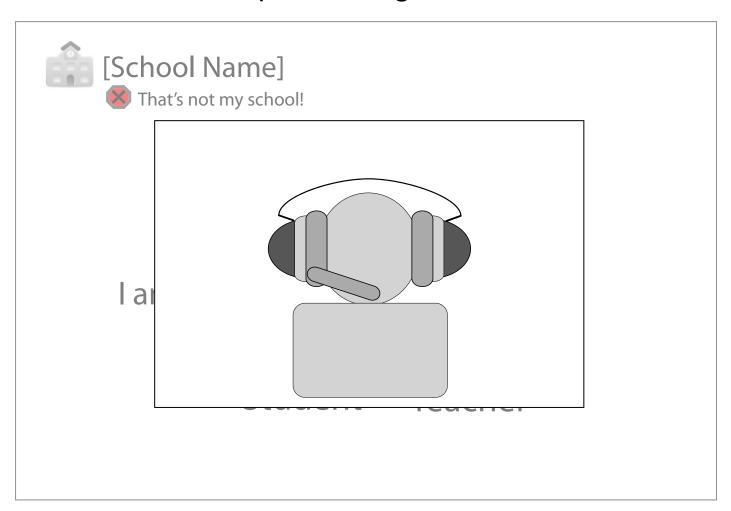
How to wear headphone image

Because entire UI is audiosupported for emerging readers, student should be shown image of how to wear audio equipment before authentication process.

Before beginning, make sure you are wearing your headset as shown.

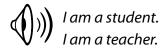
Dialog window times out to Welcome/ Choose Mode screen.



Welcome/ Choose Mode

Choose Student or Teacher Mode screen. A screen may be needed prior to this one to choose the correct school, if this isn't set by default on a school network, or for remote access.

Button selections auto-play, and then play on mouseover:

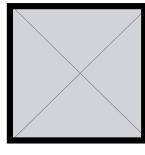


Optionally, student could speak selection rather than clicking.

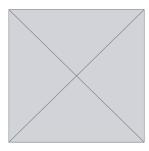


Reading Coach

l am a:

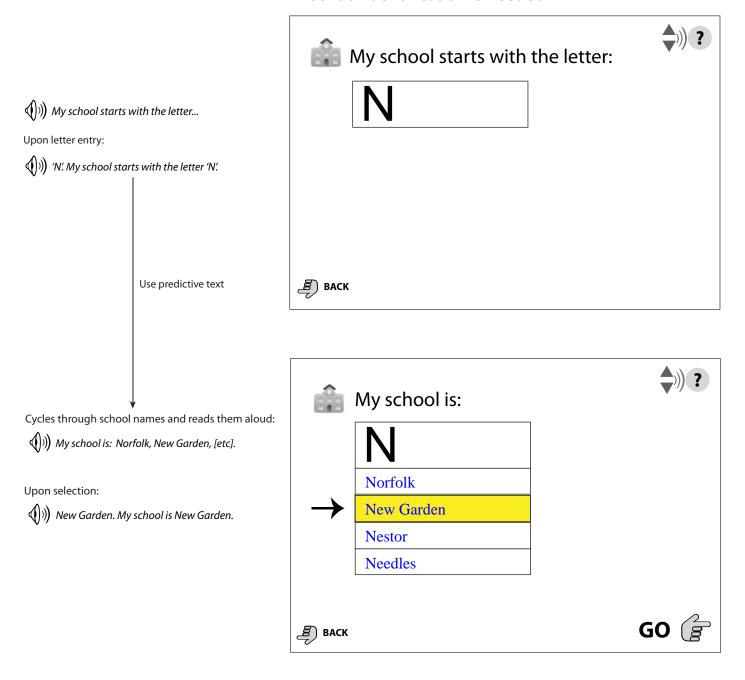






Teacher

If school identification is needed



Student Authentication - 1

This screen narrows the name selection (for following screen) while also serving as a security check.

Mouseover and autoplay audio support as before.

Optionally, student could speak selection rather than clicking.

