



Digital Learning Environment

User Manual

Project Agile Development 2018

Openbare Bibliotheek Amsterdam

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Introduction

In this introduction we'll start by explaining our target audience, application functionality, application usability and why we've build this application.

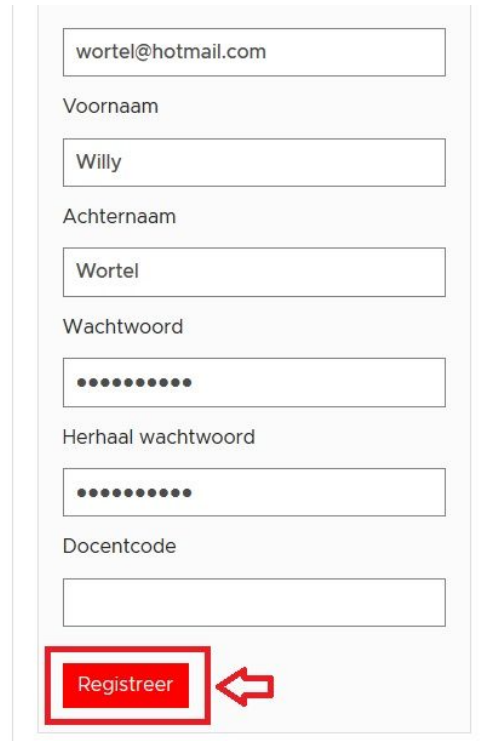
The digital learning environment is build to be used by both tutors from the OBA and students of +- 11 years old. The application consists of two sides, one side for the tutors to compose assignments and the other side is for students to do assignments provided by the tutors. Both students and tutors can view the assignment results after student participation. In additionally a tutor can get a statistic of the results from a specific group. The application is compatible for both computers and tablets with internet access.

We've built this application for the OBA to be used in the workshops they provide to various schools. In this manual we'll walk through all the steps it takes for a tutor to sign up, login, compose, upload and see the statistics of an assignment. We will also cover all the steps it takes for a student to sign up, login, do an assignment and view the results.

1 Tutor

1.1 Signing up for an account

1. Open any internet browser and go to the digital learning environment. (Preferred internet browsers: Google Chrome, Safari, Mozilla Firefox)
2. Click on the “registreren button”, you’ll be redirected to a register page.
3. Fill in your username, email address, first name, surname and a password.
4. The “Docentcode” field is specifically for tutors, this code should be provided to you by the OBA.
5. Click the “Registreer” button, upon successfully entering all the fields you will see a green notification bar pop up at the top of the page. If you’ve missed a field, a red notification bar will tell you what you’ve missed.

A screenshot of a registration form. It contains several input fields: 'Email' with 'wortel@hotmail.com', 'Voornaam' with 'Willy', 'Achternaam' with 'Wortel', 'Wachtwoord' and 'Herhaal wachtwoord' both filled with dots, and an empty 'Docentcode' field. At the bottom, there is a red 'Registreer' button with a red arrow pointing to it from the right.

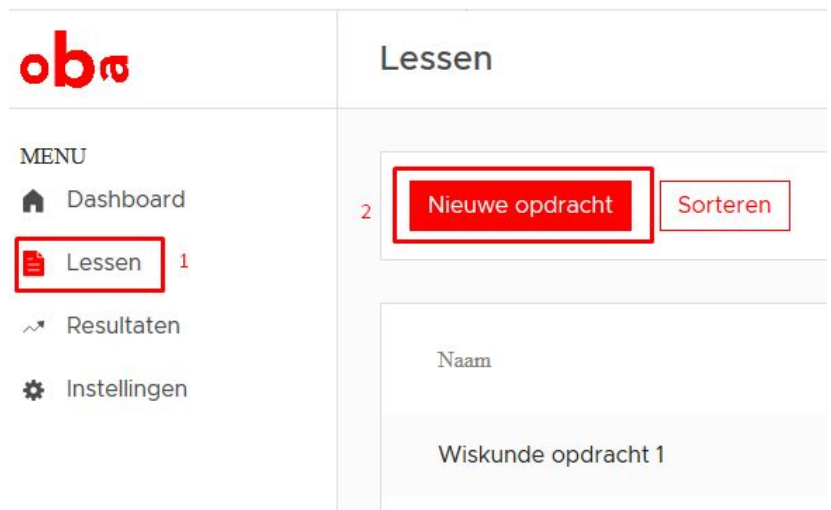
After these steps you will be redirected to the login page where you can use your new account to log in.

