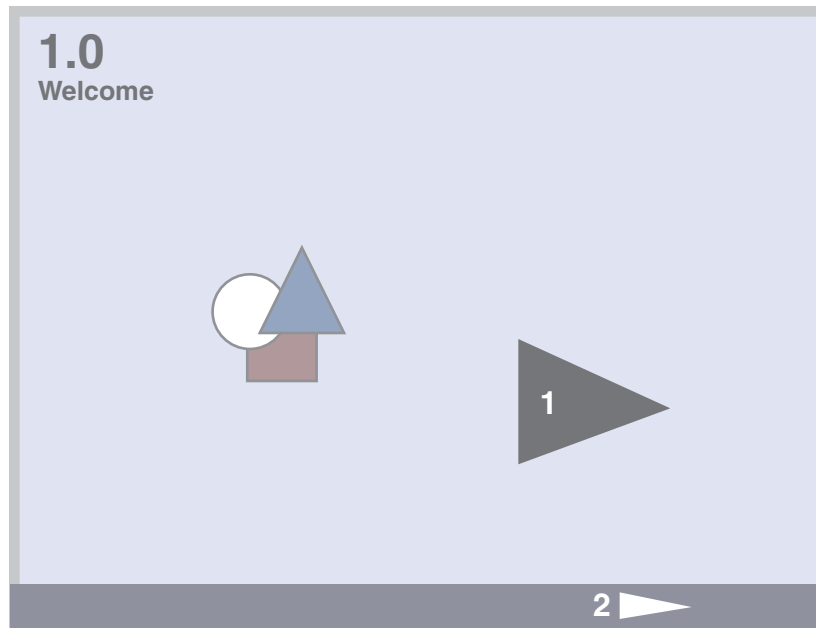


0.5 Splash Screen

This is simply a graphic containing the Cerner logo, the KI logo, and a perhaps a WBT logo for these products. This window appears briefly during launch, and disappears on its own. There is no interaction.



1.0 Welcome Page

This interface is the first one the user will see upon launching the application.

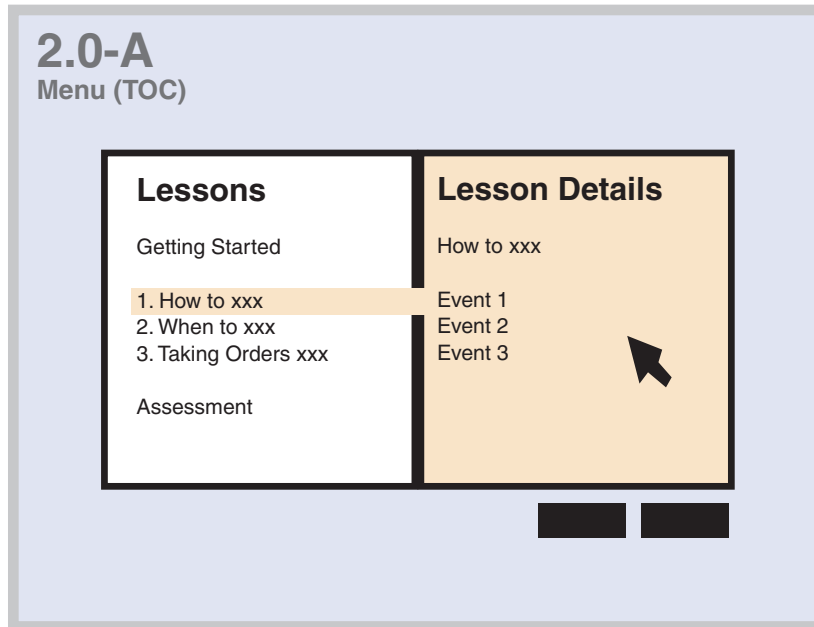
It will contain:

- Title, welcome graphics and message
- Brief orientation for user
- A login window will pop up
- User has 2 choices to navigate

1. Button to Menu (TOC), or

2. Next Button (in toolbar) for lesson stream (beginning with Getting started)

Option A



2.0 Menu (TOC modal window- not movable)

This interface contains a list in the left panel that contains all the lessons (including GS, and Assessment). when an item is selected in the left panel, details for that selection appear in the right panel, and the "go button" becomes active. At that point the user can click go, and begin the selected lesson from the beginning, or select an event from the list on the right, click go, and begin the lesson from the selected event.

