



Deliverable 101-A2 The Depit APP Guidelines

Developed by Infofactory with the methodological support of University of Macerata

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

MAIN FEATURES.

1. The possibility of carrying out an educational path. Using the Google Chrome for Windows / Mac application (or alternatively a desktop application implemented with Electron technology), the teacher can create three related structures: that of the curriculum whose hubs are the modules, that of the individual modules whose hubs are the lessons and that of the individual lessons whose hubs are the activities. The structure is defined Graphic Organiser as it provides a clear view of the organisation of the educational path. In addition to the title, each hub may contain some pedagogic - educational indications: purposes and goals, schedules, notes. The activity hubs, found in the lessons, will also include indications concerning homework: deadlines, links to reference materials, links to digital online material.

2. The insertion of teaching materials, which may be of two types:

- files produced by teachers and students which can be uploaded to Cloud through the Google Chrome application for Windows/Mac Desktop (or alternatively a desktop application with Electron technology)
- 2. **links to online material** (e.g. videos on YouTube). Materials belonging to the first type can be downloaded and displayed offline on PC and Tablet.

3. Personalising the educational path. The teacher must be able to:

- plan a learning path. The path is a succession of activities and has bifurcations. In some phases, more than one task must be carried out within the same time range by different groups of students;
- assigning specific activities to individual students. Parallel activities
 can be differentiated, as the case may be, by language or media or level
 of detail or content, and they provide a personalised learning path e.g. for
 students with learning disabilities, with different skills (such as linguistic
 ones) or with different learning times or interests.

CLIENT APP: TECHNICAL FEATURES.

- Multi platform compatibility. A multi platform operation. The application to be used by teachers and students must be compatible with desktop systems (Windows and Mac) and with tablet (Android and IOS).
- 2. **Online and offline operation.** The application must allow viewing the paths and material inserted by the teacher even in an offline mode. Materials which are connected via web links may only be displayed when there is an Internet connection. (the Desktop and Tablet app, have to allow the user to download one or more lessons. All materials (files) will be stored offline on the device (PC, Mac, Tablet).)
- 3. Insertion of material. Insertion of material. It must be possible to connect materials through links (e.g. links to YouTube videos, PDFs on scribd, etc.) and to display them for all versions of the application (Desktop and Tablet). The Desktop application will allow entering (uploading) files via simple drag and drop mechanisms and uploading them to the Cloud system. Uploading files to Cloud requires an Internet connection.

Roles.

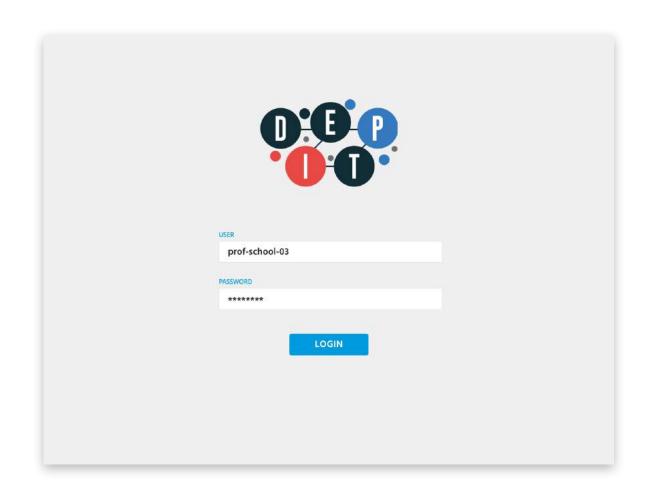
- Administrator
- Teacher (author of the map and materials)
- Teacher (reader teacher of other classes that want to show materials from an other author; he can see all the hidden fields (for the students) and lock/unlock all the cards.
- Student (can see only not private content and the unlocked cards)

App structure & interface design

LOGIN.

The **first beta** version will have only user and password fields.

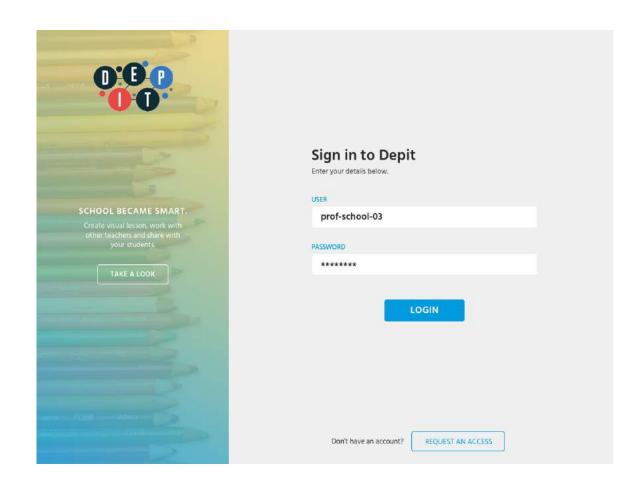
In a **second phase** will be more option in account manager (forgot password, reset password, etc.)



LOGIN, phase 2.

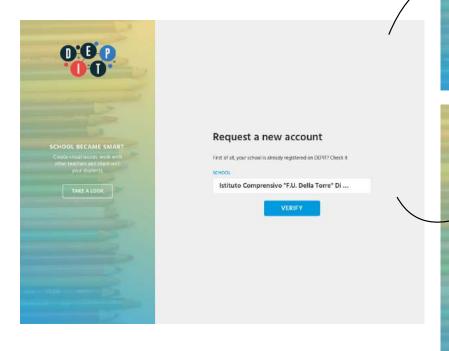
The **first screen** will show the file to Sing In in Depit, if you don't have an access yet it will be possible go to "Request an access".

The left band will remain to host the logo and any further information on DEPIT.



LOGIN, phase 2.

Going to "Request an access" the first step is check if the school is already registered on Depit.



Request a new account

First of all, your school is already registered on DEPIT? Check it

SCHOOL

Istituto Comprensivo "F.U. Della Torre" Di ...,

VERIFY

This school is already registered. Contact the administrator to request an account linked to this school.

VOUR EAML.

name.surname@school.com

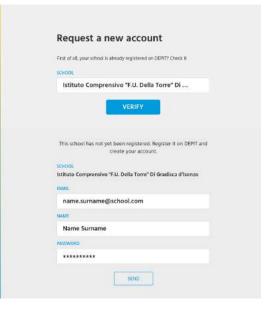
MESSAGE

Deer Admin,
I will request an account to use DEPIT related to the school

"Istituto Comprensivo "F.U. Della Torre" Di Gradisca d'Isonzo".

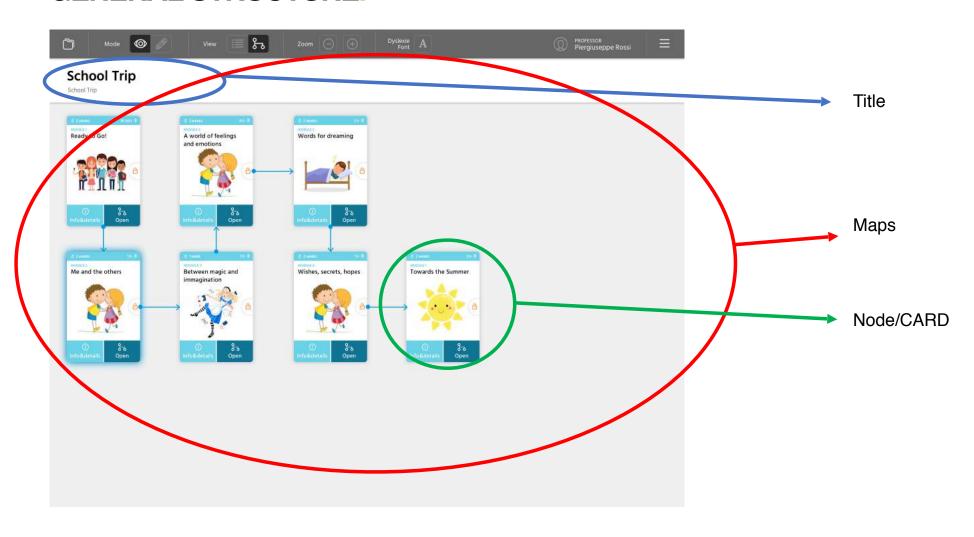
Thanks.

School already registered: contact the administrator.

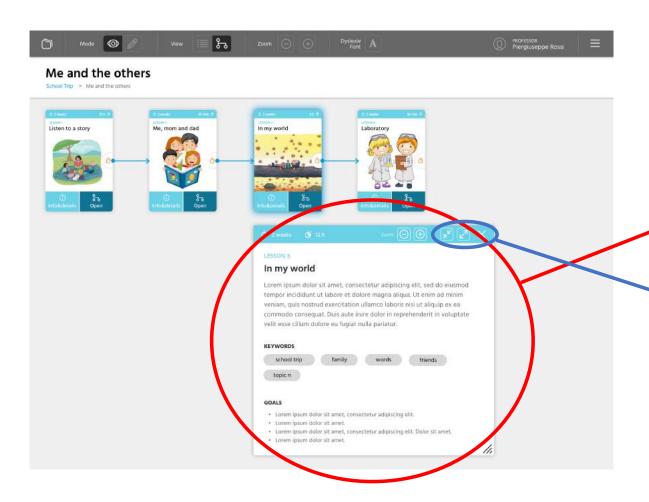


School not yet registered: register the school and became the administrator.

