

Boardmaker 7 Student Center

User's Manual



Boardmaker
Student Center

User's manual Boardmaker 7 Student Center

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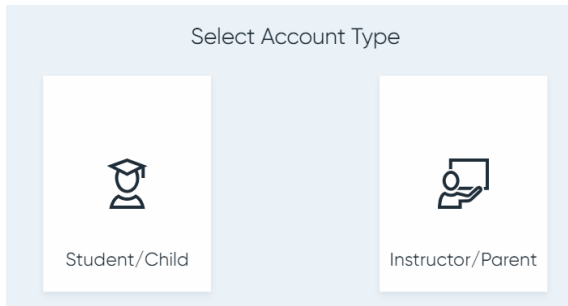
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1 Getting Started

1.1 Introduction

Welcome to Boardmaker 7 Student Center! Boardmaker 7 Student Center gives students access to their assigned Boardmaker activities from any compatible device — in class, at home, or on the go. Instructors can log in to play any activity in their playlist, view and play student assignment lists, and edit settings for themselves or any of their students.

Let's log in to start exploring and playing activities!



For help changing the display language, see section 3.1 *System Settings*.

1.2 Student Log In

1. Launch Boardmaker 7 Student Center.

2. Select the  **Menu** button.

3. Select  **Login**.

4. Select **Student/Child**.

5. If you have received a login QR code from your child's instructor, hold it in front of your device camera to scan it and log in.

If you do not have a QR code, select **Manual Login**, then enter the student's user name, institution ID, and password.



The login fields are case-sensitive.

Student login information is created by the instructor. If you are missing this information or need to change it, contact the instructor.

1.3 Instructor Log In

1. Launch Boardmaker 7 Student Center.

2. Select the  **Menu** button.

3. Select  **Login**.

4. Select **Instructor/Parent**. The Tobii Dynavox Single Sign On login page will open in your web browser.

5. Sign in using your Tobii Dynavox account credentials.

6. Return to the Boardmaker 7 Student Center app. You are now signed in.

1.4 The Dashboard

The Dashboard is your main hub. Students can browse and play free activities found in Activity Center and instructor-assigned activities in Assignments. Instructors use the Dashboard to access their entire activity playlist and see the activities assigned to each student in their classroom.

1.4.1 Dashboard — Student View

The Student Dashboard contains two main sections — **Activity Center** and **Assignments**.

Activity Center contains activities, organized in folders, that are free to play any time. Just select a folder, then select an activity to play.



The Access Games are a fun way for students to get familiar with a new access method.

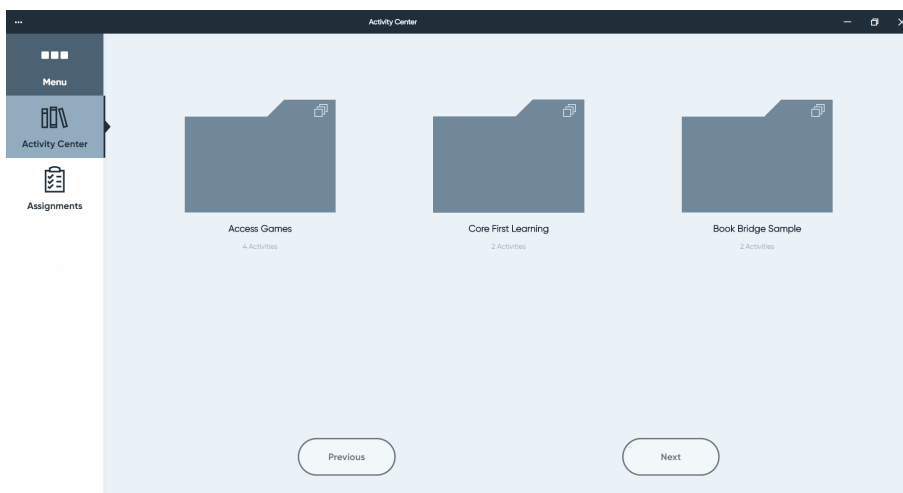


Figure 1.1 Student Dashboard — Activity Center

The **Assignments** section contains the activities specifically assigned to the student by their instructor. An activity must be downloaded to your device before you can play it. See section 2 *Playing Activities*.

If the instructor has not assigned any activities, then the Assignments section will be empty.

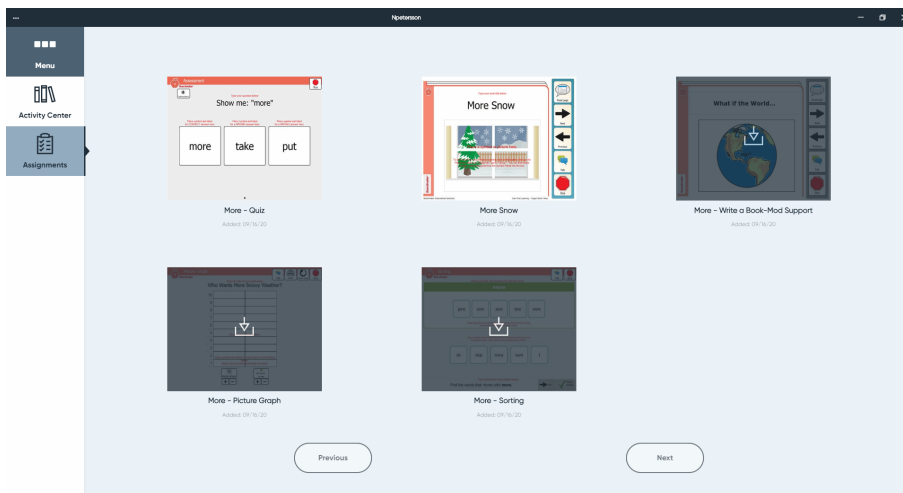


Figure 1.2 Student Dashboard — Assignments

1.4.2 Dashboard — Instructor View

The Instructor Dashboard contains two main sections — **Activity Center** (for all account types) and **Classroom** (for users with a Professional or District account) or **My Playlist** (for users with a Personal account).

Activity Center contains activities, organized in folders, that are free to play any time. Just select a folder, then select an activity to play.

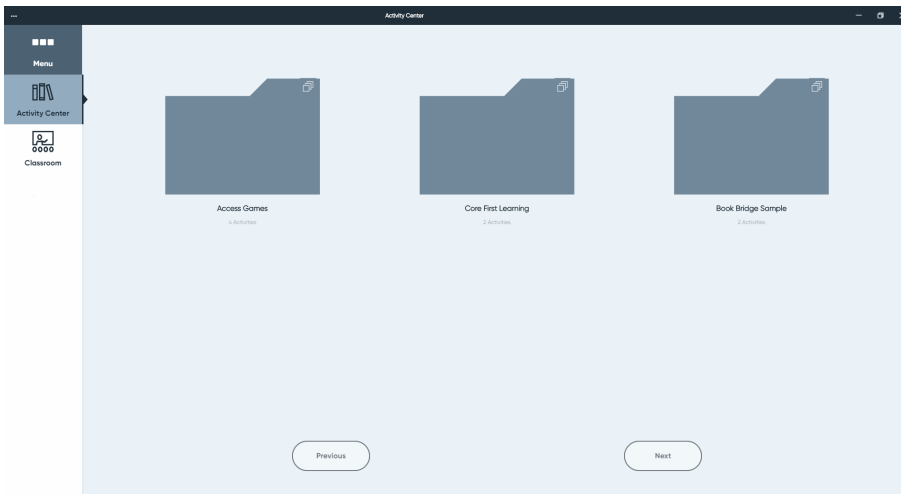


Figure 1.3 Instructor Dashboard — Activity Center

Personal account users

Select **My Playlist** to view the activities in your playlist. Browse the activities in your Playlist using the Next and Previous buttons, then select an activity to download or play it. An activity must be downloaded to your device before you can play it. See section 2 *Playing Activities*.

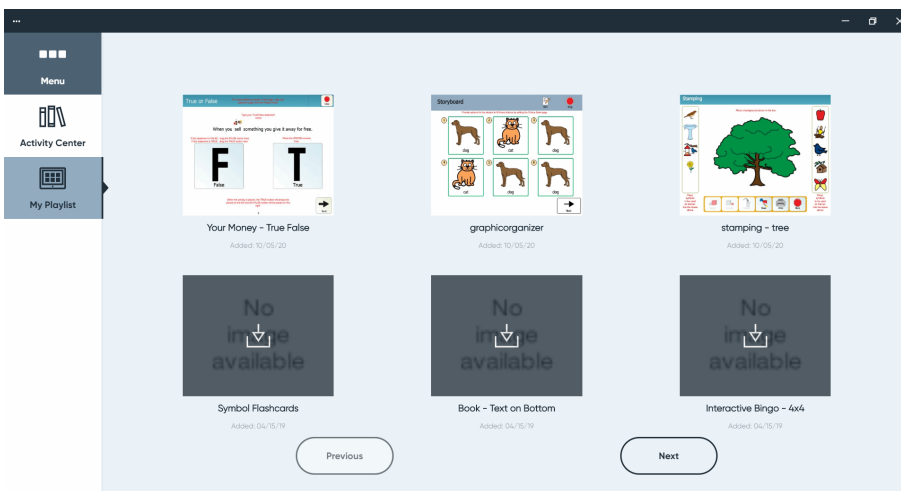


Figure 1.4 Instructor Dashboard — My Playlist (Personal account)

Professional and District account users

Select **Classroom** to access My Playlist and My Students. Browse activities in your Playlist using the Next and Previous

buttons, then select an activity to download or play it. An activity must be downloaded to your device before you can play it. See section 2 *Playing Activities*.

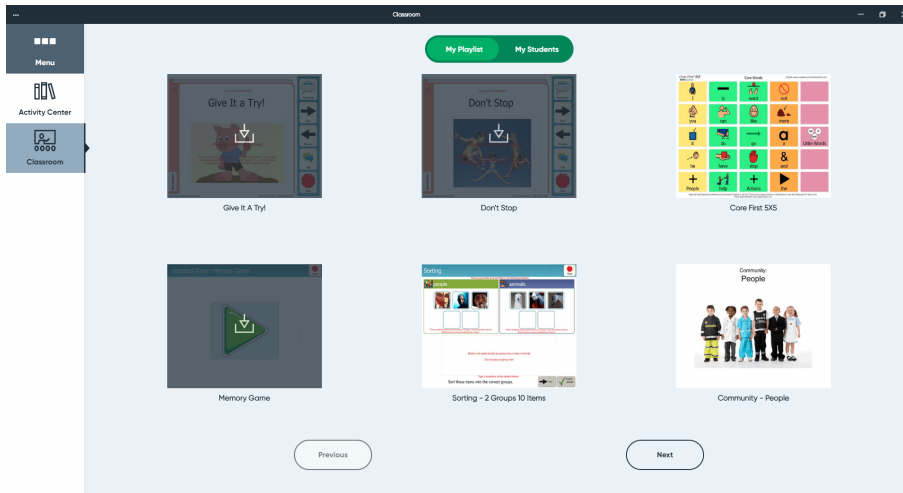


Figure 1.5 Instructor Dashboard — Classroom — My Playlist (Professional or District account)

In Classroom, select **My Students** to view all of your students. Select a student to view their assigned activities.

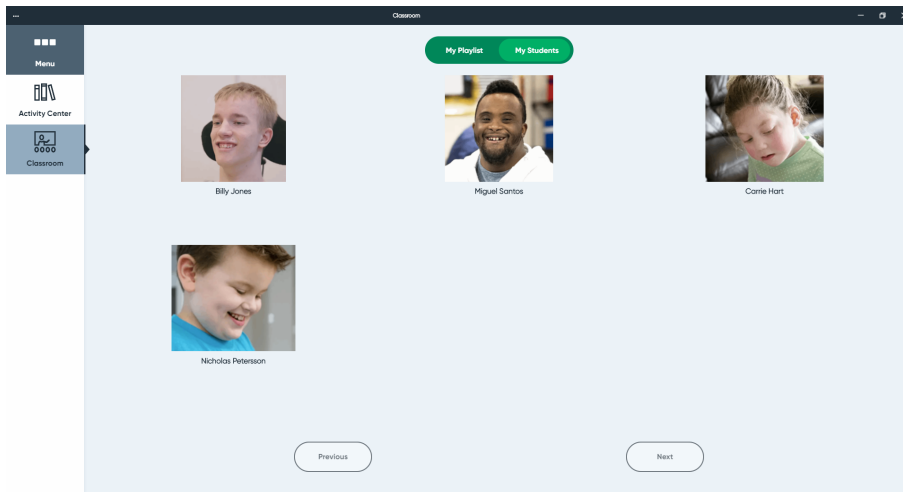


Figure 1.6 Instructor Dashboard — Classroom — My Students (Professional or District account)

Select an activity in the student's list of assigned activities to download or play it. An activity must be downloaded to your device before you can play it. See section 2 *Playing Activities*.

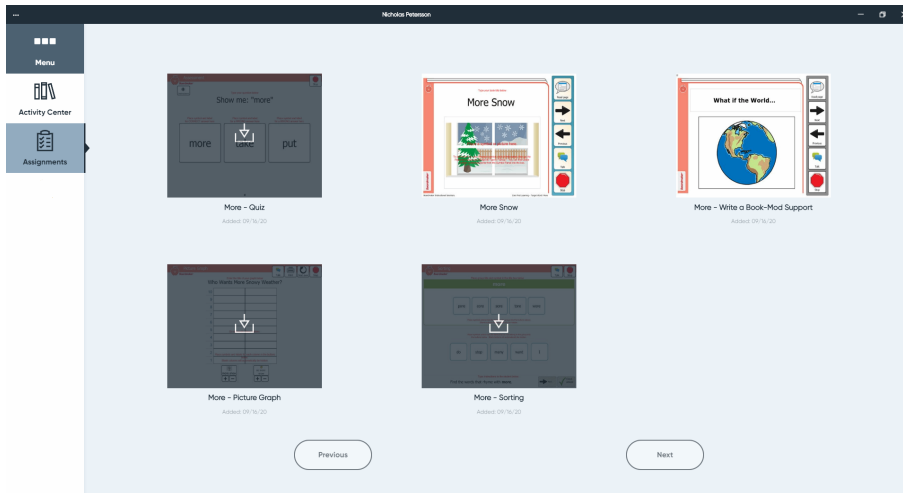


Figure 1.7 Instructor Dashboard — Classroom — Student Assignments (Professional or District account)



To exit the student assignments view, select  **Menu**, then choose  **Back to Classroom**.



To edit the instructor playlist or student assignments, go to myBoardmaker.com.

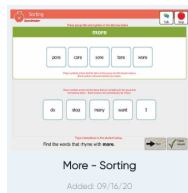
2 Playing Activities

Play an activity to interact with it! When activities are played from a student's Assignments, usage data is shared with the student's instructor. For more information see section 2.2 *Student Usage and Performance Tracking*.

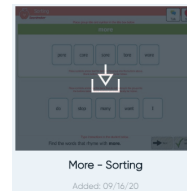


To edit student assignments and your instructor playlist, go to myBoardmaker.com .

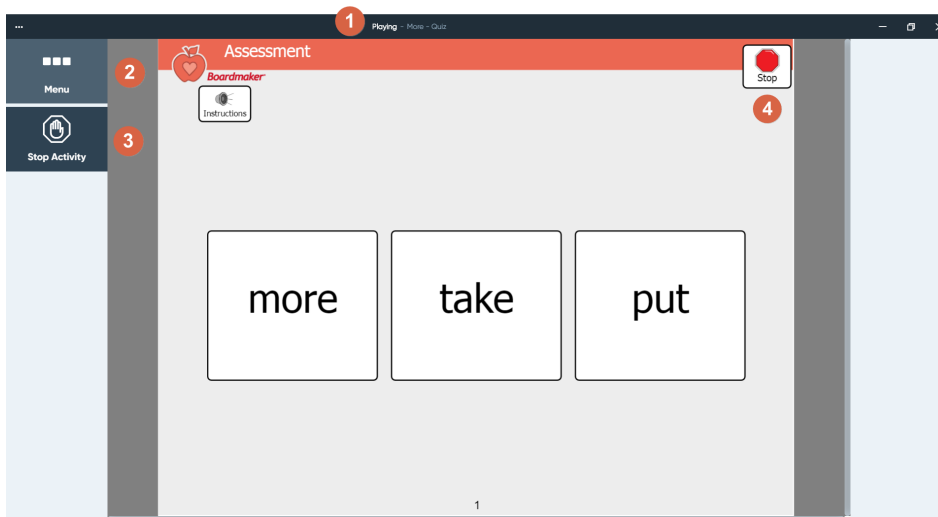
Activities displayed in color are already downloaded to your device and available to play now, with or without an internet connection. Select an activity to play it.



Activities that are gray and display a download icon are not downloaded, so you can't yet play them or access them while you're offline. Select an activity while you have an internet connection to download it and make it available to play in Boardmaker 7 Student Center.



2.1 Play Mode



- | | | | |
|---|--|---|---|
| 1 | Activity title — the name of the activity currently playing. | 3 | Stop Activity — stop playing the activity and return to the Dashboard. |
| 2 | Menu — select to access Settings or Go to Snap. | 4 | Stop button (optional) — to configure this button, see section 3.4 <i>Interface</i> . |

2.2 Student Usage and Performance Tracking

Boardmaker 7 Student Center reports student usage data to the student's instructor on myBoardmaker.com. The reported data includes the names of the activities played by the student, for how long, and when. Some activities are designed with additional performance tracking capabilities, such as correct and incorrect answers, text field entries, and more.

Student usage and performance data is recorded when an activity is played from a student playlist, regardless of whether the student is signed in or the instructor is signed in. Usage and performance data is not recorded when an activity is played from the instructor playlist (My Playlist).



3 User Settings



Instructors with Professional or District accounts can edit settings for both their own account and student accounts. Instructors edit their own settings from Classroom view. To edit a student's settings, the instructor (while logged in with their instructor account) must select **Classroom, My Students**, then select a **student**. From there, accessing settings as described below will show the settings for that student and allow them to be changed.


3.1 System Settings

To view and edit System Settings:

1. Select the  **Menu** button.
2. Select  **Settings**.
 - **Language** — Set the software language. Select **Edit** to change the language.
 - **About** — Information about the software, including version number and EAN ID.

3.2 Access Method

To view and edit Access Method Settings:

1. Select the  **Menu** button.
2. Select  **Settings**.
3. Select **Access Method**.

3.2.1 Simple Touch

This is the default setting for the software. The object is immediately activated when you select it.

Simple Touch Settings

- **Audio Cue** — When enabled, an audio cue is spoken when the cursor is positioned over an object.

3.2.2 Touch Enter

Touch Enter works similarly to Simple Touch, in that you click to select. Touch Enter has the benefit of allowing you to adjust the hold and release times to prevent accidental selections for motor movement support.

This is a good access method for a student who is able to use a mouse, but may have impaired motor skills that cause reduced accuracy.

Touch Enter Settings

- **Hold Time** — To prevent making unintended selections, you click an object and hold down the mouse button for a specified period of time (hold time) to select the object. Hold Time is the length of time that you must maintain contact with a screen object (hold down the mouse button) before the object is selected.
- **Release Time** — Release time is the window of time after a screen object is selected during which the software will not accept a new selection. This can help prevent accidental selections. The release time countdown starts when the mouse button is released. If another object is selected before the release time window closes, the clock will start over.
- **Audio Cue** — When enabled, an audio cue is spoken when the cursor is positioned over an object.

3.2.3 Touch Exit

You click an object, hold down the mouse button for a specified period of time (hold time), and then release the mouse button. The object is selected when the mouse button is released. You may also adjust the release time for this access method.

This is a good access method for a student whose motor skills are impaired.

Touch Exit Settings

- **Hold Time** — To prevent making unintended selections, you click an object and hold down the mouse button for a specified period of time (hold time) to select the object. Hold Time is the length of time that you must maintain contact with a screen object (hold down the mouse button) before the object is selected.
- **Release Time** — Release time is the window of time after a screen object is selected during which the software will not accept a new selection. This can help prevent accidental selections. The release time countdown starts when the mouse button is released. If another object is selected before the release time window closes, the clock will start over.
- **Highlighting** — Choose the style and color for the highlight that shows when an object is selected.
- **Audio Cue** — When enabled, an audio cue is spoken when the cursor is positioned over an object.

3.2.4 Scanning

If your motor skills prevent you from using one of the touch selection methods, Scanning is the ideal selection method. When Scanning is active, the objects on the screen will be highlighted in a specific pattern.

Scan Type

- **1 Switch Autoscan** — The software automatically scans the page at the speed and using the scan pattern you have selected.
- **2 Switch scanning** — One switch (a keyboard key or mouse button) is used to advance the scan highlight, and a second switch (keyboard key or mouse button) is used to make selections.
- **Switch Input** — The switch is the way that the user will make selections. You will set one switch input for 1 Switch Autoscan Scan Type. The 2 Switch Scan Type requires you to define two different switch inputs.

Scan Pattern

- **Row/Column** — Scan rows from the top down. When a row is selected, the items in the row are scanned from left to right.
- **Column/Row** — Scan columns from left to right. When a column is selected, the items in the column are scanned from top to bottom.
- **Linear** — Objects are scanned individually from left to right, top to bottom.

Highlighting

- **Highlighting** — Choose the style for the highlight that shows when an object is selected.
- **Color** — Choose the color for the highlight.
- **Zoom** — When enabled, screen objects zoom as they are scanned. When scanning multiple objects (rows or columns), the object that is first in the pattern is zoomed and the other objects are highlighted as specified by the Highlight Style setting.

Scan

- **Message Window** — When enabled, the Message Window is scanned.
- **Buttons With No Actions** — When enabled, buttons that are not interactive are scanned.
- **Buttons With No Labels** — When enabled, buttons that do not have labels are scanned.

Audio Cue

- **Audio Cue** — When enabled, an audio cue is spoken when the cursor is positioned over an object.

3.2.5 Mouse Pause

Select an object by moving the cursor over the object and pausing for a set period of time. When the allotted time has passed, and the cursor remains paused on the object, the object is selected. This is a good access method option if you can maneuver a mouse but have difficulty pressing down on the mouse button to make a selection.

Selection Type

- **Dwell** — Selections are made by holding the cursor on an object for a specified length of time (dwell time).
 - **Dwell time** — set the amount of time that the cursor must remain on an object in order to select it.
- **Switch** — Selections are made by activating a switch while the cursor is on the desired object.
 - **Switch input** — set the keyboard key that acts as the switch input.

Mouse Pause Settings

- **Highlighting** — Choose the style and color for the highlight that shows when an object is selected.

3.2.6 Gaze Interaction

Move the cursor using your eyes. Selections are made by gazing at an object for a set amount of time (Dwell) or by activating a switch.



This access method requires compatible gaze interaction hardware.

Gaze Interaction — Dwell Settings



- **Dwell time** — set the amount of time that the gaze must remain on an object in order to select it.
- **Feedback Type** — Gaze Feedback is a visual cue that shows the user where their gaze is registering on the screen, how consistently, and for how long.
Set the style, color, and size of your Gaze Feedback.

Gaze Interaction — Switch Settings

- **Switch Wait Time** — the amount of time the user must wait between switch activations. Before this time is met, any additional switch activations are ignored.
- **Feedback Type** — Gaze Feedback is a visual cue that shows the user where their gaze is registering on the screen, how consistently, and for how long.
Set the style, color, and size of your Gaze Feedback.

3.3 Text to Speech

To view and edit Text to Speech Settings:

1. Select the  **Menu** button.
2. Select  **Settings**.
3. Select **Text to Speech**.

Voice



- **Speech Voice** — The voice to use for text to speech. Select Edit to change the voice. Select Listen to hear a sample of the voice.
- **Voice Rate** — The speed at which text is spoken. This may need to be adjusted if you change the Voice setting.

Highlighting

- **Highlight Type** — Choose the way in which text and symbols are highlighted when text is spoken. To disable highlight, select None.
- **Highlight Style** — Choose the highlight style and color.

3.4 Interface

To view and edit Interface Settings:

1. Select the  **Menu** button.
2. Select  **Settings**.
3. Select **Interface**.

Message Window

- **Use Symbols** — Symbolate words in the message window.
- **Auto-Capitalize** — Automatically capitalize the first word in the message window and the first word in each sentence.
- **Auto-Space** — Automatically insert a space between each word in the message window.
- **Thick Cursor** — Make the message window cursor wider, so it is easier to see.
- **Clear after Speech** — After speaking the message window, clear the contents of the message window.
- **Speak on Entry** — When text is entered into the message window it is also spoken.

Symbol & Language

- **Symbol Management** — Choose the Symbol Libraries to use when symbolating.
- **Presentation Order** — Select a symbol set, then use the Up and Down buttons to move it up or down in the list. The symbol sets near the top will appear first in symbolate results.
- **Form** — The preferred depiction style of humans in symbols.
- **Gender** — The preferred gender of humans in symbols.
- **Age** — The preferred age of humans in symbols.
- **Skin Color** — The preferred skin tone of humans in symbols.
- **Symbol Color** — Choose the default symbol color settings: color or black & white symbols.
- **Content Filtering** — Choose to Show all symbols (no content filtering), Hide Explicit Symbols (the symbol art is explicit i.e. clearly and precisely drawn), or Hide symbols of mature words (symbols related to mature themes).
- **Primary Language** — Set the primary language to use for spelling, word prediction, symbolate, and label language.

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