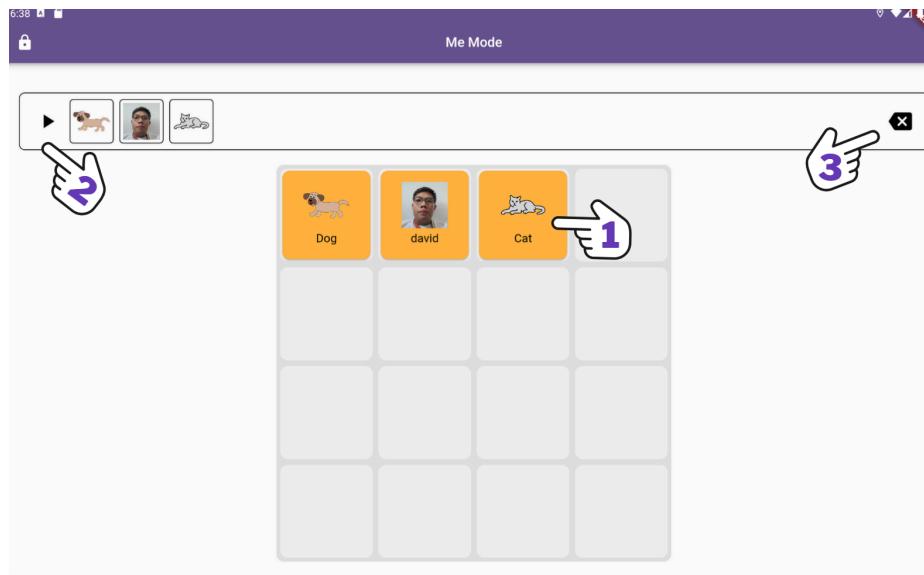
Me Mode Communication Boards

The user can press the “**Start Communication**” button to reveal the child's main communication board.

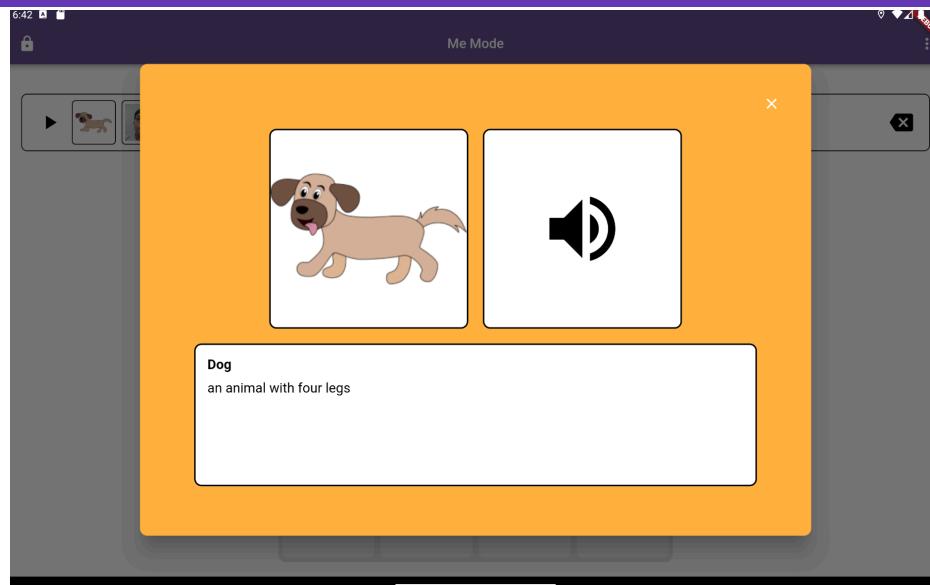




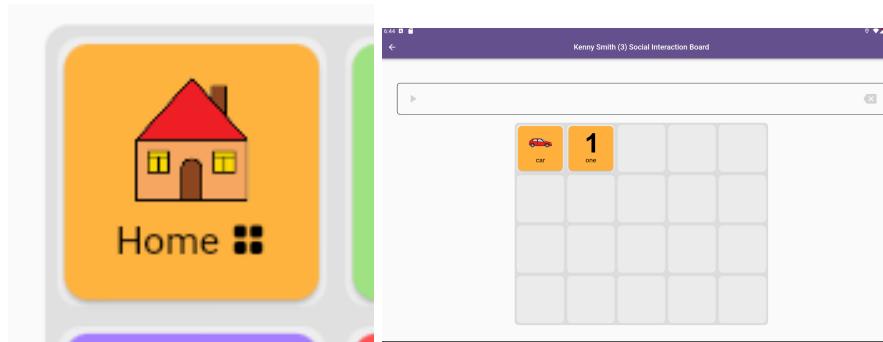
Pressing on any tile (1) in the board adds it to the player and plays the audio of the symbol. Pressing the “play” (2) icon consecutively plays the audio of the compiled selected symbols. Pressing the (3) “erase” icon deletes a symbol from the player while long pressing deletes the compiled symbols.



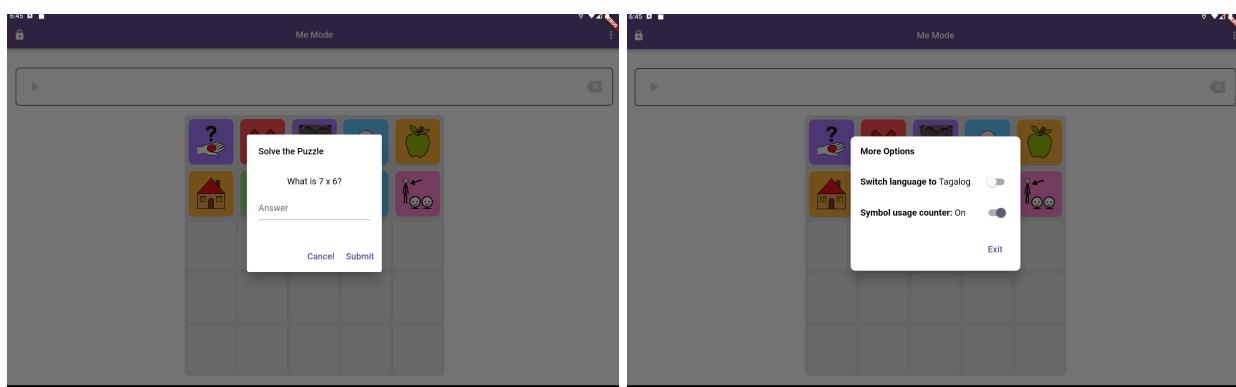
Pressing and holding a tile reveals a modal that displays more information about the symbol with a bigger symbol, a clickable audio button, text, and video demonstration of the word pronunciation (given that these contents were provided for at Edit Mode, else they will not appear).



Symbols with a 2x2 black grid are labels for symbols that are “Linked boards”. These types of symbols lead to other boards, and once the user has moved to linked board, they can go back with the back button.



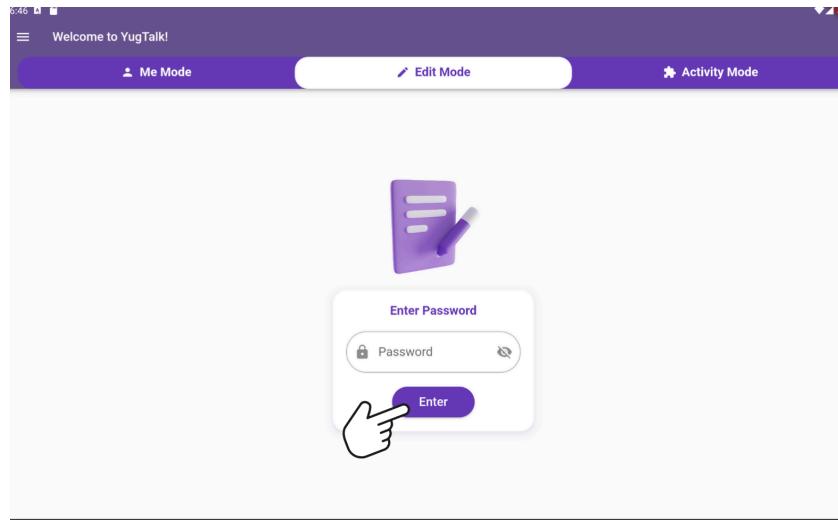
For parental controls, a puzzle is set for the lock button to go back to the Home screen and for the hamburger menu (after pressing three times and answering the puzzle) to provide more options, such as a language toggle and disabling statistics.



