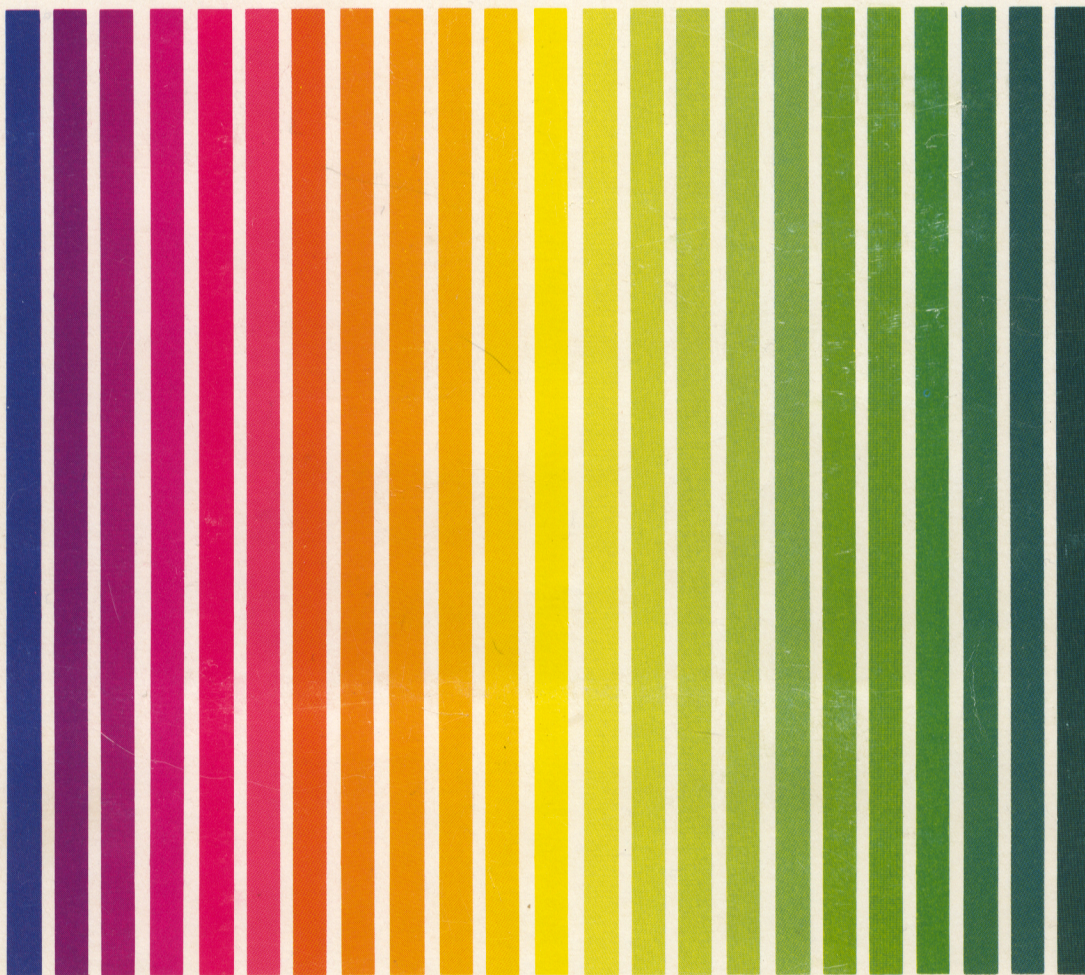


APX ATARI® PROGRAM EXCHANGE



Dewey Garton

FINGERSPELLING

Practice letter and word fingerspelling

Cassette: 16K

(APX-10197)

Version 1

Diskette: 24K

(APX-20197)

Version 1

Edition A

User-Written Software for ATARI Home Computers

Dewey Garton

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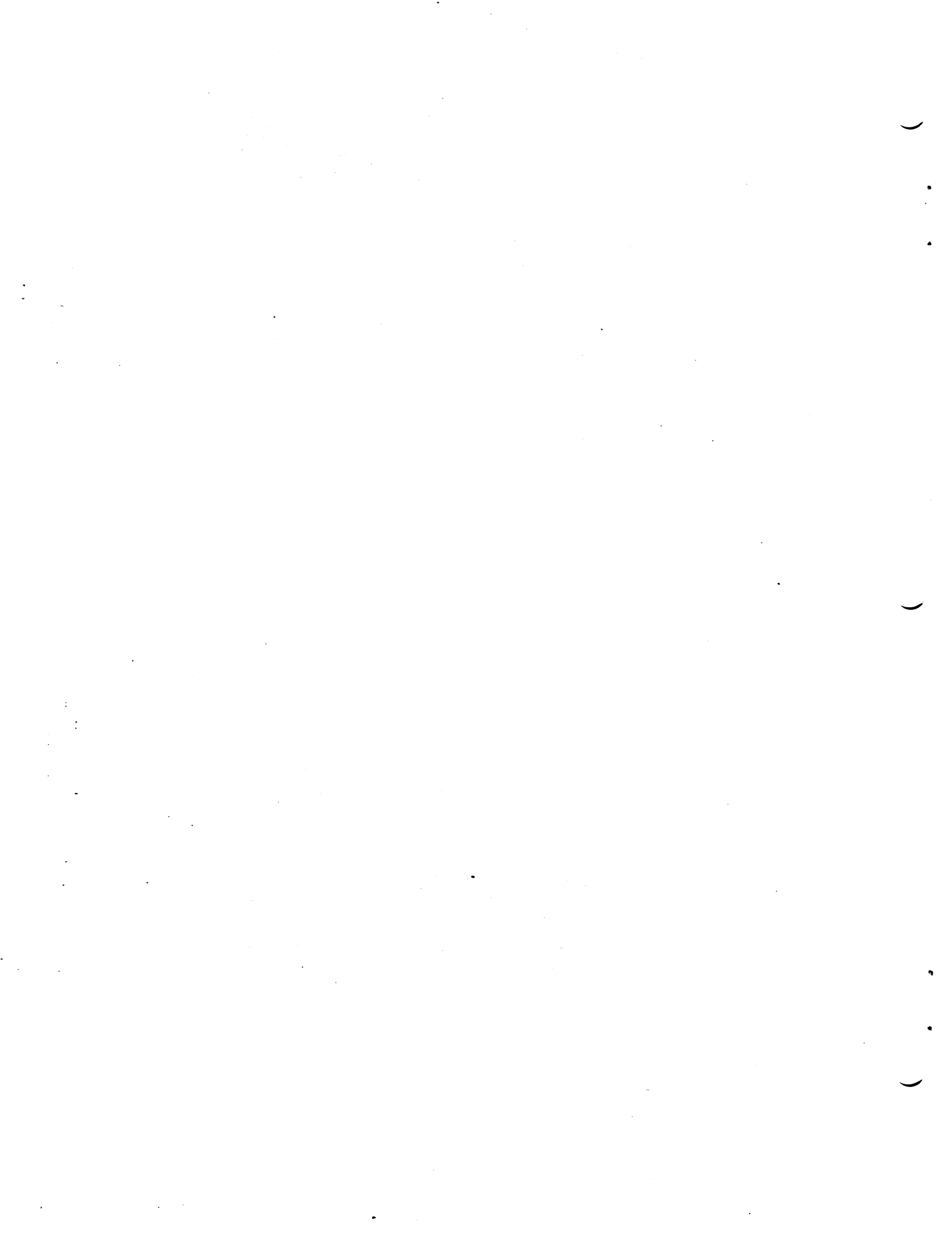
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FINGERSPELLING

by

Dewey T. Garton

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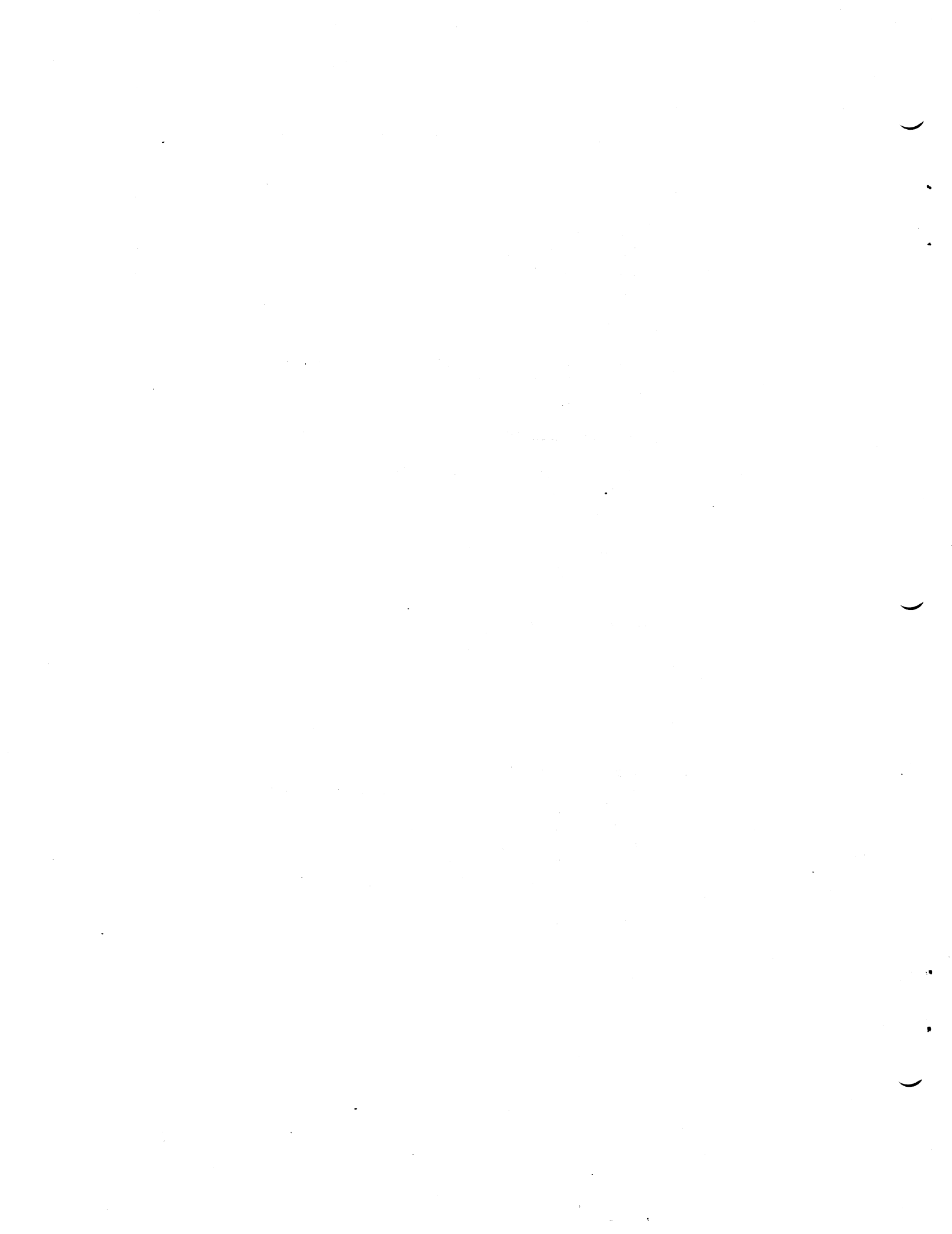
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Introduction

Overview

This program helps you learn the art of fingerspelling, or speaking with your hands. Most people learn to fingerspell the A B C's to communicate with the deaf, but others use this alphabet to communicate when scuba diving, riding a motorcycle, or working in a noisy environment. Just for fun, kids can learn it to have a private language of their own.

The program has two parts that you can choose with a keystroke. The first, called "Show me", allows you to type letters or words to see what they look like when they're fingerspelled. The letters display beside the hand image for reinforcement.

In "Test me", you practice reading letters or words. The program displays the hand image of a letter it chooses at random, and you type the corresponding letter on the keyboard. When you practice with words, the program asks you if you want easy, medium, or hard words, and how fast you want the hand images to display. After the program finishes fingerspelling the word, you type it on the keyboard.

