

Content of the project proposal

1. **Project objectives:** Describe

- 1.1. what your tutoring system is intended to teach,
- 1.2. who are the intended students and what do they know already,
- 1.3. how would you assess what they have learned from the tutoring system
- 1.4. what would be a reasonable control conditions; that is, what kind of instruction is "typical" or "normal" and could be used as the control group's instruction when evaluating your tutoring system (which would be used by the experimental group, of course).

2. **Basic approach:** Describe

- 2.1. what kind of tutoring behavior: step-based, answer-based , dialogue, simulation, etc.
- 2.2. what implementation technology you used e.g., CTAT, Aspire, LearnBop, Java, Captivate, Gamemaker, etc.
- 2.3. Division of labor between the two project members.

3. **Storyboard:** this is like a comic book or cartoon. It is a sequence of sketches that display the state of the screen as the student uses the tutor. Each frame in the storyboard also has an explanation of what happened and why the tutor did what it did. How you make the sketches doesn't matter: Handdrawn, powerpoint, wireframe, whatever...

4. **Schedule:** List the major milestones/objectives and approximately what date you will achieve them.

Grading:

The proposal is primarily to help me understand what you plan to do. In particular, I do not care about the length of the report as long as it has the content listed above. If you would like to add additional description of the project, please do. I need to be able to understand the report, so please make it comprehensible English; I do not care if it has bad grammar, etc. If you provide sections for each of the above, and I can understand them, then you'll get full marks. Missing or incomprehensible sections = missing marks.