

# DRICT

DEPED, DIVISION OF ROXAS CITY  
ICT MAGAZINE

**EXCLUSIVE**

Venturing towards  
Mobile Technology

P. 27

Division Data Kiosk

P. 52

Animation 101

P. 53



JUNE 2017

ISSUE # 2



**Levelling the Playing Field:**

**ActivePresenter** P. 3

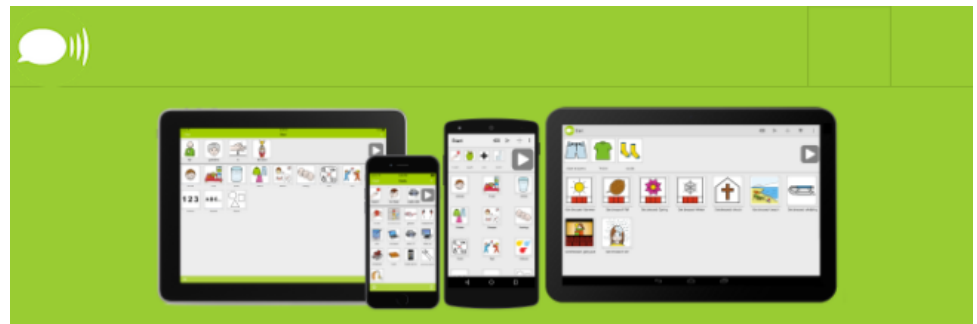
download it now! <http://www.letmetalk.info>

### Suitable for:

- Autism symptoms and Asperger syndrome
- Aphasia
- Speech apraxia
- Articulation/Phonological disorder
- Amyotrophic Lateral Sclerosis (ALS)
- Motor Neuron Disease (MND)
- Cerebral palsy
- Down syndrome

### Features:

- App for Augmentative and Alternative communication
- Very easy to use!
- More than 9,000 high quality images from ARASAAC included
- Voice support for images and sentences
- Share profiles with friends and clients
- Unlimited creation of new categories and adding new images
- Send sentences via instant messengers
- Support external switches and buttons
- Pre configured for kids with Autism Spectrum Disorder (ASD)
- Support for English, Spanish, French, Italian, German, Chinese, Portuguese, Brazilian Portuguese, Arabic, Russian, Polish, Dutch, Bulgarian, Romanian, Galician, Catalan, Basque



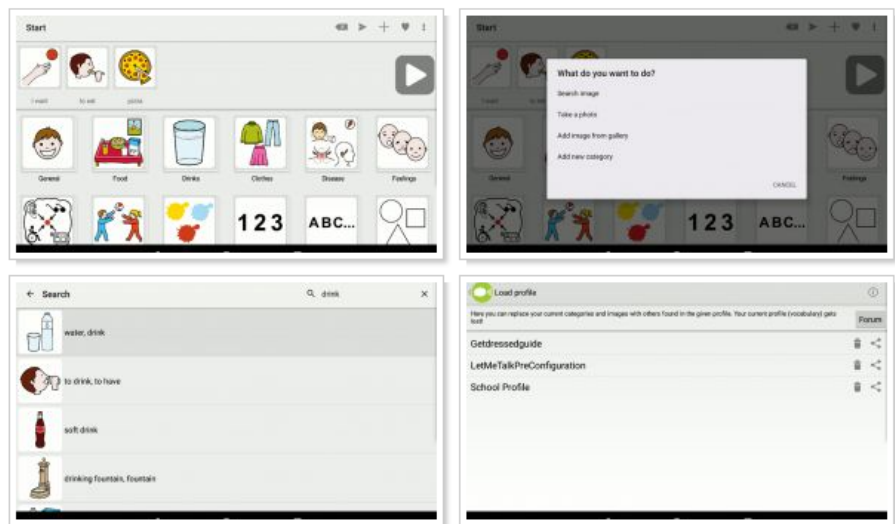
AR | DE | EN | ES | IT | FR | PL | PT | RU | RO | SW | 中文

## LetMeTalk: Free AAC Talker

A free AAC talker app for Android which supports communication in all areas of life and therefore providing a voice to everyone. LetMeTalk is [donation financed](#).

LetMeTalk enables you to line up images in a meaningful way to read this row of images as a sentence. To line up images is known as AAC (Augmentative and Alternative Communication).

The image database of LetMeTalk contains more than 9,000 easy to understand images from ARASAAC (<http://arasaac.org>). Additionally, you can add existing images from the device or take new photos with the build in camera.



To use LetMeTalk, no internet connection or mobile contract is necessary. Therefore you can use LetMeTalk in almost any situation, like hospitals, nursing home or schools.



YouTube Tutorial: <https://youtu.be/OO8ekfLLVGY>

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# DRICT

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**I**n this second issue of **DRICT**, the Schools Division Office of Roxas City is taking a huge leap on the ICT integration on teaching and learning process by providing the learners with all types of basic ideas on how to build Interactive eLearning Resource packages using Interactive eLearning Authoring tools in different media and platform which are available online or offline.

Since the department focal goal is to produce holistic, life-long, and globally competitive learners along with continuous improvement of systems and subsystems, the learners are exposed and indulged to this level of information and delivery. Thus, it is relevant to level the playing field.

So again, read on, subscribe and have fun diving in to this issue of **DRICT**.

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## Animation 101

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A young girl with dark hair, wearing a white shirt, is shown in profile from the chest up. She is holding a blue pen over an open spiral notebook on a desk. The background is a classroom with a whiteboard and a chalkboard. The whiteboard has some text written on it, including "24", "25", "26", "27", "28", "29", "30", "31", "32", "33", "34", "35", "36", "37", "38", "39", "40", "41", "42", "43", "44", "45", "46", "47", "48", "49", "50", "51", "52", "53", "54", "55", "56", "57", "58", "59", "60", "61", "62", "63", "64", "65", "66", "67", "68", "69", "70", "71", "72", "73", "74", "75", "76", "77", "78", "79", "80", "81", "82", "83", "84", "85", "86", "87", "88", "89", "90", "91", "92", "93", "94", "95", "96", "97", "98", "99", "100". The chalkboard has some text written on it, including "24", "25", "26", "27", "28", "29", "30", "31", "32", "33", "34", "35", "36", "37", "38", "39", "40", "41", "42", "43", "44", "45", "46", "47", "48", "49", "50", "51", "52", "53", "54", "55", "56", "57", "58", "59", "60", "61", "62", "63", "64", "65", "66", "67", "68", "69", "70", "71", "72", "73", "74", "75", "76", "77", "78", "79", "80", "81", "82", "83", "84", "85", "86", "87", "88", "89", "90", "91", "92", "93", "94", "95", "96", "97", "98", "99", "100".

# *eLearning with ActivePresenter*



# Levelling the Playing Field: ActivePresenter

By Fritz Juele

In consonance with the Department of Education's goal to improve the implementation of educational technology and ICT integration in teaching and learning process, the Schools Division of Roxas City through the Information Communication and Technology Unit conducted a hands-on Training-Workshop on ActivePresenter as part of the ICT Literacy Skills Training for teachers last July 30, 2016. The encounter proved that teachers with the right training, knowledge on content and competencies could build an unlimited eLearning resource package within a reasonable time. With the assistance and support from their School Head and the Schools Division Office Quality Assurance Monitoring and Evaluation (QAME), Technical Working

Group (TWG), they can produce quality-assured eLearning resource packages that can be used worldwide.

To know more about the ICT Literacy Skills Training for Teachers last July 2017, just visit

<https://sway.com/TiC98FvC1PIDQWia>.

## So, what is ActivePresenter?

ActivePresenter is a rapid eLearning Authoring Software developed by Atomi Systems, Inc. Based from its website, it includes all the tools needed to screen record, edit screencast video and create an interactive eLearning course.

It has the look and feel of the widely-used Microsoft PowerPoint and standard video editing software, in a single tool.

It is easy to use and fun to learn for learners and teachers.

## How could it improve the academic performance of the learners at all levels and even our Special Education learners?

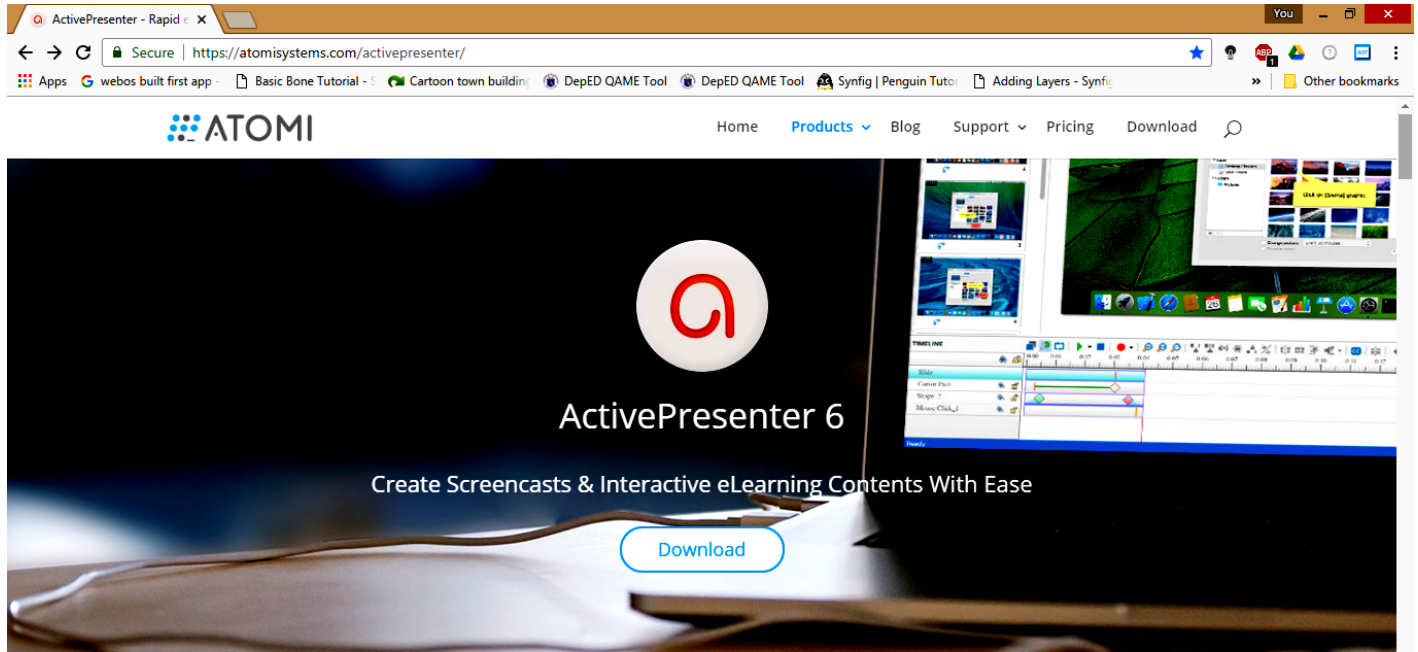
ActivePresenter is simply a tool to level the playing field for all learners. Levelling the playing field means to give everyone equal access and opportunity to digital resources. Since ActivePresenter can be used to create eLearning resource packages on different platforms, desktop, mobile, and media, with or without the internet. The concept of teaching the learners and teachers how to properly use their technology in education to become a lifelong learner is realized.

5

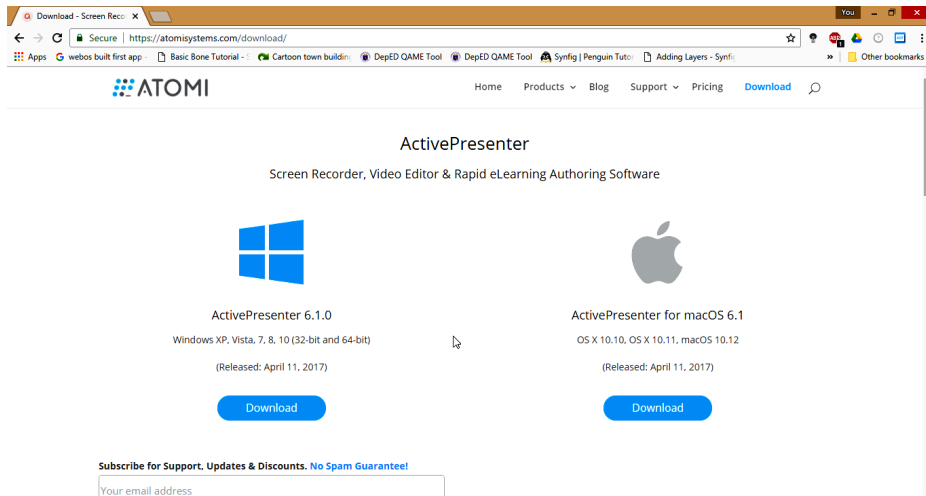
## COVER STORY

# Levelling the Playing Field: ActivePresenter

Visit <https://atomisystems.com/activepresenter/>



OVERVIEW DEMOS FEATURES TUTORIALS

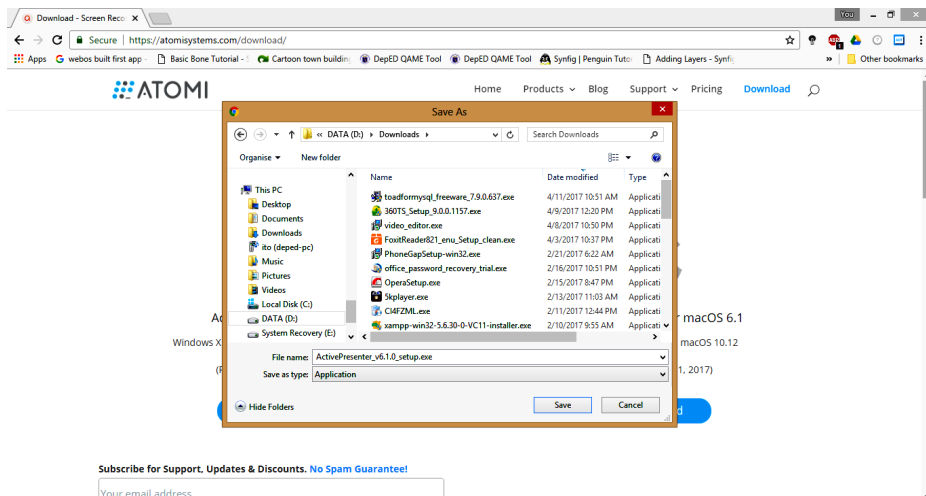


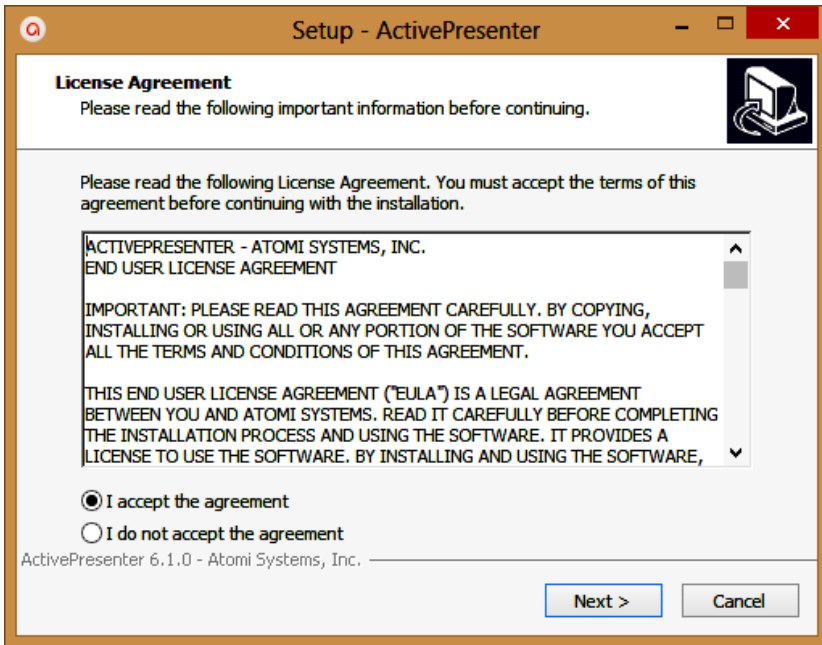
So, where do we start with ActivePresenter to build eLearning resources to improve the academic performance of our learners?

Well, we start by visiting the ActivePresenter website and downloading the latest version of the software based on your operating system (OS) since it is available for windows and mac.

Then, you install it.

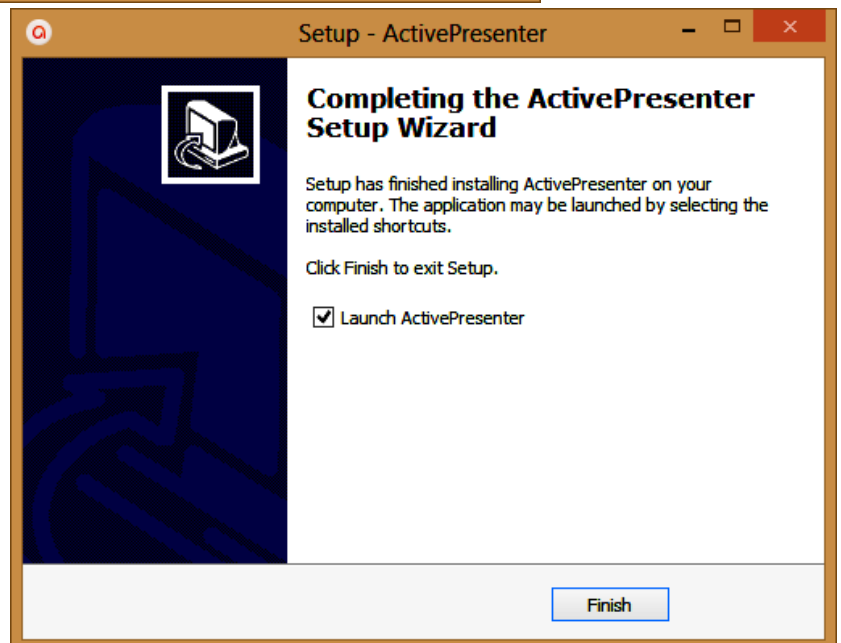
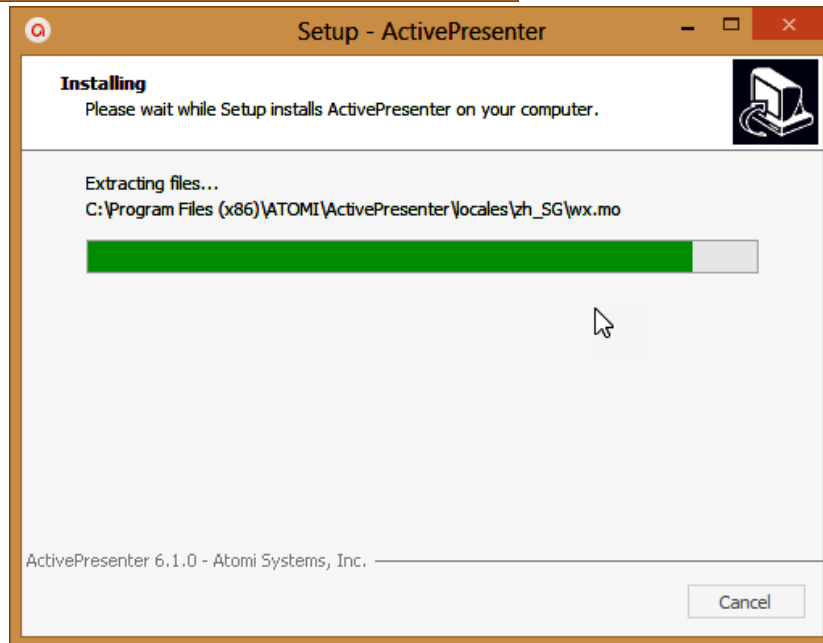
After installation, just launch ActivePresenter.





**COVER STORY** 6

Levelling the Playing Field:  
ActivePresenter



## Levelling the Playing Field: ActivePresenter

## Creating a simple video demonstration

In this tutorial, you will learn to use the ActivePresenter's screen recording and video editing features.

### Step 1.

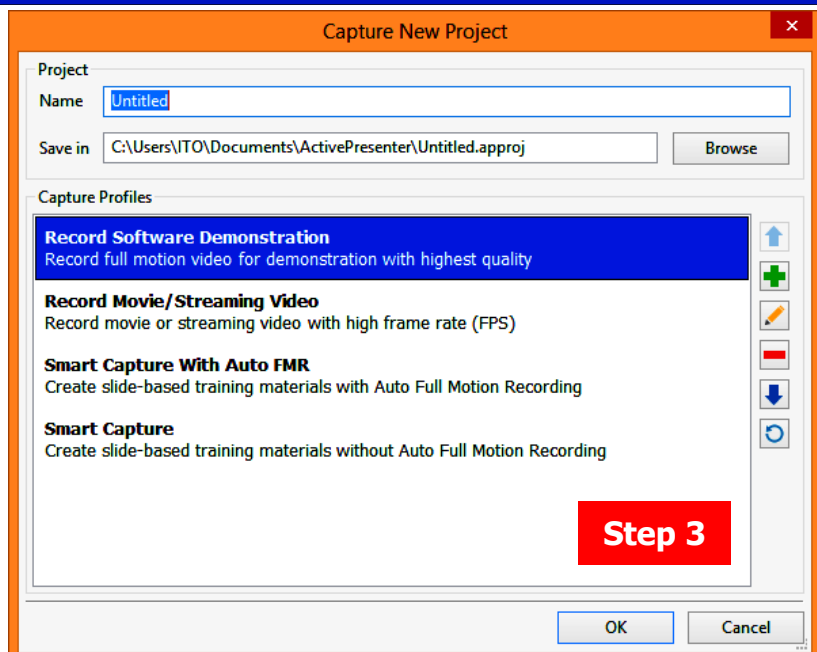
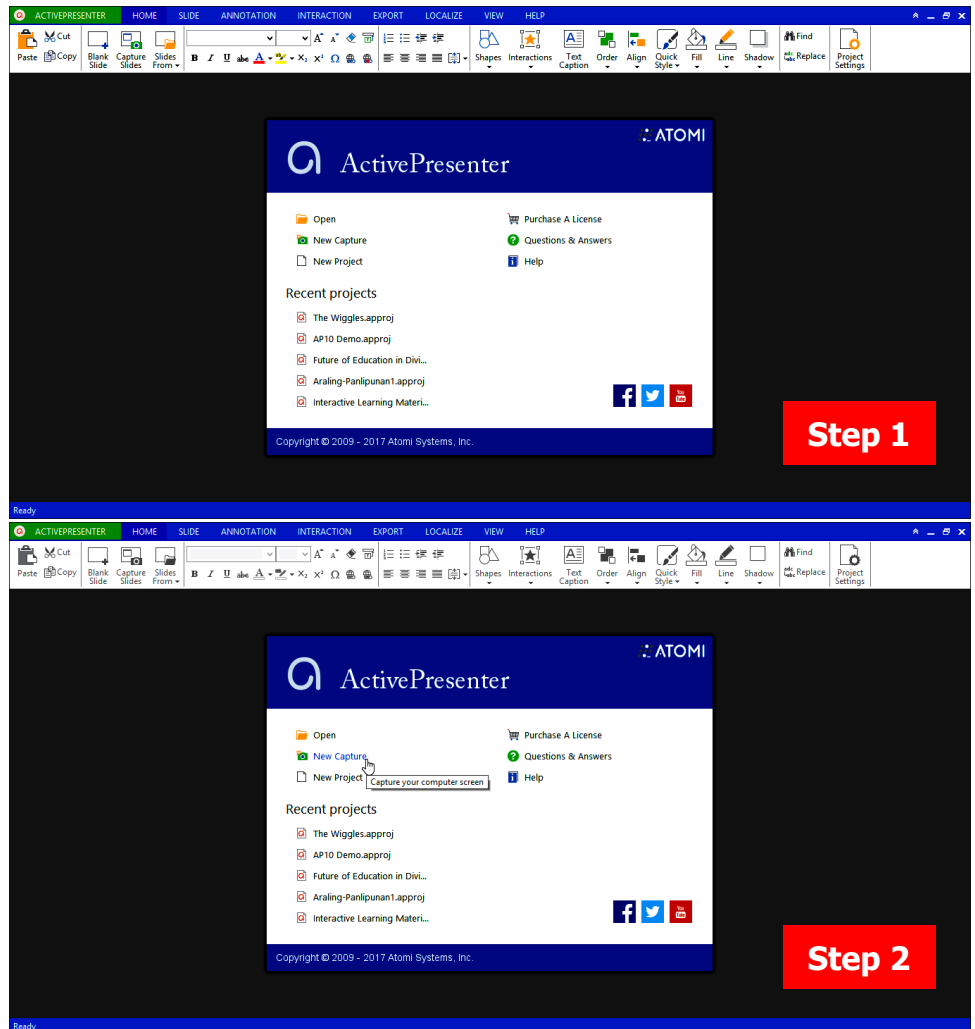
Launch or Open ActivePresenter

### Step 2.

Select "New Capture".

### Step 3.

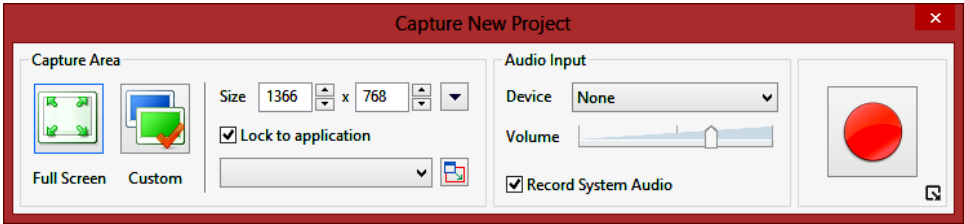
Enter the title of the project and click "ok" button.



**COVER STORY** **8**

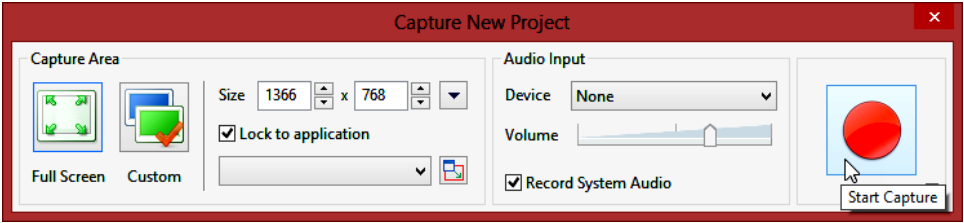
**Levelling the Playing Field: ActivePresenter**

On the "Capture New Project" window, you can select the capture area size which is fully customizable. Set the audio input source and volume level.



**Step 4.**

To start recording your screen, click on the record button.

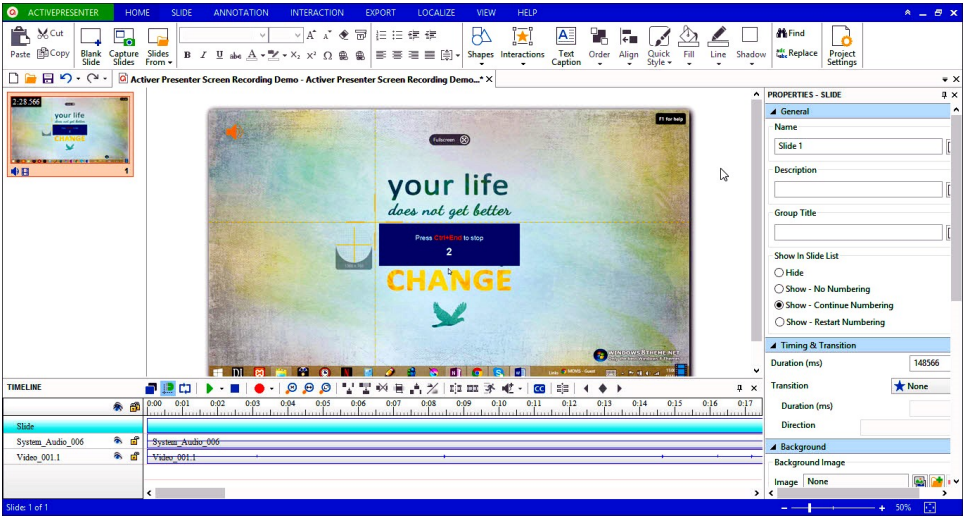


**Step 5.**

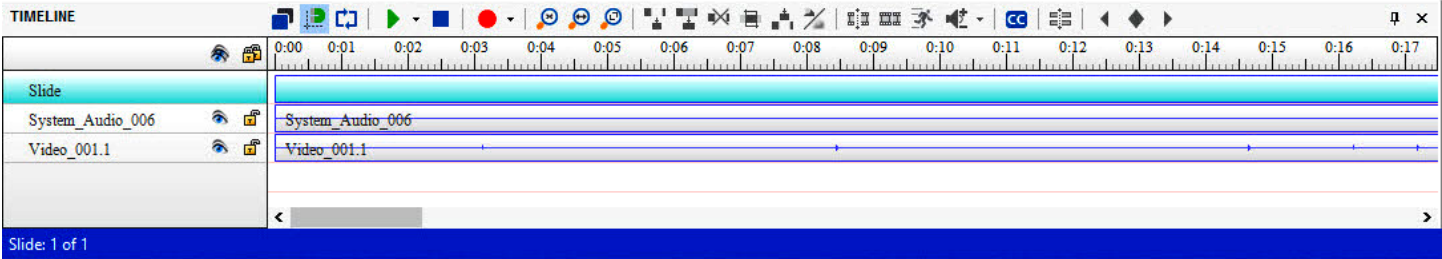
Press "CTRL+END" to end the screen recording and start editing the captured video.



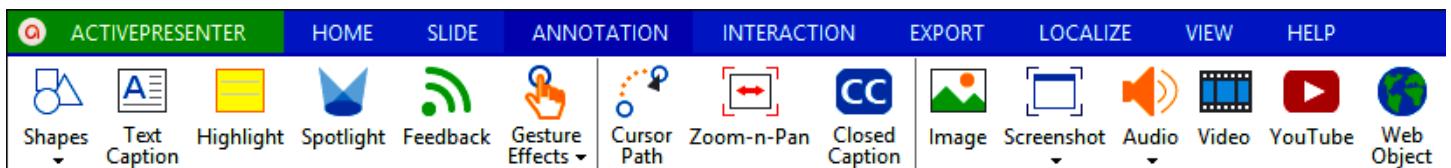
Basic video editing in ActivePresenter consists of splitting and joining the audio<sup>1</sup> and video objects<sup>2</sup>, splitting slides<sup>3</sup>, inserting captions<sup>4</sup>, adjusting volume<sup>5</sup>, changing playback speed<sup>6</sup>, record narration<sup>7</sup>, preview<sup>8</sup> and insert time (freeze frame)<sup>9</sup> which is available in the timeline.



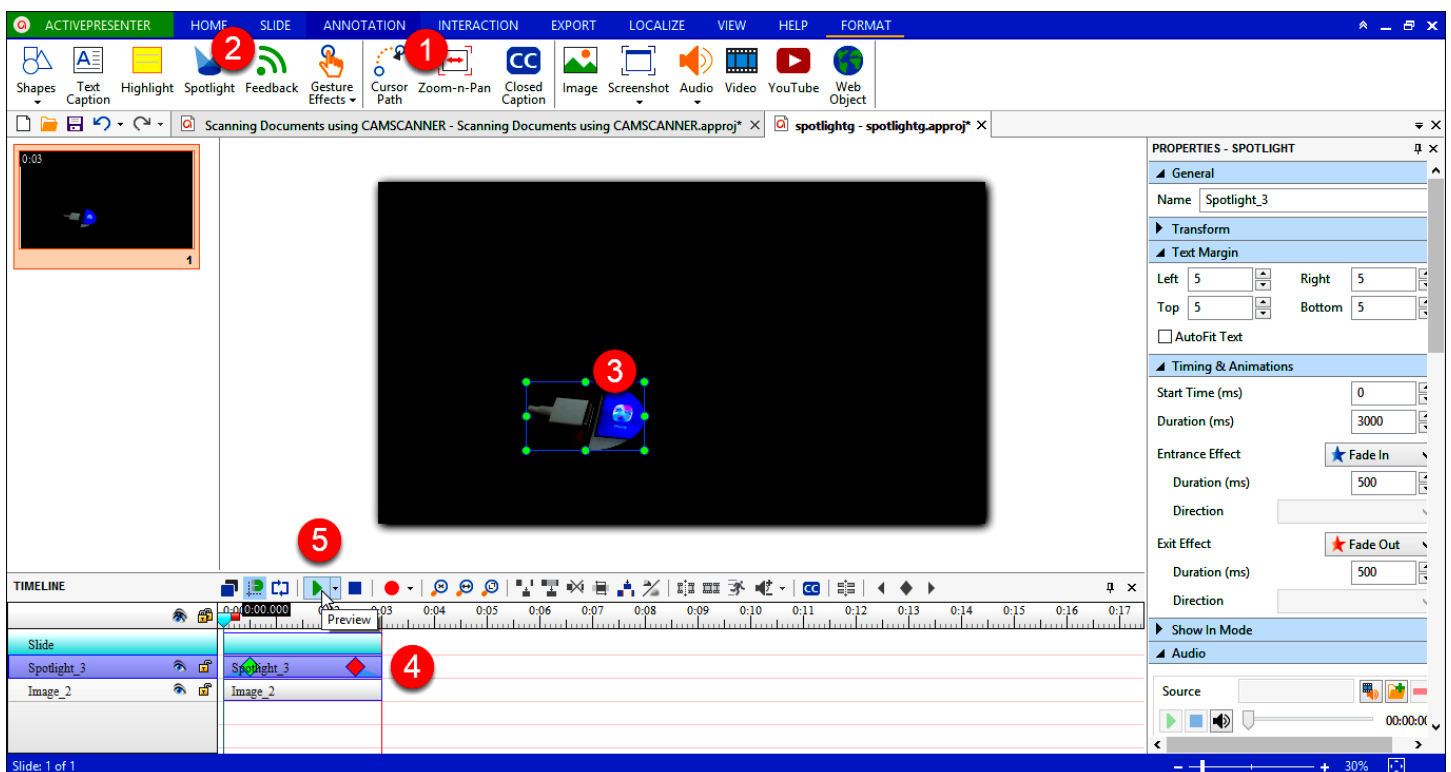
- 8
7
9
1
2
6
5
4
3



## Levelling the Playing Field: ActivePresenter



For more impact try adding annotations. This includes superimposing different shapes, inserting text caption, highlight, spotlight, feedback, gesture effects, cursor path, zoom-n-pan, closed captions, image, screenshot, audio, video, YouTube videos and web object.



### Let's try "Spotlight".

**Step 1.** Click on "Annotation" tab.

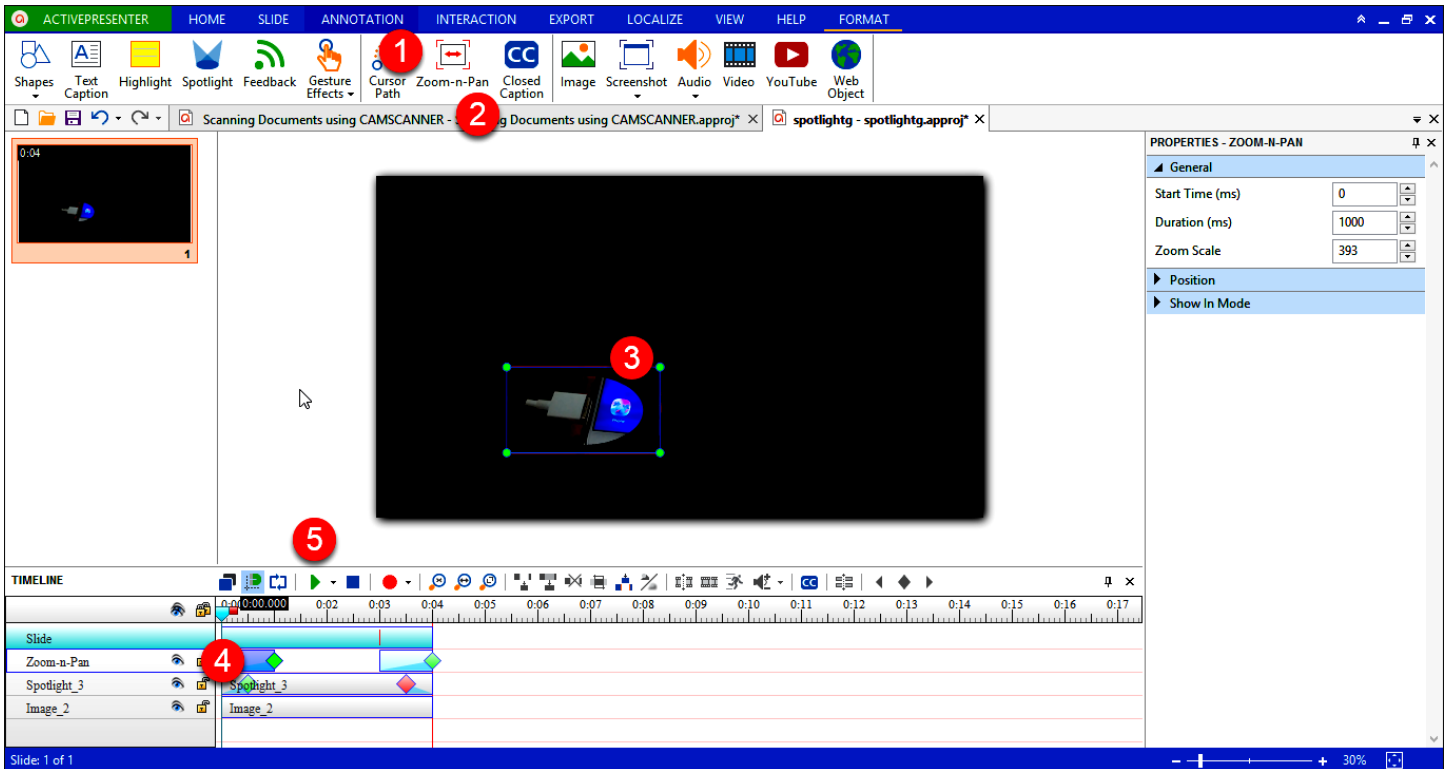
**Step 2.** Click on Spotlight.

**Step 3.** Then drag and resize the focused area.

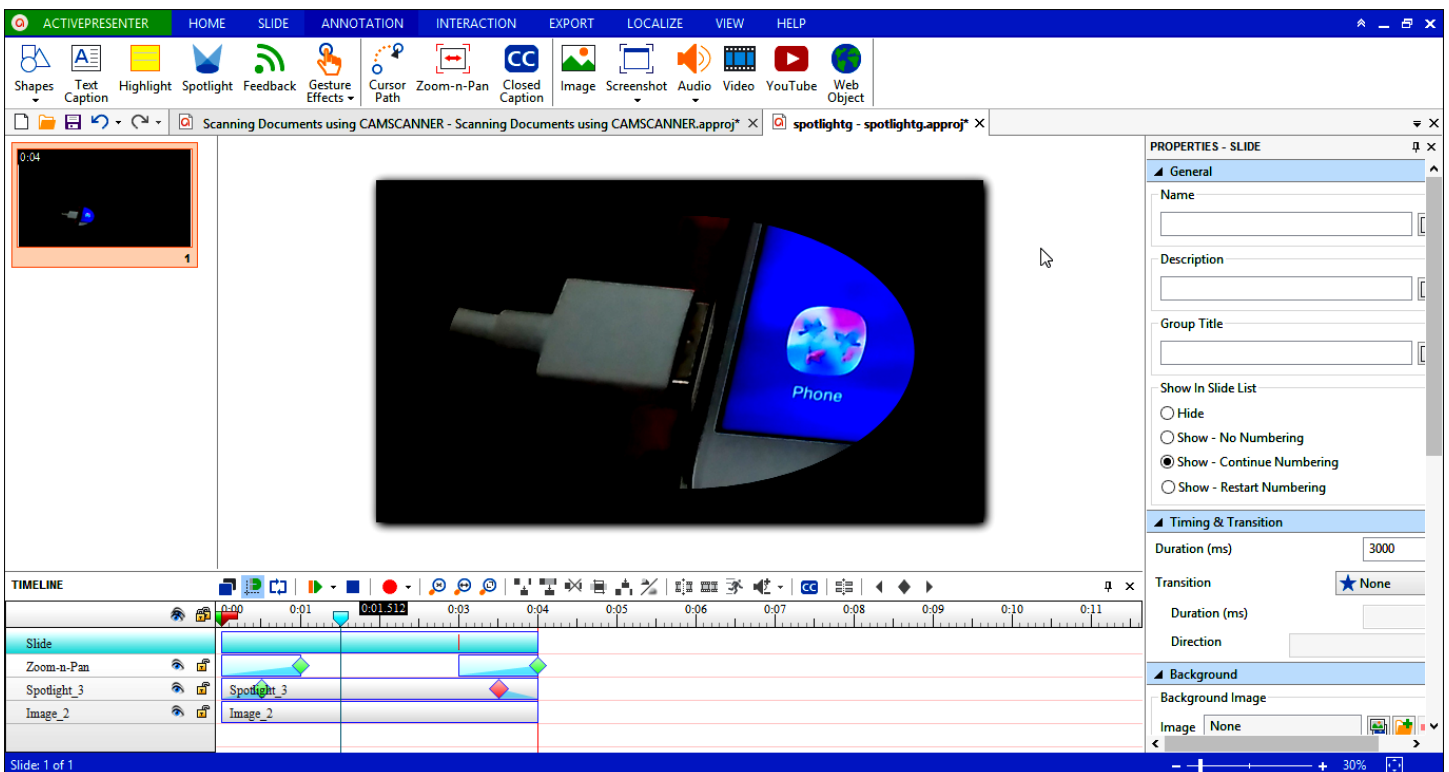
**Step 4.** You can also drag and resize the spotlight object on the timeline to set where the spotlight effect starts and ends.

**Step 5.** Click play to preview changes. Don't forget to save your work.

## Levelling the Playing Field: ActivePresenter



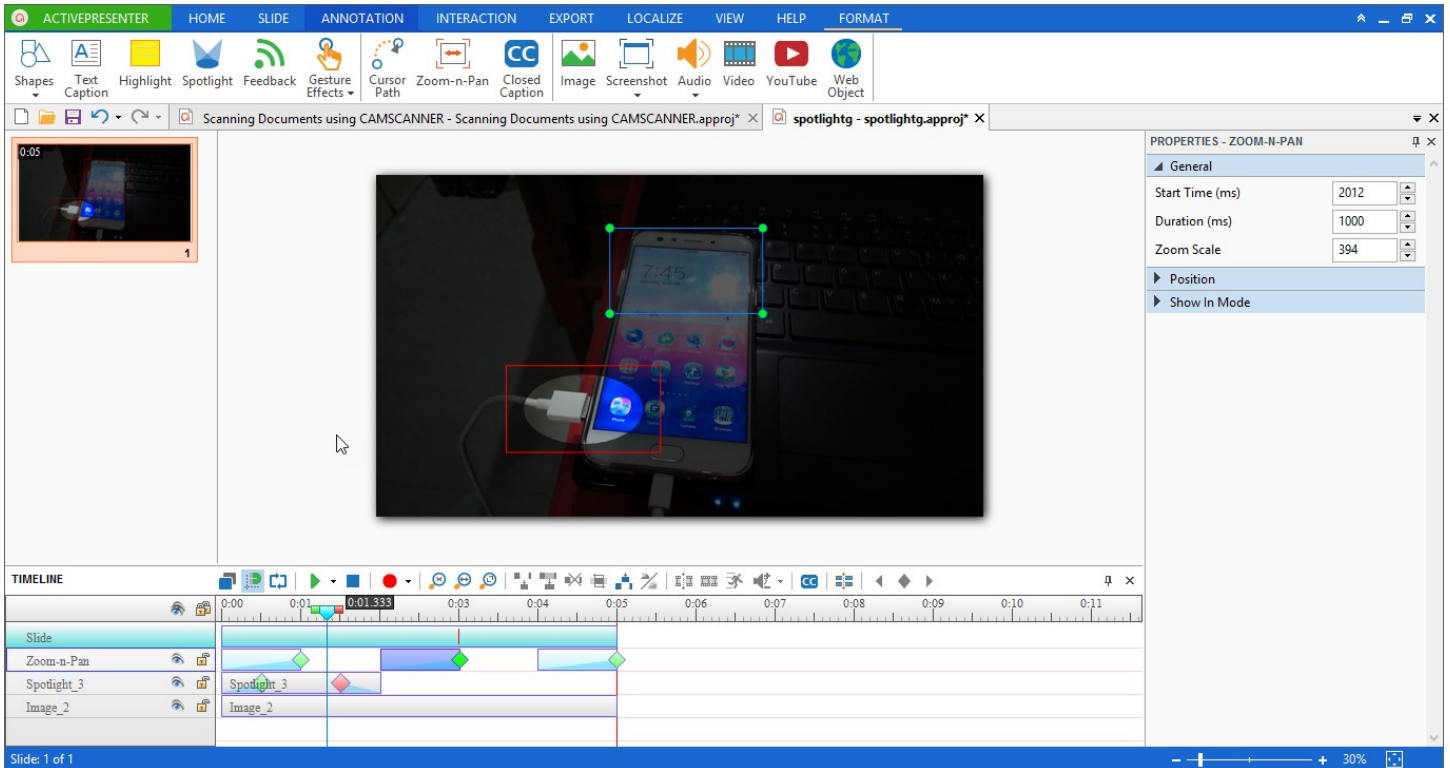
Now try adding zoom-n-pan. Use this to focus on a specific area of the slide while making it bigger. Click play to preview changes. Don't forget to save your work.



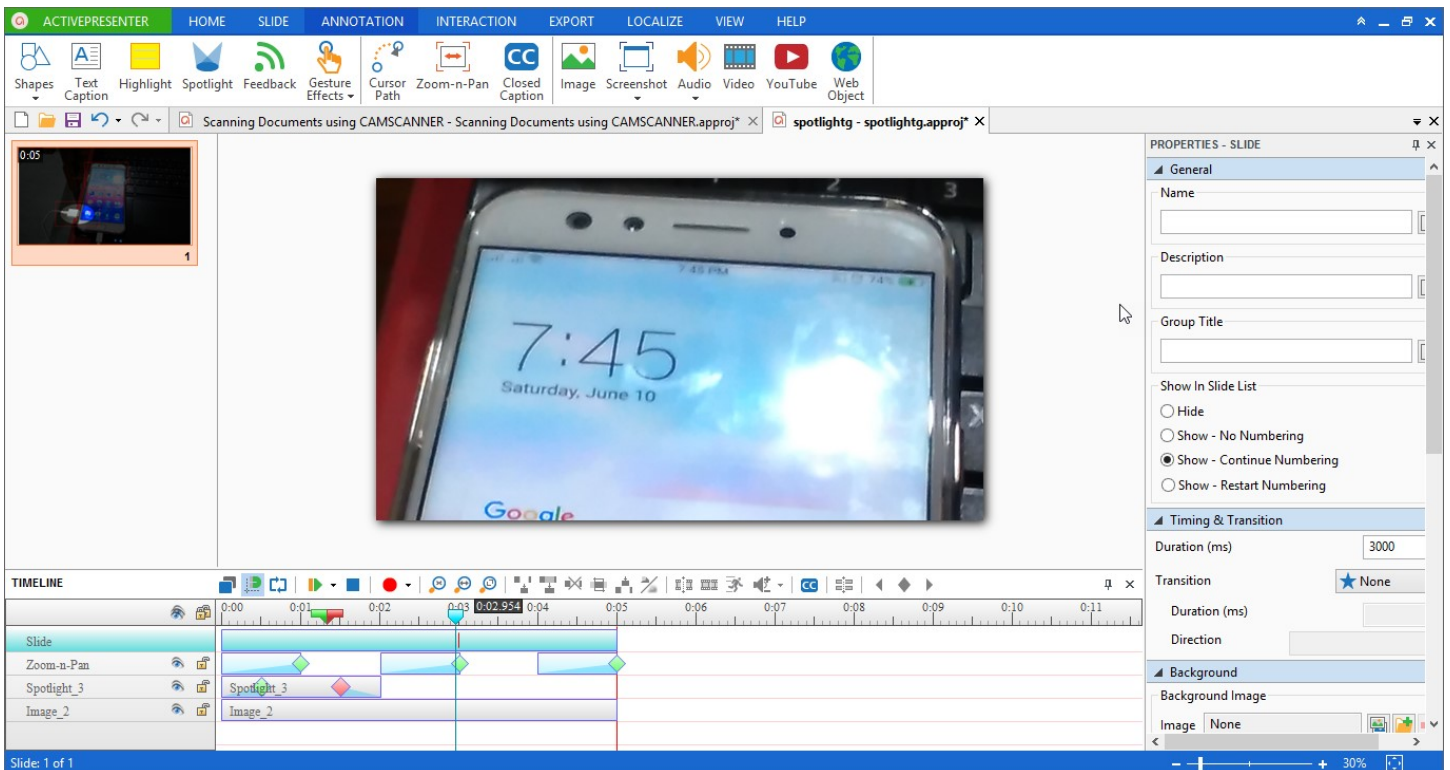
# 11

## COVER STORY

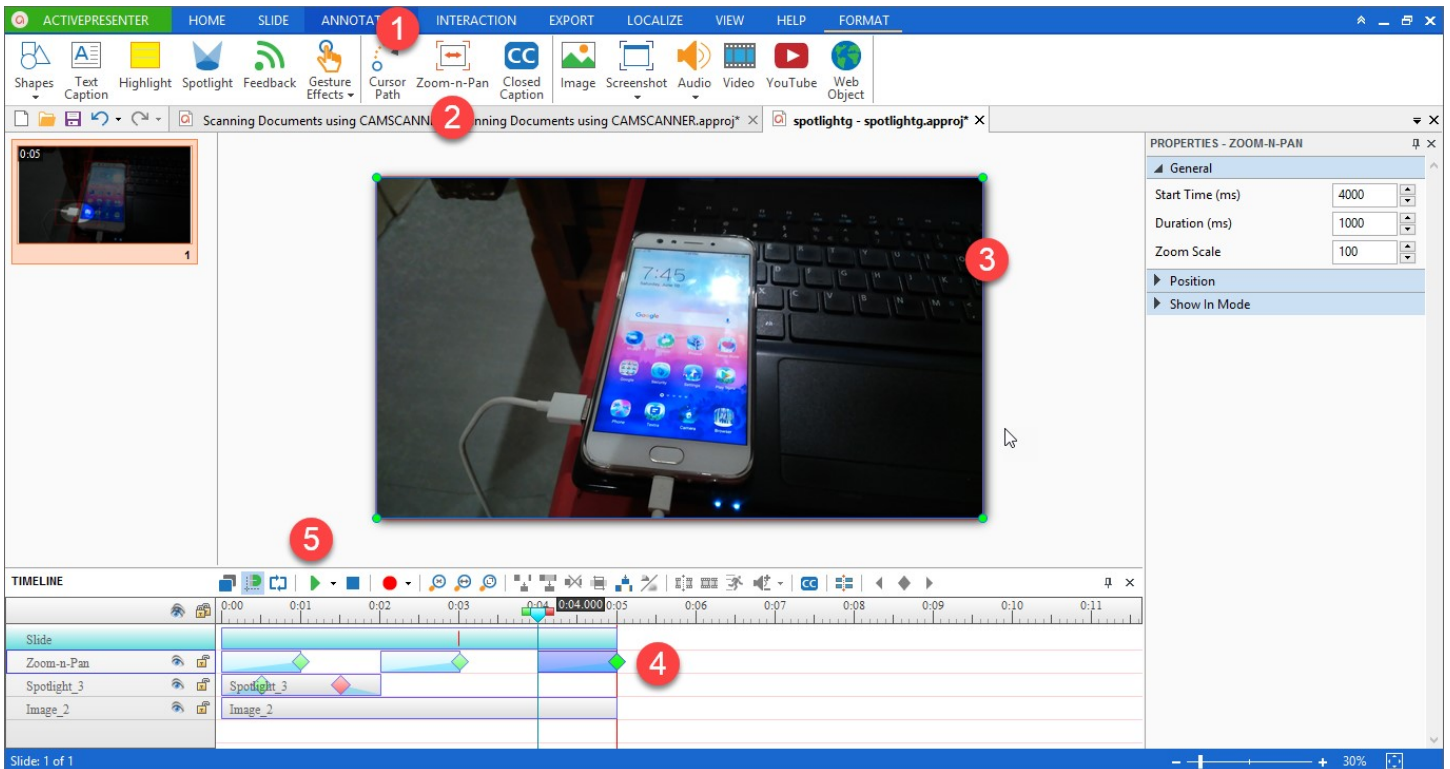
### Levelling the Playing Field: ActivePresenter



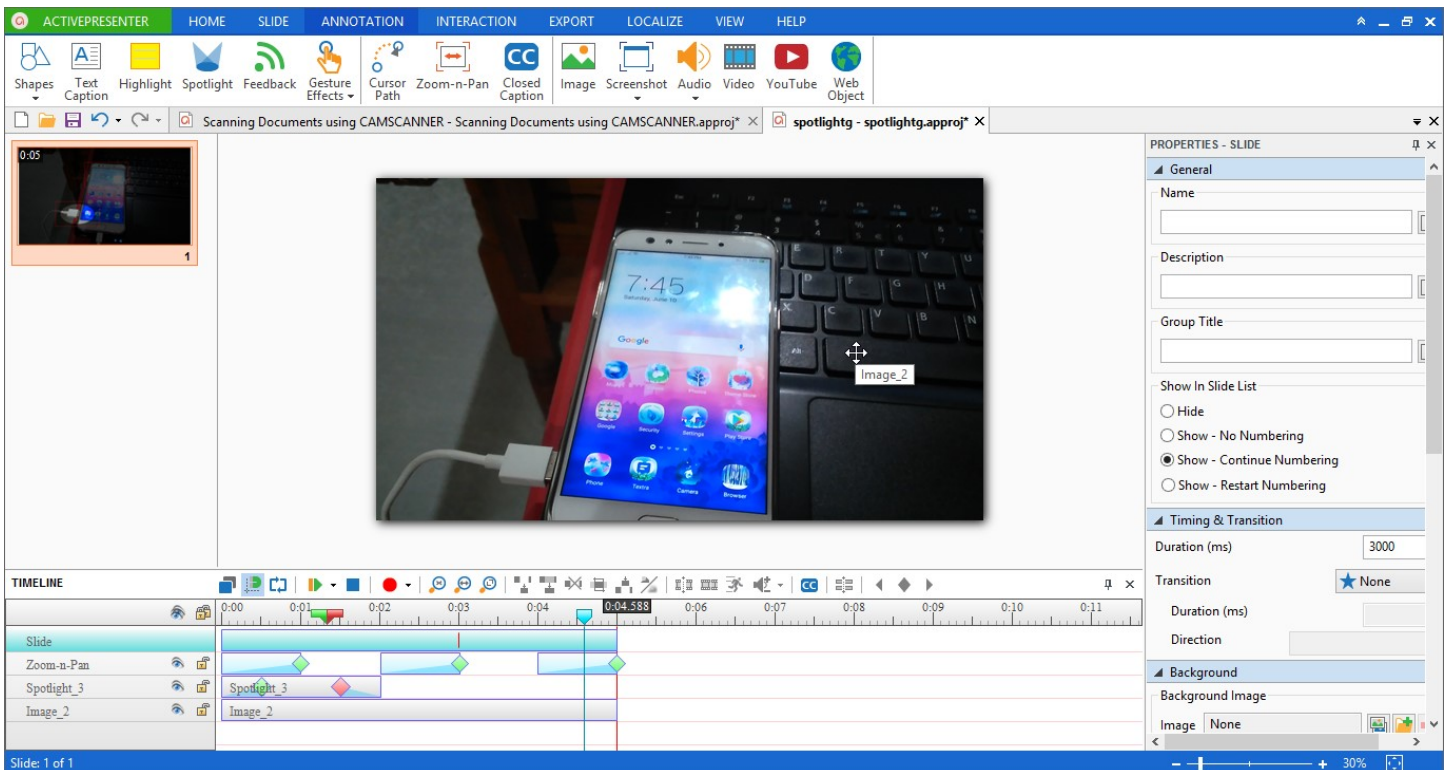
While in zoom-in mode, try panning to a different area. You can do this by copying the first zoom element and drag it on a certain area of the slide. Click play to preview changes. Don't forget to save your work.



## Levelling the Playing Field: ActivePresenter

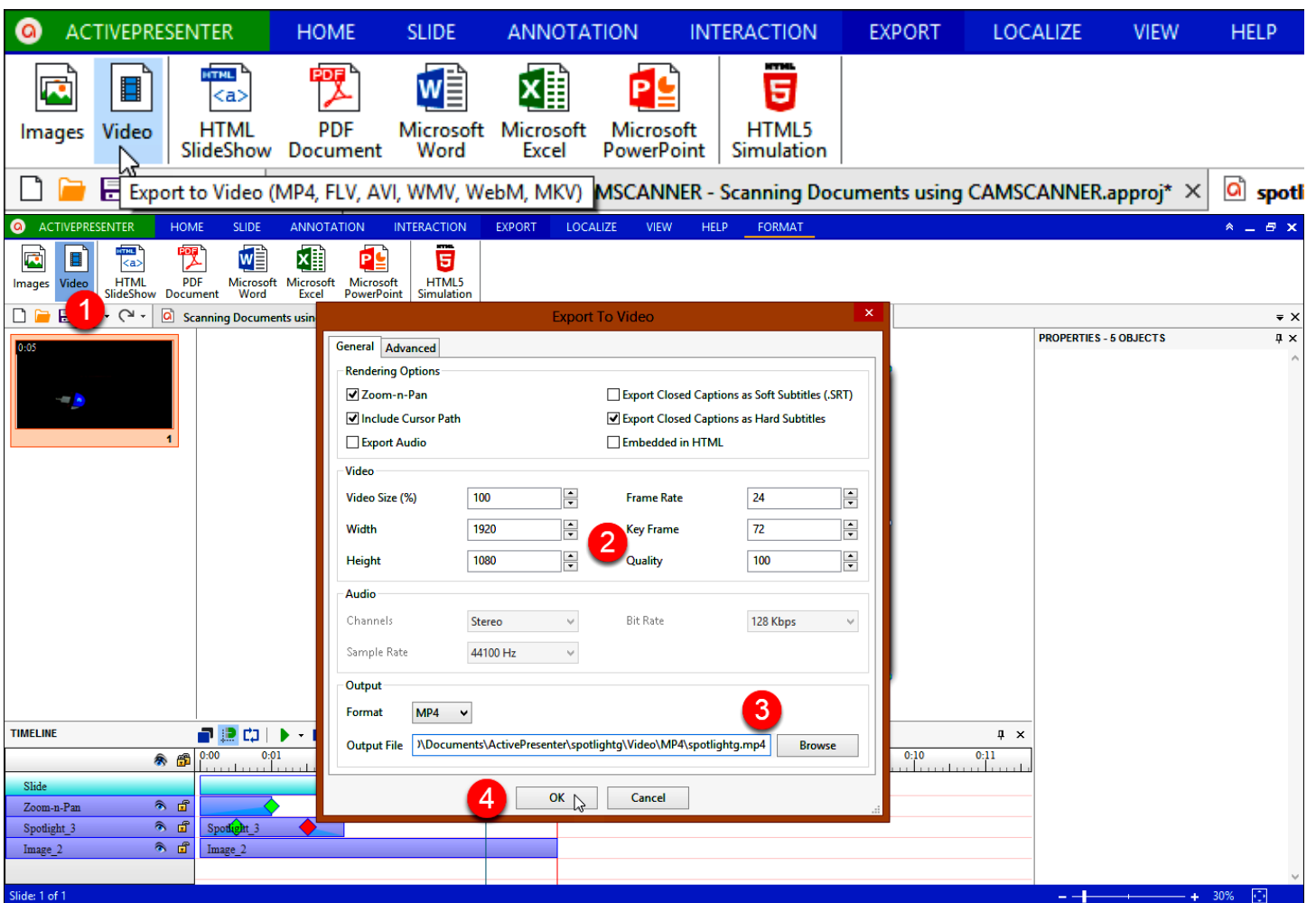


To zoom-out, select a specific timeline and add a new zoom-n-pan object. Now expand the zoom-n-pan area until it matches the slide size. Click play to preview changes. Always save your work. That ends our simple tutorial on basic video editing and annotations. Explore the remaining annotations features.



## Exporting ActivePresenter Project

You can export your ActivePresenter projects into a Video, Images, HTML SlideShow, PDF Document, Microsoft Word, Microsoft Excel, Microsoft PowerPoint and HTML5 Simulation. Just click on the "Export" tab and select the output format. Try exporting your work to Video as shown below.



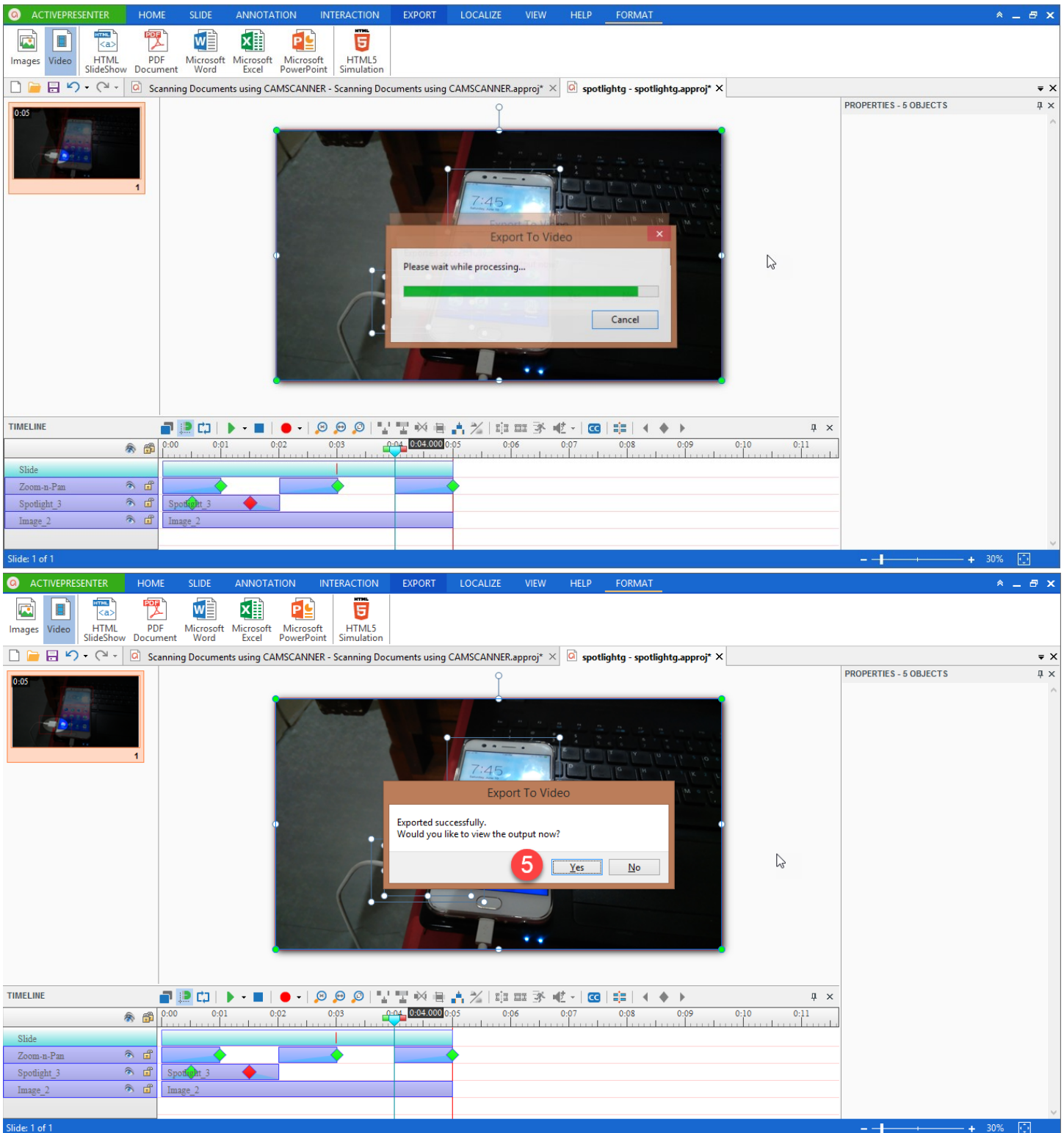
**Step 1.** Click "Video".

**Step 2.** Set the width and height of the out video. For High Definition (HD), set to 1920 x 1080.

**Step 3.** Select the location path where you want to save your video.

**Step 4.** And click "Ok" button to begin exporting the video.

## Levelling the Playing Field: ActivePresenter



**Step 5.** Click “Yes” to preview your video.

You can download the project file and video from <http://deped.in/apspotlightzoompan>, for this tutorial.

## Building a simple eWorksheet

An eWorksheet is a tool to measure and improve learner's mastery of the curriculum competencies. And when used regularly, it can save the teacher's time, effort and money.

To start, launch ActivePresenter and click new Project.

Rename your Project and select Blank Project.

Insert Blank Slide.

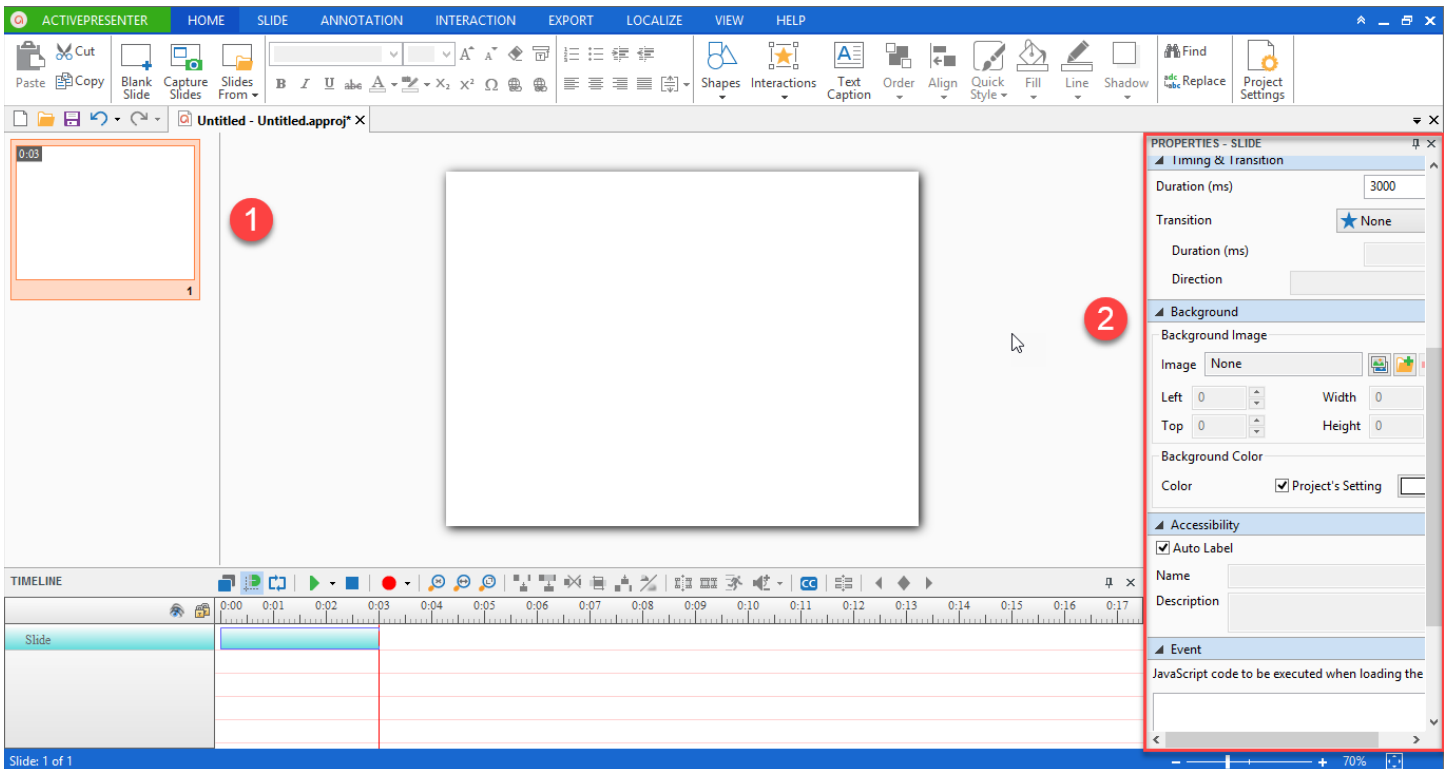
The image shows the ActivePresenter software interface. At the top, the logo and name 'ActivePresenter' are displayed. Below the logo, there are several menu options: 'Open', 'New Capture', 'New Project', 'Purchase A License', 'Questions & Answers', and 'Help'. A mouse cursor is hovering over the 'New Project' option, and a tooltip says 'Create new project'. Below these options is a 'Recent projects' list with items like 'Scanning Documents using CA...', 'spotlightg.approj', 'Adobe Acrobat Installation...', 'ICT LAC Best Practice Final...', and 'ICT LAC Best Practices.approj'. Social media icons for Facebook, Twitter, and YouTube are visible in the bottom right corner of the main window. The copyright notice 'Copyright © 2009 - 2017 Atomi Systems, Inc.' is at the bottom of the main window.

The 'New Project' dialog box is open, showing the following settings:

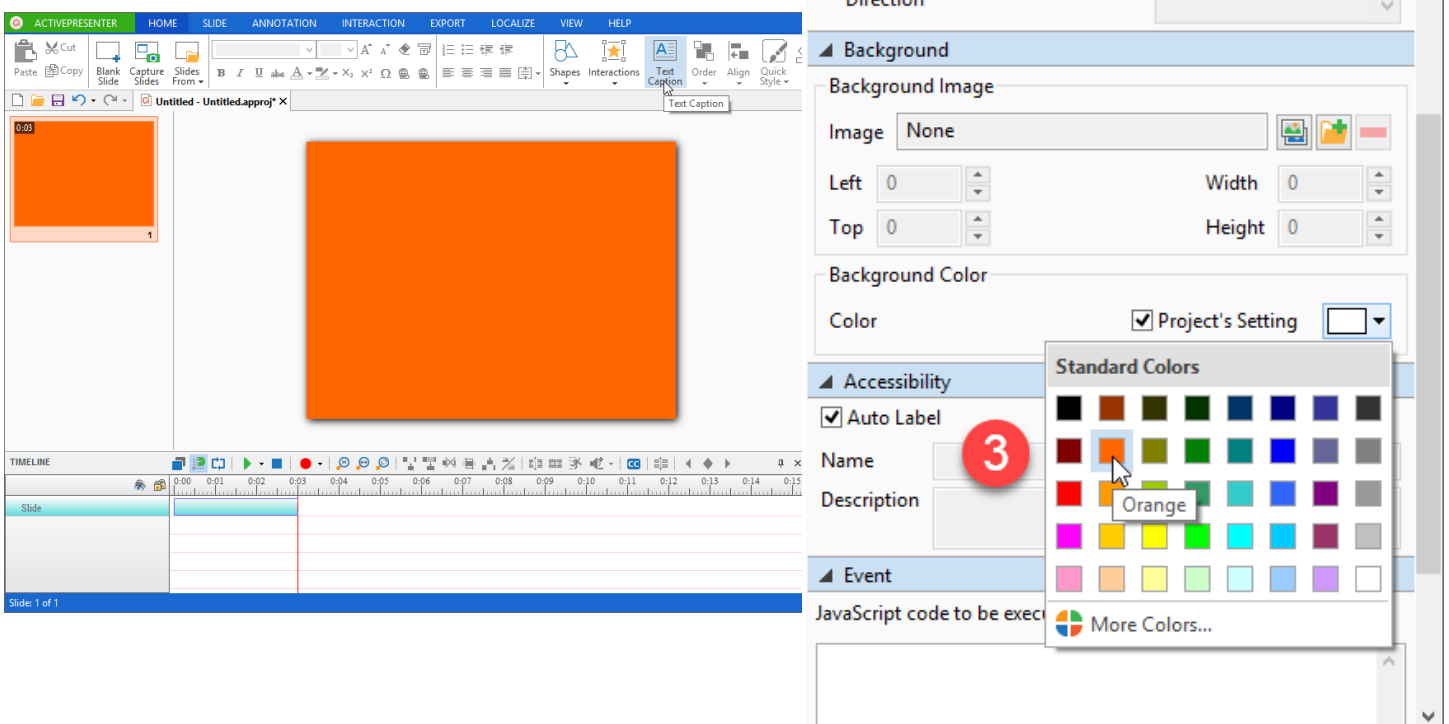
- Project Name:** Untitled
- Save in:** C:\Users\ITO\Documents\ActivePresenter\Untitled.approj
- Size:** Width 640, Height 480
- Slide:** Number of blank slides you would like to create: 0

The main application window has a ribbon with tabs: ACTIVEPRESENTER, HOME, SLIDE, ANNOTATION, and INTERACTIVE. The 'SLIDE' tab is active, and the 'Blank Slide' button is highlighted. A tooltip for 'Blank Slide' says 'Insert Blank Slide'. The status bar at the bottom shows 'Untitled.approj\* X'.

## Levelling the Playing Field: ActivePresenter



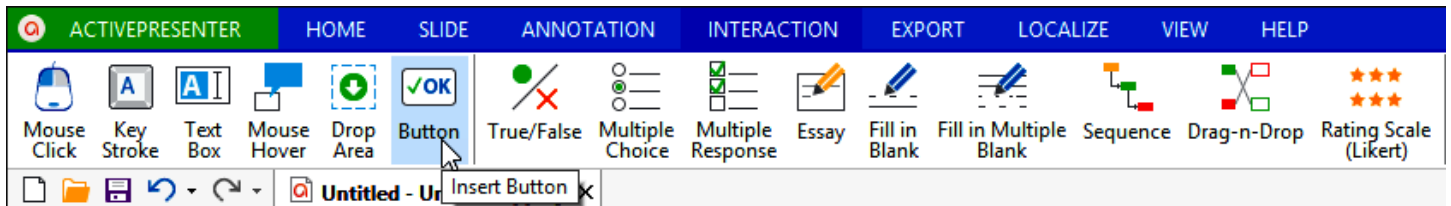
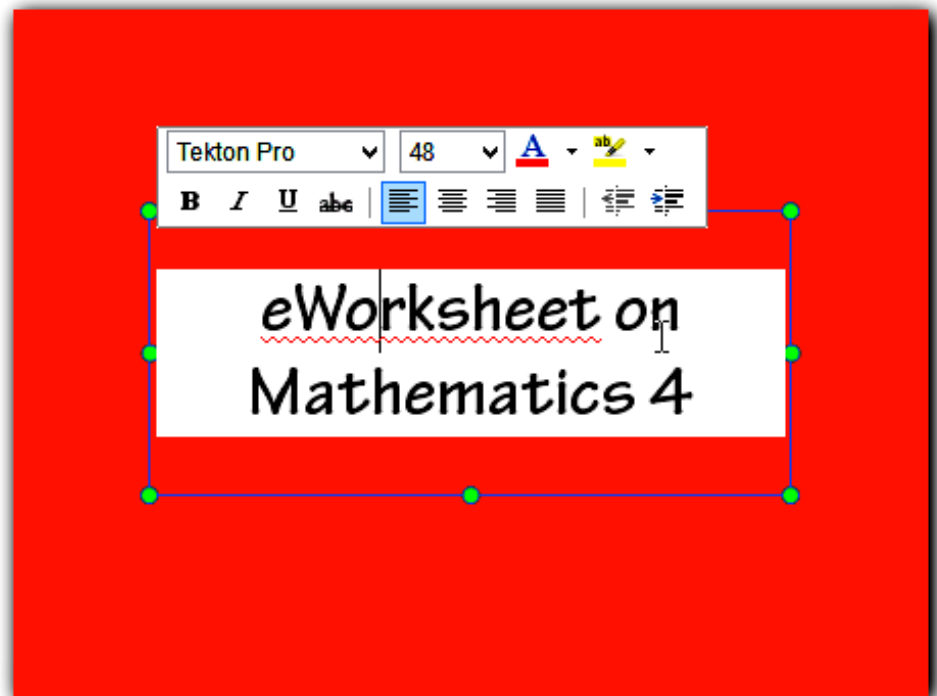
The new slide is automatically selected. Go to Properties – Slide, scroll down until you see the Background property. Change the background color to orange.



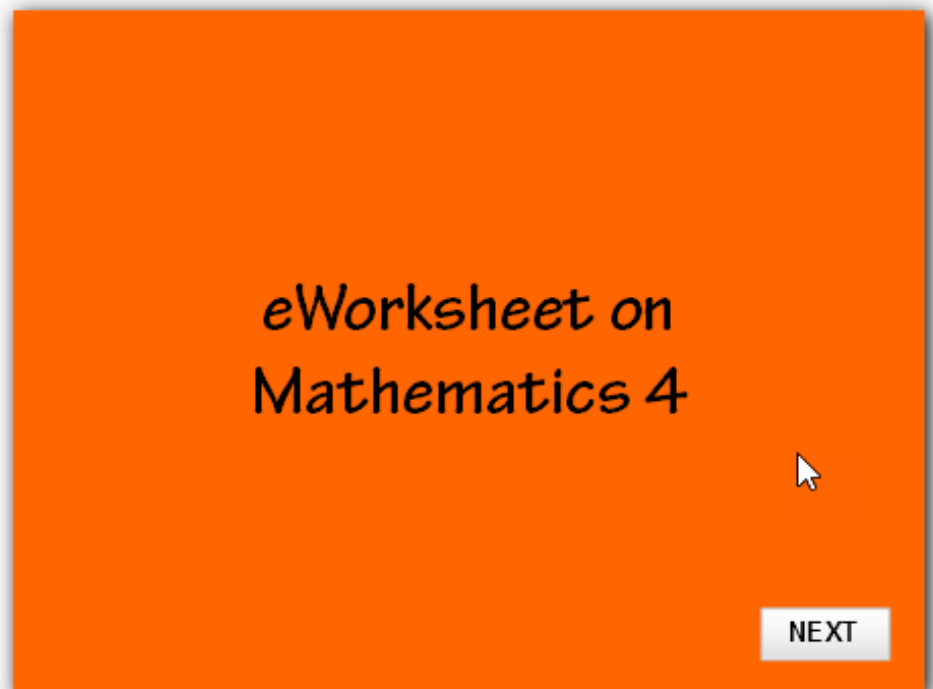
Insert a text caption. You are going to add the title of your eWorksheet.

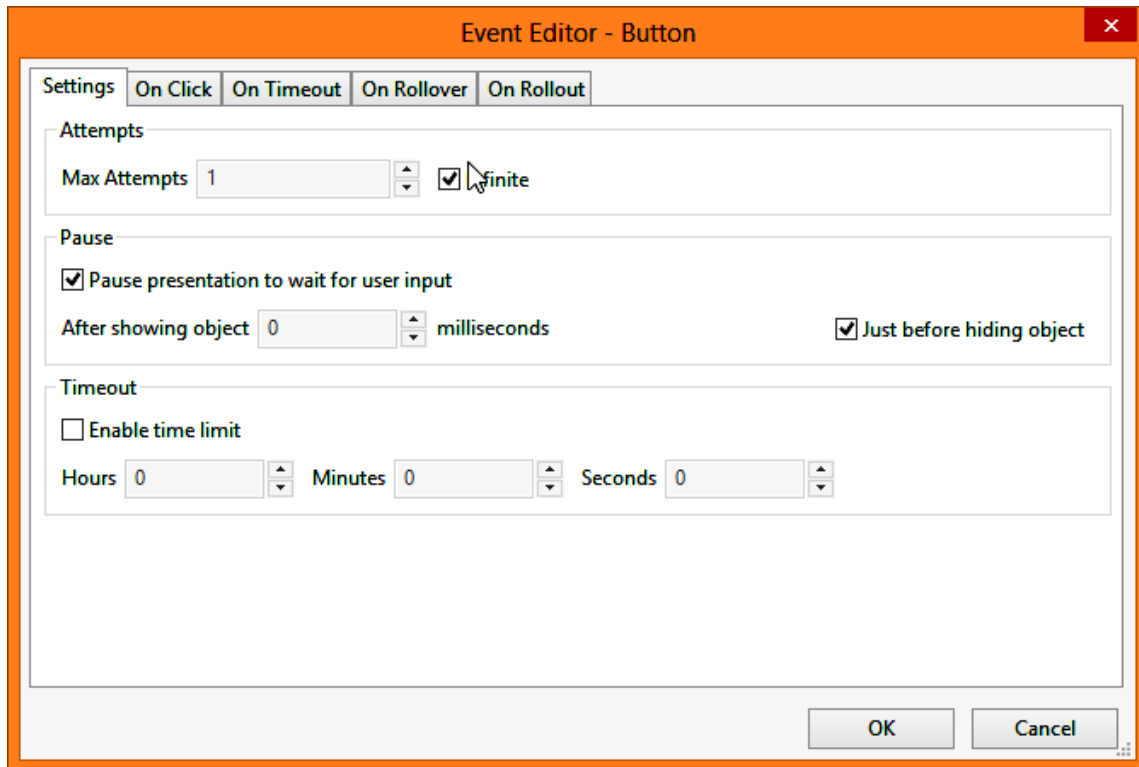
Just follow the text caption properties as shown below. You can customize it later.

Click on "Interaction" Tab and select "Button". Position it as shown below and customize the button as shown. You'll need this button to proceed on the next slide.

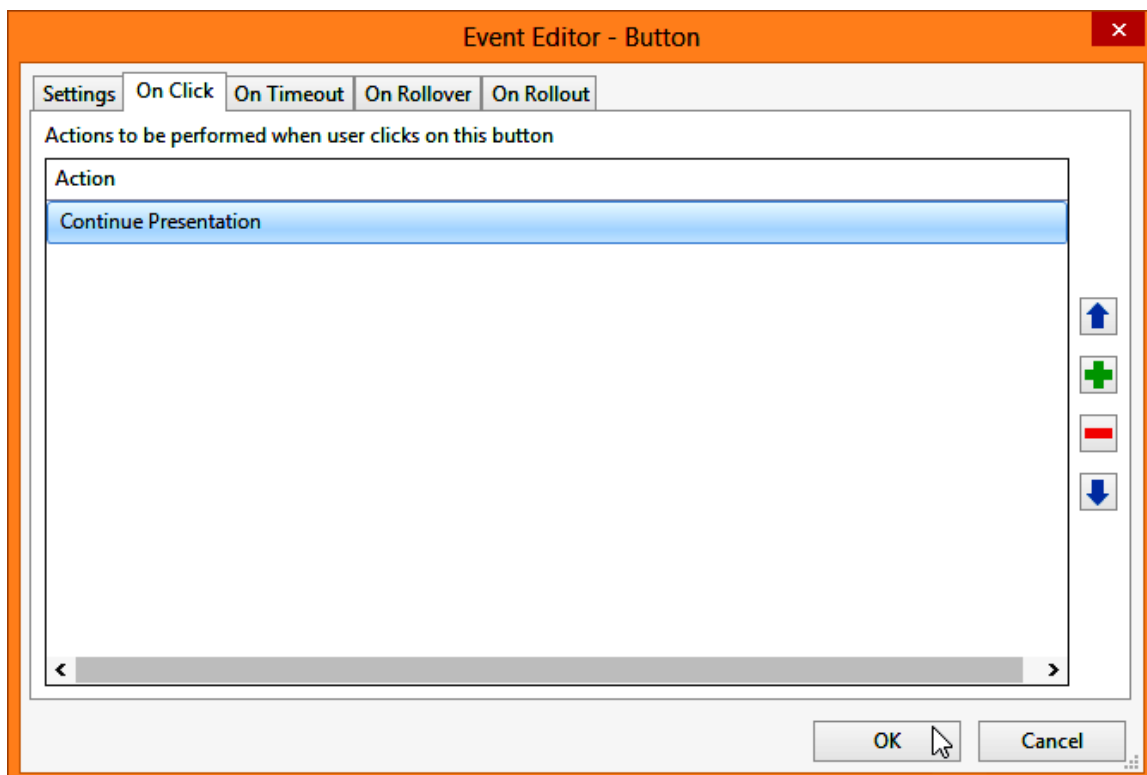


Click on "Interaction" Tab and select "Button". Position it as shown below and customize the button as shown. You'll need this button to proceed on the next slide.

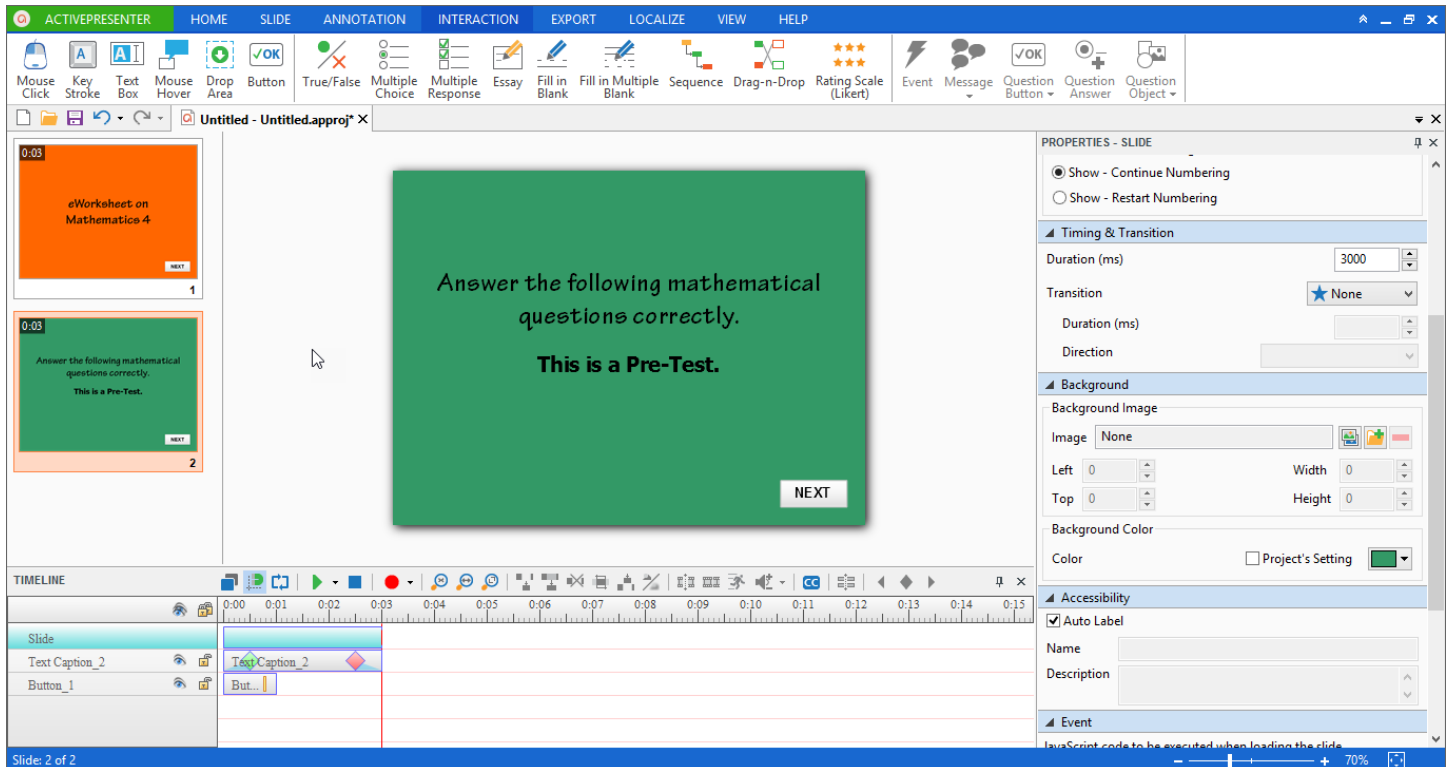




Double-click on the next button to access its properties. Click on "Onclick" tab to add an action when the button is clicked. Click "Add" button, select "Continue Presentation" on the action type. Click ok.



## Levelling the Playing Field: ActivePresenter

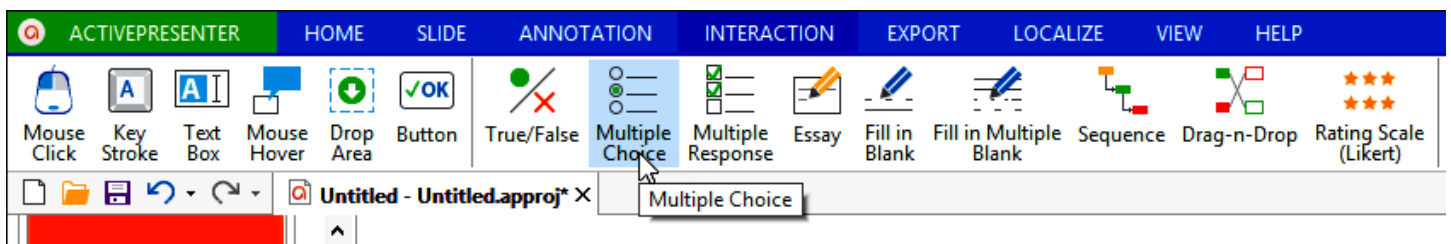


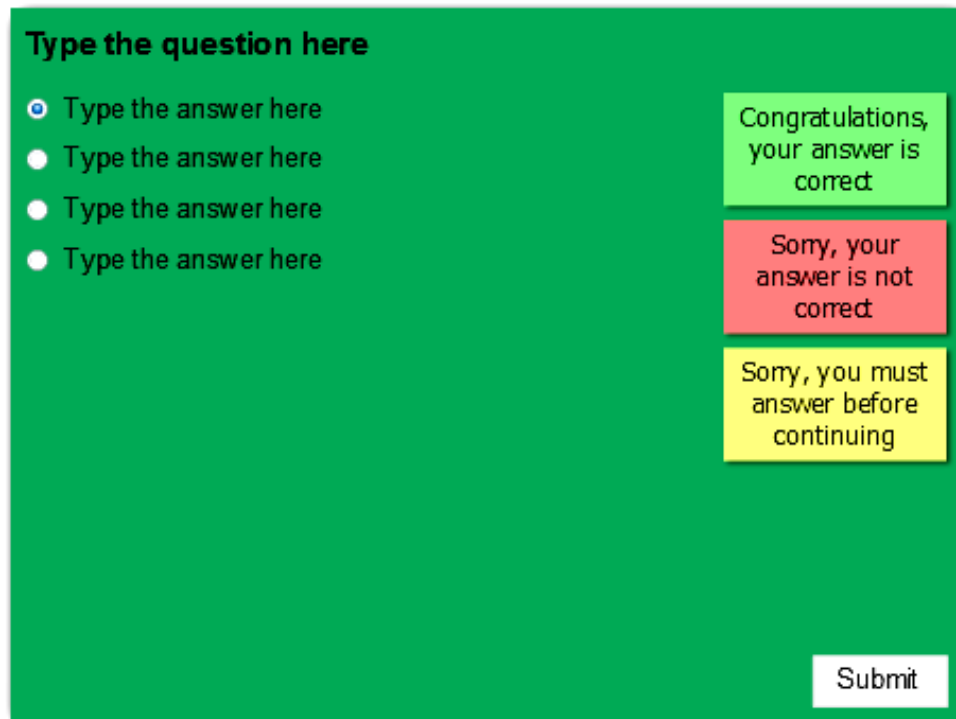
Click "Home" tab and add a new slide.

Add your eWorksheet's instructions and add a next button. You can copy and paste the button you created from the previous slide.

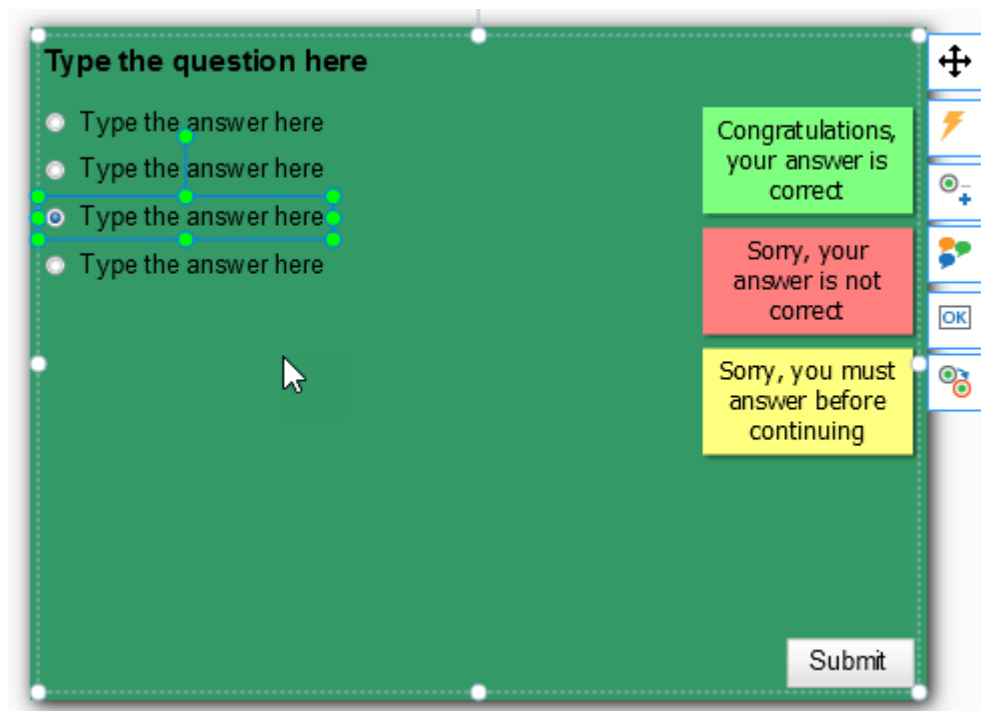
Try copying the instructions slide and paste it. This is the fastest way to add slides while minimizing encoding time.

On the duplicate slide, remove the text caption and button. Click "Interaction" tab and select multiple choice.

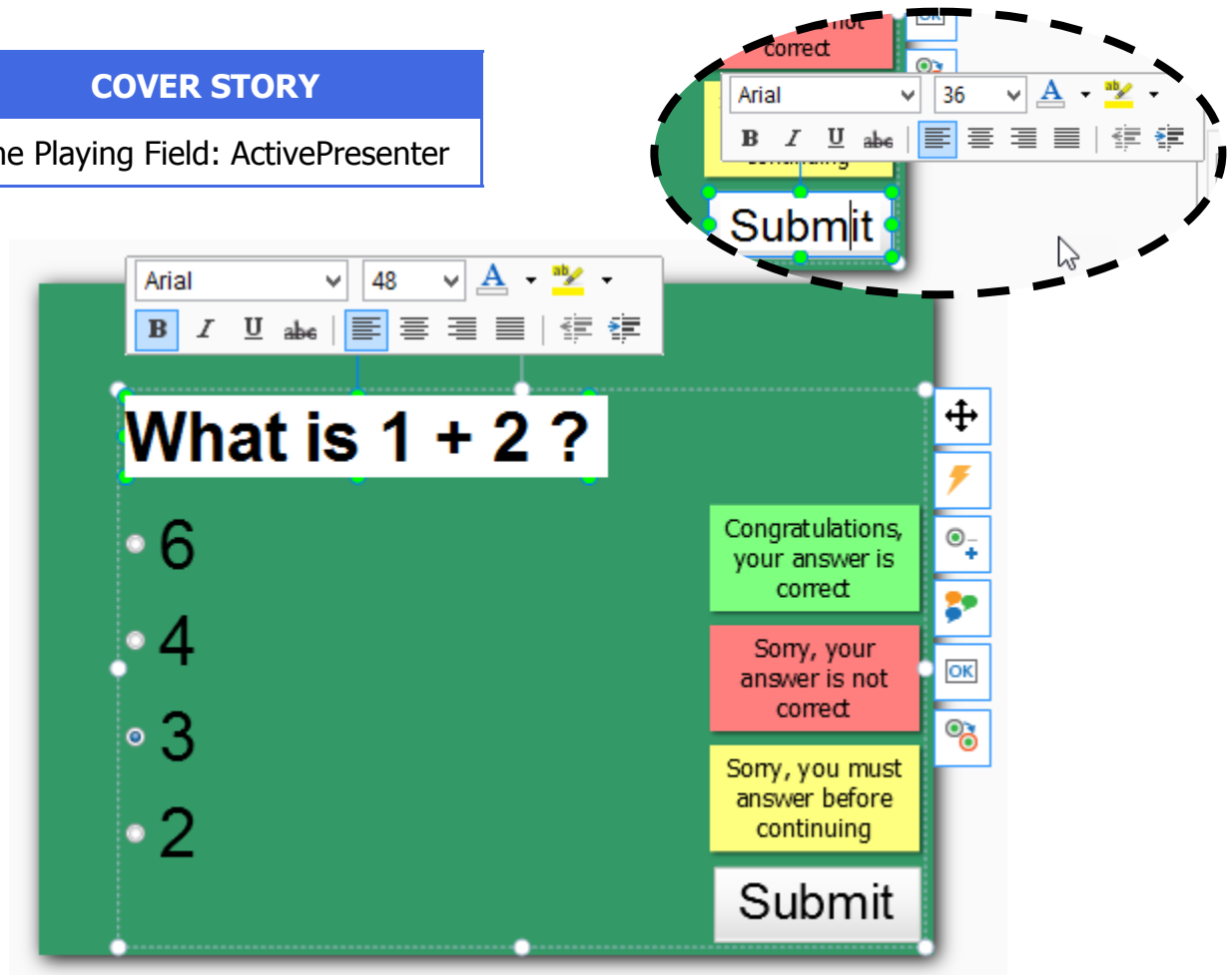




Edit the question and possible answers. The radio button that is marked by default is the correct answer. Just click, hold and drag it to change its position. Or you can double click the radio button of the option that is the correct answer.

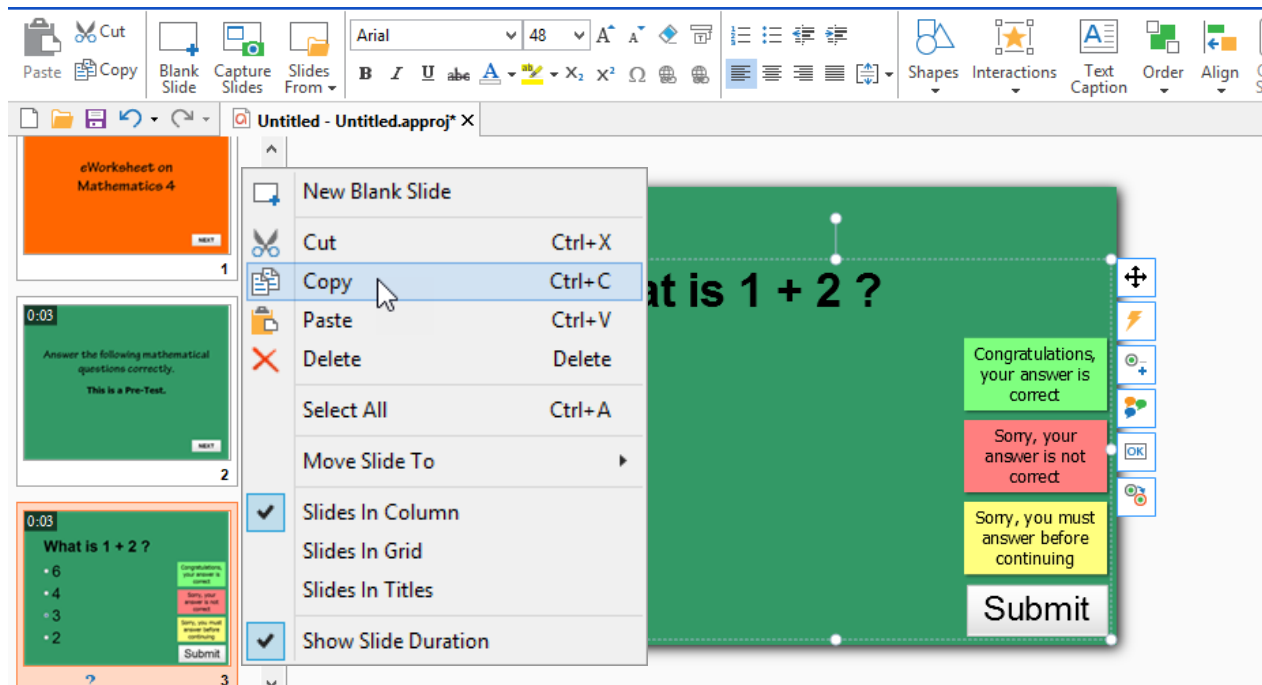


## Levelling the Playing Field: ActivePresenter

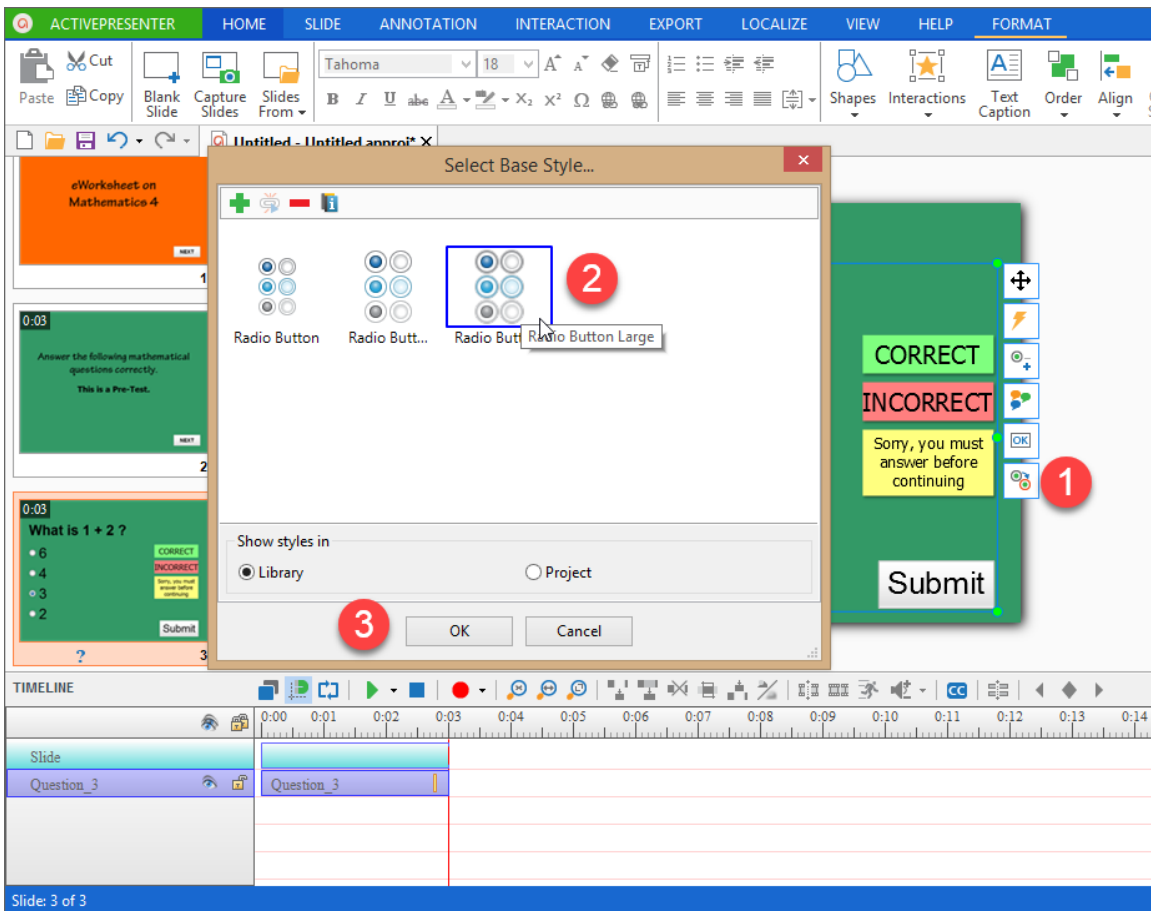
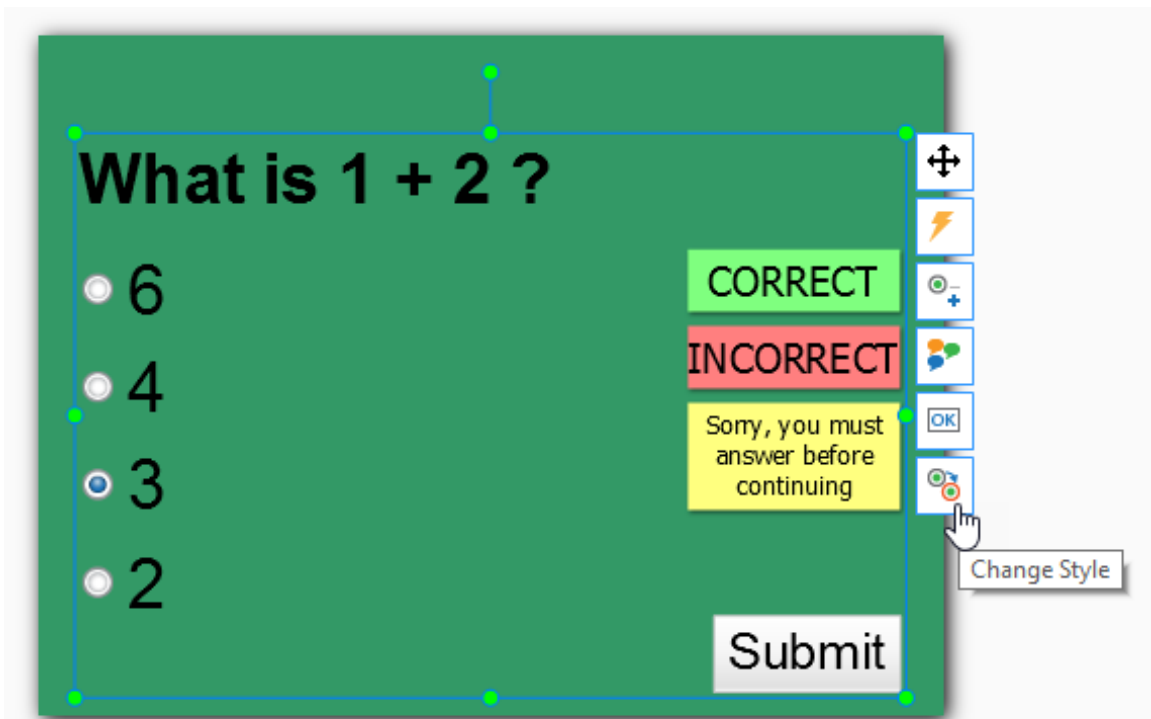


Customize the radio button size, next button, correct response message, incorrect response message.

Copy and paste the first question you created to create three more questions as shown below.



Levelling the Playing Field: ActivePresenter



## Levelling the Playing Field: ActivePresenter

What is  $3 + 3$ ?

- 6
- 4
- 3
- 2

CORRECT

INCORRECT

Sorry, you must answer before continuing

Submit

What is  $2 + 2$  ?

- 6
- 4
- 3
- 2

CORRECT

INCORRECT

Sorry, you must answer before continuing

Submit

What is  $1 + 1$ ?

- 6
- 4
- 3
- 2

CORRECT

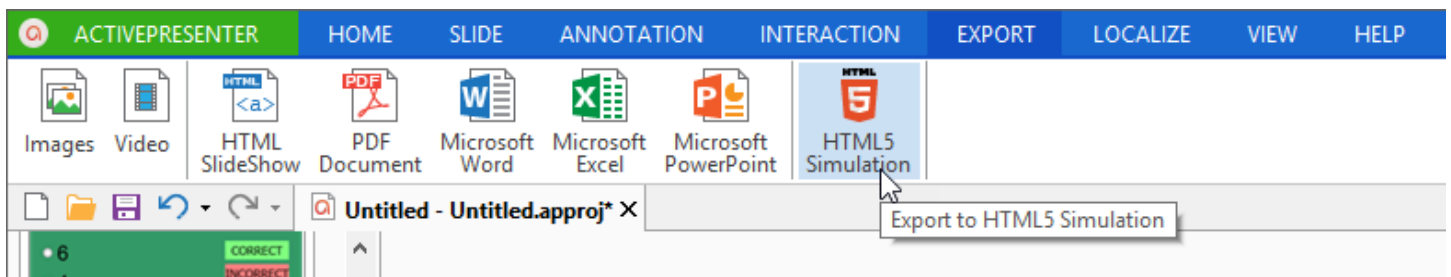
INCORRECT

Sorry, you must answer before continuing

Submit

Now, let's export your project to test how your eWorksheet works.

Click on "Export" tab and select HTML5 Simulation.



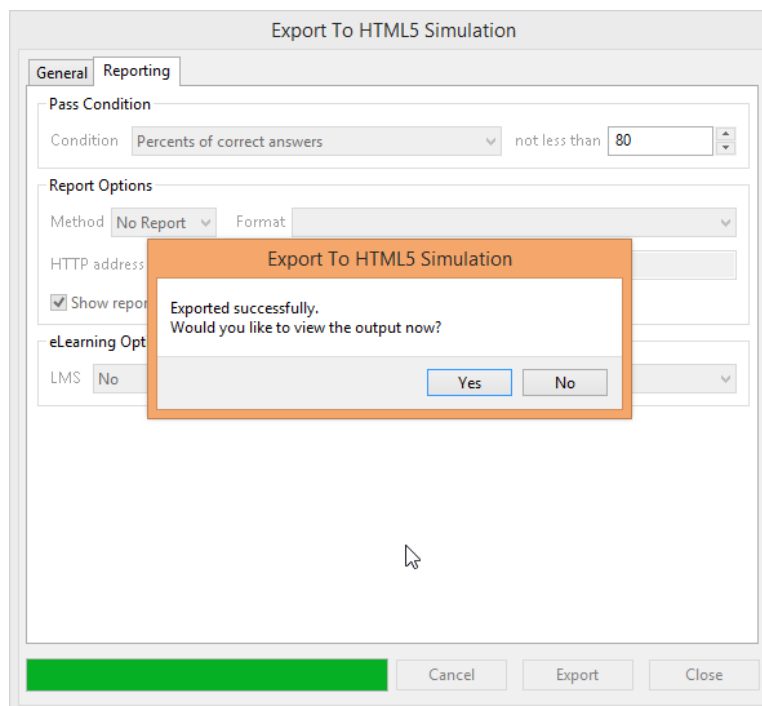
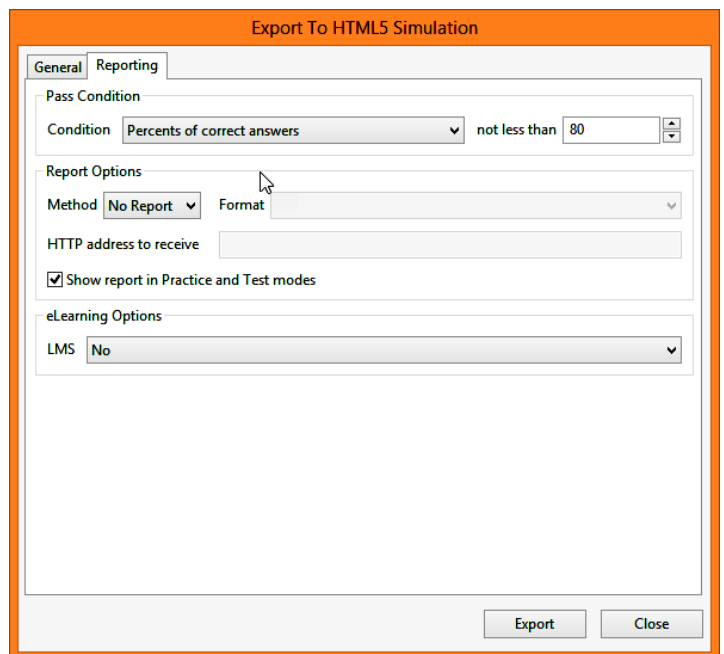
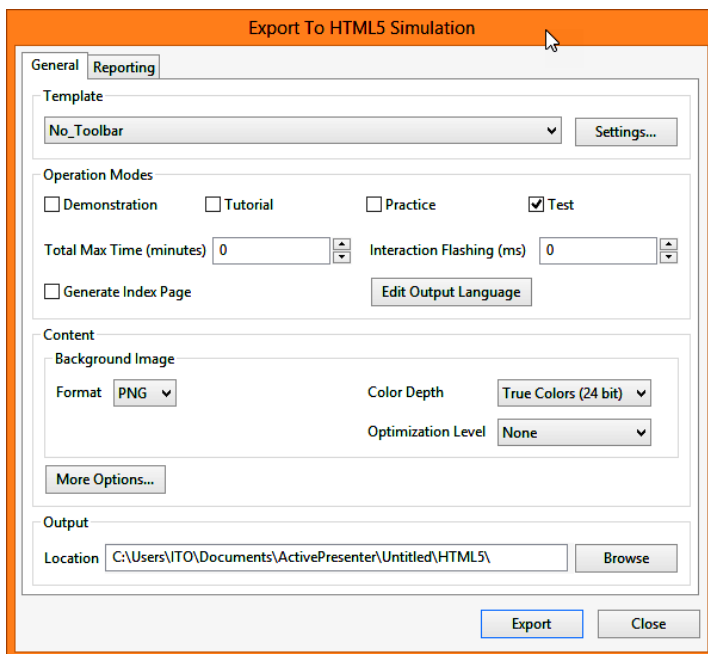
## Levelling the Playing Field: ActivePresenter

Follow the settings of the “Export to HTML5 Simulations” window as shown below.

Take note of the output location.

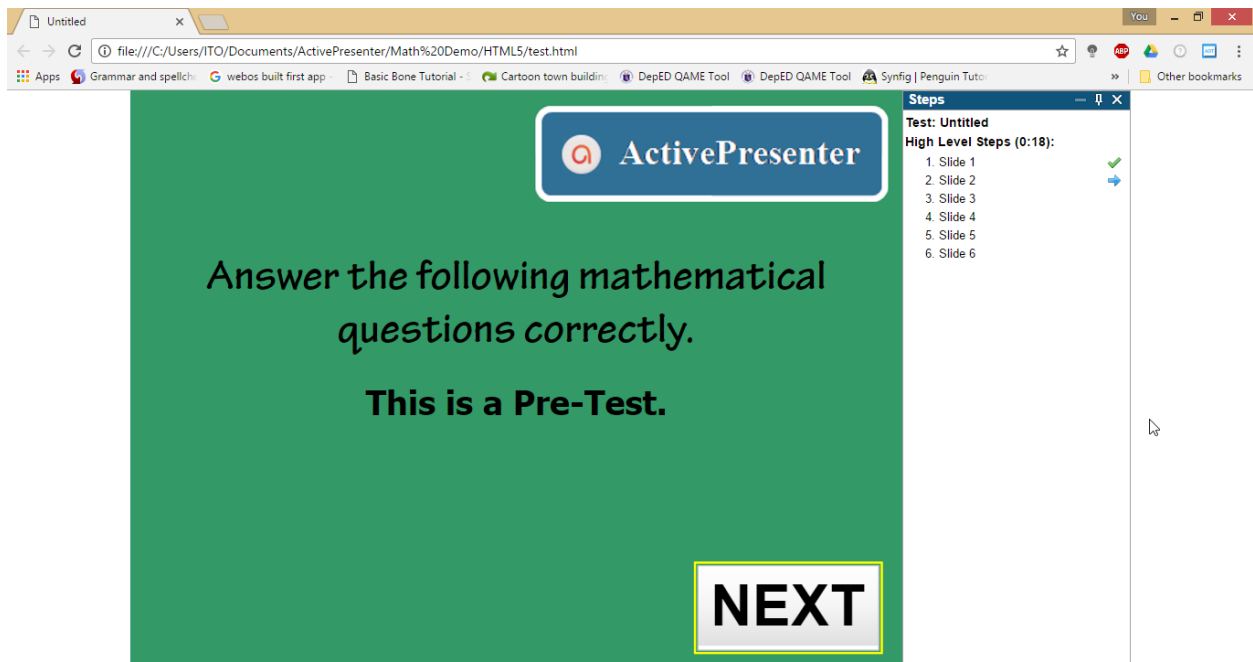
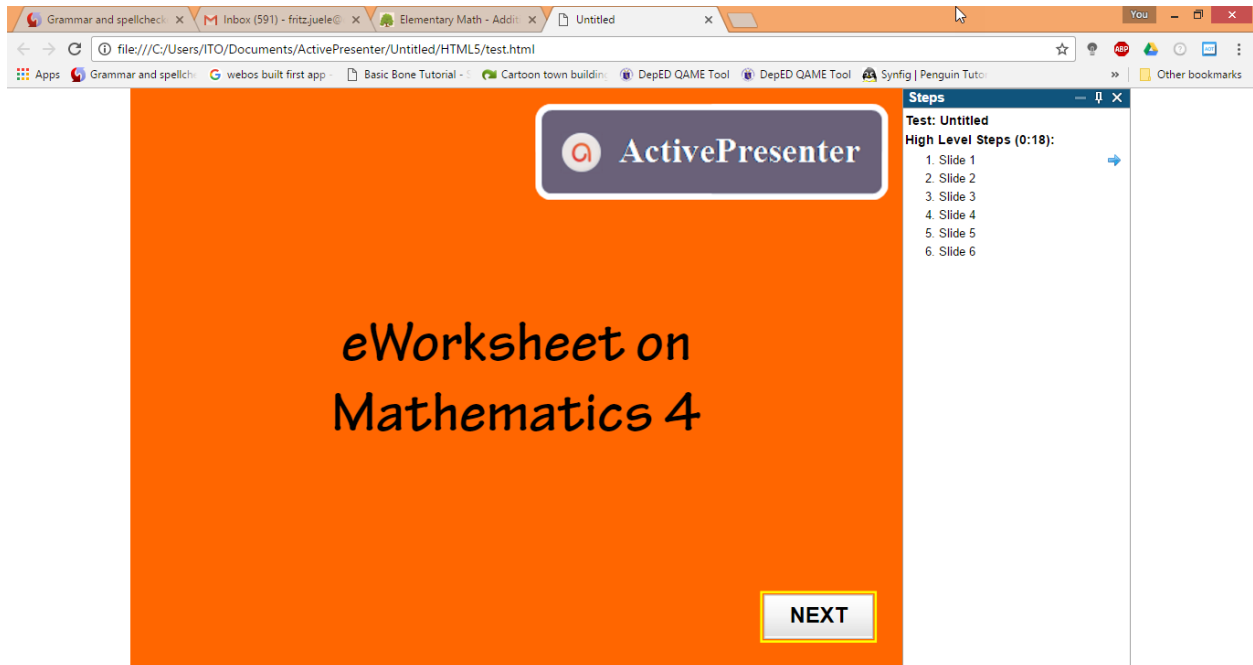
Click “Export” button.

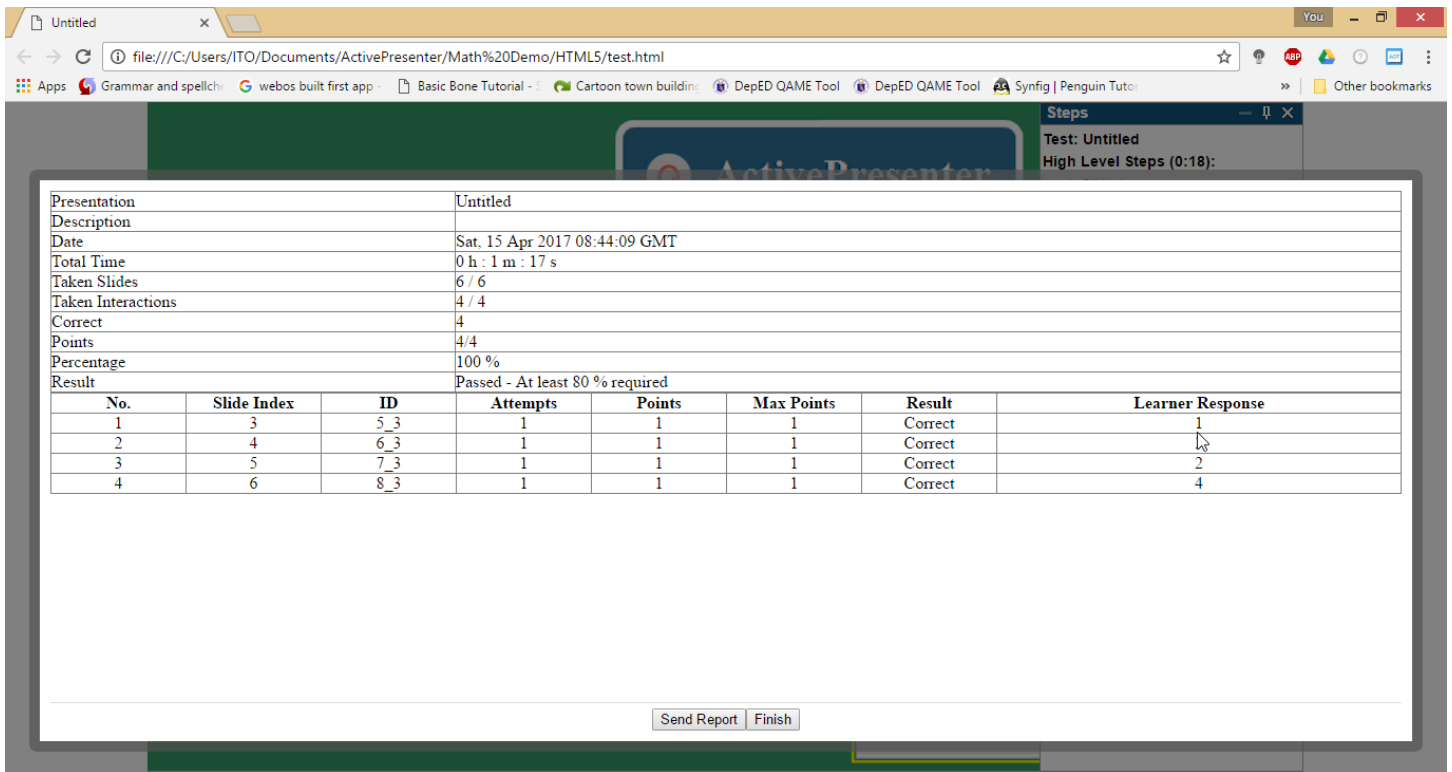
Click “Yes” button to view your output now.



## Levelling the Playing Field: ActivePresenter

Test your work and make necessary changes and re-export until complete.  
At the end of the eWorksheet, you will see the results.





Steps  
Test: Untitled  
High Level Steps (0:18):

Presentation		Untitled						
Description								
Date		Sat, 15 Apr 2017 08:44:09 GMT						
Total Time		0 h : 1 m : 17 s						
Taken Slides		6 / 6						
Taken Interactions		4 / 4						
Correct		4						
Points		4/4						
Percentage		100 %						
Result		Passed - At least 80 % required						
No.	Slide Index	ID	Attempts	Points	Max Points	Result	Learner Response	
1	3	5_3	1	1	1	Correct	1	
2	4	6_3	1	1	1	Correct	1	
3	5	7_3	1	1	1	Correct	2	
4	6	8_3	1	1	1	Correct	4	

Send Report Finish

At the end of the eWorksheet, you will see the results.

Scan the Math Addition Demo QR Code to see it in action or visit this link <https://mcaf.ee/qsdwby>.

You can also download the Math Addition Demo output and test it on your computer. It runs in your browser without connecting to the internet. <https://mcaf.ee/soxutf>

For sample projects and output files, visit these links below,

<https://mcaf.ee/ryqx2k>

<https://mcaf.ee/k795wh>

For more detailed tutorial visit its website tutorial in <https://atomisystems.com/activepresenter/tutorials/> or click "Help Contents" under Help Tab.



*venturing towards*

**Mobile  
Technology**



*Photography by Mrs. Juniphine B. Calderon, Grade 5 Teacher of Plaridel West Elementary School  
Location: Plaridel West Elementary School*

# Venturing towards Mobile Technology

By Fritz Juele

If you have the right tool and proper use of mobile technology, it can transform and deliver education in various ways and format. It is already practiced in developed countries.

Mobile technology is a medium to provide learners access to digital learning resources. The catalyst here is the quality assured re-usable educational content where learners can dive into anytime, anywhere and with or without the internet.

Mobile technology is affordable nowadays and given the right support from stakeholders, it can improve learner's academic performance in school and in life, in general.

That is one of the major goals of the Department of Education, and that is a new road map for the Schools Division of Roxas City.

The division wants to prepare learners for the future; their

learnings to be up-to-date; to have alternatives for textbooks as their learnings go beyond the walls of a classroom setting.

Hence the potential of the open-source mobile development framework called Apache Cordova is being tapped.

By definition from its website, Apache Cordova allows you to use standard web technologies such as HTML5, CSS3 and Javascript for cross-platform development. That means one can build Android, iOS, Blackberry 10, Ubuntu, Windows Phone 8, Windows 8.1, 10, Phone 8.1 and OSX applications and use the device's native functions using Core Plugins APIs.

Bootstrap, an HTML, CSS and JS framework for developing responsive mobile first project on the web works hand-in-hand with Apache Cordova, delivering a near native app user-interface.

ActivePresenter, a Screen Recording and interactive eLearning Authoring Tool, can export HTML5 Simulations built using standard web technologies that can be directly built into a

mobile application.

In addition, PHP, a server scripting language, and a powerful tool for making dynamic and interactive Web pages, JavaScript Object Notation (JSON), a lightweight data-interchange format for easy parsing and generation of data and MySQL or MariaDB database will push the boundaries of eLearning with Mobile Technology to its next level here in the Schools Division of Roxas City.

Though it seems the terminologies are high and some might ask if the division is ready for this within the next five years. Well, there is nothing impossible as long as levelling the playing field for our learners is being pushed forward.

## Sources:

<https://cordova.apache.org>  
<http://getbootstrap.com/>  
[https://www.w3schools.com/js/js\\_json\\_intro.asp](https://www.w3schools.com/js/js_json_intro.asp)  
<https://atomisystems.com/activepresenter/>  
<https://mariadb.org/>

## Cordova: Basic Setup

This installation guide can also be found on the Cordova website just go to <https://cordova.apache.org>, click on "Documentation" then "Create your first app" or scan the QR Code provided using your QR Code app on your mobile devices. To start, please download and install "Node.js". To do that, please visit this link, <https://nodejs.org/en/download/>

After the "Node.js" installation. Restart your computer.

Since Cordova has a Command Line Interface, you'll be using the command prompt with the provided syntax or code to build your first mobile application which will be an eLearning eWorksheet which you did using ActivePresenter.

The beauty in this is you only need to package the resource files of the exported HTML5 Simulation to a mobile android application.

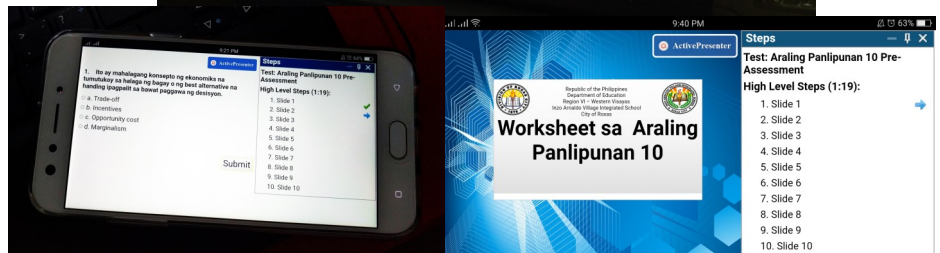
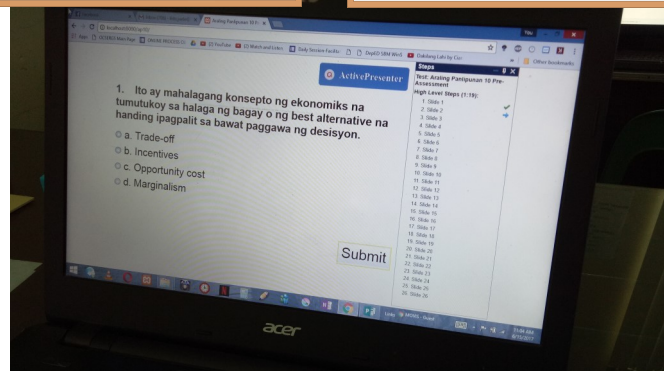
The HTML5 Simulation eWorksheet can be used offline or online, available anytime and anywhere. Even with your smartphones without the internet.



The screenshot shows the Node.js website's download page. It features a navigation bar with links like HOME, ABOUT, DOWNLOADS, DOCS, FOUNDATION, GET INVOLVED, SECURITY, and NEWS. The main content area is titled "Downloads" and lists the latest LTS version as v6.11.0. Below this, there are four main download options: "Current" (Latest Features), "Windows Installer" (node-v6.11.0-win64.msi), "Macintosh Installer" (node-v6.11.0.pkg), and "Source Code" (node-v6.11.0.tar.gz). A table below these options provides links for 32-bit and 64-bit versions of the Windows and macOS installers.

	32-bit	64-bit
Windows Installer (.msi)		
Windows Binary (.zip)		
macOS Installer (.pkg)		
macOS Binaries (.tar.gz)		
Linux Binaries (v6.11.0)		

Below the download options, two screenshots of the Node.js Setup Wizard are shown. The first shows the "Welcome to the Node.js Setup Wizard" screen with a "Next" button highlighted. The second shows the "Completed the Node.js Setup Wizard" screen with a "Finish" button highlighted.

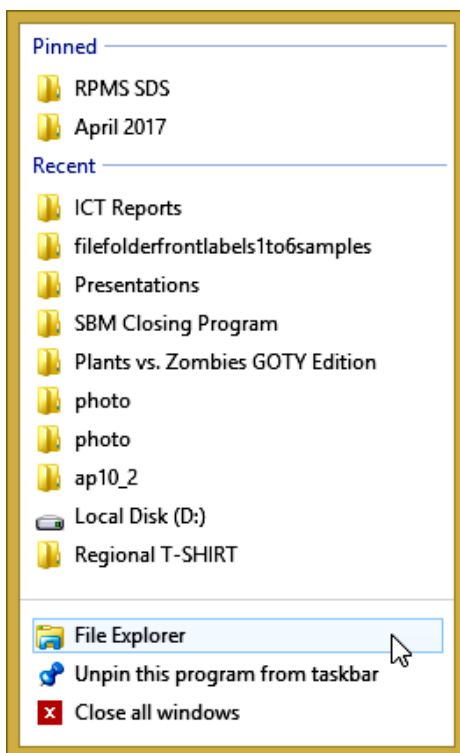


To start with, open your command prompt by pressing the windows logo key. Type in "cmd" in Search then press enter key or click on "Command Prompt" pulled out by Search.

On the command prompt, type " cd\ " and press enter. Next, type in " npm install -g cordova " and press enter.

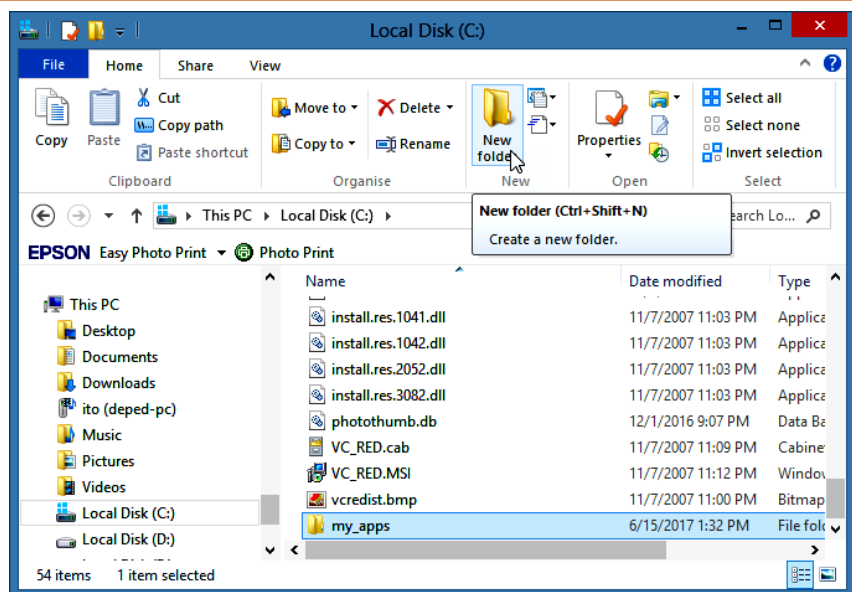
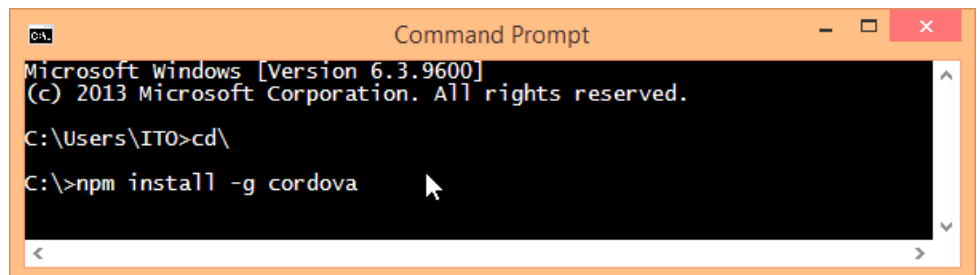
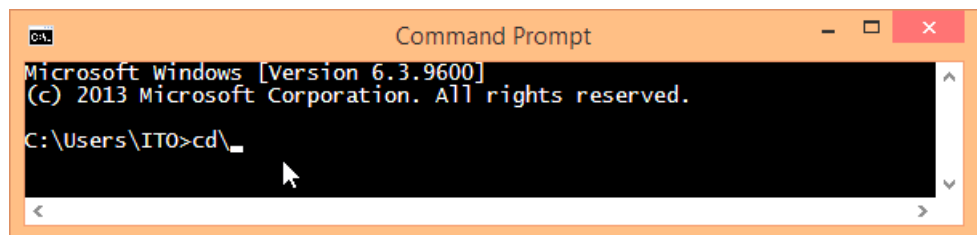
After the installation is done, you will end up with the "C:\\" prompt.

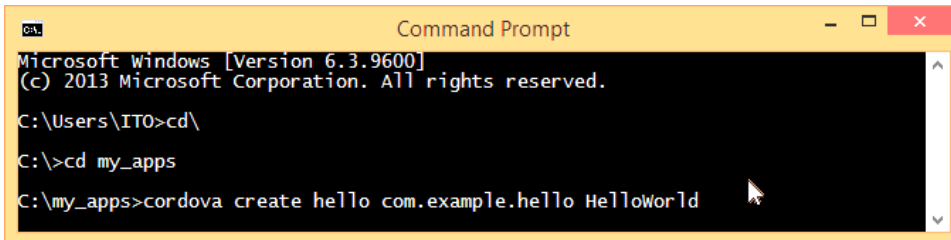
Open "File Explorer", then go to "Local Disk (C:)".



Create a "New folder" and name it "my\_apps".

