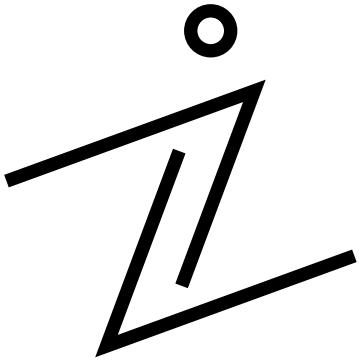
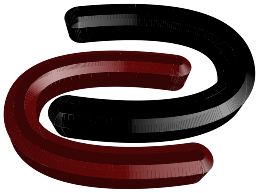


InterruptED

Instruction Manual

Version 1.0 Apr. 06, 2006



2COMMUNICATE

Copyright © 2006 by 2Communicate and by the University of British Columbia – Department of Computer Science

The software and the manual are copyrighted. All rights reserved. They may not, in whole or in part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine-readable form without explicit prior consent, in writing, from 2Communicate or UBC. The user of this product shall be entitled to use the product for his or her own use, but shall not be entitled to sell or transfer reproductions of the software or manual to other parties in any way, nor to rent or lease the product to others without permission from 2Communicate or UBC.

InterruptED, the InterruptED logo, 2Communicate and the 2Communicate logo are trademarks of 2Communicate.

CONTENTS

1. INTRODUCTION....3
2. SYSTEM REQUIREMENTS....4
2.1 SYSTEM REQUIREMENTS (PC)....4
2.2 SYSTEM REQUIREMENTS (MAC)....4
3. INSTALLATION....5
3.1 INSTALLATION (PC)....5
3.2 INSTALLATION (MAC)....6
4. OVERVIEW....22
4.1 FEATURES....22
5. SETTING UP ACCOUNTS....23
6. LOGGING IN....25
7. LOGGING OUT....26
8.1 CHANGE PASSWORD....28
8.2 KEYBOARD MAPPING....29
8.3 REMOVE USER....30
9. ADVANCED SETTINGS (ADMIN OPTIONS)....31
9.1 ADD VIDEO....32
9.2 REMOVE VIDEO....33
9.3 ADD GAME....34
9.4 REMOVE GAME....36
10. GAME MODES....37
10.1 TUTORIAL....38
10.2 PRACTICE....38
10.3 NEW GAME....38
11. PLAYING THE GAME....39
11.1 HOW TO START A GAME....39
11.2 GAME ICON DESCRIPTIONS....41
11.3 HOW TO PLAY THE GAME....43
12. SCORE REVIEW....45
12.1 LAST GAME....46
12.1.1 SAVING THE PIE CHART AND PRINTING....47
12.2 ALL GAMES....48
12.2.1 ZOOM IN....49
12.2.2 AVERAGE SCORE....50
13. EASTER EGG HUNT....51
14. TROUBLESHOOTING....52
15. TECHNICAL SUPPORT....53
16. CONTACT....54

1. INTRODUCTION

Welcome to InterruptED, a learning tool to help kids understand when to interrupt a conversation.

InterruptED is not only a great educational tool, it is also a fun game that everyone can enjoy! With its colourful graphics and interesting videos, the entire family can enjoy InterruptED.

This manual is intended to help you, as the user to setup and run InterruptED on your computer, whether it is a PC/Windows machine or a Macintosh/OS X machine. Also, this manual will help you understand the full features of the InterruptED software package so that you can take advantage of everything that the game has to offer.

The preceding table of contents is meant to help you find what you are looking for and to help you find the answer to your questions. If you are currently reading the manual in the hardcopy format, you can further increase your search power by using the soft copy of the manual included on your program disc. The software copy allows you to search for keywords that can help you find exactly what you are looking for.

2. SYSTEM REQUIREMENTS

2.1 SYSTEM REQUIREMENTS (PC)

COMPUTER: PC with Pentium or AMD processor; 1.0 GHz Processor equivalent or higher; and minimum 128MB RAM.

OPERATING SYSTEM: Windows 98 or above

DRIVES: Hard drive with at least 100MB free (more may be needed for additional videos) and a CD-ROM drive

VIDEO: A video card that supports minimum 800x600 resolution with 256 colours.

SOUND: Any compatible sound card that works with Windows

2.2 SYSTEM REQUIREMENTS (MAC)

COMPUTER: Macintosh with either PowerPC or Intel Processor of 1.0 GHz or higher; and minimum 128MB RAM.

OPERATING SYSTEM: OS X 10.3 or higher

DRIVES: Hard drive with at least 100MB free (more may be needed for additional videos) and a CD-ROM drive

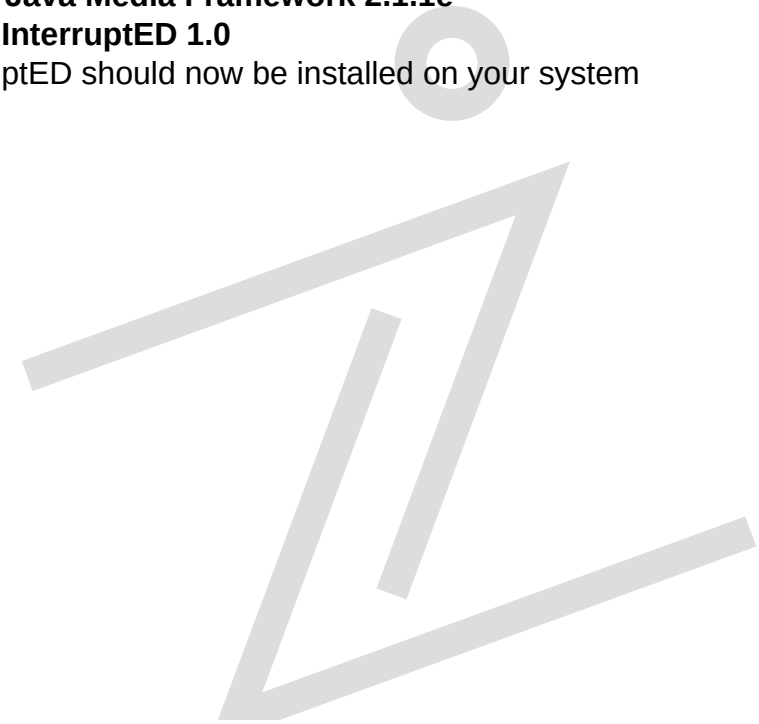
VIDEO: A video card that supports minimum 800x600 resolution with 256 colours.

SOUND: Any compatible sound card that works with OS X

3. INSTALLATION

3.1 INSTALLATION (PC)

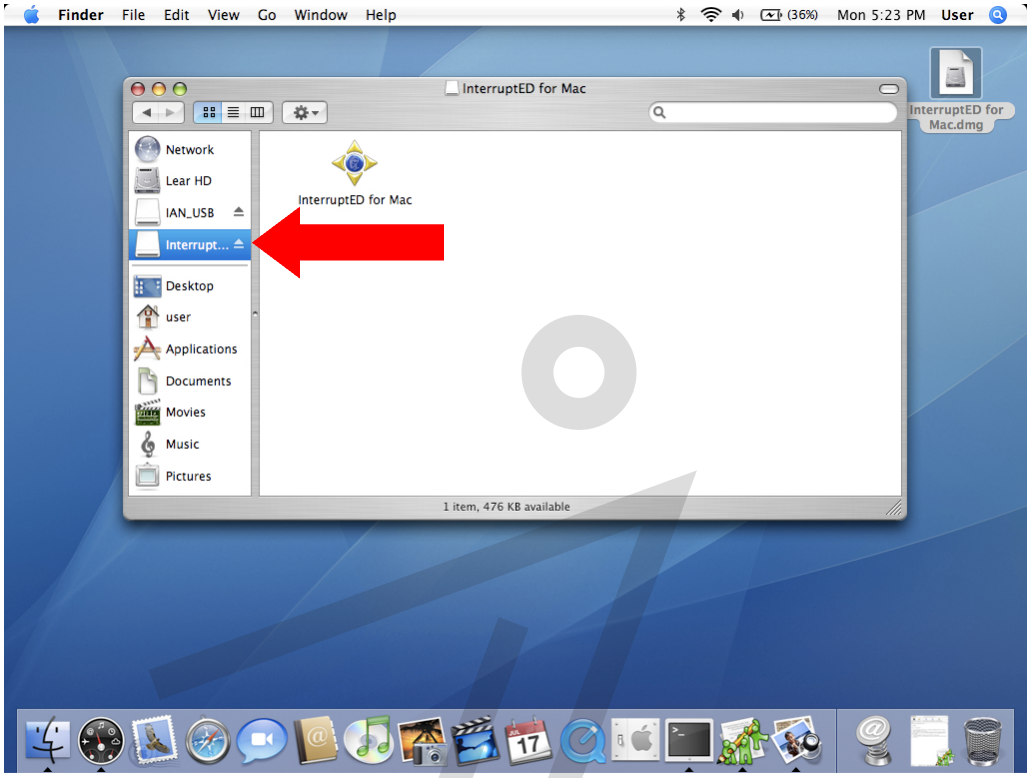
- Insert the InterruptED Installation CD
- A popup menu should appear from the CD autorun; if not, go to the CD directory and double click on the windows executable
- The popup menu will display a list of items you can install from the CD
- Install the auxiliary files; install the following if not already installed on your system:
    - **Java Runtime Environment 5.0**
    - **Java Media Framework 2.1.1e**
- Install **InterruptED 1.0**
- InterruptED should now be installed on your system



3.2 INSTALLATION (MAC)

- **1. Installing InterruptED**
    - **Step 1**
        - Open the **Finder**

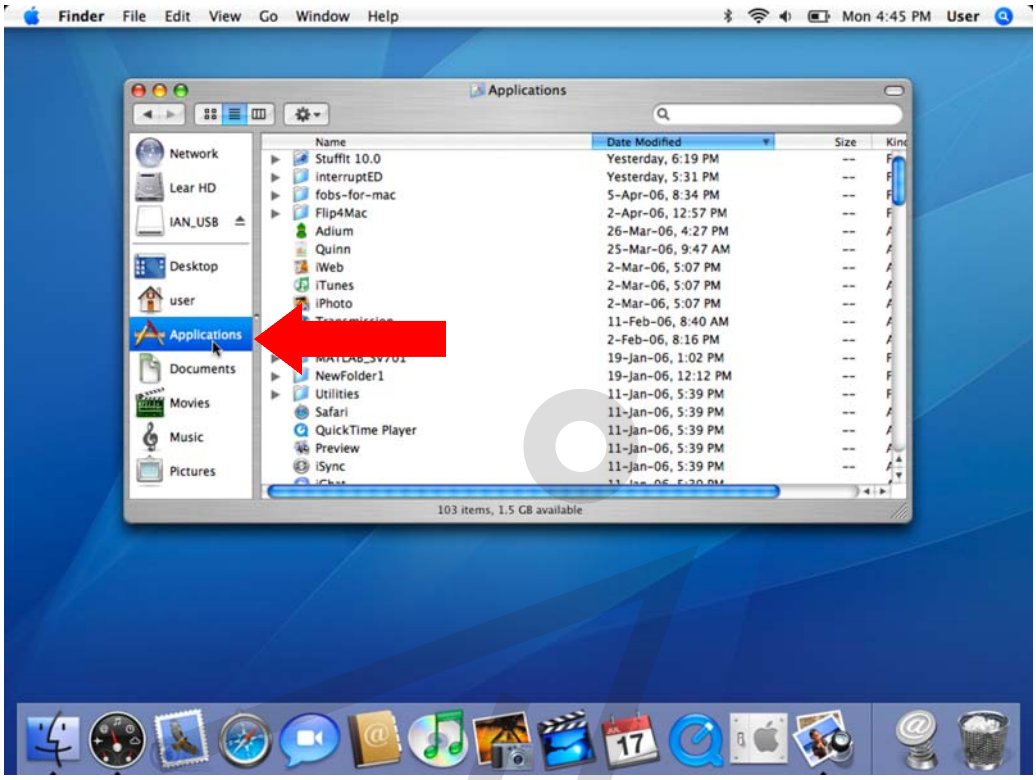
- **Step 2**
  - Insert the CD
  - The disk will be mounted and will appear in the Finder
  - Click on it



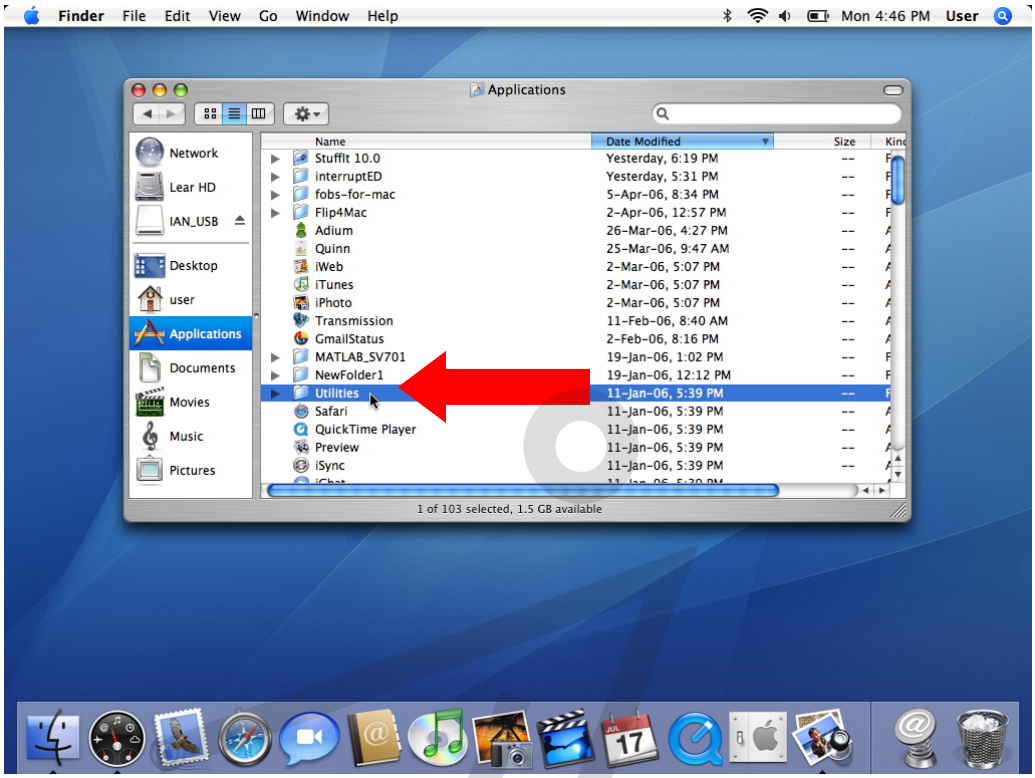
- **Step 3**
  - Drag the **interruptED folder** into your **Applications folder**
  - The “interrupted.jar” file inside the interruptED folder is what you will double-click to launch the application after you complete the installation

- **2. Installing the Fobs Library**
    - **Step 1**
        - Open the **Finder**

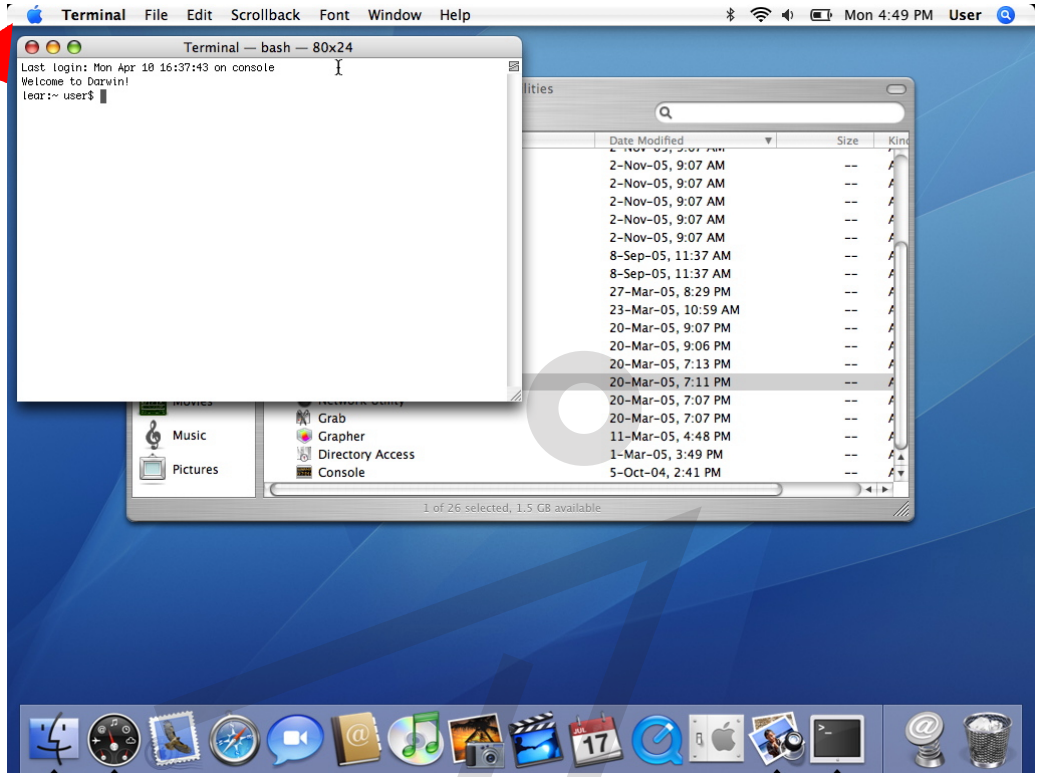
- **Step 2**
  - Go to the **Applications** folder in the Finder



- **Step 3**
  - Go to the **Utilities** folder inside Applications



- **Step 4**
  - Open the command-line **Terminal** utility by double-clicking **Terminal** inside the Utilities folder



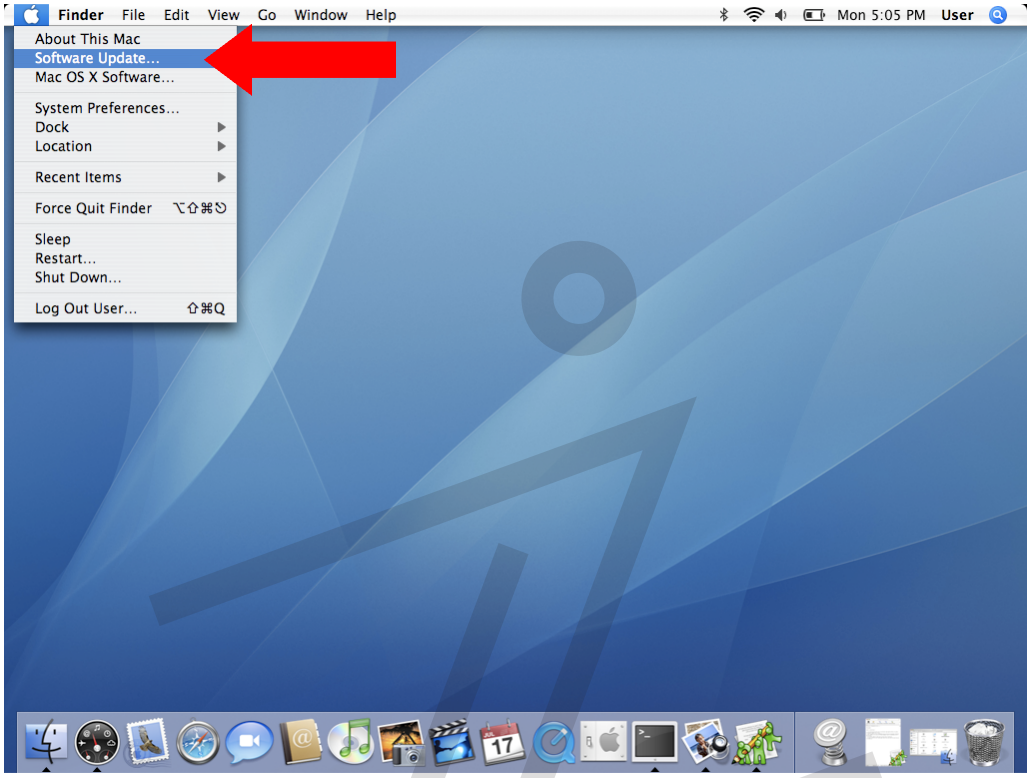
- **Step 5**
  - Type the following into the Terminal window:

sudo cp /Volumes/interrupted/libfobs4jmf.jnilib /usr/lib/java

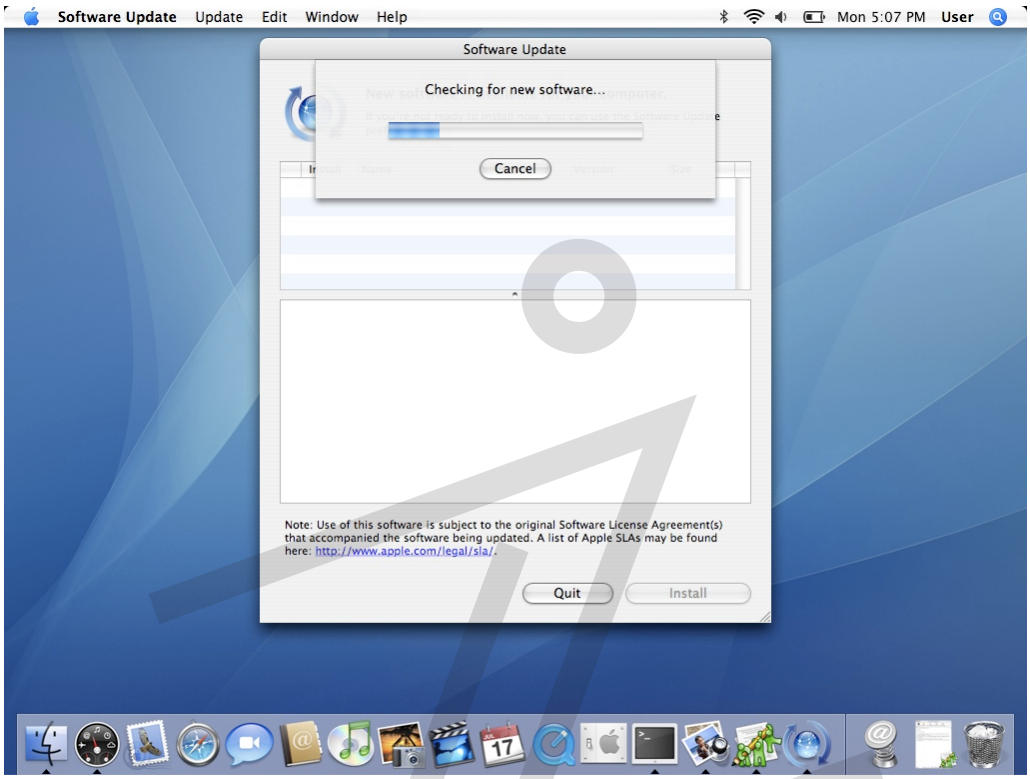
- **Step 6**
  - Enter the password of your account when prompted to complete the copy process

3. Updating the System

- **Step 1**
  - Initiate a system update and make sure that Java 5.0 is installed. In order to do this, click on the **Apple icon** in the top left corner, and select **Software Update**

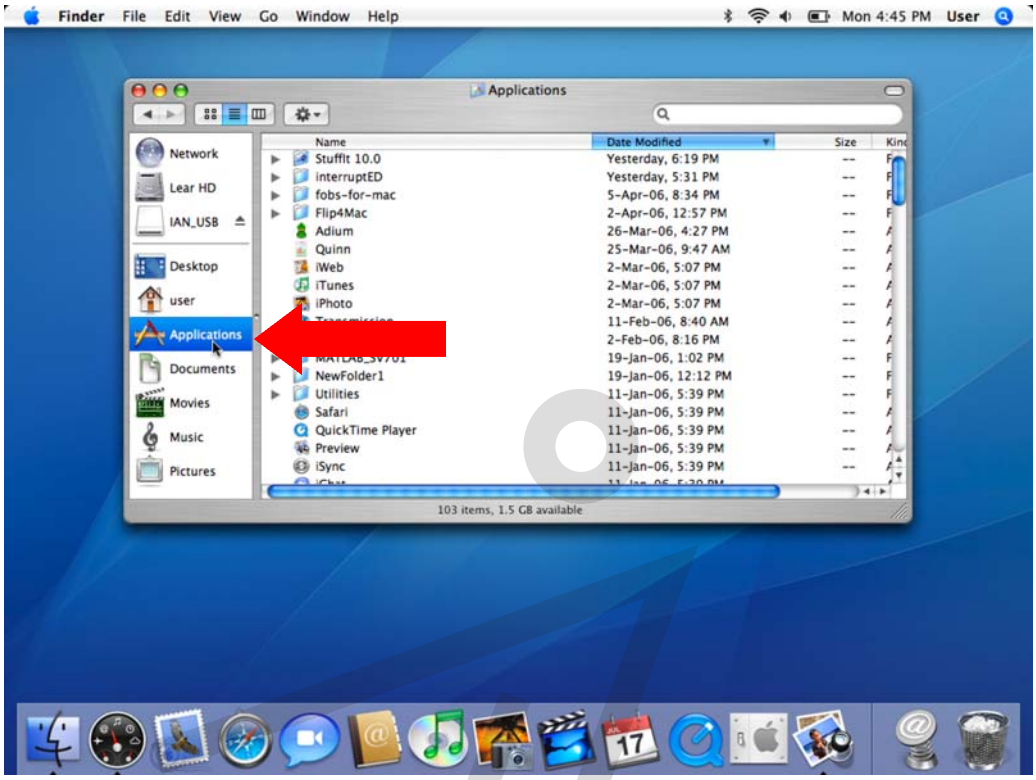


- **Step 2**
  - If Java 5.0 is not installed on the system, it will appear as an option in the update list
    - If it appears in your update list, **select Java 5.0** and click **Install**
    - If it doesn't appear, then just ignore this step

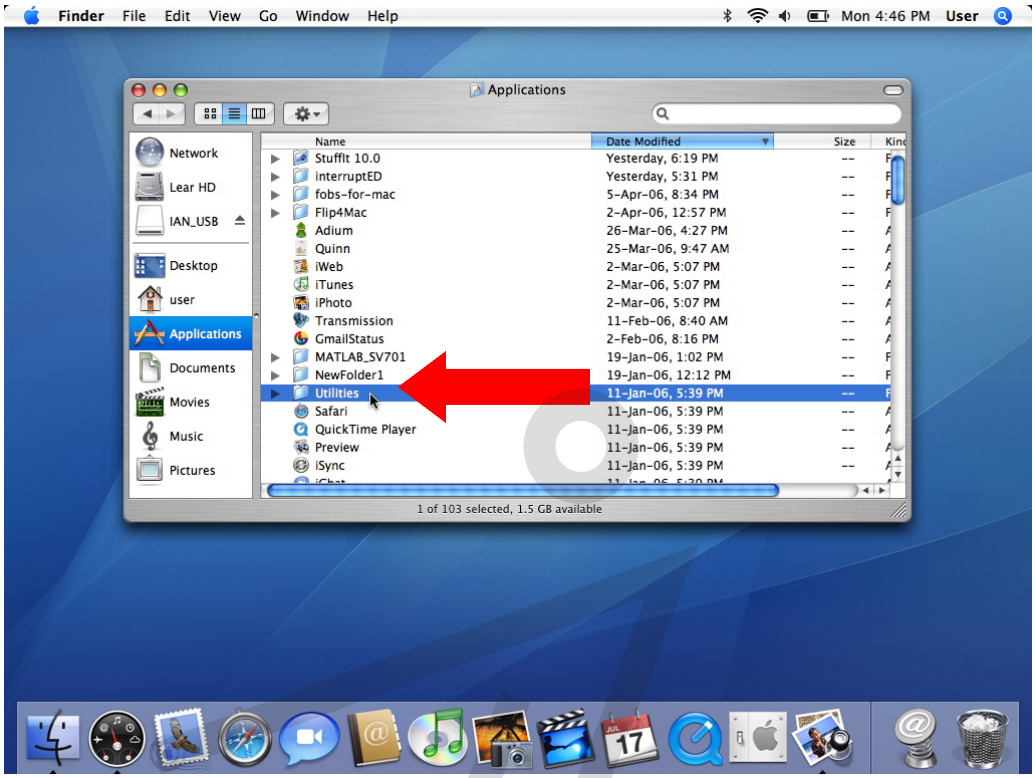


- **Step 3**
  - Open the **Finder**

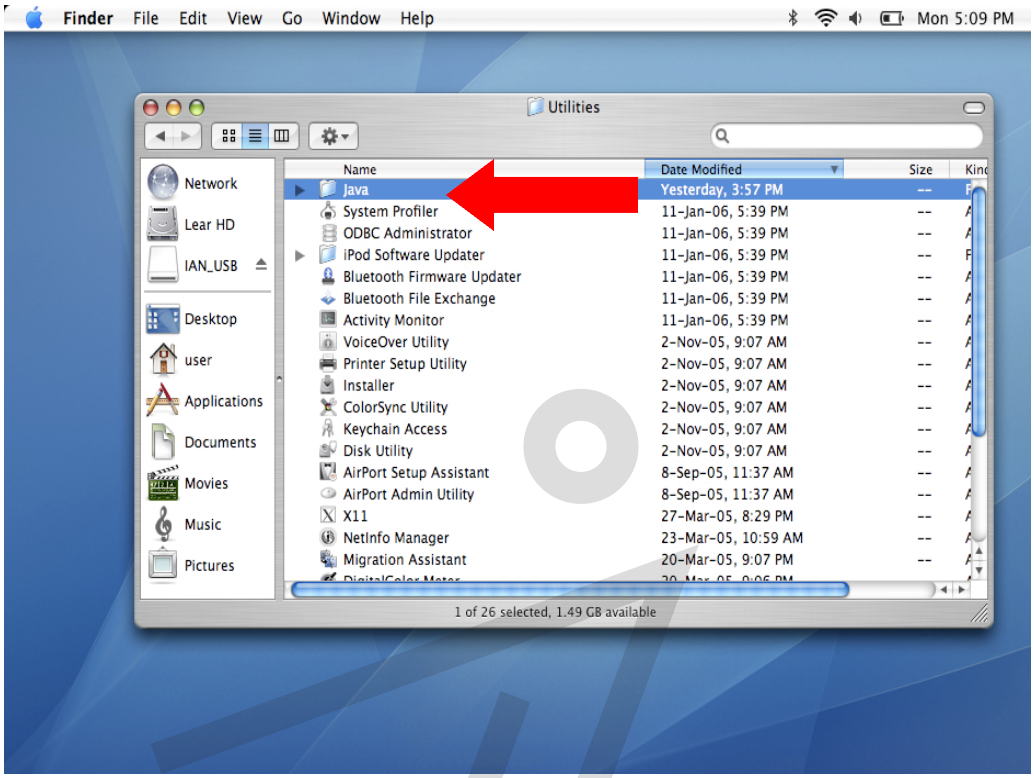
- **Step 4**
  - Go to the **Applications** folder inside the **Finder**



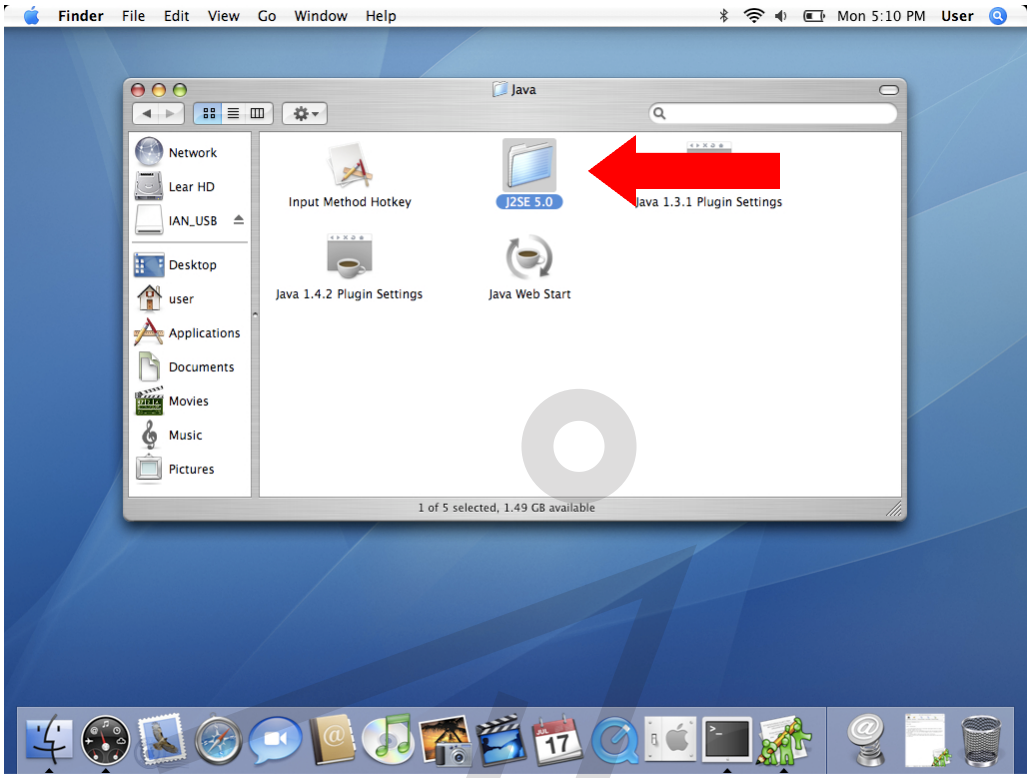
- **Step 5**
  - Go to the **Utilities** folder inside the Applications folder



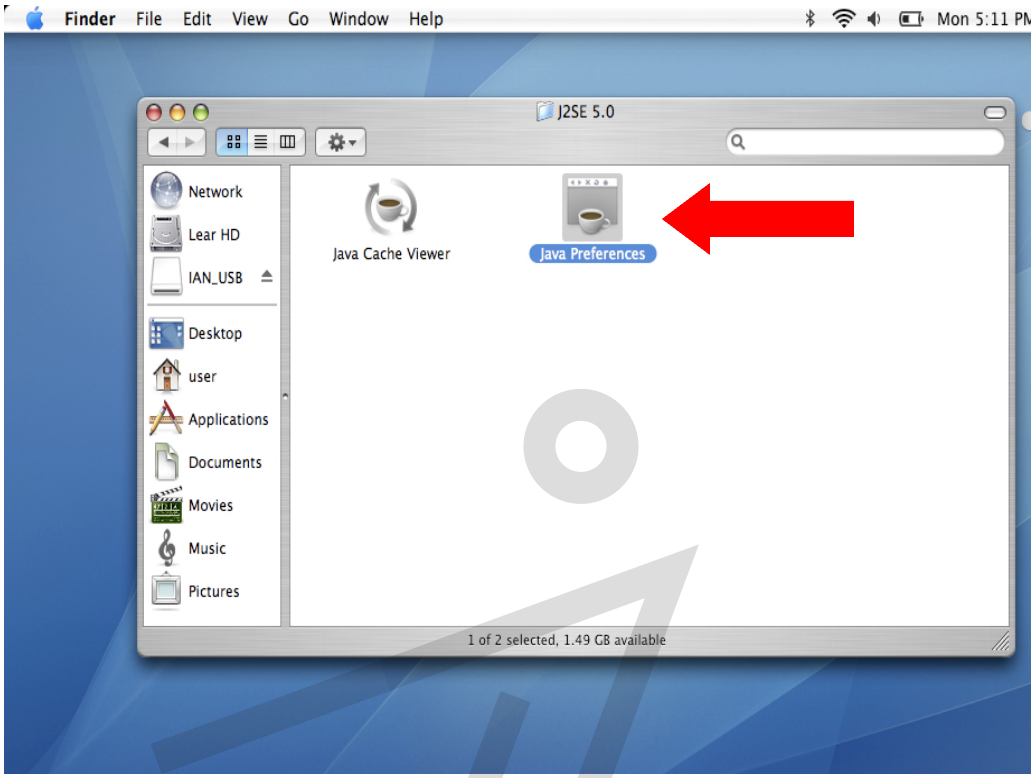
- **Step 6**
  - Go to the **Java** folder inside the Utilities folder



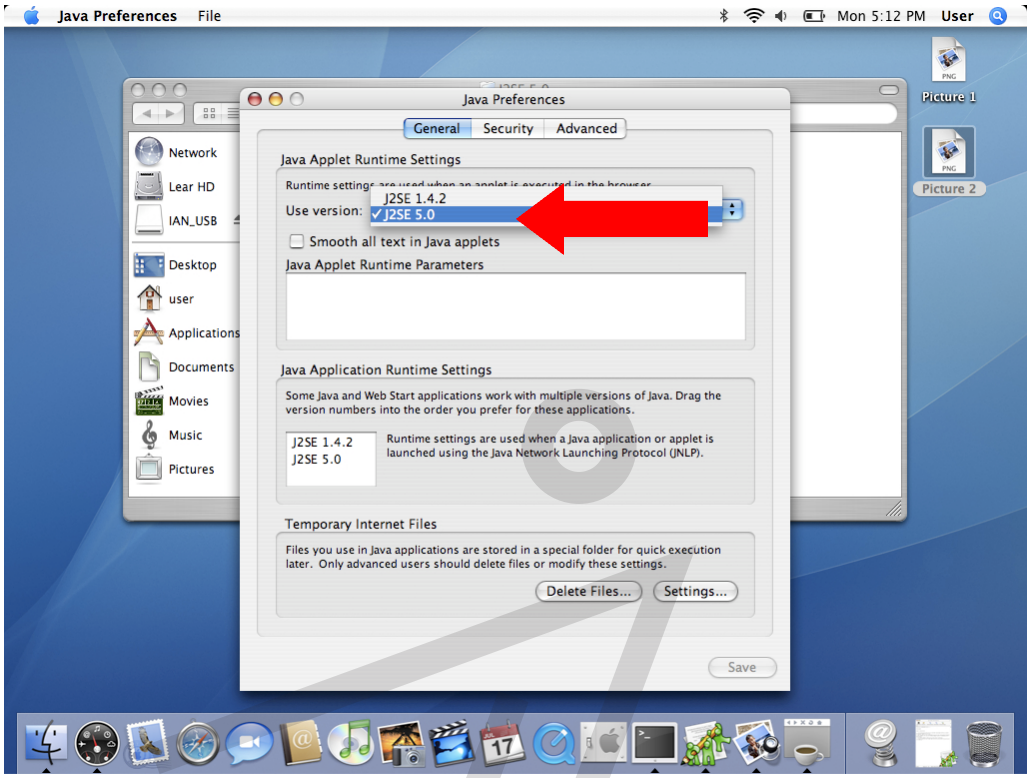
- **Step 7**
  - Go to the **J2SE 5.0** folder inside the Java folder



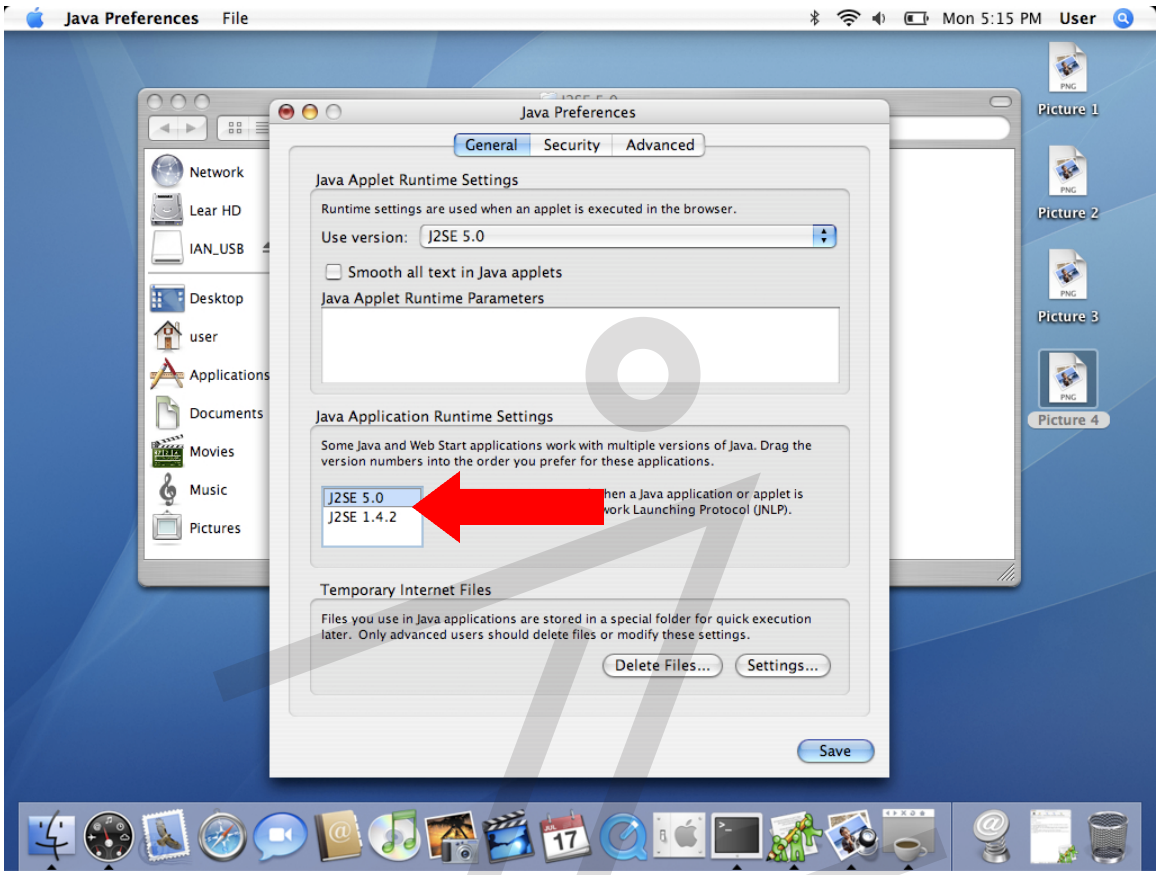
- **Step 8**
  - Double-click on **Java Preferences**



- **Step 9**
  - Under the **General** tab, select **J2SE 5.0** in **User Version**



- **Step 10**
  - Change the **Java Application Runtime Settings** to have **J2SE 5.0** as the first priority. Do this by dragging J2SE 5.0 to the top of the list



- **Step 11**
  - Click on **Save** to finish

- InterruptED should now be installed on your Macintosh system

4. OVERVIEW

InterruptED is an educational game designed by the 2Communicate software engineering team targeting kids who have problems of how to interrupt an ongoing conversation involving two or more people. Specifically, InterruptED was designed to help the UBC Education Studies department in treating children with autism or Asperger's syndrome who have trouble interrupting conversations.

InterruptED simulates real life conversations through the use of pre-filmed videos that are timed with specific interrupt points in the speech which the user is asked to identify by pressing the "interrupt" key. Also, emergency interrupts are also allowed by simulating an emergency onscreen and asking the user to interrupt the conversation.

4.1 FEATURES

- Full motion video and sound conversations designed to simulate a real life conversation.
- Customizable games and videos, allowing users to create new games out of videos from an external source
- Adjustable interrupt points and durations, allowing users to adjust for level of difficulty as well as creating InterruptED games from any video conversation
- Customizable rewards which can be made from any external video source
- Pie-chart based statistics on the progress and results of completed games, recording hits and misses.
- Children-friendly user interface with colourful backgrounds and pictures to encourage play by children
- Comprehensive demo and tutorial functions which allow users to learn how to setup, play, and adjust the different options of InterruptED

5. SETTING UP ACCOUNTS

For Administrators:

Upon entering the main screen, you should see three options: **Register, Log in,** and **Exit**. On the initial execution of InterruptED, the only account that will be active is the **admin** account, with the default password of **admin**. To login, press the **Log in** button, and login using the user name **admin** and password **admin**.

For Users:

Upon entering the main screen, you should see three options: **Register, Log in,** and **Exit.** If this is your first time playing InterruptED, you will need to create a new account. Press the **Register** button and you will be taken to the register window, where you can create a new account by entering you username and password.

Don’t forget to remember your password!

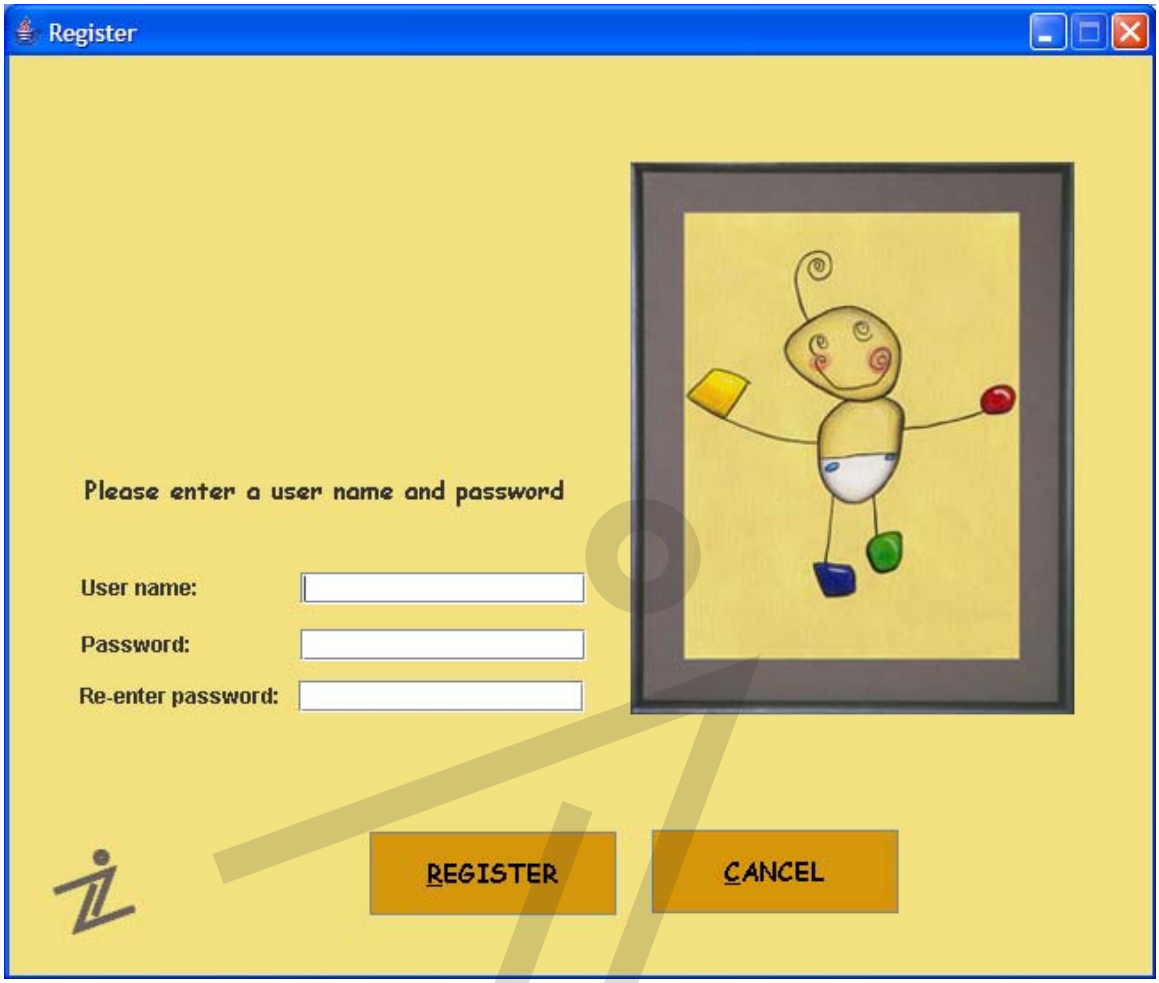


Figure 5.1: The Registration Screen

6. LOGGING IN

To login, press the **Log in** button from the main screen. You can login as an administrator using the username **admin** or any of the user accounts you have created. You must supply the password you specified during account registration.

The default administrator account **admin** has the default password of **admin** unless you have changed it.

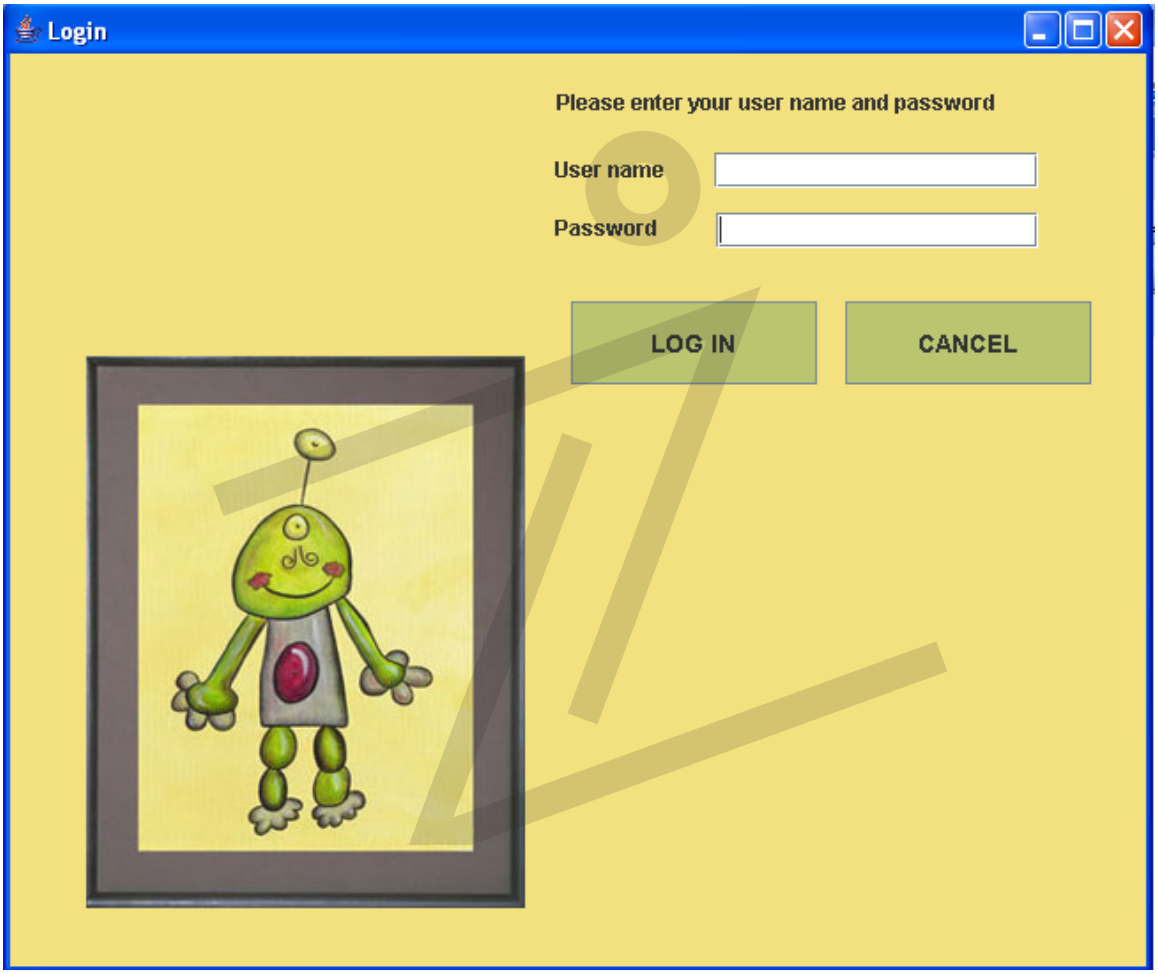


Figure 6.1: The Login Screen

7. LOGGING OUT

To log out at any time, just go to the main menu and press the **Log out** button. The game will also automatically log you out if you try and quit or close the program.

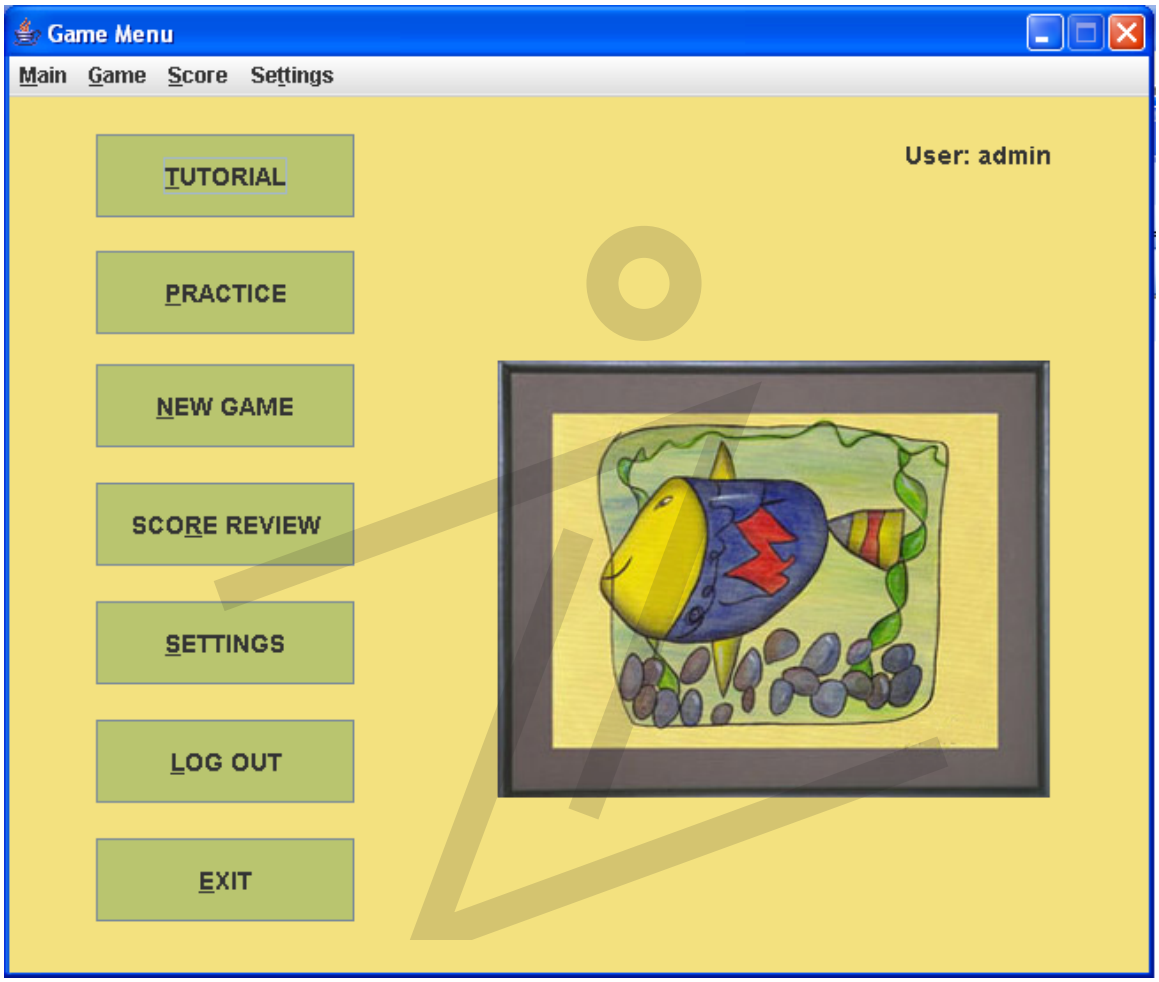


Figure 7.1: The Game Menu Screen

8. SETTINGS (USER OPTIONS)

This section provides access to features to change user specific settings.

Users can:

- Change their keyboard mapping for playing the game
- Change their account password

The Administrator can also edit the database and system through this section:

- Remove user from the database
- Access to Advanced settings (to modify the game)

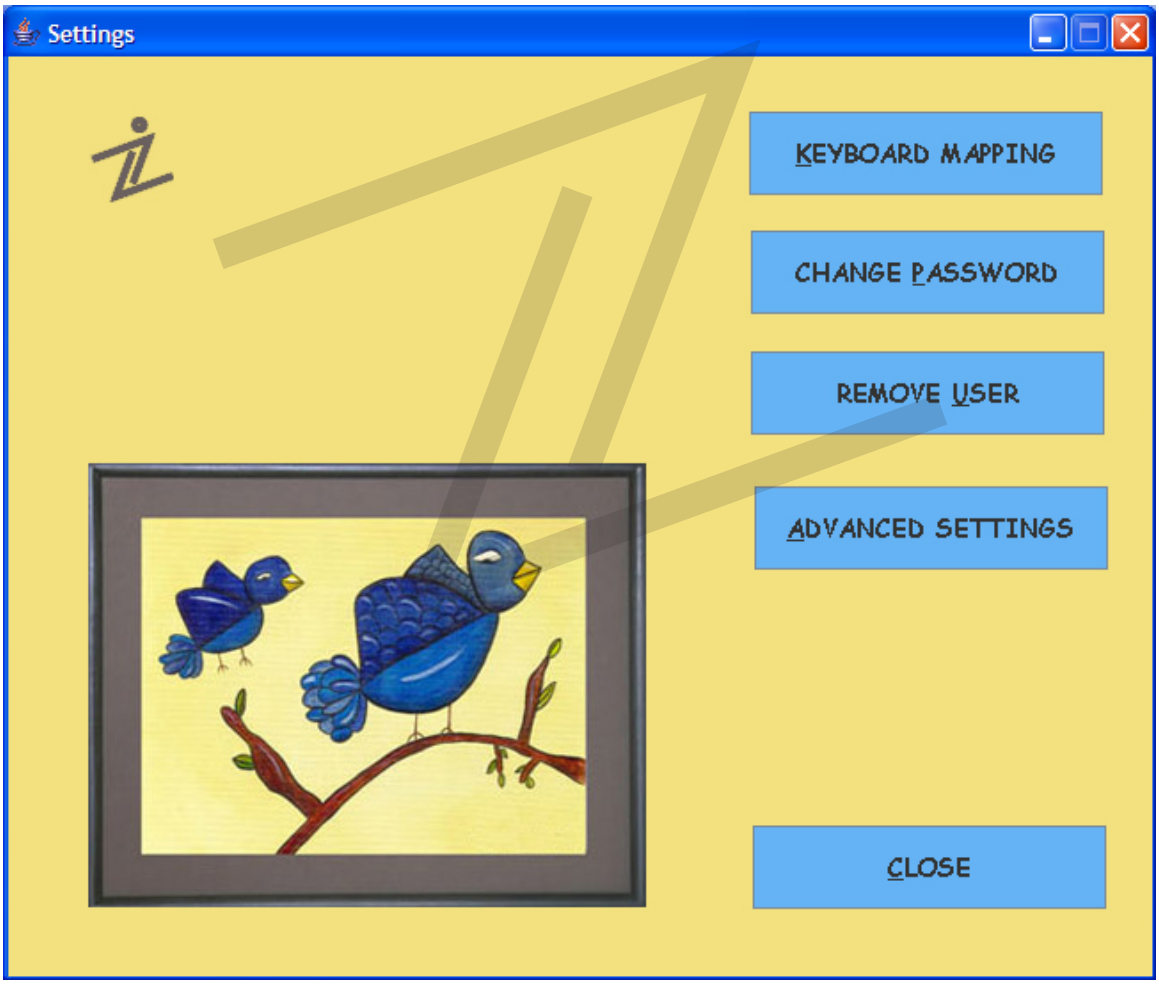


Figure 8.1: The Settings Screen

8.1 CHANGE PASSWORD

To change the password for your current account, press the **Change Password** button in the Settings menu. You must supply both your current password, as well as the new password twice to confirm.

Don’t forget to remember your new password!

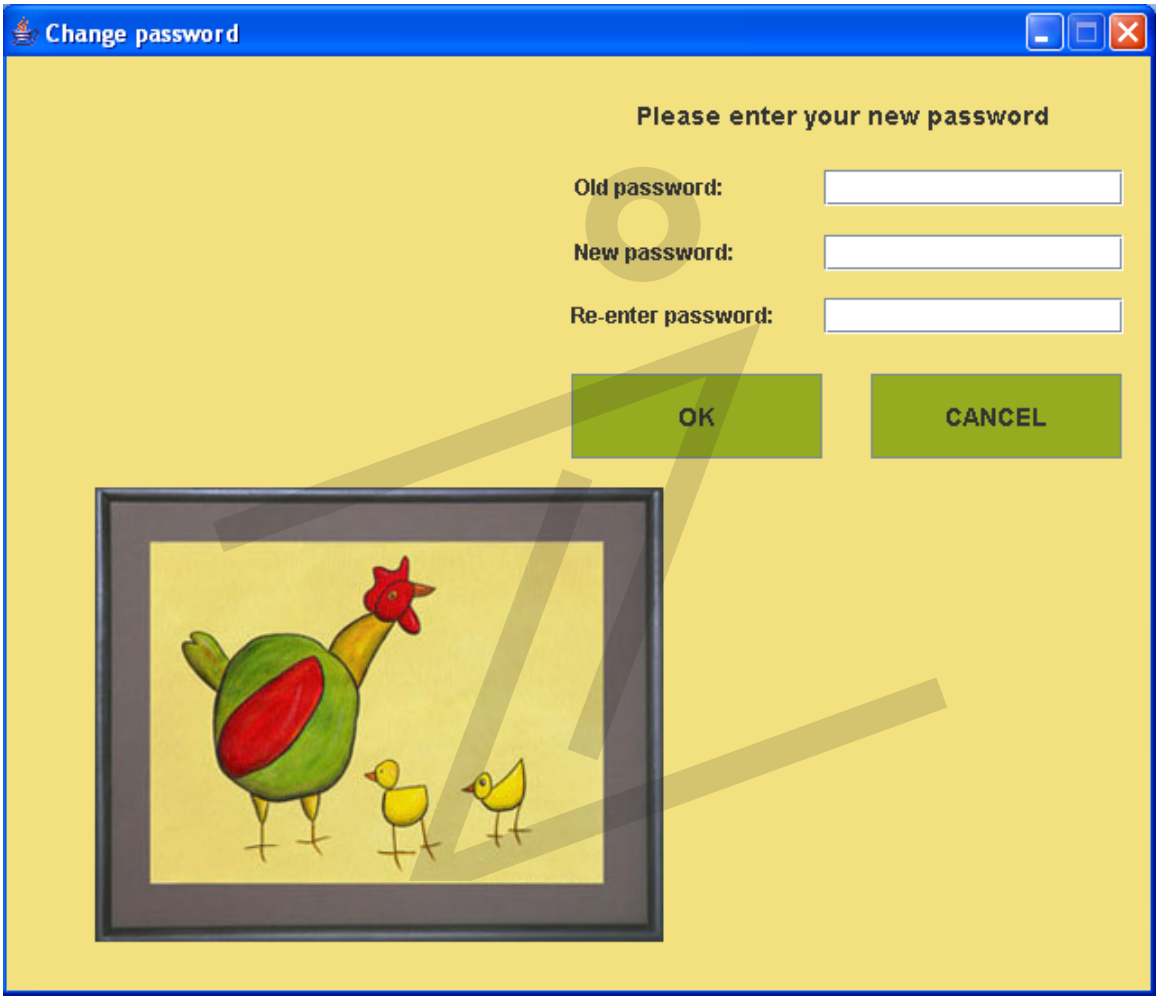


Figure 8.1.1: The Change Password Screen

8.2 KEYBOARD MAPPING

To change the keyboard button that corresponds to the interrupt or emergency actions, press the **Keyboard Mapping** button. To change the key of the given action, simply click in the white text box next to the **New “interruption” key** or **New “emergency” key**. Note: the game will not allow you to set the same key for both actions.

The default key for interruption is “a” and the default key for emergency is “c”.

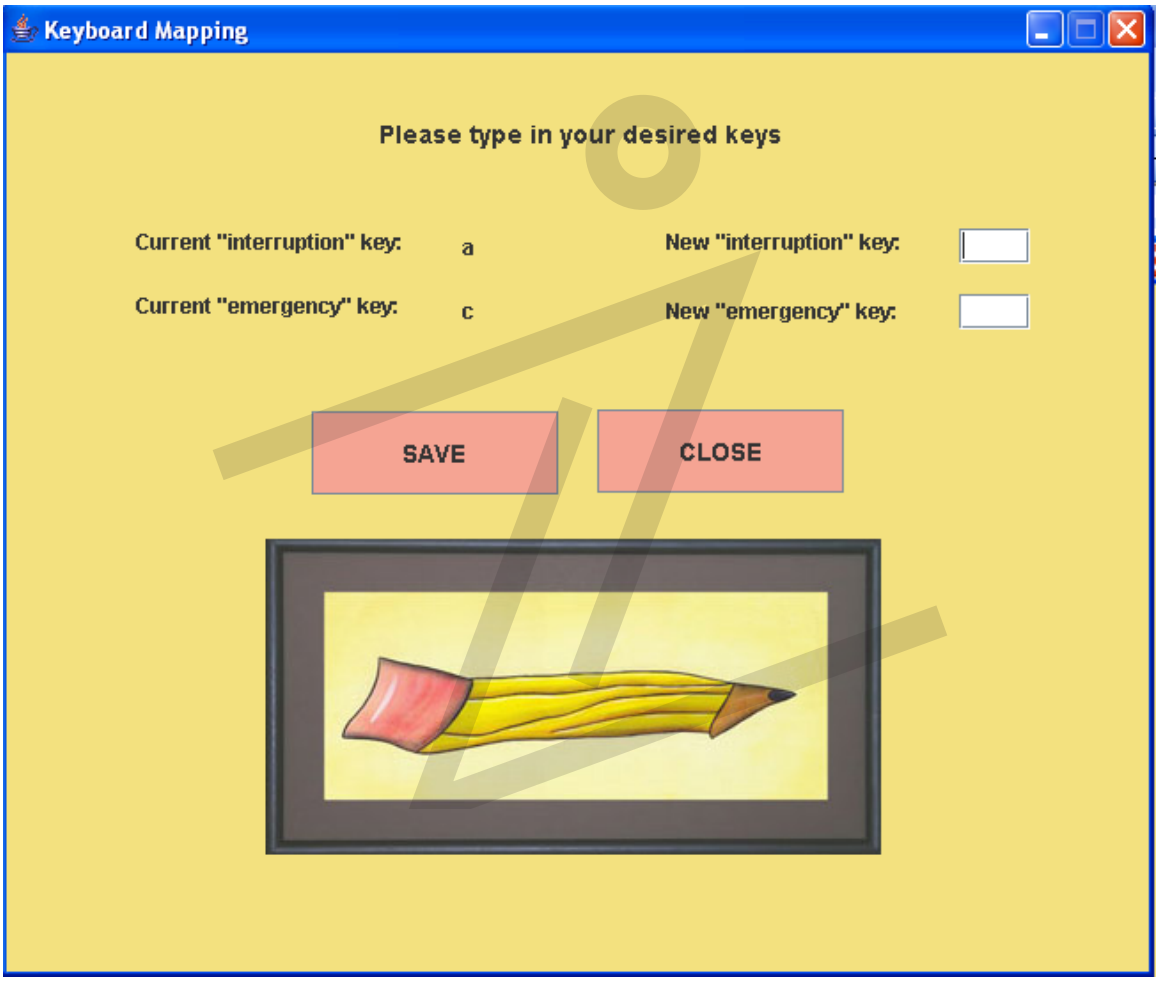


Figure 8.2.1: The Keyboard Mapping Screen

8.3 REMOVE USER (ADMIN ONLY)

To remove a user, press the **Remove User** button. A list of registered users will be displayed. You may select the one you wish to remove and then press the **Remove** button.

Warning: Removing a user deletes any records attributed to that user. Once removed, a user's data and history cannot be recovered.

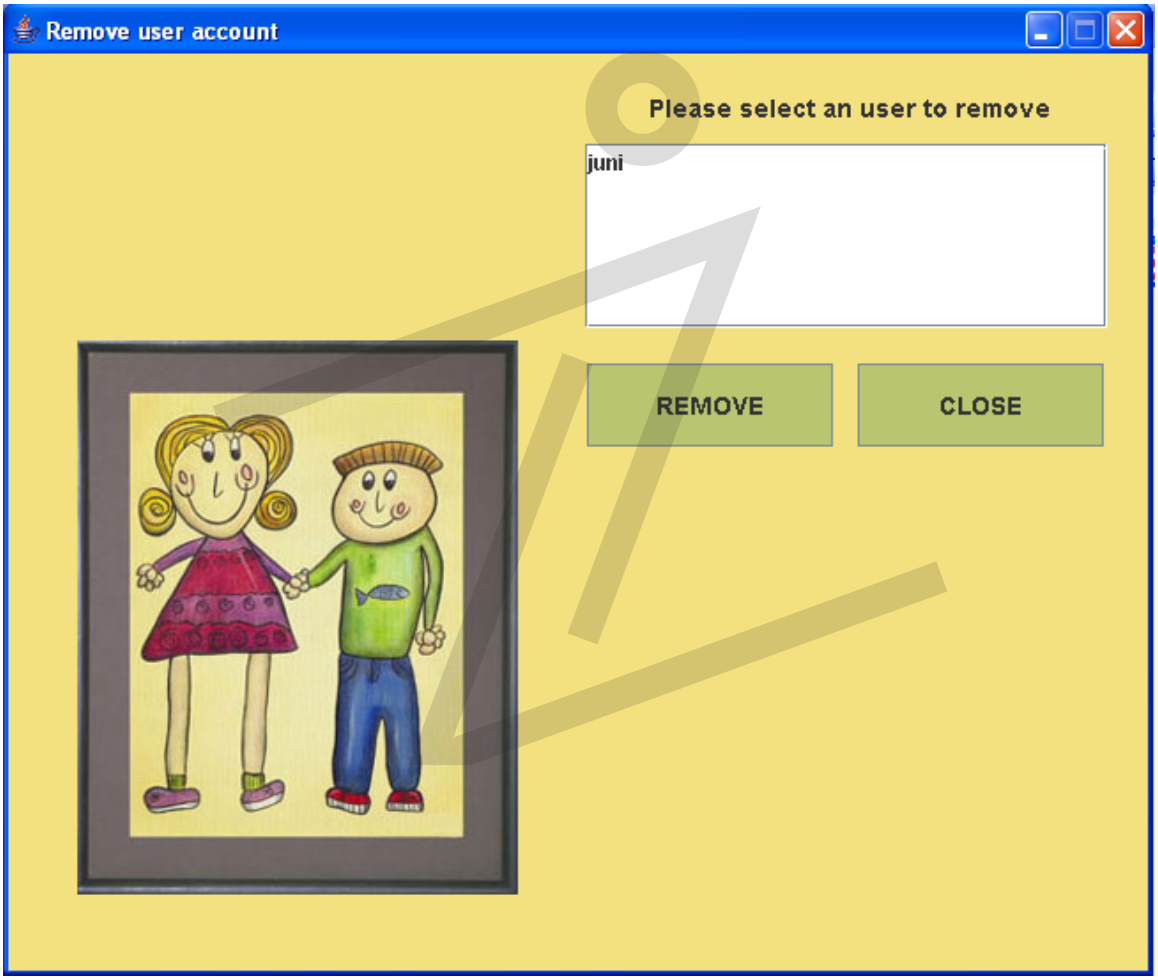


Figure 8.3.1: The Remove User Account Screen

9. ADVANCED SETTINGS (ADMIN OPTIONS)

This section allows the administrator to create custom games and be able to add videos.

The administrator has access to these features:

- Add Video
- Remove Video
- Add Game
- Remove Game

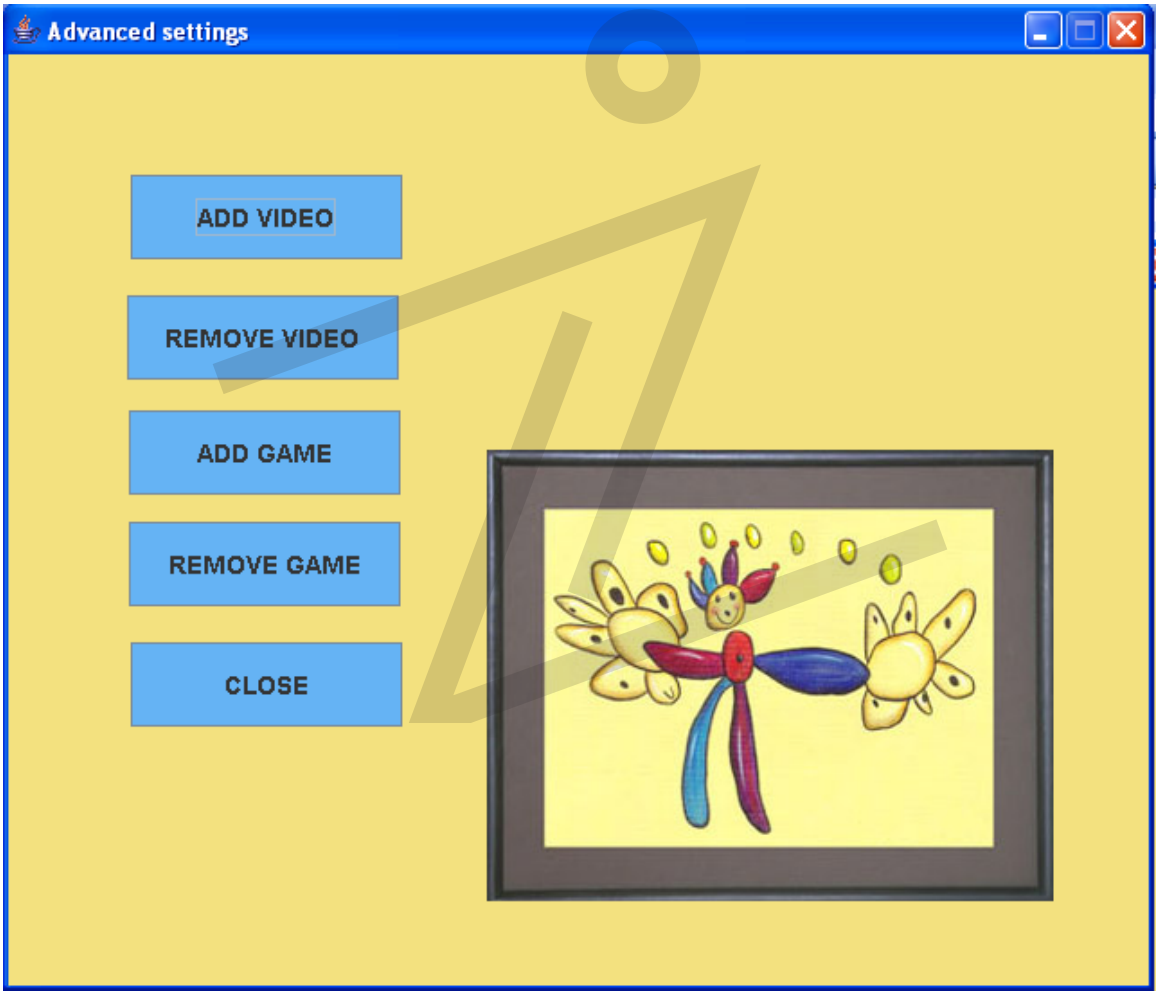


Figure 9.1: The Advanced Settings Screen

9.1 ADD VIDEO

To add a video, press the **Add Video** button in the Advanced Settings Menu. A window will then pop up where you can browse your hard drive for the location of the Video.

You will then be taken to a screen where you can insert where you wish to have the pauses and interruptions. To add pauses, simply press the **Play** button and then press **Begin Pause** when you wish to begin a pause, then press **End Pause** when you wish the pause to end. A list of created pauses is in the right hand column. You can select and delete any pause by selecting the pause you wish to delete and pressing **Delete Pause**. You may also choose the difficulty of the video.

After you are done, press the **Save Video** button.

Note: Only MPEG videos may be added into the PC version and only Quicktime .MOV files may be added to the Mac version. Also, you may only add videos that are in the proper folder i.e. the /videos folder.

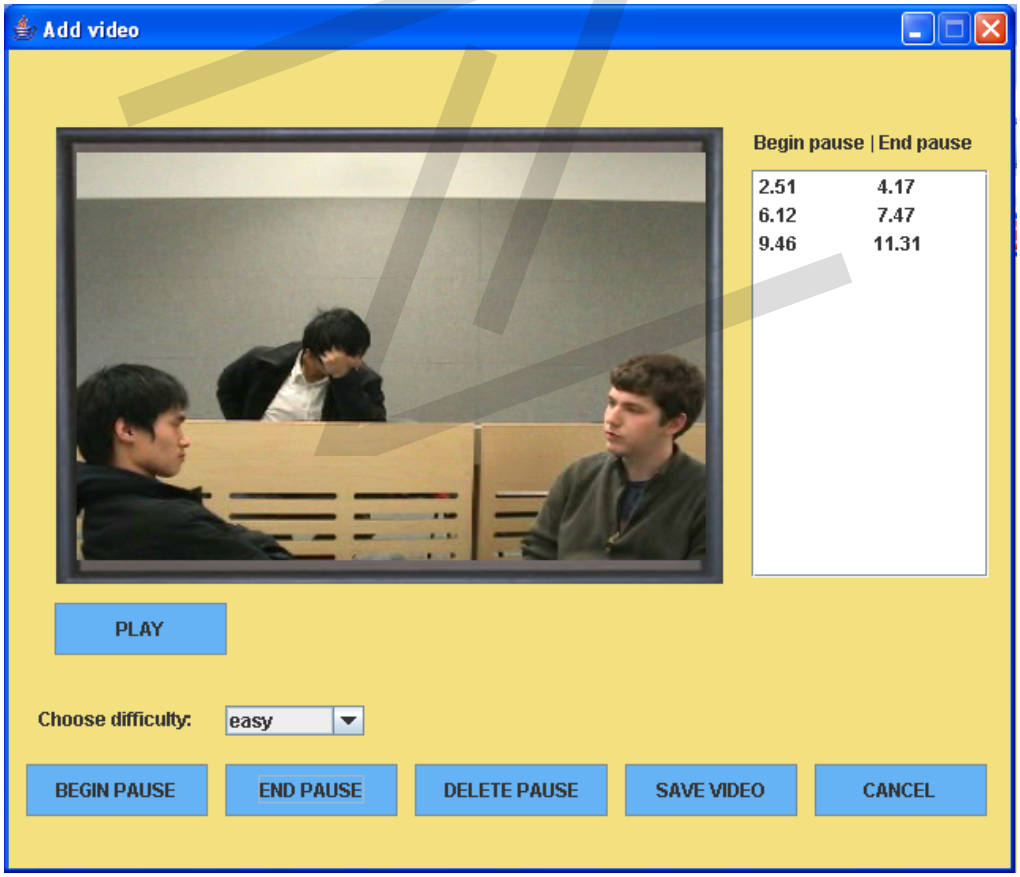


Figure 9.1.1: The Add Video Screen

9.2 REMOVE VIDEO

To remove a video, press the **Remove Video** button in the Advanced Settings Menu. You will then be taken to the Remove Video screen.

You can remove a video by selecting it from the list, and pressing the **Remove** button.

You can only remove a video that is not in a game; otherwise, you must remove the game first that is using the video.

Note: Removing a video simply removes it from the game menu, not from your system.

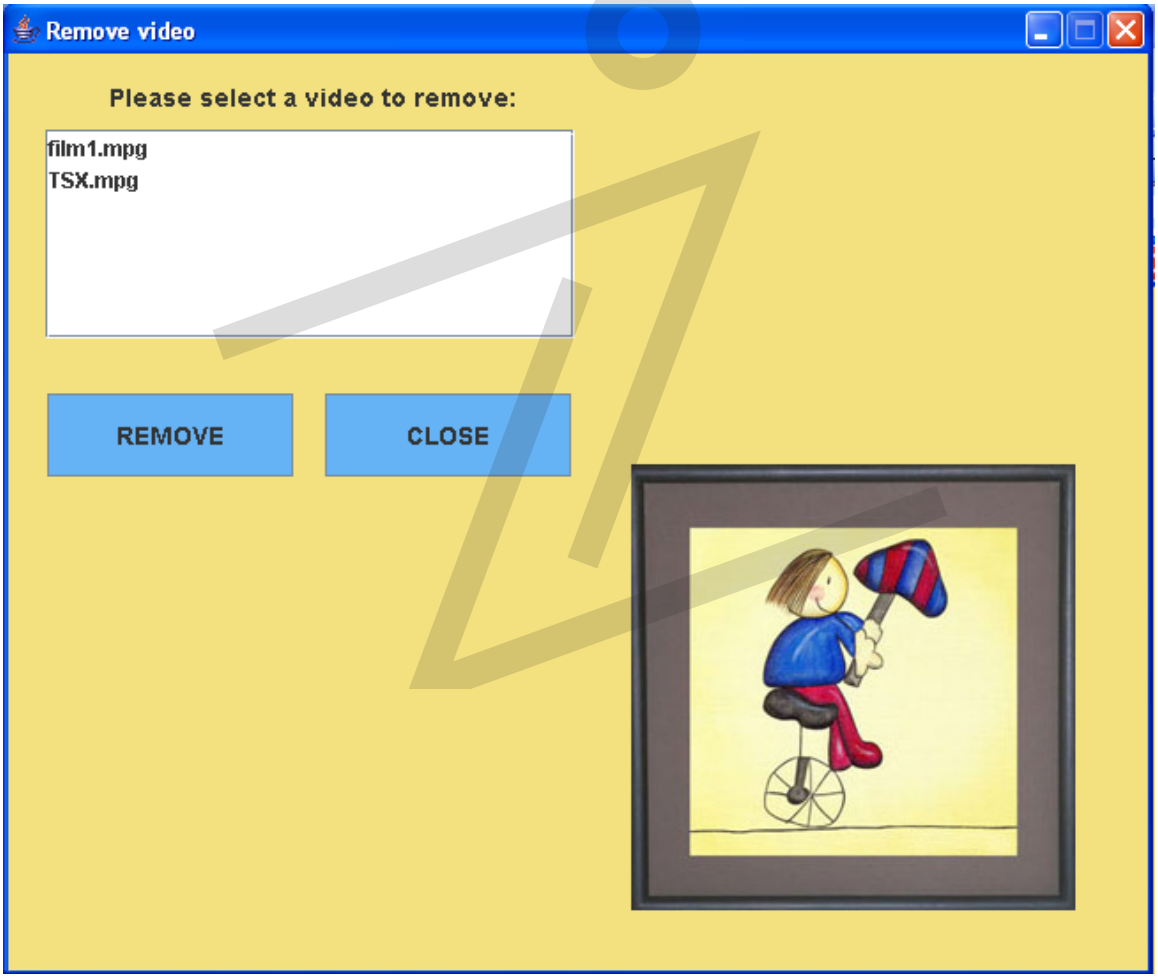


Figure 9.2.1: The Remove Video Screen

9.3 ADD GAME

To add a new game, press the **Add Game** button in the Advanced Settings menu. You will be presented with the choice of selecting a given video for the game with difficulties of Easy, Medium, or Hard.

You can then select a video to link to the level from a drop-down list of existing videos, you can then add it to the game by pressing the **Add Level** # button.

Figure 9.3.1: The Add Game Screen

After adding three levels, you will be taken to a screen where you can save your newly created game.

Each game consists of three videos, after selecting all three videos, you will be then taken to the save game screen. You can enter the name you wish to title the game, and then press the OK button.

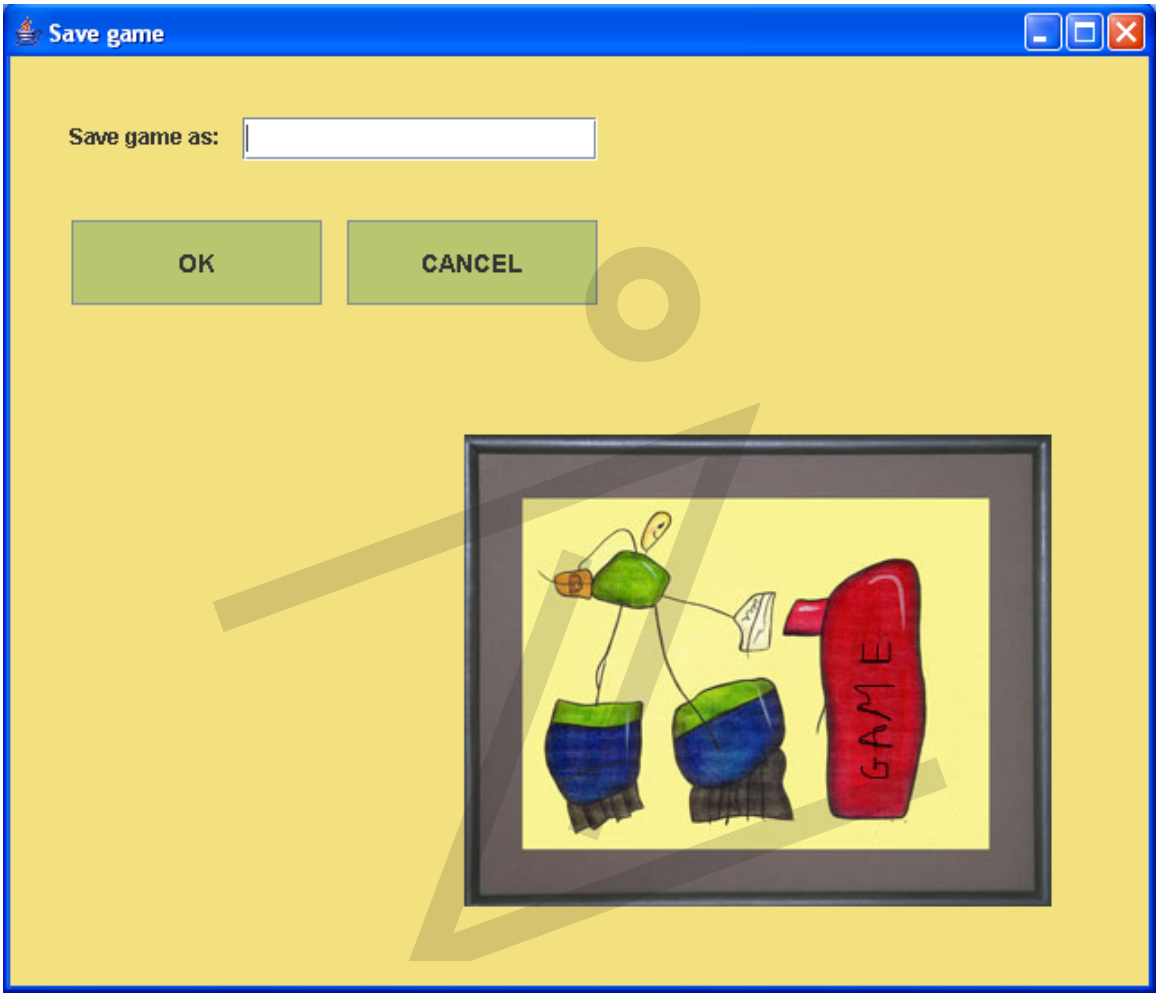


Figure 9.3.2: The Save Game Screen

9.4 REMOVE GAME

To remove a game, press the **Remove Game** button in the Advanced Settings menu.

You will be presented with a list of the existing games, simply select the game you wish to remove and then press the **Remove** button.

Note: You cannot remove the default games of Easy, Medium, and Hard.

Figure 9.4.1: The Remove Game Screen

10. GAME MODES

There are three different game modes the user can choose:

- Tutorial
- Practice
- New Game

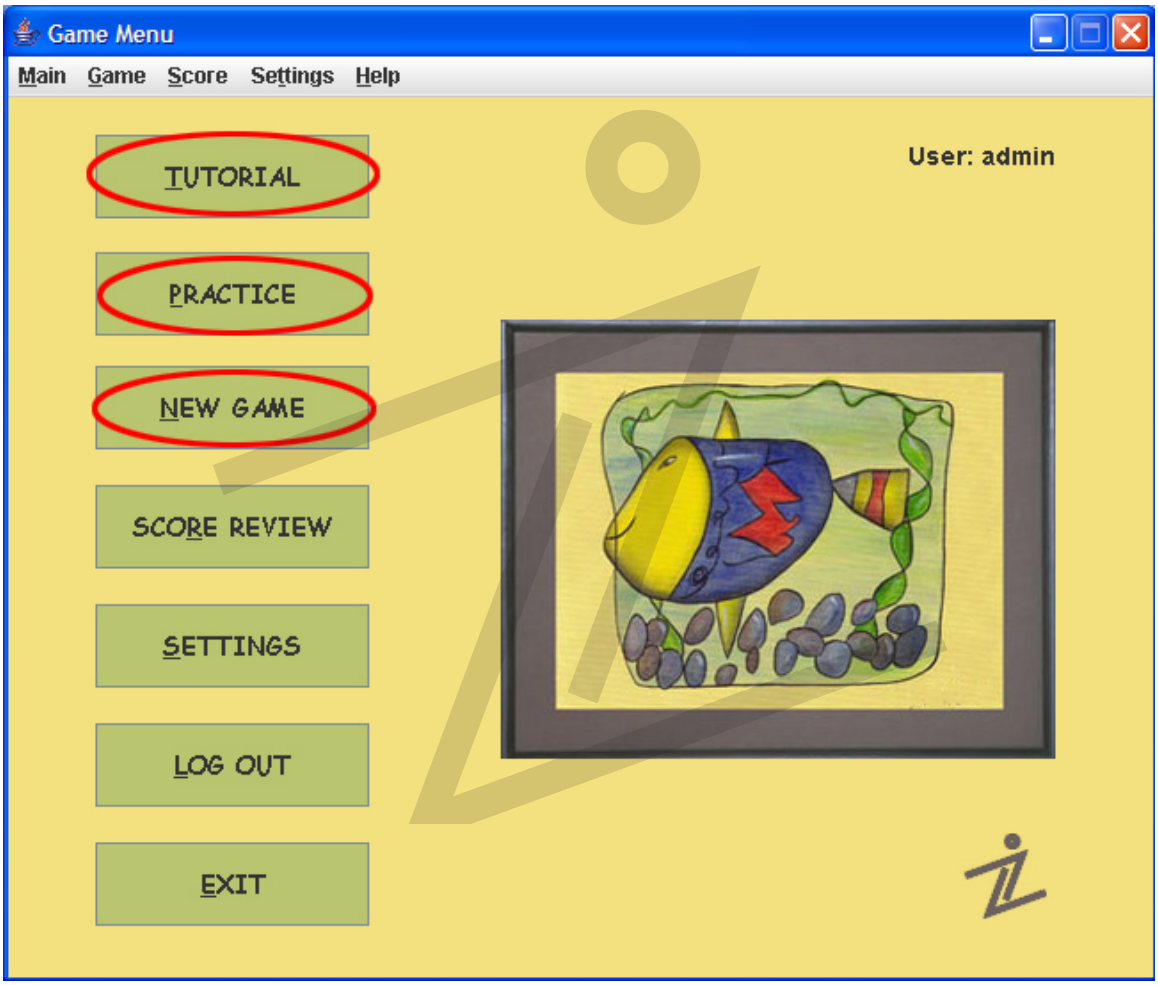


Figure 10.1: The Game Menu Screen

10.1 TUTORIAL

The tutorial mode shows a video and instructions on how to play the game, and can be activated by pressing the **Tutorial** button on the main menu.

10.2 PRACTICE

The practice mode can be accessed by pressing the **Practice** button from the main menu. The mode allows you to practice any of the pre-existing games or any of the custom games you may have created. Your score is not recorded in this mode, and there are no rewards.

10.3 NEW GAME

A new game can be accessed by pressing the **New Game** button from the Main Menu. This mode allows you to play a full three-video game where the score is recorded into your user profile. If you have a 70% or better score in this mode, you will get to access a reward.

.

11. PLAYING THE GAME

This section will describe how to navigate the game system.

We will tell you how to start a game, provide definitions for the user interface indicators, and teach you the rules of the game.

11.1 HOW TO START A GAME

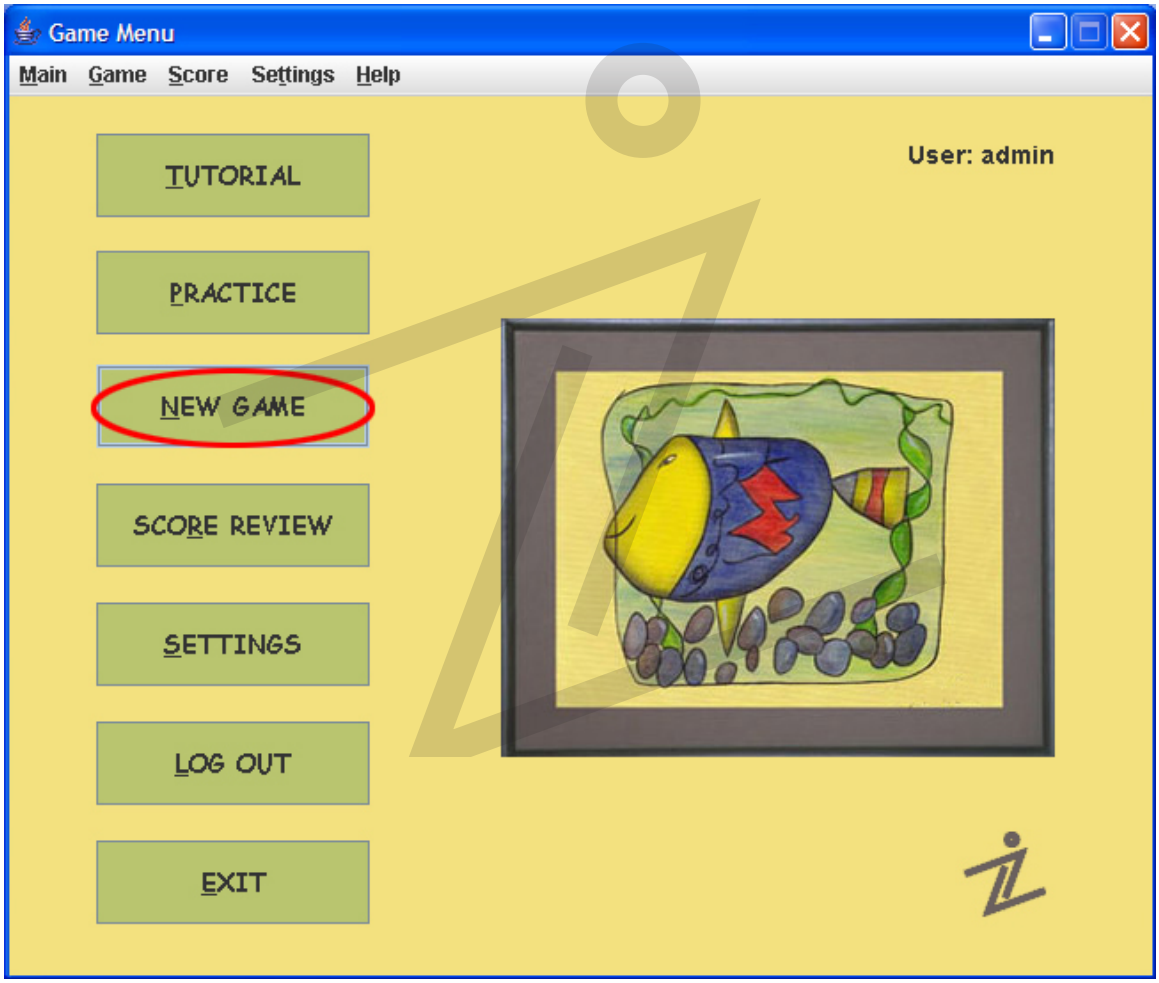


Figure 11.1.1: The Game Menu Screen

In Game menu, press NEW GAME button. This will take you to the Select game window.

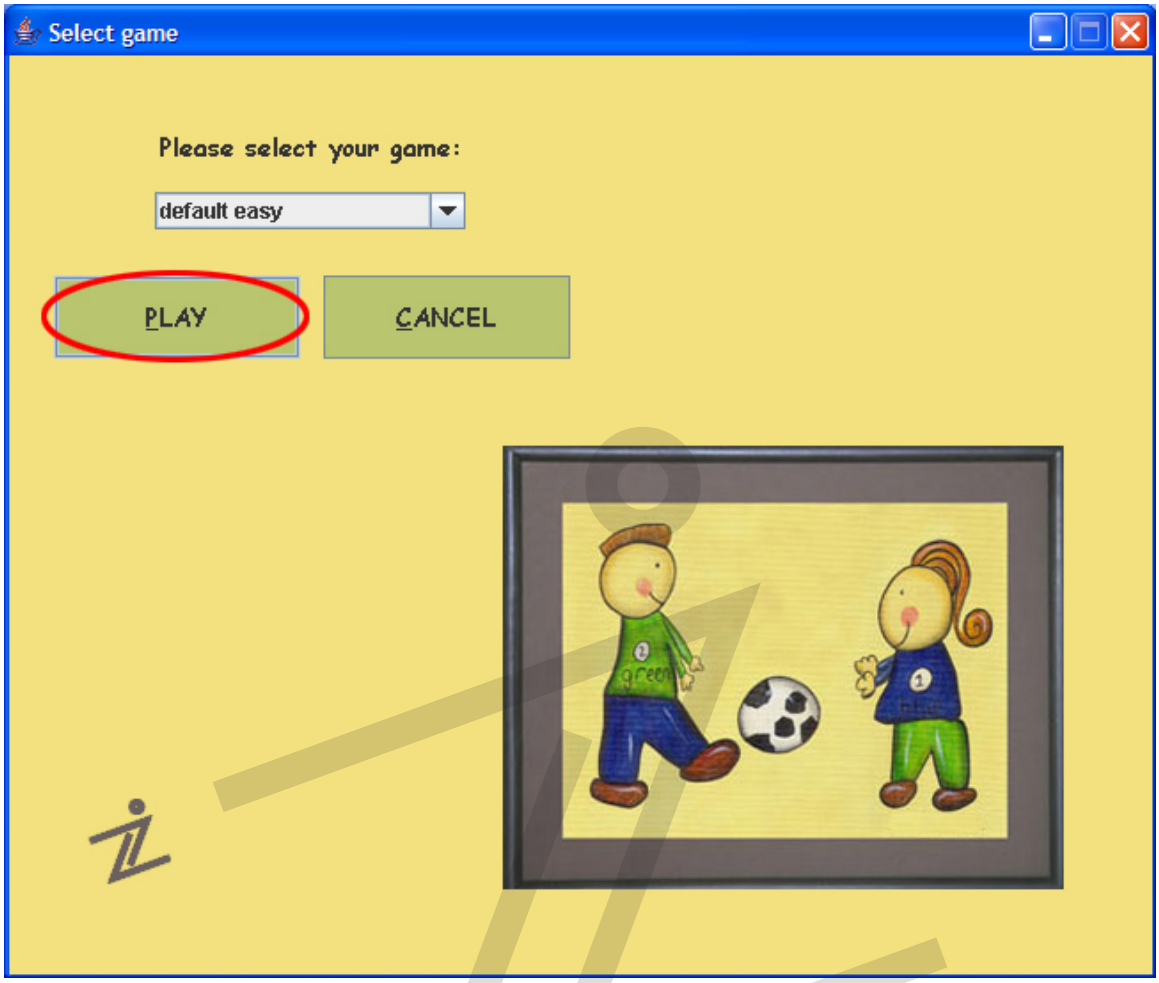


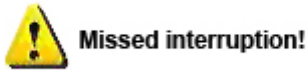
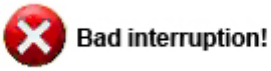
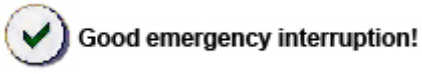
Figure 11.1.2: The Select Game Screen

In the Select game window, select a game from the drop down menu and press PLAY button. This will take you to the Game window.

11.2 GAME ICON DESCRIPTIONS

This section will give examples of icons you will see in the game and a brief description of its purpose will be given.

	Press this button when there is a pause in the conversation
	Press this button when the Emergency sign is flashing on the screen
	Press this button to continue to the next level (or view the score at the end)
	Press this button any time you want to quit
	This is the Emergency icon. It will appear once per level at a random time so be aware and ready!
	This is a white star. When a level starts, the upper left side of the screen will have up to 6 white stars representing the number of pauses. There is also one white star on the upper right side representing the emergency

	This is a gold star. When a correct interruption has been made, a white star is replaced by a gold star. If by the end of the level, there are stars that are still white, it means that interruptions have been missed. Your aim is to make all upper left white stars gold
	This is a red star. When a correct emergency has been made, the white emergency star is replaced by a red star. If by the end of the level, the white emergency star has not been replaced by the red star, it means that the emergency was missed. Your aim is to make the upper right white star red
	This label will pop-up when you made a correct interruption
	This label will pop-up if you missed an interruption
	This label will pop-up when you made an incorrect interruption
	This label will pop-up when you made a correct emergency interruption

Bad emergency interruption!	This label will pop-up when you made an incorrect emergency interruption

11.3 HOW TO PLAY THE GAME

The game starts when the video is playing.

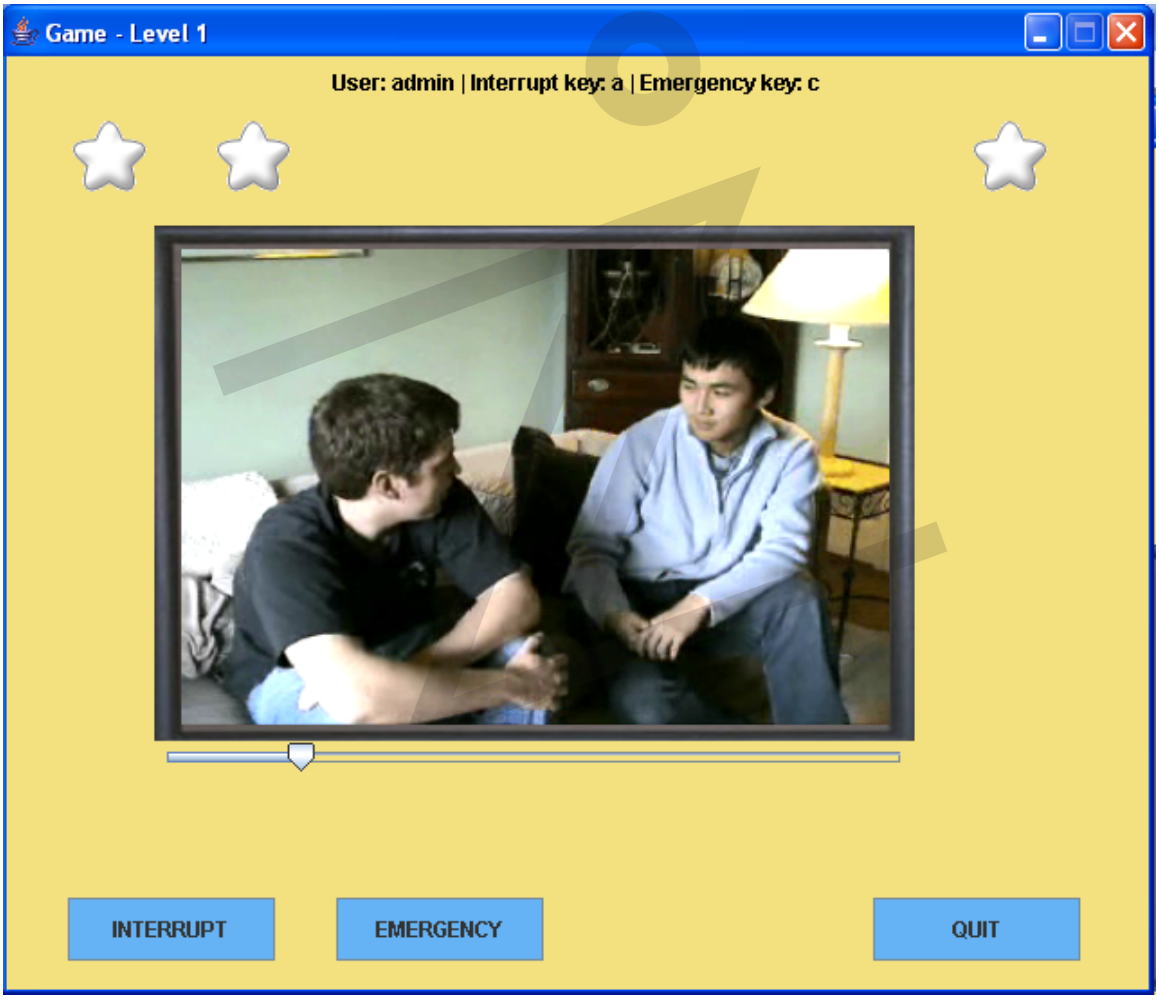


Figure 11.3.1: The Game Screen

The user can use the Interrupt Button or the Interrupt Hot Key (as specified at the top of the screen) to indicate when he/she thinks that it is an appropriate interval to interrupt the conversation in the video.

The user can use the Emergency Button or the Emergency Hot Key to interrupt the conversation when an Emergency Icon is presented. This is used to test the user's reflex to respond to an emergent situation.

There will be immediate feedback for each button the user presses, to indicate whether he/she has done the correct action.

After the video finishes playing, a Next button will appear for the user to continue playing the game.

A game consists of three videos/levels, and the user must complete the whole game (three levels) for the score to be saved in the history for score viewing.

After completing 3 levels of a game pressing the NEXT button will take you to see your score:

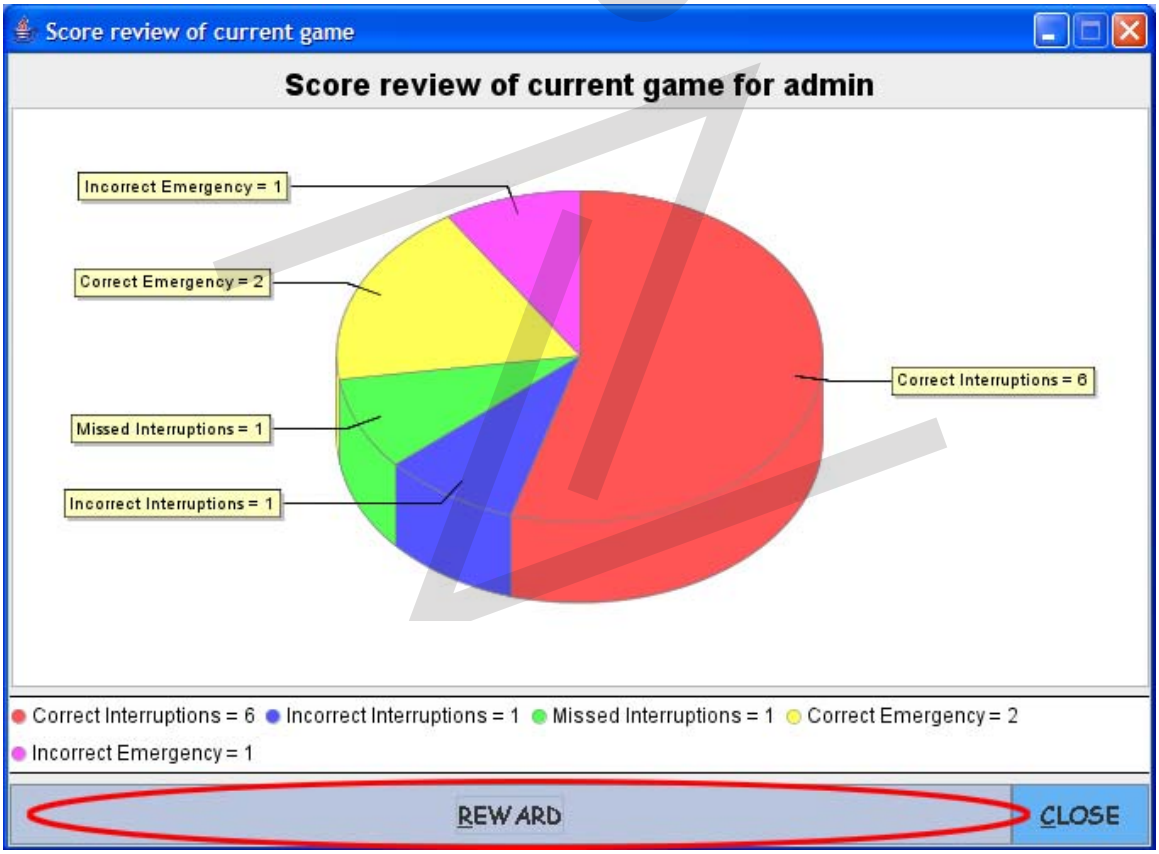


Figure 11.3.2: The Current Game Score Review Screen

If you have achieved a score of 70% or better, the **Reward Button** becomes available and you can go get your reward!

12. SCORE REVIEW

To review your scores, press the **Score Review** button from the main menu.

You can choose to review:

- Last Game
- All Games

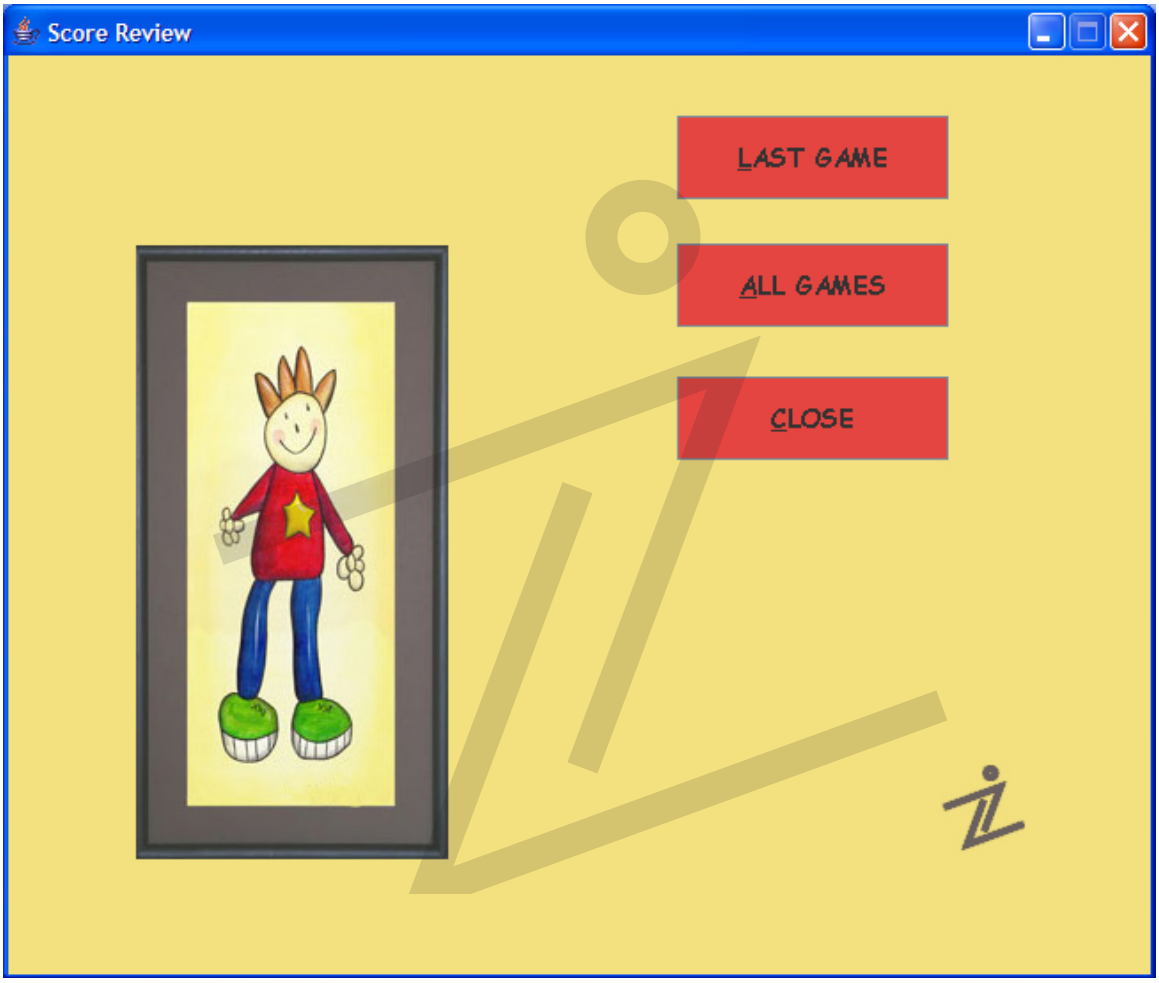


Figure 12.1: The Score Review Screen

12.1 LAST GAME

By pressing the **Last Game** button in the Score Review menu, you can view the scores of your last played game.

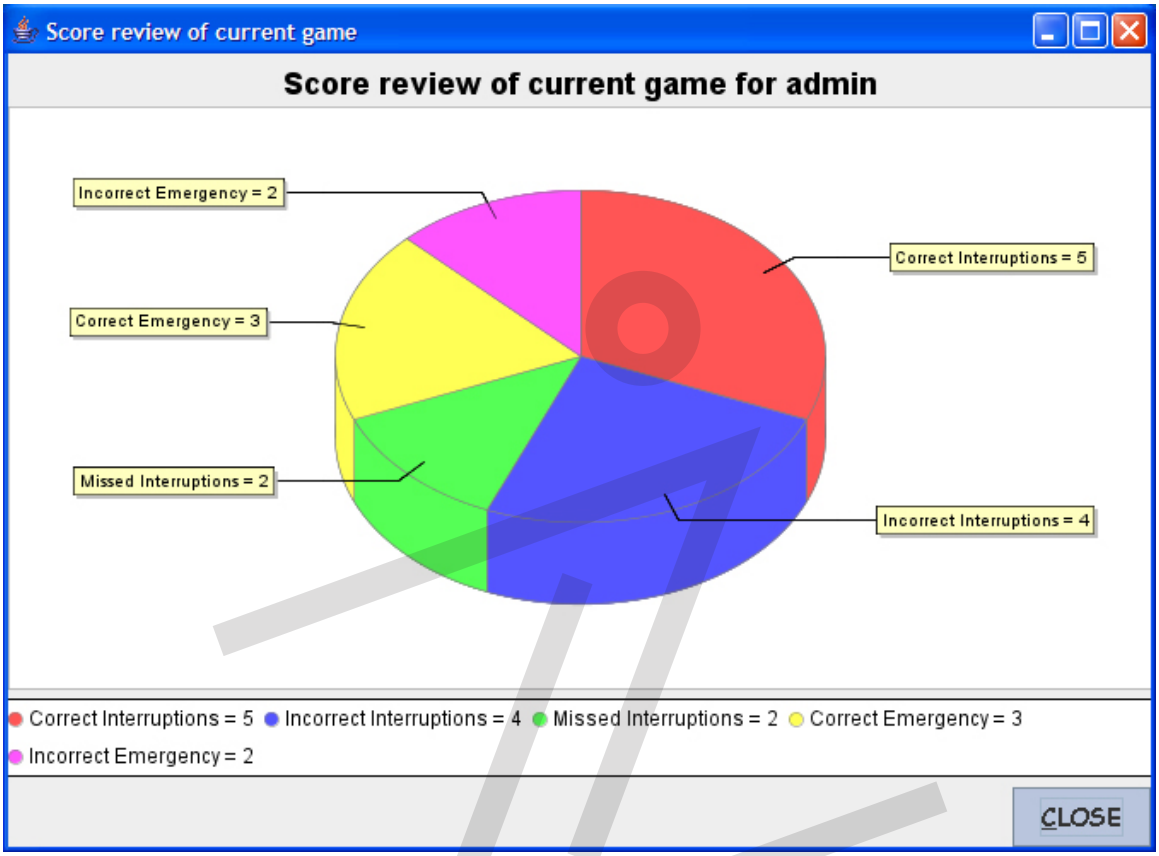


Figure 12.1.1: The Score Review for the Last Game Screen

The resulting pie chart is color-coded as shown in **Figure 12.1.1**.

12.1.1 SAVING THE PIE CHART AND PRINTING

You can **right-click** on the pie chart to choose to either save the score review as a PNG image file, or print it out on your desktop printer.

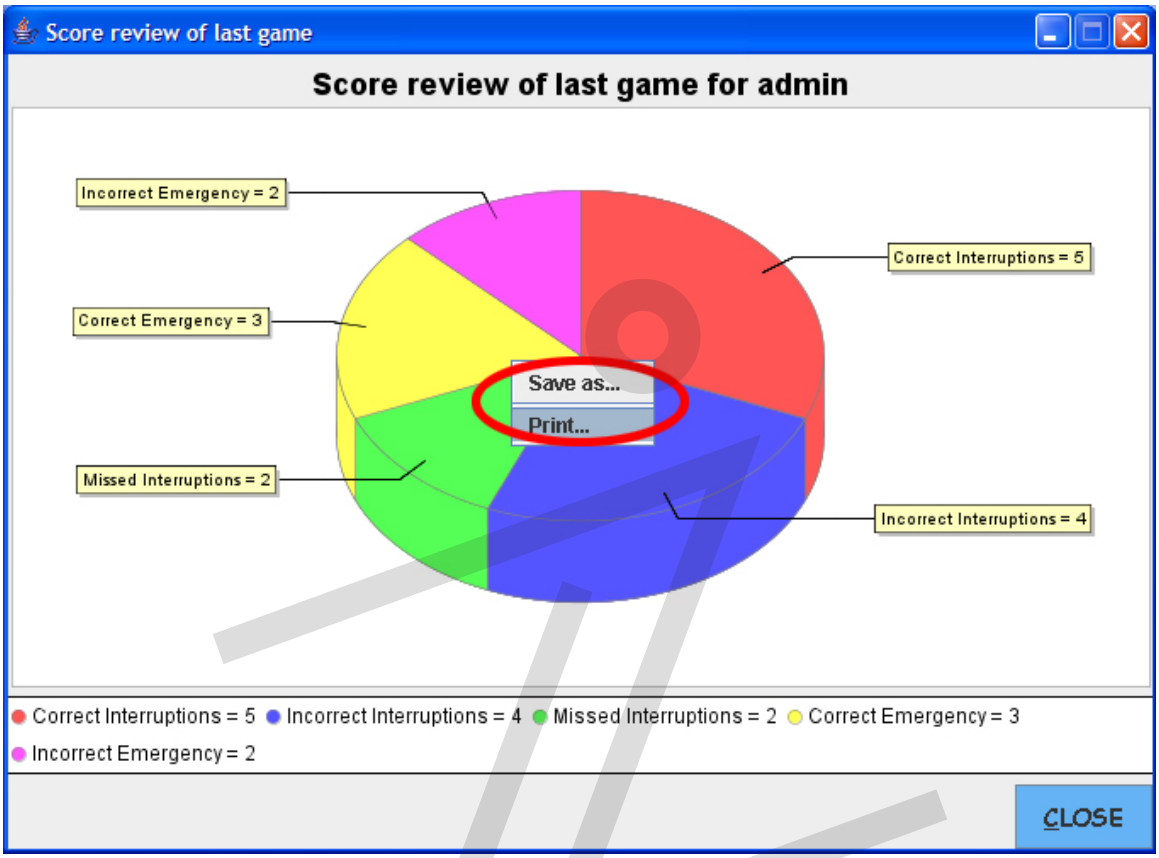


Figure 12.1.2: The Score Review for the Last Game Screen

12.2 ALL GAMES

By pressing the **All Games** button in the Score Review menu, you can view the scores of your last 7 games.

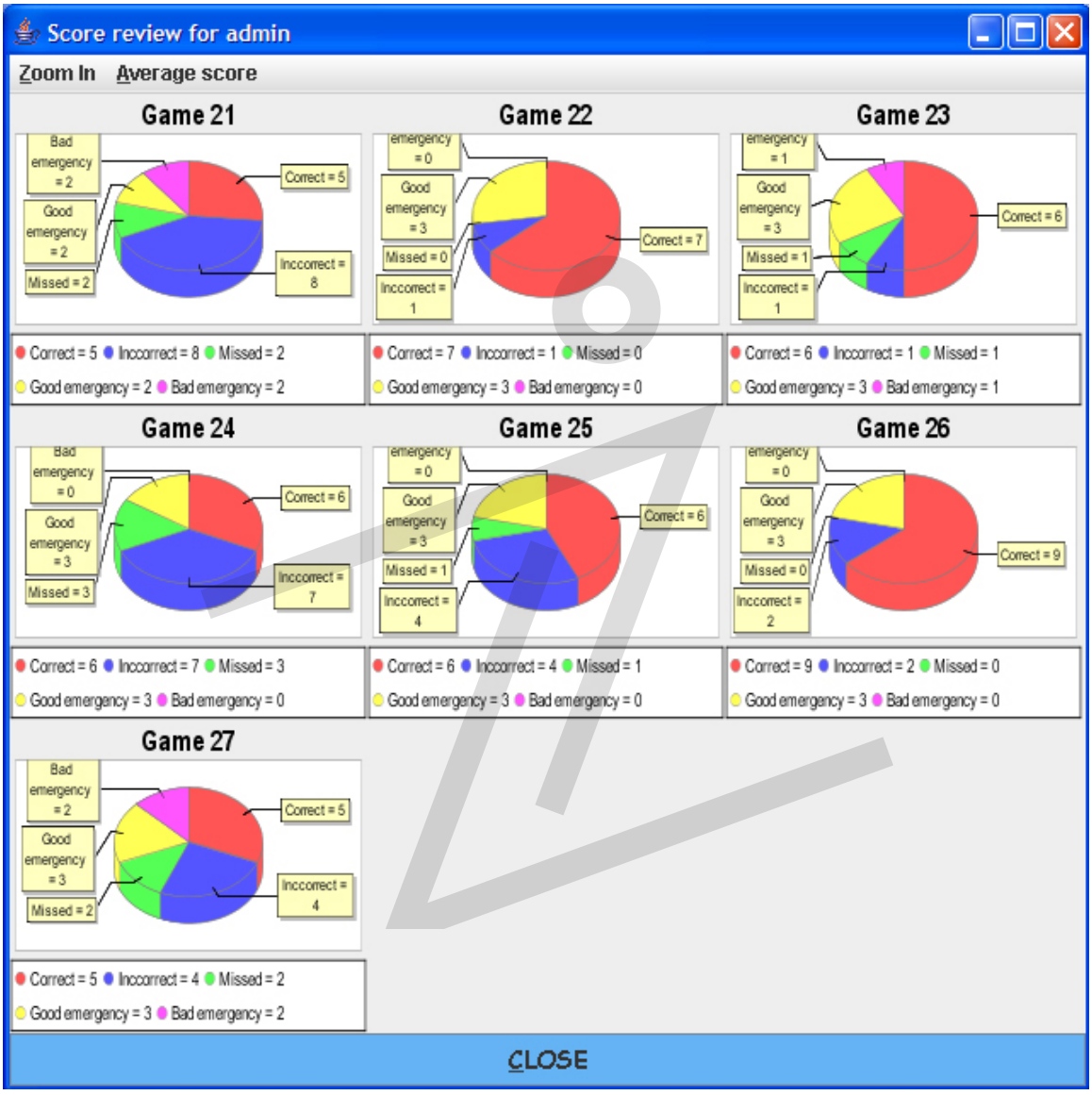


Figure 12.2.1: The Score Review for All Games Screen

12.2.1 ZOOM IN

If you select the **Zoom In** tab, you can choose to select which game you would like to zoom in for viewing.

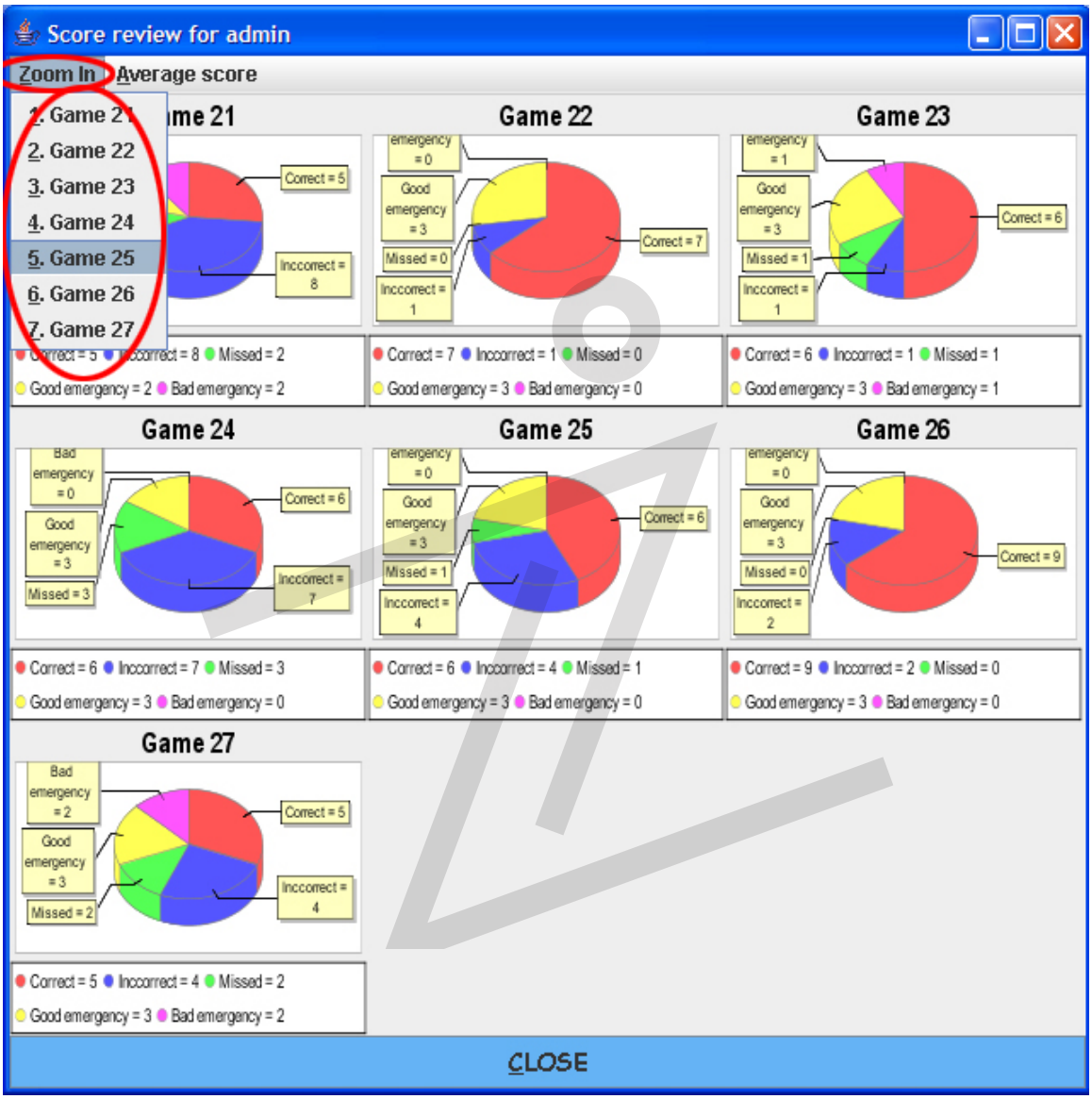


Figure 12.2.1.1: The Score Review for All Games Screen

After zooming into a game, you also have the functionality of saving the pie chart as an image or printing it out.

12.2.2 AVERAGE SCORE

If you select the **Average score** tab, and then click on **Average score for all games**, you will be presented with a single pie chart that is the average of all games played.

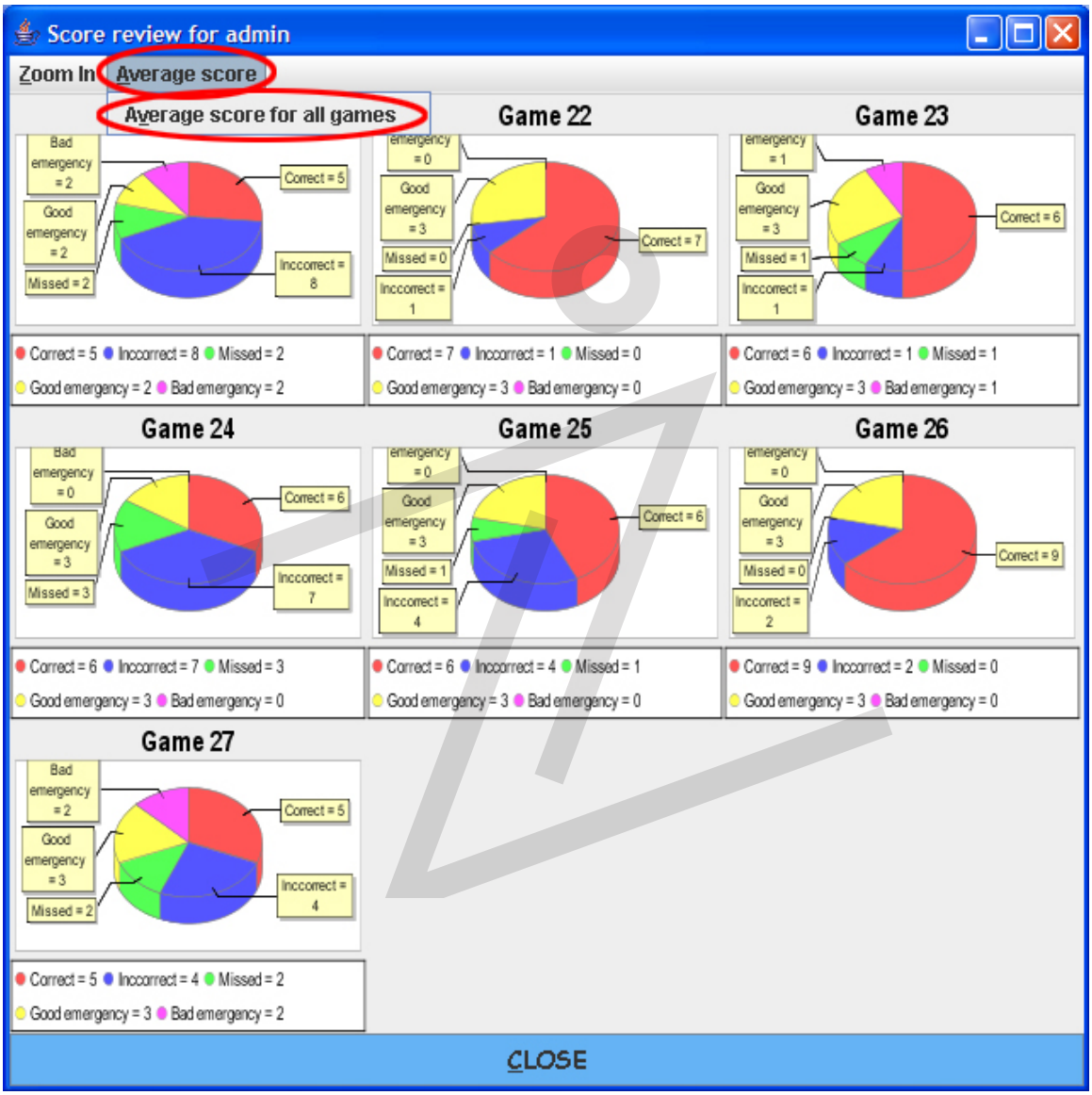


Figure 12.2.2.1: The Score Review for All Games Screen

Again, you can save the pie chart or print it out as before.

13. EASTER EGG HUNT

We have implemented some functionality to get you more excited about our interface. Try clicking on a particular part of a picture and you will get a fun fact!

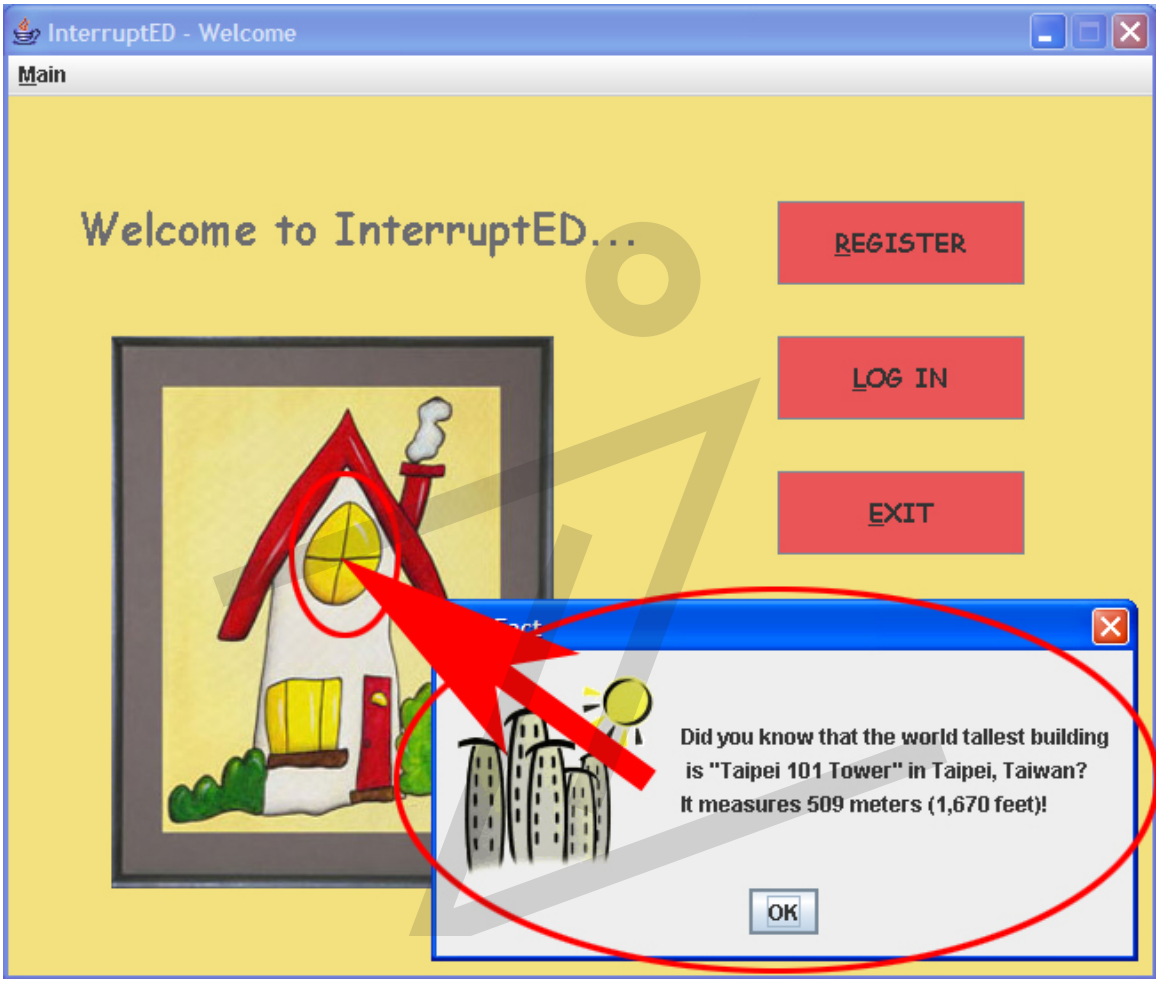


Figure 13.1: The Welcome Screen with a fun fact!

14. TROUBLESHOOTING

The game won't start or gives me an error message.
Check to see that you have fulfilled the minimum system requirements and that you have followed the installation instructions so that all the auxiliary software is on your system as well.

(For Mac users: If not already done so, ensure that you have updated your OS X and Java versions to the newest versions available).

The game screen is too big or it goes off the sides of the screen.
Make sure you have set your desktop resolution to 800x600 minimum, the higher the set resolution, the less space the game will take up overall. However, if you set the resolution too high, you may not be able to read the text in the game properly. The recommended optimum desktop resolution is 1024x768.

15. TECHNICAL SUPPORT

Please visit our website at www.umobileco.com/cs319 for online support.

Contact us if you have any questions regarding the any technical details, or any software issues.

16. CONTACT

2Communicate Staff

PROJECT MANAGER / WEBMASTER
Jeffrey Qua

PROGRESS MANAGER
Michael Tien

RISKS / CODE MANAGER
George Firican

SOFTWARE VERSION CONTROL MANAGER
Ian Cook

CONFIGURATION MANAGER
Dan Liu

COMMUNICATIONS MANAGER
Wei Lin

2Communicate Contact Information

Ian Cook	**i_am_cook@hotmail.com**
George Firican	**juni_83@yahoo.com**
Dan Liu	**dliu604@gmail.com**
Wei Lin	**kodeslinger@telus.net**
Jeffrey Qua	**jeffrey.qua@gmail.com**
Michael Tien	**michaeltien72@hotmail.com**

Thank you for playing InterruptED!