

USER MANUAL

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1 Using the Kēmu Kupu Application

1.1 About the application

Kēmu Kupu, meaning “word game” is an application designed to help people improve their spelling of te reo Māori words. The game is intended for children aged 8 - 12 year old.

1.2 System requirements

Kēmu Kupu has been developed for Linux systems. You will also need the Festival Speech Synthesis System with the voice, `voice_akl_mi_pk06_cg`. Please ensure that these requirements are met before installing the Kēmu Kupu application.

1.3 Download the application

You will need the following files downloaded in the same folder:

- `kemu_kupu.jar` - the application
- `kemu_kupu.sh` - the script file that will be used to run the application
- `topics` - a folder containing 13 spelling lists in te reo Māori

1.4 Launch the application

- 1) Open the terminal and locate to the folder containing the downloaded files

```
> cd <folder_name>
```

- 2) Give executable permissions to `kemu_kupu.sh`

```
> chmod +x kemu_kupu.sh
```

- 3) Run the application

```
> ./kemu_kupu.sh
```

2 Application Overview

The toolbar, located at the top of every screen provides you with three options:

- Home - return to the menu screen
Warning: If you are in the middle of a quiz, your progress will be lost
- Help - view help on using the different features of the application
- Exit - exit the application

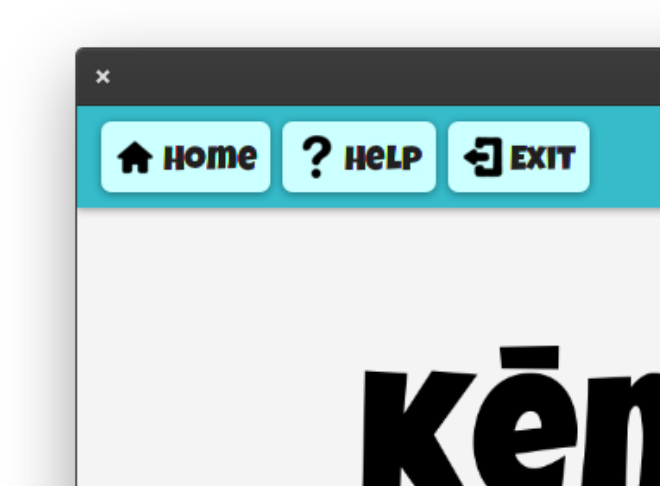


Figure 1: Toolbar

Please hover over the buttons if you require a Māori translation

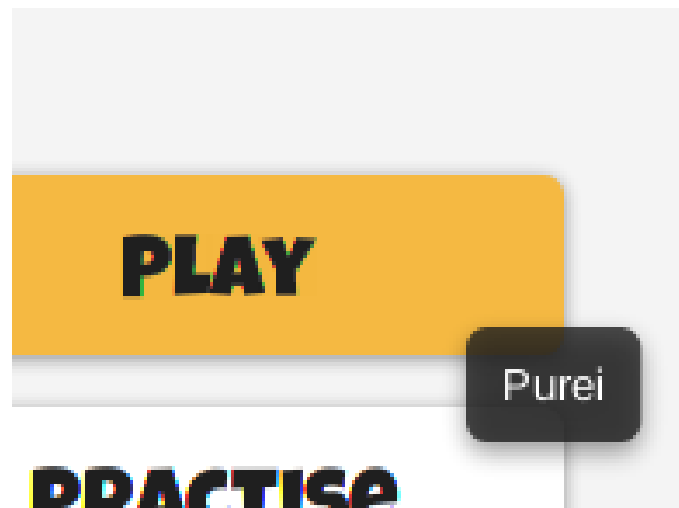


Figure 2: Tooltip for the play button

3 Menu Screen

The opening screen of the game presents you with three options:

- Play (see 5.1 Games Module on page 9)
- Practise (see 5.2 Practise Module on page 10)
- Scoreboard (see 7 Scoreboard on page 11)

