Introduction
Welcome. You have (either on purpose or by complete and utter chance) arrived at the documentation of the application Test The Teacher, as made by Kim Bosman, Laura van der Lubbe, and Annigje van der Wel. To satisfy your curiosity: we're group six.

In this application, you, assumed to be a teacher, will be assessed based on your reactions to a set of scenarios. While this application is still very much prototypical, it is our hope that the teaching users of our application will gain some moment of clarity and insight, which might help them continue to grow as a builder of an engaging and inspiring learning environment. This can be reached by going through the test yourself or asking your students to fill it in for you. Warning: this might be very confronting; children always speak the (painful) truth.

The rest of this documentation will take you through the ins and outs of our application. Please enjoy, and if you have any further questions, do not hesitate to send a raven.

How does the application work?
It isn't rocket science fortunately. Each question will be introduced with a fitting film clip. After the clip has ended, a decision has to be made. Three different reactions are presented to the player, which in turn will have to decide which reaction would fit most. After all the scenarios have been dealt with, the program will calculate the score and present the final results.

Scenarios
In the current application, a set of six scenarios is currently available. This may seem very much planned, as our group number is also six, but (un)fortunately, this commonality was very much accidental. Anyway, the scenario's serve to sketch possible situations which can occur in a learning environment. Your choice of reaction to whichever scenario awards you a number of points for one or two types, which will be further explained in *Score system.*

Teacher types
Currently, there are 6 different teacher types recognized in our system. First, there are the three basic types: "bad teacher" (A), "mediocre teacher" (B), "good teacher" (C). Then, the three "tie" types are defined: "mediocre uninterested teacher", "Jekyll and Hyde teacher" and "trying to reach the light teacher".

Score system
Since we think that picking one reaction, which is mapped to a teacher type, does not only say something about that specific teacher type, we decided to award points to both the answer and the closest option that was not chosen. For example, if the player chooses an answer matching type "A", there will be two points added to the total balance of type "A", and one point added to the total balance of type "B". If the player decides on a type "B" reaction, two points will be added to the total balance of type "B", and both type "A" and type "C" get rewarded one point.

The final result will be the type with the highest point balance. If it turns out that there is a tie between two teacher types, the result will be in tie form as well.

Media types
For the prototype, three basic media types were used. YouTube film clips serve as an introduction to the scenario. Gif images are used to support the explanation of the different decisions the player can make. Finally, there is also some text used throughout the system to either further explain or introduce a scenario. Also, text is used to present the results at the end of the game.

Limitations
We recognize a few limitations in the current system. First of all, none of the presented content is based on scientific research. The teacher types (and the mapped reactions to this for that matter) are now all based on the creator's views on the world. What we might perceive as a horrible teacher, others might find really inspiring.
A second limitation is the number of scenarios currently implemented. With only six scenarios, the possibility of a tie is pretty big. Once more scenarios are implemented, the results will not only be more precise, but they will also be based on more accurate data.
The final limitation actually falls back on the first. Right now, since we do not use accurate information on different teaching approaches, we can only present a result based on our perspective. However, we do not provide any feedback to the player on how to improve the resulting teacher type.

Reflection
XIMPEL turned out to be a very interesting tool to make a game/interactive video. Due to the fact that the syntax of the code is like HTML, which we are already familiar with, the first steps into XIMPEL were quite easy. As we are AI students, we think that the saying "we're programmers, not designers" suits us. Therefore it was nice to work with a tool to edit an interactive video, without using an editing tool but code instead. However doing everything with code was sometimes quite inefficient, for example when we started the quest to find the right height, width, x and y attributes values for one of our overlays. In the end, it all worked out. With a bit of humor and some help of darker sides of the internet, we succeeded in creating a prototype with a twist.

Reflecting on the prototype, we think that it shows our purpose quite well, but it also shows something about us. Becoming a good teacher is a serious matter, but our approach shows that we really enjoyed ourselves when working on this app and that we are familiar with the power of GIF's. Sometimes, you don't have to be too serious about life.

That's all folks; Group 6 Out