Error audio, with highlighted interface elements:



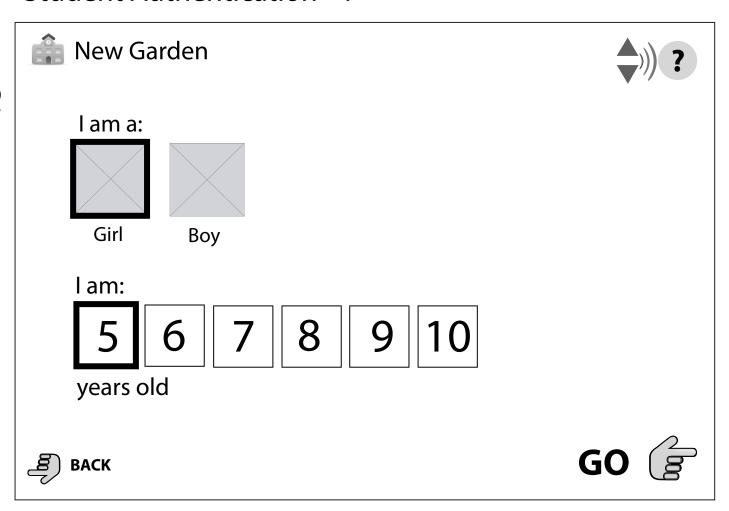
We don't have that in our records. Try again.



Are you a girl or a boy?



())) How old are you?



Student Authentication - 2

User selection of name based on predictive text. Last name initial is there in the rare case of two students with same birthday and first name in a class. Optionally, student could be prompted to speak name and initial.

Mouseover and autoplay audio support as before.

Error audio, with highlighted interface elements:



We don't have that name in our records. Try again.

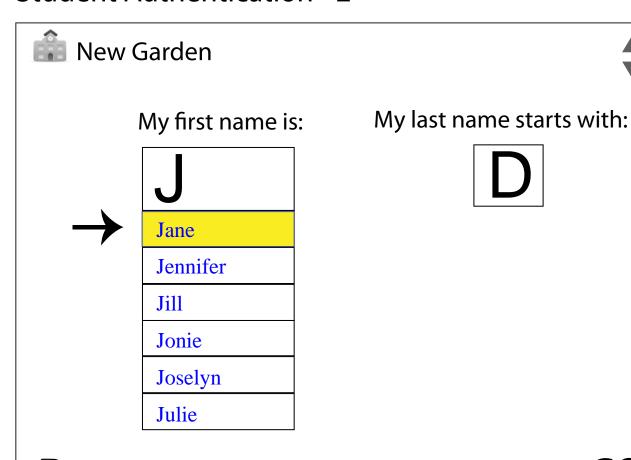


Please choose your first

BACK



What letter does your last name start with?



Student Authentication - 3

Final security and verifcation.

Optionally, student could speak selection rather than clicking.

Error audio, with highlighted interface elements:



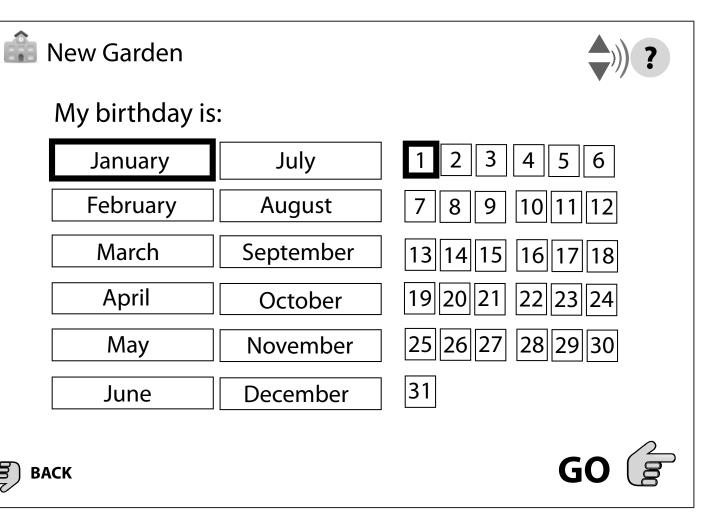
Our records show a different birthday. Try again.



(1)) In what month is your birthday?



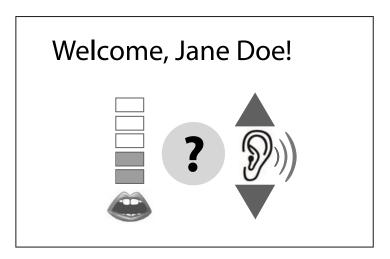
(())) What's the number of the day you were born?



Student Setup

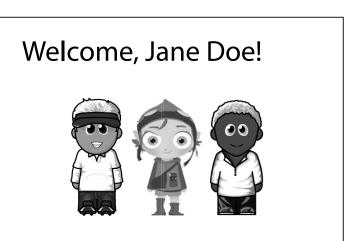
Calibration

Calibrate mic to student's voice on each login if new IP address is detected? UITBD.



