

Canine College

An Interactive Dog Training Module

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Description and Purpose

The purpose of this interactive animation project is to demonstrate some important principles of dog training -- positive reinforcement through praise and treats and the importance of timing -- through both text modules and allowing users to interact with a dog avatar. A Flash module is more entertaining and informative than simply reading a dog training book or online tutorial about the subject, and interacting with the animation will give users practice in learning the methods and re-enforce the importance of certain ideas, such as dogs' short attention spans creating a small window of time in which to reward a trick. The user will learn how to teach the dog to "sit," lay "down," and "come," allowing them to transfer these skills to training their real dogs at home.

Target Audience

The IAP is not intended for a specific age group; it will be designed to be informative enough for adults but easy enough to use for elementary-school aged children. The only true demographic that is the focus of this system is dog owners, as the skills taught by the module will be directly applicable to training their canines.

User Interactions

- The user will be able to name his/her dog as well as choose its color (white, brown, black)
- The user will be presented with basic information, with text and pictures, on the principles of dog training. It will take about 2 minutes to read.
- The user will be able to pick up a treat and then tell their dog avatar, via clicking buttons, to "speak," "sit," or lay "down." The animation will move to perform the requested action. After the animation is complete, a timer will appear and count down 2 seconds, which is about the length of a dog's attention span (one of the core ideas of the module is that, if you don't reward a dog immediately after it performs the trick, it will not associate the word with the action.) The user has two seconds to drop the treat on the dog; if they do it successfully, they will get feedback saying "good job!"; otherwise, they will be told they were too slow. It will take 2-5 minutes to complete.

Limitations of the Project

The application will be delivered over the internet via my Assignments web page, so its size will have to be monitored so it does not have an overlong loading time.

Resources

The images and animations in this project will be created entirely by me using Flash and Photoshop. I will find open-source sound effects to use for that part of the project or record them from my own dog.

Due Dates

Activity	4/10	4/17	4/24	4/25	4/27	5/6
Collect movie content	X					
Format images and drawings	X					
Create animations		X	X			
Peer Evaluations				X		
Usability Testing					X	
Submit Project						X