On the "Command Prompt", go to this new directory by typing "cd my\_apps" then press enter.





```

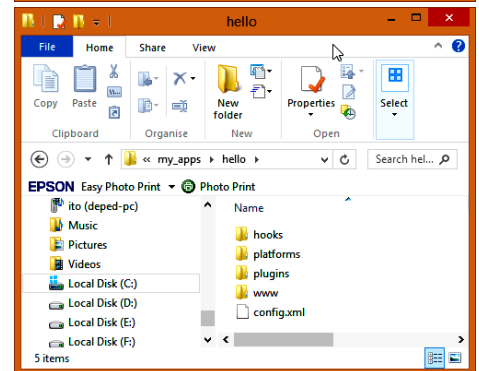
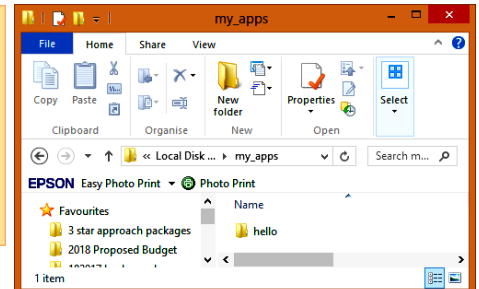
Command Prompt
Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Users\ITO>cd\

C:\>cd my_apps

C:\my_apps>cordova create hello com.example.hello HelloWorld

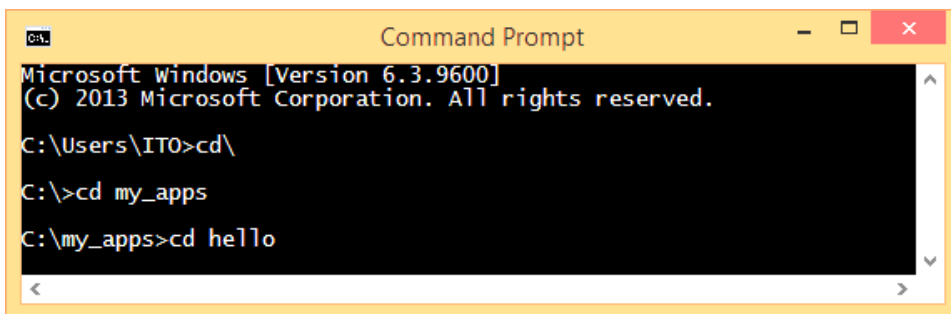
```



Now, let's create your first cordova project. Type in the code shown, "cordova create hello com.example.hello HelloWorld".

The code syntax, "cordova create" calls for cordova function to create a new project, "hello" is the new folder or directory where the project files are stored, "com.example.hello" is the application id and "HelloWorld" is the application name.

Go to the "my\_apps" folder and open the "hello" folder. A basic cordova project package is automatically downloaded and stored in the folder.



```

Command Prompt
Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

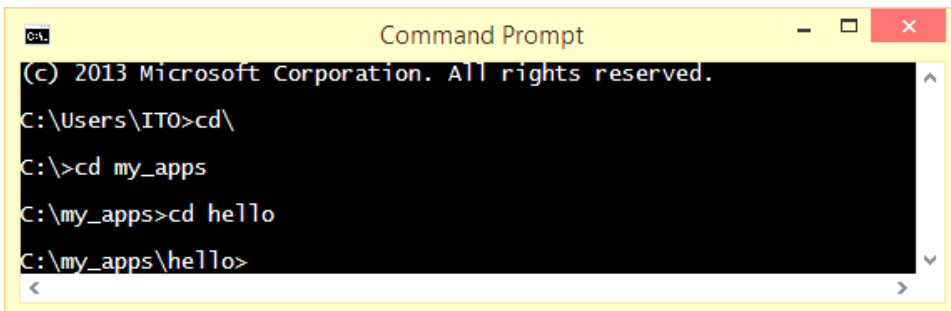
C:\Users\ITO>cd\

C:\>cd my_apps

C:\my_apps>cd hello

```

Go back to the command prompt and type "cd hello" and press enter to access the project directory. All succeeding code syntax must be done inside the project directory.



```

Command Prompt
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Users\ITO>cd\

C:\>cd my_apps

C:\my_apps>cd hello

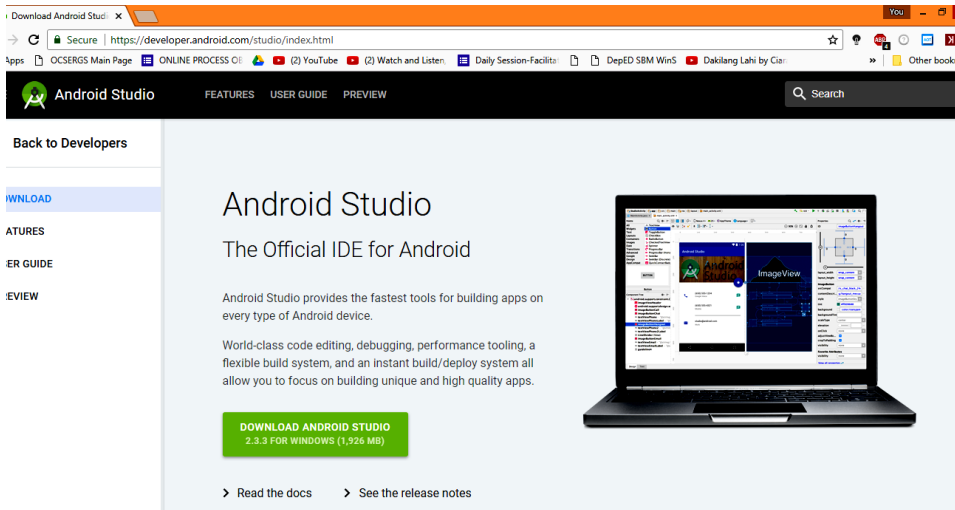
C:\my_apps\hello>

```

Next install android platform requirements. Since most of us has android smartphones which you will need to install and test your first cordova android app. Building android apps for beginners incurs minimal expenses only.

Now, go to <https://developer.android.com/studio/index.html>. Download and install "Android Studio". Android Studio has all the android Software Development Kit (SDK), you'll need to build android apps natively or via cordova. Then search, download and install the latest Java SE Development Kit (JDK).

## Venturing towards Mobile Technology



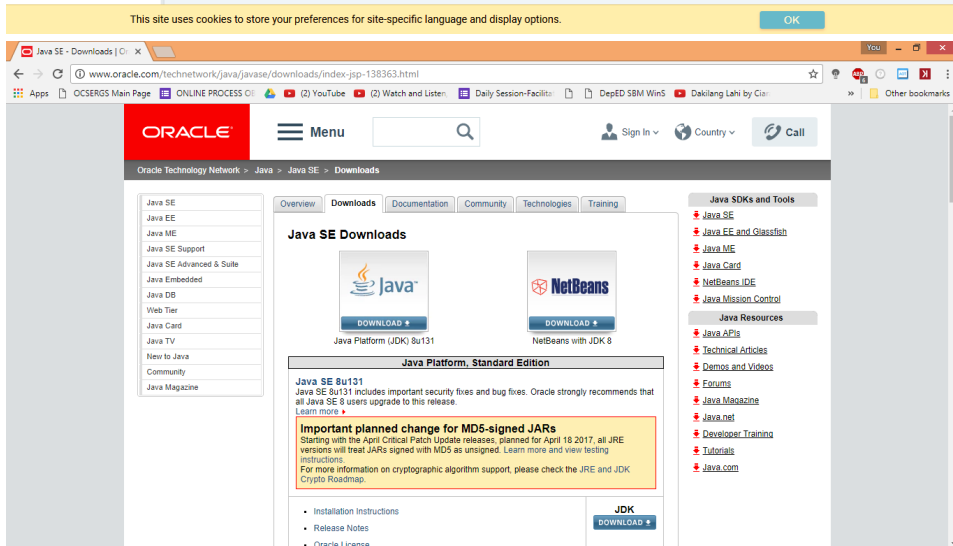
After the installation of the Android Studio and Java SE Development Kit, go back to the command prompt and add android platform to your project by typing “cordova platform add android”<sup>1</sup> and press enter.

To check your current platform, type “cordova platform ls”<sup>2</sup> on the command prompt then press enter.

```

C:\my_apps\hello>cordova platform ls
Installed platforms:
  android 6.2.3
Available platforms:
  blackberry10 ~3.8.0 (deprecated)
  browser ~4.1.0
  webos ~3.7.0
  windows ~5.0.0
C:\my_apps\hello>
  
```

Now, run the following command to build all your app platform, “cordova build”<sup>3</sup> or for android platform only, try “cordova build android”<sup>4</sup>. Once the build is successful please take note of the android -debug.apk file location.<sup>5</sup>



```

C:\my_apps\hello>cordova platform add android
Using cordova-fetch for cordova-android@6.2.2
Adding android project...
Creating Cordova project for the Android platform
Path: platforms\android
Package: com.example.hello
Name: HelloWorld
Activity: MainActivity
Android target: android-25
Subproject Path: CordovaLib
Android project created with cordova-android@6.2.2
Installing "cordova-plugin-whitelist" for android

This plugin is only applicable for
platforms greater than 4.0. If you have a previous platform v
ersion installed, this plugin will be built in.

--save flag or autosave detected
Saving android@6.2.3 into config.xml file ...
C:\my_apps\hello>
  
```

```

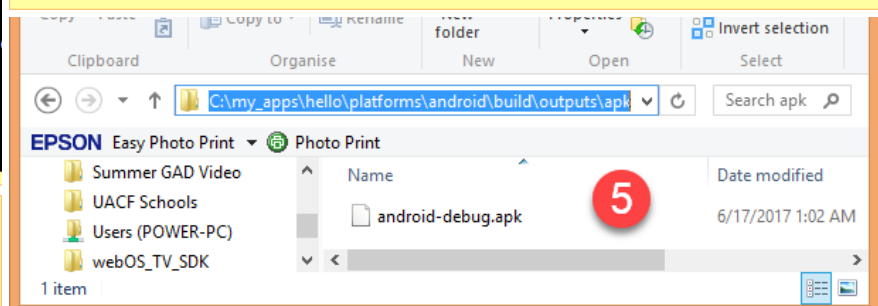
C:\my_apps\hello>cordova build
ANDROID_HOME=C:\Users\ITO\AppData\Local\Android\sdk
JAVA_HOME=C:\Program Files\java\jdk1.8.0_121
Subproject Path: CordovaLib
  
```

```

C:\my_apps\hello>cordova build android
:transformResourcesWithMergeJavaResForDebug UP-TO-DATE
:validateSigningDebug UP-TO-DATE
:packageDebug UP-TO-DATE
:assembleDebug UP-TO-DATE
:cordovaBuildDebug UP-TO-DATE

BUILD SUCCESSFUL

Total time: 2,583 secs
Built the following apk(s):
  c:\my_apps\hello\platforms\android\build\outputs\apk\android-debug.apk
C:\my_apps\hello>
  
```



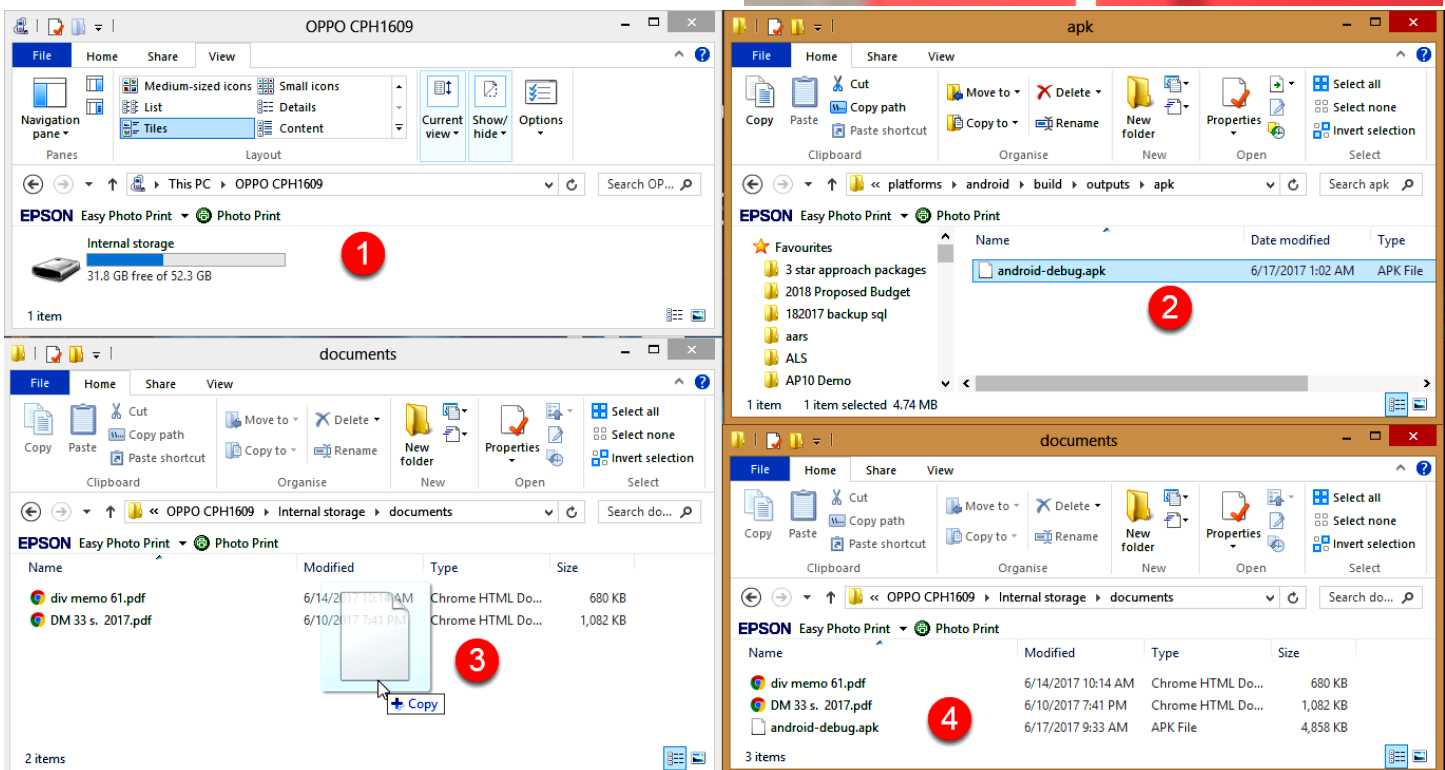
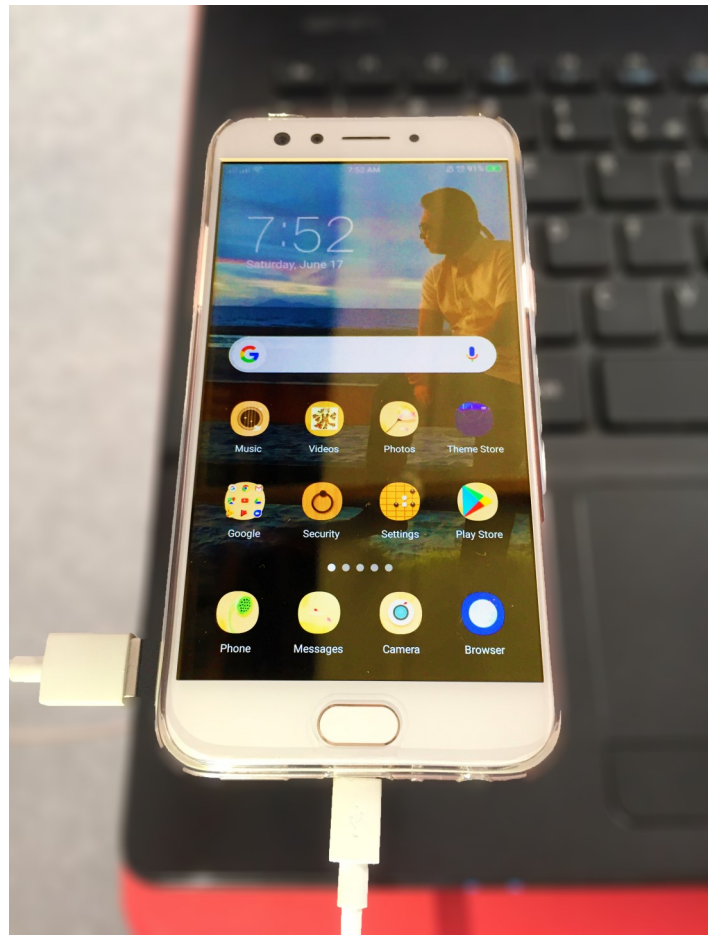
## Cordova: Testing the App

Connect your android smartphone to your computer using your usb data cable. Copy and paste the android-debug.apk to the documents folder of your android smartphone.

An APK file is the file format used for installing software on the Android operating system<sup>1</sup>.

Open your files app on your android smartphone. Open your documents folder and install the android-debug.apk file. Open the app and your done. You have successfully installed your first "HelloWorld" cordova android app.

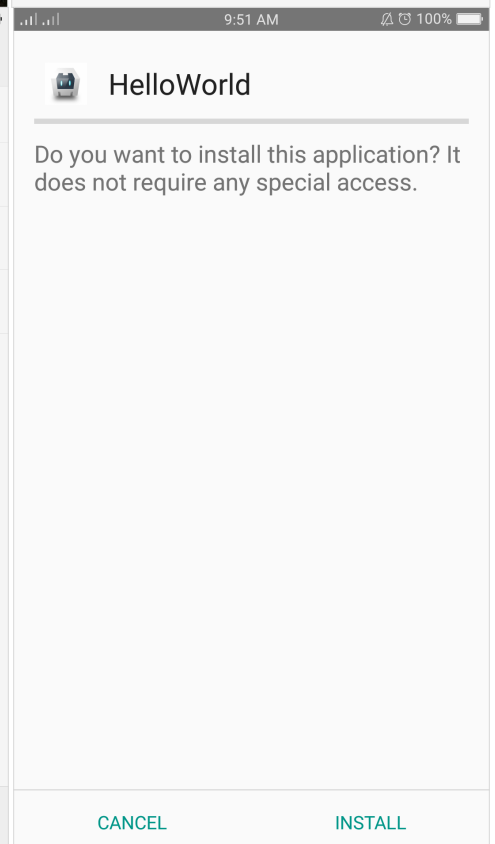
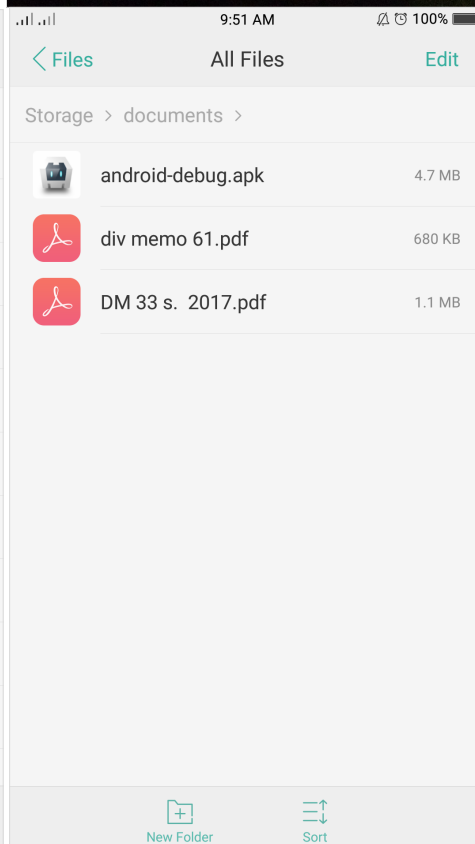
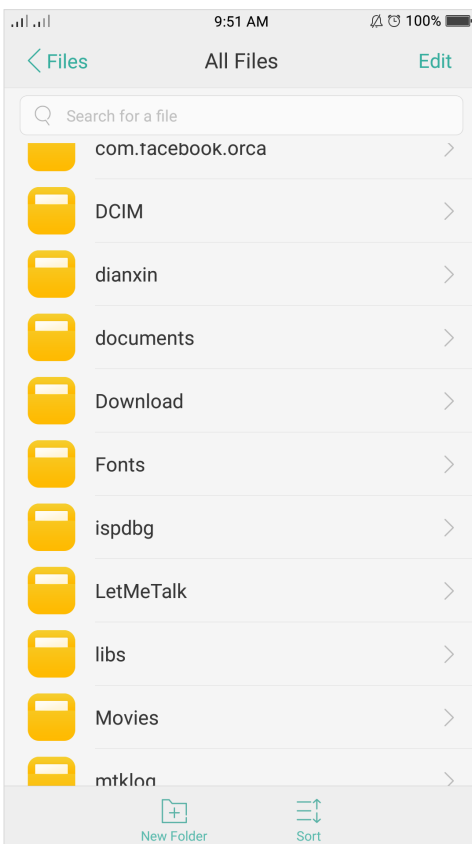
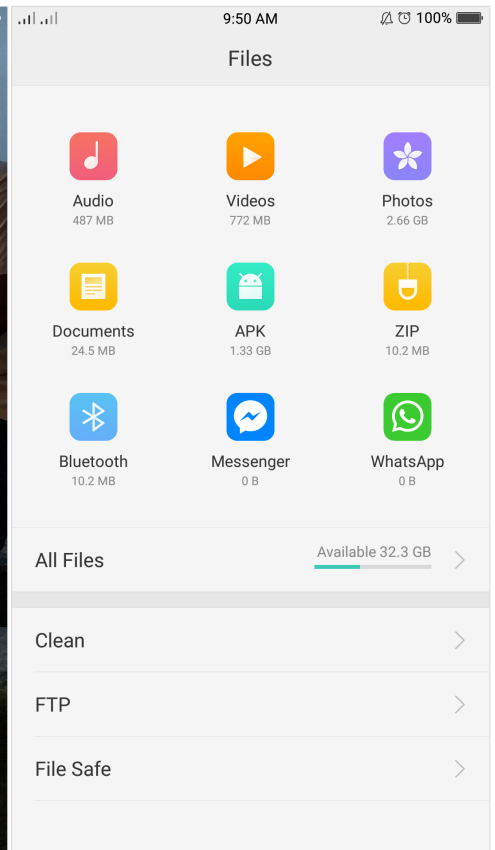
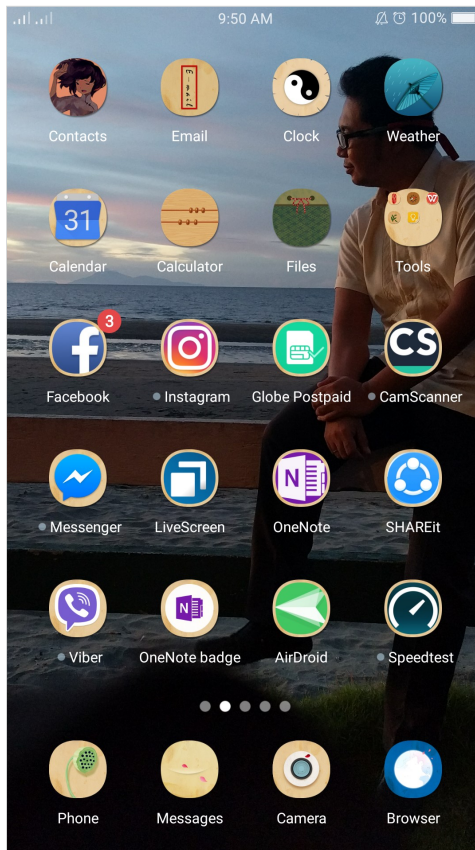
Usb debugging mode enabled is required to allow test apps to be installed on your android smartphone. To do this, just go to your phone settings.



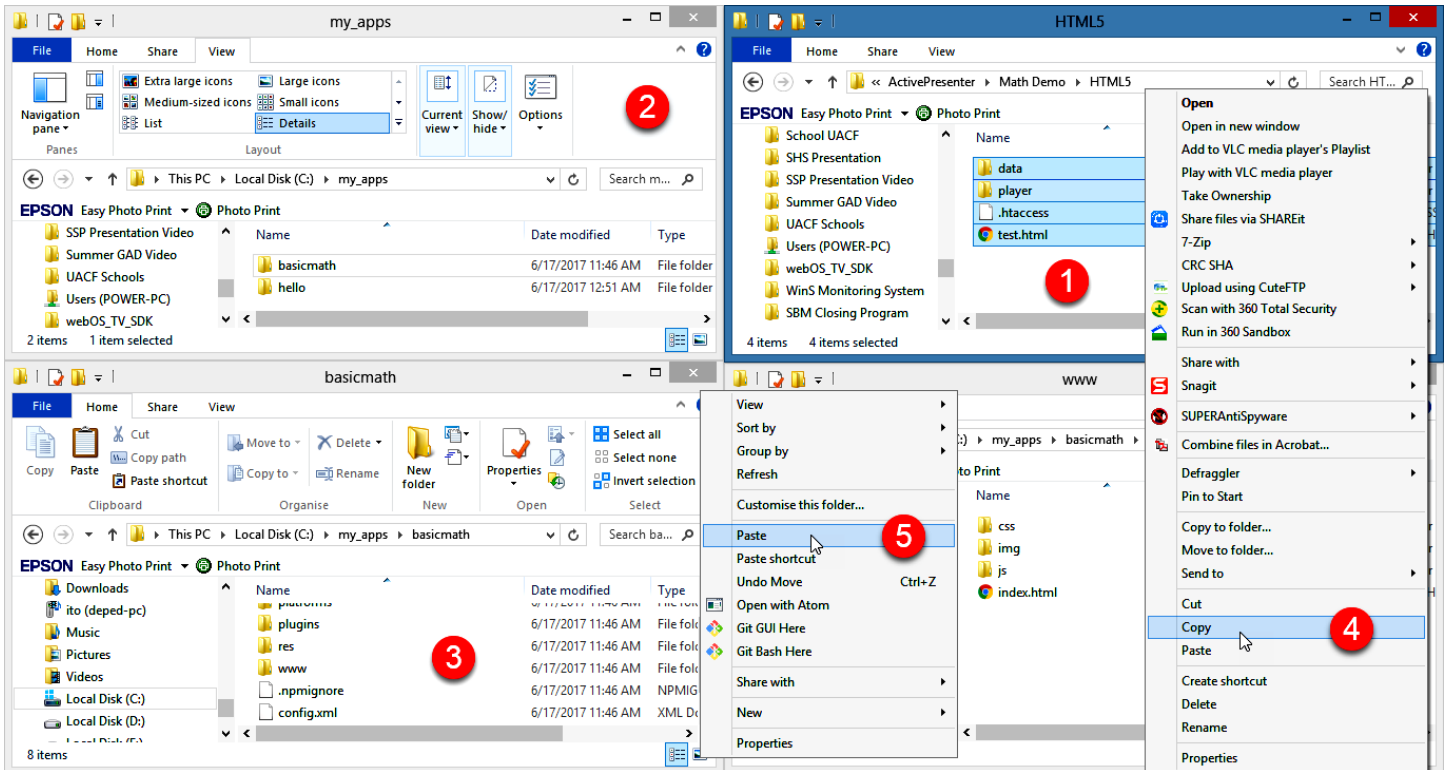
<sup>1</sup>source: <https://www.androidpit.com/android-for-beginners-what-is-an-apk-file>

Go to "About Phone", then tap your operating system version multiple times until developer mode is enabled. Now exit, "About Phone", open the developers settings then locate usb debugging and set to enable. Then try reinstall the android-debug.apk file. You can check the link below from "Kingoapp.com" for a tutorial on how to enable usb debugging mode for different types of android operating systems.

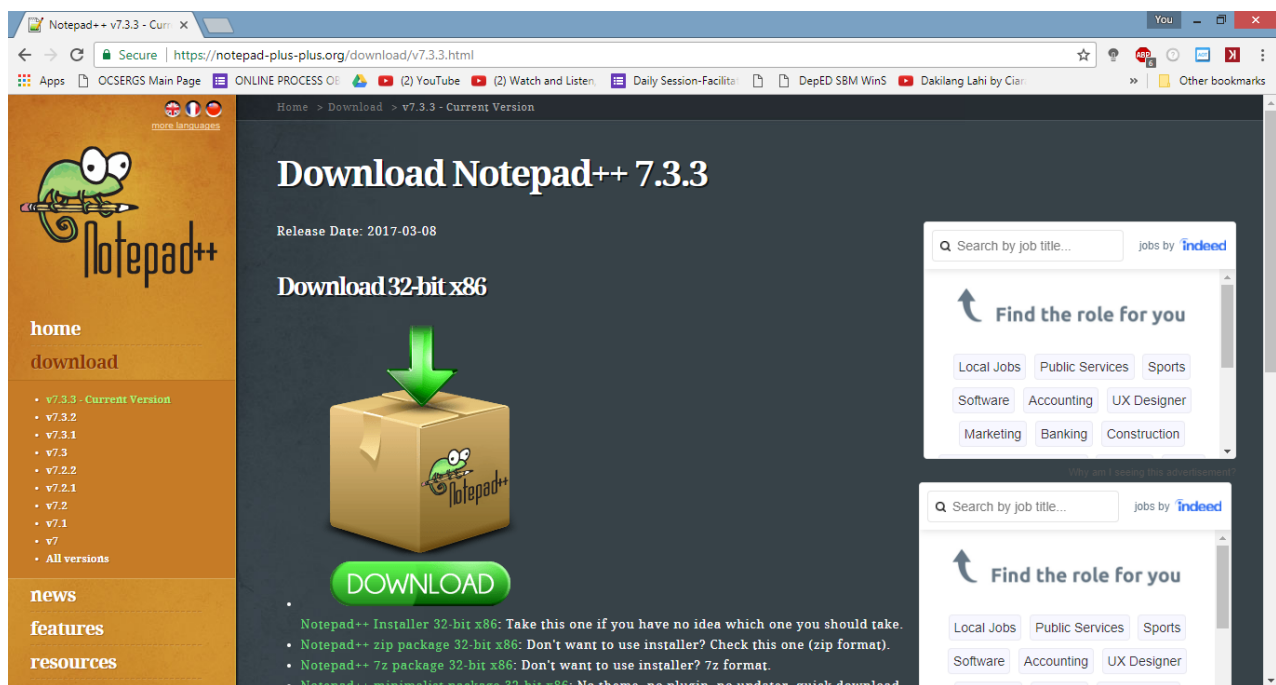
<https://www.kingoapp.com/root-tutorials/how-to-enable-usb-debugging-mode-on-android.htm>

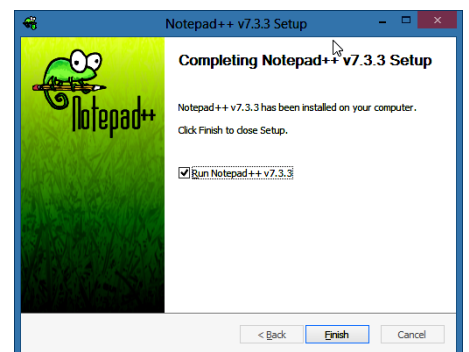
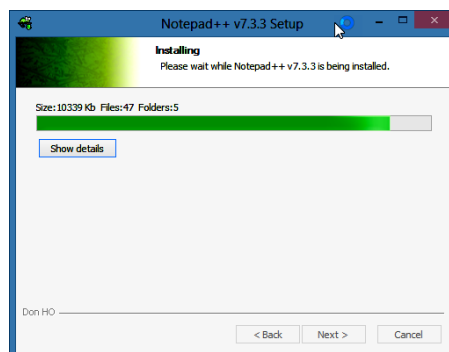
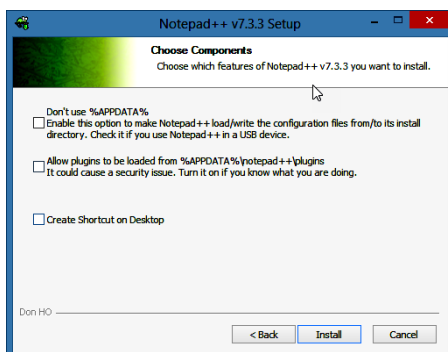
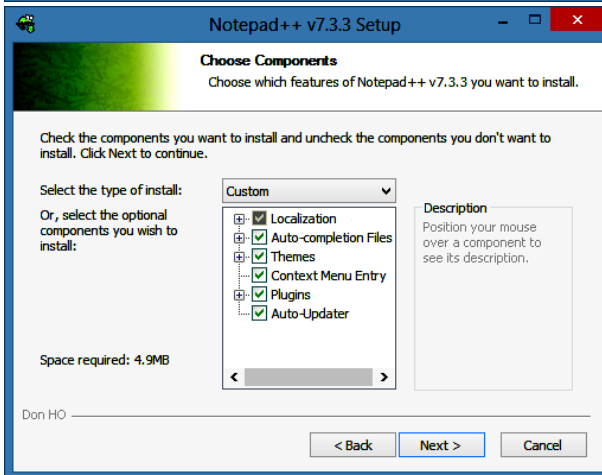
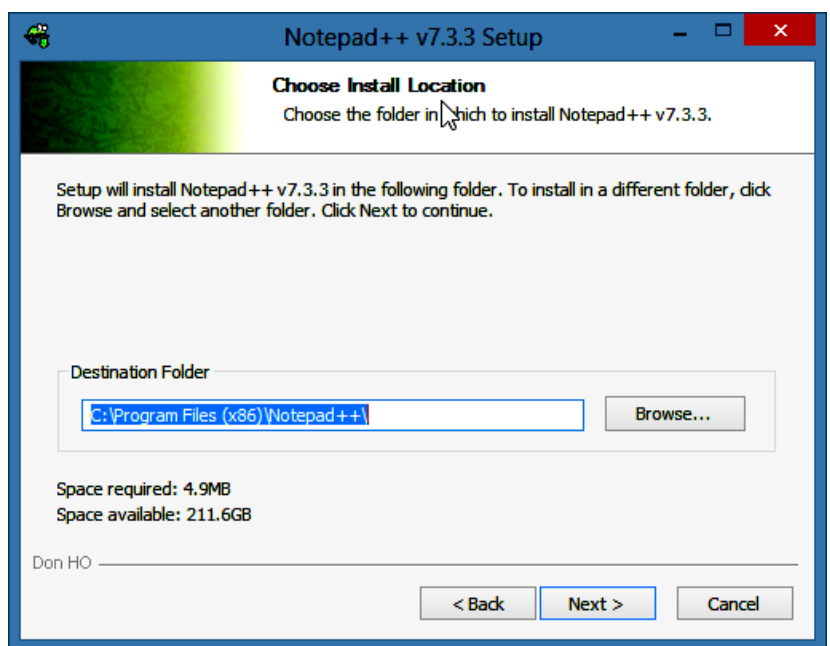
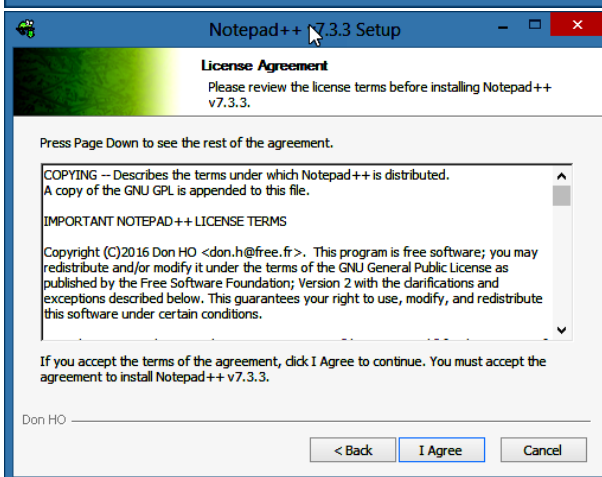
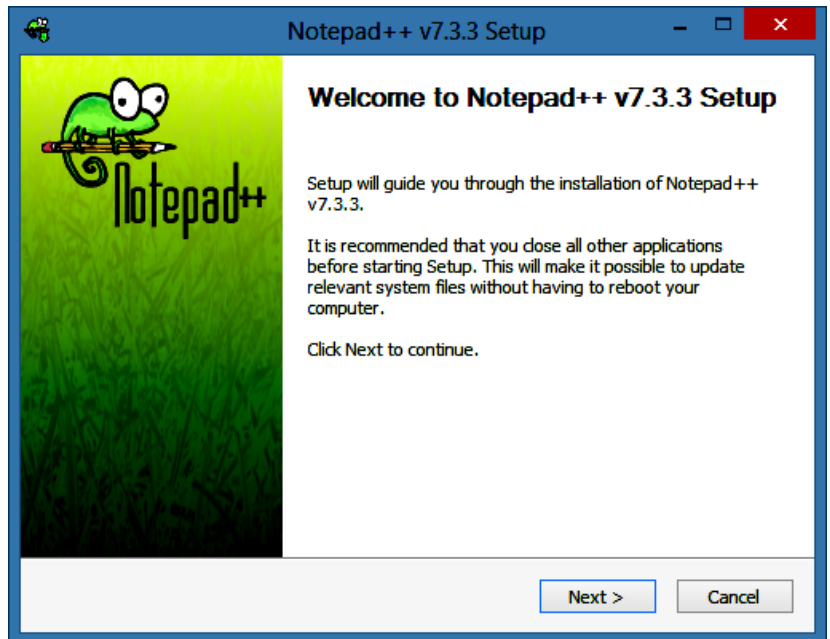
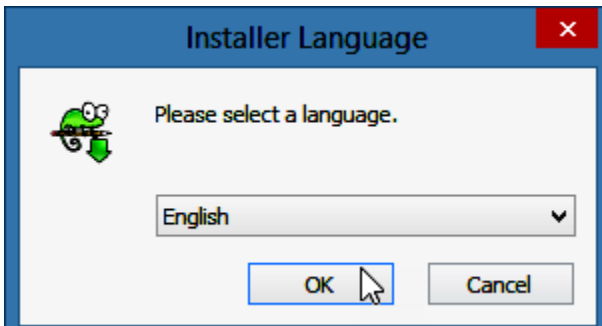


