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**CS 371: Project 3**

# Typing Instructor Specification

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## Executive Summary

To help students become more efficient in their school work by providing the best web based typing instructor possible.

### Persona: Ryan

Ryan is dedicated to his studies and has a lot of homework to stay on top of, most of which is done using his computer. Every day he races to finish before his time with his girlfriend who regularly visits. Often he is unable to finish on time and homework cuts into his time with his girlfriend.

### Priority 1

- Motivation - The application must embody everything Ryan wants from a typing instructor or he will not use it. Ryan has little time for things that are not directly related to his homework.
- Familiarity - Ryan must feel as though the application is one he has used before.
- Efficiency - Ryan must feel as though the application is working quickly so very little time is wasted.

### Priority 2

- Learnability - Ryan must be able to quickly go from novice to expert.
- Simplicity - The mental model must be very basic so Ryan is able to understand the application quickly.

### Priority 3

- Mapping - The application must present Ryan with accurate information so he is able to form a working mental model

## **Scenario**

Ryan just got back to his apartment from his last class of the day. He takes a short break to relax, but quickly remembers all of the work he has due tonight. Once he starts he realizes that one of his assignments is a 6 page paper. He immediately gets to work on the paper since it is worth 30 percent of his grade in that class. Luckily for Ryan, he is an excellent writer, but lacks the skills necessary to type quickly on his keyboard meaning the assignment will probably take twice as long as it normally should.

## Detailed Design

### Onscreen Keyboard



660 x 220 px

The function of the keyboard is to provide the user with a reference point for the where the keys are. This will help prevent habits such as looking away from the screen to see where keys are on the user's physical keyboard. Each key will be similar to a button. The next letter that needs to be typed will be highlighted providing real time updates on what the user needs to type. Once the user has progressed enough they may toggle the keyboard on and off to push themselves further.

### Progress Card



240 x 210 px

The progress card is meant to show the user on the homescreen how far along they are and also provide a link to either a set of lessons or something else such as a test. Information is pulled from json files that store information such as the number of lessons completed and overall user progress.

## Lesson Text

j j j f f f j j j f f f j j j f f f j j j f f f j j j f f f  
j j f f f j j j f f j j j f f j j j f f j j j f f j j j f f j  
f j f j f j f j f j f j f j f j f j f j f j f j f j f j f j f j f j f j

630 x 250 px

The text for each lesson is loaded from a json file once the lesson has been selected.

As the user gives input from the keyboard the the keys that have been pressed change so the user can see correct and incorrect input.