GENERAL STRUCTURE.



GENERAL STRUCTURE.



FORM or pop-up.

They open up when you click a button in the **NODES**.

It is a moveable pop-up.

It includes **X** for closing the form, and a button for expanding (fullscreen) the FORM.

LEVELS.

The APP must allow to move on various levels:

Level 1. Curriculum with modules

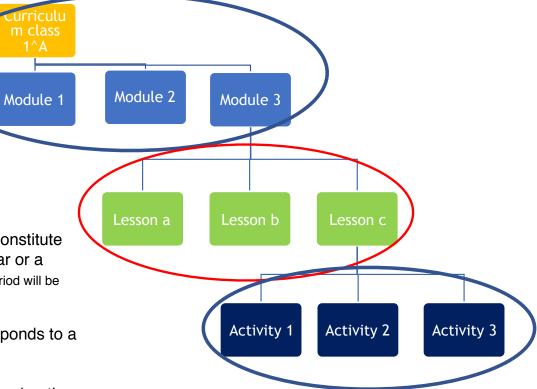
Level 2. **Modules** with lessons

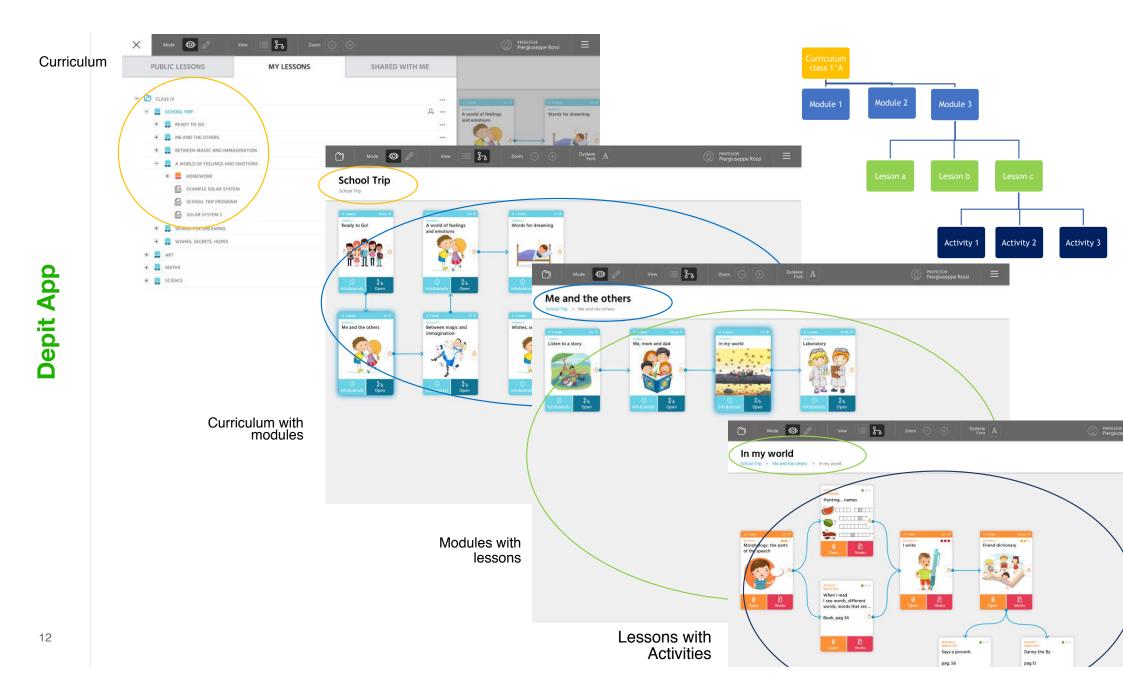
Level 3. Lessons with activities

1. The **curriculum** is made of a set of modules, which constitute the first level. It can correspond to a period of one year or a semester. More rarely two years or six months. (the period will be freely set by the designer)

2. Each **module** is made of lessons. The module corresponds to a period of several weeks.

3. Each **lesson / work session** is made of activities. The duration in hrs and mins (Project work, for example, could be designed as a few hours a week for 10 weeks)



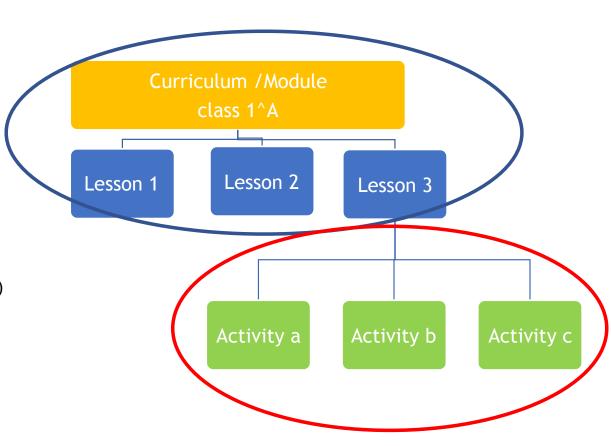


LEVELS - SPECIFIC CASE.

In some cases one or two levels can be enough.

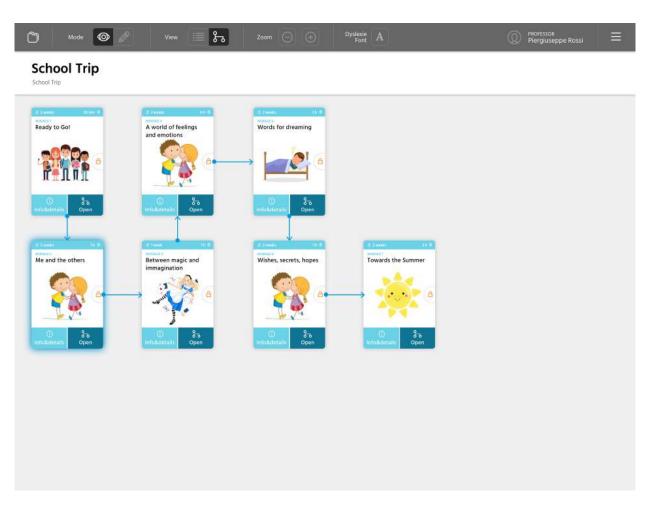
For example the case of a very brief pathway, similar to a module or a subject with only a few hours per year.

The number of the levels can be free, respecting the type of objects already defined (curriculum, module, lesson, activity)



CURRICULUM AND MODULE MAP.

Both levels Curriculum and Module have the same structure



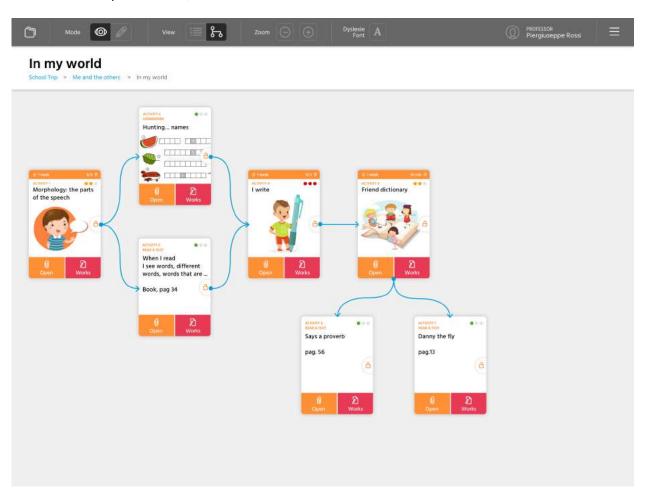
The **FORM** of Curriculum and Module levels includes the following fields:

- **Title** (the same appearing automatically in the map's node)
- **Topic** (keywords).
- Learning time + elapsed time (same of CARD)
- Description
- **Objectives** and competencies (to be put in each level)
- [Empty field with teacher's initial notes]
- [Empty field with teacher's **final notes**]

(Fields reserved for teachers only must not be visible when the teacher presents the material in the classroom to the students and should not be visible to the students when they access the material)

LESSON MAP.

Is the most complicated one, because it includes activities and materials.



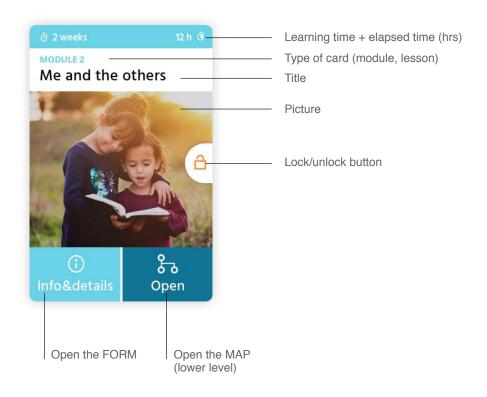
The **FORM** includes the following fields (filling all the fields is not mandatory):

- **Title** (the same appearing in the map's node).
- Learning time + elapsed time (same of CARD)
- Type of activity (Learning Through ...).
- Work organisation as class, group, student.
- Description and assignments.
- **Topics** (keywords).
- Objectives/competencies.
- [Empty field with teacher's **initial notes**]
- [Empty field with teacher's **final notes**]
- **Link** n Material n to be used in the class (Resources 'attached' as urls, or uploaded files).