Avatar Selection

Student is prompted to choose an avatar from a number of characters. UITBD.



Level indication and increase/ decrease control (if allowed)

Bookshelf and ladder metaphors. All elements have audio support on mouseover, except student name.

On mouseover of book, book slides out, cover opens, pages are turned and name of book is spoken

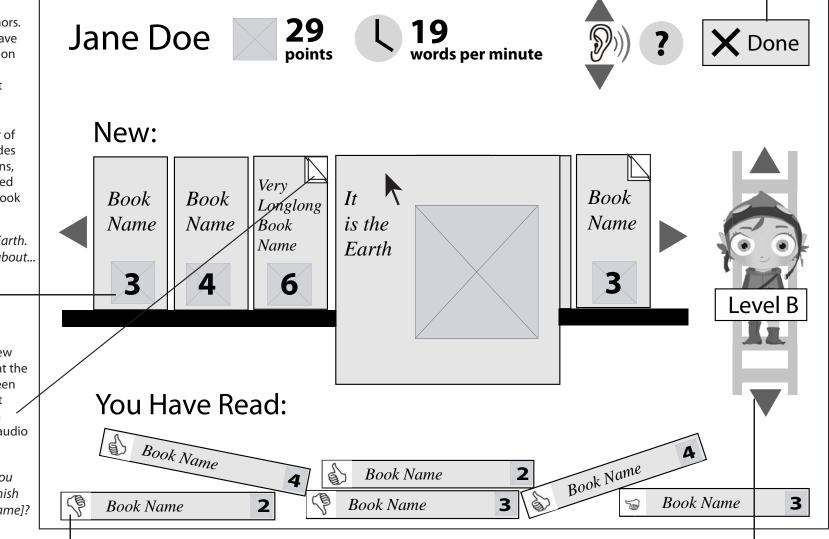
(1))) It is the Earth.
A book about...
[teaser]

points -

Books with a few pages turned at the corner have been started but not finished. When moused over, audio sounds:

(V))) Would you like to finish [book name]?

rating



Aural introduction to selected book.

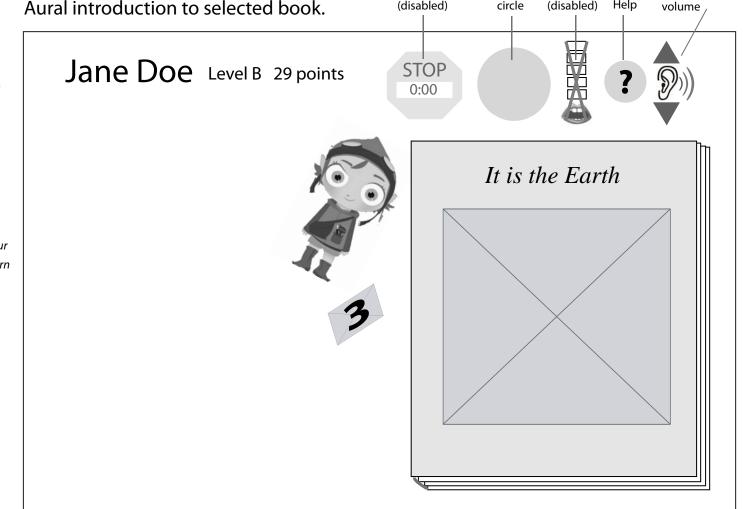
Stopwatch Mic volume Sound Adjust listening volume Avatar (disabled) (disabled) circle Help

ANIMATION:

Book appears and avatar tumbles or flies (or otherwise whimsically animates) out of circle to center of screen.

Volume automatically adjusts if set to 0.

(1)) It is the Earth. A level B book about our planet. Finish it and earn three points!



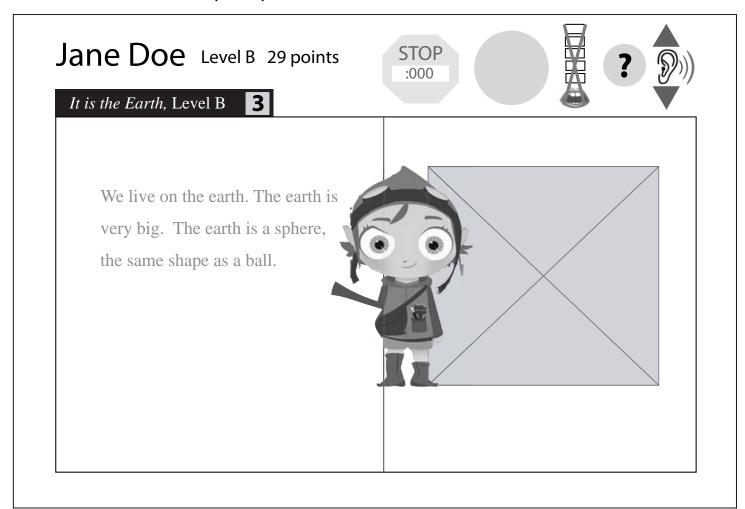
Introduction with aural prompt to read text.

