

1 CONTROLS AND DISPLAYS

The STASYS Computer Based Training (CBT) student interface is operated using navigation, selection, and control interactions. These are contained on the Menu screen, Lesson screens, and Function screens.

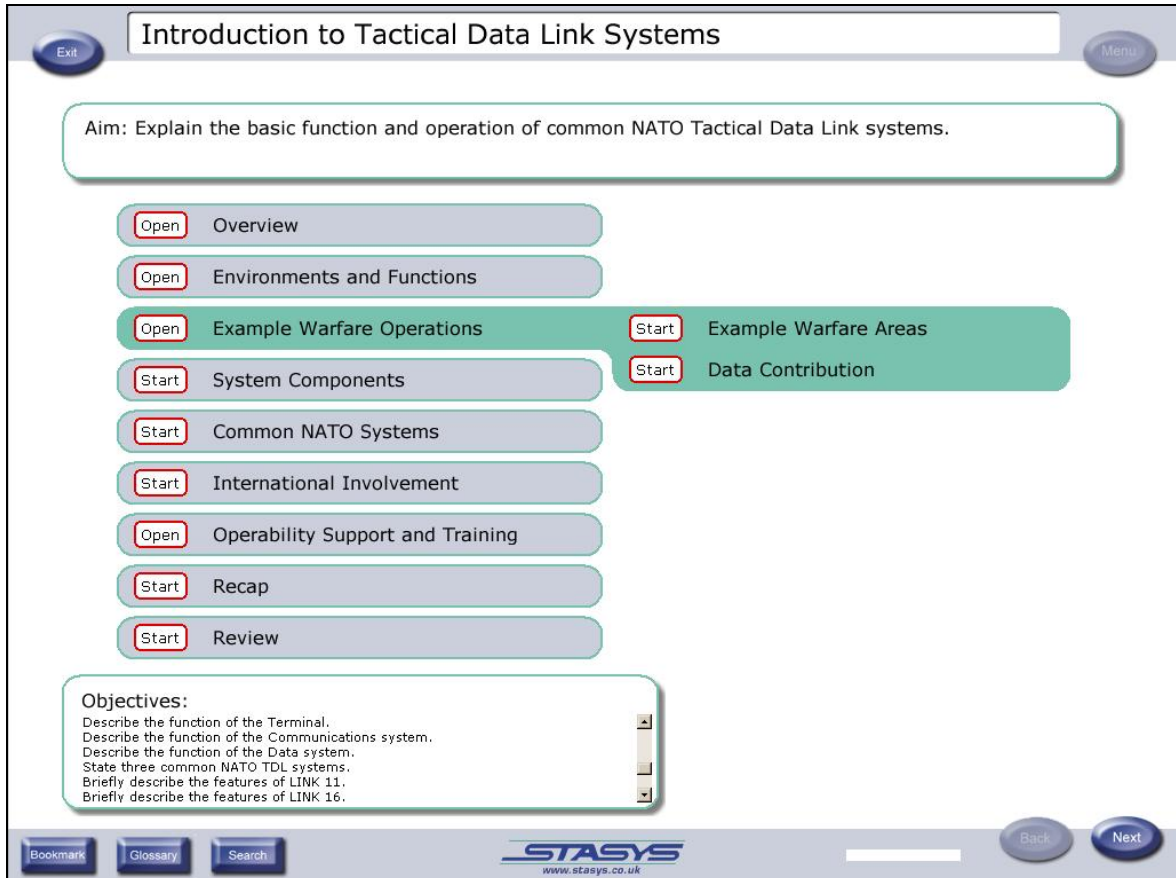
1.1 MENU PAGE

The lesson Menu allows the student to select and study different lesson 'topics'. Each topic is related in content and all lesson topics are listed on the Menu page. The lesson title, the lesson aim, and a list of the detailed learning objectives applicable to the whole lesson are also displayed on the Menu page. A typical lesson Menu page is illustrated below.

The lesson can be accessed and completed on an end-to-end basis by navigating within the lesson, or using a more targeted approach by selecting and completing one or a number of topics based on learning needs.

