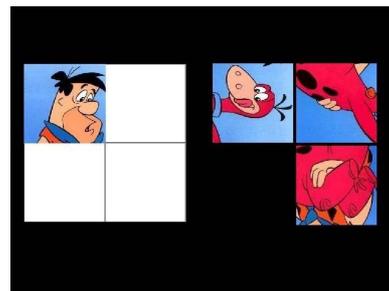
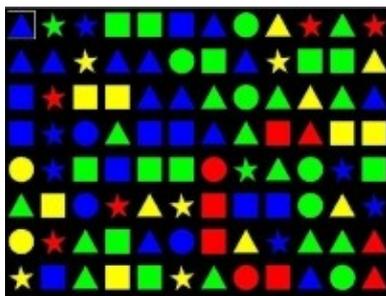
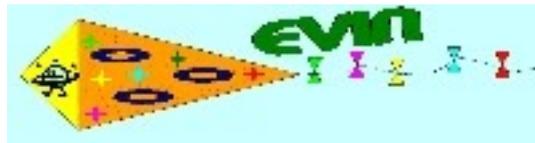


WEB PLATFORM FOR VISUAL STIMULATION



User's Manual

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Chapter 1. Introduction

1.1. The application

The EVIN (Spanish acronym for internet visual stimulation) visual stimulation platform features the following functionalities.

- It provides users with a *set of games* or exercises to stimulate visual development in people whose ability to receive or process the visual stimuli in their surrounds is compromised.
- The *variables* for the games or visual exercises can be configured for adaptation to each specific need (size, complexity, display time, number of stimuli...).
- When a pupil plays a game, the *scores are displayed in real time*. This provides professionals with feedback on pupils' progress in a given exercise.
- The results can be entered in a database, to:
 - *monitor* a pupil's *individual* progress with different game variables
 - *monitor* the *general* performance of groups of pupils with the statistical information provided to assess the effectiveness of a given game in helping users to surmount their visual difficulties.

The rest of this manual explains the platform's *modus operandi*.

 This symbol signals important information.

 This symbol signals a warning.

1.2. Fast boot-up

1.2.1. Accessing the website

 The EVIN platform, which can be accessed at <http://evint.org/>, has been developed for and tested with the following navigators: Internet Explorer, Firefox, Safari and Chrome.

The interface displayed when the application is accessed is shown below:



The top navigation menu contains six main sections:

- *Home* briefly describes project content and objectives.
- The *Site map* shows the platform layout.
- *Games* is for playing the site games and securing a general assessment of pupils' scores. Only registered users may access this section.
- *Pupils* enables professionals to monitor their assigned pupils' progress. They may also work with pupils not assigned to them if they know their user names. This is intended for parents, for instance, or professionals who are not a given pupil's usual teacher. Only registered users may access this section.
- The *FAQs* section aims to solve the most frequently asked questions about program use.
- *Contacts* is the section for submitting suggestions, opinions and queries.

Lastly, the *Accessibility* link at the bottom of the page opens a page on these features.

Clicking *Games* or *Pupils* opens the following log-in window:



When the user name and password are keyed into the respective boxes and *ENTER* is clicked, the following information appears at the top of the page:



- user name and surname
- date
- link to *My account* to update personal data
- *Exit* option to close the session.

1.2.2 Registering

New users may register from the log-in window:



Clicking the *Register?* link displays the following form, where users can enter their personal data:

New users

Please fill in the form below.

All the fields are required. You will receive an email with your password.

User

Email

First Name

Last Name

Category
Teachers

Create

The password is assigned automatically and sent to the e-mail address provided.

The *Category* field has three options.

- *Teachers* are teachers, coaches...
- *Specialists* include professionals such as rehabilitation instructors, opticians, psychologists, pedagogues and psycho-pedagogues.
- *Pupils' family* may be parents, siblings or others.

When the form is completed and the *Create* button clicked, an e-mail containing the user data and some general information on how to use the application is received instantly at the address provided.

Registered users may change their passwords or any other item. See section *1.2.4 Editing personal data*.

1.2.3. Recovering user data

Users who have forgotten their user name or password or both can retrieve this information from the log-in window.

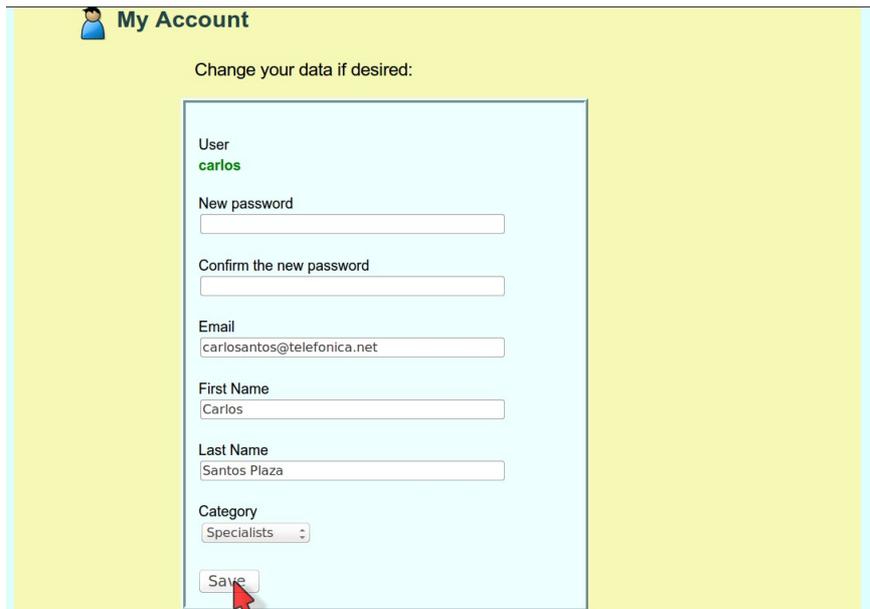
Clicking “*Forgot your user name or password?*” displays the following screen.

The e-mail address to be typed into the box is the one submitted when originally registering. When *Request user data* is clicked, the user instantly receives a mail with his/her user name and new password.

1.2.4. Editing personal data

Once a session is started, a text link to *My account* appears on every page.

Clicking this link displays the personal data form.