ANIMATION:

Book opens and avatar points to grayed text on opening page, gives final instruction (below), flies back to avatar circle. Text activates and stopwatch activates and starts.



(())) Read the words in the book out loud, and watch them change color as you say them. Ready, go!



Jane Doe Level B 29 points

STOP :018







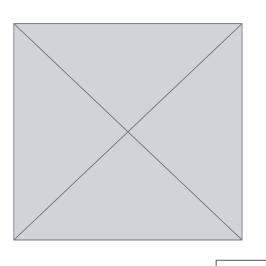
No corrective feedback; phrase highlights as student begins to speak it, and remains highlighted until it is finished. If student pauses or stumbles on a word for more than 5 seconds, the avatar icon highlights and avatar model reader finishes phrase. Student cannot skip ahead.

Student must turn pages using the pointed hands. If student flips to a previous page, text remains highlighted, as it was left.

It is the Earth, Level B

We live on the earth. The earth is very big. The earth is a sphere, the same shape as a ball.

3





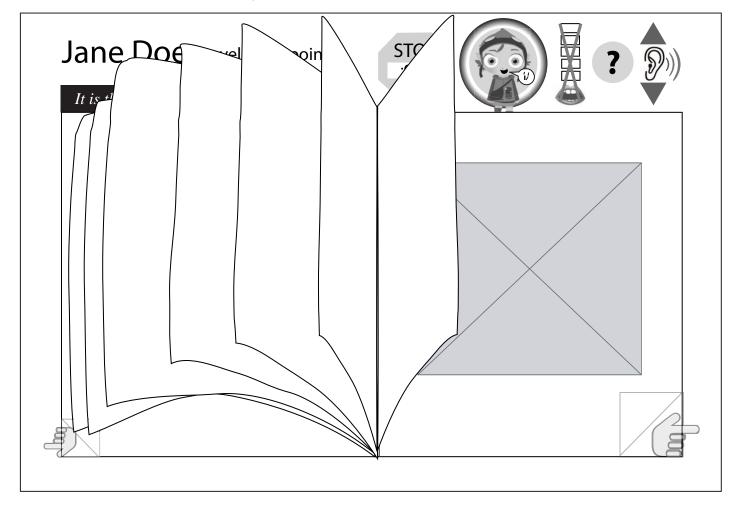
Transition to Model Reading

ANIMATION:

When book is finished, pages flip backwards, avatar circle character animates and audio plays:



())) You made it! Now listen and watch the words as I read.



Model Reading

Jane Doe Level B 29 points

3

It is the Earth, Level B

STOP :000







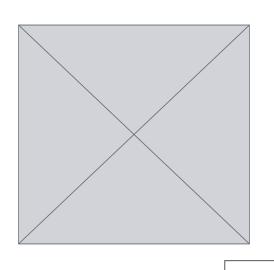
Model Reader icon is highlighted while reading story. Stopwatch is disabled; student cannot stop Model Reading.

Student must turn pages using the pointed hands. If student flips to a previous page, text on page is reread.

ANIMATION:

Option to use very light animation in book picture, with light sound FX.

We live on the earth. The earth is very big. The earth is a sphere, the same shape as a ball.