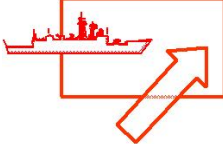






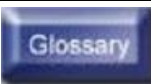
Each topic is selected by clicking on its 'Start' caption. Some topics contain smaller sections or 'sub-topics'. These are selected by clicking on the topic 'Open' caption, and then clicking the sub-topic 'Start' captions. To indicate that a topic or sub-topic has been selected for study, the 'Start' and 'Open' caption outline will turn from red to green.

When the pointer is in the correct areas for selection, it will turn into a 'hand' symbol.

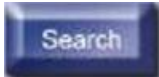
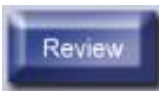

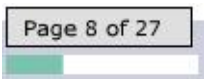



1.2 NAVIGATION, SELECTION AND CONTROL FUNCTIONS.



The majority of the following Navigation Controls and Functions are contained on, and accessed from, the Lesson Screen. An illustration of the Lesson Screen is contained in **APPENDIX Item A1**.

Controls	Operation
	<p>Objects outlined in RED provide an area for the student to click on to see an item description or to see a process or function operating.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol.</p>
	<p>Objects outlined in GREEN are the result of clicking on a RED outlined object. It indicates the item has been selected by the student.</p> <p>Even though the item outline has turned GREEN, the student, in most cases, can reselect the item to see the operation as many times as required.</p>
<p>Click Next to continue</p>	<p>RED text items are instructions to the student. They are used to inform the student of required actions and options, and navigate the student between lesson items.</p>
	<p>Navigates the student to the NEXT page of the lesson.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol, and the button text will turn green.</p>
	<p>Navigates the student BACK to the previous page of the lesson.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol, and the button text will turn green.</p>
	<p>EXITS the lesson.</p> <p>The EXIT button invokes the Exit box. To EXIT the lesson select the 'Yes' button. To remain in the lesson the 'No' button is selected.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol, and the button text will turn green.</p> <p>The EXIT box is illustrated in APPENDIX Item A7.</p>
	<p>Navigates the student to the MENU page.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol, and the button text will turn green.</p>
	<p>Selects the BOOKMARK function.</p> <p>Allows the student to BOOKMARK a page of interest by selecting the 'Add' button when the BOOKMARK box is displayed. Each Bookmarked page will appear in a list in the BOOKMARK box, and is described using the page title. Selecting a Bookmarked page from the list, and pressing the 'Go To' button will return the student to the selected page.</p> <p>Bookmarked pages can be deleted from the function at any time the BOOKMARK box is displayed by selecting the page from the list, and pressing the 'Remove' button.</p> <p>When the pointer is in the correct areas for selection, it will turn into a 'hand' symbol. The BOOKMARK button text will turn green.</p> <p>The BOOKMARK box is illustrated in APPENDIX Item A5.</p>
	<p>Selects the GLOSSARY function.</p> <p>Allows the student to search for definitions of GLOSSARY items by using an alphabetically ordered drop-down list. This is further supported by an alphabetical lettered list, which allows the GLOSSARY items to be</p>

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	<p>displayed according to sections beginning with a nominated letter. The last item selected in the GLOSSARY will always be displayed.</p> <p>Text items that are contained in the GLOSSARY are also embedded in the lesson text, and can be accessed directly from a lesson page. If an item is defined in the GLOSSARY the pointer, when placed over the text item, will change into a hand symbol. Clicking on this item will automatically open the GLOSSARY function and display the selected item and its definition.</p> <p>When the pointer is in the correct areas for selection, it will turn into a 'hand' symbol. The GLOSSARY button text will turn green.</p> <p><i>The GLOSSARY box is illustrated in APPENDIX Item A4.</i></p>
	<p>Selects the SEARCH function.</p> <p>Allows the student to SEARCH the lesson for words or phrases. The SEARCH is performed by entering the word or phrase in the 'Word / Phrase' field, and pressing the 'Start' button. Any matching items will be displayed in a list box. Selecting a list box item and pressing the 'Go to' button will display the lesson page containing the selected item.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol, and the button text will turn green.</p> <p><i>The SEARCH box is illustrated in APPENDIX Item A3.</i></p>
	<p>Navigates the student back to the Revision page, which forms part of the self assessment REVIEW function.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol, and the button text will turn green.</p> <p><i>An illustration of the screen associated with the Review Revision function is contained in APPENDIX Item A2.</i></p>
	<p>Once the final selection of answers for a self assessment question has been made, pressing the SUBMIT button displays the correct answers to the student.</p> <p>This button is also used within the lesson to display the correct answer to a task.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol.</p> <p><i>Illustrated in APPENDIX Item A6.</i></p>
	<p>The PROGRESS FUNCTION indicates to the student the amount of progression through the lesson in the number of pages completed relative to the total number of pages, and by the progression of a Green bar across the White available area.</p> <p>The 'Page X of XX' box will only appear when the pointer is placed over the progress bar area.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol and the numerical box will be displayed.</p>
	<p>The ANSWER SELECTION buttons relate to an answer options for a self assessment question in the REVIEW function.</p> <p>If an ANSWER SELECTION button is selected, a blue 'tick' symbol will appear to indicate the answer option has been chosen.</p> <p>This may be selected and deselected as many times as required, prior to selecting the SUBMIT button.</p> <p>When the SUBMIT button is pressed, performance feedback is given to the student in both visual and text formats.</p>