## Venturing towards Mobile Technology

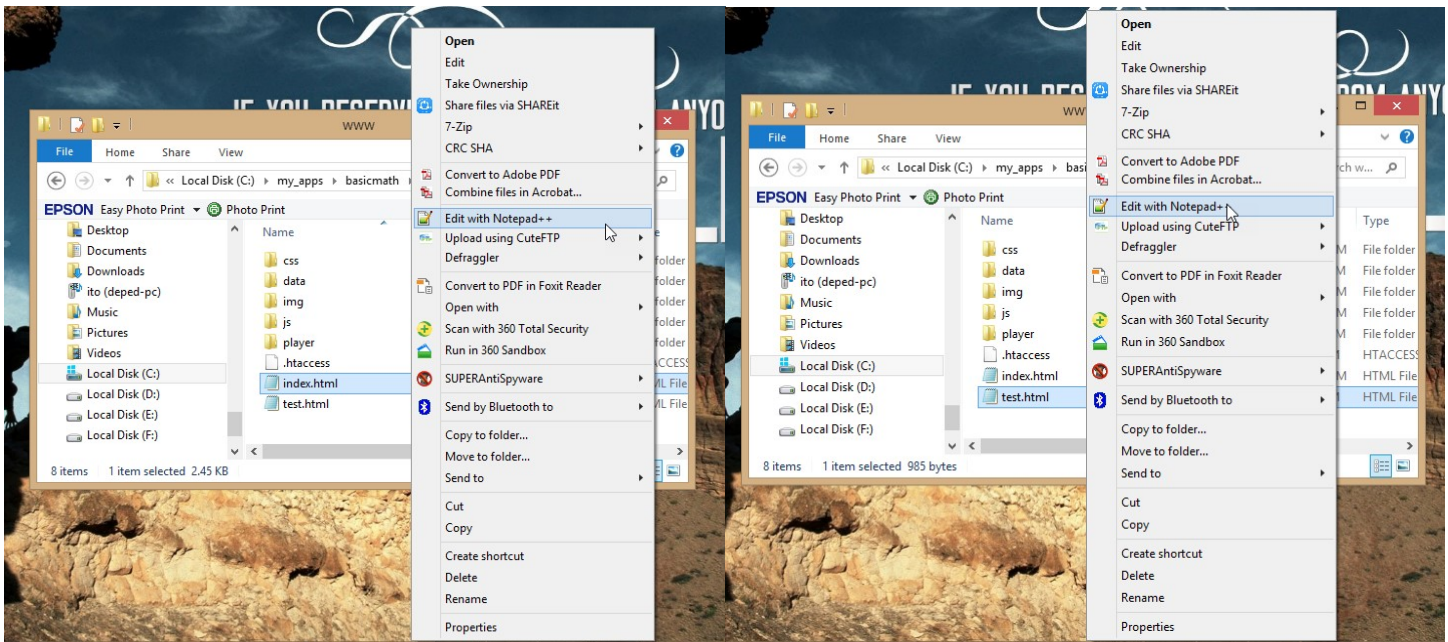


Go to HTML5 folder of the Math Demo you've create earlier. Open a new "File Explorer" folder and open the my\_apps > basicmath > www folder. In this directory, we will copy the Math Demo HTML5 Exported files. Now, let's install "Notepad++", a free source code editor. Do this by visiting <https://notepad-plus-plus.org/>.





## Venturing towards Mobile Technology



Now, open the index.html and test.html using Notepad++. Right-click on index.html tab on Notepad++ then select "Move to Other View" to view both files side-to-side. Copy `<script type="text/javascript" src="cordova.js" />` from index.html and paste it to test.html. Just insert it above, `<script type="text/javascript" src="player/rljquery.custom.js"></script>`. Save your work. This is to include cordova on the project files. Allowing the native web language to communicate to the native functionality of your smartphone.

```

1 <!DOCTYPE html>
2 <html lang="en-US" dir="ltr">
3 <head>
4 <title>Math Demo</title>
5 <meta http-equiv="X-UA-Compatible" content="
6 <meta http-equiv="Content-Type" content="text/html;
7 <meta http-equiv="imagetoolbar" content="no" />
8 <meta name="generator" content="ActivePresenter 6.1.0"
9 <meta name="author" content="ITO" />
10 <meta name="description" content="" />
11
12 <link rel="stylesheet" type="text/css" href=
13 <script type="text/javascript" src=
14 <script type="text/javascript" src=
15 <script type="text/javascript" src=
16 <script type="text/javascript" src=
17 <script type="text/javascript" src=
18
19
20
21
33 <meta name="msapplication-tap-highlight"
34 <meta name="viewport" content=
35 <link rel="stylesheet" type="text/css" href
36 <title>Hello World</title>
37 </head>
38 <body>
39 <div class="app">
40 <h1>Apache Cordova</h1>
41 <div id="deviceready" class="blink">
42 <p class="event listening">
43 <p class="event received">Device
44 </div>
45 </div>
46 <script type="text/javascript" src=
47 <script type="text/javascript" src=
48 </body>
49 </html>
50

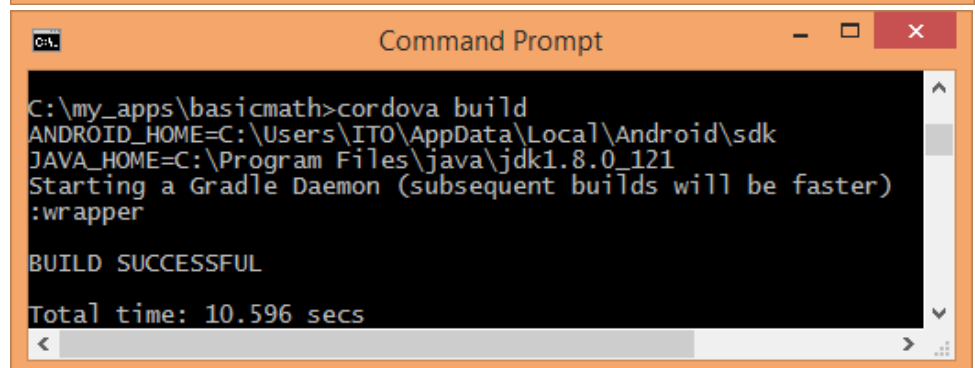
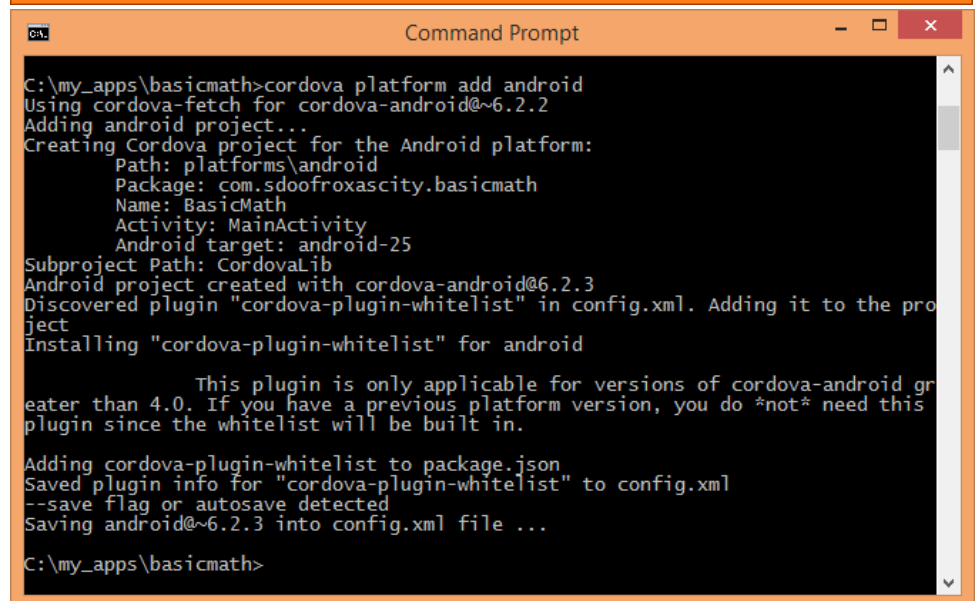
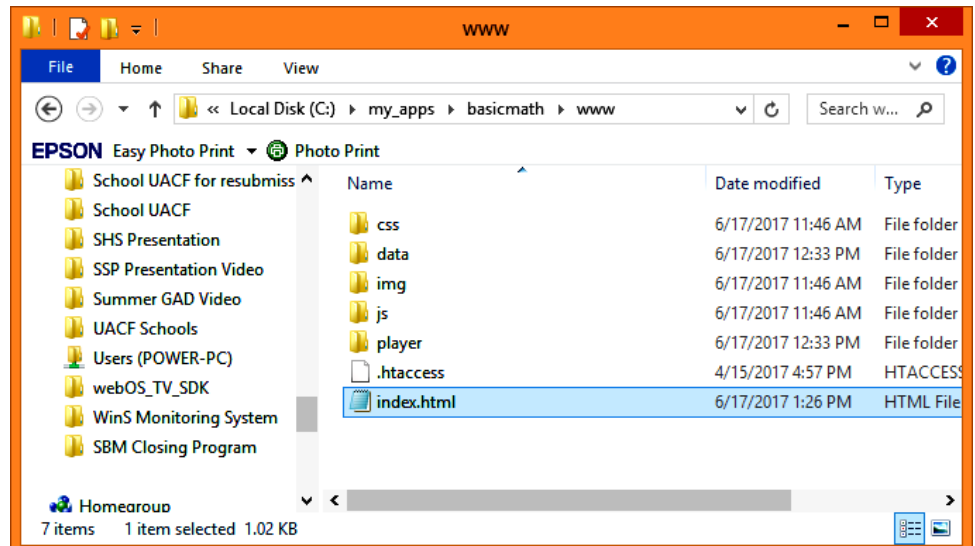
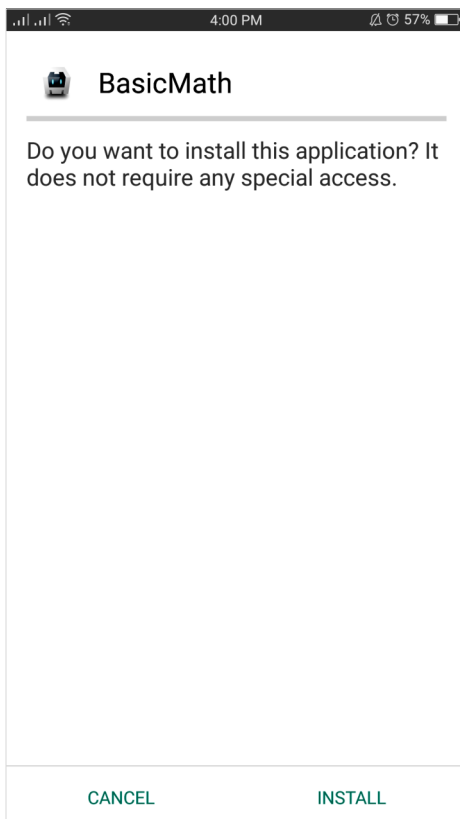
```

Hyper Text Markup Language file length : 982 lines : 30 Ln: 13 Col: 77 Sel : 72 | 1 Windows (CR LF) UTF-8-BOM INS

Delete the "index.html" then rename the "test.html" to "index.html".

Now, add android platform to your cordova project then build your app. Refer to the previous tutorials on how to do this.

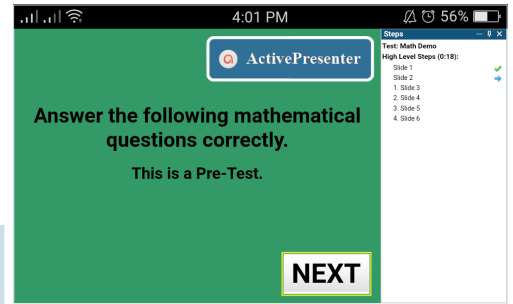
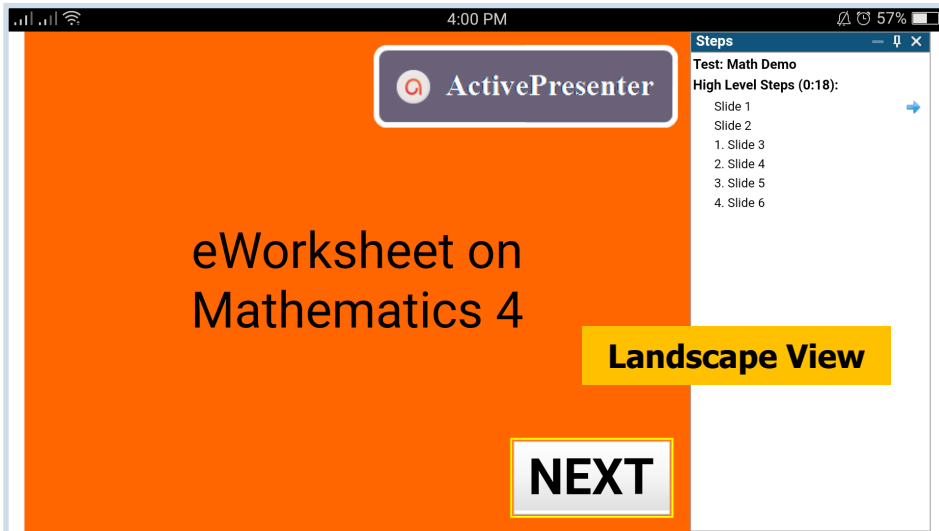
Store or save the android-debug.apk to your smartphone and install. You can rename the android-debug.apk to avoid confusion.



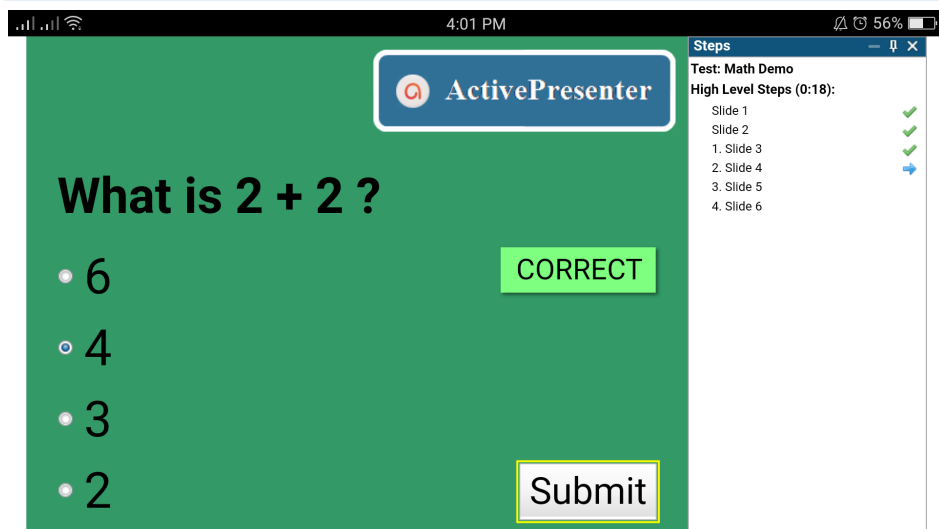
39

FEATURE STORY

Venturing towards Mobile Technology



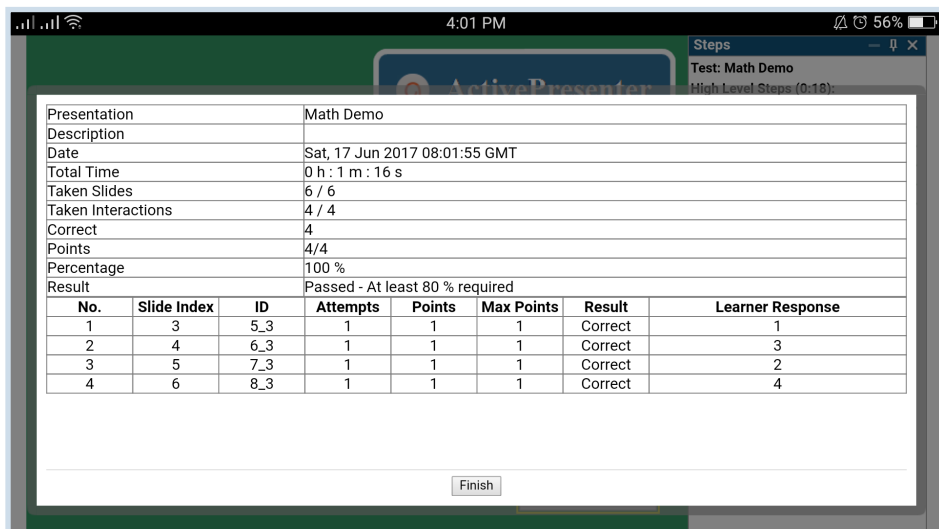
Portrait View



Congratulations, you just created your Android eWorksheet App for Mathematics.

Here are the screenshots from an actual android smartphone. By default, every time you hold your smartphone on portrait or landscape view, the app orientation automatically adjusts. This shows that the HTML5 exported project by ActivePresenter is mobile friendly and responsive to the different orientation and screen size of the display.

On the next tutorial we are going to customize the app icon, add a loading screen and fix the app orientation to landscape only. Also we will add a back button and restart app's function.

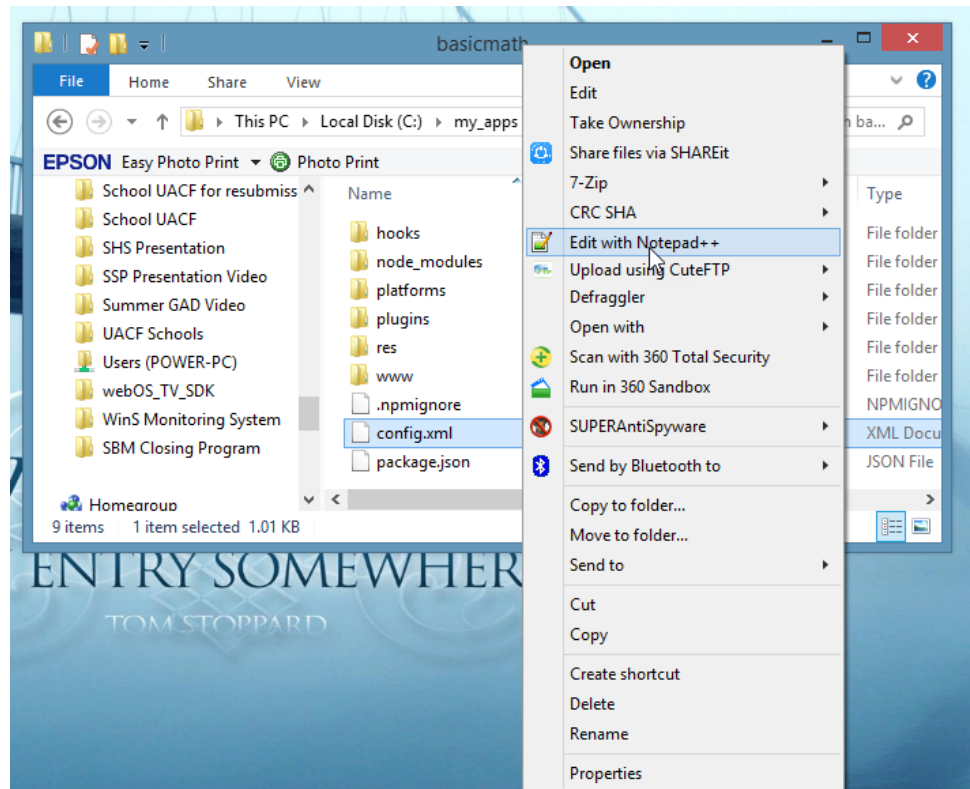


Let's start customizing the app by editing the "config.xml" file. This file holds all the information about the app.

Now, follow the changes made on the next page.

- Update the app name
- Update the version
- Update the app description
- Update the email
- Update the website
- Update ownership information
- Update app orientation
- Update app icon

Save



```

C:\my_apps\basicmath\config.xml - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
config.xml x config.xml
1 <<?xml version='1.0' encoding='utf-8'?>
2 <widget id="com.sdooxascity.basicmath" version="1.0.0" xmlns="http://www.w3.org/ns/widgets" xmlns:cdv="
  http://cordova.apache.org/ns/1.0">
3   <name>BasicMath</name>
4   <description>
5     A sample Apache Cordova application that responds to the deviceready event.
6   </description>
7   <author email="dev@cordova.apache.org" href="http://cordova.io">
8     Apache Cordova Team
9   </author>
10  <content src="index.html" />
11  <access origin="*" />
12  <allow-intent href="http://*/*" />
13  <allow-intent href="https://*/*" />
14  <allow-intent href="tel:*" />
15  <allow-intent href="sms:*" />
16  <allow-intent href="mailto:*" />
17  <allow-intent href="geo:*" />
18  <platform name="android">
19    <allow-intent href="market:*" />
20  </platform>
21  <platform name="ios">
22    <allow-intent href="itms:*" />
23    <allow-intent href="itms-apps:*" />
24  </platform>
25  <engine name="android" spec="^6.2.3" />
26  <plugin name="cordova-plugin-whitelist" spec="^1.3.2" />
27 </widget>
28
eXtensible Markup Language file      length: 1,043  lines: 28      Ln: 3  Col: 16  Sel: 0|0      Unix (LF)      UTF-8      INS

```

## Venturing towards Mobile Technology

```

1 <?xml version='1.0' encoding='utf-8'?>
2 <widget id="com.sdoofroascity.basicmath" version="1.1.0" xmlns="http://www.w3.org/ns/widgets" xmlns:cdv="
  http://cordova.apache.org/ns/1.0">
3   <name>Basic Math</name>
4   <description>
5     A sample eWorksheet for Grade I Mathematics
6   </description>
7   <author email="your-email" href="school-or-division-site">
8     Your Name, School or Division
9   </author>
10  <preference name="orientation" value="landscape" />
11  <content src="index.html" />
12  <access origin="*" />
13  <allow-intent href="http://*/*" />
14  <allow-intent href="https://*/*" />
15  <allow-intent href="tel:*" />
16  <allow-intent href="sms:*" />
17  <allow-intent href="mailto:*" />
18  <allow-intent href="geo:*" />
19  <platform name="android">
20    <allow-intent href="market:*" />
21    <icon src="www/icon.png" />
22  </platform>
23  <platform name="ios">
24    <allow-intent href="itms:*" />
25    <allow-intent href="itms-apps:*" />
26  </platform>
27  <engine name="android" spec="^6.2.3" />
28  <plugin name="cordova-plugin-whitelist" spec="^1.3.2" />
29 </widget>

```

eXtensible Markup Language file

length : 1,098 lines : 30

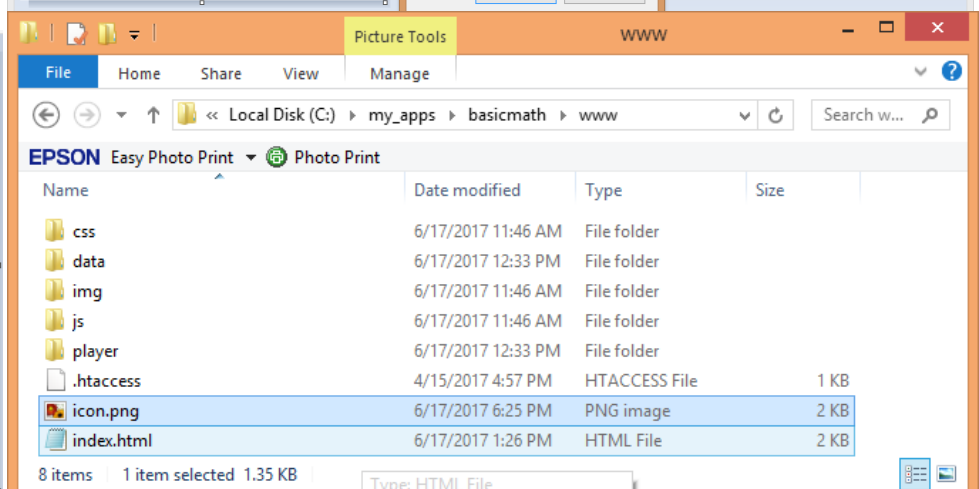
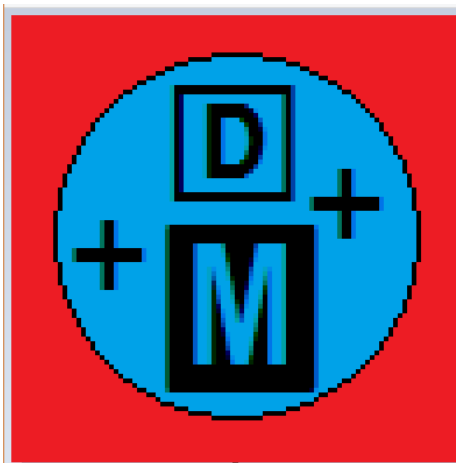
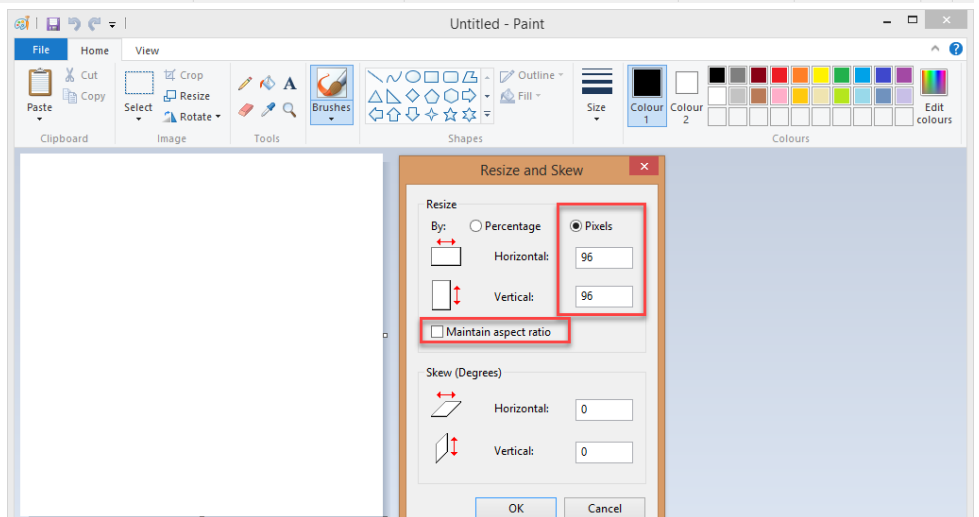
Ln: 7 Col: 63 Sel: 0 | 0

Unix (LF)

UTF-8

INS

Save the config.xml file. Let's create a new app icon using paint or professional editing software like Adobe Photoshop. Now open MS Paint, resize the document by 96 x 96 pixels and be creative. Save it as "icon.png" on the www directory of your cordova project. Below is a sample app icon created using MS Paint. With enough creativity, you can do better than it.



Let's create your splash or loading screen. Loading screen are used to make the app looks responsive as the same time serves as branding of your app.

The splash screen has the following sizes for landscape orientation:

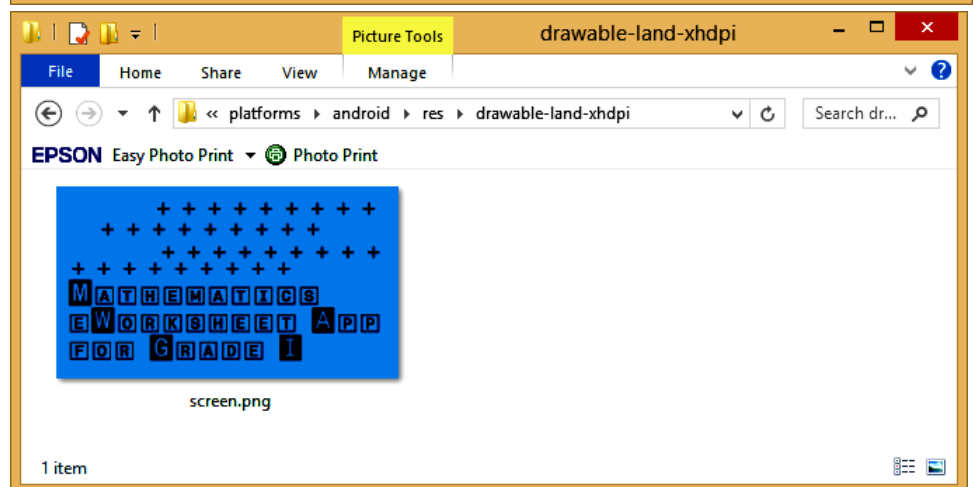
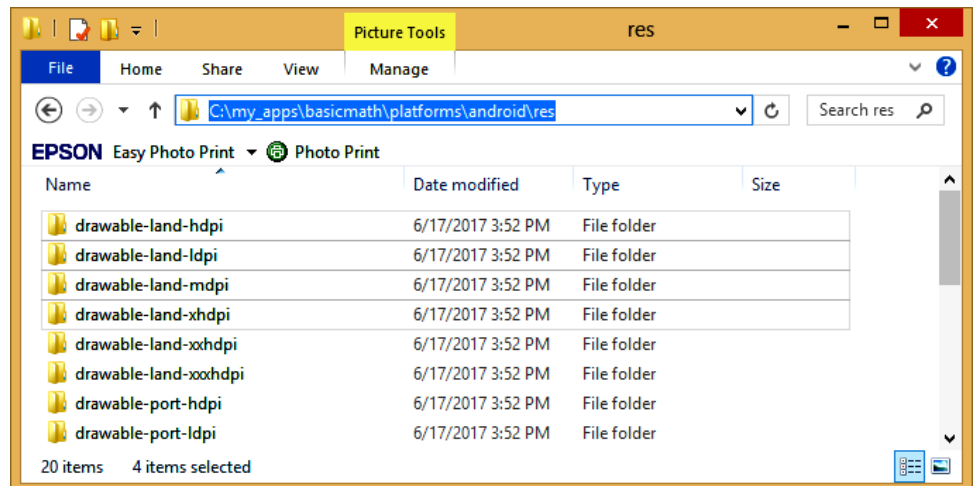
Resolution	Size (WXH)
XXXHDPI	1920x 1280 px
XXHDPI	1600x 900 px
XHDPI	1280 x 720 px
HDPI	800 x 480 px
MDPI	480 x 320 px
LDPI	320 x 200 px

Create your own splash screen and save it as screen.png on the directory shown.

Let's add the splash screen plugin for it to work.

On the command prompt, type "cordova plugin add cordova-plugin-splashscreen" then press enter.