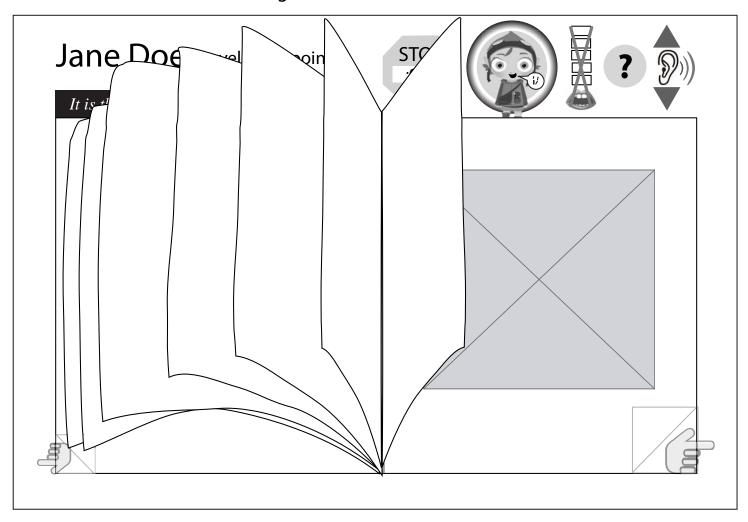
Transition to Corrective reading

ANIMATION:

When book is finished, pages flip backwards, avatar circle highlights, character animates and audio plays:



Now it's your turn again. This time, watch each word change color when you read it correctly. Click me or the word if you need help!



Avatar character appears alongside text of page, and animates with "listening" gestures as text is read.

Corrective feedback behaviors:

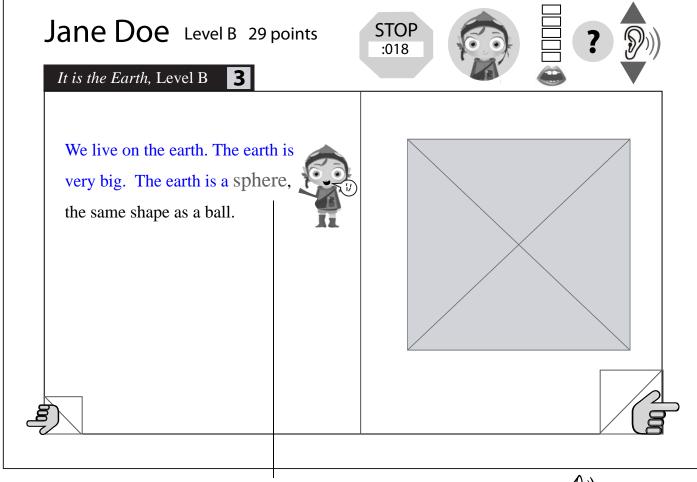
- 1) When student pauses for more than 5 seconds or does not get a word correct after 3 attempts, word size increases and avatar speaks word.
- 2) Student can also click avatar next to text at any time to hear the nextword spoken.
- 3) If student gets word wrong twice, avatar holds up card with phonetic separation of sounds and repeats word:



- 4) If student gets word wrong three times, avatar holds up video screen of mouth pronouncing word (optional).
- 5) On any subsequent wrong attempts, the word turns a darker shade of blue and student can continue reading.

Stopwatch pauses during while corrective feedback is given.

Corrective reading



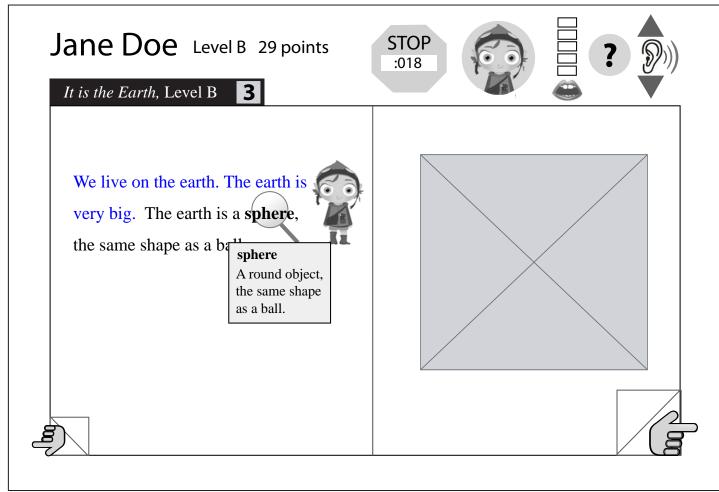
Showing feedback after 3 attempts or 5 seconds of pause.



Optional - Vocabulary

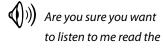
When mousing over words, cursor turns to magnifying glass on words that have definitions available to review, and on click, definition appears. Definition disappears on second click.

Stopwatch pauses during any mouse movement and for the duration of any definition being displayed.