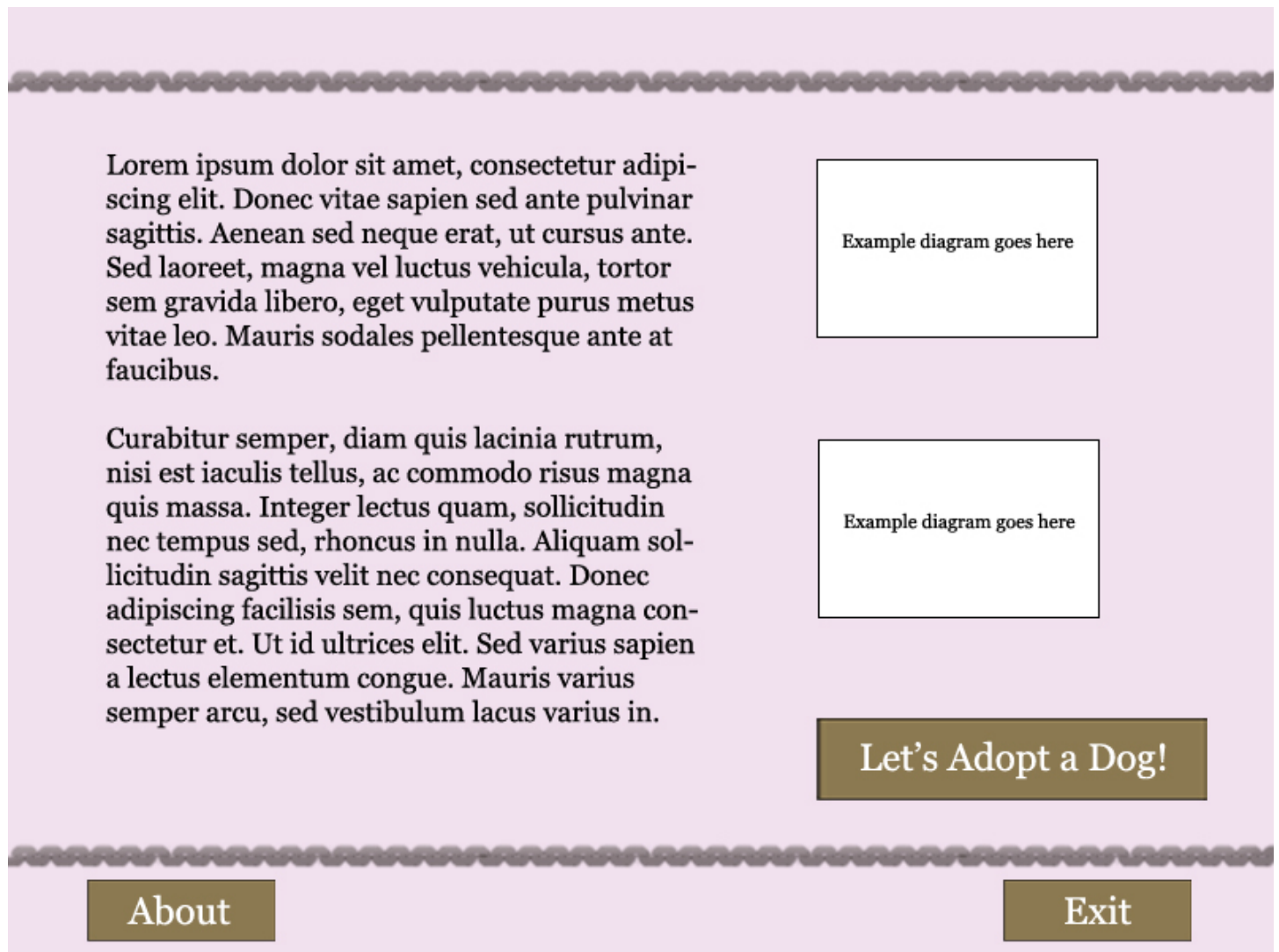


Description: The title page loads, and when the user clicks “Play,” pawprints will walk across the screen and then shape-tween to the words “Canine College.” The user must click on the “Enroll!” button to proceed to the Information Page.

Interaction	Effect	Transition Effect	File Name
Navigation Button	User can enter the course.	Movers user to the “Information” scene	enroll_btn

Media	Description	File Name
Animation	Frame-by-frame animation will make the pawprints “walk” across the stage on the start of the video, and then a shape tween will morph the pawprints into the words “Canine College”	title_mc

Requirements	Description
1 – Title Page	Names the project and gives the user an idea of what the content will be about
4 – Basic Animation	Shape tween animation of title text and pawprints; is controlled by play/pause/stop buttons