My Account

Change your data if desired:

User
carlos

New password

Confirm the new password

Email
carlosantos@telefonica.net

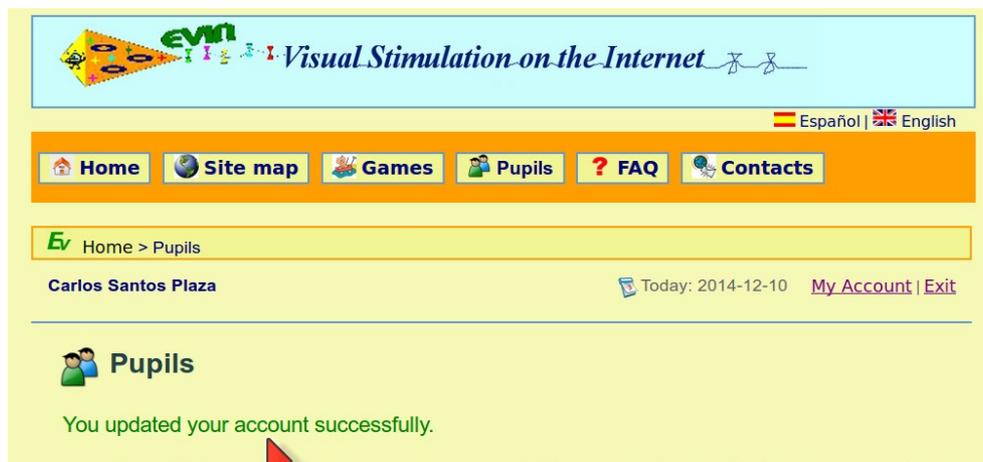
First Name
Carlos

Last Name
Santos Plaza

Category
Specialists

Save

The data may be changed as desired. When all the fields are filled in correctly and *Save* is clicked, a confirmation message is received on the *Pupils* page, which opens automatically.



EVII Visual Stimulation on the Internet

Español | English

Home | Site map | Games | Pupils | FAQ | Contacts

Home > Pupils

Carlos Santos Plaza

Today: 2014-12-10 | My Account | Exit

Pupils

You updated your account successfully.

i For security reasons, users who change their e-mail address are assigned a new password, which is sent to the new address.

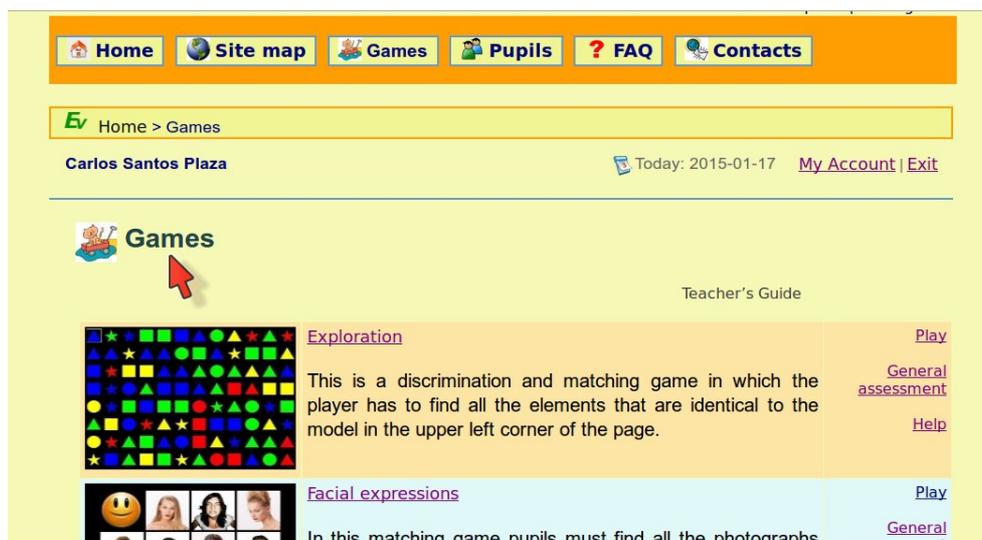
1.2.5. Closing a session

To exit a session click the *Exit* link at the top of the page, positioned to the right of the date (see screenshot above).

1.2.6. Accessing the game list. Content

Once the session is started, the list of games is displayed by clicking the *Games* button on

the top navigation menu or at the bottom of the page.



The elements included on the list for each game are as follows, from left to right.

- The *game picture* is a link to a detailed game description.
- The *name* is a text link to the same information as above.
- The *game description* is given underneath the name.
- The *three links* in the last column, from top down, are as follows.
 - *Play* displays the form for configuring game variables.
 - *General assessment* displays the form for selecting the group of pupils whose scores are to be used to assess game effectiveness.
 - *Help* displays a help screen for the game.

1.2.7. Accessing the pupil list. Starting a session with a pupil

With the session running, click the *Pupils* button on the top navigation menu or at the bottom of the page to access the following screen.

Ev Home > Pupils

Carlos Santos Plaza Today: 2015-03-02 My Account | Exit

Pupils

To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils		
 cristina		Play Edit
 javi		Play Edit
 jose		Play Edit

[Add new pupil](#) | [Re-admitting former pupils](#)

Each pupil is associated with three links which, from left to right, are as follows.

- The *pupil's name* displays his/her information (such as clinical data or games used previously).
- *Play* displays the list of games.
- *Edit* is used to update the pupil's information.

Starting a session with a pupil

The purpose of the “start session with pupil” option is to enter the pupil's game or exercise scores in the database.

This can be done in a number of ways:

- by clicking any of the links associated with the pupil on the *Pupils* page
- by using the *Select pupil* link near the top of the variables page for any of the games, which opens the existing list of pupils

Home Site map Games Pupils ? FAQs Contacts

Ev Home > Games > Exploration > Settings

Carlos Santos Plaza Today: 2015-03-02 My Account | Exit

Exploration game settings

! Important

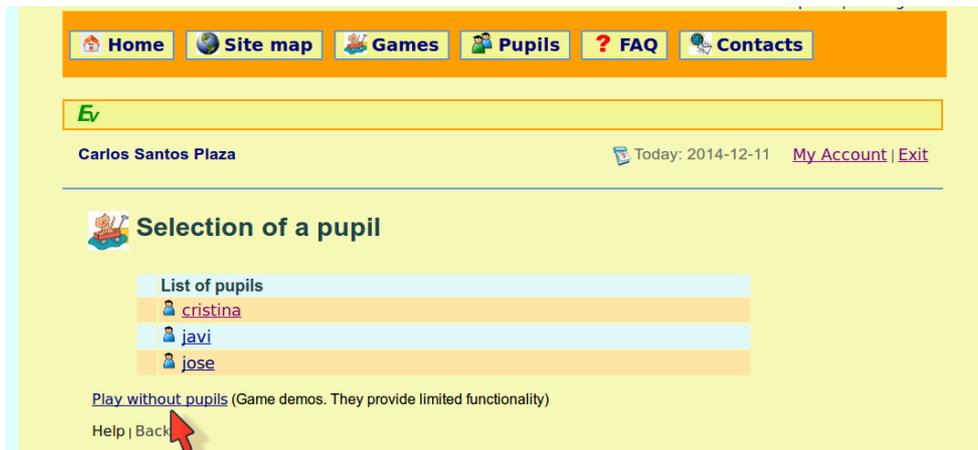
Please do not close the window to exit the game. Rather, press **Ctrl + X** or use the **Exit game** option on the dropdown menu. Otherwise, all the pupil's scores will be lost and your session may be blocked.

 Select pupil

Select the game parameters:

- from the Games page, by clicking *Play* for any game, which also displays the page

with the existing list of pupils.



i Game demos can be accessed by clicking the *Play without pupils* link positioned after the list of pupils.

When a pupil is selected, the session information is displayed underneath the teacher's name, as shown in the following screenshot.



The information displayed is as follows:

- the user icon followed by the word *Pupil*
- a link consisting of the pupil's user name, from which his/her data and scores on previous games can be accessed
- a close session icon followed by the phrase *Close session*, both of which close the session with the present pupil and open the page with the full list of *Pupils*.

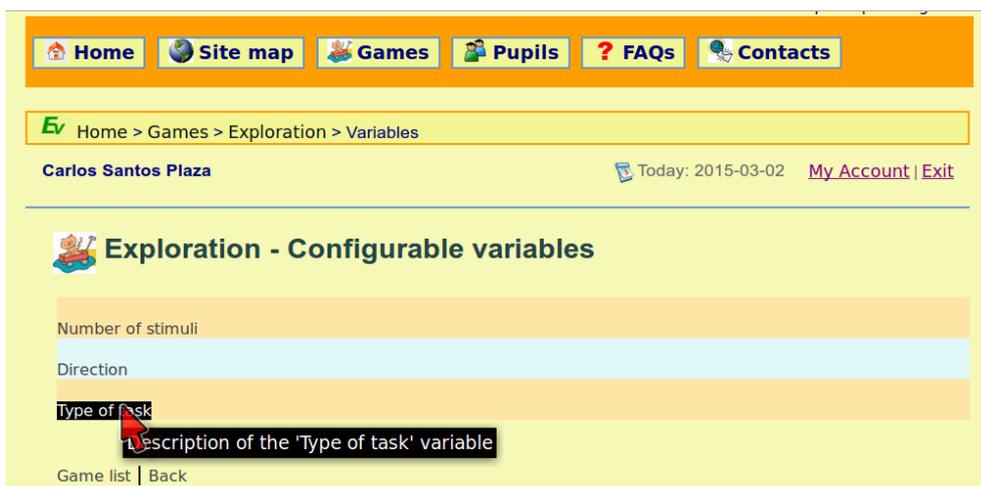
Chapter 2. Game use

2.1. Obtaining information on games

Clicking a picture or name on the list of games page displays a screen with a detailed game description, as in the example below.

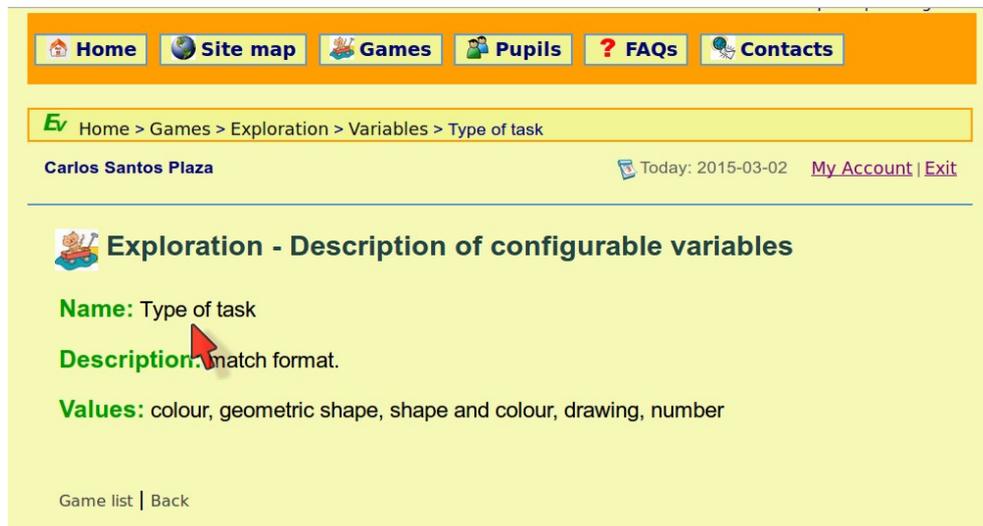


In the screenshot, the pointer is positioned below the *View variables* link, which takes the user to the page that describes game variables.



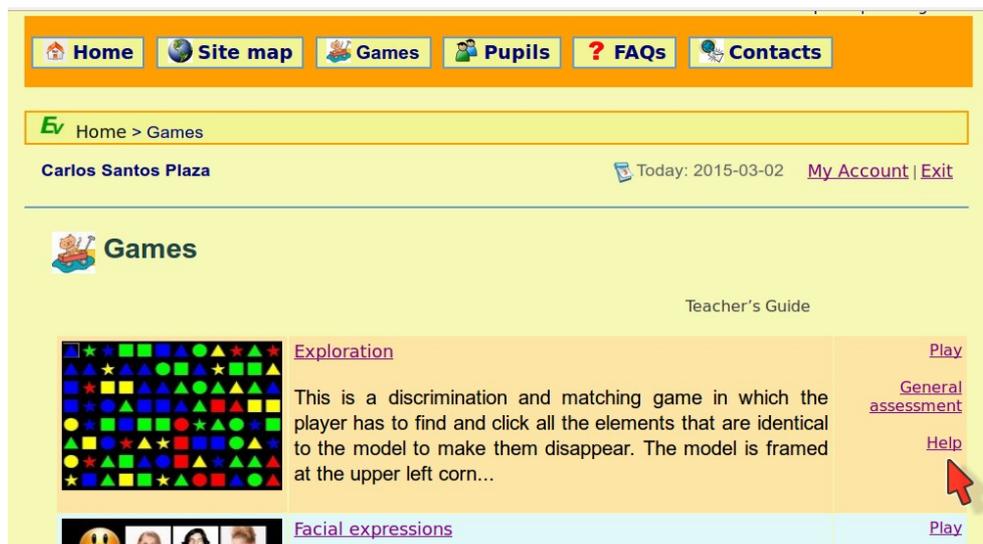
The name of each item on the list is a link that opens a page containing more specific

information. When the link enabled on the above screenshot is clicked, the following page is displayed.



In addition, help for each game can be accessed in any of three ways.

- clicking the *Help* link on the list of games



- clicking the *Help* link on the variables form for each game

Select the game parameters:

Number of stimuli
4

Direction
none

Type of task
colour

Audio reinforcement

Visual reinforcement

Save results

Play

Description | General assessment | **Help** | Game list

- typing “ctrl + ‘A’” or using the dropdown menu when any of the games is running.

Visual Stimulation on the Internet - Help for: Exploration - Mozilla Firefox

localhost:8000/ayuda/juegos/en/exploraciones.html#jugar

Help for: Exploration

1. Boot-up and requirements
2. Settings
3. Playing the game
 - 3.1 Dropdown menu
 - 3.2 Game description
4. Reinforcement
5. Changing screens
6. Opening the Help window during the game
7. Exiting the game
8. FAQs

1. Boot-up and requirements.

To view the list of games, click on Games at the top of the page. When

In addition, the teacher’s guide (link above the list of games) contains suggestions for use as well as information on game objectives and procedures.

2.2. Configuring games

Game variables are configured from the form designed for that purpose, accessed by clicking the *Play* link for the game in question.

If the session was opened with no pupil, the user may select one here. The page displayed is reproduced below.

The items on the variables forms, from top to bottom, are described below.

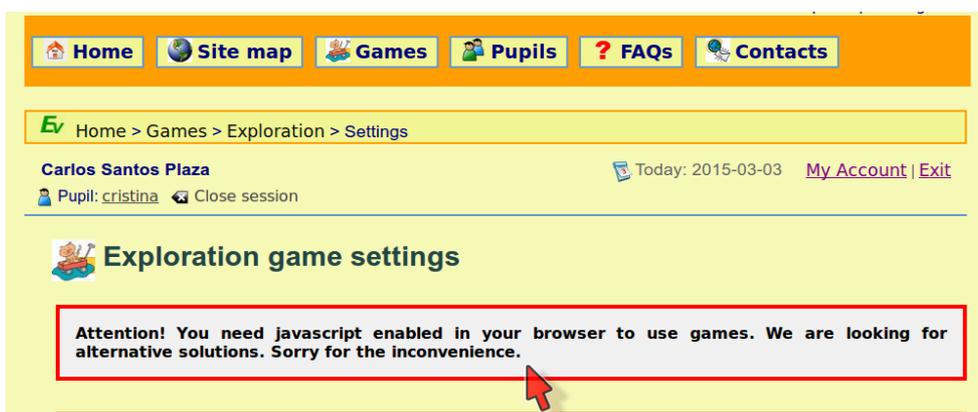
- A series of dropdown lists or check boxes show the possible settings for each variable: useful information on each variable can be obtained by running the pointer across the item in question.
- The checkbox alongside the words *Audio reinforcement* is used to enable/disable game sound effects.
- The checkbox alongside the words *Visual reinforcement* is used to enable/disable

visual reinforcement.

- The checkbox alongside the words *Save results* is used to enable (default option) or disable automatic score entry in the database.
- After the preceding items are configured and the *Play* button is clicked, one of two things may happen.
 - If a pupil session is running, the game screen is displayed.
 - Otherwise, a small window opens with information on the number of demos available. Demo mode scores are not entered in the database.

i Running a game without recording the scores in the database may be useful, for instance, when the user wants to test game operation, with or without a pupil.

The games require JavaScript. If that application is not enabled, EVIN informs the user accordingly, as shown in the screen below.



i Additional information may be obtained as described in item 2.1 *Obtaining information on games* and the application's FAQs.

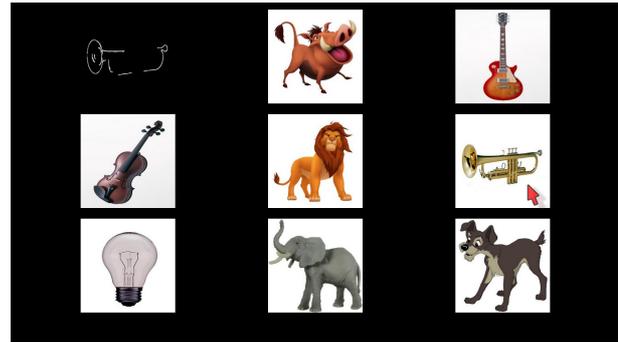
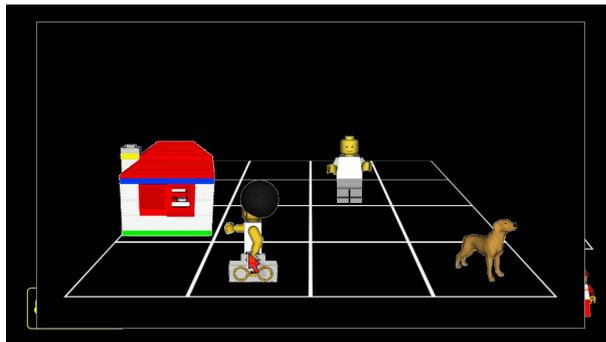
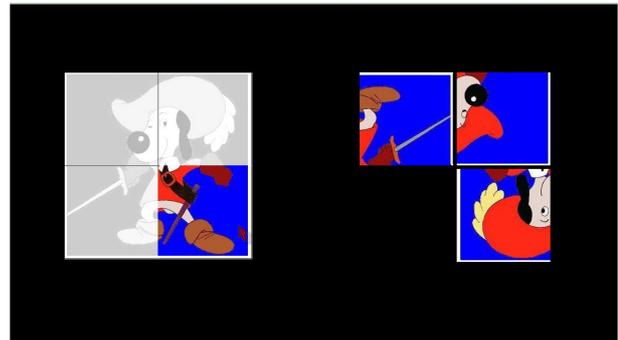
2.3. Running games

2.3.1. Game board

The *full screen* option must be enabled to visualise the game board correctly. Otherwise, some of the elements may not be viewed properly. Users are advised to read the Help section, 1. *Boot-up and requirements*.

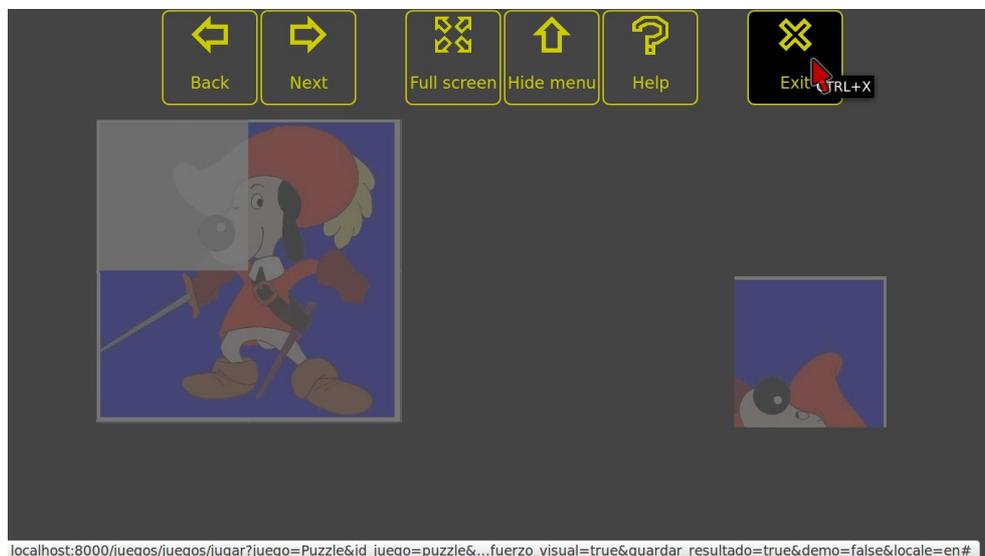
Examples of application game boards are shown below.

9	1	4	2	8	3	5	2
9	6	1	0	1	4	8	7
7	6	0	2	2	4	4	3
6	9	7	8	1	6	2	4
9	2	2	1	6	9	7	5
4	7	1	3	5	3	6	6



2.3.2. Dropdown menu

All games have a transparent dropdown menu that can be visualised without obstructing the view of the game board. This menu features the options shown on the screenshot below.



