Auducator Mobile

USER MANUAL

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About

Auducator is a digital aid that will help visually impaired students to obtain basic proficiency in Mathematics and other fields of study. Our application is built to help, not only the visually impaired but also the special educator. The special educator can avail the option to customize the app for the child by adding his/her own content. The tool provides a multitude of ways to create and customise the content to make it interesting and intuitive.

Auducator is built keeping the Visually impaired kids at the forefront, so the GUI is very simple and fun to use. The application is completely spoken i.e the visually impaired student doesn't need to use any form of touch in the application and can directly interact using the number pad.

This manual will give an in-depth understanding of how to use the applications and create exciting and interactive content.

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Hardware setup

- 1. Ensure that the mobile has sufficient charge for using the application.
- 2. See to that the speaker is turned on and is at sufficient volume.
- 3. If the inbuilt speaker is not functional, one can use headphones or earphones as well.
- 4. Ensure that the keyboard or number pad is connected to the phone using the USB/OTG connector.
- 5. Ensure that the keyboard is functional and Turn on NUMLOCK in the case where one wants to use the numpad of the keyboard.
- 6. If the separate number pad is being used, ensure that the NUMLOCK key is turned on.

Software setup

- 1. Ensure the folder "assets" exists in the main folder of your device i.e navigate to your main directory and paste the "assets" folder.
- 2. Ensure to give "storage" permissions to the app by using the app's "info" button.
- 3. In case the educator wants to add their own content, place the generated content from the Auducator Desktop app to "own" folder inside "assets". (Refer Auducator Desktop Manual)

NOTE: In case of any crashes in the application kindly try to check if the storage permission is provided

Operation

Running the Application

- 1. Connect the keypad to the phone.
- 2. Ensure that NumLock key is pressed and that the light is turned ON

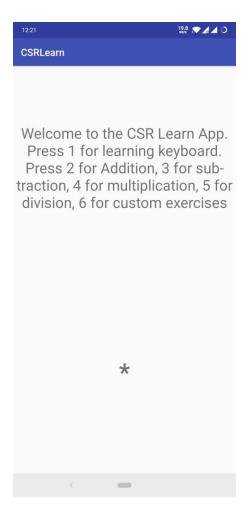


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3. Open the application on the phone.



4. The phone should start speaking menu and questions.



5. To select the desired option, press the number, after that press **ENTER** key



At all times, it should be ensured that after pressing an option or an answer "ENTER" should be pressed as shown in the image below.

Adding your own content

 Use the desktop Auducator app to generate your own content by adding exercises and different types of them. (Refer Auducator Desktop Manual for more details).



- 2. Once the input is given, the desktop app generates the assets necessary for the Android application to work.
- 3. Move the generated folders into the "assets" folder inside the Android phone's main directory. The generated contents' folder name will be "own".

How to copy content from Desktop to phone?

- Step 1: Check for Files manager app in your mobile.
- Step 2: Connect the USB cable from the phone to the desktop.
- Step 3: On your mobile, looking at the status bar, drag from the top, change the USB preferences from charging to File Transfer.
- Step 4: On your windows explorer, open the phone icon on the explorer. This leads to Phone storage.
- Step 5: At the phone storage, copy the "own" folder to the "assets "folder.
- 4. Once this is done, press **6** with "ENTER" to start the mentioned questions according to the logic added by the user.