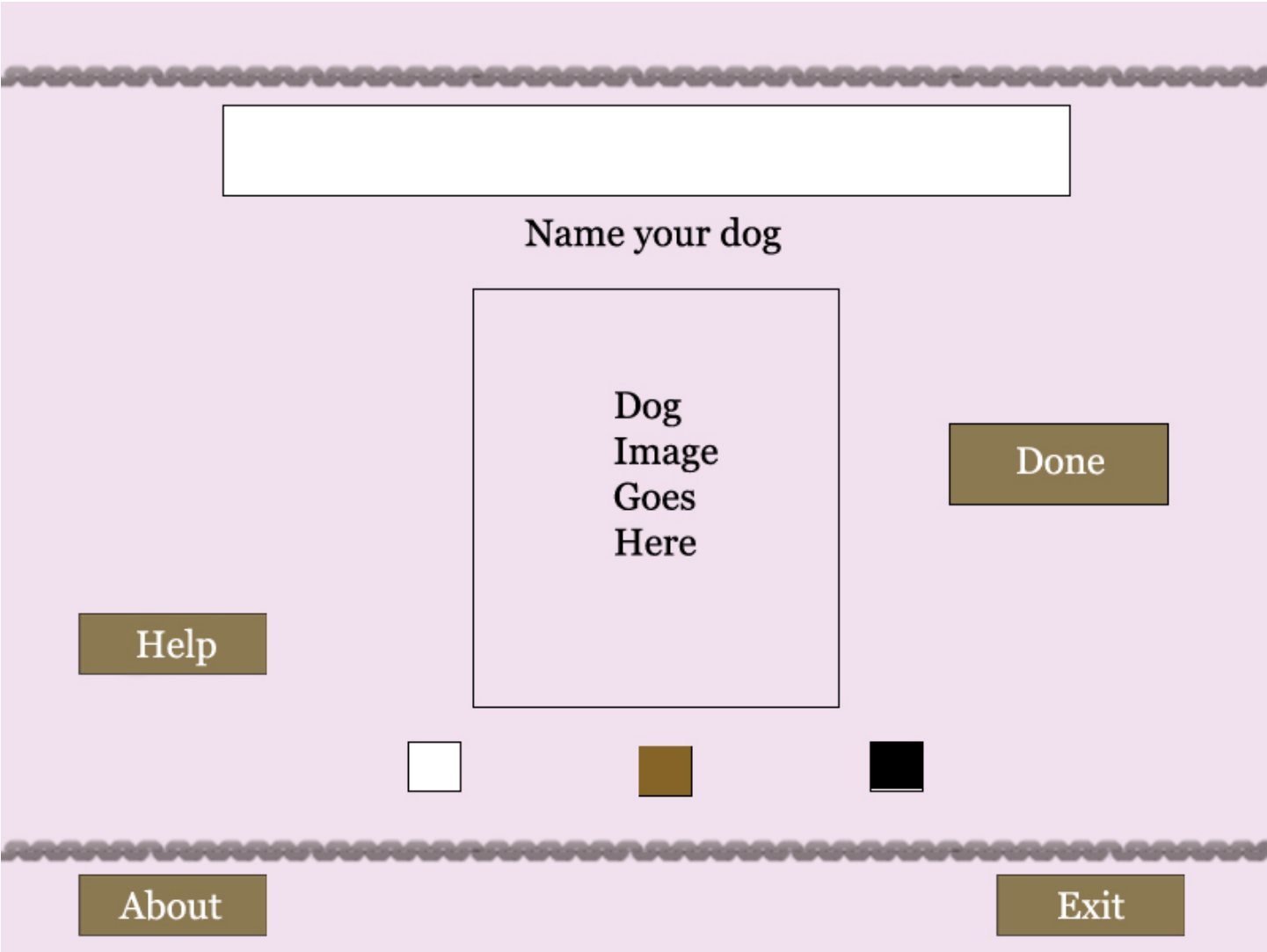


Description: This page explains certain basic principles of dog training and psychology, but primarily how important timing is; if you don't reward a dog for doing a trick immediately after it is complete, the dog won't associate the reward with the trick. This module (which may be more than one page with near-identical layout, depending on how much text is needed) will explain the best way to train your dog and then how to use the interactive activity – pick up a treat, click on a trick, reward the dog within two seconds. The user has the option to navigate to the "About" page, which lists the creator and resources; "Adopt" page, which allows them to name a dog avatar and choose its color; and "Exit" page, which will ask them whether they want to quit.

Interaction	Effect	Transition Effect	File Name
Navigation Buttons	User can proceed in or exit the course.	Movers user to the "Adopt," "About," or "Exit" page	adopt_btn about_btn exit_btn

Media	Description	File Name
Text	Will explain the basic principles of dog training and how to use the course	Info_txt