Edit Mode

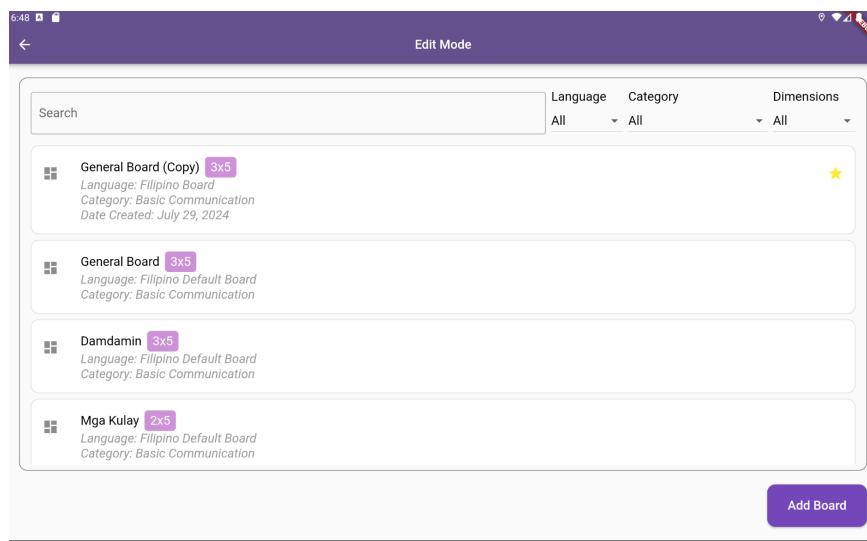
Edit Mode Password

Upon selecting the Edit Mode tab, the user is greeted with a password input, set by the developers as communicated to by guardians.

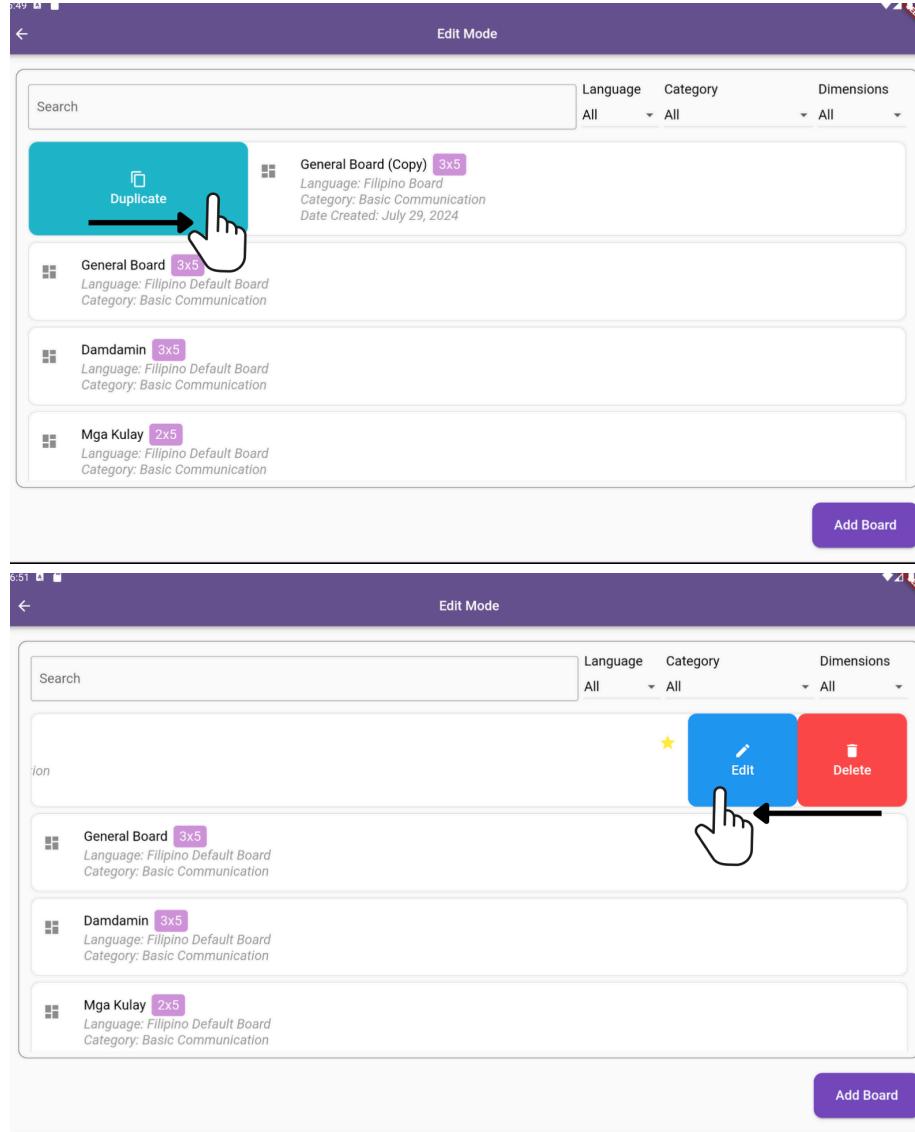


Edit Mode

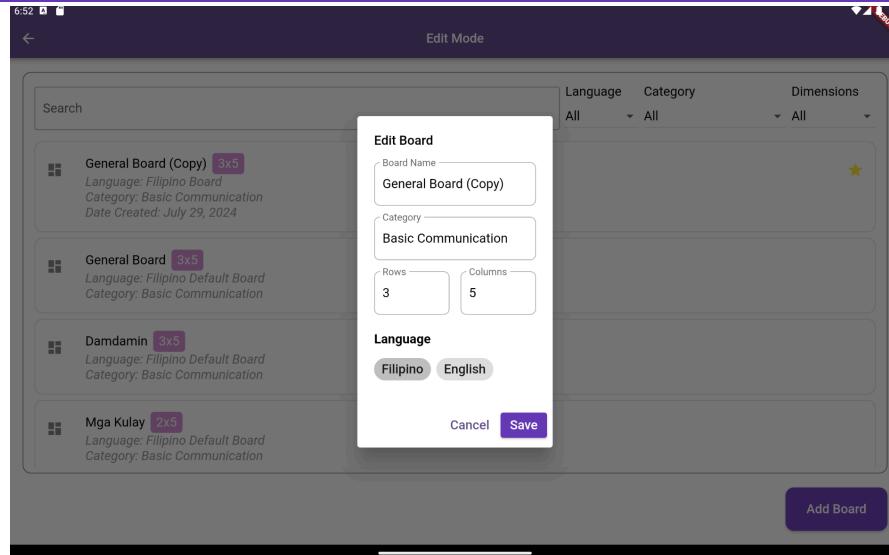
When the right password is entered, the user is shown a list of communication boards with a search field and dropdown filters. With the list of communication boards, a star on the right side denotes that a board is a “main” communication board.



