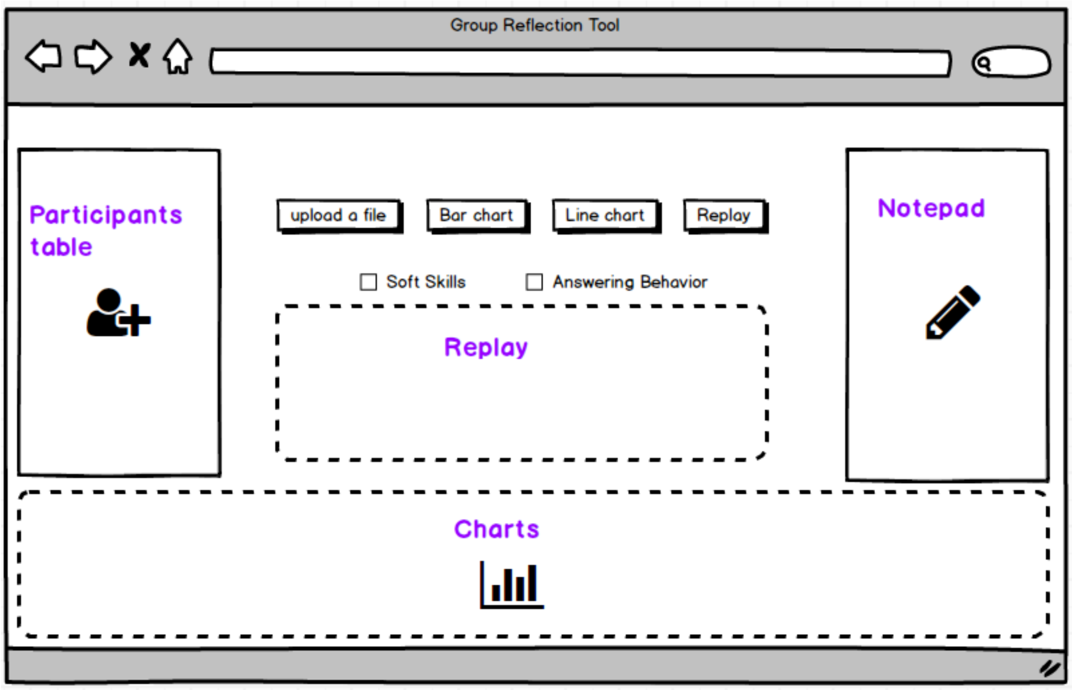
How to use the Group Reflection tool?

To start the Group Reflection Tool, open the html file "\CuCoMaG - Group Reflection Tool\Group Reflection Tool\Goup-Reflection-Tool.html" with the Mozilla Firefox browser. If you want to load the game data for a player, the player's XML file has to be located in the same folder as the Group Reflection Web Application html file (Goup-Reflection-Tool.html).

With the Group reflection tool, the trainer will be able to evaluate the trainee's skills based on his/her results from the game, then he can provide a report containing annotations and comparison charts in pdf format. The game data is exported as an XML file which can then be imported into this tool. The game data contains information about different measures that the game client backend analyzed during the game (politeness, rudeness, aggression, moments of silence, answer quality, no-go-answers). The group reflection tool's layout is divided into 4 main areas. The middle area is used to call different functions and control the parameters. The left column is the table of participants, which shows the trainee's names and their total score. The right side column contains a notepad area to make notes for the different players. In the bottom, the game data can be visualized with bar and line charts. The following mockup demonstrates a general view of the tool. The default view of the tool does not show the replay container, which shows the whole chat conversation of a player. This container will replace the charts and checkboxes area when the R*eplay button* is pressed.



To start using the tool, the trainee's files have to be loaded first.

1. File selection

In order to load a trainee's XML file, select the folder icon in the middle area. The XML file has to be located in the same folder as the Group Reflection Web Application html file (Goup-Reflection-Tool.html). If the file was loaded correctly, there will be a message which signals the successful loading. The same file cannot be loaded twice, and player names must be unique. After loading all files, the trainee's names and their total score will be shown in the participants table in the left column. For each loaded file, a separate tab will be generated in the notepad area. Also the players score throughout the game will be visualized as a line chart in the charts area. If more than one file is loaded, line charts for all trainees will be displayed there.

What is the next step?

After loading the required files, the trainer can:

- Use the bar or line charts to review the positive and negative score points or compare the results of the trainees
- Look at the Replay, to check the chat conversation and scores directly
- Make a note during the evaluation process by using the notepad area
- Generate a report as a pdf file

2. Charts

There are two type of charts to represent the trainee's behavior during the game.

2.1 Bar chart

The Bar chart shows selected measures and the number of times these measures were found during the conversation. To view the bar chart:

- One or more measures and/or answering behaviors should be selected by checking the check boxes.
- Then click on the bar chart icon

By default, the results of all existing players in the participants table will be visualized in the bar chart. It is possible to show or hide different trainee's results from the chart by selecting or deselecting their names below the charts.

2.2 Line chart

On the line charts x-axis, the message numbers are displayed. The y-axis stands for the score. Thus you can see the players score after each message during the game. To view the results:

- Click on the line chart icon, the line charts for all players in the participants table will be displayed. As mentioned before, the line chart for each player can be shown or hidden by clicking on the trainee's names below the charts.
- It is possible to select the different measures to be visualized in the line chart. The messages in which the selected measures were detected will then be shown as colored triangles in the chart.

If you hover the mouse over the points in the chart, the message ID, overall score and the corresponding measure will be shown. If you click on a point in the graph, you will jump into the replay to the position of the chosen message. The selected message will also be highlighted with a different background color. To come back to the chart, the line chart icon should be clicked again.

How to save a chart?

At the top right corner of the charts view, you will find this icon: 

You can then select between three different choices:

- Print chart
- Save as PNG
- Save as SVG

3. Replay

In the replay view the trainer can scroll through the entire formatted chat conversation of a player, which is annotated with the different measures that the game client backend analyzed. Upon clicking the *Replay button* the participants table will turn to a radio button list of participants. To show a player's chat conversation, click on the corresponding radio button. The trainer can switch between the chat conversations of the different players by selecting different radio buttons from the participants table. In the chat conversation, the positive annotations are green (politeness, helpful answer) and negative annotations are red (aggression, rudeness, no-go-sentence, unhelpful answer, silence trigger).

How to add a message to the notepad?

It is possible to add a message from the chat conversation to the notepad area for the final report by clicking on the *Copy into the notepad* button, which appears on the right side of the massage, if you hover over it.

4. Make a note

The notepad provides the possibility to make notes or copy answers from the replay area into the notepad tab of the player. There is one tab for each participant. By using the notepad editing panel, the trainer can format the notes and save them temporarily or permanently. There are two possibilities to save the trainer's annotations:

- To save the notes temporarily, first click in the notepad area and then click on the save button in the notepad editor's panel. This button will save everything inside the notepad text area temporarily.
- In order to make a permanent report go to step 5.

Notice! Before switching between bar and line charts and the replay mode, save the notes by clicking on the save button in the notepad editor's panel.

5. Generate a report

It is possible to generate a report as a pdf file by clicking the *generate pdf* button below the notepad. Then a popup window will ask for a path to save the file. This report then includes everything inside the notepad. This can be:

- Notes from the trainer
- Messages copied from the replay: How to add a message to the notes.