Storyboard – Adopt Page



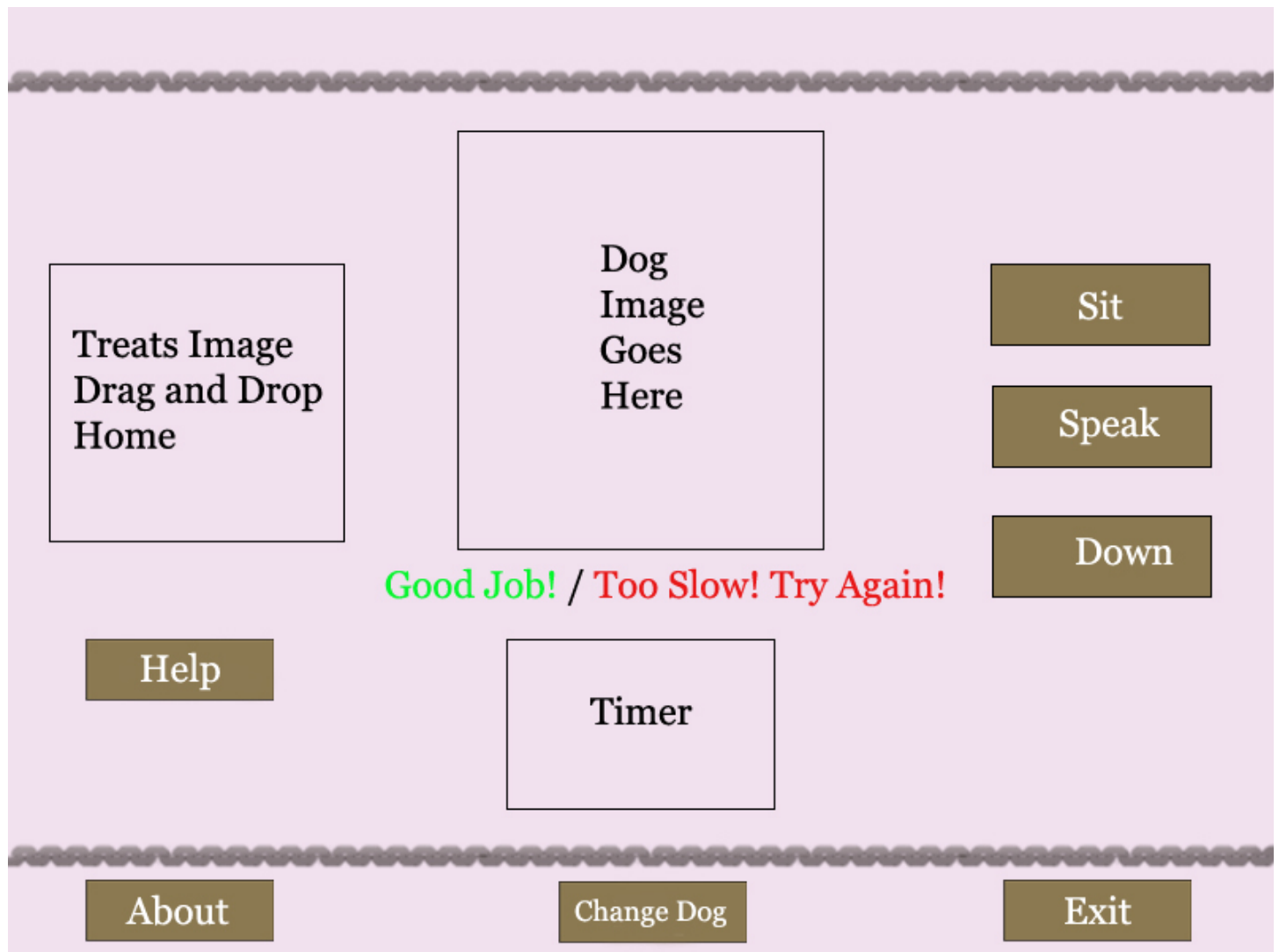
Description: This page allows the user to enter a name for their dog (if they don't, and click done, they will be prompted to do so) and choose its color. The dogs will be identical except for the color. From this page, they can navigate to the "About" Page or the "Exit" Page. The user can also click on a "Help" Button, which will create a pop-up box with (brief) instructions on choosing a dog.

Interaction	Effect	Transition Effect	File Name
Navigation Buttons	User can proceed in or exit the course.	Movers user to the "Tricks," "About," "Information," or "Exit" Page	adopt_btn about_btn exit_btn help_btn
Color buttons	User can choose the color of their dog	Toggles which color instance of dog graphic is available	chooseWhiteDog_btn, chooseBrownDog_btn, chooseBlackDog_btn
Text Box	Users can name their dog	Stores dog's name to be used in later scenes	dogName_txt
Help Button	Brings up instructions for the user – an abbreviated version of the "instructions" page	Pop-up window that can be closed by clicking an "x"	help_btn

Media	Description	File Name
Dog Image	Three instances of a dog graphic with different colors	dogWhite, dogBrown, dogBlack

Requirements	Description
3 – Input Text	Allows user to choose a name for their dog, which will carry over to Quit page

Storyboard – Tricks Page



Description: The dog will sit there, occasionally panting or wagging its tail, until the user picks up a treat, which will cause its ears to perk up. The user can then click on one of the trick buttons; if they have not “picked up” a treat, it will display a message telling them to grab a treat first. When they hover over the trick button, the dog will perform the trick; the timer will then start, and they will have two seconds to drop the treat on the dog. They will get a message informing them whether they did it correctly or were too slow. There is a “Help” button that will pop-up instructions if needed, and the user can also navigate to the “About” page, back to the “Adopt” page, or to the “Exit” page.

Interaction	Effect	Transition Effect	File Name
Navigation Buttons	User can proceed in or exit the course, or change the appearance of their dog	Movers user to the “Adopt,” “About,” or “Exit” page	about_btn changeDog_btn exit_btn
Trick Buttons	On hover, causes the dog to sit, speak, or lay down	Starts the animation sequences as well as a 2 second timer for the user to drag and drop a treat to the dog	sit_btn speak_btn down_btn
Help Button	Brings up instructions for the user – an	Pop-up window that can be closed by clicking an	help_btn

	abbreviated version of the “instructions” page	“x”	
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Media	Description	File Name
Images	Dog avatar chosen in previous screen, image of treats bag	dogWhite/Black/Brown, treatsBag, treatsHome
Text	Good Job or Too Slow messages depending on whether the user can complete the drag-and-drop animation quickly enough; also a help pop-up box with text instructions	goodJob_txt, tooSlow_txt; instructions_txt
Audio	Audio for dog barking and possibly other dog noises (panting, whimpering, etc.), synced with animation; will also have audio effects to correspond with the timer and success/failure	

Requirements	Description
4. Basic Animation	Motion tweening for the dog to sit, speak, and lay down
5. Advanced Interaction	Drag-and-Drop of the treat to the dog; must be done within 2 second timer or “Too Slow message will show
8 – Audio	The dog’s barking will be synced with the animation. Will also have short sound effects for other movements.

Canine College
Created by Samantha Geitz

The purpose of this animation is...

The target audience is...

