Prodigy

Cases of Use

Create New Story / Writer

Edit Story / Writer

Publish Story / Writer

Assign Story as HW / Writer

View Stories Play Statistics / Writer

Play Story / Student

Resume Story from Saved Checkpoint / Student

View Score Board by Stories / Student

Manage Profile and Character / Student

Play Assignments from Writer / Student

Use Case 1

Create Story

Actor: Writer

Writer creates a new story from a selected language story book. He enters an identifying name that must be unique in his story book but not globally. He enters the number of chapters in the story. if zero the number – the story is considered a short-story with no chapters (or by default the first chapter exists). He may enter instructions/introduction for the story. For each paragraph in the story, he repeats the following:

1. Enter complete textual body of paragraph and define the solution format of the paragraph.

A number of paragraph formats are available

* 1. Missing content – where the solution is made of missing parts (words/letters etc.) from the body of the paragraph. Teacher marks missing parts using special tags to indicate the start and end of part, respectively.
  2. No Missing Content – where the solution does not fill missing parts in the body of the paragraph. Teacher creates a solution indicating the number of parts to in an answer.
  3. Mixture of Both – solution consists of missing parts and additional parts complementing the missing part solution (following it).

1. Now a solution is created with X parts that were tagged.
2. If a teacher requires there to be more than one solution, creates another solution template, holding X missing parts, and enters a sequence of parts that constitute another solution. A part may be empty but the order of each solution must be different. If the teacher requests to add “dummy” solutions, he repeats the previous process, but indicates that the solution is false (by marking a field for example).

Use Case 2

Play Story

Actor: Student

Student selects a story from the story book to play. Selects difficulty level.