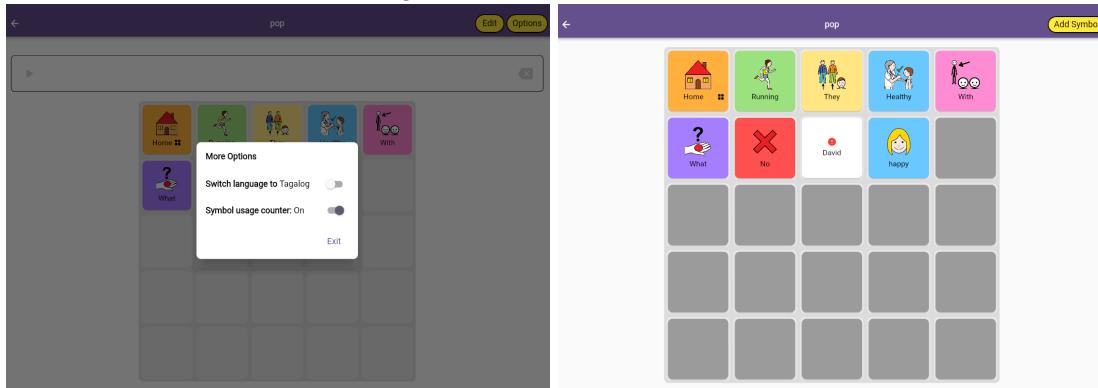
Sliding to the right of a board would reveal a button to duplicate the board, while sliding to the left would reveal editing or deletion of the board. If a board is not the main board, it would show another option, “**Set as Main**,” which would set it as the main board. Vice versa, if the board is already a main board, the “Set as Main” option will not show anymore.



Pressing the edit button would allow the user to rename the board, the category, the board dimensions, and the language if Filipino or English is desired.

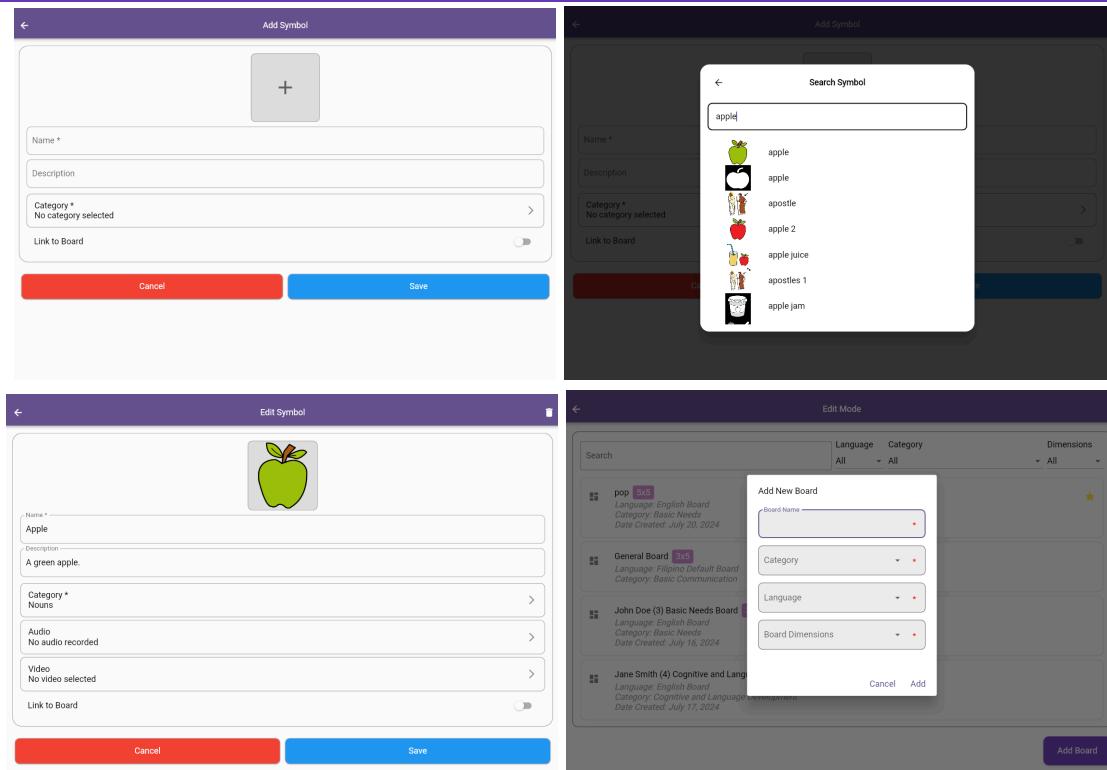


Pressing any listed boards would reveal an interface similar to me mode, except now the user can edit the tiles. Pressing the “**Options**” button reveals more options, while pressing the “**Edit**” button reveals more with customizing tiles.



Edit Mode: Customizing Tiles

The “**Add Symbol**” allows the user to add a symbol to the board. The user will first be prompted to add a symbol image. The user will then give the symbol a name, and description (optional), assign a category, and link it to another board (optional). After adding a symbol, they can add an audio and video file to the symbol but only when editing the symbol. The “**Add Board**” button allows users to add and customize a new board.



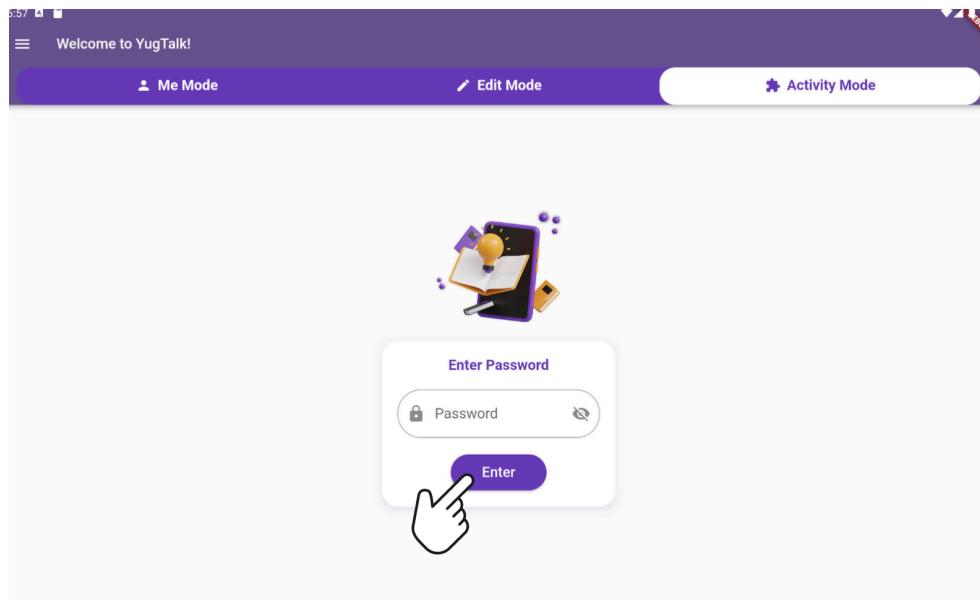
The screenshots illustrate the following features:

- Add Symbol:** A form to create a new symbol. Fields include Name (Apple), Description (A green apple.), Category (Nouns), and Link to Board.
- Search Symbol:** A search interface showing results for "apple". Options include "apple" (green icon), "apple" (black icon), "apostle" (black icon), "apple 2" (red icon), "apple juice" (black icon), "apostles 1" (black icon), and "apple jam" (black icon).
- Edit Symbol:** A form to edit an existing symbol named "Apple". Fields include Description (A green apple.), Category (Nouns), and Link to Board.
- Edit Mode:** A dashboard for managing boards. It shows three boards: "pop 5x5", "General Board", and "Jane Smith (4) Basic Needs and Language Development". A modal window is open for "Add New Board", prompting for Board Name, Category, Language, and Board Dimensions.

