



1. Presentation of the software.
2. The different screens of the software.
3. About sounds in Imagemo.

1. Presentation of the software

Imagemo is a software which helps to learn how to read based on the connection between an image and a word.

It is based on 4 activities :

- The association between a word and an image.
- The classification of words beginning by a letter which has been picked up by chance.
- The rewriting of a word done with letters chosen on a keyboard
- Playing memory game with image, images and text or just text.



For each activity, the images and words are picked up by chance.

Several levels are possible, several options are available : with or without sound, with or without a model, with capital or small letters.

The results of the activities of each user are recorded and can be displayed or printed.

A management interface enables the management of the users : creation, modification, removal, management of the results.

Imagemo is an open software, as entire content can be individualized.

6 topics containing each 30 images are delivered with the software.

A management interface enables to manage the different topics.

You can create as many topics as you wish, by importing your own images from an image databank, digital cameras, scanners etc ...

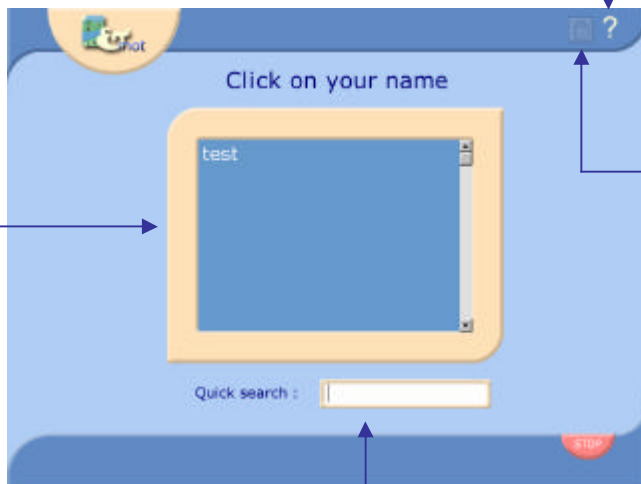
To ensure an easy reading, only 10 themes will be accessible to the player but in a few seconds only the list of appearance can be modified.

You can import your own sounds (read the paragraph : about sounds in Imagemo).

2. The different screens of the software.

Screen 2.1 : Starting screen

Choice of the user and access to the topics menu.
(screen 2.2).



Enables to hear the order

Access to the capture zone of the code of administration of players and theme.



Enables the restriction of the list to the players' names beginning by the content of this zone

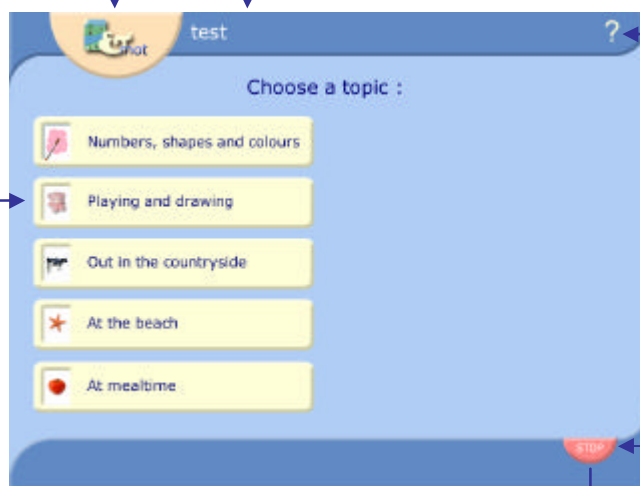
Capture zone of the code ADMIN or admin and then « enter »

Access screen 2.9 : management menu

Screen 2.2 : Topics menu

Return to starting screen

Player's name

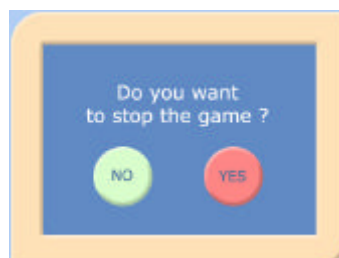


Enables to hear the order.

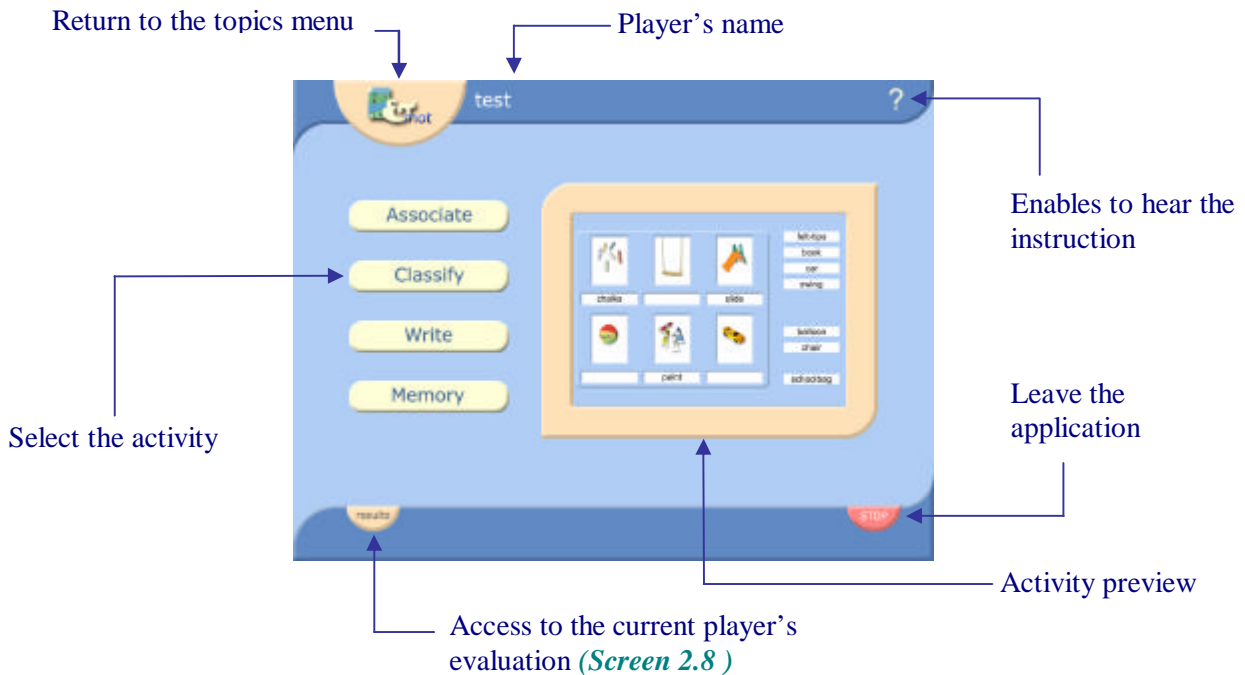
Leave the application

E2.2 Choice of the topic and access to the activities menu (screen 3)

Only 10 themes can be advertised (see screen 2.11 : management of the topics and screen 2.12 : Modification of the topic's logo).



Screen 2.3 : Activities menu



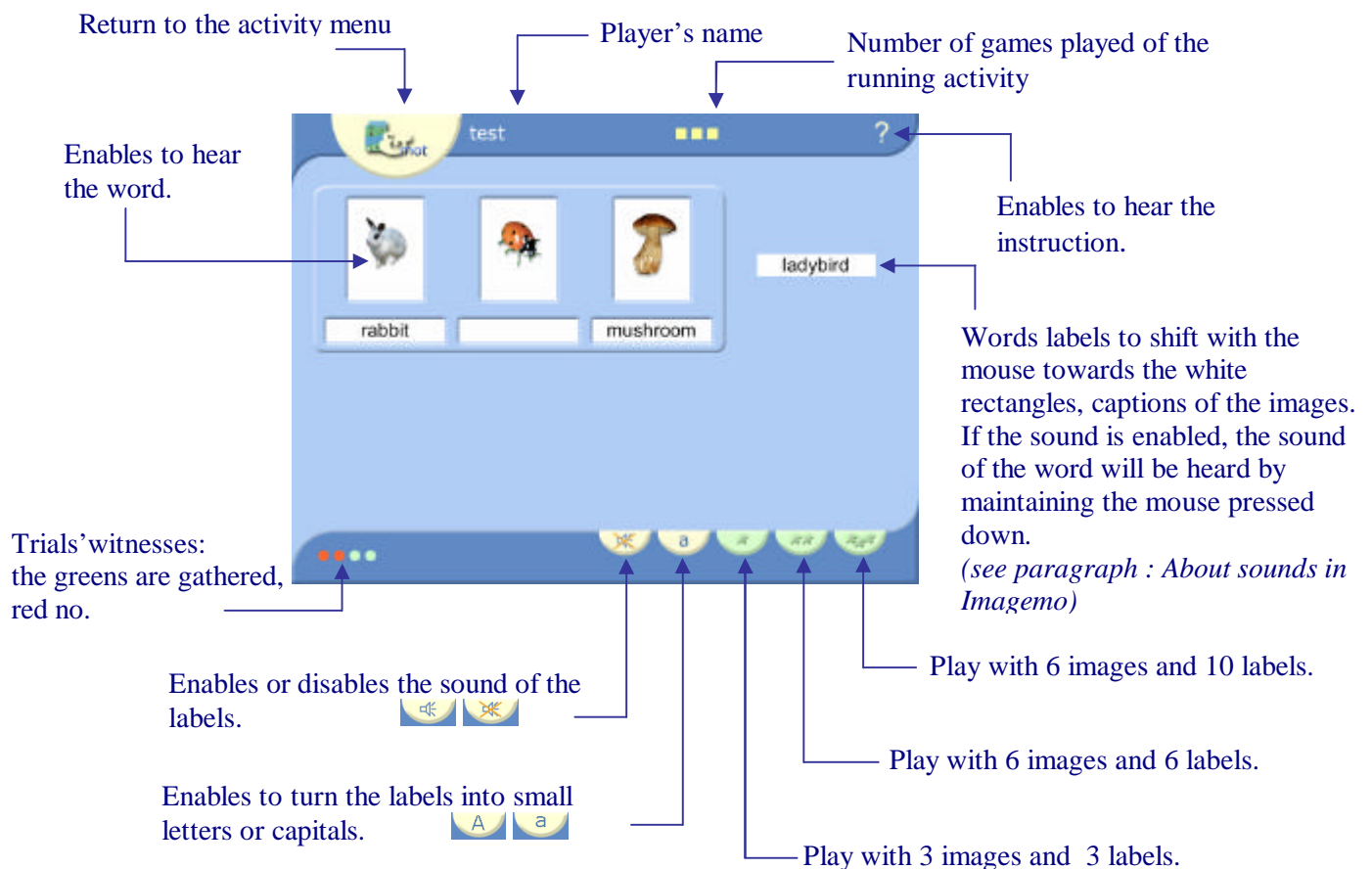
Screen 2.4 : Associate activity

Instructions :

Shift the labels to the corresponding rectangles, captions of the picture..

The labels can be in small letters or in capitals according to the chosen option.

The activity offers three possible levels.

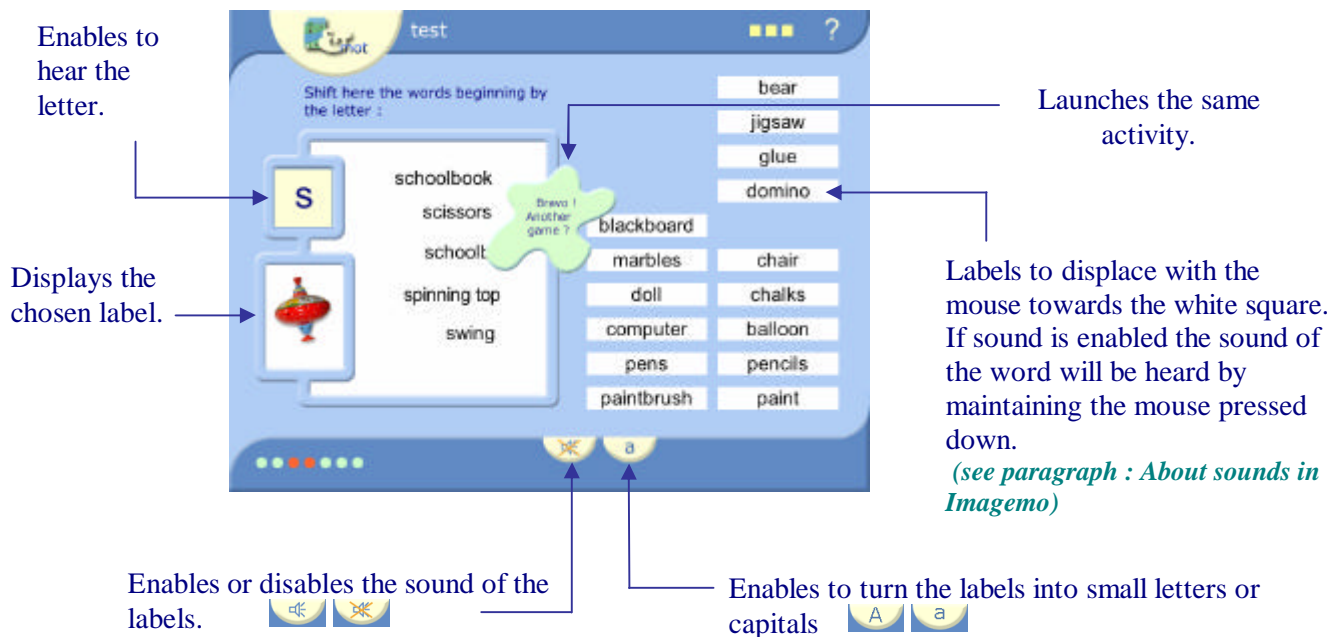


Screen 2.5 : Classification activity

Instructions :

Shift the labels in the white square.

The labels can be in small or capital letters according to the chosen option.



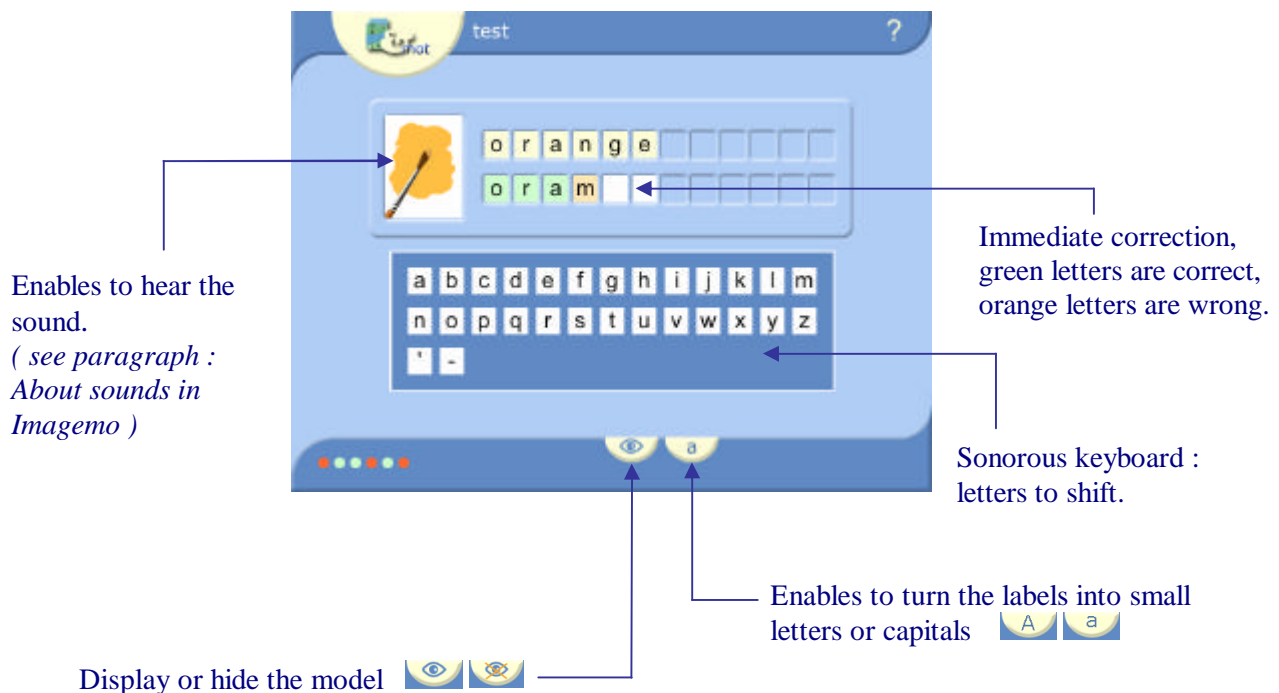
Screen 2.6 : Writing activity

Instruction :

Shift the letters of the keyboard in the corresponding squares.

The letters of the keyboard and the model can be in small or capital letters according to the chosen option.

The model can be visible or concealed according on the chosen option.



Screen 2.7 : Memory Activity

Instructions :

Click on the cards. If two cards are identical they disappear from the screen.

The game can be played with the images only, or images and words associated, or only words.

The letters of the keyboard and the model can be in small or capital letters according to the chosen option.

Play with 18 cards (*with the images only*)

Play with 12 cards

Play with 8 cards

Enabled to play with

- images
- images and words
- words only

Enables to turn the labels into small letters or capitals (level 1 and 2 only)

Screen 2.8 : Current player's results

Select the activity you want to visualize

Capture zone :
ADMIN or
admin then « ENTER »

Access to the capture zone of the code of administration.