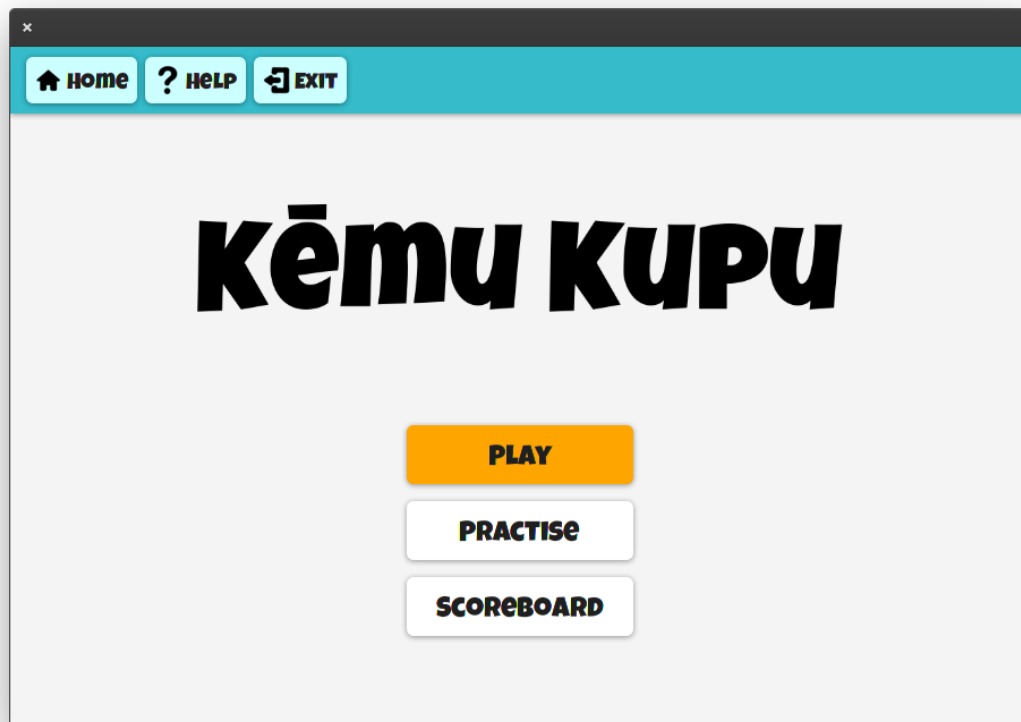


Figure 3: Menu Screen

4 Topic Selection Screen

To select a topic:

- 1) Click on the dropdown to view the spelling list options

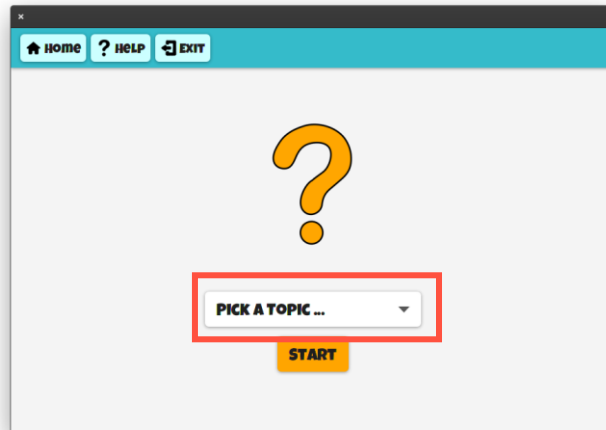


Figure 4: Topic Selection Screen

- 2) Select a topic - an image of the topic will show

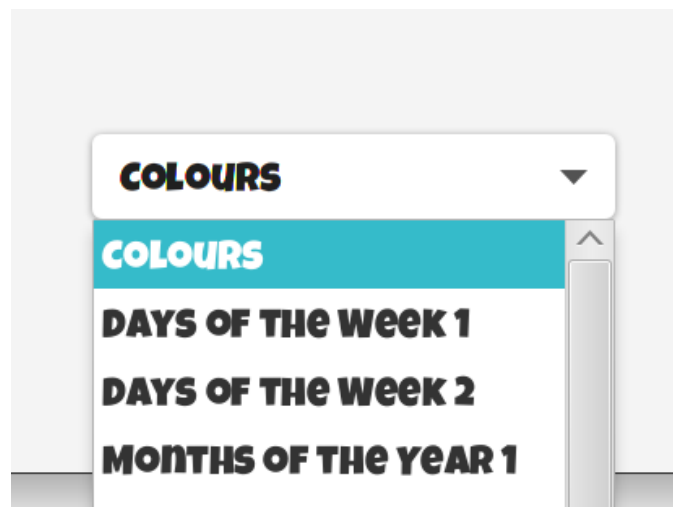


Figure 5: Selecting the “Colours” spelling list

3) Click the start button to begin the spelling quiz

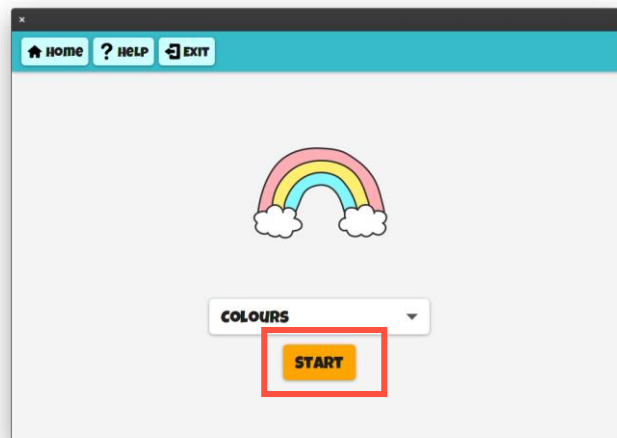


Figure 6: “Colours” topic selected

5 Quiz Modules

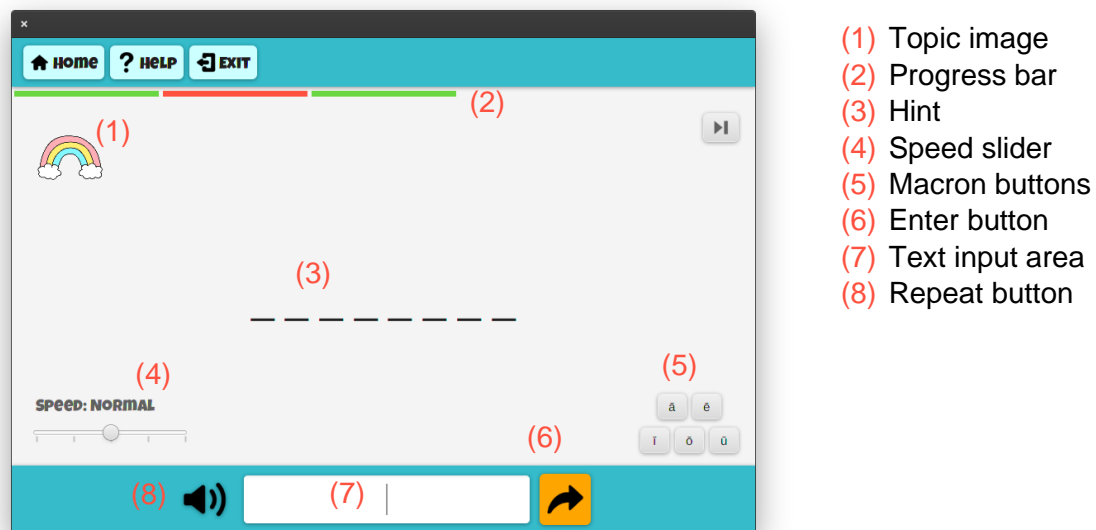


Figure 8: Quiz Screen (Practise Module)

The word will be read out when you start a game and when you move onto the next word. You can also have it repeated by pressing the button with the speaker icon (8).

If you want the words to be spoken to you more slowly or faster, you can adjust the speed of the speech with the knob on the slider (4).

After you have typed your answer, you can submit your answer by pressing the enter button (6) located to the right of the text input area or by pressing the enter key on your keyboard. The game will tell you if your answer was correct or incorrect.

The progress bar (2), located at the top of the screen shows what word you are on, and how many questions you have attempted.

The game is not case-sensitive. Leading and trailing spaces are ignored. Letters with macrons, however, must be entered correctly using the macron buttons.

5.1 Games Module

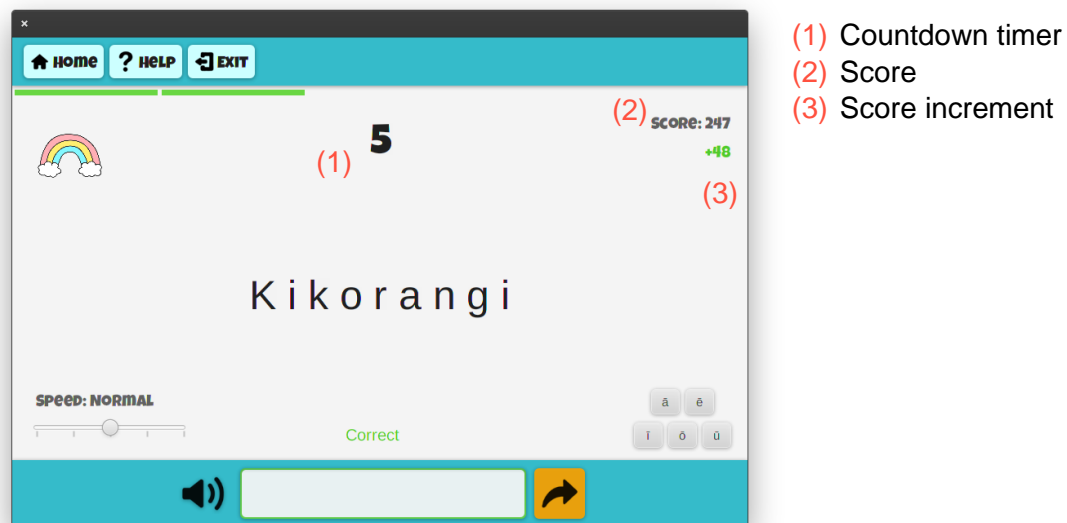


Figure 9: Games Module

The Games Module can be used to test and demonstrate your proficiency in a spelling list.

