

This is a Group Document for MIT 513 Course Project:
[Course Website](#) and Project Description (see below)

testsite: http://student.uncw.edu/nsl5074/project_frame.html

file uploader site - <http://www.drop.io/uncwmit513> pass: thedubrocks

Project Schedule

3/10	DUE: CBI Team Project Proposal (Part A)	Done!
3/24	DUE: Design Specification- CBI Team Project (Part B)	Done
4/14	DUE: Prototype- CBI Team Project (Part C) - One objective and one animation from each member	Done
4/28	DUE - Instructional Program and Interactive Animation -CBI Team Project (Part D & Part E)	1 week
5/5	DUE - Tryout Report CBI Team Project (Part F)	2weeks

Project Team

Lucas Gillispie (nerdscience.com@gmail.com) , Newman Lanier (nslanier@gmail.com - 910 546-0694) , Fran Strauss (franstrauss@gmail.com 910 617-0304)

Prototype -

Lucas: Obj 4:Trees (Lucas)
Fran: Obj. 1:History (Fran)
Newman:Obj.3 Safety (Newman)

Animation

Lucas: Trees - cone and needle size measuring
Fran: Drag and Drop in History - Click on icon and make display on the map -
<http://www.lukamaras.com/tutorials/cool-design/interactive-country-map.html>
Newman: hotspot in Safety- click on the unsafe activity

Specs:

- **screen size** - 800 x 600 - **Module Size** -800 x 400 **Left image** -

- font face - Candara **font size (headings)= 30 font size (body text)= 18** and 21pts
- color - http://www.colourlovers.com/palette/201057/walk_in_the_park
- Animations can take up the whole space (104 x 516)
- Save all documents as .fla FLASH 8 for sharing!

block paragraphs - no indentation

Flash 8 module template - Use this to create your instructional component prototype - It's called content_template at <http://www.drop.io/uncwmit513> (pass is 'thedubrocks')

CBI Team Project Proposal

See the Proposal document at [Proposal Document](#)

Gantt Chart and task list - Still working on this.

<http://student.uncw.edu/nsl5074/513courseprojec>

Photos for the project:

<http://picasaweb.google.com/nslanier/GreenFieldLakeTourProject?authkey=zdPflj7SYLg>

<http://picasaweb.google.com/nerdscience.com/GreenfieldLakePark>

Gliffy Flowchart:

http://www.gliffy.com/gliffy/#d=1393240&t=MIT_513_Project_flowchart - To edit

<http://www.gliffy.com/publish/1393240/> - To View

Prototype Notes - posted 4/15/08

- Intro - text below button bars shows names of each section
- Need instructions as how to move to next section
- Customize text size throughout presentation

History

- Slide 2/11 remove "damn" oops...should be dam
- Center greenfield park sign in blue at top
- Check consistency with use of GLP terminology
- Change text color of timeline to dk green and increase size

Safety

- swamp out little bullet boxes that look like you should be able to check them
- Slide 5 - check mask on picture - not a curved line

Lucus

- Be able to replay animation
- display purpose of measurement
- text size tree review ?? (per fran's notes??)

Storyboard:



image or interactive

- # Be aware of your surroundings at all times.
- # Walk/jog confidently.
- # Look people in the eye as you pass them. This lets others know you are aware of their presence.
- # Don't wear headphones while exercising. Being able to hear your surroundings will allow you to notice someone you don't see.
- # Wear shoes and clothing that allow freedom of movement.
- # Carry a cell phone or enough change for a phone call in case of emergency.
- # Carry a whistle with you.
- # Walk or jog in a familiar area. Avoid secluded areas where there are places to hide.



Project Description - CBI Team Project

In this assignment you and your group will plan, design and develop, using Adobe Flash, a small program which solves an instructional problem. This is your final project in the course, and is designed to show your competence at using the CBI tools and techniques you have learned to produce a program to teach a target audience skills or knowledge you have specified in your objectives. Since this is a group project, you will also be demonstrating your skills at working together and managing the activities of a team. (Again, all members of the group will receive the same grade for this project.). In this project you will produce a stand-alone, highly interactive computer program that a learner/user would be able to complete in 45 to 60 minutes.

As the first half of your project, you will also develop and receive feedback on a proposal, a set of design specifications, and prototype materials. The design specifications will include an instructional design plan, a flowchart, and a set of storyboards. During the second half of your project you will receive feedback on your prototype materials from your peers and you will also develop interactive animations for your objectives.

You will also field-test/try out your CBI Program with at least 3 members of your target audience. Projects will be self-instructional computer-assisted instructional tutorials that would contain **all** the essential elements of a lesson. Details of each part of the project is

provided below. Different parts of the project will have to be turned in on different dates during the semester. Check the course schedule for DUE dates.

Due 3/24 Part B - Design Specifications (Construction plans / the blueprint)

The design specifications will include an instructional design plan, a flowchart, and a set of storyboards. Your design specifications should be clear and specific enough to allow:

- 1) Reviewers to understand, critique and comment on all aspects of your design and programming plan.
- 2) Any competent computer authors and graphic developers to produce your program from your specifications. (In other words, your documents are primarily to allow you to gain approval for your plans, as well as form the specifications that **SOMEONE ELSE** could use to develop your program, as typically occurs in large design teams.)

specs - see top!

Project Plan: Use your proposal to develop a plan for the design of your program. This document would be the first one that a reviewer (usually the client, your manager, or a funding source) would see, so it should clearly explain what your program is all about. In this project, you can choose to attach the proposal that was delivered earlier after implementing the feedback that is given to you by the instructor.

Flowchart: You will develop a flowchart of the branching and flow of your program, with each segment clearly indicated. Either use clear, logical titles to each segment, or, if you use only letters and numbers, include a key to those segments which your fellow designers and I will understand. Include informational segments, question/practice segments, feedback segments, review segments, etc, and label them so they are clearly differentiated. If you use any multimedia segments depict these, too.

Storyboards - You will turn in storyboards which depict representative computer screens (as well as any multimedia files you may be using.) You will include storyboards for all the screens. Your computer screen notes will include any programming notes, as well as branching information. If you want graphics or animations or sound, describe or show these clearly. (Be sure to include enough information that someone could program exactly what you want from your specifications.)

Due 4/7 Part C - Project Prototype

Prototype Materials: In response to the ease of developing prototypes directly on the computer, you can depict your sample computer screens and programming directions in another way, if you choose. You may turn in for our review a combination of screen design sheets, along with prototype screens and segments which clearly depict what you are developing in your CBI program. (Remember we'll be judging this set of documents by its quality and clarity.) You will receive peer feedback on your prototype materials and this will help you do a better job on the final product.

Due 4/21 Part D - Complete CBI Program

1. Your program should be a computer-based program to teach a specific audience how to master two to four specific learning objectives. The program should thus be a complete lesson, which includes the essential elements of good instruction. (** Good instructional design is the most important feature of your program!!)
2. Your program should be self-instructional. A user should be able to load the program, and then all directions to proceed should be clear and complete.
3. Sound principles of visual design and computer screen design should be followed. Screens should be easy to understand and appealing. Apply multimedia design principles.
4. Program should run smoothly and easily, without bugs, regardless of user's path through the program.
5. Your program should be "user friendly". In particular, directions to user should be clear, and you should have anticipated user needs and desired options.
6. As a minimum, your program must include at least the following:
 - Two self-created/customized backgrounds,
 - Minimum Twenty screens (Title Screen – Help Screen - Objective Screen – Content Screens– Practice Screen– Review Screen - Assessment Screens) (most of you will have more)
7. The following buttons (at least one of which you need to have created/modified): Buttons to take the user backwards and forwards in a program, for example, a "back" and "next" arrow; a menu button, etc; and at least one other button which allows the user the option to go elsewhere, based on choice or an answer to a question. (Most of you will have several more than this.)
8. You should have solved an informational/instructional problem in a creative manner.
9. You should provide interactive practice activities (e.g multiple choice or other types of practice activities) with the option of providing positive/negative feedback to the user
10. Finally, well-aligned assessment items should be provided for every objective
11. You can choose to include audio in the program but it is not mandatory.

Due 4/28 Part E - Interactive Animation

As part of this Computer based instructional program, you will be creating at least two interactive animations. Most of the CBI program includes static text and graphics. So development of this animation will help you use some of the interactive features of Adobe Flash. The animation can be developed for any two objectives in the program. Here is a link to a sample animation from a CSE course at Lehigh. [Sample Animation](#). Here is a site with more [physics animations](#). You can choose to include audio but it is not mandatory.

Due 4/28 Part E - Field Testing (Field Tryout)

Field testing a product in the actual context in which it will be used can be useful for spotting a wide range of interaction problems such as problems with software, users with inadequate training. It helps in identifying bugs missed by the developers. You will field test your completed CBI Program with at least 3 members of your target audience. You should then provide a tryout report which includes the following

Report includes well-written descriptions of:

1. Overview (Title, grade or age level, major goal)
2. Program Description (Objective, materials)

3. Tryout Description (Participants, process, data sources and collection) (You must try your project out with at least three representative learners.)
4. Results: (Student achievement, student reactions and teacher reactions are described in text. Results are summarized in clear and accurate tables.)
5. Description of Suggested Revisions: