creams

USER MANUAL

creams

Web Application – VR Editor

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1.0 General Information

1.1 Organization of the Manual

The user manual consists of the following four sections

1. General information
2. System Summary
3. How to download the application
4. Users – Privileges

General Information section explains in general terms the software/application overview and the sections of the user manual. This section provides a description of the purpose and scope of the User Manual and the problems that will be solved by interacting with this.

System Summary section explains about the hardware and software requirements for accessing the application/software and user access levels. This section provides an overview of the system's capabilities, functions, and operation, including the specific high-level functions performed by the system. Use graphics and tables, if appropriate.

How to download the application section explains the options available to download/access the application. Either is a software and you must access the URL or is an application and you have to download it.

Using the Application section provides a detailed description of the functionalities of the application. This section describes each specific function of the system. In this section, describe any conventions that will be used in the relevant subsections. Each of the following subsections should be described in as much detail as required of each system function.

1.2 Web Application Overview

The Web Application has been developed for the CREAM's project and is currently in the low-fidelity stage. The main objective of this application is to provide a unified platform to students, instructors, and visitors to create and assess AR and VR exhibitions.

The manual presents all the functionalities of the Web Application. By reading this manual, the user will be able to operate the application fully and liberally.

2.0 System Summary

This section explains about the hardware and software requirements for accessing application/software and user access levels.

2.1 Hardware and Software Requirements

To ensure optimal experience, use a computer instead of a mobile phone. The following prerequisites must be fulfilled to ensure its functionality:

Hardware Requirements:
- Internet Connection

Software Requirements:
- Internet Browser with JavaScript enabled.

2.2 User Access Levels

Three different types of roles are offered in the application. Each user has their own privileges in specific parts of the platform, corresponding to their role.

2.2.1 Student
> Registration required using Sign-Up functionality shown in *3.2*.

2.2.2 Instructor
> Registration required using Sign-Up functionality shown in *3.2*.

2.2.3 Visitor
> No registration needed.

3.0 How to access the application

This section will describe the steps the user must follow to access the platform.

3.1 General Access to the Application

The platform can be accessed using this link. The initial screen showed prompts the user to enter their credentials (E-mail and Password) to access the platform. If the user is not registered to the platform, they should Sign-Up first. The Login and Sing-Up procedures are only applicable for Students and Instructors. Visitors can access the platform using the corresponding Hyperlink.
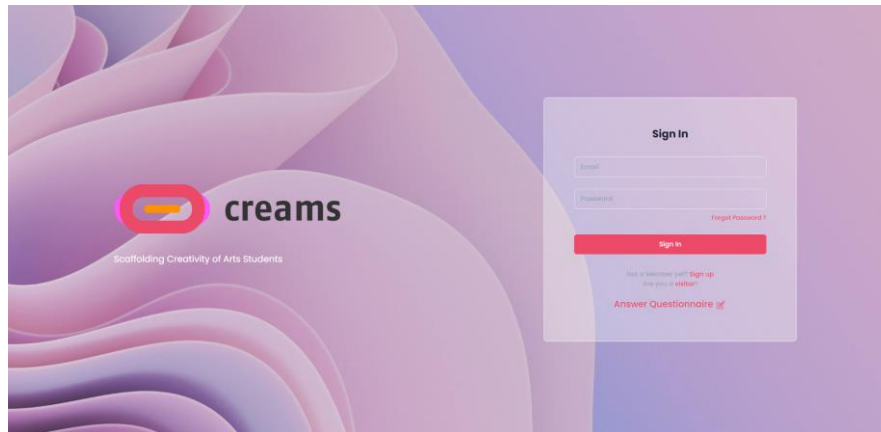
Figure 1 - Initial Screen of the Application

Forgot password
If the user forgot their password, they could change it using the corresponding link

3.2 Sign-Up procedure (Applicable for Students and Instructors)

3.2.1 Information needed to Sign Up

Certain details are needed from users to sign-up on the platform. These details include:
- E-mail address (Text Field)
    - Valid E-mail Address Requirements:
        - @ symbol used
        - After @, a valid domain should be used (e.g., @creams.com)
- Password (Password Field)
    - Valid Password Requirements:
        - Minimum 8 characters
        - Uppercase and lowercase letters
        - Numbers and symbols
- First Name (Text Field)
- Last Name (Text Field)
- Role (Instructor or Student)
- Position for Instructor/Class for Student (Dropdown Lists)
- Organization (Dropdown List)
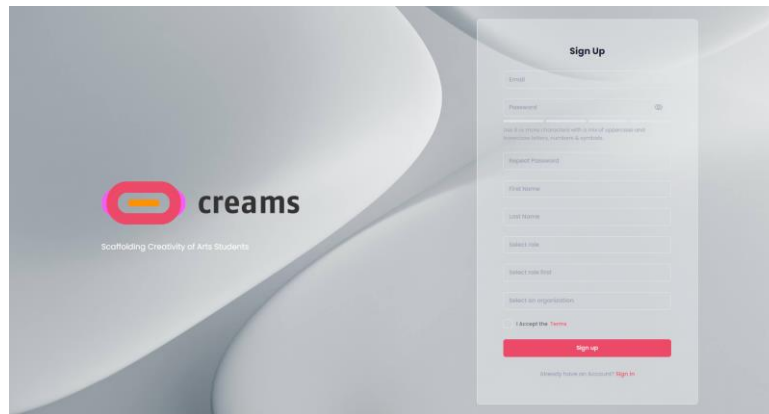
- Checkbox to accept Terms and Conditions

Figure 2 - Sign Up Screen

3.2.2 Account Verification

When the user signs-up, they are redirected to the account verification page. The user should enter their e-mail address used during the Sign-up procedure, and the verification code that will be sent to the entered e-mail address. After the verification procedure is complete, the user is redirected to the Login page.
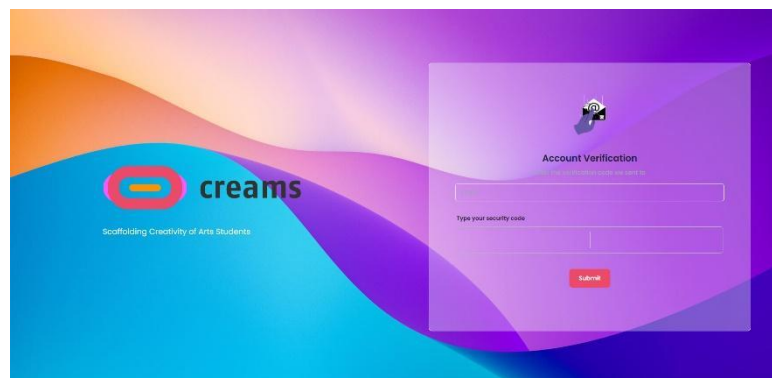

Figure 3 – Account verification screen

3.3 Error Messages

Every field in all three access-related pages are required. If any of them is unfilled an error message pops up notifying users. Additionally, the unfilled fields are marked with a red text underneath them showing that they are required.
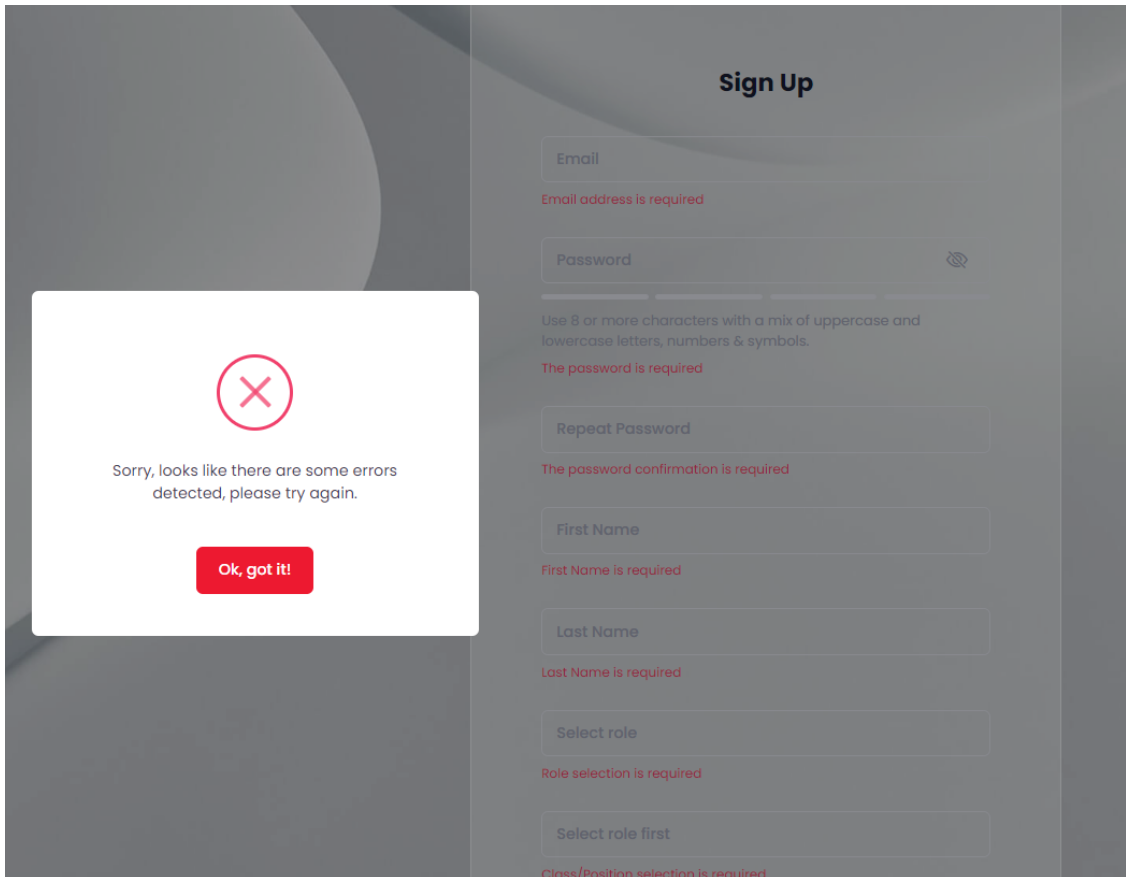
Figure 4 *- Sign Up Error Message and Feedback*

4.0 Features – Functionalities

General Features available in all screens
- General information about the project and contact points found at the header and footer of the pages including FAQ and social media handles
- Button to switch the theme to Dark/Light
- Sign-out

4.1 Instructor

4.1.1 Dashboard

The dashboard appears when the instructor logs in the system. The instructor can:

1. Create new exhibition (Initiate an exhibition)
2. Assess created exhibitions (Assessment)
3. Filter created assignments/exhibitions.
4. View unpublished/published exhibitions.
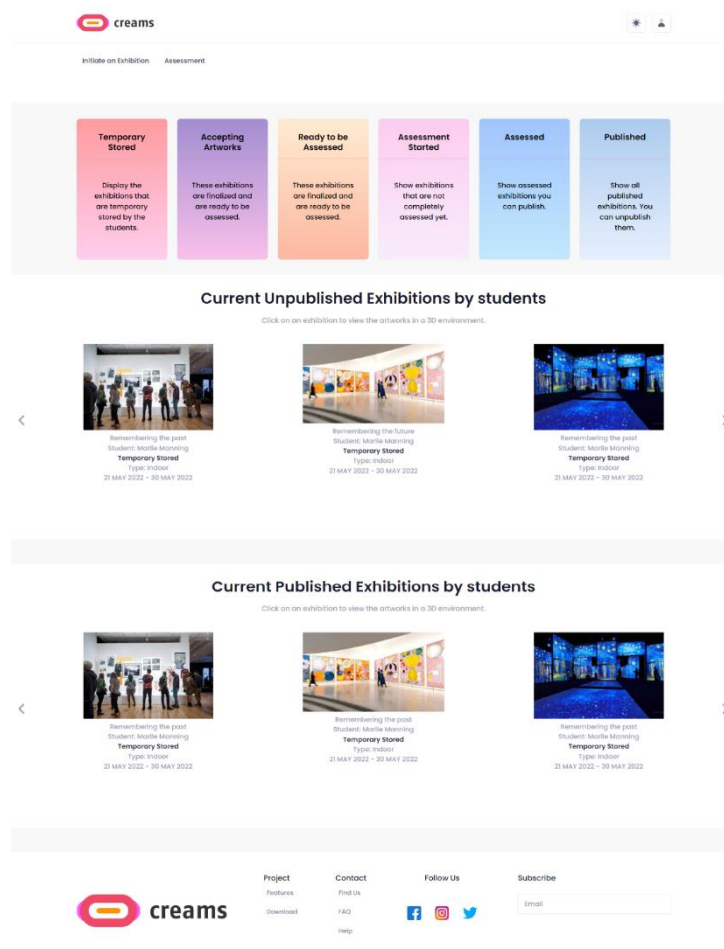
Figure 5 *- Instructor Dashboard*

In the main dashboard the instructor can access the exhibitions they have created and assess their student's

work. The instructor can filter their exhibitions into six categories ("Temporary Stored", "Accepting Artworks", "Ready to be Assessed", "Assessment Started", "Assessed" and "Published"). Additionally, the dashboard displays the published and the unpublished student exhibitions in a carousel view.

4.1.2 Initiate Exhibition

The instructor can initiate an exhibition by pressing the *"Initiate an Exhibition"* button on the top of the page.

4.1.2.1 Enter Exhibition Details
The instructor is required to enter the following details for the exhibition:

- Exhibition Title (Text Field)
- Exhibition Thumbnail (Image Field)
- Start Date (Selection of date from a calendar)
- End Date (Selection of date from a calendar)
- Space Type (Dropdown List)
- Description (Text Field – optional)
- Intro Image for the selection (optional)

Figure 6 *- Initiate Exhibition Form*

After the details are entered the instructor presses the *"Save and proceed to student selection"* to continue with the process described in point *4.1.2.2.* The instructor can cancel the initiation of the exhibition by clicking on

the *"cancel"* button.

4.1.2.1.1 Error Messages

If the instructor does not fill all required fields (Exhibition Title, Exhibition Thumbnail, Start Date, End Date and Space Type) an error message pops-up. Additionally, the unfilled fields are marked with a red text underneath them showing that they are required.
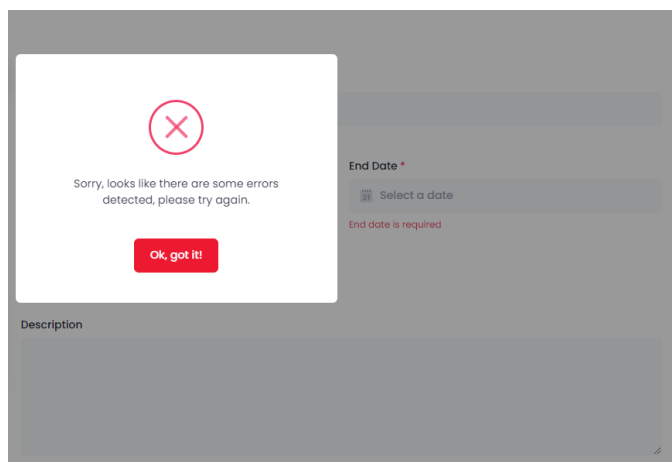

Figure 7 - Initiate Exhibition Error Message and Feedback

4.1.2.2 Select Students and Co-advisors

The instructor can choose students from their organization that they want to be a part of the exhibition. Also, the instructor can choose the co-advisors from their organization for the exhibition. After the selection is done, the instructor can press the *"Finish"* button to save the exhibition and be redirected to the main dashboard. Additionally, the instructor can revisit the exhibition initiation by clicking on the *"Back to Main Exhibition Fields"*.
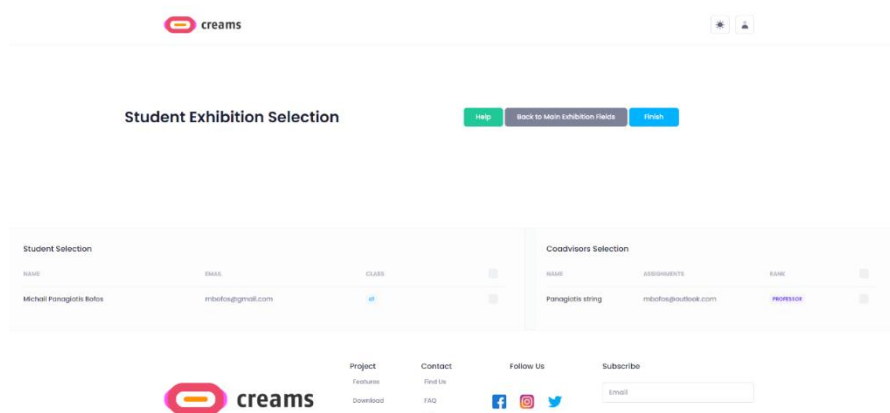
Figure 8 – Student selection screen

4.1.3 Assessment

The instructor can assess an exhibition by pressing the *"Assessment"* button on the top of the page.

4.1.3.1 Select Assignment

The instructor can select from the Exhibition Assignments one exhibition that they want to assess by clicking on the corresponding images.

Figure 9 *- Assignment Selection*

4.1.3.2 Select student.

The instructor can select a student that they want to assess by clicking on the corresponding *"Assess"* button on the bottom of each student card. By default, the first nine students of the exhibition are presented in the page, by clicking on the *"Show more"* button the complete exhibition student list in loaded.
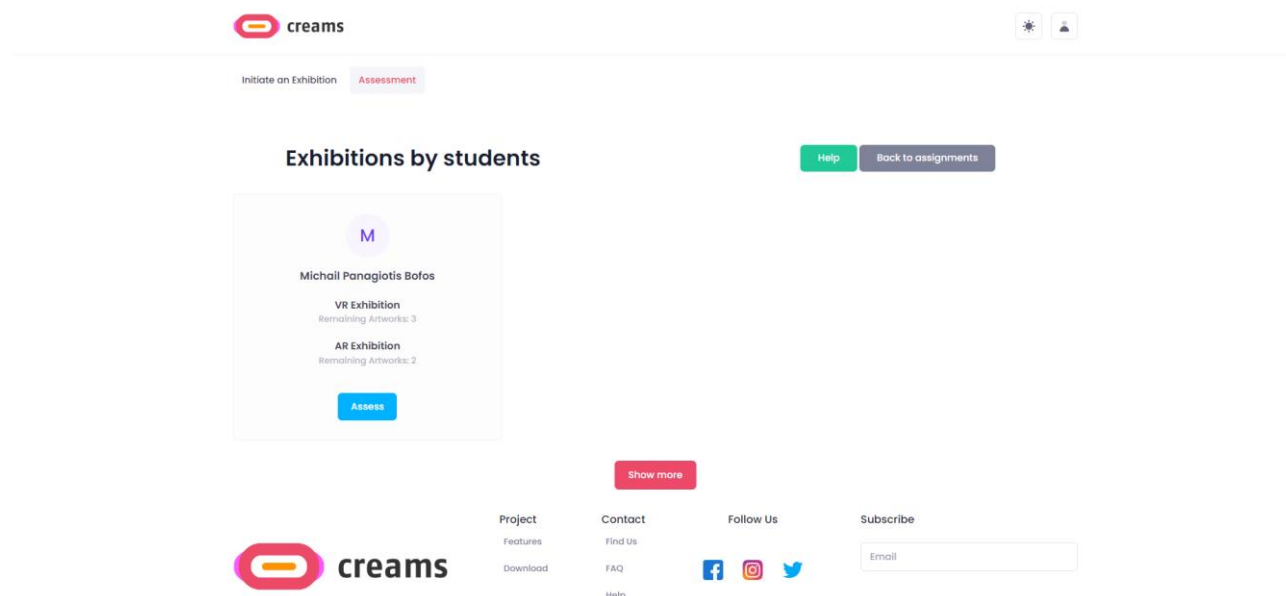
Figure 10 - *Student Selection*

4.1.3.3 Assess student.

The instructor can write their feedback at the "*AR overall assessment*" and they can Submit their Feedback using the "Submit Feedback" button.

Figure 11 - *Student Assessment*

4.1.3.4 Filter

The instructor as mentioned in 4.1.1.1 can filter out their assignments based on their status. After the filtering the instructor is redirected to the *"Select Assignment"* page, but different assignments are visible.

4.2 Student

4.2.1 Dashboard

The dashboard appears when the student logs in the system. The student can:

1. View their Exhibitions (My Exhibitions)
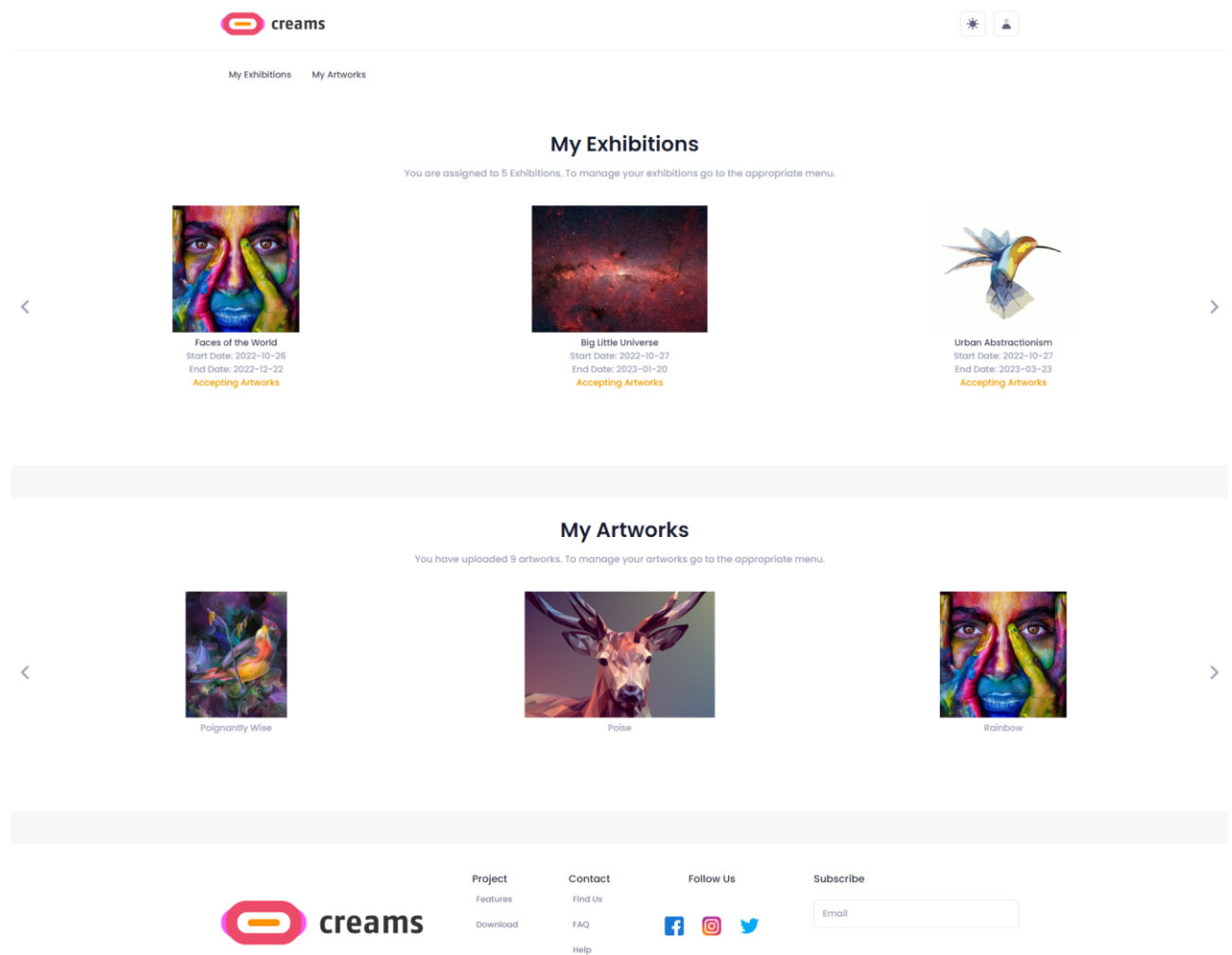2. View their Artworks (My Artworks)

Figure 12 - *Student Dashboard*

In the main dashboard the student can access the exhibitions they are assigned and their artworks. Additionally, the dashboard displays the student's exhibitions and artworks in a carousel view.

4.2.2 My exhibitions

The student can view their exhibitions by pressing the *"My exhibitions"* link on the top of the page. This button opens the screen that shows the Assignments of the student as well.
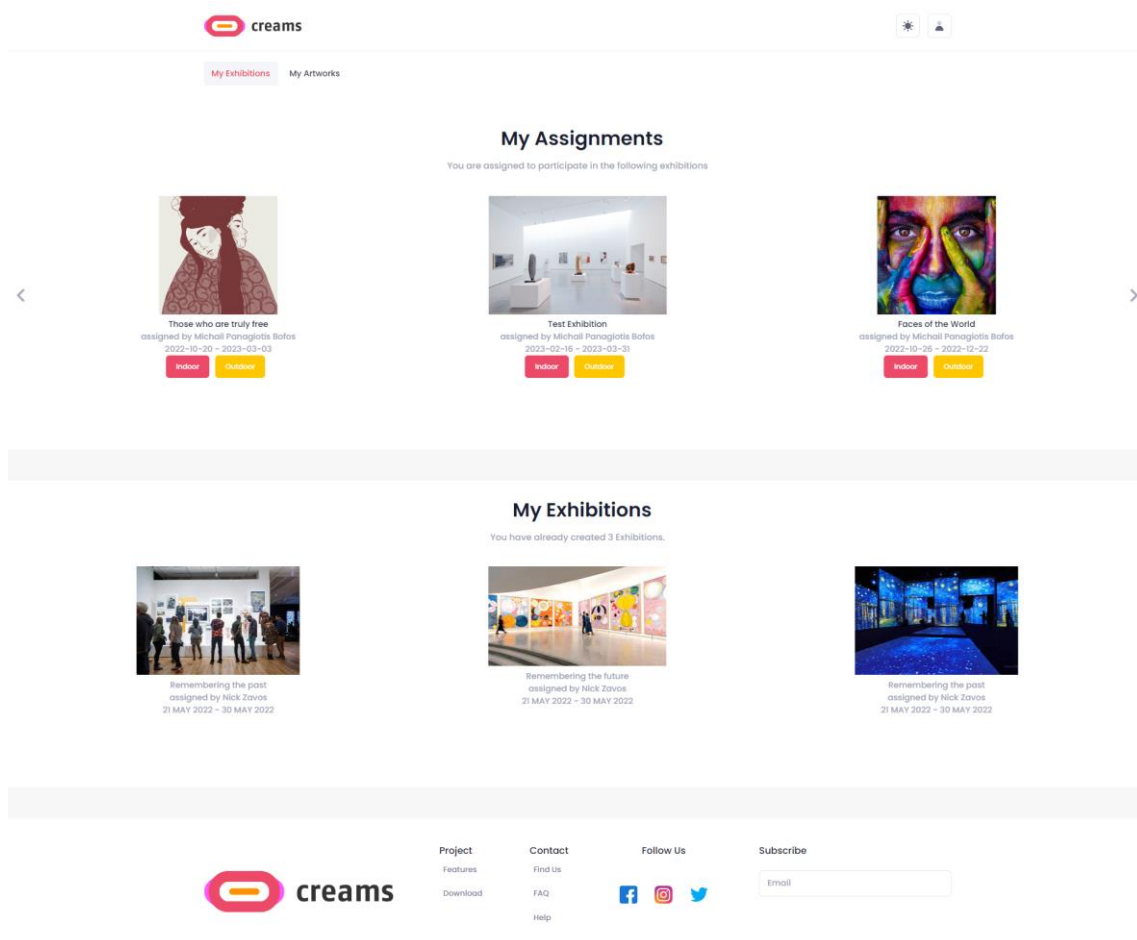

Figure 13 - *My Exhibitions*

The student can select an assignment they want to work on. The student can click on the corresponding *"indoor/outdoor"* button in order to create each exhibition.

4.2.2.1 Submit Outdoor Assignment

After, pressing the *"Outdoor"* button the student is prompted by a map and a list of their artworks. The student can click the *"select"* button of the artwork they want to add to the exhibition, add a brief description on the *"Description"* TextField. Next, they have to click on map to add a pin in the exact geographic location the would like to present their artwork.
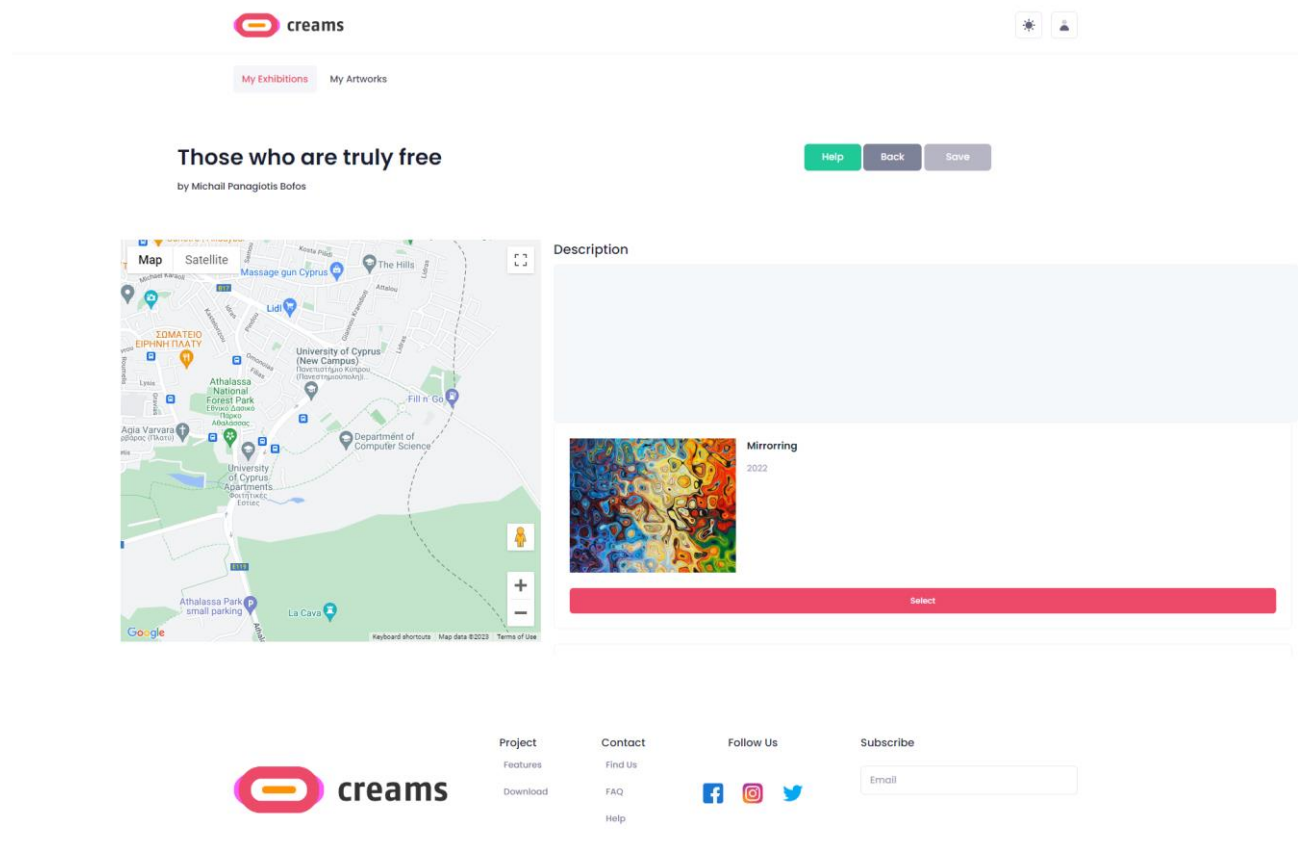

Figure 14 - *Outdoor Exhibition*

4.2.2.2 Submit Indoor Assignment

After, pressing the *"Indoor"* button the student is requested to select a template for their VR indoor exhibition.

4.2.2.2.1 Select Template

The student can select the template by clicking on the corresponding thumbnail. Then by pressing on the "Save and go to VR exhibition" they can proceed with the editing of the exhibition.
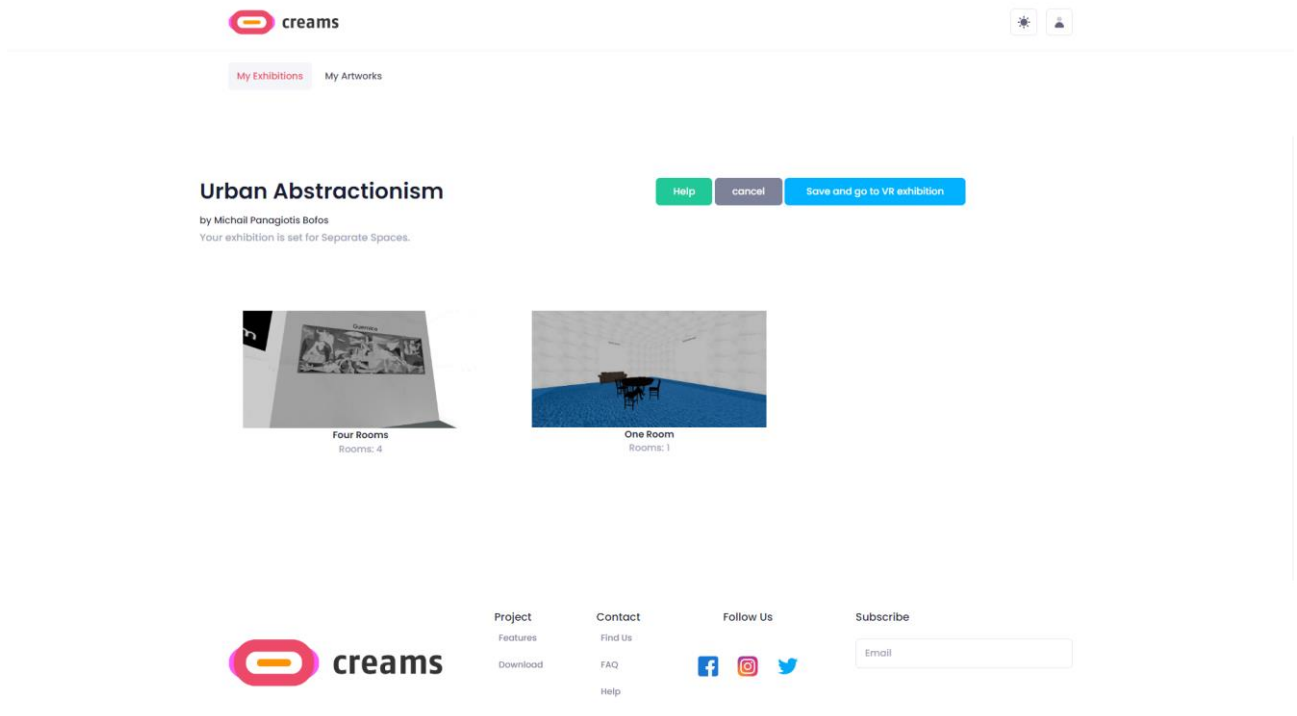
Figure 15 - *Template Selection*

4.2.2.2.2 Create Indoor Exhibition

By default, the student can select the boxes on the walls, if they do so a notification appears in the upright of the screen stating which element they have selected. After a space (box) in the room is selected, an artwork can be added to that space from the *"Artworks"* tab.
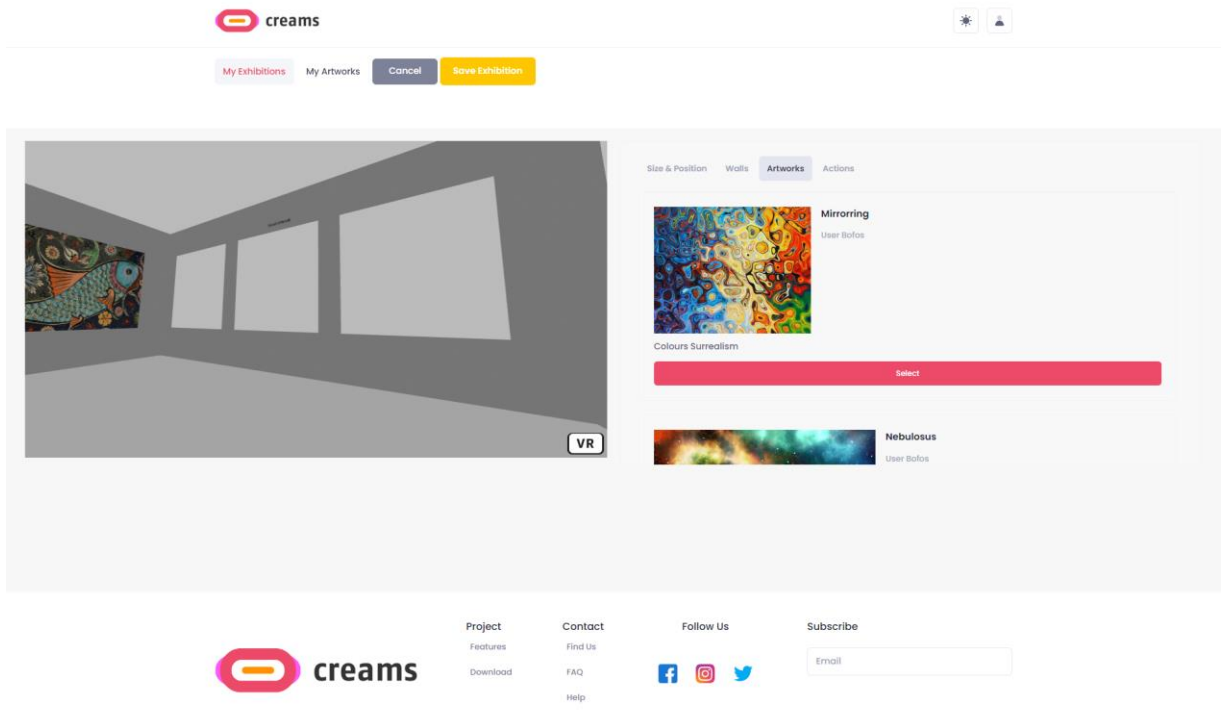
Figure 16 - *Indoor Exhibition Artwork Placement*

From the *"Size & Position"* tab, the artwork can be scaled up or down, the width and height can be set, or the selected element can be deleted. The artwork can be moved up, down, right, and left. Text can be added as well and manipulated in the same manner as an artwork.
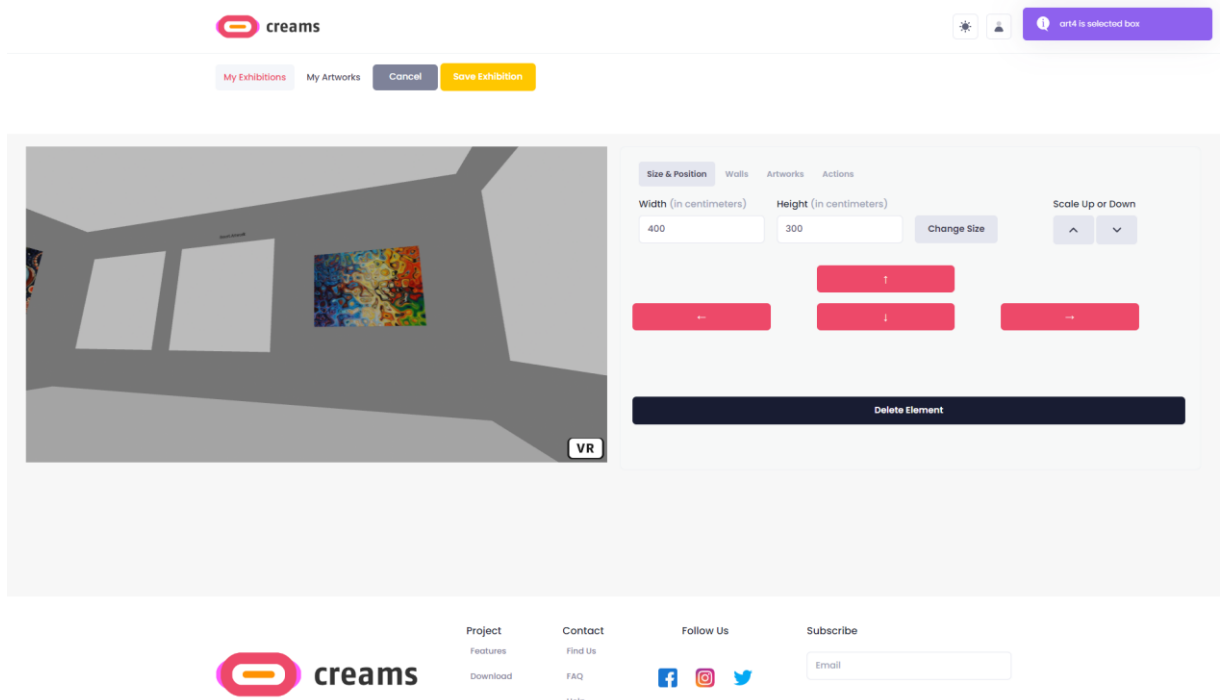

Figure 17 - *Indoor Exhibition Edit Size & Position*

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The student can add interactive features to the artworks. From the *"Actions"* tab, message boxes can be added to the artworks by entering a short message in the available TextField.
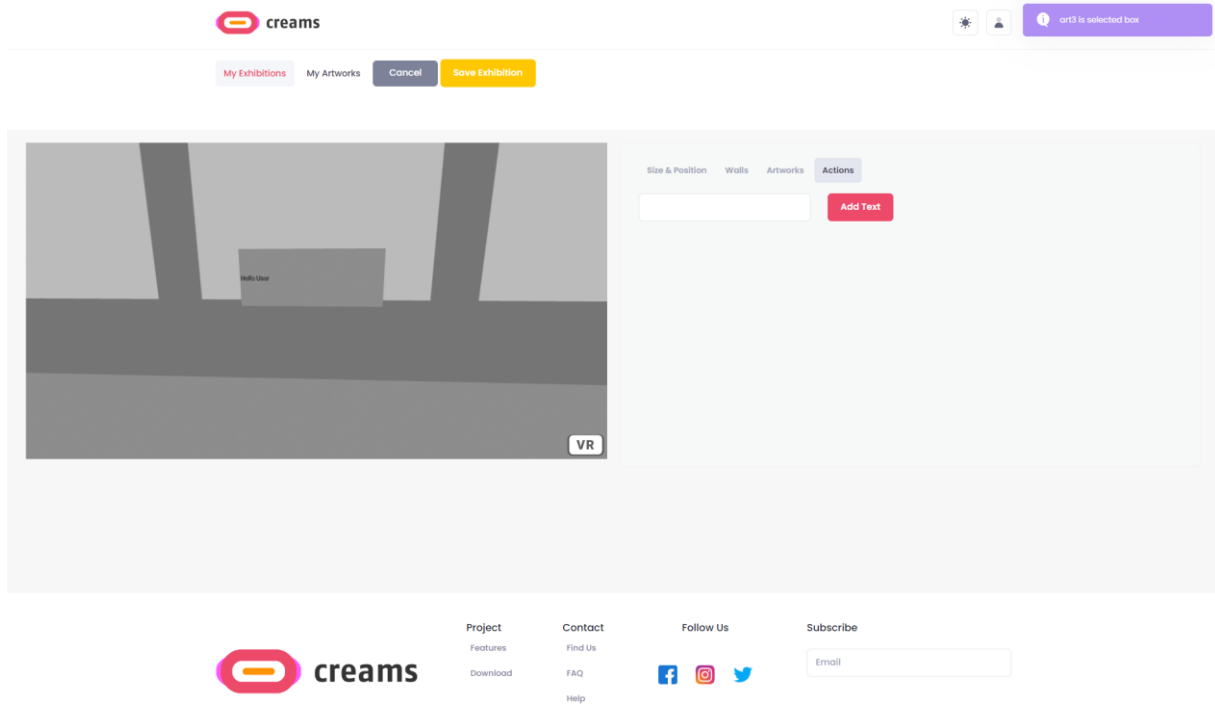

Figure 18 - *Indoor Exhibition Interactive Actions*

By selecting the *"Walls"* tab, the student can now select and edit the walls of the exhibition room. Again, when a wall is selected, a notification appears in the upright of the screen stating which wall they have selected. If the student want to edit the walls of the exhibition room they first have to select a wall by clicking on it. Then, they have to click the *"Select"* button of the texture they want to apply.
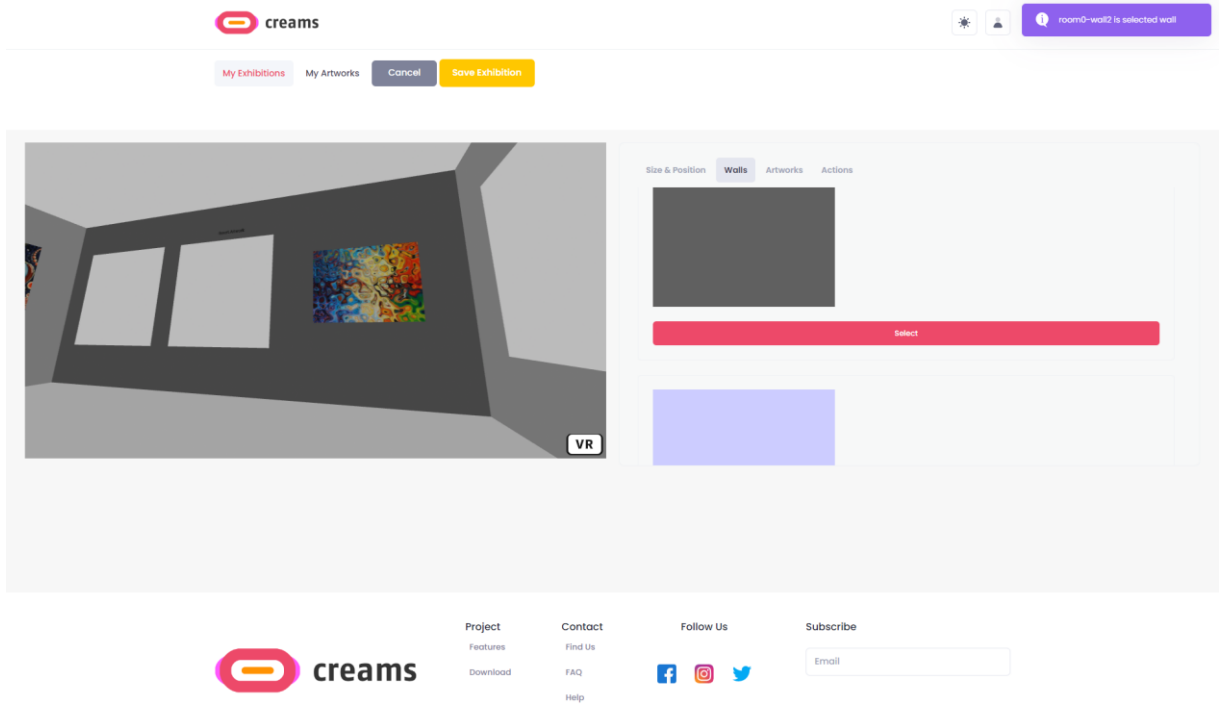
Figure 19 - Indoor Exhibition Edit Wall Textures

Finally, in order to save their work, the student can click on the *"Save Exhibition"* button. If they want to cancel their changes, they can always click the *"Cancel"* button.

4.2.3 My Artworks

The student can view their artworks by pressing the *"My Artworks"* link on the top. By default, the first three artworks submitted by the students are shown. By pressing the *"Show more"* button the complete artwork catalogue of the student is shown.
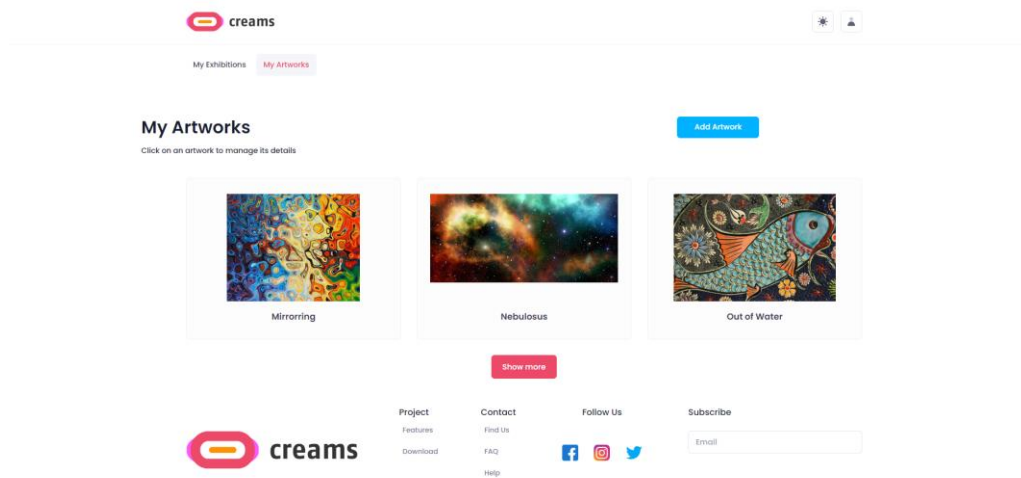

Figure 20 - My Artworks

4.2.3.1 Add an Artwork

The student can add an artwork by pressing the "*Add Artwork*" button on the top right corner.

The student is required to enter the following details for the artwork:

- Title (Text Field)
- Artwork Source (Image Field)
- Year (Numeric Field)
- Type of Artwork (Selection from 2D Artworks/3D Artworks/Installations/Time-based media)
- Height in meters (Numeric Field)
- Width in meters (Numeric Field)
- Depth (Numeric Field)
- Unit (Numeric Field)
- Technique (Text Field)
- Genre (Text Field)

When the student is done with filling in the artwork characteristics, they can upload their artwork by pressing the "*Upload Artwork*" button.

Figure 21 *- Add Artwork Form*

4.2.3.2 Error Messages

If the student does not fill all required fields an error message pops-up. Additionally, the unfilled fields are marked with a red text underneath them showing that they are required.
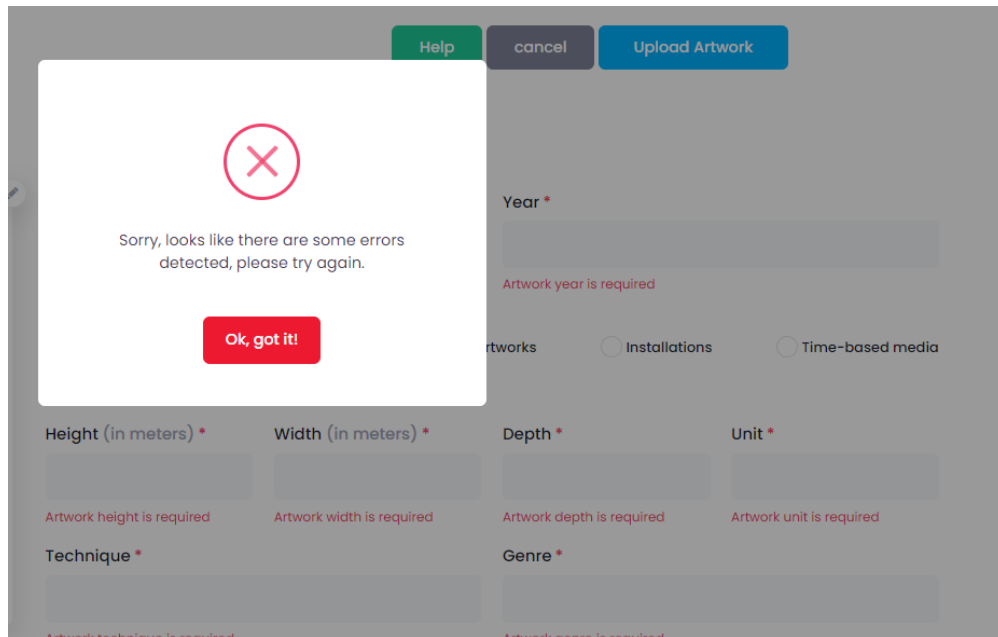

Figure 22 - Add Artwork Error Message and Feedback

4.3 Visitor

4.3.1 Dashboard

When a visitor enters the application, they can see VR Exhibitions by students as well as AR-MR exhibitions by students in a carousel view.
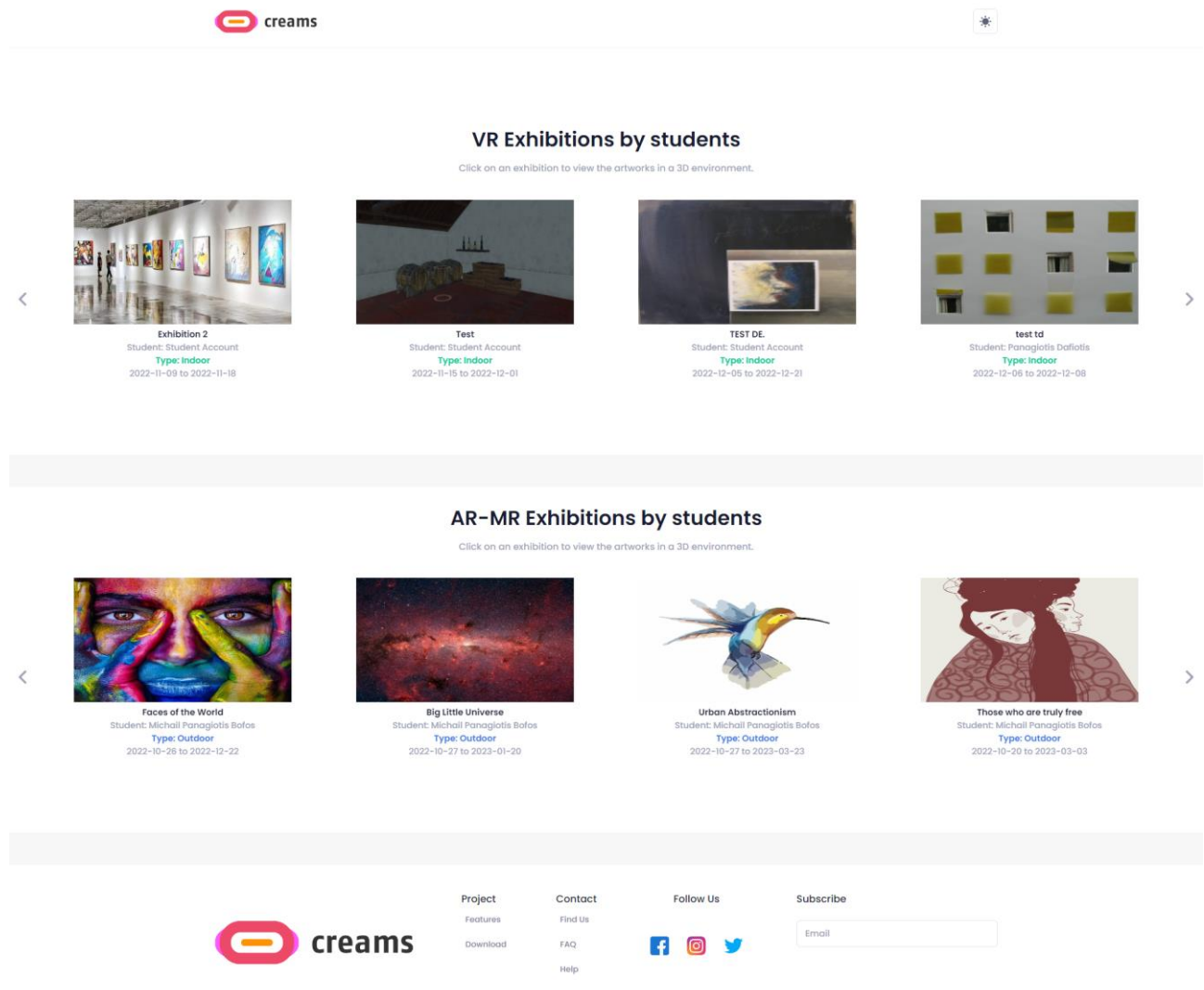

Figure 23 - Visitor Dashboard

4.3.1.1 View VR Exhibitions

The visitor can select the VR Exhibition that they want to visit by clicking on the corresponding thumbnail. Then, a new browser tab is opened that gives the visitor access to the interactive VR Exhibition.
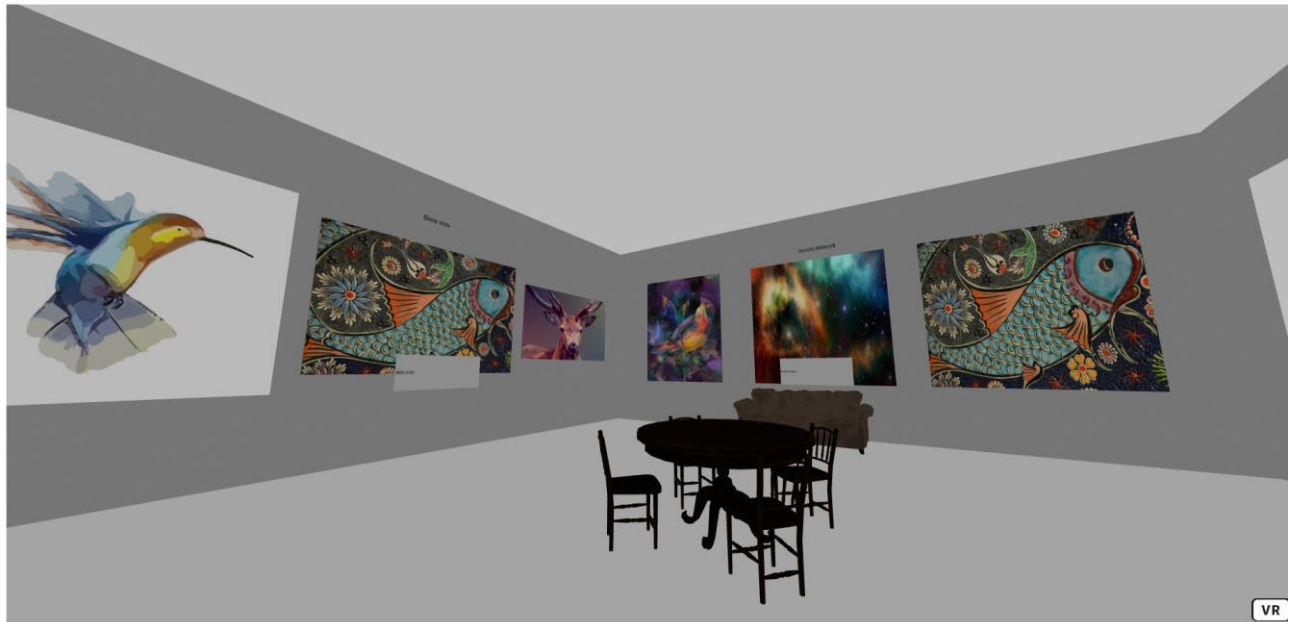
Figure 24 - VR Exhibition

4.3.1.2 View AR/MR Exhibitions

The visitor can select the AR/MR Exhibition that they want to visit by clicking on the corresponding thumbnail. Then, a new browser tab is opened that displays a map showing the pinned artwork. In addition, the user can click on the *"Get it on Google Play"* button to access the AR Android Application (Not active yet). By pressing the back button, they are redirected to the Visitor Dashboard page.
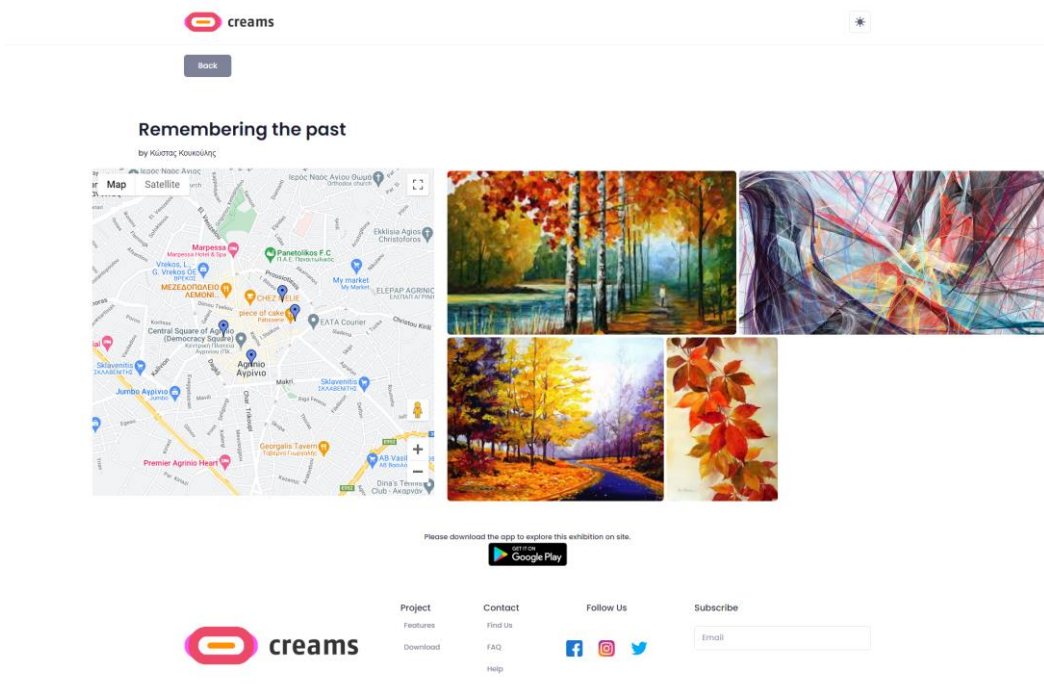

Figure 25 - AR Exhibition