TYPE of CARDS.

Different colours: **BLUE for module/Lesson** cards (witch contain other maps) and **ORANGE for activity cards** (witch contain materials/files)

MODULE/LESSON Card

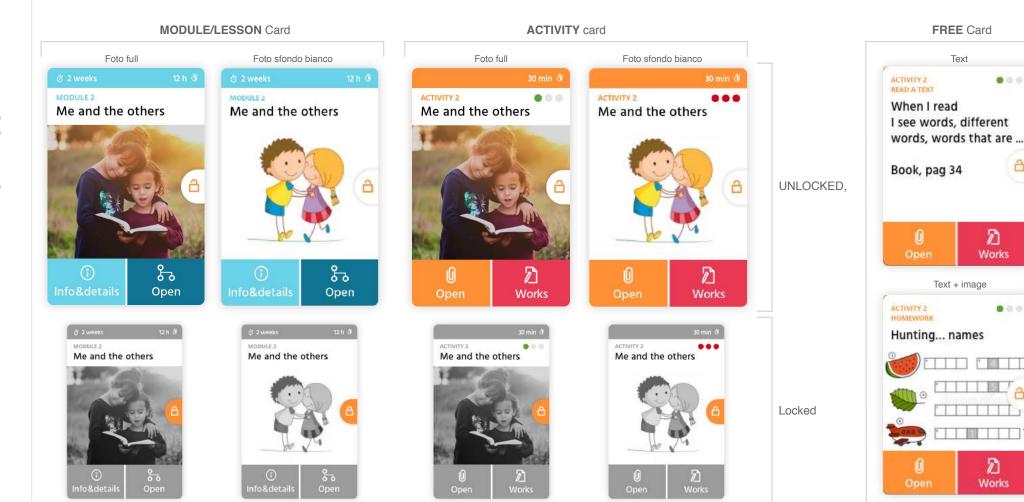




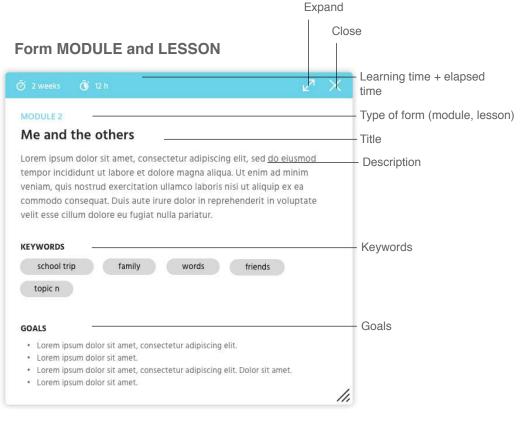
TYPE of CARDS.

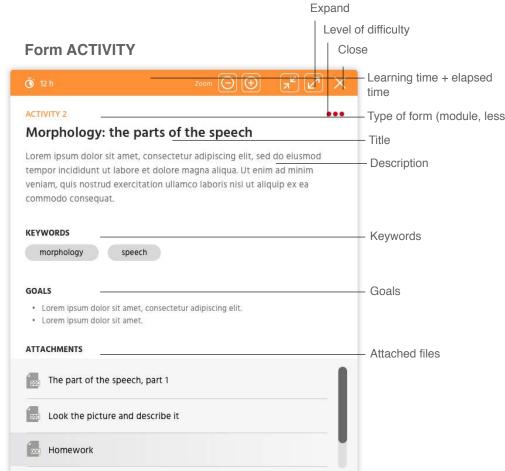
All cards may have a **lock** (only the teacher can lock/unlock the module/lesson); the students can only open the unlocked cards (and then open the forms with the materials).

The **lock prevents any action on the NODES** (teacher can prepare materials for a card without being visible to the students, or more simply we don't want that the student have the chance to open cards that will be used in the future)



DETAILS TYPE of FORMS.

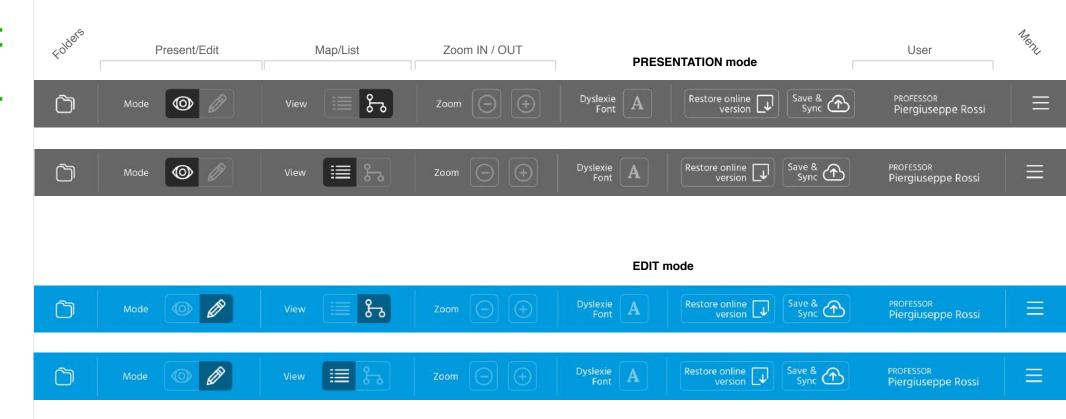


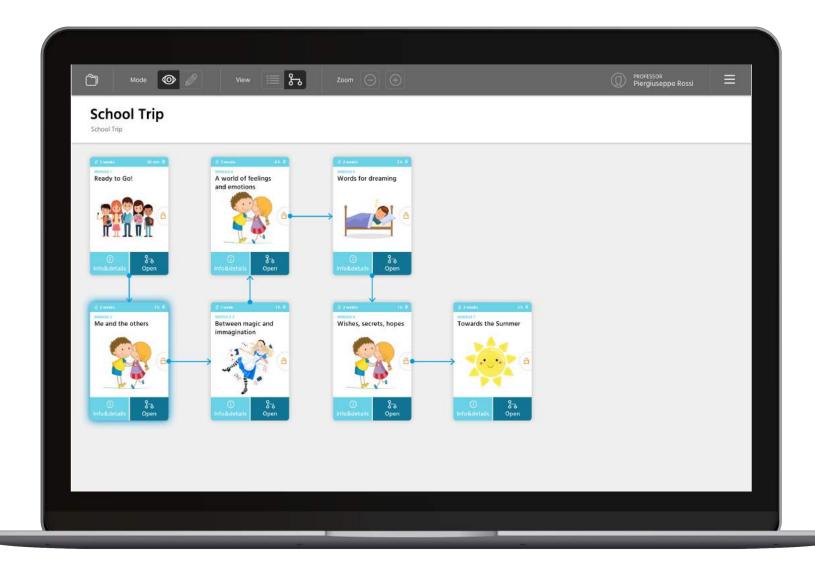


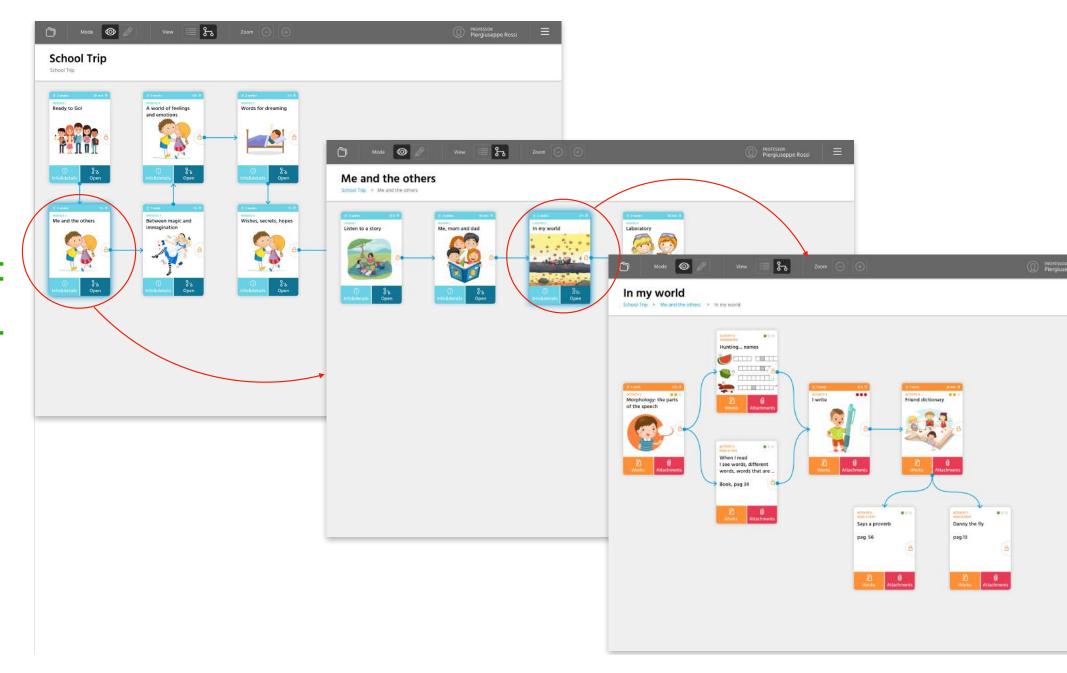
DETAILS MENU BAR.

The main manu bar is always visible and it consists of the following items:

- Folders to access the school, class, lessons, etc.
- Present/Edit mode to present the maps and materials or to edit them
- Map/List view to view a map or all materials in a more convenient way
- Zoom
- User
- menu to access to settings, user profile, etc.

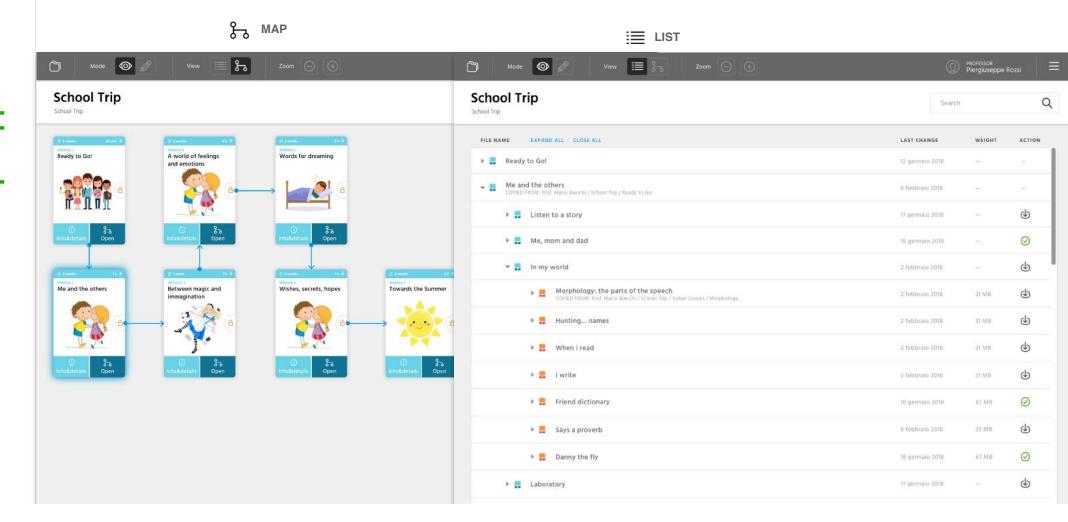




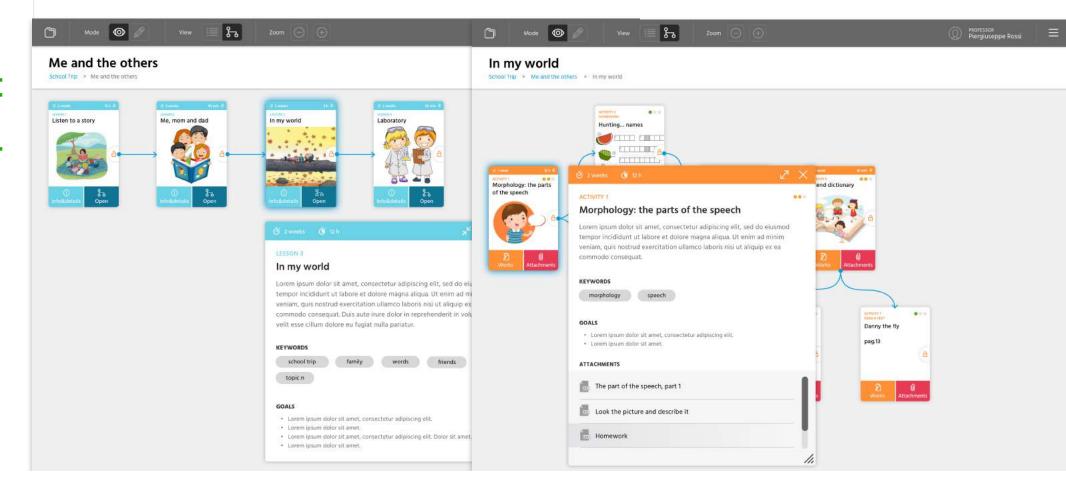




In the **PRESENTATION** mode, the goal is to present maps/activities/materials to the classroom. Some private fields (like notes) dedicated to the teacher are hidden. The gray neutral color does't distract the user attention from the map.

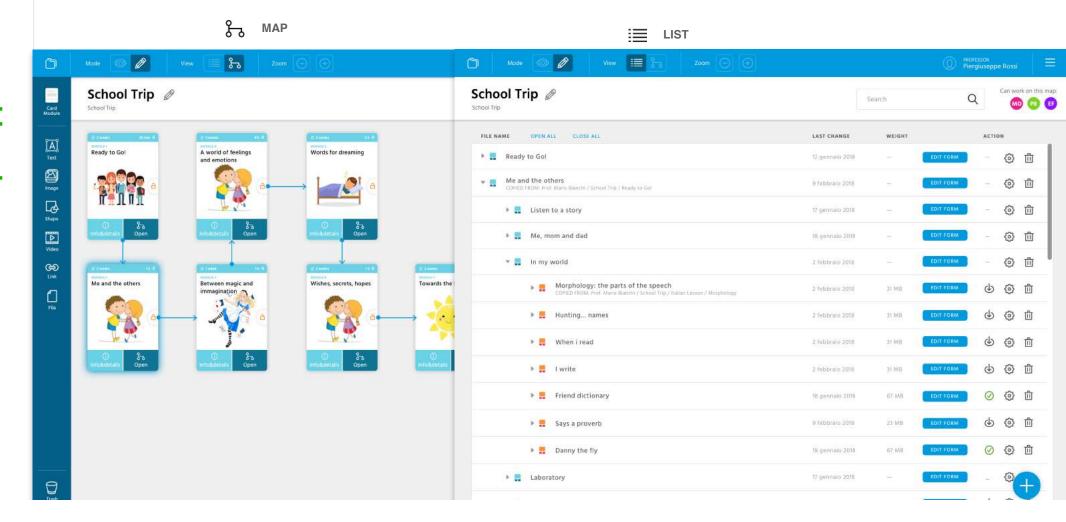


O DEPIT PRESENTATION MODE + FORM.





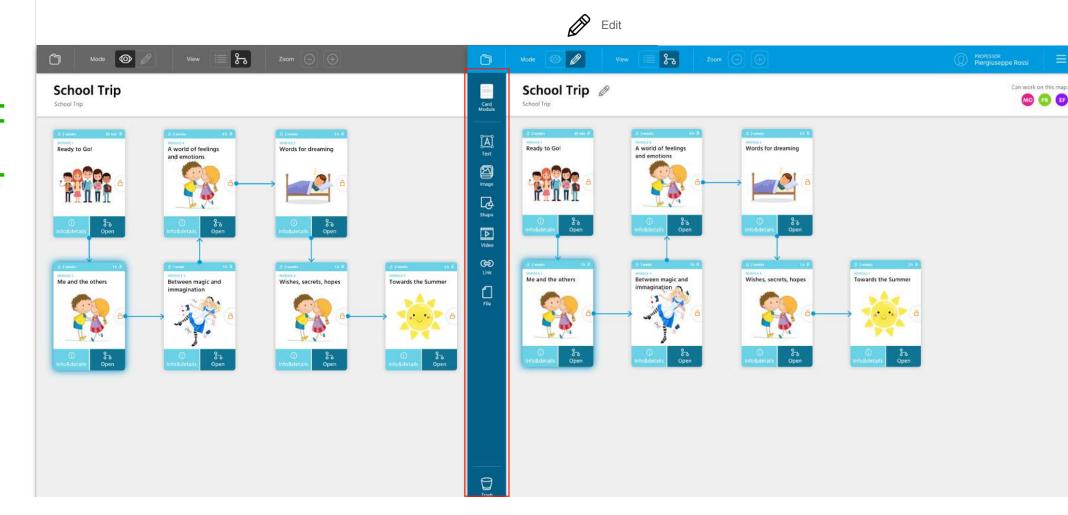
In the **EDIT** mode, the goal is create/modify maps/materials. The blue color indicates to the teacher that all hidden filed are now visible (also to the classroom). More options/controls are visible in this mode to edit the objects.





In the Edit mode, a menu appears on the left. The teacher can use it to insert:

- cards: module, lesson, activity or free card
- Common object: Text, images, shapes, links

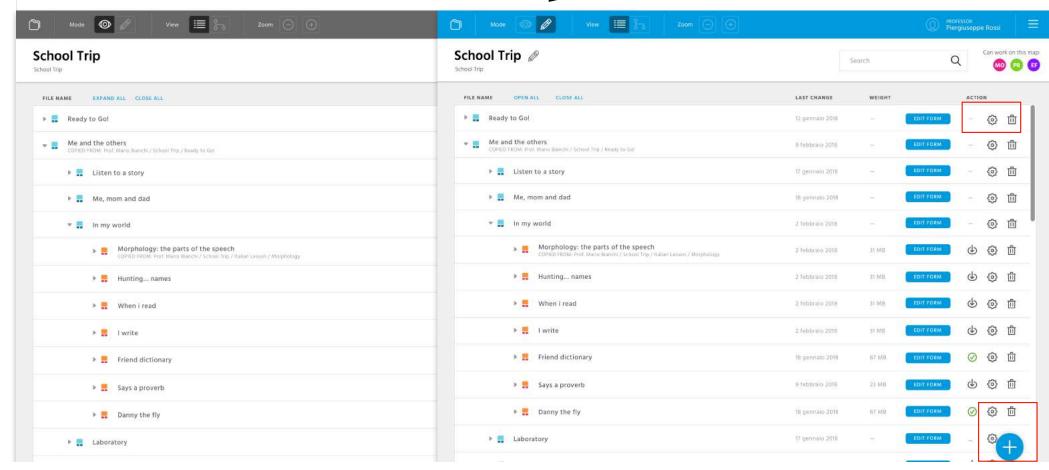




In the EDIT mode and LIST view some icons became visible in the ACTION column of the list.

- modify the element
- detete
- download
- edit form







TREE VIEW FOLDERS, FIRST ACCESS.

The first time, after login, i will see few elements:

PUBLIC LESSONS TAB.

Each account will have by default a main folder (name of the school) and a curriculum (the first map's level).

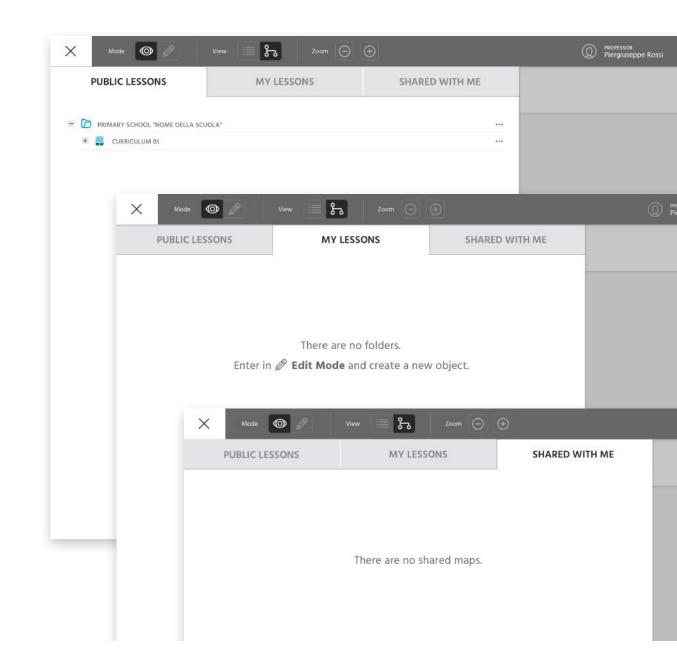
MY LESSON TAB.

Empty, i will have to start create lessons going in EDIT MODE.

SHARED WITH ME.

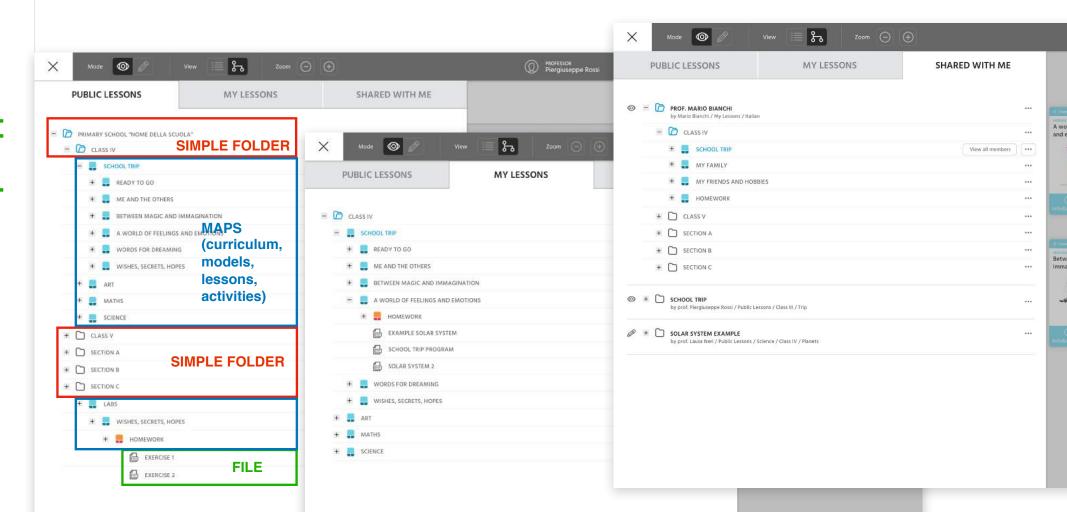
Empty, no map has been shared with me yet.

When you first log in, the synchronisation process will take longer because the structure of all the maps will be downloaded.





Each tab contains materials or lessons. The difference, compared to the "list" view, is the presence of others containers above the maps levels (curriculum, modules, etc.), in other words simple folders that can organise better the material/lessons of the teachers.





TREE VIEW FOLDERS.

The Tree View Folder has 3 different tabs that organize all the materials in:

Public lessons.

It contains the logical structure from the school to the single activity that the teachers put in the public structure; every teacher can VIEW alla the maps present in this section.

My lessons.

it could be used by the teacher to organize map and files until the map will be ready to be published.

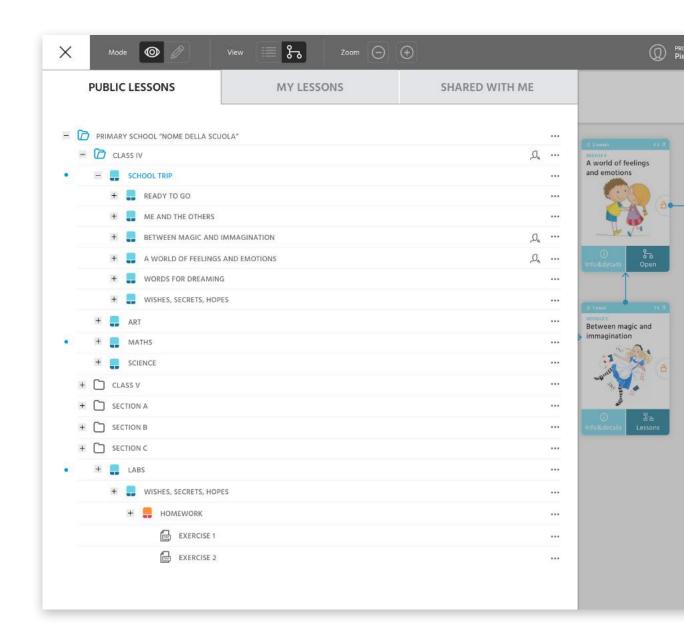
Shared with me.

You can use it to access folders that other users have shared with you. User can shared folder or maps from their Tab "My Lessons" or from Public Tab.

My Map

Shared Map / list of user that can edit







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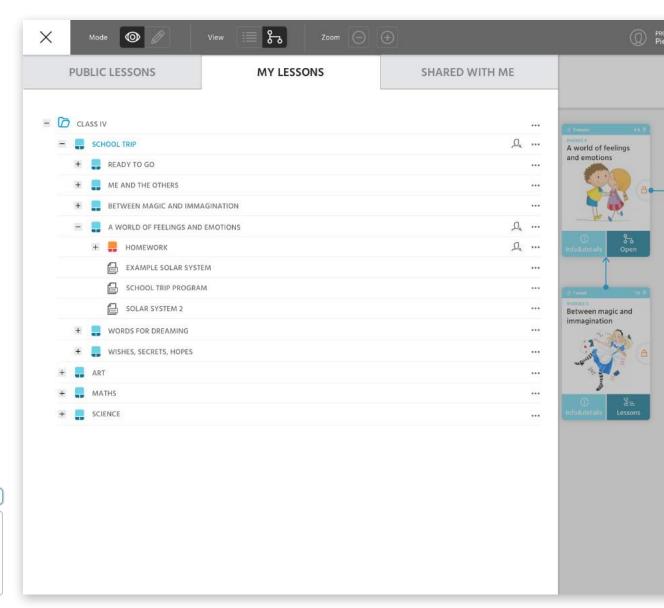
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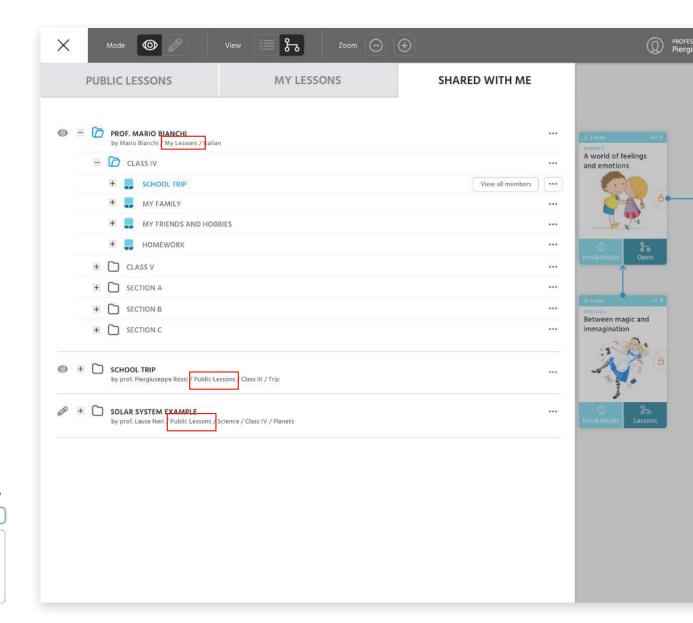
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Shared with me.

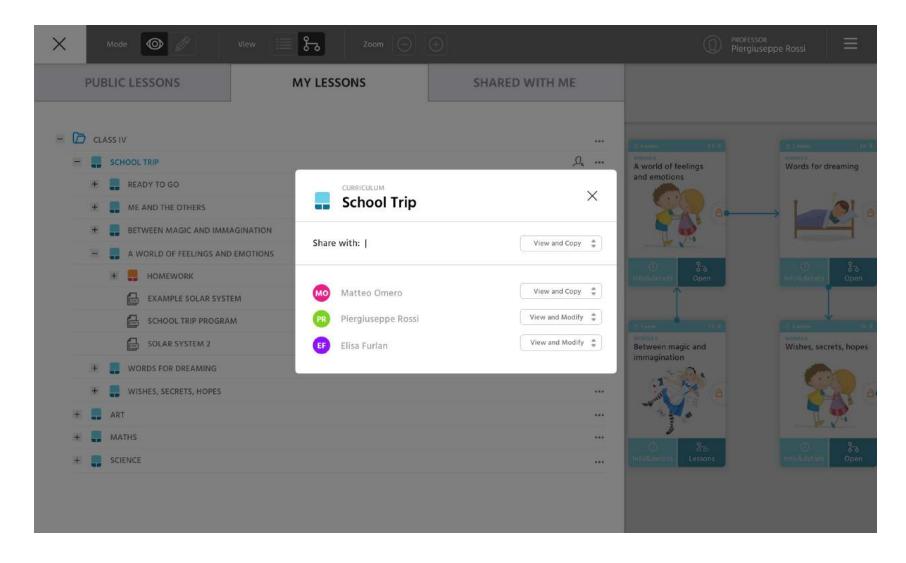
You can use it to access folders that other users have shared with you. User can shared folder or maps from their Tab "My Lessons" or from Public Tab.







SHARE A MAP.



WORK IN A SHARED MAP.

If a map is shared with other user, i can edit the map **ONLY** when I'm **online** and when **there aren't other user work on it**.

A not shared map can be modify also in offline version, but in shared map this is not possible. There is the risk that more users work on the same map offline, and than, both want save a version of the same map that doesn't take into account the other users' changes.



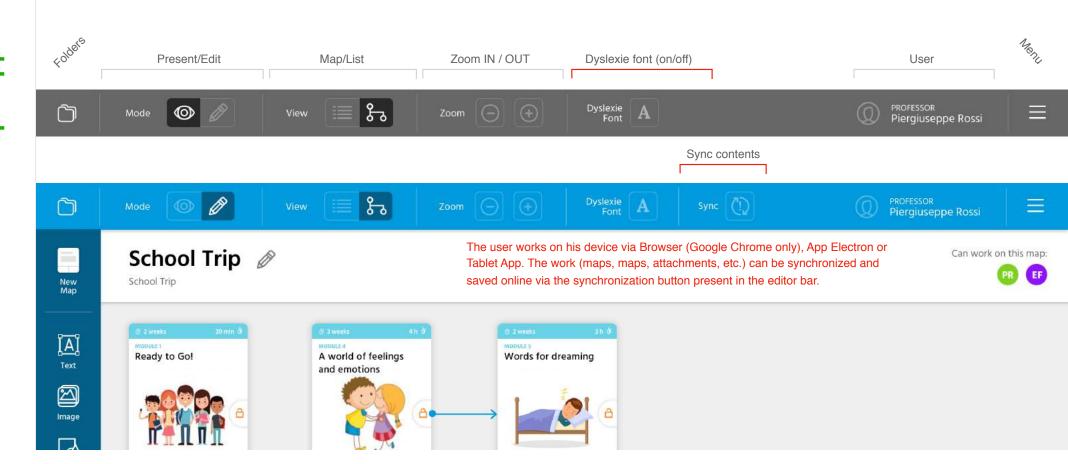
MENU BAR: DYSLEXIE FONT & SYNCHRONIZATION.

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- · Folders to access the school, class, lessons, etc.
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- User
- menu to access to settings, user profile, etc.



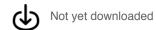
- Dyslexie Font
- Synchronization

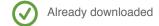


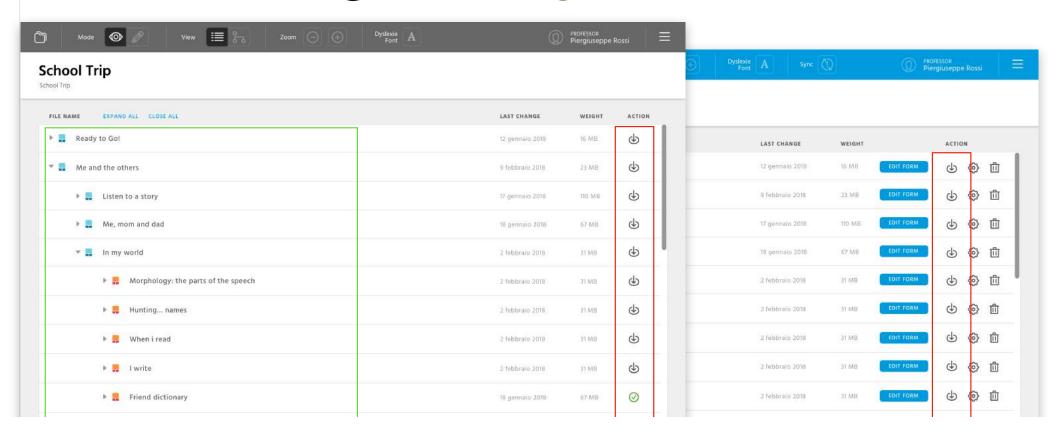
DEPIT DOWNLOAD.

The desktop and tablet application will always and automatically download the list of maps (only name and general structure) while an internet connection is available in order to display the entire list of maps also to the users that use the platform offline.

The user can decide to download the single map offline by selecting them from the list view. The map downloaded offline will also be accessible without connection.





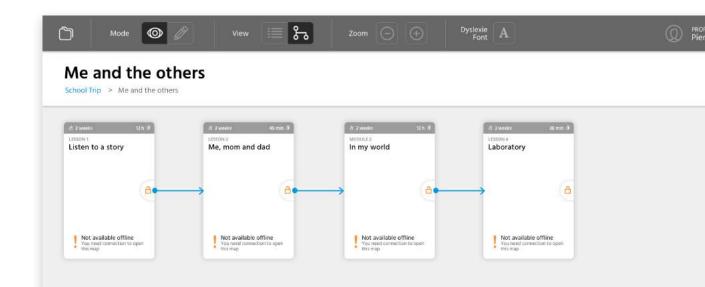


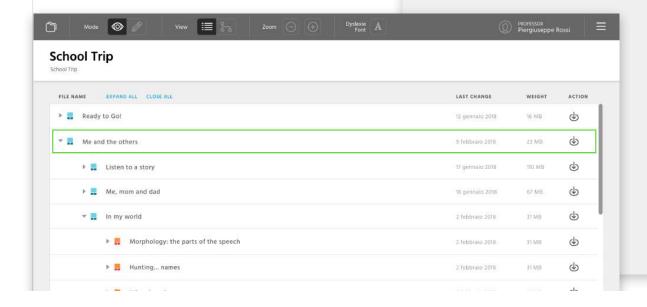
DOWNLOAD.



In this case the map has not been downloaded.

I can see only the name and the general structure of the map.



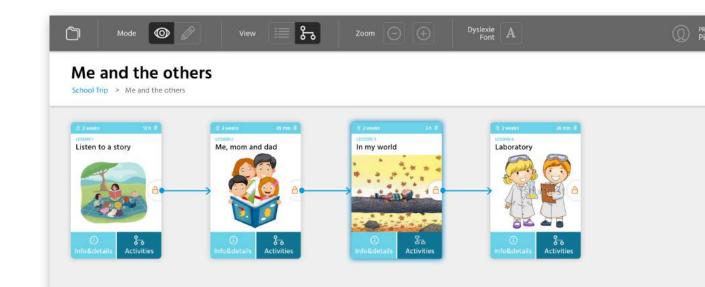


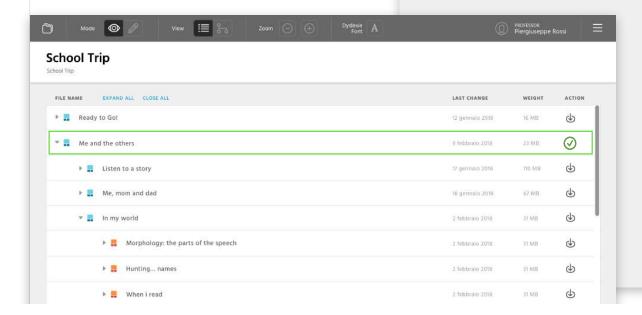
DEPIT

DOWNLOAD.



In this case the map is available also offline. I can see the entire map.



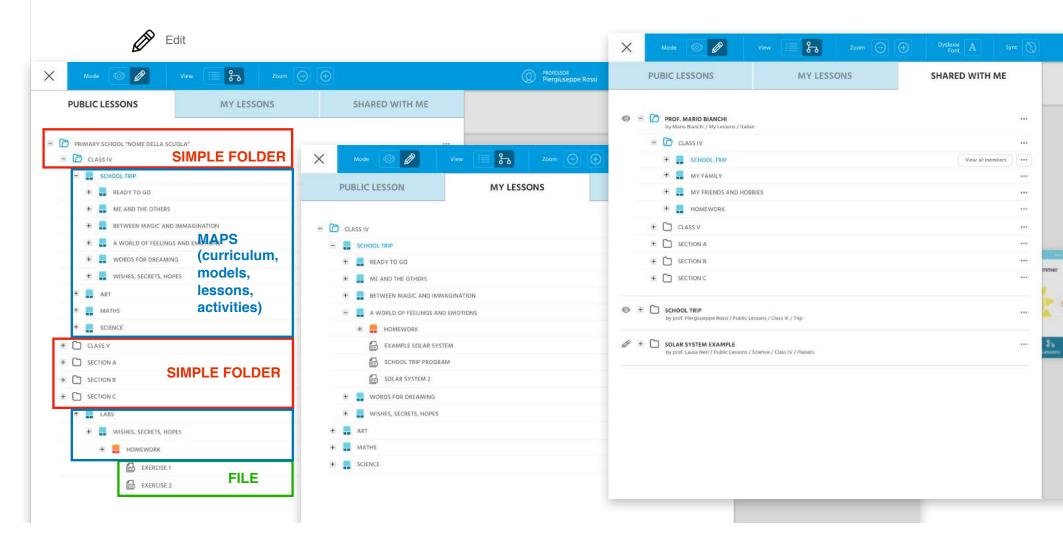




DEPIT

TREE VIEW FOLDERS.

Each tab contains materials or lessons. The difference, compared to the "list" view, is the presence of others containers above the maps levels (curriculum, modules, etc.), in other words simple folders that can organize better the material/lessons of the teachers.





In the **EDIT** mode, object **TEXT** there are the following options:

ÎAÎ Text

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▷ Video

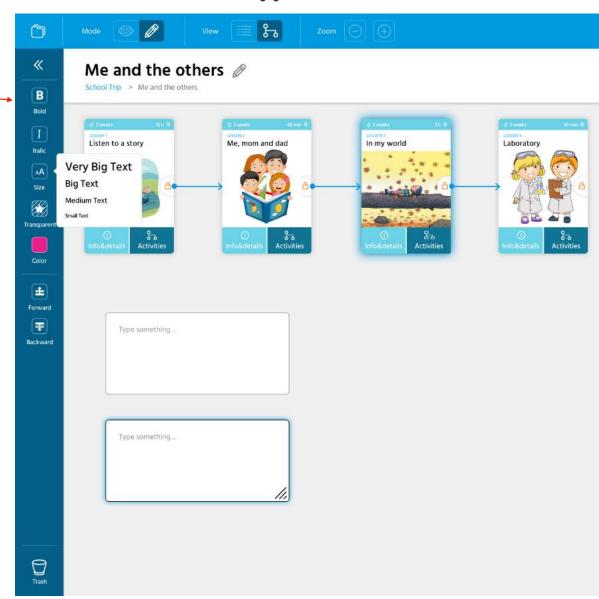
(3)

Trash

- Back (exit from the Text menu)
- ___
- Bold option
- Italic option
- Text size (4 options)
- Transparent option (without background color)
- Color
- Put the element forward
- Put the element backward









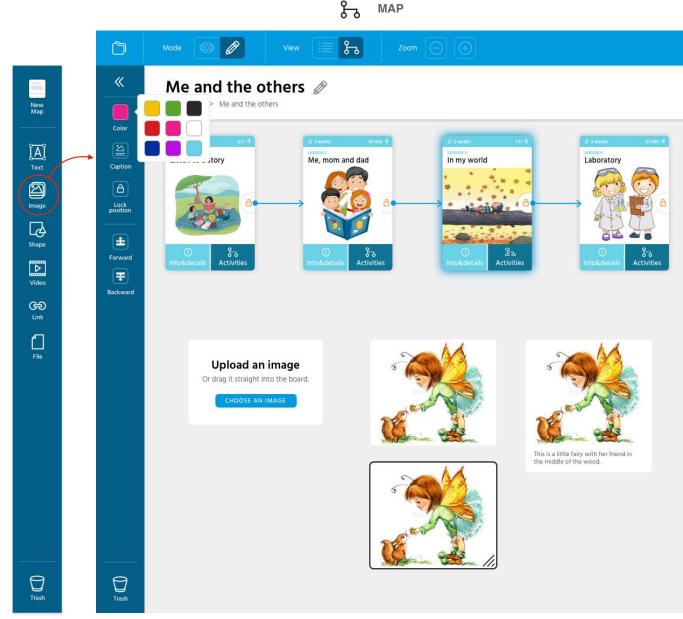
In the **EDIT** mode, object **IMAGE** there are the following options:

- Back (exit from the Image menu)

- Color (set of 9 options)
- Caption (description/text)
- Lock position

- Put the element forward
- Put the element backward







In the **EDIT** mode, object **SHAPE** there are the following options:

ĴĀĴ Text

[mage

Shape

▷ Video

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Trash

- Back (exit from the Shape menu)

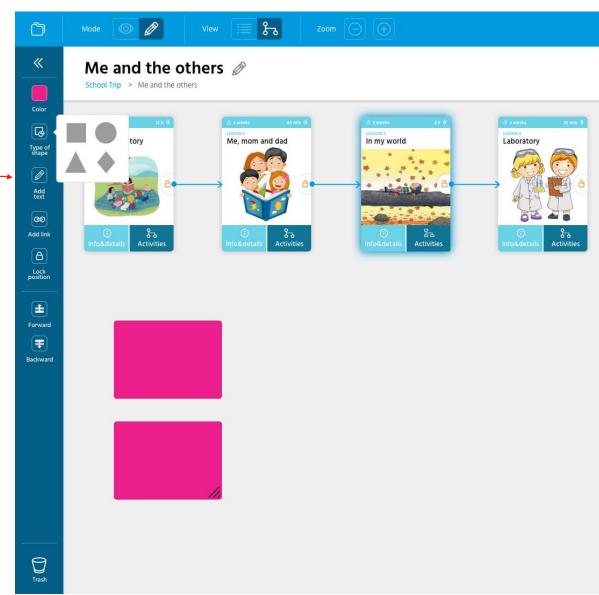
- Color (set of 9 options)
- Type of shape (set of 4 options)
- Add text (inside)
- Add link
- Lock position

--

- Put the element forward
- Put the element backward









In the **EDIT** mode, object **VIDEO** there are the following options:

ΪΑĴ

▶ Video

6

Trash

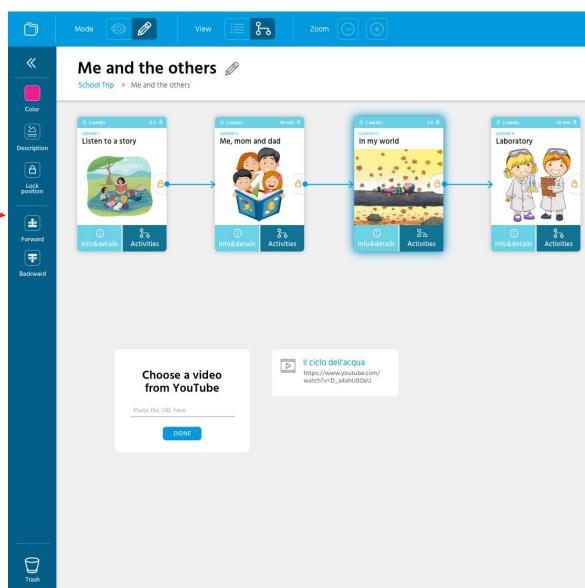
- Back (exit from the Video menu)
- ___
- Color
- Description
- Lock position
- ___
- Put the element forward
- Put the element backward



Note:

is possible choose a video from YouTube, not upload a video file.







In the **EDIT** mode, object **LINK** there are the following options:

ΪΑĴ

[22] Image

B

D

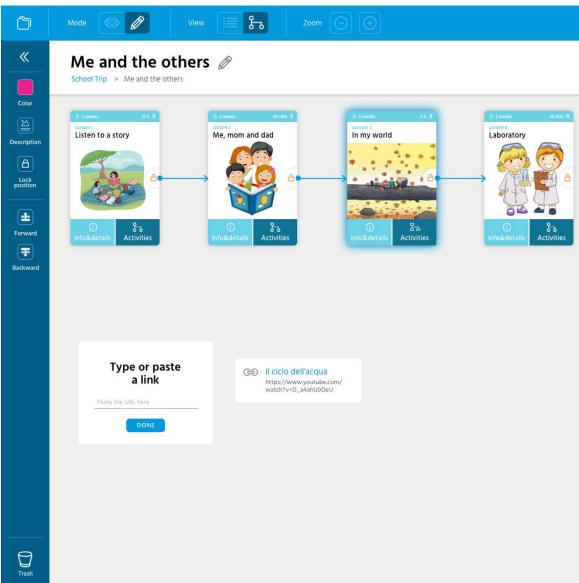
ලා Link

Trash

- Back (exit from the Link menu)
- ___
- Color
- Description
- Lock position
- ___
- Put the element forward
- Put the element backward









In the **EDIT** mode, object **FILE** there are the following options:

ΪΑĴ

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▷ Video

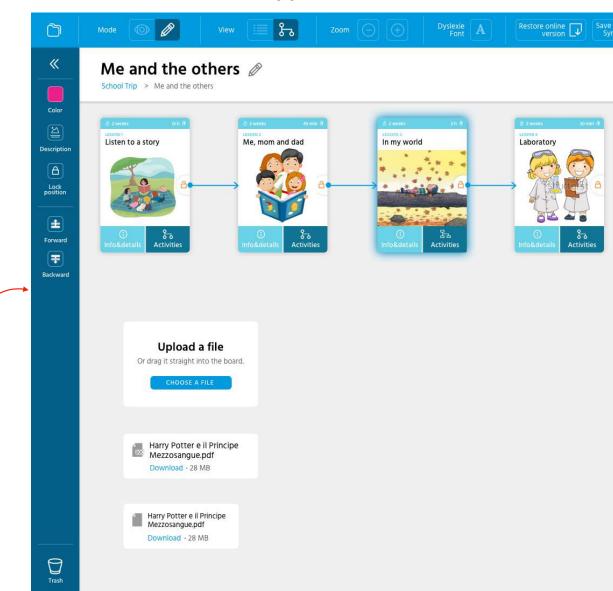
(3)

Trash

- Back (exit from the File menu)
- ___
- Color
- Description
- Lock position
- ___
- Put the element forward
- Put the element backward









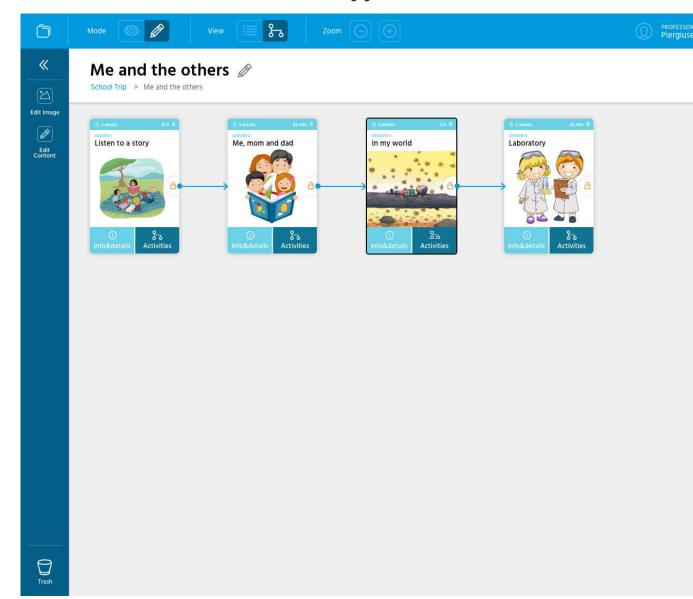
In the **EDIT** mode, selecting a **CARD**, there are the following options:

- Back (exit from the Card menu)

- Edit Image
- Edit content (go to the complete form)

- Trash

MAP

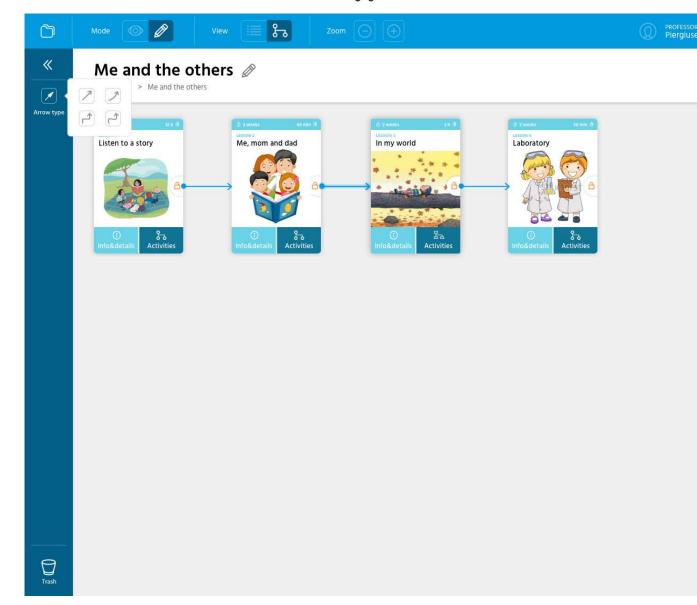




In the **EDIT** mode, selecting an **ARROW**, there are the following options:

- Back (exit from the Card menu)
- Arrow type (4 option: straight, curved, straight with corners, curved with corners)
- Trash

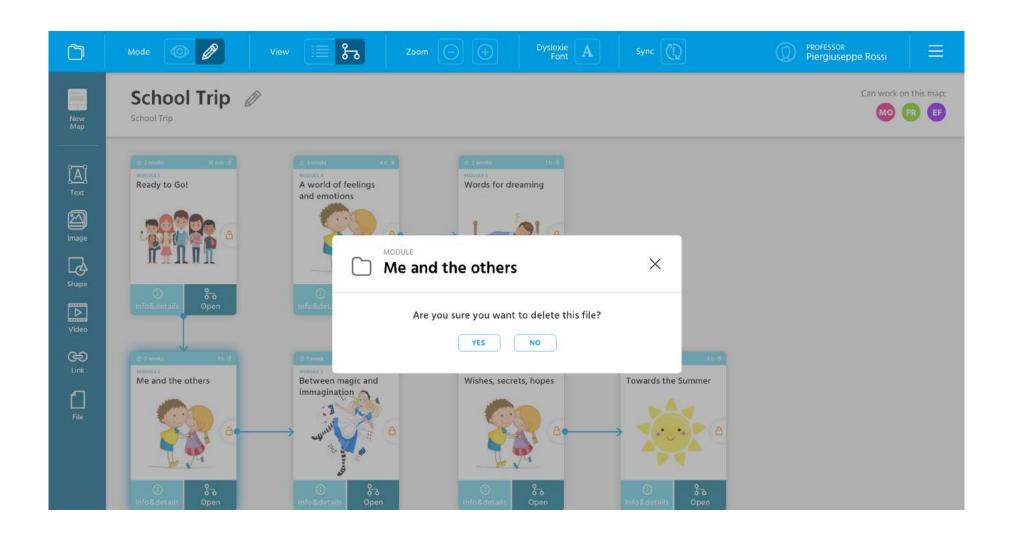
MAP



DEPIT

UNDO/CONFIRM.

In any case the DELETE action requires a YES/NO confirmation.



App for whom is it useful?

App, for whom is it useful?

	NO interactive Whiteboard	Interactive Whiteboard	Interactive Whiteboard + tablet for students	Interactive Whiteboard + tablet for students + wifi
The App is useful for the teacher. It could be used to design curriculum, lessons and activity.	✓	✓	✓	✓
The App can be used to present maps and materials to the students in the classroom		✓	✓	✓
The students can use the map in the classroom with their Tablet/Notebook and follow their personalised learning path. No personal account.			✓	√
The students could interact with the teacher online using the App. They may have a personal account for the App in the Cloud.				technically possible but not doable in this project

Cloud requirements

Login page. We manually enter 300 (not more) accounts for the test to be done. Each account will have a folder and a curriculum by default. When you first log in, the synchronization process will take longer because the structure of all the maps will be downloaded.

Synchronization of maps to the server (from the local device to the server). The user will work on their device via App Electron or Tablet App. The work (maps, cards, attachments, etc.) can be synchronized and then saved online through a specific synchronization action. An explicit synchronization button will then be present in the editor.

Offline operation. The desktop and tablet application will always download the list of maps while it is online for be able to display the entire list of maps created offline to the user. So, even the offline list of maps will always be visible. The user can decide to download one or more maps offline by selecting them from the list view. The map downloaded offline will also be accessible without connection.

What we have. The 48 teachers will be able to:

- authenticate
- create any number of personal folders and maps
- enter any number of attachments
- work online (on everything) and offline on previously downloaded maps
- synchronize the work done on the device with the online server (= save the job online)
- download a map offline to view it offline