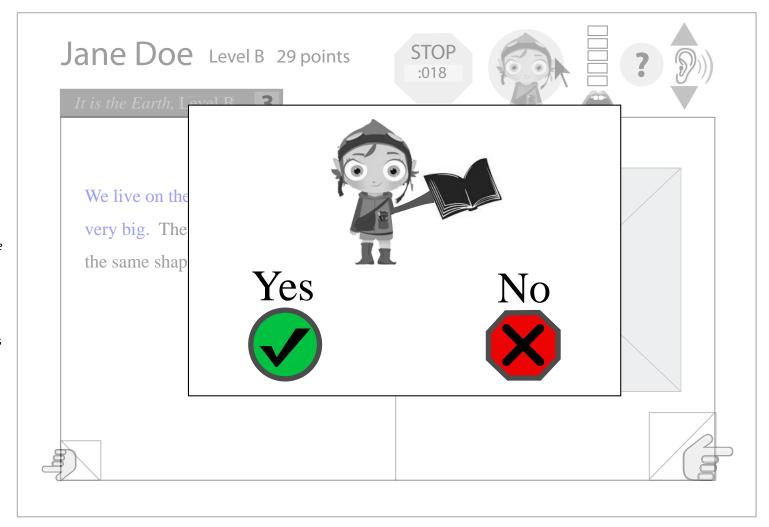
Access to Model Reading (entire story) at any time

Student can access model reader at any time to read the entire story again, by clicking the avatar circle at the top of the screen. Doing so pauses the Stopwatch, prompts a confirmation dialog and avatar audio:



whole story now?

Mousing over Yes and No icons/ text plays audio of those words. If student clicks Yes, story restarts from the beginning, and after Model Reading is complete, another dialog will ask student if he wants to start story again from beginning or where s/he left off.



End of Story - Point and WCPM Tally

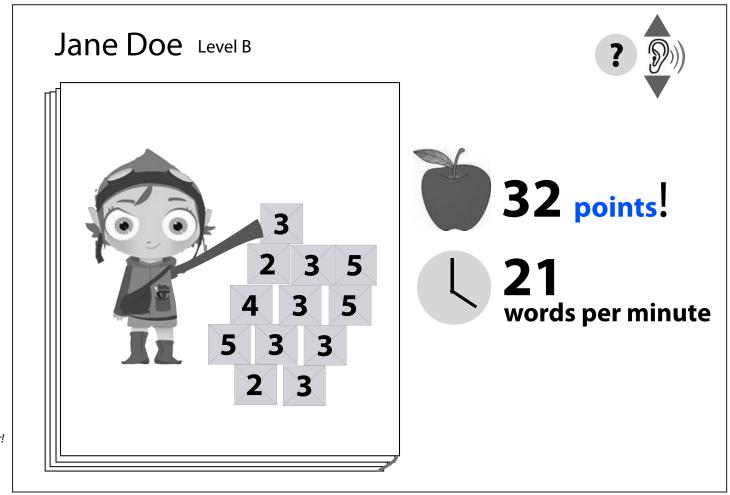
ANIMATION:
After student has
finished story and
opted not to read it
again, a congratulations
screen plays, tallying
points.

As the audio plays, appropriate numbers and words are in the interface as spoken.

(V))) Way to go! You
earned 3 more
points for a
total of 32 points!

And you reached 21 words per minute.
You're getting faster!

Time out to Rate It page.

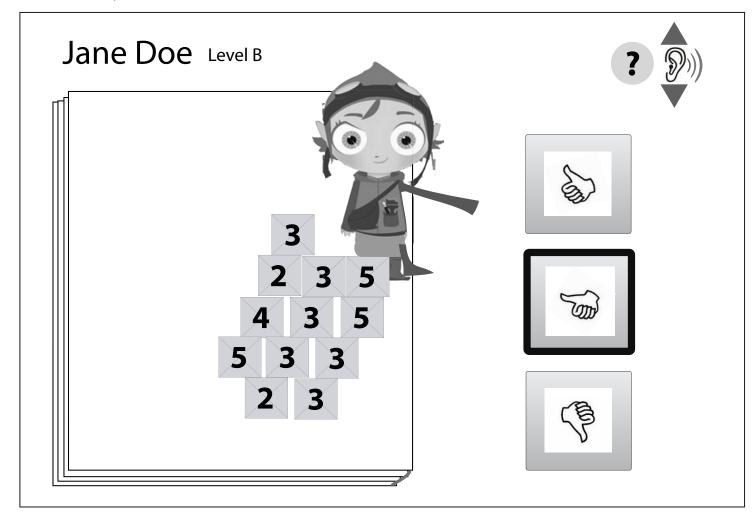


End of Story - Rate It

ANIMATION:
Next, student is asked to rate the story.

