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Screen No:	2.2	Back:	Main Menu	Next:	None
Sub-Heading:	Tutorials				
Main Text:	Part III: Guided Practice				
Elements:	**Template:**	Refer to "Design Document" Appendix F for "Tutorials: Part III 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_vid/p1.avi		
		Identify:	wsu_vid/p2.avi wsu_vid/p3.avi		
		Diagnose:	wsu_vid/p4.avi wsu_vid/p5.avi		
		Solve:	wsu_vid/p6.avi wsu_vid/p7.avi wsu_vid/p8.avi		
		Context:	wsu_vid/p9.avi		
		Feedback:	wsu_vid/p10.avi		
	Audio:	Prompt 1:	wsu_vo/prompt1.mp3		
		Prompt 2:	wsu_vo/prompt2.mp3		
		Prompt 3:	wsu_vo/prompt3.mp3		
		Prompt 4:	wsu_vo/prompt4.mp3		
		Prompt 5:	wsu_vo/prompt5.mp3		
		Prompt 6:	wsu_vo/prompt6.mp3		
		Prompt 7:	wsu_vo/prompt7.mp3		
		Prompt 8:	wsu_vo/prompt8a.mp3 wsu_vo/prompt8b.mp3		
		Prompt 9:	wsu_vo/prompt9.mp3		
		Prompt 10:	wsu_vo/prompt10.mp3		
		Prompt 11:	wsu_vo/prompt11.mp3		
		Prompt 12:	wsu_vo/prompt12.mp3		
	Pop-up Win:	Prompt 2:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".		
		Prompt 3:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".		
		Prompt 4:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".		
		Prompt 5:	This pop-up window should follow the same		

				behavior as "Static" pop-up windows. Refer to "Style Guide".
			Prompt 6:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".
			Prompt 7:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".
			Prompt 8:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".
			Prompt 9:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".
			Prompt 10:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".
			Prompt 12:	This pop-up window should follow the same behavior as "Static" pop-up windows. Refer to "Style Guide".
Interactions:	**Buttons:**	Isolate:	Link:	This button links to the "Identify" movie screen for "Guided Practice".
			Message:	"What is the problem here?" This message should be displayed in the music stand window.
			Behavior:	This should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Identify:	Link:	This button links to the "Isolate" movie screen for "Guided Practice".
			Message:	"Where is the problem?" This message should be displayed in the music stand window.
			Behavior:	This should follow the same behavior as Rollover 4 (Checkmark) and Rollover 5 (Decision Step). Refer to "Style Guide".
		Diagnose:	Link:	This button links to the "Diagnose" movie screen for "Guided Practice".
			Message:	"What is the cause of the problem?" This message should be displayed in the music stand window.
			Behavior:	This 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 "Guided Practice".
			Message:	"What is the ideal solution here?" This message should be displayed in the music stand window.
			Behavior:	This 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 "Guided Practice".
			Message:	"Let's test the solution?" This message should be displayed in the music stand window.
			Behavior:	This 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 "Guided Practice".
			Message:	"Offer constructive and positive feedback". This message should be displayed in the music stand window.
			Behavior:	This 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 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 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:	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 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 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 should follow the same behavior as Play button. Refer to "Style Guide".
		Next:	Link:	This button will link to the next video segment in same series for each decision making process step.
			Message:	None
			Behavior:	This should follow the same behavior as the "Next" button. Refer to "Style Guide".
		Back:	Link:	This button will link back to the previous video segment in same series for each decision making process step.
			Message:	None
			Behavior:	This should follow the same behavior as the "Back" button. Refer to "Style Guide".
		Main:	Link:	This button links to the "Main Screen".
			Message:	None
			Behavior:	This 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 should follow the same behavior as Rollover 2 (Sharp Symbol). Refer to "Style Guide".
	Links:	Link 1:	None	

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		Link 2:	None
	Games :	Game 1:	None
		Game 2:	None
	Test Items:	Prompt 2 Select Box:	Having heard the choir sing measures 8-18: you must first decide if there is a problem in this section. Check your answer in the box below.
			A: The choir performed correctly and is ready to continue.
			B: There is a problem with their performance and the director needs to stop and correct it.
		Prompt 3 Text Field:	If you think you know where the problem lies, input the measure number in the box below. (If you are not sure click the "Not Certain".
		Prompt 3 Multiple 1:	If you are not sure where the problem lies, tell what you would have the choir do next. Select a response.
			A: Sing measures 8-18 again.
			B: Sing their parts separately
			C: Sing measures 8-11
		Prompt 4 Text Field:	If you think you know what the problem is type your answer in the box below.
		Prompt 5 Text Field:	If you know the measure number the problem occurs in, type the measure number in the box below.
		Prompt 6 Text Field:	If you think you know what is causing the choir to come in late, type your response in the box below:
		Prompt 7 Multiple 2:	Assuming that the breath mark is the culprit, what might you have the choir do to fix the problem? Select your answer from the choices listed below:
			A: Tell them to sing the section again and be sure to come in together on the "and" of beat four.
			B: Have them chant the text in rhythm and sue them for their entrance on the "and" of beat four.
			C: Ask the choir to count-sing the section, breathing on beat 4 and continuing with the count-sing on the "and" of beat four.
		Prompt 8 Select Box:	Did the choir perform the selection correctly?
			A: Yes, it was an accurate performance.
			B: No, it was an inaccurate performance.
		Prompt 9 Select Box:	Did the choir successfully correct the problem?
			A: Yes, The performance is now correct.
			B: No, The performance is still incorrect.
		Prompt 10 Multiple 3:	To provide positive feedback, select the best choice from the options below:

			A:	Good Job.
			B:	Excellent! Your entrance was exactly together.
			C:	Okay, but remember this section must be sung softly.
		Prompt 12: Multiple 4:	To exit the tutorial, click on one of the buttons below:	
			A:	Main Menu
			B:	Practice
			C:	Exit
	Simulations:	Sim 1:	None	
		Sim 2:	None	
	Other:	Element 1:	None	
		Element 2:	None	
	Feedback	Response 1:	That is correct!	
		Response 2:	That is incorrect!	