Activity Mode

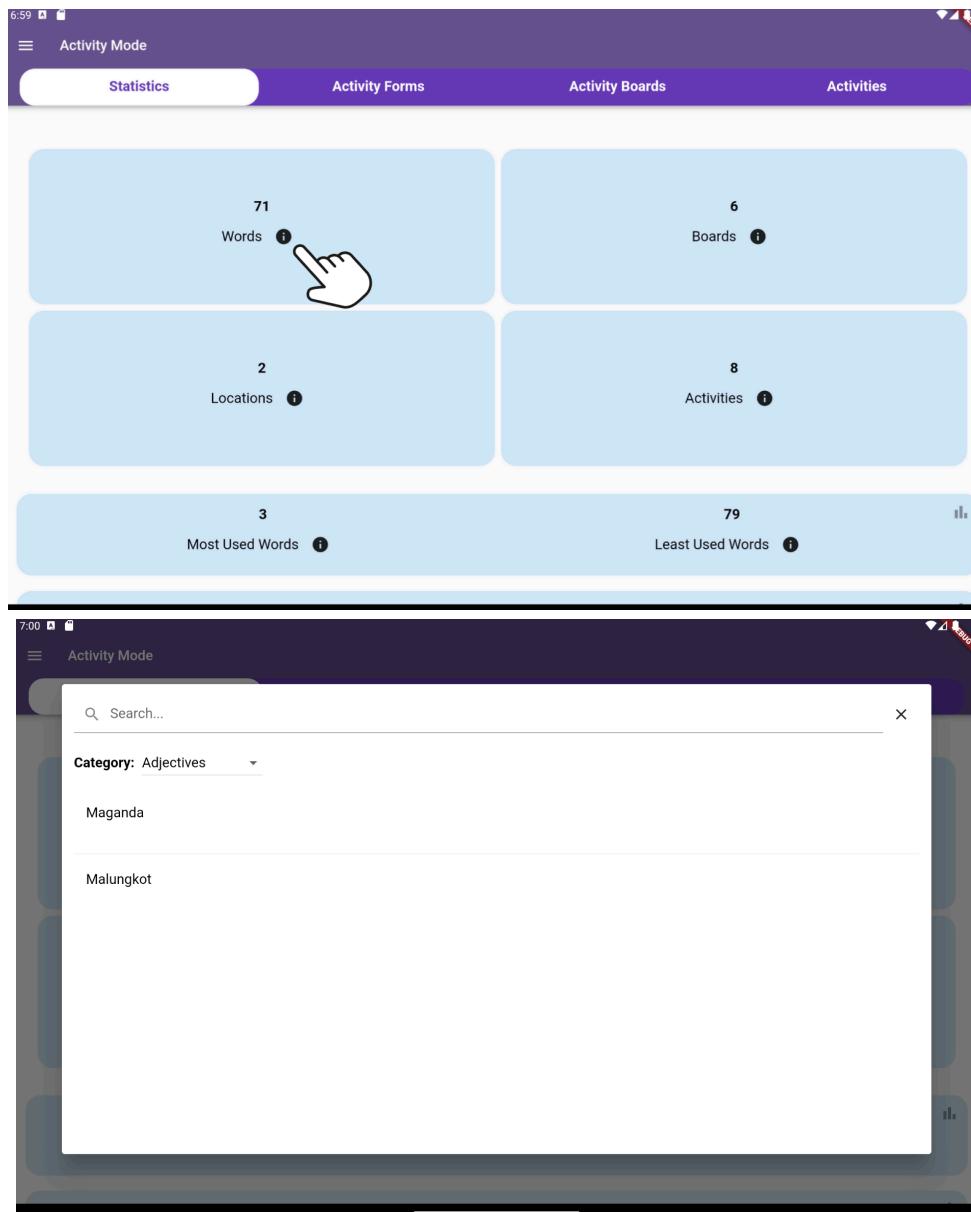
Activity Mode Password

Upon selecting the Activity Mode tab, the user is greeted with a password input, this is set by the developers as communicated to by the SLP.



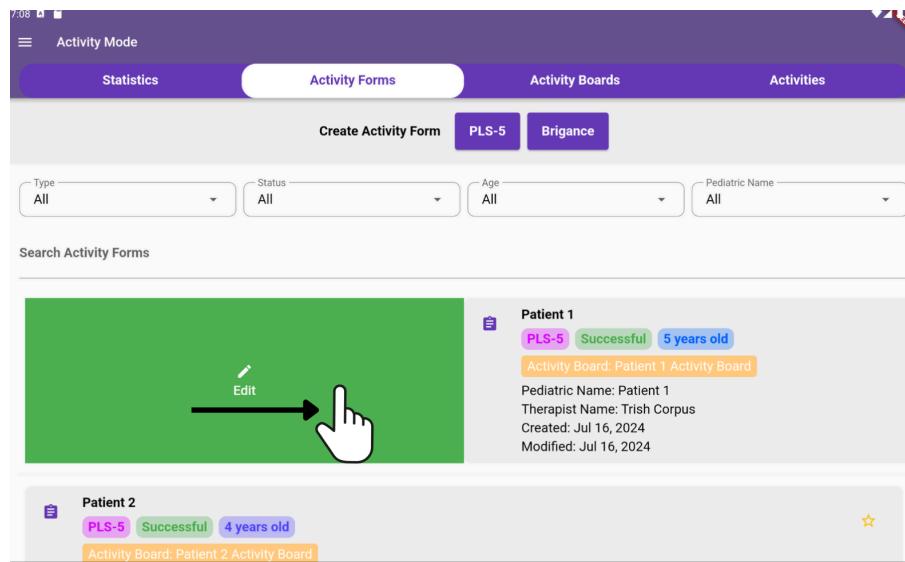
Activity Mode: Statistics

Upon selecting the Statistics tab, the user is shown multiple widgets of different statistics such as those in general like count of words, boards, locations, and activities. Then there are also counts for the most used words and least used words when the info icon button is pressed, a dialog shows up that has a search bar, a dropdown filter, and rows of records that have columns that can be filtered when pressed.



Activity Mode: Activity Forms

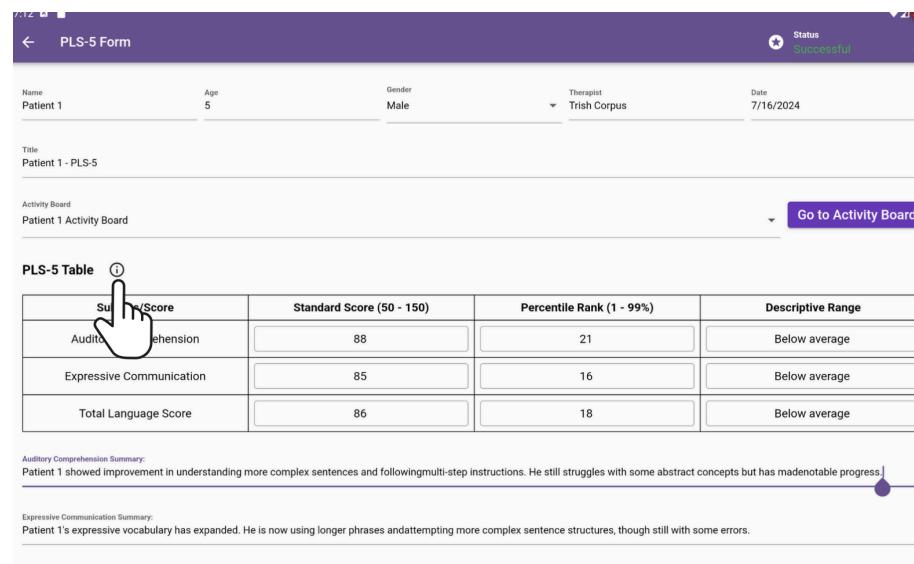
Upon selecting the Activity Forms tab, the user is directed to an interface that has buttons to create an empty activity form with two templates, PLS-5 or Brigance. Then there are dropdown filters with multiple types and a search bar. Then multiple activity forms are in a list view with colored tags and important data. These can be edited by sliding to the right and clicking on the action to reveal more information about a pediatric's activity and activity board.