The program keeps track of how many letters and words you identify correctly. You can check your progress by looking at a tally of your scores at any time you like.

Required accessories

ATARI BASIC Language Cartridge

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

Contacting the author

Users wishing to contact the author may write to him at:

5708 Wooded Acres Drive
Knoxville, TN 37921

Getting started

Loading FINGERSPELLING into computer memory

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. If you have the cassette version of FINGERSPELLING:
 - a. Connect your program recorder to the computer and to a wall outlet.
 - b. Turn on your computer and your TV set.
 - c. Slide the FINGERSPELLING cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
 - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
 - e. After the tape finishes loading, the word READY displays on your TV screen. Type RUN and press the RETURN key. The program's first display screen appears (Figure 1, below) on your TV screen. The message "Press RETURN to load data" displays. Follow the instructions to press the RETURN key.

If you have the diskette version of FINGERSPELLING:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the FINGERSPELLING diskette with the label in the lower right-hand corner nearest you. Close the door. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

The first display screen

After the program has loaded into computer memory, the following screen displays:

```
FINGERSPELLING
TUTORIAL

VERSION 1.0 (c)1982
BY D T GARTON
```

Figure 1 First display screen

Using FINGERSPELLING

After the title screen, the program runs through a quick display of hand signals for the whole alphabet, while you hear the familiar nursery school alphabet jingle. Then the program activities display:

- 1 SHOW ME LETTERS
 - 2 SHOW ME WORDS

 - 3 TEST WITH LETTERS
 - 4 TEST WITH WORDS

 - 5 HOW AM I DOING?
- WHICH ONE?

Figure 2 Program activities display screen

Program activities display screen

When you choose one of the options, type the corresponding number. For example, to select letter displays (SHOW ME LETTERS), press 1.

An explanation of each program activity follows:

1 Show me letters

The following question displays:

SHOW WHAT LETTER?

Type a letter key to see the hand image for that letter. The image displays until you press another letter key. Keep typing letters to see what they look like.

Press START to return to the program activities screen.

2 Show me words

The following question displays:

SHOW WHAT WORD?

Type any word up to 10 letters long and press the RETURN key. If you make a mistake, press the DELETE/BACKSPACE key to erase letters before pressing the RETURN key.

Next, decide how fast you want the hand to fingerspell. The speeds are measured by animals, with the snail representing the slowest and the cheetah the fastest. Type the corresponding number, 0 being the snail and 9 being the cheetah, as in the following diagram:

SHOW YOU A WORD
AS FAST AS A
0 SNAIL 5 GRIZZLY
1 TURTLE 6 RABBIT
2 PIG 7 COYOTE
3 TURKEY 8 GAZELLE
4 HUMAN 9 CHEETAH

WHICH ONE?

YOUR WORD?.....

Figure 3 Speed levels

The average speed for the hand image to fingerspell a word in this program is 5, (grizzly). But level 9 (cheetah) is easy for most deaf people who are used to fingerspelling.

After you watch the hand images fingerspell your word, you can request another one or press the START key to go to the program activities display.

3 Test with letters

Try this option after you've learned at least some of the letters. A hand image forming a letter appears on the screen next to a question mark as in the following diagram.

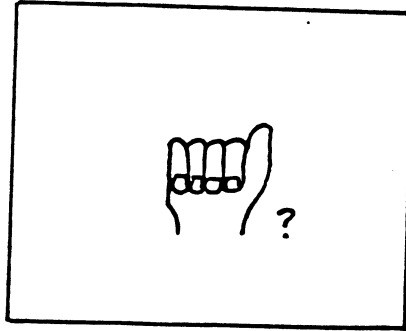


Figure 4 Test with letters

Type the key of the letter you think the image represents. If you're right, the program responds with a short beep and displays the letter beside the hand image.

If you're wrong, you hear a sound that gently registers a mistake. The screen turns red and displays the correct letter for a few seconds so you can study it.