Build your app. Store to your smartphone and re-install.



```

Command Prompt

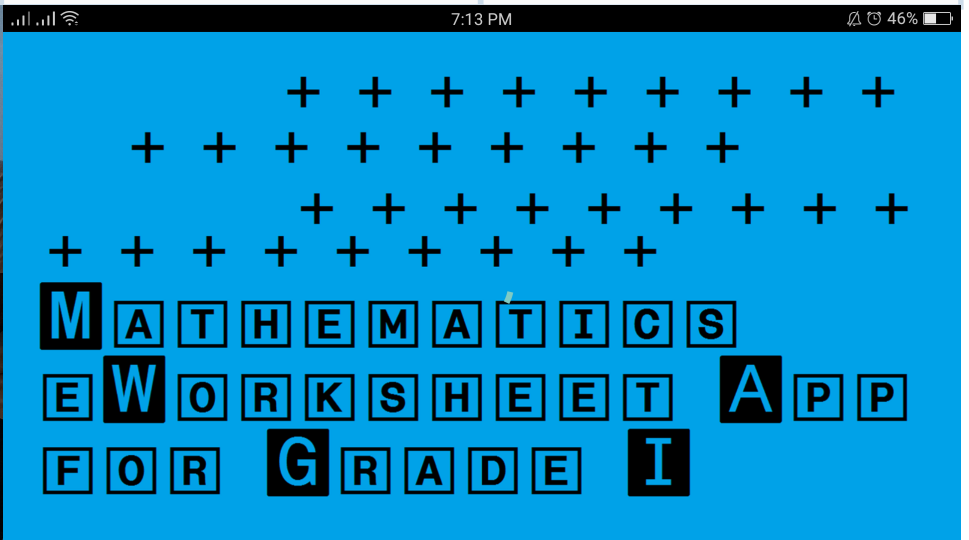
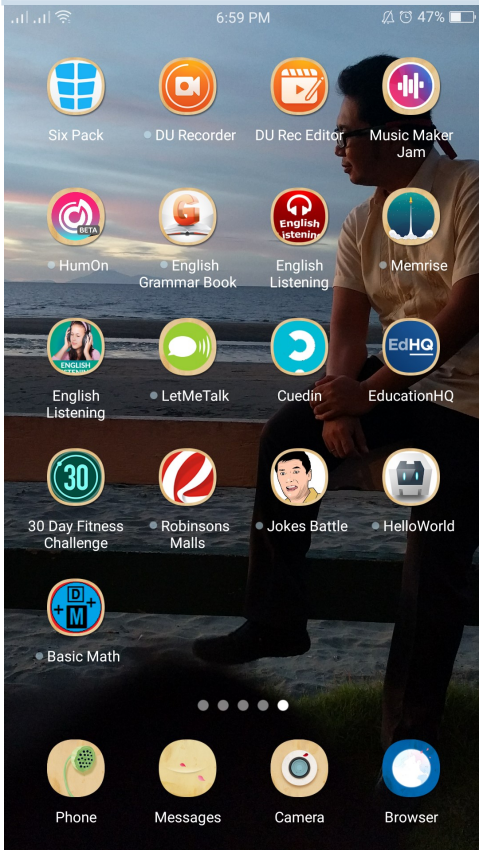
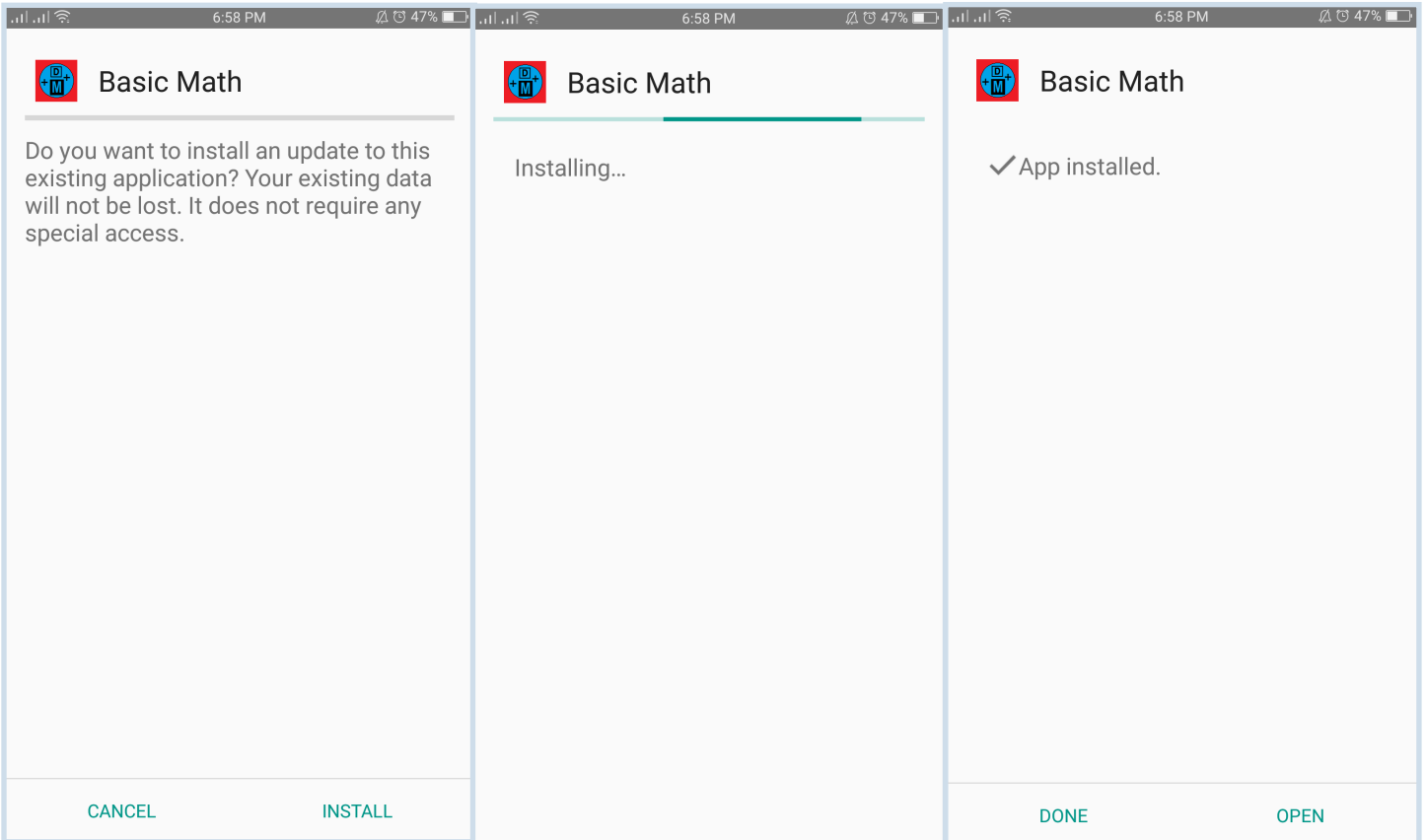
C:\my_apps\basicmath>cordova plugin add cordova-plugin-splashscreen
Installing "cordova-plugin-splashscreen" for android
ANDROID_HOME=C:\Users\ITO\AppData\Local\Android\sdk
JAVA_HOME=C:\Program Files\java\jdk1.8.0_121
Subproject Path: CordovaLib
The Task.leftShift(Closure) method has been deprecated and is scheduled to be removed in Gradle 5.0. Please use Task.doLast(Action) instead.
    at build_epw56blyqmrukn2vent673qnk.run(C:\my_apps\basicmath\platforms\android\build.gradle:137)
The JavaCompile.setDependencyCacheDir() method has been deprecated and is scheduled to be removed in Gradle 4.0.
Incremental java compilation is an incubating feature.
The TaskInputs.source(Object) method has been deprecated and is scheduled to be removed in Gradle 4.0. Please use TaskInputs.file(Object).skipWhenEmpty() instead.
:clean
:CordovaLib:clean

BUILD SUCCESSFUL

Total time: 2.592 secs
Adding cordova-plugin-splashscreen to package.json
Saved plugin info for "cordova-plugin-splashscreen" to config.xml
C:\my_apps\basicmath>

```

Venturing towards Mobile Technology



Congratulations, you have successfully customized your android app. We are nearly finished on this tutorial. We just need to add the notification dialog plugin, add the back button and restart app function.

Let's add the cordova dialog plugin by typing in "cordova plugin add cordova-plugin-dialogs" in the command prompt and press enter.

Then add the back button plugin by typing in "cordova plugin add cordova-plugin-backbutton" then press enter.

Edit your index.html using Notepad++ and add "<script type="text/javascript" src="js/index.js"></script>" as shown. This will link the index.js file which is part of the original files of the cordova project. Then you'll need to edit the content of the "index.js" using Notepad++. Use the code on the next page for the "index.js".

After the changes are made on the index.js file, re-build your app and install on your smart phone.

*JS or javascript is an object-oriented computer programming language commonly used to create interactive effects within web browsers<sup>1</sup>.*

<sup>1</sup>Source: Google

The image shows two windows. The top window is a Command Prompt titled "Command Prompt" with a black background and white text. It shows the execution of two commands: "cordova plugin add cordova-plugin-dialogs" and "cordova plugin add cordova-plugin-backbutton". The output for the first command includes deprecation warnings for Gradle methods and a "BUILD SUCCESSFUL" message. The second command also shows a "BUILD SUCCESSFUL" message. The bottom window is Notepad++ showing the content of index.html. The file starts with a DOCTYPE declaration and a head section containing meta tags for charset, generator, author, and description. It also includes links to stylesheets and several script tags. The last script tag, which is highlighted with a red box, is "<script type="text/javascript" src="js/index.js"></script>".

```

C:\my_apps\basicmath>cordova plugin add cordova-plugin-dialogs
Installing "cordova-plugin-dialogs" for android
ANDROID_HOME=C:\Users\ITO\AppData\Local\Android\sdk
JAVA_HOME=C:\Program Files\java\jdk1.8.0_121
Subproject Path: CordovaLib
The Task.leftShift(Closure) method has been deprecated and is scheduled to be removed in Gradle 5.0. Please use Task.doLast(Action) instead.
    at build_epw56blyqmrukn2vent673qnk.run(C:\my_apps\basicmath\platforms\android\build.gradle:137)
The JavaCompile.setDependencyCacheDir() method has been deprecated and is scheduled to be removed in Gradle 4.0.
Incremental java compilation is an incubating feature.
The TaskInputs.source(Object) method has been deprecated and is scheduled to be removed in Gradle 4.0. Please use TaskInputs.file(Object).skipWhenEmpty() instead.
:clean
:CordovaLib:clean

BUILD SUCCESSFUL

Total time: 2.522 secs
Adding cordova-plugin-dialogs to package.json
Saved plugin info for "cordova-plugin-dialogs" to config.xml

C:\my_apps\basicmath>cordova plugin add cordova-plugin-backbutton
Installing "cordova-plugin-backbutton" for android
Adding cordova-plugin-backbutton to package.json
Saved plugin info for "cordova-plugin-backbutton" to config.xml

C:\my_apps\basicmath>

```

```

1  <!DOCTYPE html>
2  <html lang="en-US" dir="ltr">
3  <head>
4    <title>Math Demo</title>
5    <meta http-equiv="X-UA-Compatible" content="IE=Edge,chrome=1" />
6    <meta http-equiv="Content-Type" content="text/html; charset=utf-8"/>
7    <meta http-equiv="imagetoolbar" content="no" />
8    <meta name="generator" content="ActivePresenter 6.1.0"/>
9    <meta name="author" content="ITO" />
10   <meta name="description" content="" />
11
12   <link rel="stylesheet" type="text/css" href="player/rlplayer.css" />
13   <script type="text/javascript" src="cordova.js"></script>
14   <script type="text/javascript" src="player/rljquery.custom.js"></script>
15   <script type="text/javascript" src="player/rlparams.js"></script>
16   <script type="text/javascript" src="player/rllanguages.js"></script>
17   <script type="text/javascript" src="player/rlslides.js"></script>
18   <script type="text/javascript" src="player/rlplayer.js"></script>
19   <script type="text/javascript" src="js/index.js"></script>
20
21
22
23
24   <script type="text/javascript">
25     var g_nInitialMode = 8;
26   </script>
27 </head>
28 <body>
29   <div id="ViewPortDiv"></div>
30 </body>
31 </html>
32

```

### Important Fix:

On the "www\player" folder edit the "rlplayer.js". Look for "OnFinish:function()" then make this changes, **OnFin-**

**ish:function(){ReportUI.Close(); /\*Prez.Close(false)\*/ }**

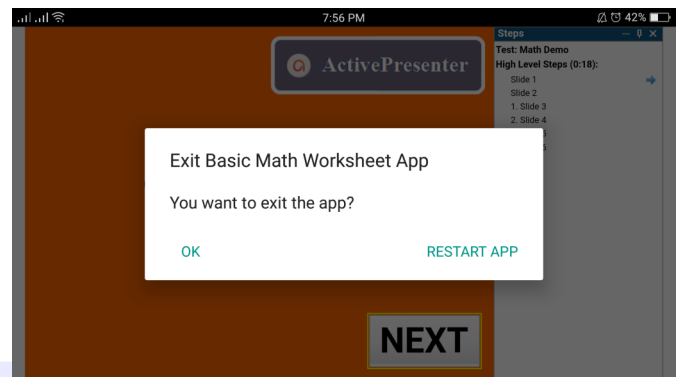
## Venturing towards Mobile Technology



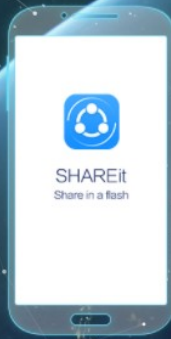
```

1  /*
2  * Licensed to the Apache Software Foundation (ASF) under one
3  * or more contributor license agreements. See the NOTICE file
4  * distributed with this work for additional information
5  * regarding copyright ownership. The ASF licenses this file
6  * to you under the Apache License, Version 2.0 (the
7  * "License"); you may not use this file except in compliance
8  * with the License. You may obtain a copy of the License at
9  *
10 * http://www.apache.org/licenses/LICENSE-2.0
11 *
12 * Unless required by applicable law or agreed to in writing,
13 * software distributed under the License is distributed on an
14 * "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY
15 * KIND, either express or implied. See the License for the
16 * specific language governing permissions and limitations
17 * under the License.
18 */
19
20 // deviceready Event Handler
21 //
22 // Bind any cordova events here. Common events are:
23 // 'pause', 'resume', etc.
24 document.addEventListener("pause", onPause, false);
25 document.addEventListener("resume", onResume, false);
26 document.addEventListener("menubutton", onMenuKeyDown, false);
27 document.addEventListener("backbutton", onBackKeyDown, false);
28
29 // Update DOM on a Received Event
30 function onPause() {
31     // Handle the pause event
32 }
33
34 function onResume() {
35     // Handle the resume event
36 }
37
38 function onMenuKeyDown() {
39     // Handle the menubutton event
40     navigator.notification.confirm(
41         'Restart Worksheet', // message
42         onConfirmRestart, // callback to invoke with index of button pressed
43         'Restart Basic Math Worksheet App', // title
44         ['Cancel', 'Ok'] // buttonLabels
45     );
46 }
47
48 function onBackKeyDown() {
49     // Handle the back button
50     navigator.notification.confirm(
51         'You want to exit the app?', // message
52         onConfirm, // callback to invoke with index of button pressed
53         'Exit Basic Math Worksheet App', // title
54         ['Restart App', 'Ok'] // buttonLabels
55     );
56 }
57
58 function onConfirm(buttonIndex) {
59     if (buttonIndex == 2) {
60         navigator.app.exitApp();
61     } else if (buttonIndex == 1) {
62         window.location.href = "index.html";
63     }
64 };
65
66 function onConfirmRestart(buttonIndex) {
67     if (buttonIndex == 2) {
68         window.location.href = "index.html";
69     }
70 };
71

```



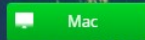
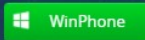
Congratulations! You have completed the eWorksheet Android App built using ActivePresenter and Cordova. You can download the full sample source code at <http://deped.in/basicmathapp> or you can scan the QR Code in this page.



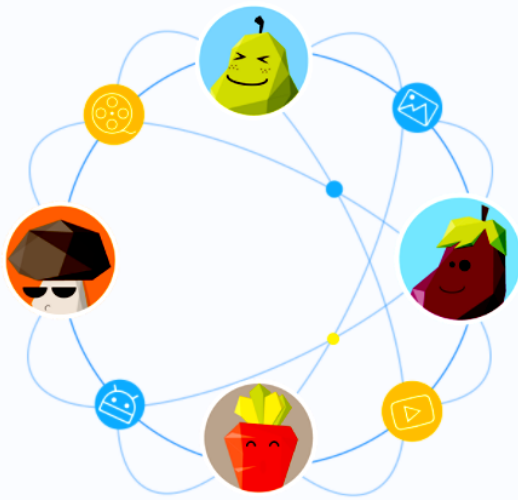
# SHAREit

The world's preferred app for cross platform sharing

No need for a Wi-Fi network or mobile data plan. 200 times faster than bluetooth. The choice of OVER 1 billion users.



Get it now! <http://www.usshareit.com/en/>



## Connect with friends

SHAREit can share photos, music, video, apps, PDF, and other file types with no size restrictions.



Large Files



Top Speed



Interactive

## Connect with your computer

Connect to your PC and view files on your mobile.

Directly control your PPT with your mobile.

Back up valuable data in a second, save every treasured moment.



HQ Picture



Control PPT



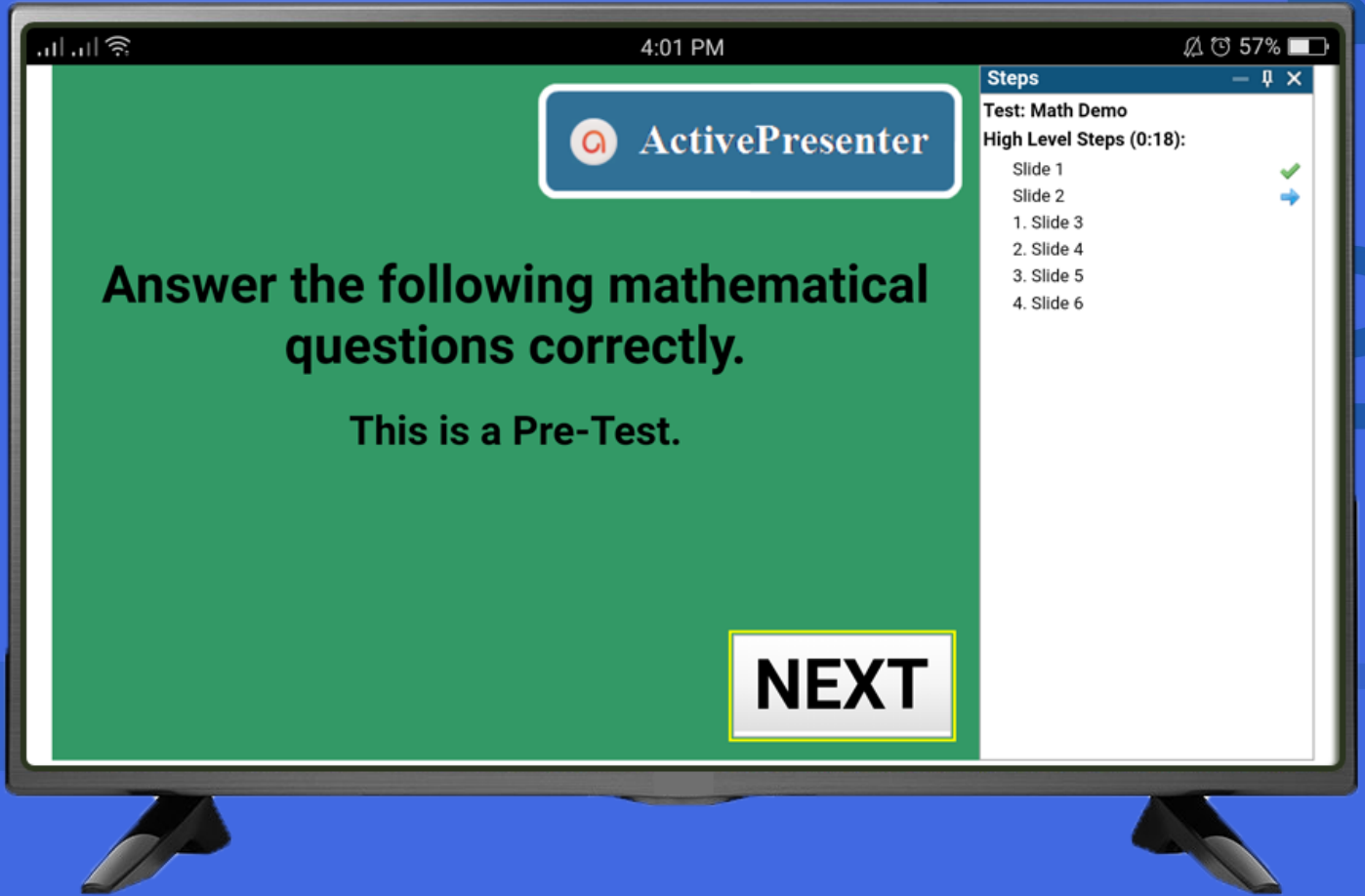
File Backup



YouTube Tutorial: <https://www.youtube.com/channel/UCYsaH9q0aZu-tWjhIr8hsrg>

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DRICT DRICT



# eLearning Using Smart Android TV AND Teacher-Made Mobile Applications

By Fritz Juele

## “ Technology without usable content is a distraction to any learner ”

Based from reference.com website, the television or TV is an electrical device used for entertainment, learning and work. While the internet is the largest wide area network or WAN. WANS connect corporate entitles, research networks, government and educational systems. And from dictionary.com, a smart phone is a device that combines a cell phone with a handheld computer, typically offering Internet access, data storage, email capability, etc.

Nowadays in school, the great potential of television is considered to improve the quality of teaching, maximizing the content of school curriculum, and enhancing ICT skills of teachers in integrating technology inside the classroom, thus, delivering quality learning.

Using the television inside the classroom maximizes the delivery of content at the same time improving time management of teachers when delivering their lessons.

And at this age and time, as the technology continuously evolves, one-sided delivery of content has changed to interactive through the birth of Smart TVs which enable learners to access the internet over WiFi or local area network (LAN) or educational applications built for and compatible with Android TVs. This turns teacher's teaching influence to go beyond the usual classroom settings.

In this regard, the Creative Learning Instruction and Curriculum Kit or CLICK was born. Merging the best features of Smart or Android TV with the vast application of Web & Mobile technology opens up new opportunities in Education that benefits directly the learners, teachers, and institutions.

The concept of CLICK is not new since the Department of Education had similar programs and projects that used television as a mode of learning. But what makes this program different is the integration of interactive lessons, the boundless or unlimited localized learning resource packages that teachers can create and the educational experience that connects the school to learners even at home.

The connected life-long learner, is a catalyst of change towards the swarm of technologies that engulfs our learners today.

Three key technologies will be brought together with one goal.

## eLearning Using Smart Android TV and Teacher-Made Mobile Applications

This is to improve the learner's academic performance and expose learners to emerging educational technologies.

The key technologies are, one, a Smart or Android TV; second, a desktop capturing and eLearning Authoring Tool called ActivePresenter and lastly, a platform to build Native Mobile Applications using HTML5, CSS and Javascript called Cordova.

The Smart or Android TV as a standalone educational device can be used to display flashcards; slideshow of lessons with different file types supported by the device like images, pdf and even Microsoft Applications; and video presentations.

Educational applications can be installed to make the learning experience more fun and enjoyable.

Connecting the Smart or Android TV to enlarge school curriculum to a laptop shortens the setup time for teachers compared to using a projector. It also solves the glare issue since the TV will always deliver a vibrant and crisp display of

the presentations.

On the other hand, depending only to limited resources from the internet aside from the Intellectual Property Rights (IPR) issue limits the creative delivery of school curriculums, thus the need to develop localized reusable learning resource packages can be realized now.

ActivePresenter is a powerful rapid eLearning authoring software where teachers can create demo and software simulation videos using its screen recording and video editing features. In addition, eLearning games and digital quizzes can be developed. The quiz results can be consolidated in a database.

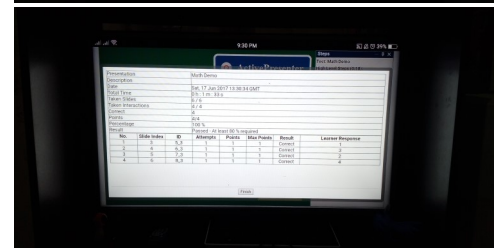
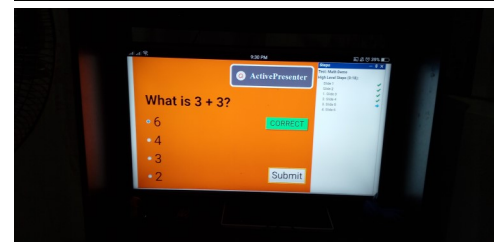
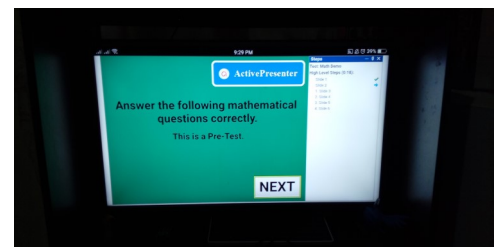
The learning resource package developed can be a fun and interactive mobile application to improve learners' mastery of lessons, anytime and anywhere. This is made possible using Cordova.

Cordova takes the generated output of ActivePresenter which is in HTML5, CSS and Javascript

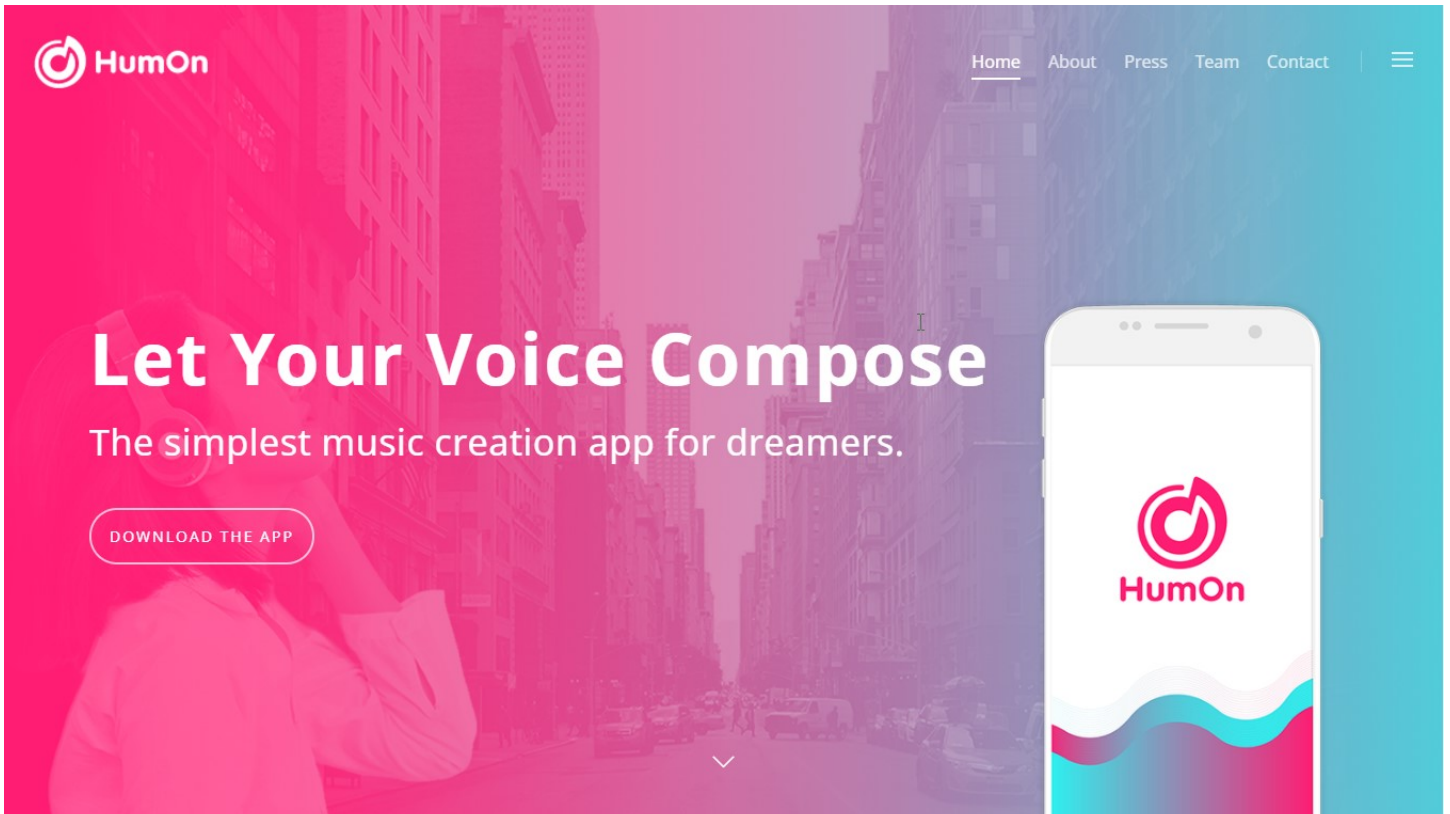
format to build native mobile applications for Android, iOS, BlackBerry, Firefox OS, Windows, Windows Phone and more. Cordova is free and open-source.

With a professional educational discount license of the ActivePresenter, advanced features are enabled. The watermark when exporting the learning resource package won't appear for local, web and mobile application use.

Below is a sample of a Smart TV displaying the eWorksheet Android App wirelessly



download it now! <http://hum-on.com>



The hero section of the HumOn website features a background image of a city street with a person in the foreground. The HumOn logo is in the top left corner. A navigation menu in the top right includes links for Home, About, Press, Team, and Contact, along with a hamburger menu icon. The main headline reads "Let Your Voice Compose" in a large, white, sans-serif font, followed by the sub-headline "The simplest music creation app for dreamers." in a smaller white font. Below the sub-headline is a white button with the text "DOWNLOAD THE APP". On the right side, a smartphone is shown displaying the HumOn app interface, which includes the logo and a colorful wave graphic at the bottom.



### Hum your melody

Tap the record button to start and hum your melody. Check the melody line on the display in real time. After done, listen the melody turned into a musical notation.



### Edit easily

Enter the edit mode and modify the unintended notes. Simply edit the pitch or duration of a note, as well as key signature, time signature, or tempo of a song.



### Add

#### the accompaniment

Select the genre that you want. Complete your own music with well-matched instrumental accompaniments including new age, R&B, ballad, rock, etc.



### Share via social media

After composing, make your own album cover image. Share via your FB, IG, TW, and YT. #HumOn to let all the music lovers listen and like your cool music.



<https://goo.gl/FZ41mo>

YouTube Tutorial: <https://youtu.be/TlyL9ZVsMXQ>

# *Digitalization of Reports* *with*

# CS

# CAM SCANNER



*From the left is Mrs. Analee Magallanes, Dr. Jocelyn Sunsona, Ms. Jazzie Albaladejo and Mr. Frederick Kuan Ken  
Photography by Mr. Fritz Juele  
Location: Curriculum Implementation Division, DepEd, Division of Roxas City*

# Digitalization of Reports

By Fritz Juele

Digitizing and converting reports to PDF are easy when one has the right tools to do the job.

The following are the tools to use to digitize reports:

## 1. Hardware

- a. Standalone Flatbed Scanner
- b. All-in-one Printers with Flatbed or Auto Document Feeder Scanner

## 2. Software

- a. Adobe Ready Print-to-PDF Plugin
- b. Adobe Acrobat
  - Print-to-PDF Plugin
  - Combine files in Acrobat which works for images and pdf files
  - Microsoft Office Applications Save-As PDF function i.e. Word, PowerPoint, Excel and Publisher

## 3. Web Applications

<https://www.pdfmerge.com/>

<https://smallpdf.com/merge-pdf>

[http://www.ilovepdf.com/merge\\_pdf](http://www.ilovepdf.com/merge_pdf)

## 4. Mobile Applications

Android and iOS

- a. CamScanner
- b. iScanner
- c. and more

To efficiently convert your signed reports to PDF after it survived all the processing, quality assurance and finalization while maintaining its quality. Just scan the signed part of the document, then combine it with the original softcopy and save the document as pdf file.

Talking about paperless signing, you can do this using Adobe PDF Reader, Adobe Acrobat, Foxit Reader, a mouse or a digital pen tablet. Takes a lot of practice to do it right.

Check out this video tutorial about the Division Data Kiosk which also discuss on how to use CamScanner to digitize reports.


<https://www.youtube.com/watch?v=u8QH73mryqk>



Division Office of Roxas City  
**DATA KIOSK**

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- DepEd Instructional Management
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- General Services
- Human Resource Development
- Information and Communication Technology (ICT) Services
- Instructional Management Section
- Learning Resource Management

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Department of Education  
Region VII - Western Visayas  
DIVISION OFFICE OF ROXAS CITY  
City of Roxas  
Telephone No. (053) 5211530

Mode of Verification Information System (MOVIS)

Filter by Category: Accounting Budget

PDF PDF PDF PDF PDF

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RED 1 - DIVISION OF PROBABILITY	RED 3 - DIVISION OF PROBABILITY	REAR5 2016	FLASH REPORT 2016	FLASH REPORTING REPORT 2016
Accounting	Accounting	Accounting	Accounting	Accounting
View	View	View	View	View

Accounting

Cash

**Using DepEd Roxas City Data Kiosk**

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4. Click on document type to show the documents. Click on the document to view the document



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# Division Data Kiosk

By Fritz Juele

## **“Maximize the use of technology to deliver information, transparency and accountability.”**

Finding the right report when you need it most can be like finding a needle in a haystack, especially with unexpected overlapping of activities.

What if you can just open your laptop, visit a web portal and with just a press of a button, you have it ready to view and print.

That is what the Offline and Online Division Data Kiosk (DDK) is here for.

The Division Data Kiosk (DDK) intends to improve transparency in government offices or agencies and centralizes the submission, retrieval and filing of digitized reports to the Schools Division Office (SDO) that can be accessed via web or locally in the division office.

The DDK is a web-based system of digitized approved reports. The system has a mobile-friendly user interface similar to most e-commerce sites but only simpler and accessible through the data kiosk stationed in the SDO and/or online.

The DDK will be part of the submission of reports process. So instead of submitting and filing of tons of soft and hardcopies of reports, all signed and approved reports will be digitized, converted to PDF and uploaded to the DDK for public access.