The screenshot shows the 'Activity Mode' interface with the 'Activity Forms' tab selected. At the top, there are buttons for 'Create Activity Form' and two template options: 'PLS-5' and 'Brigance'. Below these are four dropdown filters: 'Type' (All), 'Status' (All), 'Age' (All), and 'Pediatric Name' (All). A search bar labeled 'Search Activity Forms' is present. The main area lists two activity forms:

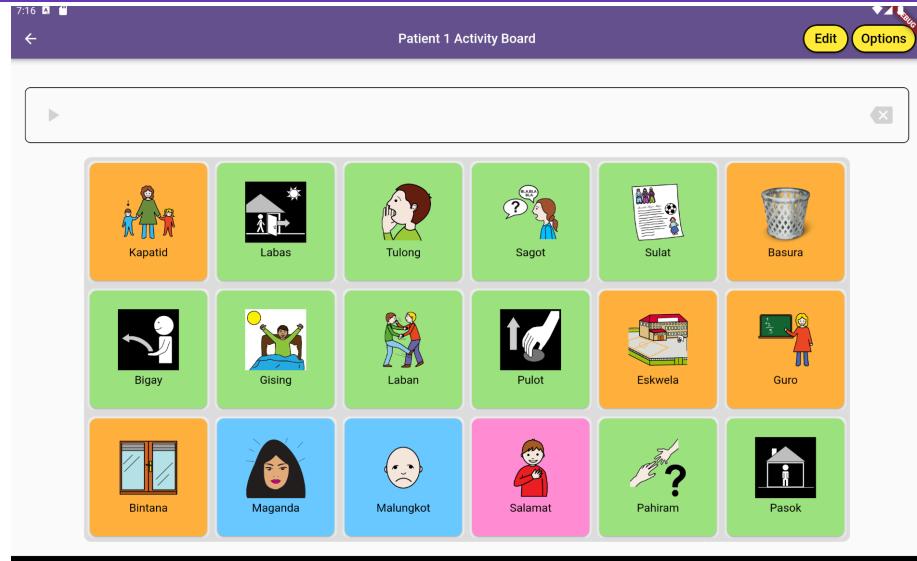
- Patient 1:** Status: Successful, Age: 5 years old. Activity Board: Patient 1 Activity Board. Pediatric Name: Patient 1, Therapist Name: Trish Corpus, Created: Jul 16, 2024, Modified: Jul 16, 2024. An info icon (hand cursor) is shown next to the Patient 1 entry.
- Patient 2:** Status: Successful, Age: 4 years old. Activity Board: Patient 2 Activity Board. Pediatric Name: Patient 2, Therapist Name: Trish Corpus, Created: Jul 16, 2024, Modified: Jul 16, 2024. A star icon is shown next to the Patient 2 entry.

An info icon button is found at the table which reveals the rubrics of the PLS-5 table. Pressing the “**Go to Activity Board**” shows the activity board used in the activity and the user can navigate back and forth.



The screenshot shows the 'PLS-5 Form' interface for Patient 1. The top section includes patient details: Name (Patient 1), Age (5), Gender (Male), Therapist (Trish Corpus), and Date (7/16/2024). The status is listed as 'Successful'. Below this is a title field containing 'Patient 1 - PLS-5'. To the right is a 'Go to Activity Board' button. The main content area is the 'PLS-5 Table', which includes columns for Sub-Score, Standard Score (50 - 150), Percentile Rank (1 - 99%), and Descriptive Range. The table rows show data for Auditory Comprehension, Expressive Communication, and Total Language Score. At the bottom, there are two summaries: 'Auditory Comprehension Summary' and 'Expressive Communication Summary', both noting patient progress.

Sub-Score	Standard Score (50 - 150)	Percentile Rank (1 - 99%)	Descriptive Range
Auditory Comprehension	88	21	Below average
Expressive Communication	85	16	Below average
Total Language Score	86	18	Below average



Android Emulator - Pixel_Tablet_API_33.5554

7:13 Status: successful

← PLS-5 Form

Name: Patient 1

Title: Patient 1 - PLS-5

Activity Board: Patient 1 Activity Board

PLS-5 Table

Standard Score	Percentile Rank	Descriptive Range
131 and above	98 and above	Very Superior
121 - 130	92 - 97	Superior
111 - 120	76 - 91	Above Average
90 - 110	25 - 75	Average
80 - 89	9 - 24	Below Average
70 - 79	3 - 8	Poor
69 and below	2 and below	Very Poor

Rubrics for Each Column:

1. Standard Score:
 - Mean: 100
 - Standard Deviation: 15
 - Range: Typically 50-150
2. Percentile Rank:
 - Range: 1-99
 - Indicates the percentage of same-age peers scoring at or below this level

Close

The SLP can create an activity form by picking either PLS-5 or Brigance and fill this up as to perform a manual activity.

Activity Mode

- [Statistics](#)
- Activity Forms**
- [Activity Boards](#)
- [Activities](#)

Create Activity Form

PLS-5 (highlighted) **Brigance**

Type: All Status: All Pediatric Name: All

Search Activity Forms

Patient 1
PLS-5 Successful 5 years old
Activity Board: Patient 1 Activity Board
Pediatric Name: Patient 1
Therapist Name: Trish Corpus
Created: Jul 16, 2024
Modified: Jul 16, 2024

Patient 2
PLS-5 Successful 4 years old
Activity Board: Patient 2 Activity Board

PLS-5 Form

Name: _____ Age: _____ Gender: _____ Therapist: _____ Date: 8/9/2024

Activity Board: Patient 1 Activity Board Go to Activity Board

PLS-5 Table ⓘ

Subsets/Score	Standard Score (50 - 150)	Percentile Rank (1 - 99%)	Descriptive Range
Auditory Comprehension	_____	_____	_____
Expressive Communication	_____	_____	_____
Total Language Score	_____	_____	_____

Auditory Comprehension Summary:

Expressive Communication Summary:

Total Language Score Summary:

Brigance Form

Name: _____ Age: _____ Gender: _____ Therapist: _____ Date: 8/9/2024

Title: _____

Activity Board: Patient 1 Activity Board Go to Activity Board

Core Assessments

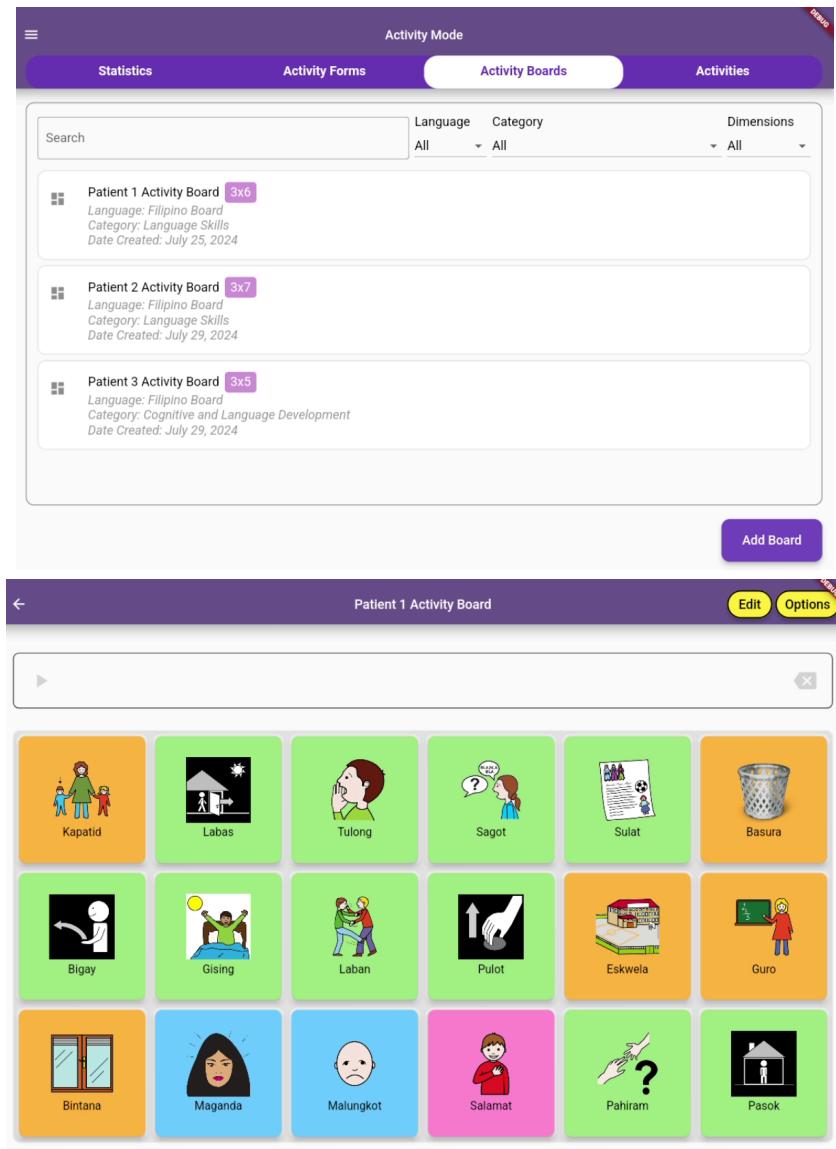
Domain	Order	Duration	No. Correct * Value	Subtotal Score
Academic/Cognitive	1A Knows Personal Information. Knows 1. First name 2. Last name 3. Age	Stop after 3 incorrect responses in a row	__ x 2.5	10
Language Development	2A Identifies Colors. Points to: 1. red 2. blue 3. green 4. yellow 5. orange	Stop after 3 incorrect responses in a row	__ x 2	__ / 10
			Total Score	_____

Add Row 

Other Comments:

Activity Mode: Activity Boards

Upon selecting the Activity Boards tab, the user is shown a similar interface to the Activity Forms tab in which there is a search bar and multiple dropdown filter types for specific activity boards. These boards are similar in nature to Edit Mode except they only contain activity boards and not communication boards, they are linked to the previous activity forms.



The screenshot shows the YUG Talk application interface in Activity Mode. The top navigation bar includes tabs for Statistics, Activity Forms, Activity Boards (which is the active tab), and Activities. Below the tabs is a search bar and filter options for Language (All), Category (All), and Dimensions (All). The main content area displays three activity boards:

- Patient 1 Activity Board (3x6)**: Language: Filipino Board, Category: Language Skills, Date Created: July 25, 2024. This board contains 18 items labeled Kapatid, Labas, Tulong, Sagot, Sulat, Basura, Bigay, Gising, Laban, Pulot, Eskwela, Guro, Bintana, Maganda, Malungkot, Salamat, Pahiram, and Pasok.
- Patient 2 Activity Board (3x7)**: Language: Filipino Board, Category: Language Skills, Date Created: July 29, 2024.
- Patient 3 Activity Board (3x5)**: Language: Filipino Board, Category: Cognitive and Language Development, Date Created: July 29, 2024.

An "Add Board" button is located at the bottom right of the main content area. A detailed view of the Patient 1 Activity Board is shown below, featuring a grid of 18 items with icons and labels:

Kapatid	Labas	Tulong	Sagot	Sulat	Basura
Bigay	Gising	Laban	Pulot	Eskwela	Guro
Bintana	Maganda	Malungkot	Salamat	Pahiram	Pasok

Activity Mode: Activities

Upon selecting the Activities tab, the user is brought to a different interface in which they must select an activity type and activity board to gather words.

7:25

Activity Mode

- [Statistics](#)
- [Activity Forms](#)
- [Activity Boards](#)
- [Activities](#)

Assessment Type

- Auditory Comprehension
- Expressive Communication
- Both

Select a board

Select Words:

Speed: 1.0

Repetitions: 1

7:24

Activity Mode

- [Statistics](#)
- [Activity Forms](#)
- [Activity Boards](#)
- [Activities](#)

