Requirements Document

Last update: Apr 30, 2015

Must-have features

- Support 10,000 active users by year 5
- User management
- User group management
- Social networking integration (FB, Google+, Twitter) for increased motivation.
  - Send challenges to other users.
  - Collaborative learning
  - Share success stories (e.g., certificates)
- Adaptive learning and feedback for increased motivation
- Gaming component
- Accessibility
- User-friendly
- Users can obtain certificates
- Support for Braille devices
- UEB translation
- Scalable (50,000-100,000 users?) and reliable platform.
- Database

Should-have features:

- ?

Nice-to-have features:

- ?

Open questions:

- What does a typical curriculum look like?
- What are the eLearning components?
- What kind of games will we have?

Framework Deliverables and Goals (from the proposal)

- Objective 2: UEB PREP will be designed to be a **student-adaptive platform and contain several features for learner use, including interactive recorded lessons using Adobe Captivate, games, and social networking capability**. Adobe

Captivate is a software tool that allows individuals to prepare rich, interactive presentations. It includes accessibility features, such as closed captioning. Adobe Captivate presentations will include notes in both .pdf and braille ready, .brf, file formats. Content can easily be viewed on desktop and mobile devices and scoring, tracking and reporting of learner interaction with presentations are built into the Sharable Content Object Reference Model (SCORM) feature. All content will be hosted on both web-based and mobile platforms and include learning objectives and an overview of UEB rules. UEB PREP has two phases of design over the five-year period.

- Within Phase 1 (Year 1), we will create two levels,
  - 1) UEB content for adults who are already familiar with the Standard American English (SAEB) braille system and
  - 2) uncontracted braille (Grade 1).
- Since most individuals who need to learn UEB are already familiar with SAEB, the goal of Phase 1 is to train individuals in the UEB changes through rich, multi-media content by November 2015 in anticipation of the January 2016 official UEB adoption. Beta testing of the Phase 1 content will occur three months prior to platform deployment. The primary reason for developing the Grade 1 module is to develop a foundation for additional UEB modules. We hope that it will also generate interest in braille among the general public prior to UEB implementation.
- In addition to the two levels, **Phase 1 will include the creation of one game, a word game such as Scrabble or Word+ with braille interface**.
- By the end of Phase 1, **we will have a deployable two-level and one-game user interface**.
- The second Phase includes user interface refinement based on Phase 1 field test findings, creation of additional 12 UEB modules and 4 games. Careful and ongoing review the Phase 1 design will determine the next steps in testing and development for Phase 2. Finally, we will develop coding of the full user interface and back end database.