

DANCE TOOL V 2.1



Add curly braces

*1
I do not think "more" is a good idea. Let us stick with the arrows for the back and forth navigations.

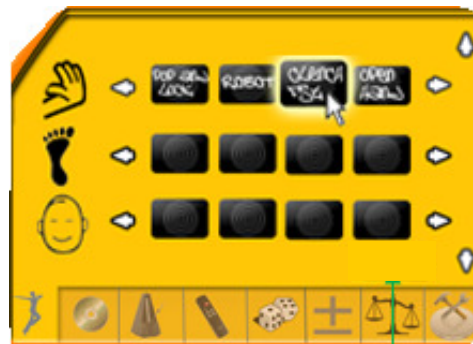
Number the timeline.

Have a parameter tab. Students with no programming background will be confused. Do not replace the word parameter.

Slider Window for preview.

Change "toggle" to something like..Different camera view or something.

1. Adding pop up labels when hovering over a button is a good idea. That will help the user understand what the button is.
2. The slider bar I thought would have been a smarter and more animated addition to the project than a pop up preview window.
3. I think the little paper notes is a good idea. Since this targets young students, it is better to use graphics that they will relate to.
4. Since there is a slider bar that pops out for preview, I think the navigation bar would be a redundant component. Maybe add that to the preview window?
5. Since in the animation window “movements” already presents the arrows concept for navigation, stick with it. For more animations, adding a arrows pointing up and down for more navigations is a good idea. Refer to *1



6. If the character button is used to pick a character then are two things I want to suggest:
 - Adding labels to buttons when hovered over is a good idea.
 - Title the button or the label: “pick a character”.
7. For the button stage:
 - Title the button or the label “pick a stage”.
8. I am not sure what the “dance” button represents yet.
9. Tabs on the bottom here are a little unclear.



10. Since the goal from creating this software is to teach younger students programming, I think there should be a “show code” button for those who are curious how the code is being built. Maybe another slider bar on the other opposite side of the preview slider bar would a good idea.