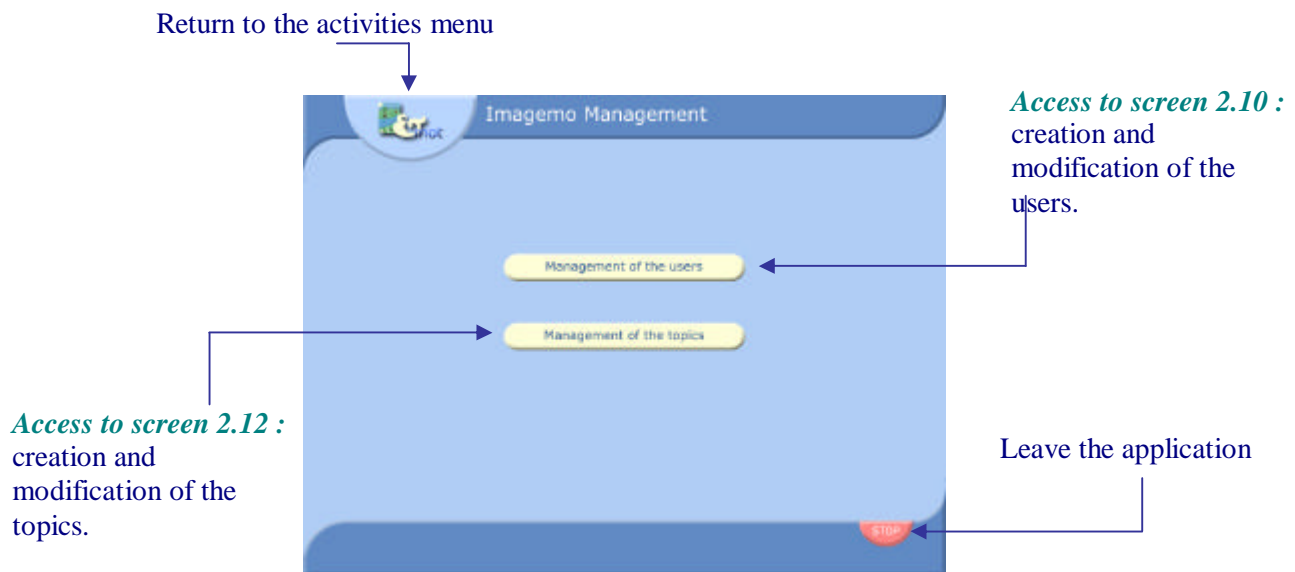
Date	Game	Type	Characters	Sound	Words	Errors	%
11/09/2014	1	Out in the countryside	Small	disabled	[cock, "tree", "buck"]	0	100
11/09/2014	2	Out in the countryside	Small	disabled	[cock, "grass", "graff"]	0	100
11/09/2014	3	Out in the countryside	Small	disabled	[bag, "kitchen", "kitchen"]	1	90
30/09/2014	4	Numbers, shapes and colours	Small	disabled	[tree, "leaf", "blank"]	1	90
30/09/2014	5	Numbers, shapes and colours	Small	disabled	[tree, "leaf", "blank"]	0	100

Do you want to print ?