- For a description of the Back/Next function, see item 2.3.3 *Changing screens*.
- Full screen displays the games in full screen mode. This option is not enabled in EVIN when the navigator used lacks the respective function.
- The Hide menu option is used to conceal the dropdown menu.
- Help displays assistance for the game. See item 2.3.4 *Obtaining help*.

- The characteristics of the Exit game function are described in item 2.3.6.

The table below list the ways to access this menu.

<i>Show</i>	<i>Hide</i>
By pressing F10	By pressing F10
By pressing the mouse wheel and turning it backward	By pressing the mouse wheel and turning it forward
Touch screens: by touching the screen lightly with a vertical downward motion	Touch screens: by touching the screen lightly with a vertical upward motion
-----	By selecting the <i>Hide menu</i> option on the dropdown menu

2.3.3. Changing screens

When a game is over, a new screen is automatically displayed. Teachers who find this screen unsuitable can change to another with the keys “Ctrl + '→’” (and “Ctrl + '←’” in some games) or with the dropdown menu. More specific information is available in the Help function for each game.

2.3.4. Obtaining help

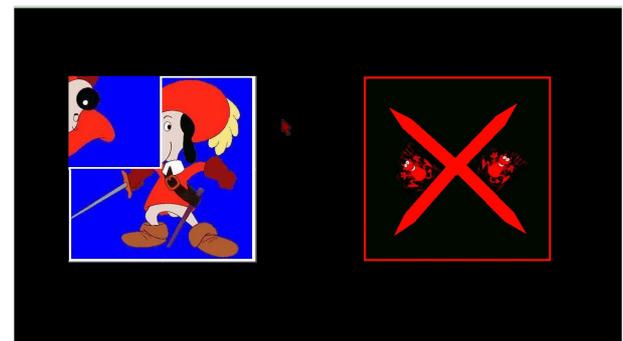
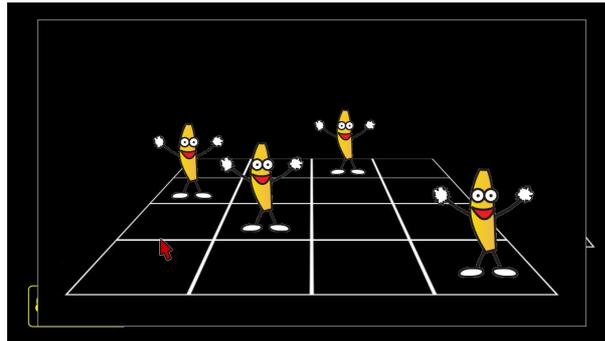
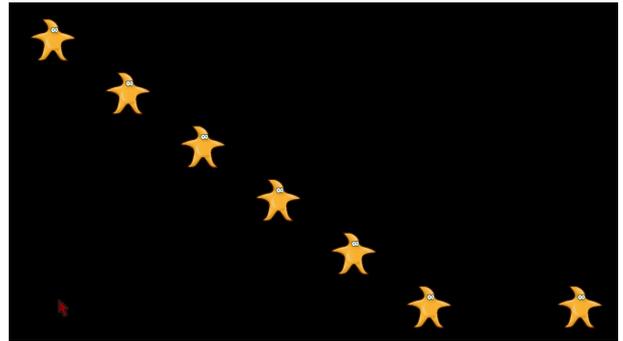
Help for a given game can be obtained by typing “Ctrl + 'A’” or by selecting Help on the dropdown menu.

2.3.5. Reinforcement

When a screen exercise is completed, the pupil receives positive or negative reinforcement, depending on the score and the game.

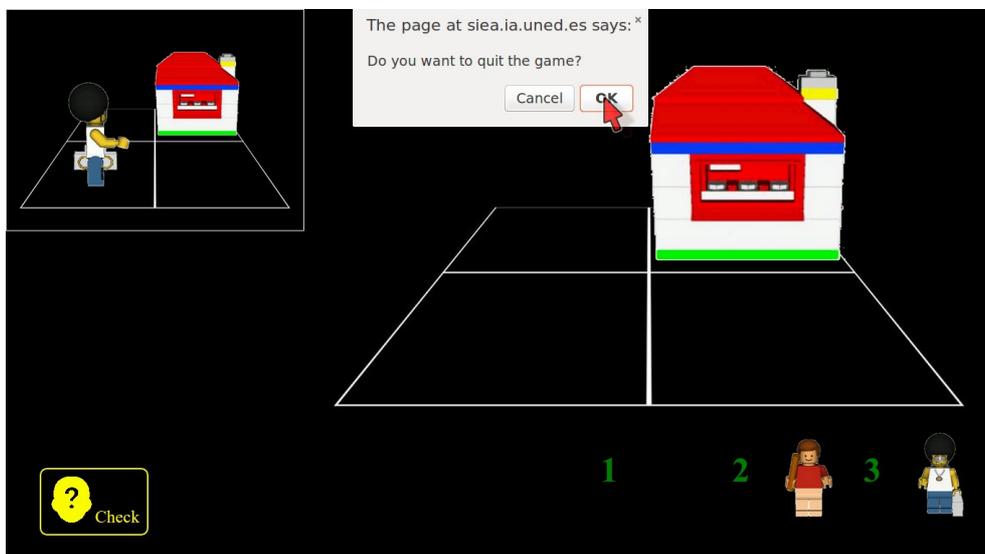
More specific information is available in the Help function for each game.

Examples of reinforcement are shown below.



2.3.6. Exiting games

Games are exited by typing “Ctrl + ‘X’” or selecting Exit on the dropdown menu.



The Help function contains more specific information on how to exit games if errors occur.

2.4. Results in real time

When the user exits a game, his/her scores are shown as in the screenshot below.

Scores for the Puzzle game

The Puzzle game scores were successfully entered in the database.

Number of correct choices: 16

Number of incorrect choices: 12

Percentage of correct choices: 57.14%

Time needed: 4 min. 40 sec.

Close

Note that the user receives information on whether the scores were entered in the database, the number of right and wrong choices, the percentage of the former and the game duration (time needed).

2.5. General assessment

Clicking *General assessment* for any game on the list displays a page for selecting the group of pupils whose scores are to be assessed.

Home Site map Games Pupils ? FAQs Contacts

Home > Games

Carlos Santos Plaza Today: 2015-03-03 My Account | Exit

Games Teacher's Guide

Exploration Play
 General assessment
 help

Facial expressions Play
 General

[Home](#) [Site map](#) [Games](#) [Pupils](#) [FAQs](#) [Contacts](#)

Home > Games > Exploration > General assessment

Carlos Santos Plaza Today: 2015-03-03 [My Account](#) | [Exit](#)

General assessment of the Exploration game

Select the group of pupils whose scores you wish to analyse. The scores will be displayed in a new window.