Now, click the button that matches how you liked the story.

Each of three rating buttons has audio support of applause, "booing," etc. Mousing over button highlights it and plays sound FX audio. Clicking button surfaces Comprehension screen.



End of Story - Comprehension

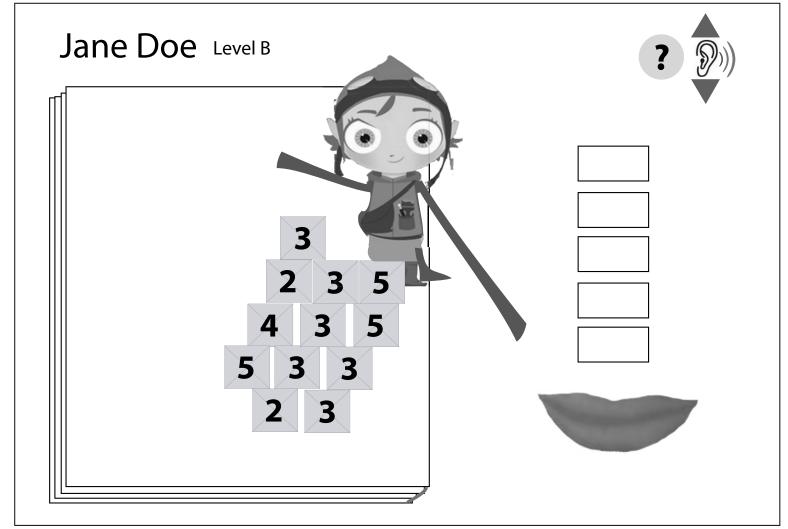
ANIMATION:

Comprehension questions are open-ended and record a student's voice.
Some examples include:

- Tell me what this story was about.
- Make up your own ending.
- Tell me what you think of [character] and why.
- What was your favorite part?
- What was your least favorite part? Student clicks the closed mouth to begin recording, and clicks the open mouth to stop (under large voice/ volume detection widget)

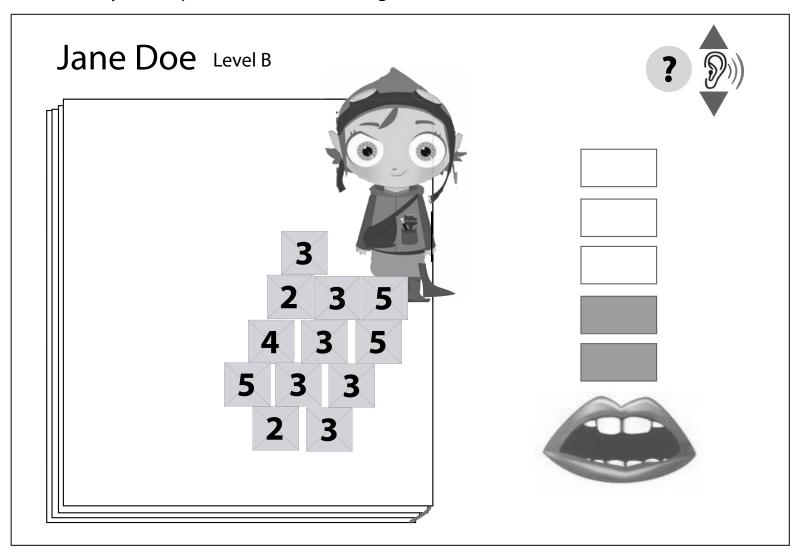
 $(((i)^{(i)})^{(i)}$

Okay. Now, make up your own ending to the story. When you're ready, click the mouth to record. Click the mouth again when you're done.



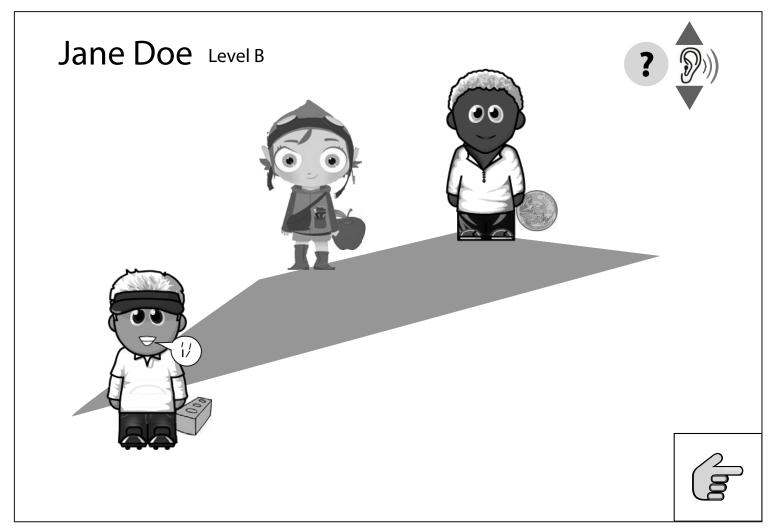
End of Story - Comprehension - recording state

Showing mic input/voice detect. Student clicks mouth to stop recording their response.