There is a countdown timer (1) located in the top-centre of the screen. When the timer expires, your answer will be automatically submitted by the game. The time limit given is dependent on the number of characters to be spelled plus an additional 6 seconds.

Points are awarded based on a correct response, and how quickly the response was entered.

The current score (2) is shown in the top-right corner. The number of points awarded after each question will show below the current score after a word has been entered (3).

Please note that players are given only one attempt per word.

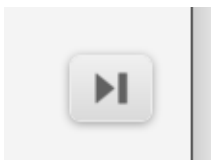
5.2 Practise Module



Figure 10: Practise Module (second attempt)

The Practise Module can be used to learn and revise unfamiliar or new words. There is no time limit or scoring system for this module.

There are two attempts per word. On the second attempt, half of the letters will be revealed.



There is a skip button in the top-right corner. This will mark the current word as incorrect and progress the game onto the next word.

Figure 11: Skip button

6 Results Screen

The results screen at the end of each game will show the score you achieved (if applicable). The table will show the correct spelling of each word asked in the left column, and what you answered in the right.

From the results screen, you can play again with the same topic or visit the scoreboard (only from the Games Module).

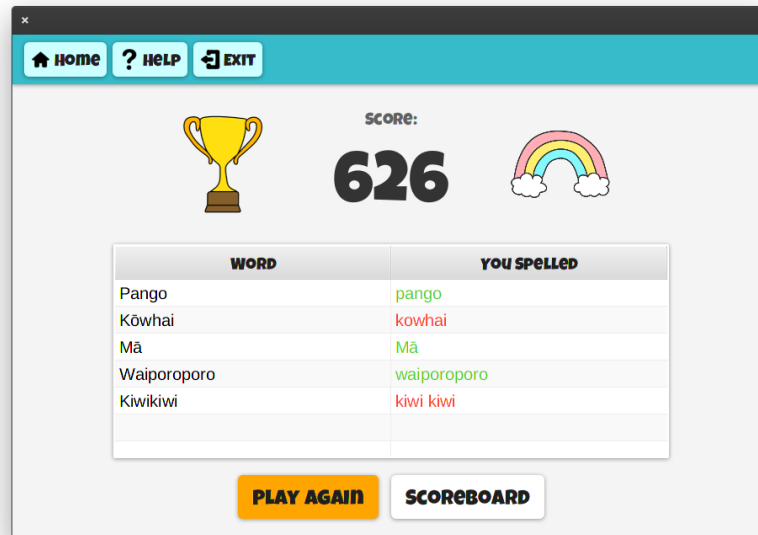


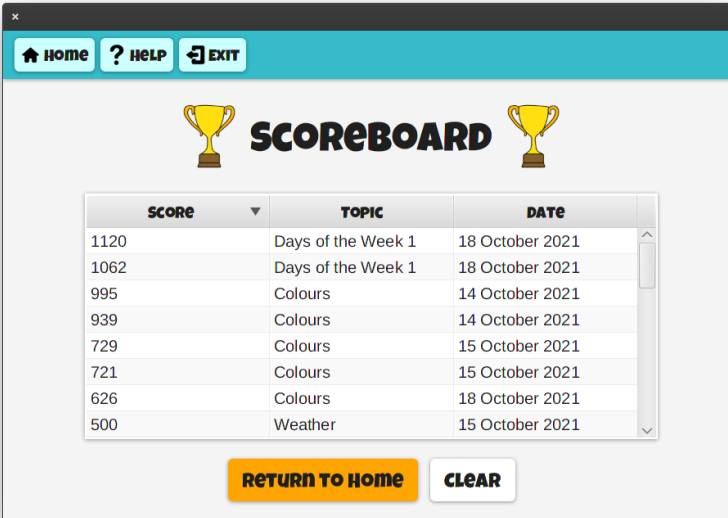
Figure 12: Results Screen

7 Scoreboard

The scoreboard shows all your attempts for the Games Module over multiple sessions. Information is shown for the score, word list tested and date of attempt.

The attempts are sorted in the table by descending order. This can be changed to ascending by clicking on the “Score” column header twice. The table columns can also be switched around by holding down left-click and dragging.

The “Clear” button will delete the history of attempts from the scoreboard.



SCORE	TOPIC	DATE
1120	Days of the Week 1	18 October 2021
1062	Days of the Week 1	18 October 2021
995	Colours	14 October 2021
939	Colours	14 October 2021
729	Colours	15 October 2021
721	Colours	15 October 2021
626	Colours	18 October 2021
500	Weather	15 October 2021

Figure 13: Scoreboard