CONTENT DOCUMENT

Screen No:	2.1		Back:	Main Menu	Next:	None
Sub-Heading:	Tutorials					
Main Text:	Part II: Demonstration					
Elements:	**Template:**	Refer to "Design Document" Appendix F for "Tutorials: Part II Screen Interface Design"				
	Graphics:	File 1:	None			
		File 2:	None			
	Documents:	File 1:	None			
		File 2:	None			
	Animation:	File 1:	None			
		File 2:	None			
	Video:	Isolate:	wsu_vo/isolate.avi			
		Identify:	wsu_vo/identify.avi			
		Diagnose:	wsu_vo/diagnose.avi			
		Solve:	wsu_vo/solve.avi			
		Context:	wsu_vo/context.avi			
		Feedback:	wsu_vo/feedback.avi			
	Audio:	Identify:	wsu_vo/identify.mp3			
		Isolate:	wsu_vo/isolate.mp3			
		Diagnose:	wsu_vo/diagnose.mp3			
		Solve:	wsu_vo/solve.mp3			
		Context:	wsu_vo/context.mp3			
		Feedback:	wsu_vo/feedback.mp3			
		Summary:	wsu_vo/summary1.mp3 wsu_vo/summary2.mp3			
	Pop-up Win:	Pop-up 1:	None			
Interactions:	**Buttons:**	Identify:	Link:	This button links to the "Identify" movie screen for "Demonstration".		
			Message:	"What is the problem here?" This message should be displayed in the music stand window.		
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".		
		Isolate:	Link:	This button links to the "Isolate" movie screen for "Demonstration".		
			Message:	"Where is the problem?" This message should be displayed in the music stand window.		
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".		

CONTENT DOCUMENT

		Diagnose:	Link:	This button links to the "Diagnose" movie screen for "Demonstration".
			Message:	"What is the cause of the problem?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Solve:	Link:	This button links to the "Solve" movie screen for "Demonstration".
			Message:	"What is the ideal solution here?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Context:	Link:	This button links to the "Context" movie screen for "Demonstration".
			Message:	"Let's test the solution?" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Feedback:	Link:	This button links to the "Feedback" movie screen for "Demonstration".
			Message:	"Offer constructive and positive feedback". This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Part I:	Link:	This button links to Tutorial: Part I.
			Message:	"Overview of the problem solving routine" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 3 (Numbers). Refer to "Style Guide".
		Part II:	Link:	This button links to Tutorial: Part II.
			Message:	"Learn through expert demonstrations"

				This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 3 (Numbers). Refer to "Style Guide".
		Part III:	Link:	This button links to Tutorial: Part III.
			Message:	"Practice your skills with expert guidance" This message should be displayed in the music stand window.
			Behavior:	This button should follow the same behavior as Rollover 3 (Numbers). Refer to "Style Guide".
		Play:	Link:	This button resumes play of the movie if the user presses the stop button.
			Message:	None
			Behavior:	This button should follow the same behavior as Play button. Refer to "Style Guide".
		Stop:	Link:	This button stops play of the movie if the user presses the stop button.
			Message:	None
			Behavior:	This button should follow the same behavior as Play button. Refer to "Style Guide".
		Pause:	Link:	This button pauses the movie if the user presses the stop button.
			Message:	None
			Behavior:	This button should follow the same behavior as Play button. Refer to "Style Guide".
		Voice Narratives:	Link:	Each pop up window will have an audio icon that links to a voice narrative to accompany the text.
		Main:	Link:	This button links to the "Main Screen".
			Message:	None
			Behavior:	This button should follow the same behavior as Rollover 1 (Eighth Note). Refer to "Style Guide".
		Exit:	Link:	This button will close the application
			Message:	None
			Behavior:	This button should follow the same behavior as Rollover 2 (Sharp Symbol). Refer to "Style Guide".
	Links:	Link 1:	None	
		Link 2:	None	

	Games :	Game 1:	None
		Game 2:	None
	Test Items:	Item 1:	None
		Item 2:	None
	Simulations:	Sim 1:	None
		Sim 2:	None
	Other:	Element 1:	None
		Element 2:	None
	Feedback	Response 1:	None
		Response 2:	None