Assessment Type

- Auditory Comprehension

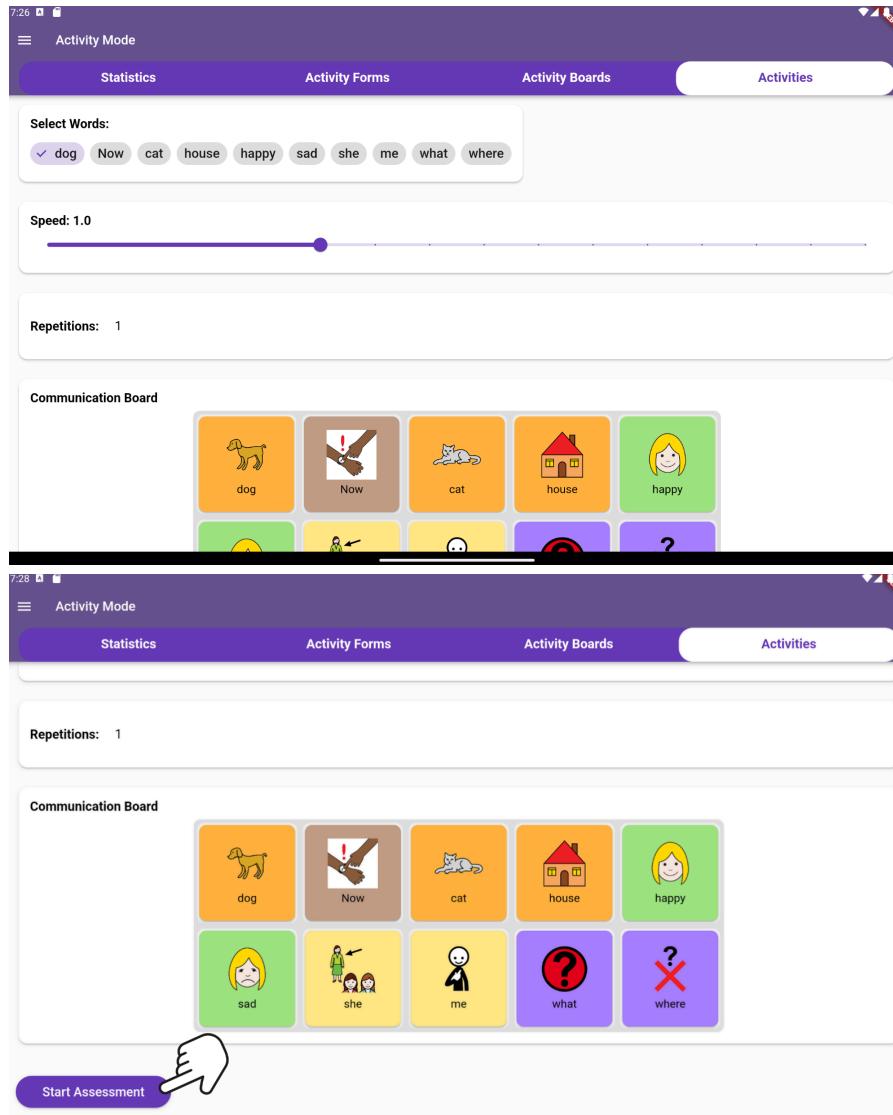
Select Board

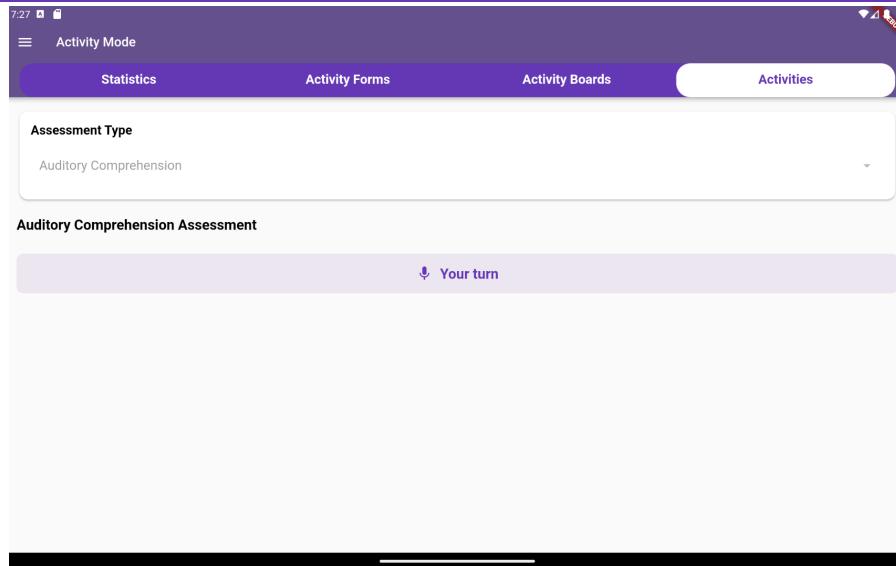
- Patient 1 Activity Board
- Patient 2 Activity Board
- Patient 3 Activity Board
- Patient 4 Activity Board

Speed: 1.0

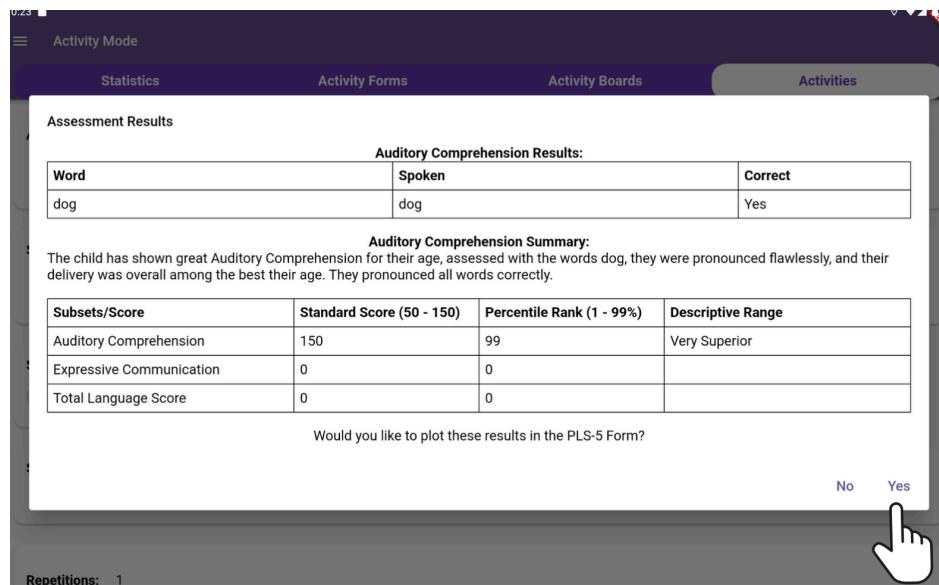
Repetitions: 1

The user can set the selected words, speed, and repetitions to perform a Speech-to-Text activity to teach or correct the proper pronunciation of words.





The activity will use the word's audio and play it to the user, there will be a delay in which the user will be prompted to reply back in the same manner until all the words have been run through. A dialog with a PLS-5 scoring scheme is shown beside the list of correct or wrongly pronounced words and can be found in Activity Forms. Note that poor grading can be caused by many factors such as poor auditory performance, inaudible mic input, or slow internet.



Then the user can press “**Yes**” to plot the results of the Auditory Comprehension activity to a PLS-5 form to which the SLP can enter other details or observations to note about the child or activity.

10:25 8/9/2024

PLS-5 Form

Name: _____ Age: 0 Gender: _____ Therapist: _____ Date: 8/9/2024

Activity Board Patient 4 Activity Board Go to Activity Board

PLS-5 Table

Subsets/Score	Standard Score (50 - 150)	Percentile Rank (1 - 99%)	Descriptive Range
Auditory Comprehension	150	99	Very Superior
Expressive Communication			
Total Language Score			

Auditory Comprehension Summary:
The child has shown great Auditory Comprehension for their age, assessed with the words dog, they were pronounced flawlessly, and their delivery was overall among the best their age. They pronounced the words clearly and with appropriate intonation.

Expressive Communication Summary:

Total Language Score Summary:

Now as the SLP picks Expressive Communication they must now pick from a selection of questions that the pediatric must answer or respond to and start the activity.

0.59% Activity Mode

Statistics Activity Forms Activity Boards Activities

Assessment Type

Expressive Communication

Select Expressive Communication Questions:

What is your name?

What is your favorite color?

Who is your Favorite Toy?

What is your favorite game?

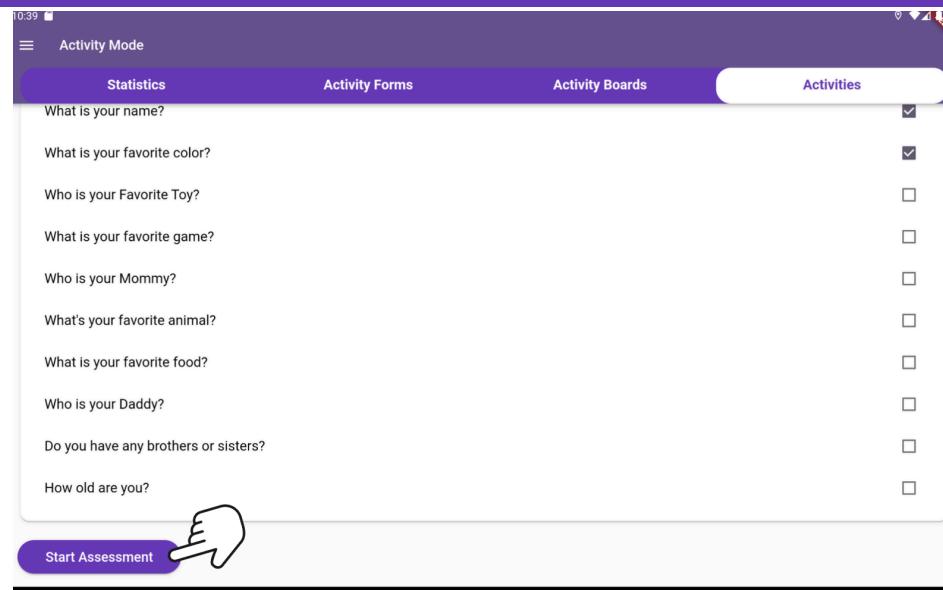
Who is your Mommy?

What's your favorite animal?