Credits:
<Resources listed here>

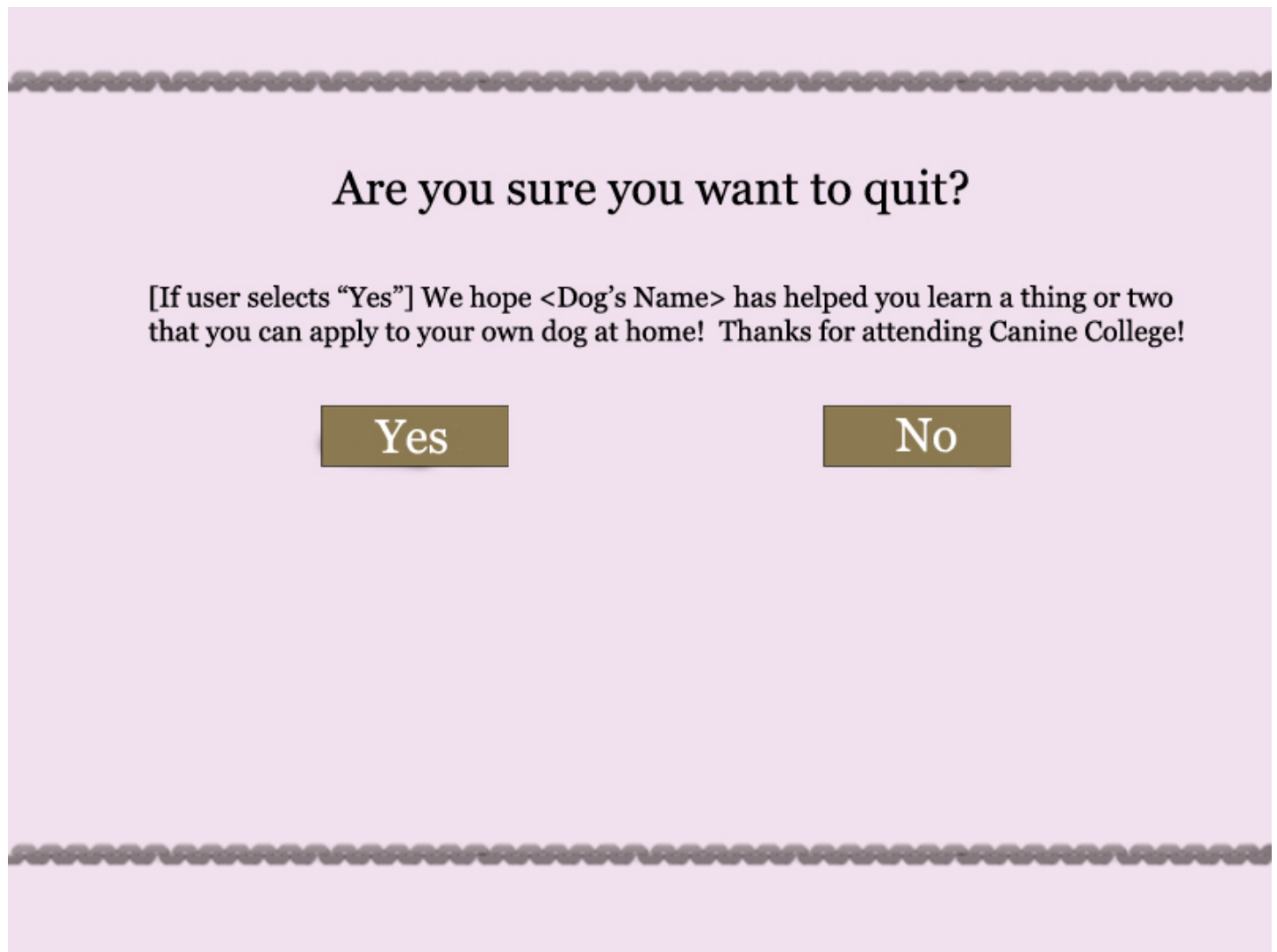
Back **Exit**

Description: When the user clicks on the “About” button from the “Information,” “About,” or “Tricks” pages, this scene will appear. The user can click on the “Back” button to return to where they were or the “Exit” button to go to the Exit page.

Interaction	Effect	Transition Effect	File Name
Navigation Buttons	User can proceed in or exit the course.	Movers user back to their previous page or to the “Exit” page	back_btn exit_btn

Media	Description	File Name
Text	Gives information about who created the training module, the purpose of the animation, who it was intended for, and resources used (including dog-training books)	about_txt

Requirements	Description
2 – About Page	Lists the creator of the animation as well as its purpose, target audience, and resources used



Description: When the user clicks on the “Exit” button from any scene but the Title Page, this window will appear. If the user clicks “Yes,” a message will display that thanks them for using the module. If they click “No,” they will be returned to the previous scene.

Interaction	Effect	Transition Effect	File Name
Navigation Buttons	User can proceed in or exit the course.	If “Yes” is clicked, user returns to where they were; if “No” is clicked, the message displays	quitYes_btn quitNo_btn

Media	Description	File Name
Text	Thanks the user for using the activity and pulls in the dog’s name entered on the Adopt page	quit_txt

Requirements	Description
8 – Quit Activities and Screen	Allows the user to decide whether they want to quit, and if so, displays a message

Peer Review Feedback Adaptations: I received feedback from Nicholas Geary. Most of his comments were positive, but the two things he suggested I change was add an alternate color scheme and add a few more navigation buttons. I tried to design my palette to be mostly neutral colors: brown, white, and black. It is possible that the background looked more pink on his screen than mine (especially as I have the brightness turned all the way up on mine), so that is something I will be mindful of when I am working on the project – but instead of adding a separate color scheme controllable by the user, I will probably make sure to choose a less-pink beige color for the background.

I did, however, modify my navigation buttons fairly significantly at his suggestion:

- I had a “Help” button on the “Adopt” and “Tricks” page that would take the user back to the Information page – however, if a user was on the tricks page, he’d have to navigate through the Adopt page again to get to where he was. Nicholas had suggested that I allow the user to return to the “Adopt” page from the “Tricks” page, and I thought that was a great idea; I removed the “Help” button from the bottom of both pages and added a “Change Dog” button on the Tricks page that would allow the user to return to the Adopt page.
- I then added a dedicated Help button – in the same location on each page – that will load a pop-up window with instructions so that the user does not have to navigate away from the page to figure out what they’re doing. I hope this will make the navigation process less frustrating for them.
- I also removed the “Training” button from the “About” page, as the user could navigate to the About page from the Adopt page without filling in a dog’s information; I replaced it with a back button so that the user would return to their previous screen.