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	<p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol.</p> <p>Illustrated in APPENDIX Item A6.</p>
	<p>VIDEO CONTROL buttons select Play / Pause, and Stop for video clips that are embedded in lessons. They contain conventional nomenclatures to indicate the function of the control.</p> <p>These buttons will normally be supported by a Progress Bar, which indicates the current progress relative to total duration.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol.</p>
	<p>ANIMATION CONTROL buttons select Go to Start Stage, Play, and Go to End Stage for staged animations. They contain conventional nomenclatures to indicate the function of the control.</p> <p>These buttons will normally be supported by a Progress Bar, which indicates the current progress relative to total duration.</p> <p>When the pointer is in the correct area for selection, it will turn into a 'hand' symbol.</p>

2 CONTACTS

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3 APPENDIX.

3.1 A1 – LESSON SCREEN

Example Information Exchange - Ground Defence

Click on the **Play** button to see each stage of the Ground Defence example.

Airborne command and control platform transmits target data and control instructions to attack helicopter.
Ground based command and control platform transmits target data and control instructions to ground based attack platform.



Click **Next** to learn about the other warfare areas.

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3.2 A2 – REVIEW REVISION SCREEN

Review - Revision

You correctly answered **3** out of **8** questions.

Based on the results of the Review, it is recommended that you revise the areas of the lesson listed in the Revision items box below.

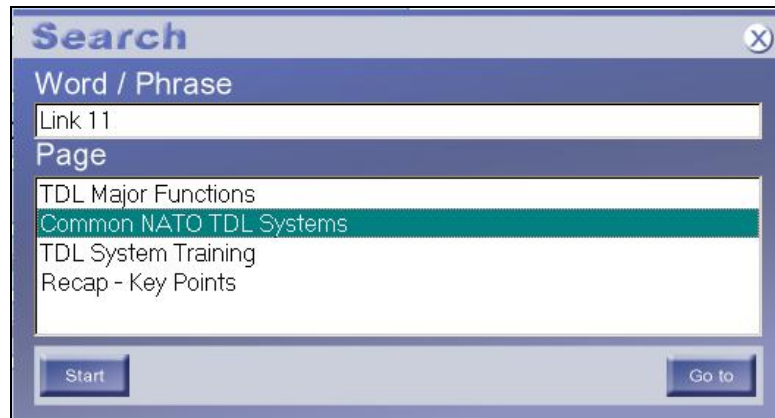
Click on each item to return to the appropriate part of the lesson, and then click **Next** to complete your revision and return to the Revision Page. You can also click on the **Review** button to return to the Revision Page at any time.

When you have completed your revision, you can **Exit** the lesson or return to the **Menu** page by clicking on the appropriate buttons.