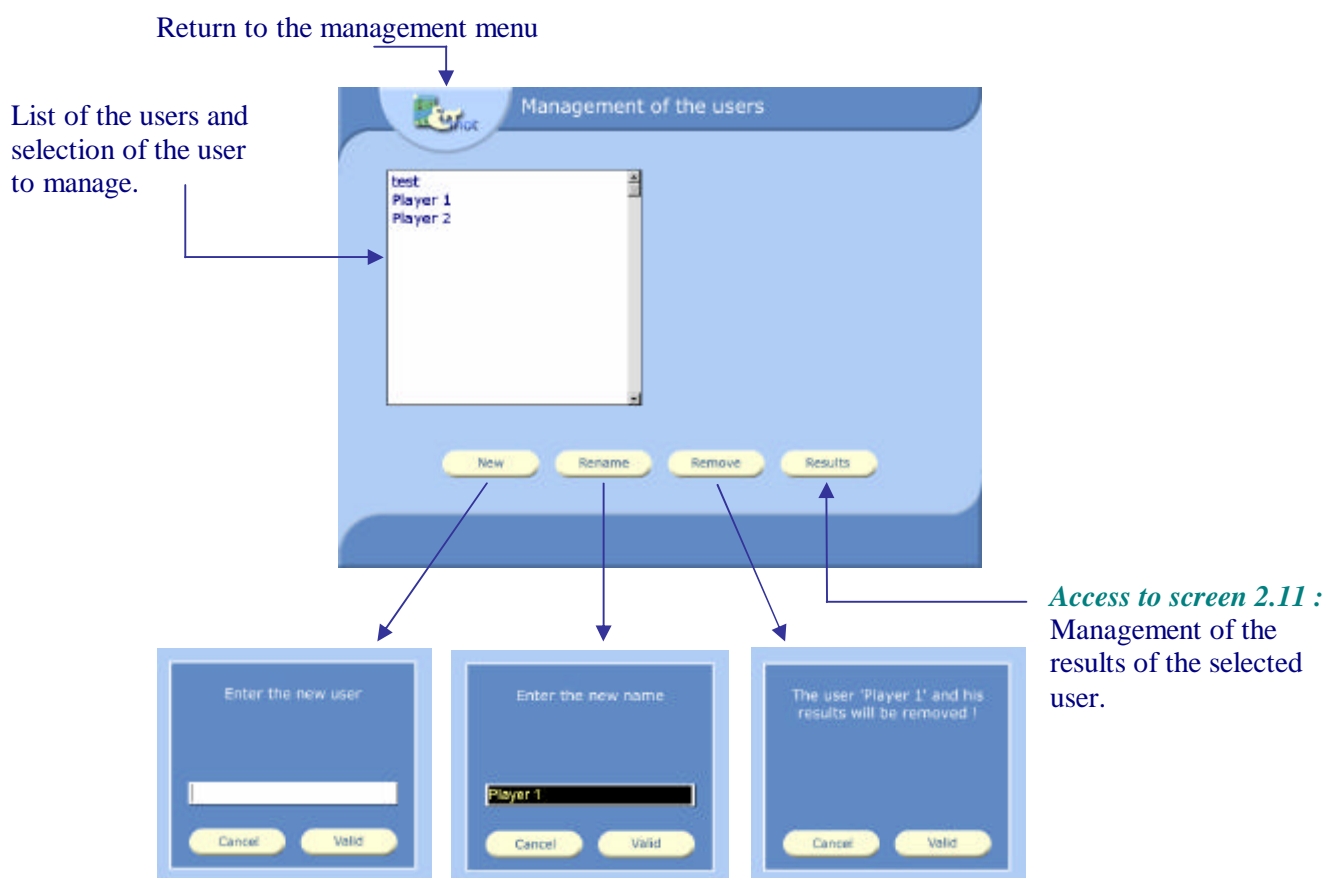
- the last session of 'test'

- all the sessions of 'test'

Screen 2.9 : Management menu



Screen 2.10 : Management of the users



Screen 2.11 : Management of the results

Return to the management menu.

Date	Rank	Title	Characters	Count	Letter	Error	%
11/09/2014	11	Playing and drawing	Small	classified	a	[a,b,i,f,"computer"]	71
11/09/2014	13	Playing and drawing	Small	classified	c	[]	100
11/09/2014	8	Playing and drawing	Small	classified	e	[]	100
11/09/2014	8	Out in the countryside	Small	classified	r	[]	100
11/09/2014	7	Out in the countryside	Small	classified	a	[]	100
11/09/2014	6	Out in the countryside	Small	classified	t	[]	100
11/09/2014	5	Out in the countryside	Small	classified	a	[]	100
11/09/2014	4	Out in the countryside	Small	classified	h	[]	100
11/09/2014	3	Out in the countryside	Small	classified	b	[]	100

Print the results

Select the activity you want to visualize

Do you want to print ?