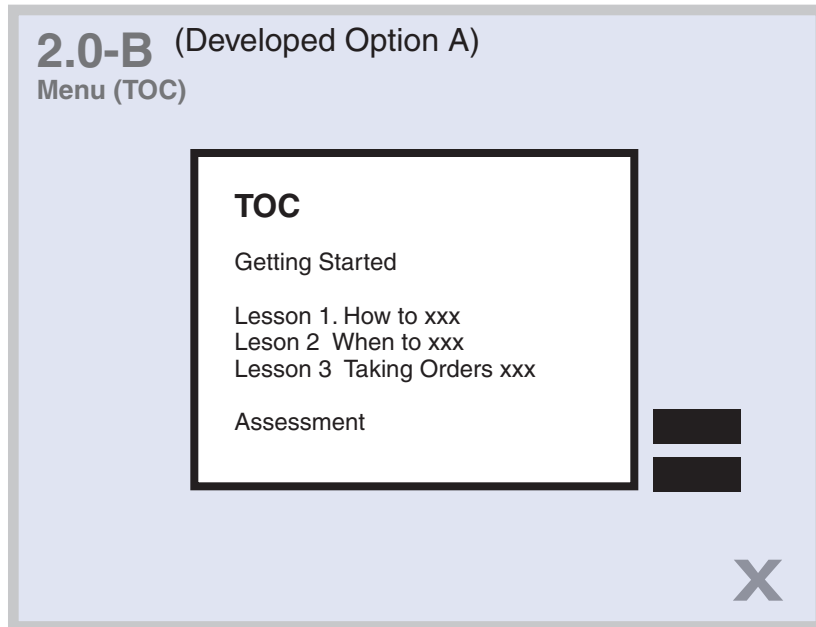
As you rollover a Lesson Detail it will become Bold and when you select the detail it will become Italicized.

There is also a close button, that closes the window, leaving the user where they were when they clicked the TOC button.

Note:

- no double clicking (to avoid mis navigation)

Option B



2.0 Menu (TOC modal window- not movable)

This Interface has the Table of contents which includes a list of selectable items (Getting Started, Lessons, and the Assessment) .

Upon selection 2 buttons become active:

- More info - takes you to 2.5 "Lesson Details" which replaces this window

or

- GO- Launches whichever item is selected, and closes the window

There is also a close button, that closes the window, leaving the user where they were when they clicked the TOC button.

Note:

- no double clicking (to avoid mis navigation)

2.5 (for option B only)

Lesson Details

Lesson 3 Taking Orders

with a more detailed desc.

Event one, with details

Event two, with details

Event three, with details



2.5 Lesson Details (modal window- not movable)

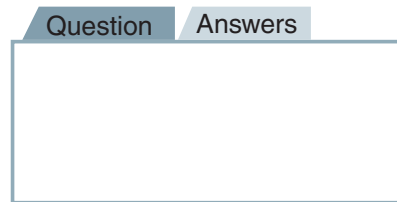
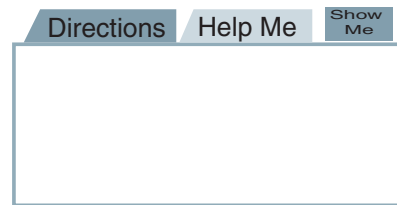
The user would arrive at this screen by selecting a lesson from the TOC window and clicking the details button.

From this page the user can see the particulars of a lesson, and its events. The user can select the lesson or select an event and click go to begin that selection.

There is also a close button, that closes the window, leaving the user where they were when they clicked the TOC button.

3.0

Assignment Text (user prompt)



3.0 Assignment Text (User Prompt)

This interface number refers to the details of the assignment text box. The assignment text box's size is TBD (by CVU) and will not change size. It will change location if its default location is covering vital simulation information.

This box contains two tabs. The Directions tab contains the onscreen instructions and user prompts, the Help Me tab contains location specific help messages.

The Show Me button will appear next to the Help Me tab and launch KI show mes.

Test (User Prompt)

This box contains two tabs. The Question tab contains the Question specific details, and the Answers tab will contain multiple choice answers.

4.0

About this CBT



4.0 About this CBT

This is the final page the user would see when exiting the program. It will contain all the legal information, and development information.

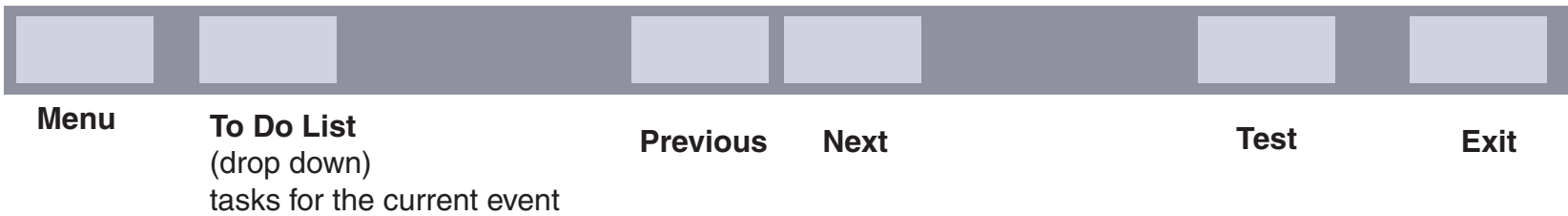
There is no user interaction.

5.0

Toolbars

The toolbars will contain the following items:

Show Mes and Overviews



Let Me Try