All pupils [View](#)

By session date
 From: 2015 March 1 To: 2015 March 3 [View](#)

By birth date
 From: 2015 March 1 To: 2015 March 3 [View](#)

At this time, three types of queries are supported:

- all pupils
- pupils with exercises within a given range of dates
- pupils by clinical data (birth date, diagnosis, distance visual acuity and visual field).

After the group of pupils is selected and the *View* button is clicked, the results requested are displayed on a new screen, as shown below.

 **General assessment**

Game: Exploration
Group of pupils: All

Statistics on sessions and settings									
Total Number of Sessions	Total Number of Pupils	Type of task	Direction	Mean Number of Correct Choices	Mean Number of Incorrect Choices	Mean Number of Attempts	Mean Time Needed	Percentage of Correct Choices	
37	4	colour	none	1.9	1.3	3.1	21 sec.	62.33%	
1	1	drawing	horizontal	3.0	5.0	8.0	22 sec.	37.50%	
1	1	geometric shape	horizontal	4.0	4.0	8.0	19 sec.	50.00%	
1	1	shape and colour	horizontal	3.0	1.0	4.0	16 sec.	75.00%	
2	1	shape and colour	none	1.5	0.5	2.0	2 min. 06 sec.	37.50%	
2	1	number	none	13.5	10.0	23.5	1 min. 30 sec.	57.13%	
1	1	number	vertical	6.0	6.0	12.0	43 sec.	50.00%	

From left to right, the information given in the results table for each game configuration used is as follows:

- total number of sessions
- total number of pupils who used the configuration (disregarding repetitions)
- variable settings for the game
- mean number of correct choices
- mean number of incorrect choices
- mean number of attempts (attempts = correct + incorrect choices)
- mean time needed to complete the game
- mean percentage of correct choices.

i Analysis of the results is based only on the variables most relevant to the performance of the associated visual task. Dividing the settings into relevant and irrelevant aims to facilitate assessment of pupils' progress.

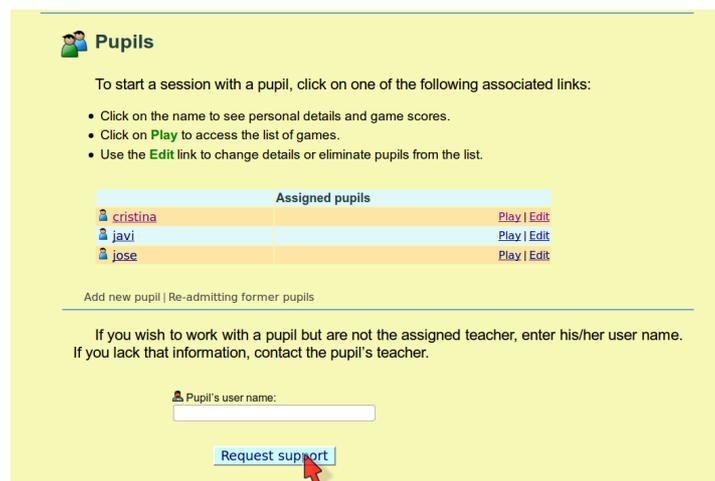
Each game configuration can be set to a different level. Before a pupil can be assessed at a given level, he/she must have completed a reasonable number of sessions at that level. Logically, the larger the number of levels, the less each pupil will be able to practise at each, to the detriment of progress monitoring.

Chapter 3. Pupil management

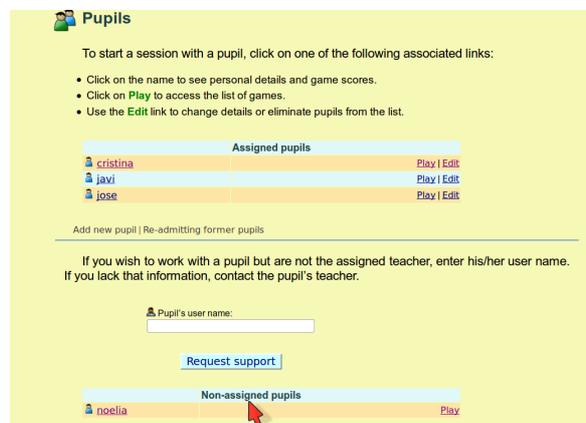
3.1. Working with unassigned pupils

Pupils may train with two or more adults (parents and a support teacher, for instance). In such cases, for reasons of coordination, the pupil is assigned to only one of them. The others may also work with the pupil, but they will not be able to modify his/her personal data or assign him/her to another teacher.

Working with an unassigned pupil is very straightforward: all that need be known is the pupil's user name. The option is found at the bottom of the main Pupils page, as shown below.



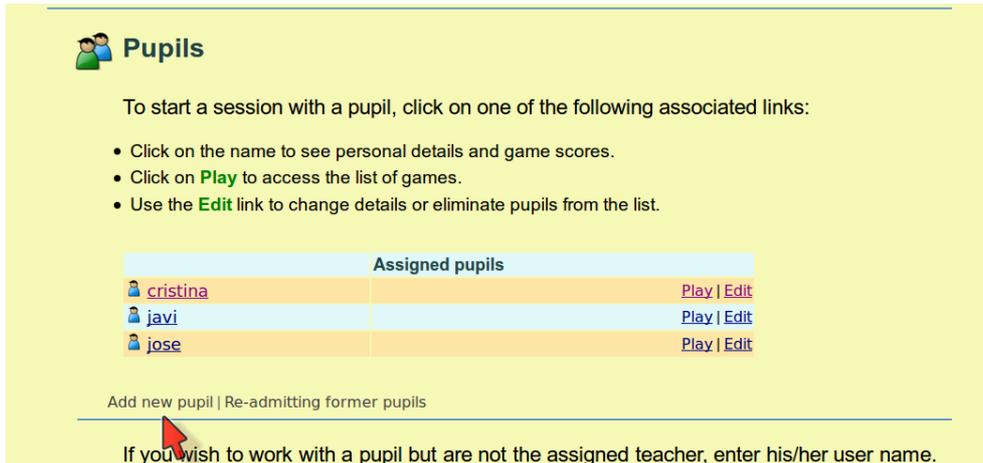
When the pupil's user name is entered in the box and the *Request support* button is clicked, the pupil appears on the list of *non-assigned pupils*, where the only option is Play.



Note that the page now contains an *Non-assigned pupils* list, with the pupil requested. Sessions with *non-assigned pupils* are begun in the same way as with assigned pupils.

3.2. Adding a pupil

To add a pupil, simply click the *Add new pupil* link, positioned underneath the assigned pupils list.



Pupils

To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils	
 cristina	Play Edit
 javi	Play Edit
 jose	Play Edit

[Add new pupil](#) | [Re-admitting former pupils](#)

If you wish to work with a pupil but are not the assigned teacher, enter his/her user name.

That displays the new pupil form reproduced in the screenshot below.

New pupils

Please fill in the pupil's details:

User

Birth date
 Year Month

Diagnosis

Distance visual acuity

Visual field

Remarks

After filling in the form, click *Create*. If any of the fields contains an error, a box appears at the top of the screen listing the incorrect fields and the problem detected. An example is shown below.

New pupils

Please fill in the pupil's details:

Some fields have not been filled out correctly.
 Please follow the prompts.

There were problems with the following fields:

- User -> is required and must begin with a letter. It must contain only letters, numbers and hyphens/underscores.
- User -> is too short (minimum is 2 characters).

User

Birth date
 Year Month

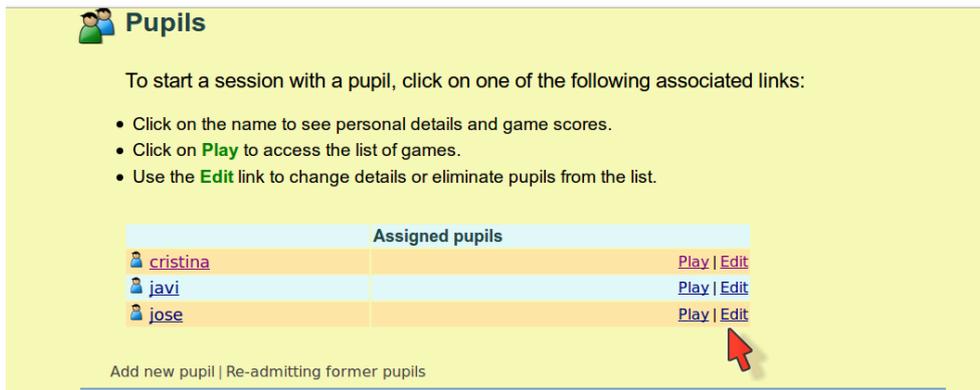
When the form is completed correctly and *Create* is clicked, the pupil is added and the *Pupils* page is displayed, showing the name of the new pupil and a message confirming

that the operation was successfully completed.

i Pupils' names and surnames are not stored in the database. Particular care has been taken to ensure the confidentiality and anonymity of all the data. The rationale is that most pupils are minors whose data are subject to protective legislation in Spain as well as in other countries where EVIN may be used.

3.3. Editing pupils' data

A pupil's data can be modified by clicking the *Edit* link next to the pupil's name on the list.



Pupils

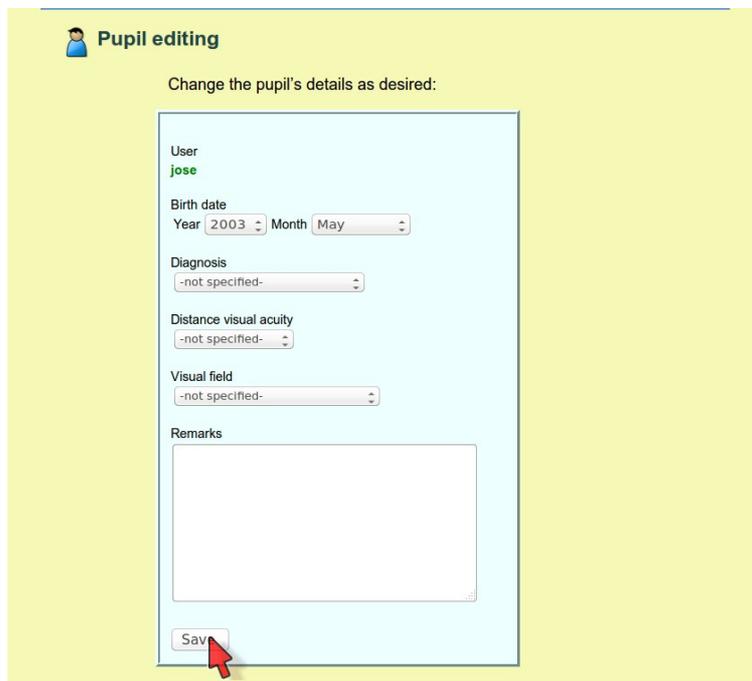
To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils	
 cristina	Play Edit
 javi	Play Edit
 jose	Play Edit

[Add new pupil](#) | [Re-admitting former pupils](#)

The form displayed is shown below.



Pupil editing

Change the pupil's details as desired:

User
jose

Birth date
Year Month

Diagnosis

Distance visual acuity

Visual field

Remarks

After editing the data as desired, the user clicks *Save*. Fields with errors are handled as described in the preceding section. After the data are edited, the *Pupils* page is displayed, along with a message confirming the success of the operation.

EVMI Visual Stimulation on the Internet

Español | English

Home Site map Games Pupils FAQs Contacts

Home > Pupils

Carlos Santos Plaza Today: 2015-03-04 My Account | Exit

Pupil: jose Close session

Pupils

The data for jose were successfully updated.

To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

3.4. Removing pupils from the list

Teachers cannot erase pupils' data from the database. They can remove pupils from their assigned list, however. This is done by clicking the *Edit* option for the pupil in question.

Pupils

To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils	
cristina	Play Edit
javi	Play Edit
jose	Play Edit

Add new pupil | Re-admitting former pupils

The screen displayed is shown below.

Birth date
Year | 2003 | Month | May

Diagnosis
albinism

Distance visual acuity
-not specified-

Visual field
-not specified-

Remarks

Save

Remove | Back

Home | Site map | Games | Pupils | LEAs | Contacts | Accessibility

Clicking the *Remove* link positioned just over the pointer in the illustration above displays the *Pupils* page, along with a message confirming the success of the operation and the list without the pupil in question.

Pupils

jose has been removed from your assigned list. If you wish, you may re-admit him/her again by clicking the 'Re-admitting former pupils' link below.

To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils	
cristina	Play Edit
javi	Play Edit

[Add new pupil](#) | [Re-admitting former pupils](#)

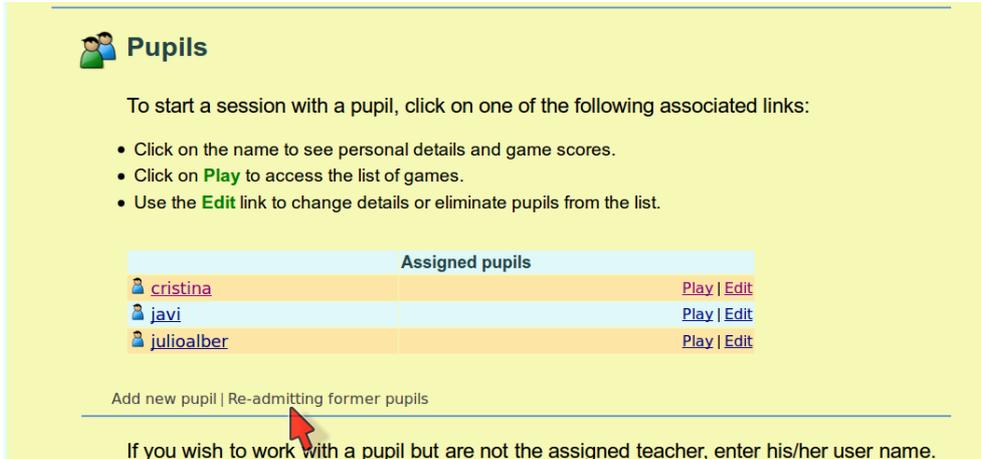
Teachers may re-admit pupils at a later date if they wish. See item 3.6 *Re-admitting former pupils*.