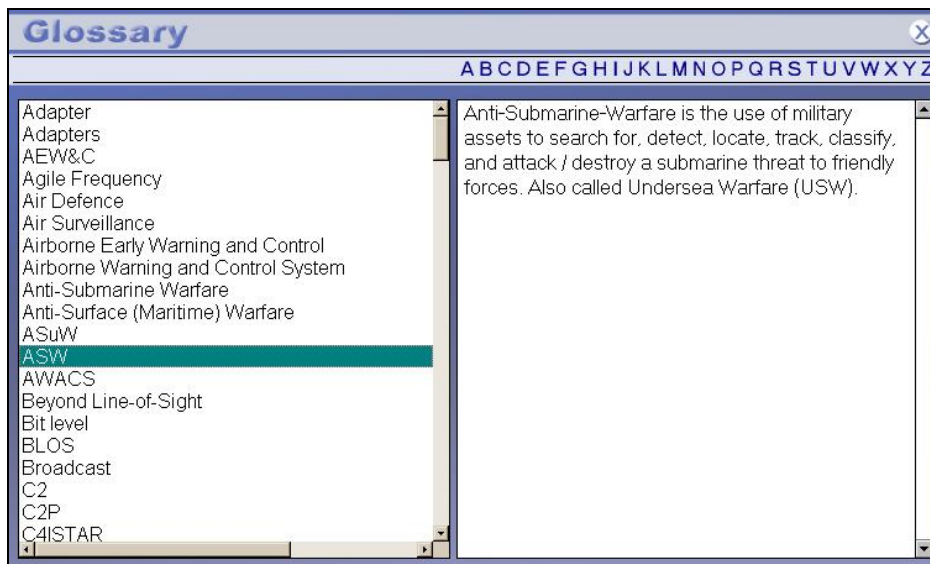
Tactical Data Link (TDL) Systems - C41STAR
TDL System Components
TDL Environments
Common NATO TDL systems - Link 22
Common NATO TDL systems - Link 16

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3.3 A3 – SEARCH BOX



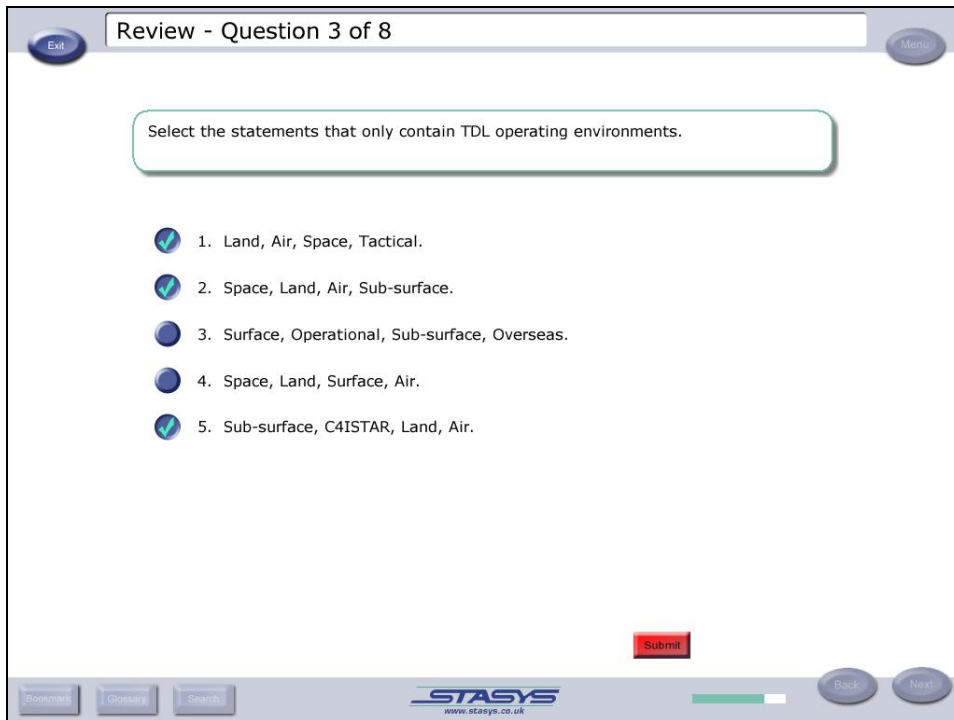
3.4 A4 – GLOSSARY BOX



3.5 A5 – BOOKMARK BOX



3.6 A6 – SELF ASSESSMENT SCREEN



3.7 A7 – EXIT BOX