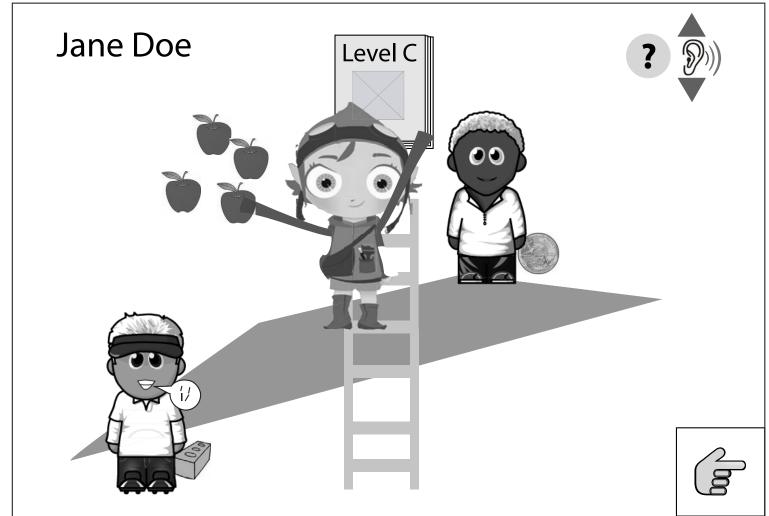
End of Story - new level of points reached

VIRTUAL SOCIAL PLAY As reward incentive for reading books and accumulating points, virtual landscape could appear when student has reached a new signficant level of points (every 10 points, for example). Student avatars could interact with each other in real time, and points metaphor could change to reflect new level (bricks, apples, gold coins). Storyline TBD. Students could share their comprehension answers through their avatars, or interact otherwise according to the storyline.



End of story - new book level reached

ANIMATION
Reward for new book level reached. This animation would occur in conjunction with the virual game landscape.



End of Story - choose next task

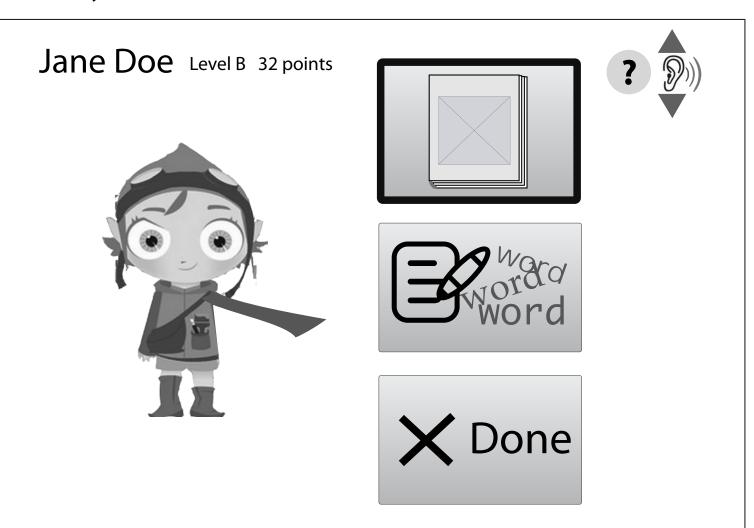
Student is given choice of reading story again, reviewing problem and vocabulary words (hearing words again, printing word list), or choosing to quit.

A prosody review exercise could also be an option.



())) Bravo! Would you like to:

- Read another story now?
- Review your word list now?
- Or are you done with Reading Coach?

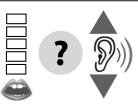


Review Word List

Review World List screen could be a combination of reading practice for problem words or new vocabulary words, model reading, and corrective feedback, with print or save list prompts.

Student might need an incentive to use this screen. Another option would be to have a confirm prompt on Quit to save or print word list.

Jane Doe Level B 29 points



earth



sphere

shap A round object, the same shape

sphere the same shape as a ball.

planet

