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Wireframes

1. <u>Landing Page</u> – The page that is the root of the web application. When a user navigates to the domain, this page is the first visible page. The purpose of this page is to prompt the user to log in. The page contains a simple log in form as well as some instructions on how to obtain a log in.

2. <u>Where To Go</u> – This page is displayed immediately after log in is complete. This page prompts the user to access 1 of the 3 core areas of the site: Test Center, Performance Review, and My Account. Each of these areas can be accessed via the menu bar, but this page provides an easier navigation method.

3. <u>Test Center</u> – This page is where a proctor goes to begin a testing session. The proctor enters the Study ID of a student. If the system finds the Study ID, recent test activity is displayed in a table. If the Study ID is not found, the proctor is prompted to check if this is a new student or if there was an error in Study ID transcription. Once the student has been selected via Study ID, the proctor proceeds to the test by pressing the button corresponding to the desired test (e.g. Chapter 1 button to take the Chapter 1 test).

4. <u>Test Overview</u> – This page gives a description of the selected test. The description includes the source material and topic as well as instructions on how to play the game. While the game will have built-in instructional tutorials, the textual instructions are provided to allow an instructor to assist the student if necessary. The page also contains a very brief overview of the student's performance on this test in the past such as the number of past attempts, the best score, the average score, and the worst score. Finally, there is a large play button that is used to begin the game.

5. <u>Test</u> – This page is the contents of the test. Aside from a heading and a brief transcription of the game's instructions – again provided in case the proctor needs to assist the student – the page is populated only by the game itself. The game will be an interactive area of photos, shapes, few words, and other multimedia. Once the game has been completed, the page will automatically transition to the next page.

6. <u>Post-Test</u> – This page provides a performance read out for the newly completed test. It includes the name of the test, a percentage value, and a ranking as a number of stars as is typical in many kid-friendly games. Finally, there is a button used to initiate an immediate retaking of the completed test by the same student and also a button used to return to the Test Center page.

https://app.moqups.com/swe-2015-alexander-dennison/gYEm97Zb/view