



Feature Value Analysis: Keyboarding Strategy for Kindergarten

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Introduction

This feature analysis describes individual screens and suggested functionalities at a high level. Traditional web sites follow standard site maps, wire frames and process flows. When developing in a FLASH environment the traditional methods are not effective in conveying the needs and requirements of the project.

This feature analysis used with a storyboard and script will attempt to fill the information architecture necessary for the project. The analysis conveys what features are needed and how they should operate to ensure an enjoyable and effective learning session.

Below are the elements of the Feature Value Analysis:

Feature - Short descriptive name for the feature

Description - High-level description of the feature

Rationale - Why this feature is considered to be valuable

The list of valued features presented here provides a base from which to begin forming the details and parameters of the product design.

Feature Value Analysis

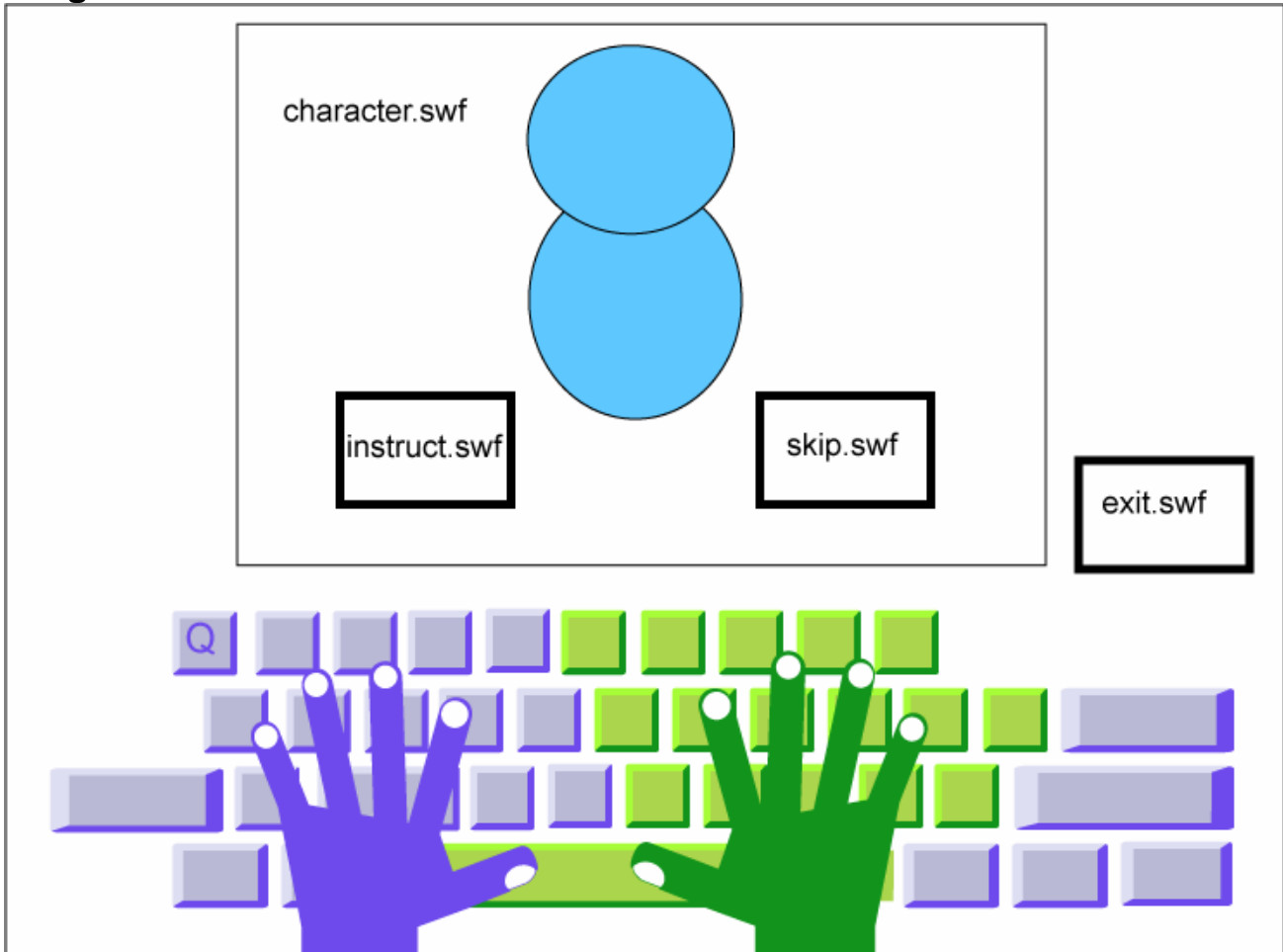
Set Up/Introductory Features

Feature
Teacher and Parental Information
Description
Additional supporting materials will be offered in print. These materials will include games/activities that will help to reinforce keyboard and letter recognition without the use of keyboard hardware. These activities are still in the development and approval process with the Cobb County School System. They will be incorporated as part of Sr. Project 2
Rationale
PULL NOTES FROM PREVIOUS WORK!

Auto Install

Feature
Auto-install
Description
The installment process should be very easy As an additional enhancement to this feature, it is recommend that a Key Seeker icon automatically download to the desktop of the user's computer as a shortcut to open the program. If the program is hosted on-line, the icon could link to the on-line version.
Rationale
Access should be easy enough for the child. Also the icon will reinforce the software brand.

Program Introduction



Feature

Introduction

Description

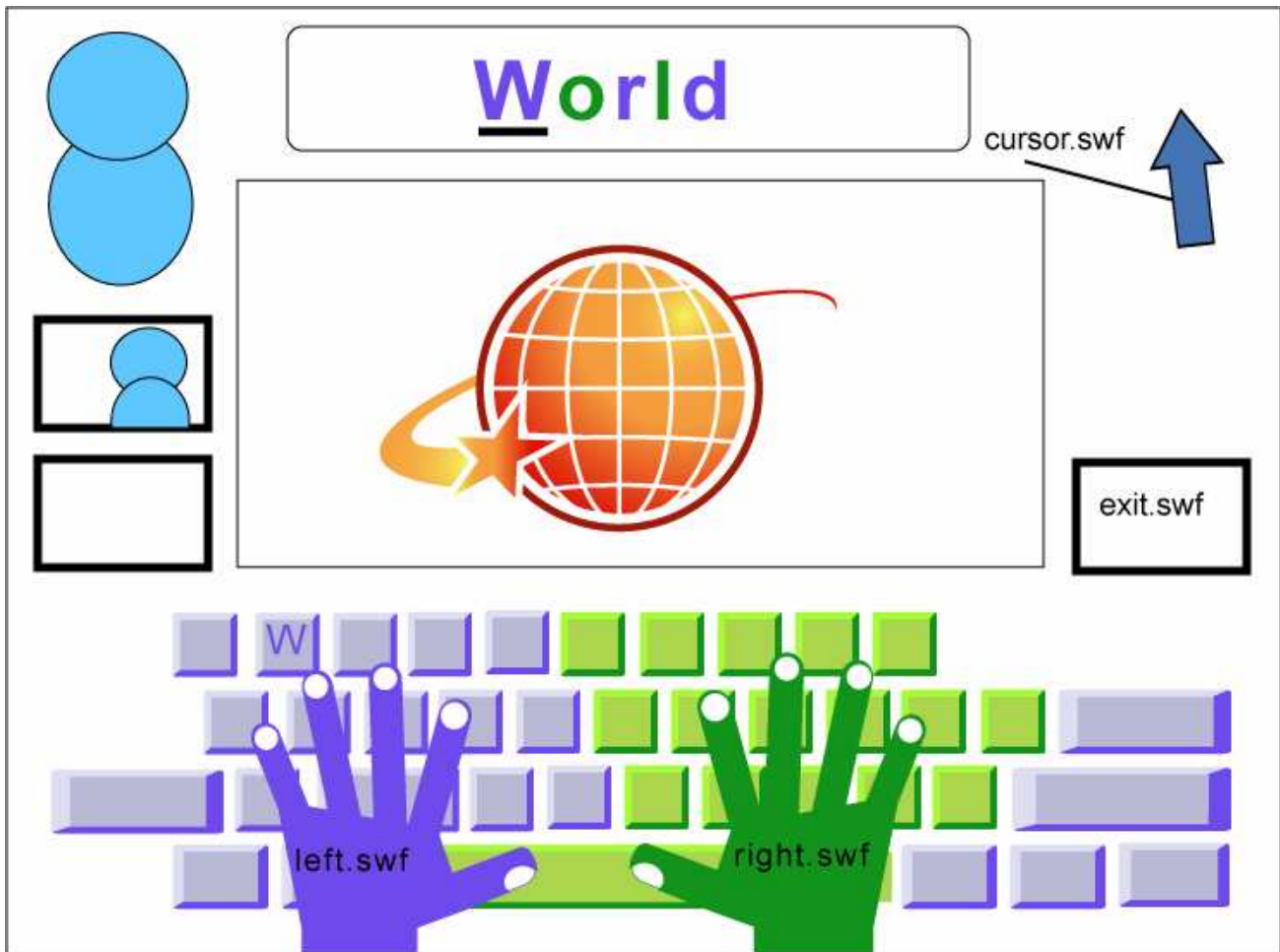
A character (still in development) will welcome the user (audio), and will give a brief introduction to the program. This introduction will be targeted to both the teacher/parent and kindergarten user. The character will also function as the Help icon inside game and activities. This will be explained in the instructions. The user will be given the opportunity to skip the instructions and go directly to the game. It serves as a gateway to the instructions and/or the game.

Rationale

The introduction introduces the character that will be used for help and instruction. It introduces the purpose of the game: help to create words on the screen using the correct hand for the corresponding side of the keyboard.

It encourages the child to have fun.

Instructions



Feature

Instructions

Description

The instruction page will consist of visual animations lead by the character.

How to advance the game

How to quit the game

How to get help

How to make the game harder(level)

Left hand right hand concept

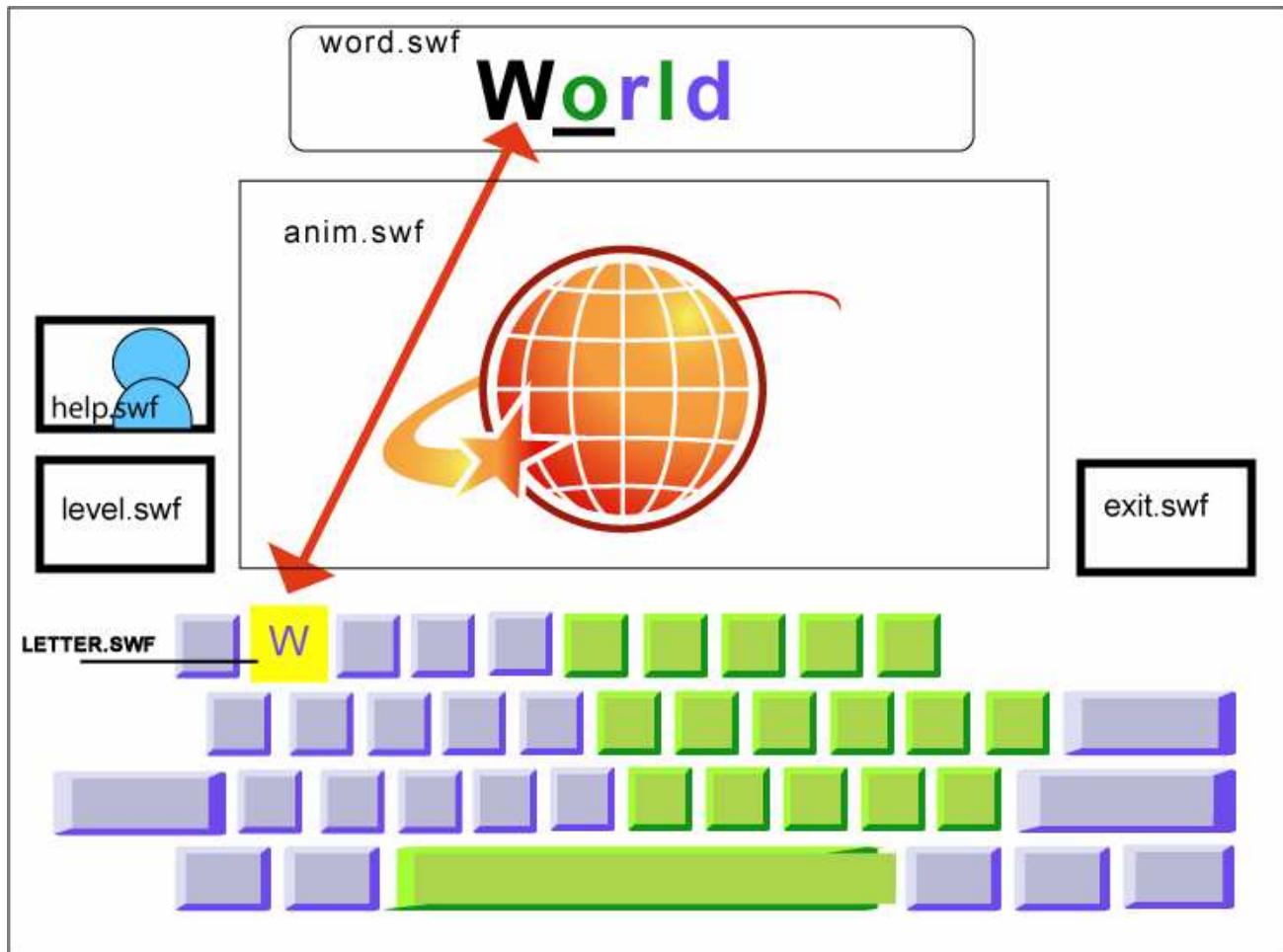
Highlight what is being explained

The cursor will point out the buttons

Rationale

The instruction is necessary to explain and show how the game is played. Again the animation will have an audio script so the child can see and hear what to expect.

Game/Activity



Feature

Game/Activity

Description

A word will appear in the word.swf. The child will be prompted to type the underlined letter using the left hand if the letter is purple and the right hand if the letter is green. A picture representing the word will appear on screen as well.

Once the child types the correct letter, the letter.swf will highlight for feedback the underline will move to the next letter. Once the word is typed, the picture (anim.swf) will animate and a new word will appear. There will be audio scripts reminding the child to use the correct hand and to encourage the user along the way.

If the child types an incorrect letter there will be an audio response (oops, try again)

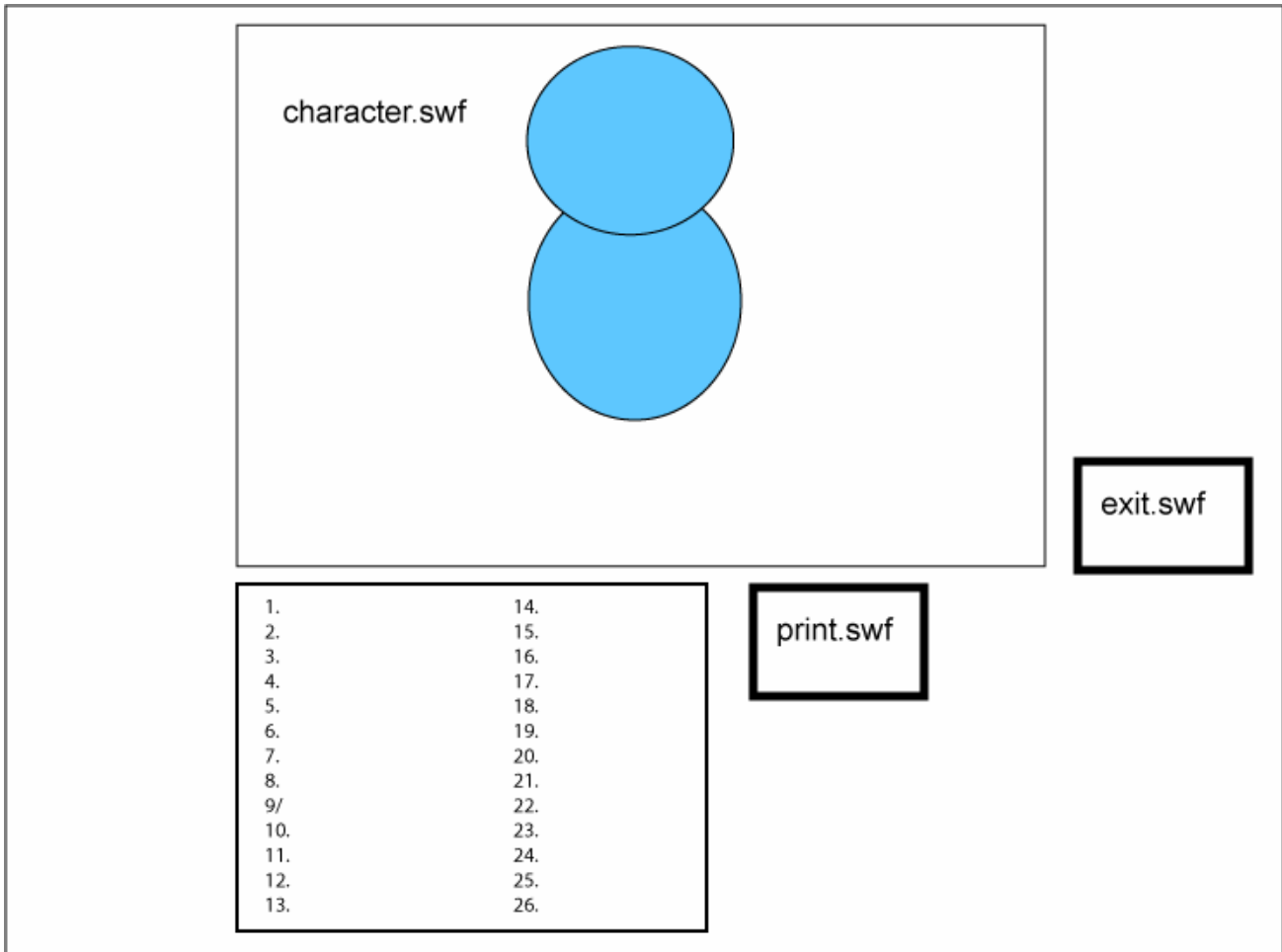
Rationale

As discussed in previous materials, this game focuses on literacy skills for children in kindergarten. It will also encourage the beginning of good keyboarding skills for a specific age group.

Feature
Difficulty Level (level.swf)
Description
<p>If time permits, two difficulty levels will be offered. The second level of difficulty has not yet been discussed. And in fact may be beyond the scope of this project at this time. As the goal of the software is language skills and keyboard recognition a second level may be just presenting the picture and the child will need to type the letter (using the correct hand) that the word starts with.</p> <p>A possible option may be categories of words that a child may want to learn, animals, food, colors etc.</p> <p>Another option would be more difficult words or attempting to use the correct fingers for the correct letters. (long term – increase the difficulty as the child enters first and second grade)</p>
Rationale
<p>It is important to keep a child's interest level. If the game is too easy for the child they will no longer wish to play. Keyboarding is a skill best learned by practice.</p>

Feature
In-game help
Description
<p>This in-game help will be prompted when the user clicks the character icon. (help.swf) The game will revert to the instructions screen.</p>
Rationale
<p>Children at this age and skill level can identify with a character that they have already been introduced to. The help icon will also have an audio file telling the child that this is where they can find help if they need it.</p>

Exit Features



Feature

Print option Play again option Exit

Description

When a child opts to exit/quit the game they will arrive at a screen will show their progress in the game. A word list will be produced and they will have the option of printing the list. The can exit the game completely from this screen as well. Audio – goodbye, thanks for playing, come back again...

Rationale

The rewards in the program are simple animations (entertainment). Printing a list of words completed can give the child a sense of accomplishment and can be shared with parents to show progress.