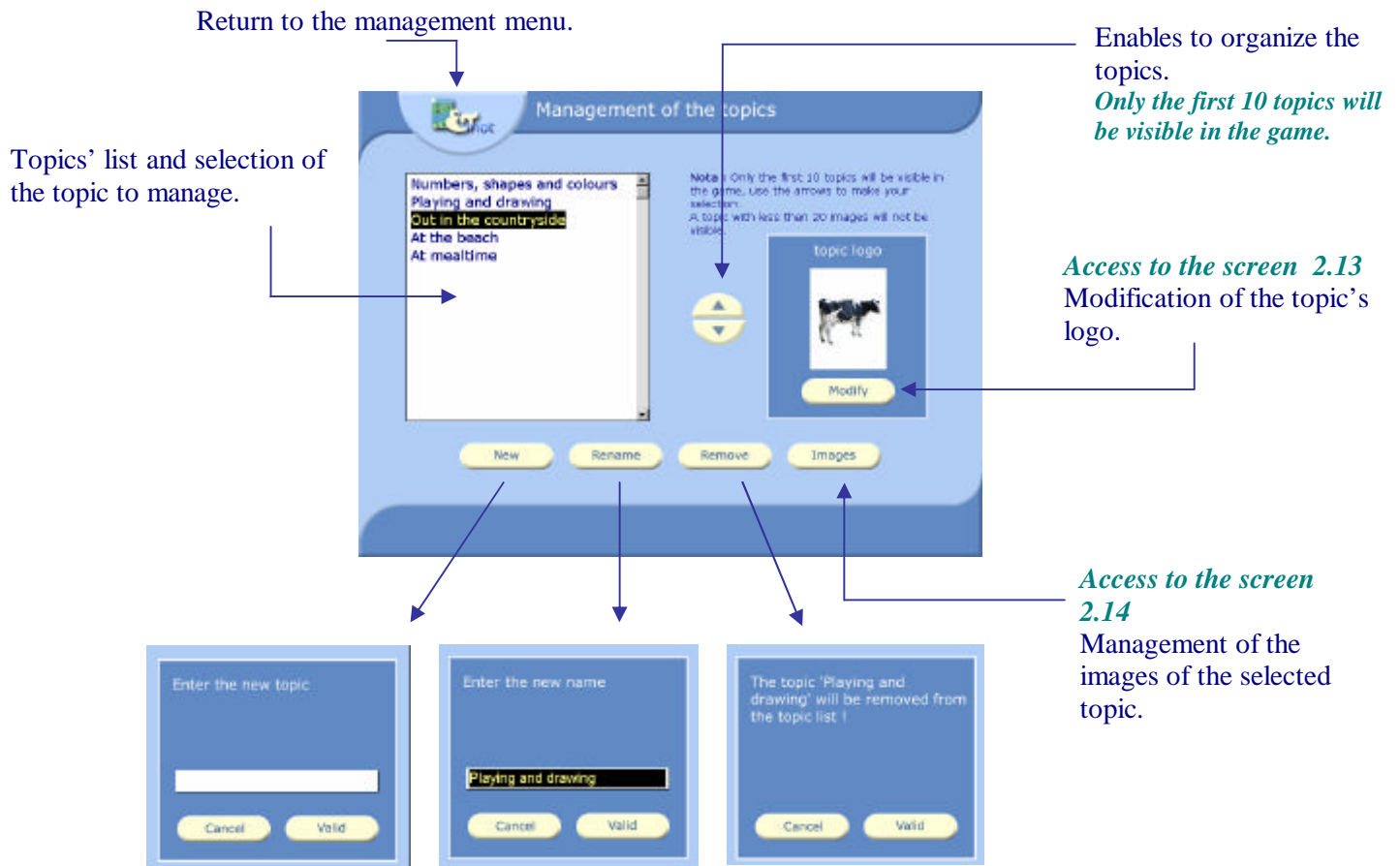
- the last session of 'test'
- all the sessions of 'test'

Reinitialize the results

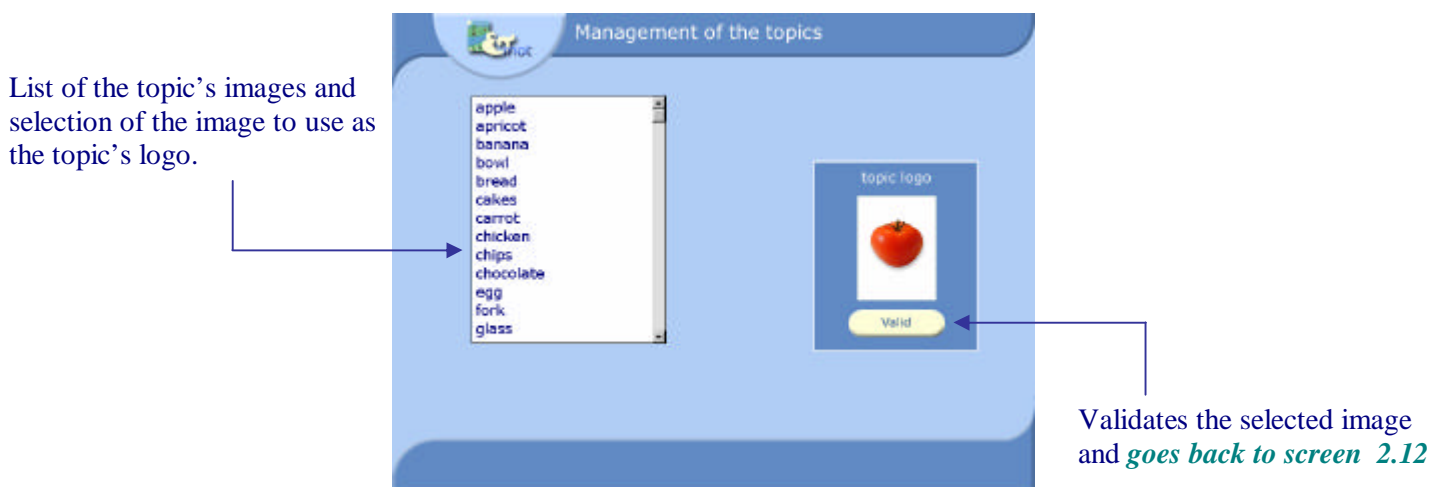
Do you want to reinitialize ?