Portable Data Format or PDF was chosen since it's not directly editable and widely supported format by most devices today.

The DDK will be managed and monitored by trained key personnel. After its establishment and implementation, series of trainings and updates will be done as part of the continuous improvement of the system.

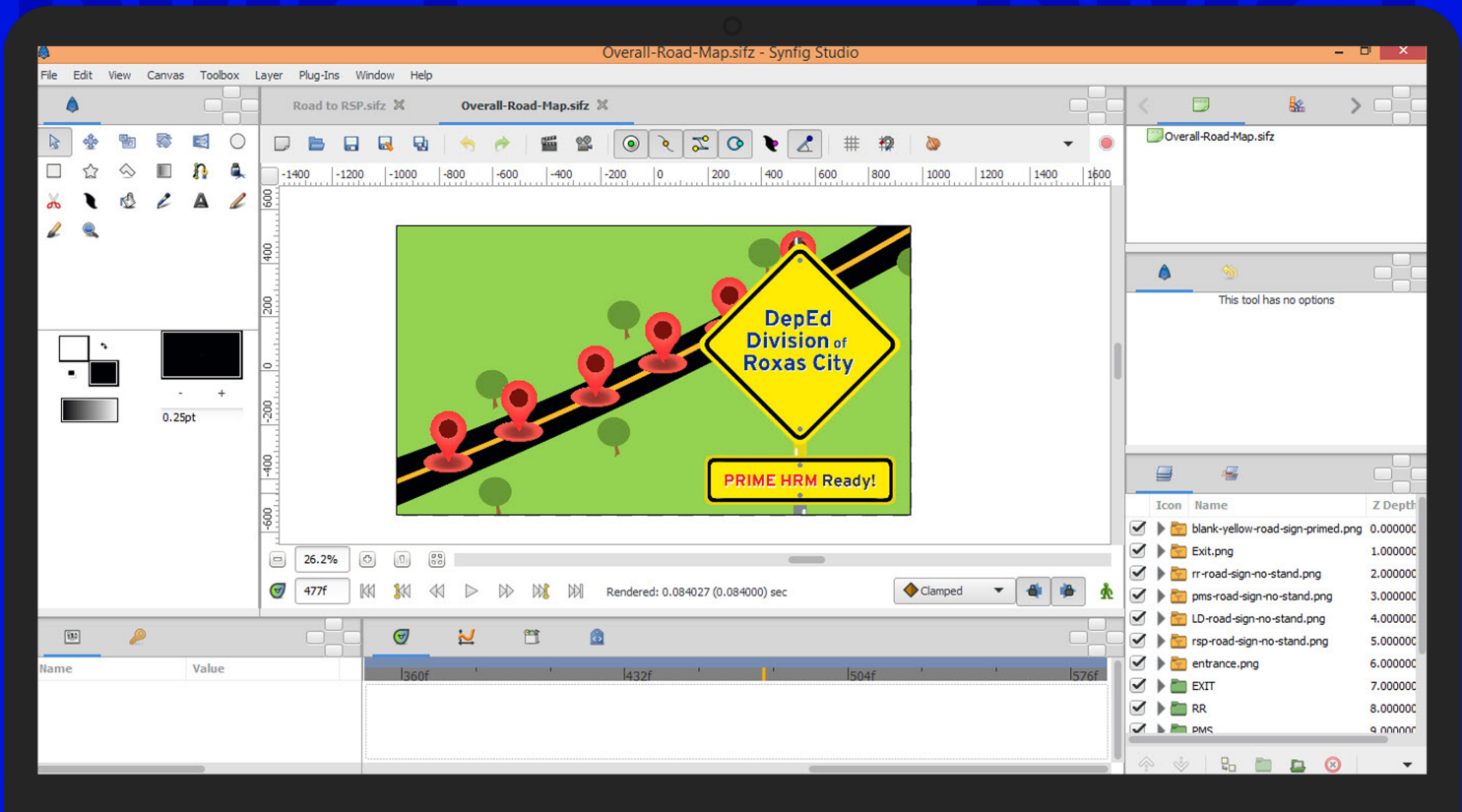
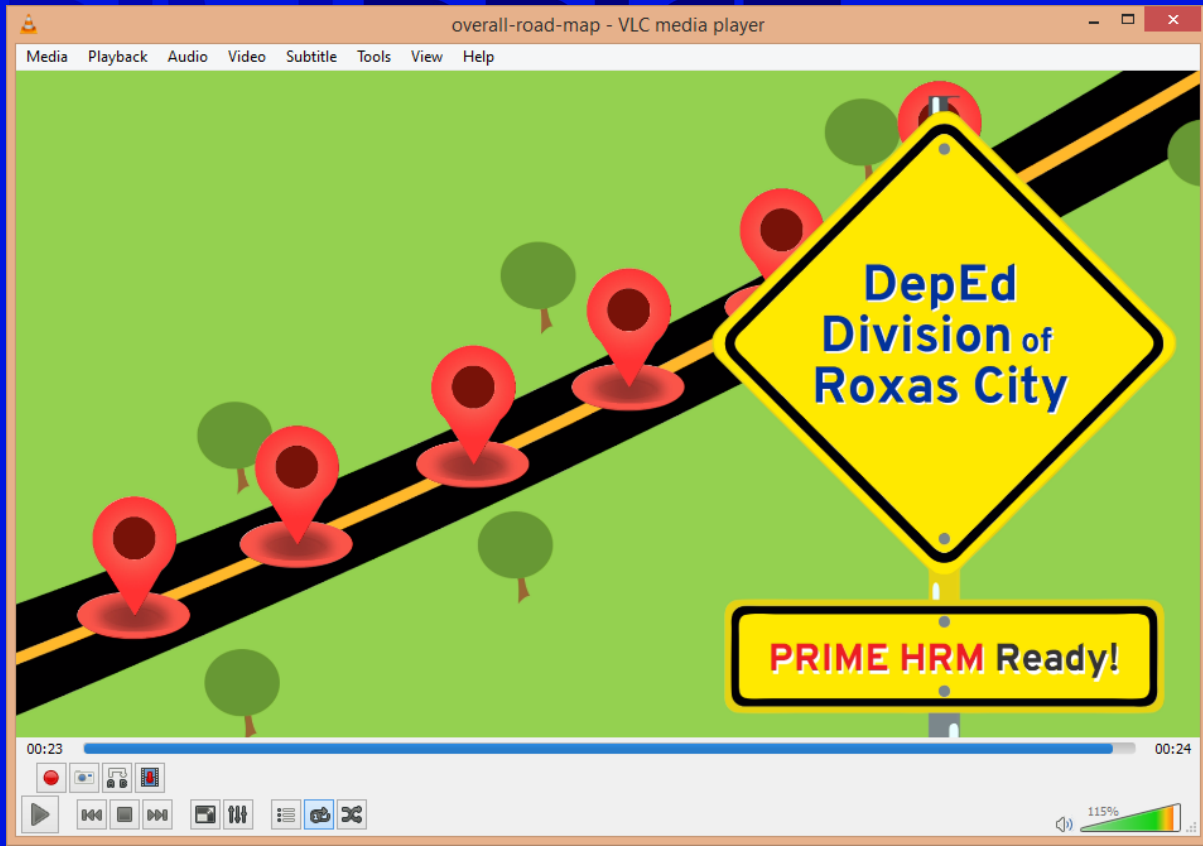
The online version is nearly ready for production and public use while contents are continuously updated on both online and offline versions.



Video Tutorial

DRICT

DRICT



DRICT

# Animation 101: Synfig

By Fritz Juele

It is tough to dive into animation especially if you don't have the tools to start with.

Some of the tools one can use to build animation clips or movies are Adobe Flash Professional, Adobe Edge Animate, Adobe Photoshop, Adobe After Effects, Blender for 3D animation, Autodesk Maya, Autodesk 3DS Max and more.

Some cost a lot. Some are free or can be taken from the opensource.

As for Synfig Studio, it is an open-source animation software that is easy to use. Only your imagination and creativity is your limitation.

To know more about Synfig Studio, visit

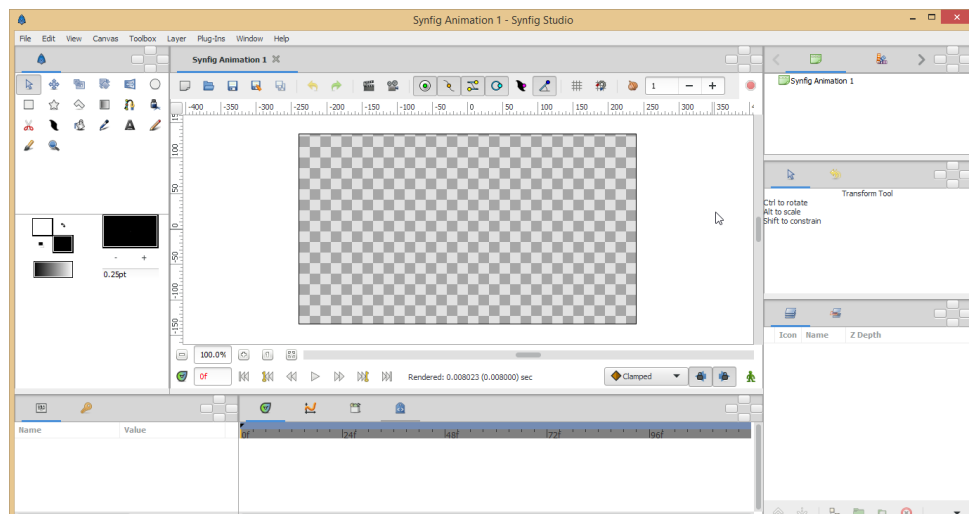
<http://www.synfig.org/>

And for in-depth tutorials, go to

[http://wiki.synfig.org/  
Category:Manual](http://wiki.synfig.org/Category:Manual)



Download and install the "Stable version".



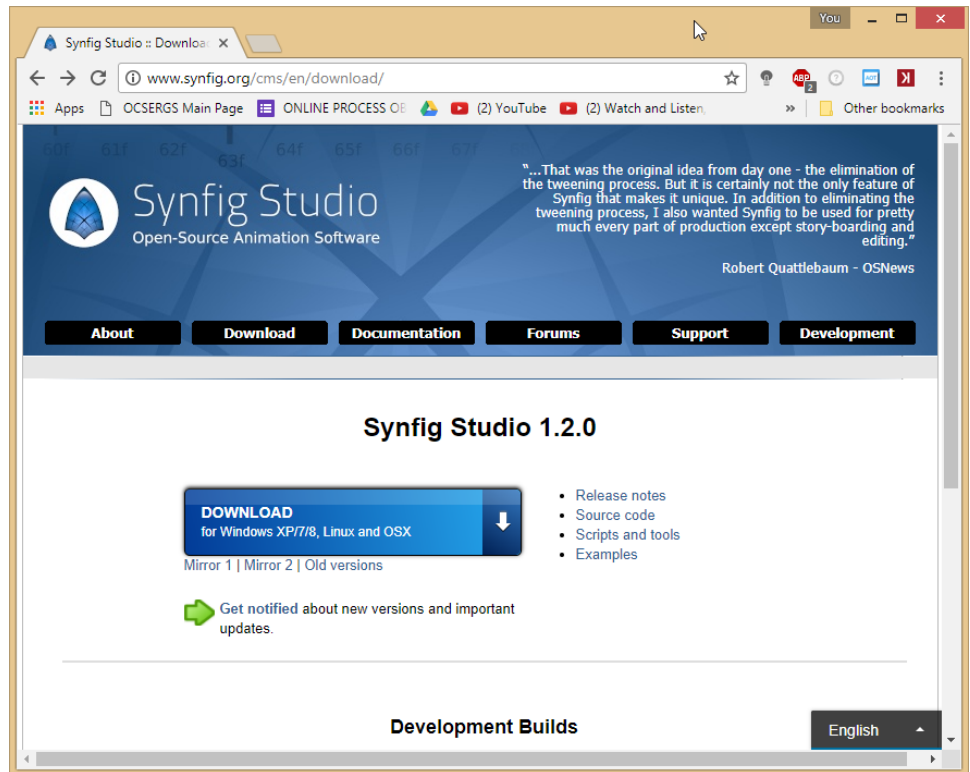
## Animation 101: Synfig

The journey to synfig animation begins with its installation. Just visit the site and download the synfig then install it on your computer. It supports Windows, Mac and Linux operating systems.

Click on the download button and on the next page, scroll down and click on "a link to anonymous download".

Remember, download the version that is compatible to your operating system.

To know about your operating system, just press and hold "windows" key then press "Pause Break" key on your keyboard. You can also right-click on the windows logo on your taskbar then select "System".

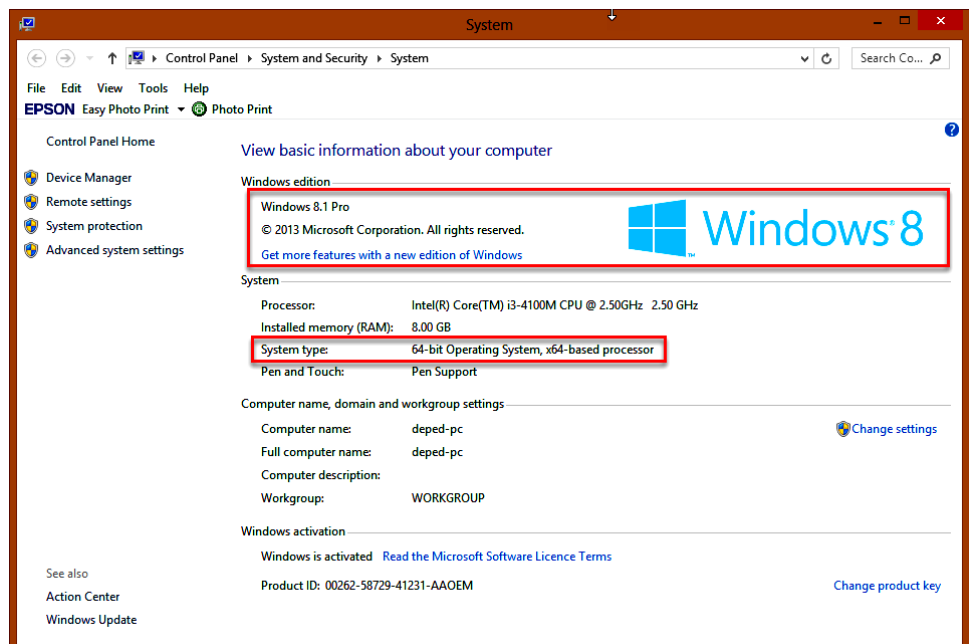
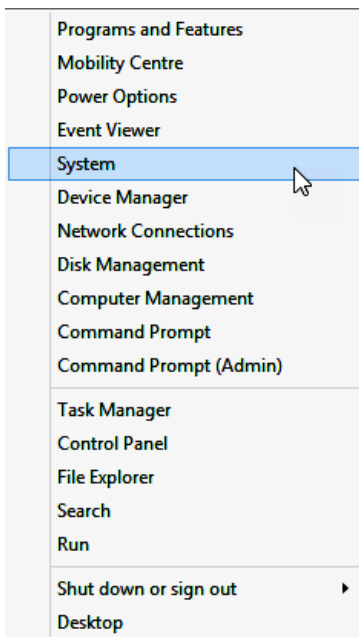


### Why should I provide my email?

Providing email address allows you to receive notifications about updates of this package.

### I don't want notifications. Can I download anonymously?

Sure! Here is [a link to anonymous download](#).



After installation, open Synfig. Let's dive into Synfig's parts. As for most applications, you have the menu area, workspace which consist of different docks. The docks are as follows:

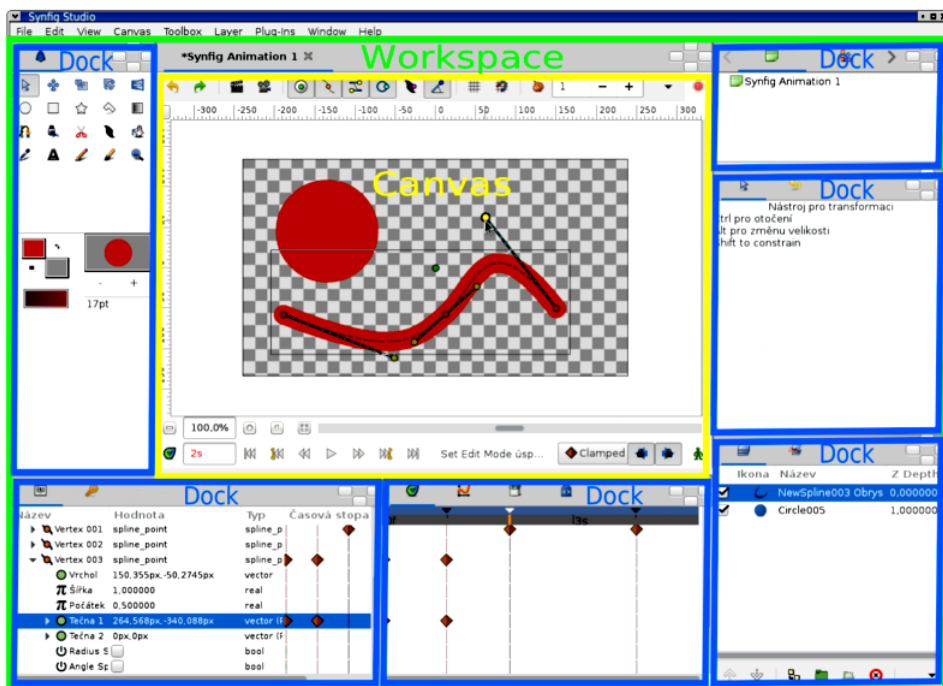
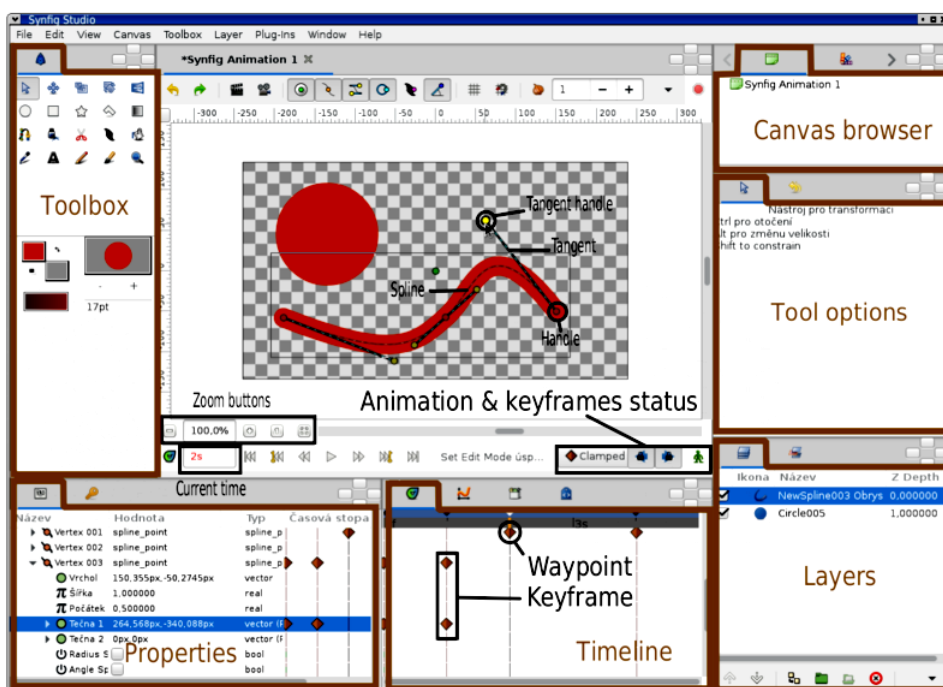
- Toolbox
- Properties
- Canvas Browser
- Tool options
- Layers
- Timeline

Then you have your zoom buttons, animation, keyframes status and etc.

The Toolbox consist of the following:

- Transform tool
- SmoothMove tool
- Scale tool
- Rotate tool
- Mirror tool
- Circle tool
- Rectangle tool
- Star tool
- Polygon tool
- Gradient tool
- Spline tool
- Draw tool
- Cutout tool
- Width tool
- Fill tool
- Eyedrop tool
- Text tool
- Sketch tool
- Brush tool
- Zoom tool

Download [Synfig Windows Installer \(64-bit\)](#) - 86.90 MB | version: 1.2.0 |  
 Download [Synfig Windows Installer \(32-bit\)](#) - 85.10 MB | version: 1.2.0 |  
 Download [Synfig Mac OS X Package](#) - 482.04 MB | version: 1.2.0 |  
 Download [Synfig Linux Applmage \(32-bit\)](#) - 94.13 MB | version: 1.2.0 |  
 Download [Synfig Linux Applmage \(64-bit\)](#) - 94.94 MB | version: 1.2.0 |

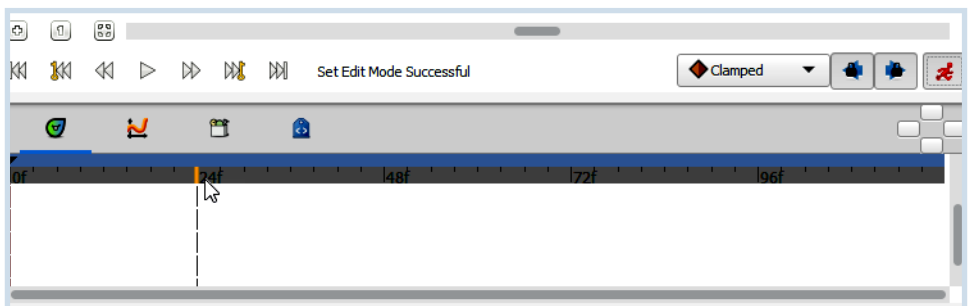
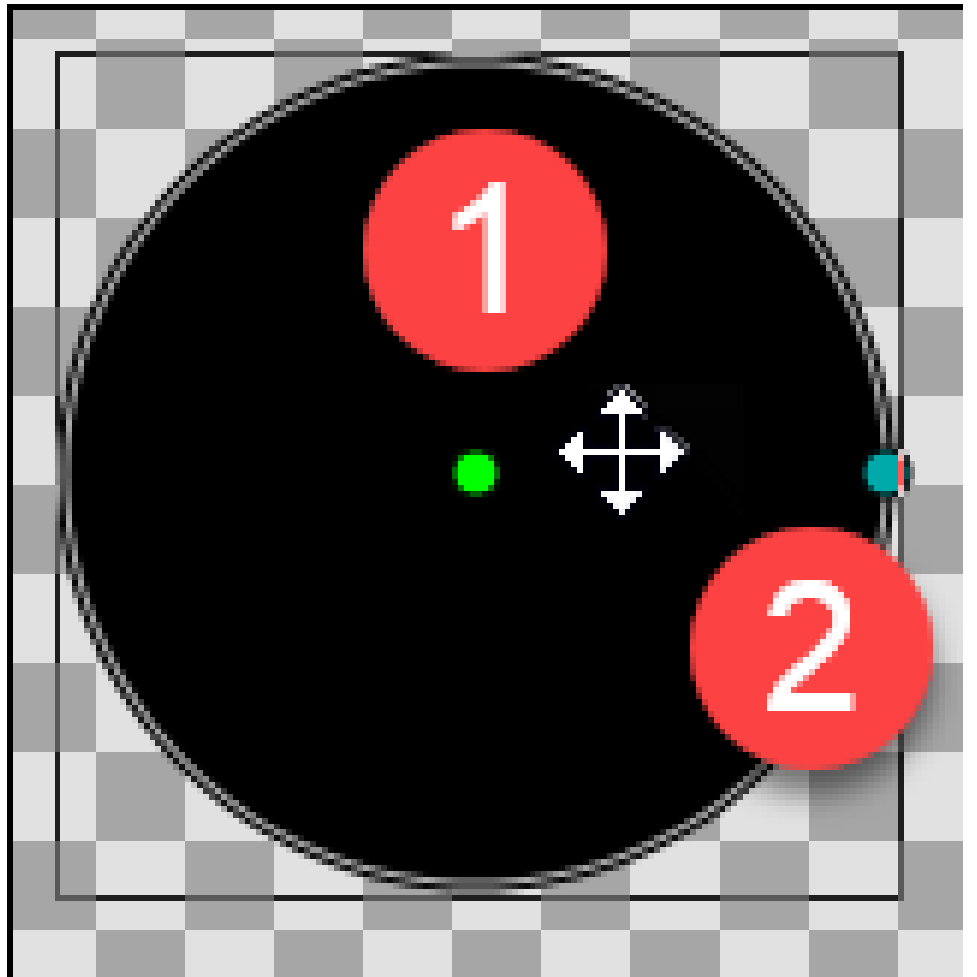
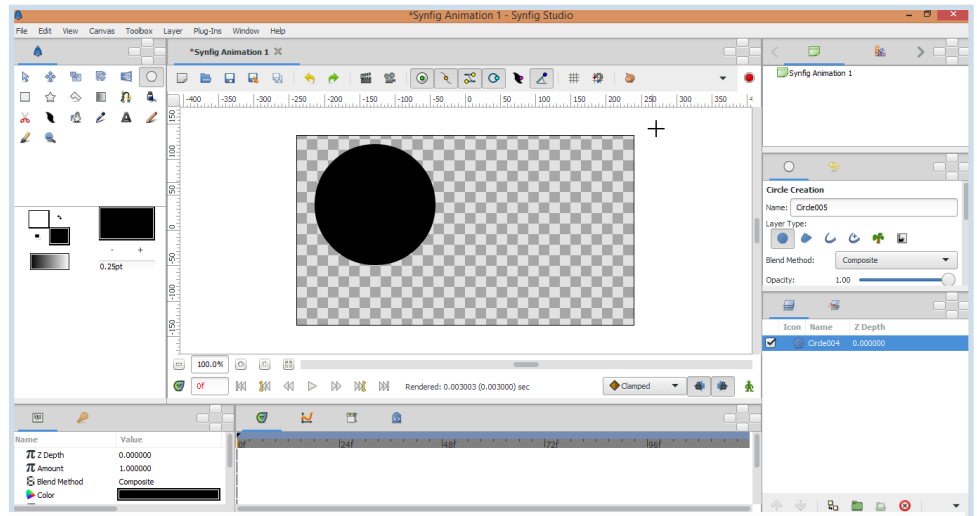


## Animation 101: Synfig

Let's do a simple animation to get you set up on how Synfig works.

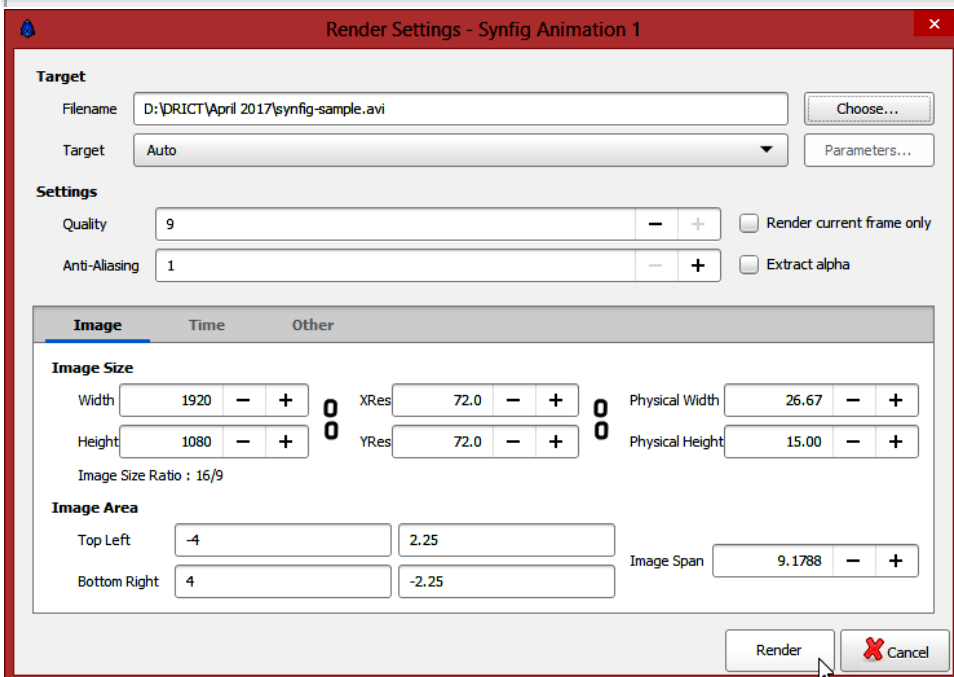
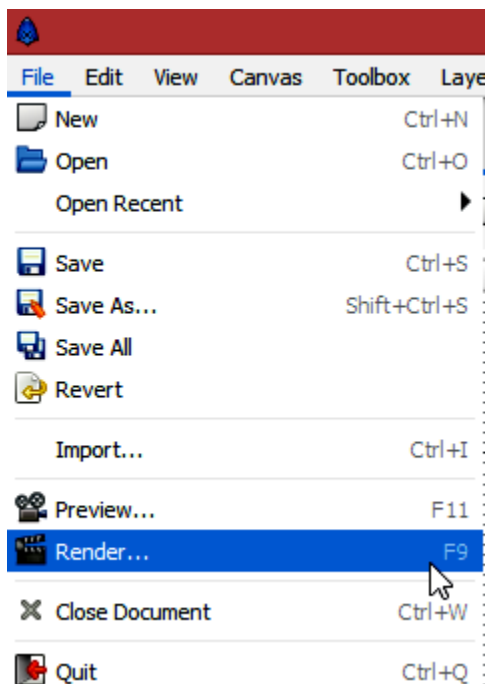
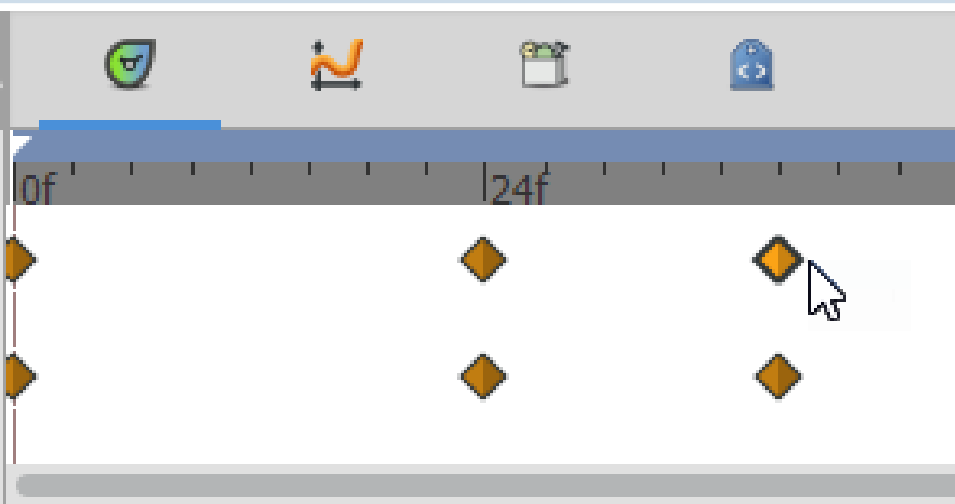
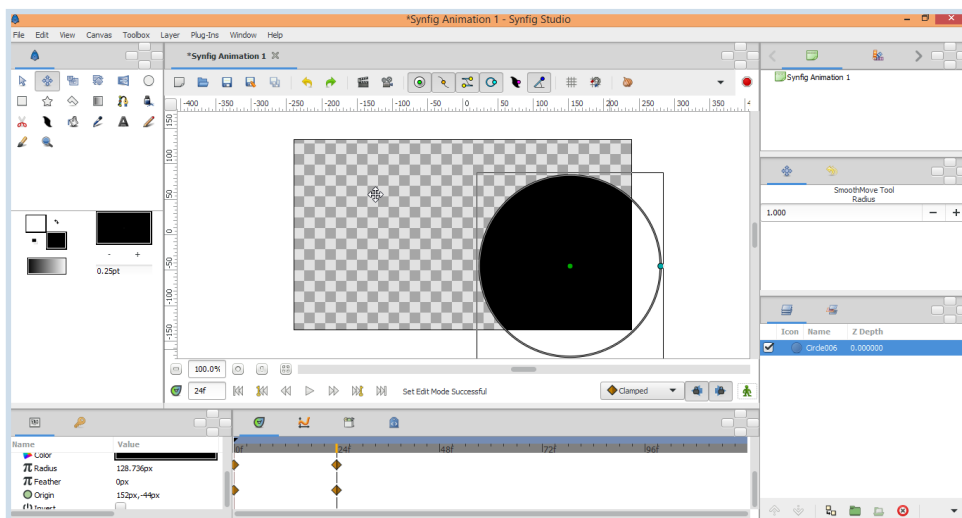
We will discuss the basics. Wherever this leads you, it's up to you. As it is said earlier that your time and creativity is your limitation. So be creative and be inspired all the time.

Now, let's start by drawing a circle. Click on the "Circle tool" then left-click, hold and drag your mouse where you want to draw a circle then release left-click mouse button. You can press and hold "ctrl" then "z" key to undo. Then redraw the circle. To move the circle, click on "SmoothMove tool". There are two "Handles" on the circle. The center handle when selected allows the circle to be moved to different parts of the "Canvas" while the outer handle allows the circle to be scaled up or down. Try that now. Now on the timeline, click on "24f". On the default settings, 12 frames (12f) is equivalent to one second. The smaller the frames the faster the animation and the higher the frames the smoother the animation appears. Now click on "Turn on animate editing mode". Then move the circle to any part of the canvas and resize it. Now, click on "Turn off animate editing mode".



## Animation 101: Synfig

Now, click on 0f on the timeline. Click play to preview your animation. To continue, click on 48f and turn on animate editing mode, move and rescale the circle to any area of the canvas. Turn off animate editing mode and click on 0f on the timeline and play preview. While the animate editing mode is turned off, you can drag the waypoint keyframe to make the animation faster or slower. To export the animation as video. Click on file then select render. Set the settings similar to the screenshot below for optimal video output. Filename should be in "avi" file format. Save to the directory of your choice and click render. When done, locate and play the video. Don't forget to save your work. Continue exploring the Synfig features and try the video and web tutorials online.





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