3.5. Assigning pupils to a different teacher

Only the system administrator can re-assign pupils. Requests can be submitted from the *Contacts* page.

3.6. Re-admitting former pupils

Re-admissions are handled from the main *Pupils* screen, clicking the *Re-admitting former pupils* link, as shown below.



Pupils

To start a session with a pupil, click on one of the following associated links:

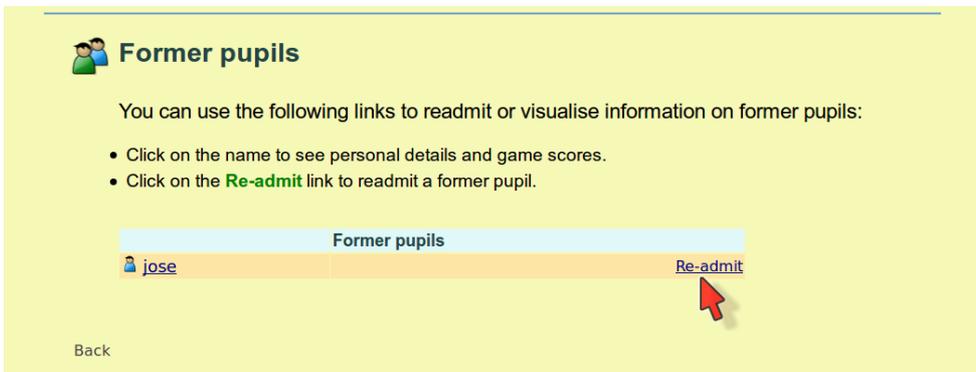
- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils	
 cristina	Play Edit
 javi	Play Edit
 julioalber	Play Edit

[Add new pupil](#) | [Re-admitting former pupils](#)

If you wish to work with a pupil but are not the assigned teacher, enter his/her user name.

The list of former (previously removed) pupils is displayed. See item *3.4 Removing pupils*.



Former pupils

You can use the following links to readmit or visualise information on former pupils:

- Click on the name to see personal details and game scores.
- Click on the **Re-admit** link to readmit a former pupil.

Former pupils	
 jose	Re-admit

[Back](#)

When *Re-admit* is clicked alongside the name of the pupil to be taken back, the screen displays the *Pupils* page, where his/her user name re-appears on the list of assigned pupils.

 **Pupils**

jose has been re-admitted. Now his/her name is on the list of assigned pupils below.

To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils	
 cristina	Play Edit
 javi	Play Edit
 jose	Play Edit
 julioalber	Play Edit

[Add new pupil](#) | [Re-admitting former pupils](#)

3.7. Individual pupil assessment

The steps to be followed to monitor a pupil's progress are set out below.

- The screen displayed when the pupil's user name is clicked from the *Pupils* page is as follows.

 **Pupils - Detailed information**

User: cristina

Assigned teacher: Carlos Santos Plaza

Birth date: December 2007

Diagnosis: cognitive deficit

Distance visual acuity: *****

Visual field: no alterations

Remarks: *****

Games used in training:

-  [Prominent features - View exercises \(1\)](#)
-  [Exploration - View exercises \(6\)](#)
-  [Puzzle - View exercises \(3\)](#)
-  [Facial expressions - View exercises \(2\)](#)
-  [Spatial perception - View exercises \(3\)](#)

[Edit](#) | [Play](#) | [Back](#)

The information furnished includes the name of the teacher to whom the pupil is assigned, the pupil's data and the games used in training. Clicking the link to any of the games displays a screen such as reproduced below.

Home Site map Games Pupils FAQs Contacts

Home > Pupils > Detailed information > Exercises

Carlos Santos Plaza Today: 2015-03-04 My Account | Exit

Pupil: cristina Close session

Pupils - Exercises

Puzzle			
Template	Rotation	Number of pieces	
no	no	4	View scores
yes	yes	4	View scores

Play | Back

It includes a table with a *View scores* link for each game configuration used by the pupil. Clicking the link opens a window with the pupil's scores for that configuration.

Individual pupil assessment

Pupil: cristina
Game: Puzzle

Configuration:

- Number of pieces: 4
- Template: no
- Rotation: no

Session details						
No.	Date	Number of correct choices	Number of incorrect choices	Number of Attempts	Time needed	Percentage of correct choices
1	2015-03-03	9	7	16	2 min. 42 sec.	56.25%
2	2015-03-03	16	12	28	4 min. 40 sec.	57.14%

Mean scores					
Total Number of Sessions	Mean Number of Correct Choices	Mean Number of Incorrect Choices	Mean Number of Attempts	Mean Time Needed	Mean Percentage of Correct Choices
2	12.5	9.5	22.0	3 min. 41 sec.	56.70%

Two tables are displayed in the aforementioned window.

- The first gives the session details:
 - session number
 - session date
 - number of correct choices
 - number of incorrect choices
 - number of attempts (correct + incorrect choices)

- time needed
- percentage of correct choices $(\text{correct choices}/(\text{correct} + \text{incorrect choices}) \times 100)$
- The second contains the mean scores for all the preceding sessions:
 - total number of sessions
 - mean number of correct choices
 - mean number of incorrect choices
 - mean number of attempts (correct + incorrect choices)
 - mean time needed
 - mean percentage of correct choices.

3.8. Pupil statistics

The link labelled *Pupil statistics* is found on the lower left of the *Pupils* page.

Pupils

To start a session with a pupil, click on one of the following associated links:

- Click on the name to see personal details and game scores.
- Click on **Play** to access the list of games.
- Use the **Edit** link to change details or eliminate pupils from the list.

Assigned pupils	
cristina	Play Edit
javi	Play Edit
jose	Play Edit

[Add new pupil](#) | [Re-admitting former pupils](#)

If you wish to work with a pupil but are not the assigned teacher, enter his/her user name. If you lack that information, contact the pupil's teacher.

Pupil's user name:

[Request support](#)

[Pupil statistics](#)

When the link is clicked, the following page is displayed.

Pupils - Statistics

Click any of the 'View' buttons to ascertain the total number of pupils in the database, grouped by the criteria shown below.

All pupils = 201

By birth date

From: 2014 | March | 1 | To: 2015 | March | 13 | = 19 [View](#)

By diagnosis albinism = 5 [View](#)

By distance visual acuity 0.1 - 0.3 = 35 [View](#)

By visual field no alterations = 44 [View](#)

[Back](#)

This section is designed to enable the user to ascertain the number of pupils in the database, grouped by total number, age, pathology... At this writing, five search criteria are supported: all pupils and pupils by clinical data (age, diagnosis, distance visual acuity and visual field).