- the 'Classer' evaluation of 'test'
- all the evaluations of 'test'
- the evaluations of all the users

Screen 2.12 : Management of the topics



Screen 2.13 : Modification of the topic's logo



Screen 2.14 : Management of the topic's images.

Return to the management of the topic menu.

List of the folder's images 'images' and selection of the image to associate with the topic.

Preview of the selected image.

Associates the image and the topic.
The name captured is the one which will appear in the activities.

List of the topic's images and selection of the image to dissociate from the topic.

Enables to check if a file is associated to the selected image.

Dissociates the image from the topic
(this operation remove the image of the topic but doesn't delete the file)

Enter the name to associate to the image (12 characters maximum)

bird

Cancel Valid

The image 'hat' will be removed

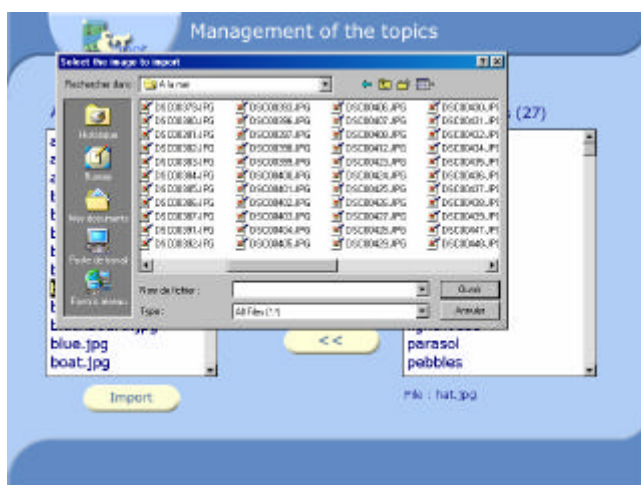
Cancel Valid

Access to screen 2.15

Open the file explorer to import the files.

Nota : A topic with less then 20 images won't be visible in the game.

Sreen 2.15 : Select the image to import



JPG, GIF and BMP images can be imported.

The images must be in a portrait format.

The ideal size is 96 on 128 pixels.
(Consequently the software doesn't have to resize the images and that improves the performances of the computer)

After having been imported, the image will be visible in the list of the available images.

Advise : to ensure an easier management, rename the image before 'importation'.

Nota :The images can be imported in the folder /images of the software.

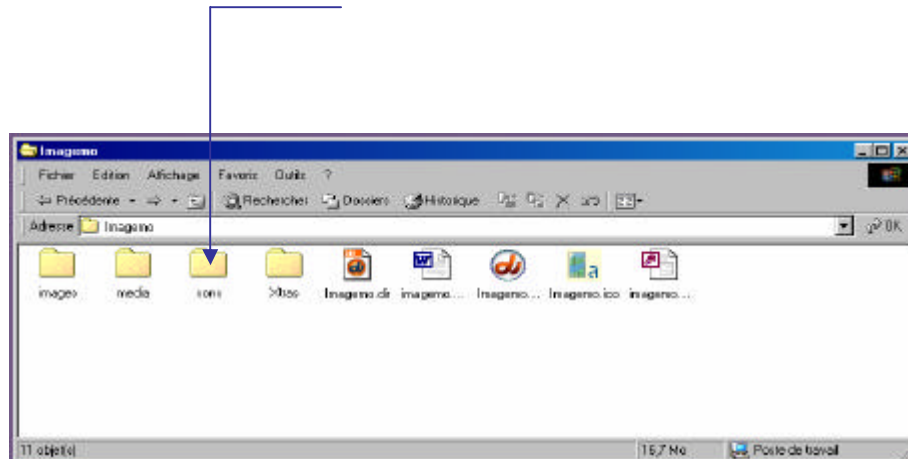
You can't delete the images of this folder trough the interface of the software. You must use the explorer.

3. About sounds in Imagemo

Imagemo 1.0 provides about 170 images divided in 6 themes. To each image corresponds the record sound of the associated word.

If you want to associate sounds to images, you must :

- create the corresponding wav file
- rename it with the name you will associate to the corresponding image (ex : fish.wav for fish ...)
- copy the file in the folder \imagemo_en\sons



If you have any remark, suggestion, or if you wish a technical support, mail to :
imagemo@free.fr