1.2 Sign in to your account

1. Enter your E-mail address and password.
2. Click the “inloggen button”, you’ll be redirected to the application dashboard. If you don’t have admin rights you’ll be redirected to the student dashboard.

1.3 Composing and uploading an assignment

1. Click on the “Lessen” shortcut on the left side of the screen in the navigation bar.
2. Click on the “Nieuwe opdracht” button to make a new assignment.
3. Enter an assignment title on top of the page.
4. Click the “Voeg vraag toe” button to add a new question.
5. Select the question type (text, image or video).
6. Select the answer type (open, multiple choice, image selection or drag&drop), how every question type works will be explained below.
7. *Optional* add a description to the assignment.
8. Click on the “Publiceren” button to upload the assignment.



1.3.1 Image question

1. Once you’ve selected the image question a “Selecteer afbeelding” button will pop up with below a text field.
2. Click on the “Selecteer afbeelding” button, an upload box will pop up showing you previously added pictures.
3. Double click on an image from the media gallery and click the “Afbeelding gebruiken” button to use the selected image for your question.
4. Click on “Upload” next to media to add a new image.
5. Click on the “bestand kiezen” button to select the image you want to upload. You will then be redirected to the media screen where you can select your newly added image.
6. Write down your question in the text field below the image.



1.3.2 Image Answer

1. Select “Meerkeuze Plaatje” from the answer type menu, three button will appear with each a radio button next to it.
2. Click on a “Selecteer afbeelding” button, you will see the picture upload manager.
3. Double click on an image from the media gallery and click the “Afbeelding gebruiken” button to use the selected image for your question.
4. Click on “Upload” next to media to add a new image.
5. Click on the “bestand kiezen” button to select the image you want to upload. You will then be redirected to the media screen where you can select your newly added image.
6. After selecting all preferred images, click on the radio button next to the correct answer to mark it as the correct answer.

1.3.3 Video question

1. Select “Filmpje uploaden” from the questions menu.
2. Paste a video URL in the text field next to “Plak hier de URL”, upon pasting the video will appear on the page.
3. Write down your question underneath “Vraag”.

1.3.4 Multiple choice question

1. Select “Meerkeuze antwoorden” from the answer type menu.
2. To add a new possible answer, click on the “Voeg extra keuze toe” button, a text field with radio button next to it will appear.
3. After adding your preferred answers, select the radio button next to one of the answers to mark it as the correct answer to the question.



Meerkeuze antwoorden	
answer 1	<input type="radio"/>
answer 2	<input checked="" type="radio"/>
answer 3	<input type="radio"/>

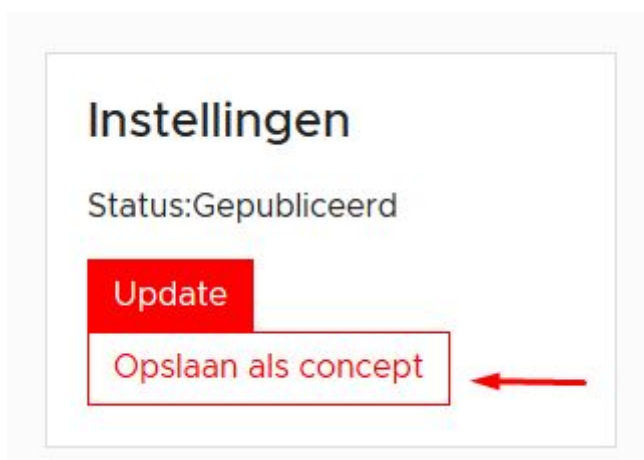
1.3.5 Drag & drop question

1. Select "Sleepvragen" from the answer type menu.
2. To add a new possible answer, click on the "Voeg extra keuze toe" button, two text fields will appear.
3. After adding the preferred amount of options, write down the linking answers under "Vraag" and "Antwoord".

Vraag	Antwoord
Q1	A1
Q2	A2
Q3	A3

1.4 Saving a concept

1. Create a new assignment from the assignments overview menu.
2. Add a assignment title on top of the page.
3. Click on the "Opslaan als concept" button next to "publiceren".
4. A green pop up will confirm your concept is saved, a red pop up will notify you if anything is missing or went wrong.



1.5 Opening & updating a concept or assignment

1. From the dashboard or "Lessen" screen, click on the arrow underneath "Bekijk" to open the corresponding assignment.
2. The selected assignment will be opened.
3. After making the preferred changed click on the Update button. Your assignment will now be updated and uploaded.
4. *Optional* if you want to update a concept without publicizing it, click on "Opslaan als concept".



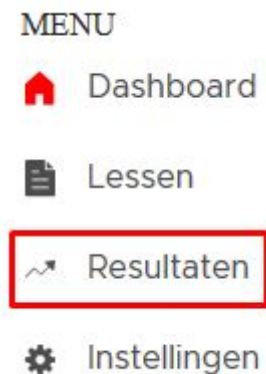
1.6 Delete assignment

1. From the dashboard or “Lessen” screen, click on the arrow underneath “Bekijk” to open the corresponding assignment.
2. The selected assignment will be opened.
3. Click on the red “Verwijderen” button.
4. A green notification pop up will be shown upon success, a red pop up will notify you if anything went wrong.



1.7 Viewing student results

1. Select “Resultaten” from the navigation bar.
2. Click on the arrow underneath “Bekijken” to see the results of the corresponding assignment.
3. You'll be redirected to the results screen, here you can see the amount of students that have correctly answered a question in a chart for each question.



2 Student

2.1 Signing up for an account

1. Open any internet browser and go to the digital learning environment. (Preferred internet browsers: Google Chrome, Safari, Mozilla Firefox)
2. Click on the “registreren button”, you’ll be redirected to a register page.
3. Fill in your username, email address, first name, surname and a password.
4. The “Docentcode” field is specifically for tutors, this field should be left blank.
5. Click the “Registreer” button. Upon successfully entering all the fields you will see a green notification bar pop up at the top of the page. If you’ve missed a field, a red notification bar will tell you what you’ve missed.

After these steps you will be redirected to the login page where you can use your new account to log in.

2.2 Sign in to your account

1. Enter your E-mail address and password.
2. Click the “inloggen button”, you’ll be redirected to the student landing page, from there you can choose what you want to do.
3. The green “Mijn opdrachten” button will redirect you to an overview of all available assignments.
4. The pink “Mijn resultaten” button will redirect you to an overview of all of your assignment results. It is also possible to use the side menu to navigate through the application.



2.3 Select an assignment

1. Click on “Mijn lessen” in the side menu to see all available assignments.
2. To get a better overview of all the assignments you could use the filter option at the top of the page.
3. To see more information about the assignment you can use your mouse and hover over the cards. The color of the card will change and you will see the assignment description.
4. The big dots in a card represents the difficulty of the assignment.
5. To start a assignment you will have to click on the card. The application will instantly redirect you to the assignment.



2.4 Viewing assignment results

1. Click on “Mijn resultaten” in the side menu to see all available results.
2. To get a better overview of all the assignments you could use the filter option at the top of the page.
3. To see more information about the assignment you can use your mouse and hover over the cards. The color of the card will change and you will see the assignment description.
4. The result of a assignment is visible in each card.
5. To see the results in more detail you can click the card and it will redirect you to the complete results page.
6. Each question will be shown with both your given answer and the correct answer.
7. If you got a green border around your question it means that your answer is correct. If your answer is incorrect the border will be red.

Vraag 1

Welk van de volgende getallen is GEEN priemgetal?

Jouw antwoord

C. 69

Juiste antwoord

C. 69

Vraag 2

Welk van de volgende getallen is GEEN priemgetal?

Jouw antwoord

C. 69

Juiste antwoord

B. 3