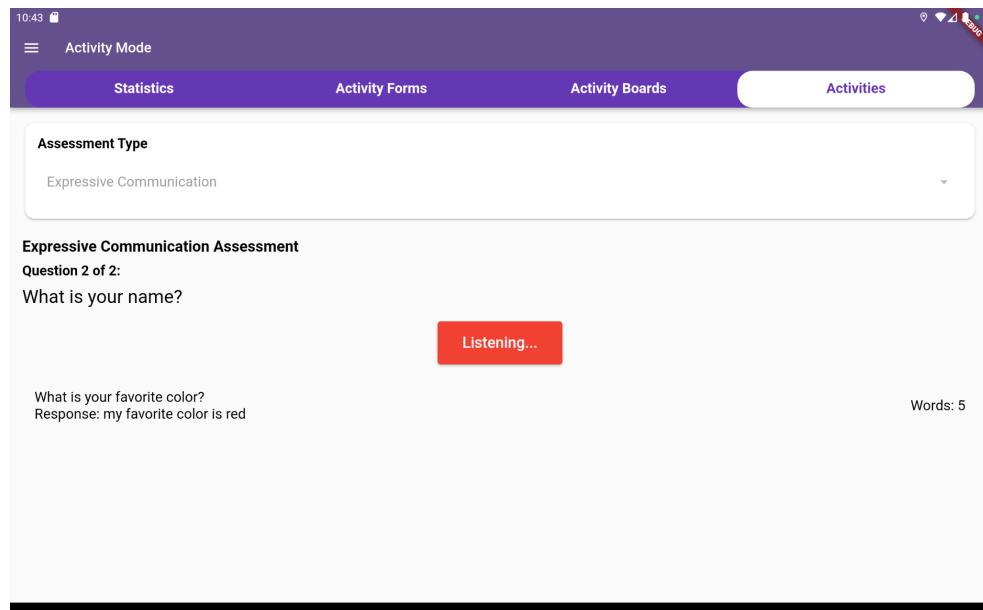
What is your favorite food?

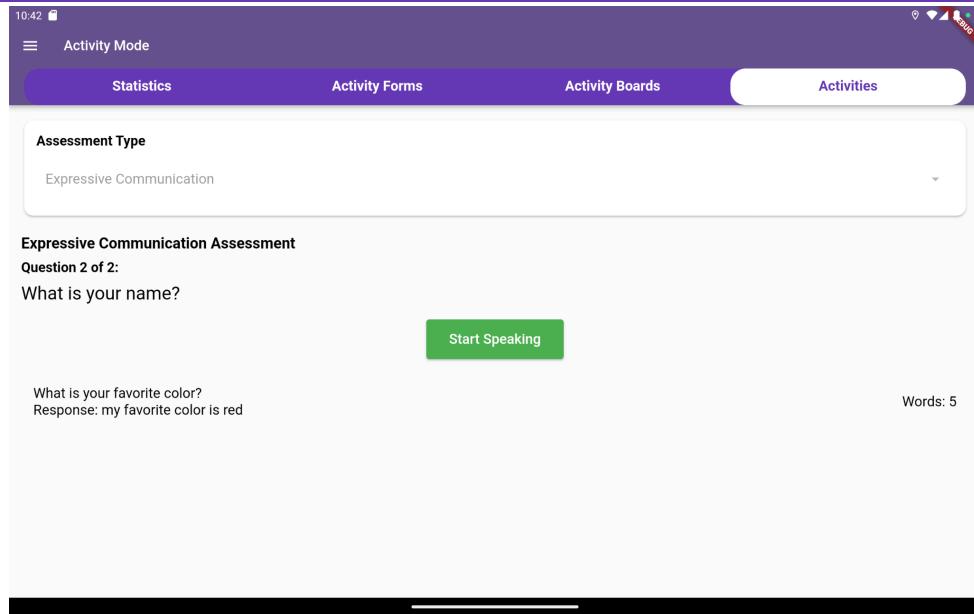
Who is your Daddy?





Now as the child is performing the activity, the selected words are spoken by Text-to-Speech and encourage listening with a status bar showing “**Listening**.” Then the status bar changes to “**Start Speaking**” as it records the child to speak the word that was previously mentioned





Assessment Type
Expressive Communication

Expressive Communication Assessment

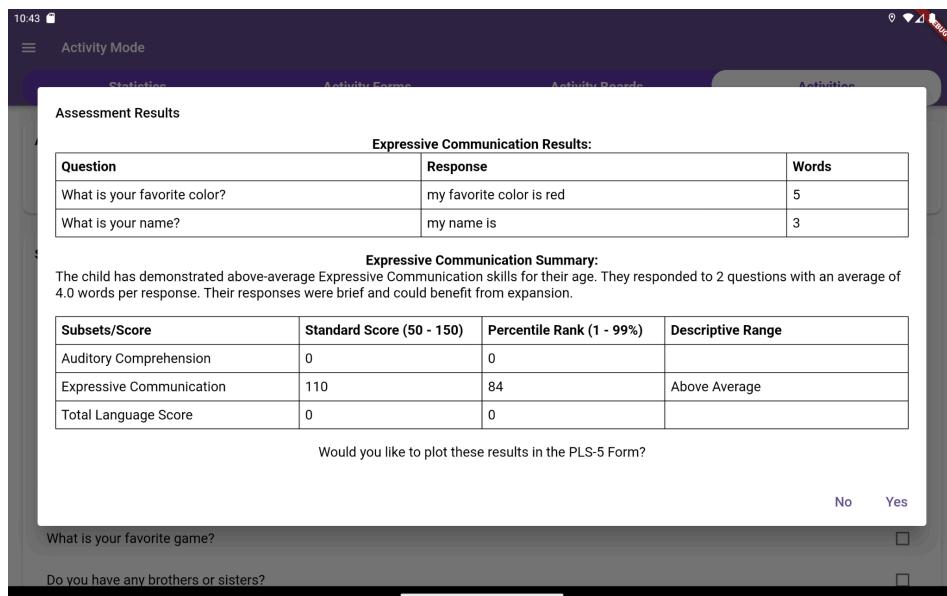
Question 2 of 2:
What is your name?

Start Speaking

What is your favorite color?
Response: my favorite color is red

Words: 5

Then the Assessment Results dialog shows a textual recording of what was said by the child and is graded automatically by the length of words spoken. It is up to the SLP to plot these results in the PLS-5 form and edit them for refinements and other observations.



Assessment Results

Expressive Communication Results:

Question	Response	Words
What is your favorite color?	my favorite color is red	5
What is your name?	my name is	3

Expressive Communication Summary:
The child has demonstrated above-average Expressive Communication skills for their age. They responded to 2 questions with an average of 4.0 words per response. Their responses were brief and could benefit from expansion.

Subsets/Score	Standard Score (50 - 150)	Percentile Rank (1 - 99%)	Descriptive Range
Auditory Comprehension	0	0	
Expressive Communication	110	84	Above Average
Total Language Score	0	0	

Would you like to plot these results in the PLS-5 Form?

No Yes

What is your favorite game?

Do you have any brothers or sisters?

0:51

PLS-5 Form

Status: successful

Name	Age 0	Gender	Therapist	Date 8/9/2024
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PLS-5 Table (i)

Subsets/Score	Standard Score (50 - 150)	Percentile Rank (1 - 99%)	Descriptive Range
Auditory Comprehension			
Expressive Communication	110	84	Above Average
Total Language Score			

Auditory Comprehension Summary:

Expressive Communication Summary:
The child has demonstrated above-average Expressive Communication skills for their age. They responded to 2 questions with an average of 4.0 words per response. Their responses were brief and contained mostly single words or short phrases.

Total Language Score Summary:

Other Comments: