

Working on Pilot Studies

June 24th: Ran the actual pilot at Urban League. Ran through snack time and the favorite things study, which didn't have an application at that point. Took most of the day. Came back and discussed it. Made some changes to programs. Worked on finishing the Favorite things study.

June 25th: Continued working on the favorite things study, and finished it! Started working on the slider program again. I tried all day to get the sticker functionality working, but put it on hold for now. I'll definitely come back to it when I have time, but for now my focus is having a working program for the pilot on Wednesday. I put in the old slider instead, inside of the lovely graphic Rebecca made for us. I also added some of the real wav files we will be using.

June 26th: Went back to Urban League to run another pilot. This one went way smoother, in my opinion. Only a few tech mishaps (kids apparently liked exiting out of the applications), but overall it ran very well. Very well organized -- Great job, Cameron! This took most of the day. When I got back to the lab, I began working on changes to the applications I noted during the pilot. Just what a pilot is for! I fixed the exiting the program issues, made sure the necessary files are named correctly, and made the goodbye segment shorter.

I had a few more errors to fix, but I moved on to fixing the names of some log files, and concatenating the log files into one csv file, so they can be put on the server.

June 27th: I continued working on organizing files to be put on server, and uploaded them when I finished. I then moved back to making application changes.

I changed the last next button to say finish instead of next, made the long click option larger so kids don't spam click as much, added background recording to the slider study, removed the button clicks message on the slider program, added the functionality for starting utterances in the slider program that are not in random order, then move onto the random ones.

Then we had our Thursday meeting until the end of the day.

June 28th: I spent most of the day working on the sticker application. After scouring the internet, I found out that the reason I couldn't get the transparency working correctly was because of object parent issues. Once I figured that out, I made some decent progress. Right now I have the image drawing in the background of the mainform using the Graphics module, and the buttons transparently overlaying it. The button clicks are logged, and the sticker moves to where you click on the scale image. They don't line up correctly yet, but it is a start, and I am hoping I can come up with a better way to do this.

I also got the log files from the Monday pilot, edited and uploaded them to the server as well.

To Do for Next Week: Finish the sticker application.