The program is keeping score of your right answers. When you want to check your progress, press the START key to return to activity selections and then choose option 5.

4 Test with words

Try this test when you're ready for a challenge. First, decide whether you want to practice with easy, medium, or hard words. Choose one from the following display by typing 1, 2, or 3:

```
TEST WITH WORDS

DO YOU WANT

1> EASY WORDS
2> MEDIUM WORDS
3> HARD WORDS

WHICH ONE?
```

Figure 5 Difficulty levels

"Easy" words have 3 to 5 letters, "medium" words 6 or 7, and "hard" words 8 to 10. The words are listed on the next page of this manual.

Next, decide how fast you want the hand images to fingerspell the words. The choices are represented by animals ranging from snail to cheetah. Type 0 to move at the snail's pace, and so on to 9 for the cheetah's speed, as you did in testing with letters.

Try to read the word that's fingerspelled on the screen, and type it after the following question displays.

WHAT WAS MY WORD?

TYPE MY WORD THEN
PRESS RETURN

?_____

If you're right, you hear an encouraging beep and you see the word "RIGHT". If you're wrong, you hear a gentle but unmistakable error tone. The screen turns red and displays the correct word.

The program keeps a record of how many you identify correctly, and you can check it any time. Press the START key to return to the activity selections, and then choose option 5, "How am I doing?"

Contents of word files

The following is a list of the words that are tested in option 4:

EASY word file:

ALARM	CLOCK	FRUIT	PAIN	SUNNY
ANT	COLD	HELP	PIZZA	TABLE
BLACK	COLOR	HORSE	RADIO	TAXI
BOAT	COUGH	HOT	RAIN	THREE
BOOK	COW	HOUSE	RED	TRAIN
BREAD	DESK	MAIL	SEVEN	TWO
BUS	DOG	MOUSE	SIX	WARM
CAR	FIRE	MUSIC	SMOKE	WASH
CAT	FIVE	NAIL	SOAP	WATER
CLASS	FOUR	ONE	STORM	WHITE

MEDIUM word file:

ACCOUNT	DEPOSIT	HIGHWAY	PICTURE	SUPPER
BANQUET	DINNER	KITCHEN	POLICE	TEACHER
BICYCLE	DOCTOR	LAWYER	POPCORN	TRAFFIC
BROTHER	ELEVEN	MONKEY	PURPLE	TURKEY
BUFFET	ENGINE	MOTHER	RECORDS	TURTLE
BUMPER	FAMILY	MUFFLER	PICTURE	TWELVE
CEREAL	FATHER	NAPKIN	SAVINGS	WASHER
CHICKEN	FOLLOW	ORANGE	SCHOOL	WEATHER
COLLEGE	FOREST	PEANUT	SISTER	WINDOW
DENTIST	GIRAFFE	PENCIL	SIXTEEN	YELLOW

HARD word file:

ACCIDENT	CONGRESS	HANDICAP	NEWSPAPER	SUBTRACT
ADDITION	DIVISION	HELICOPTER	NOTEBOOK	SURPRISE
AMBULANCE	EARTHQUAKE	HOSPITAL	OPERATION	TELEPHONE
AUTOMOBILE	EIGHTEEN	HURRICANE	PAINTING	TELEVISION
BIRTHDAY	ELEPHANT	LAWNMOWER	PHONOGRAPH	TYPEWRITER
BREAKFAST	ELEVATOR	MAGAZINE	PHOTOGRAPH	UMBRELLA
CALCULATOR	EXPLOSION	MICROWAVE	PRESIDENT	VACATION
CHECKBOOK	GASOLINE	MOTORCYCLE	RAILROAD	VEGETABLES
CHILDREN	GOVERNMENT	MULTIPLY	SEVENTEEN	WASHINGTON
COMMUNITY	GOVERNOR	NEIGHBOR	STAIRWAY	WHEELCHAIR

5 How am I doing?

This option shows your scores on 3)TEST WITH LETTERS and 4)TEST WITH WORDS. The screen display is divided into two parts. An example showing how you did identifying the letters A, E, F, G, H, J, L, and P is:

```
TEST WITH LETTERS SCORES

POOR)  A F
FAIR)  E
GOOD)  H J P
BEST)  G L

TEST WITH WORDS SCORES

LEVEL  #SHOWN  #RIGHT  PERCENT
5 EASY   6         2       33
5 HARD   6         0        0

PRESS START TO RUN AGAIN
```

Figure 6 Test scores

TEST WITH LETTERS SCORES tells you how well you did in the test lesson. You can have a rating of POOR, FAIR, GOOD, or BEST for any of the letters you tried to identify. A POOR rating means that you need to practice more on those letters. Letters beside the BEST rating are the ones you rarely missed. Only the letters you practiced appear in this display.

TEST WITH WORDS SCORES tells you how well you can read whole words that are fingerspelled. The program displays the level (speed and difficulty), the number of words shown in that category, the number you identified correctly, and the percentage of correct responses.

Press the START key to return to the activity selections.

Quick Reference Sheet

The following chart shows the hand images of all the letters.

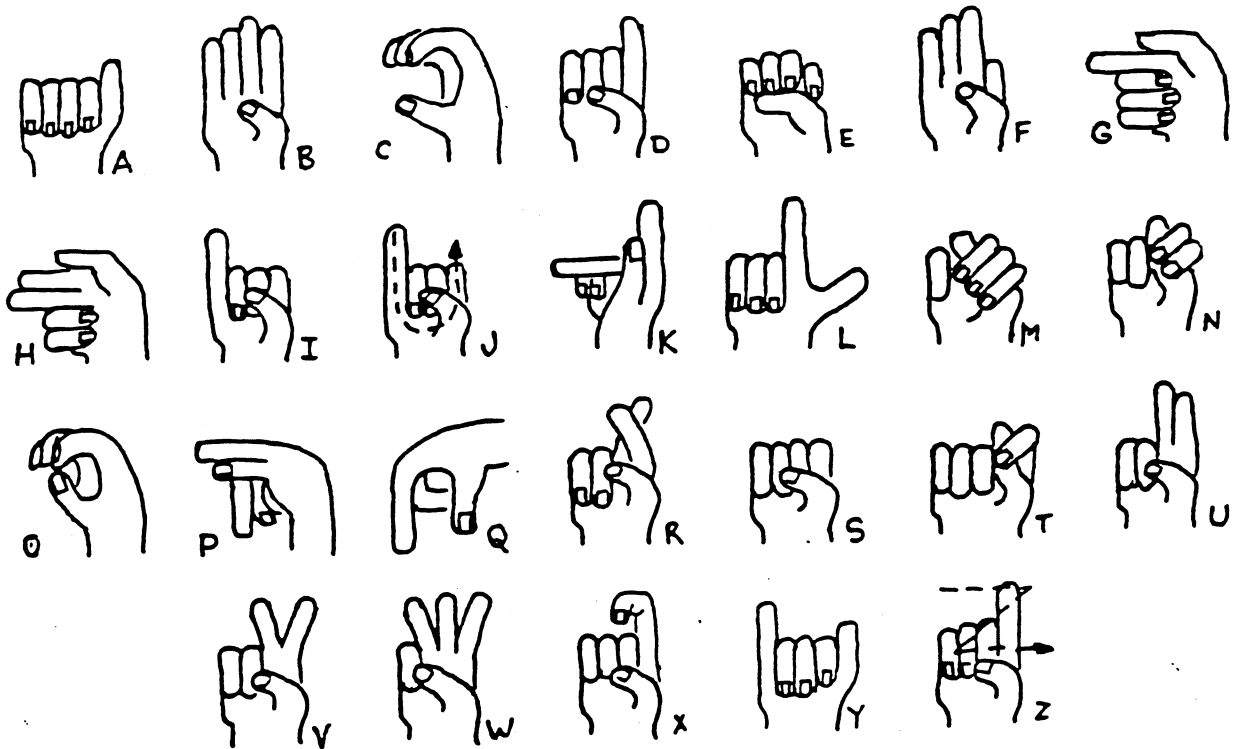
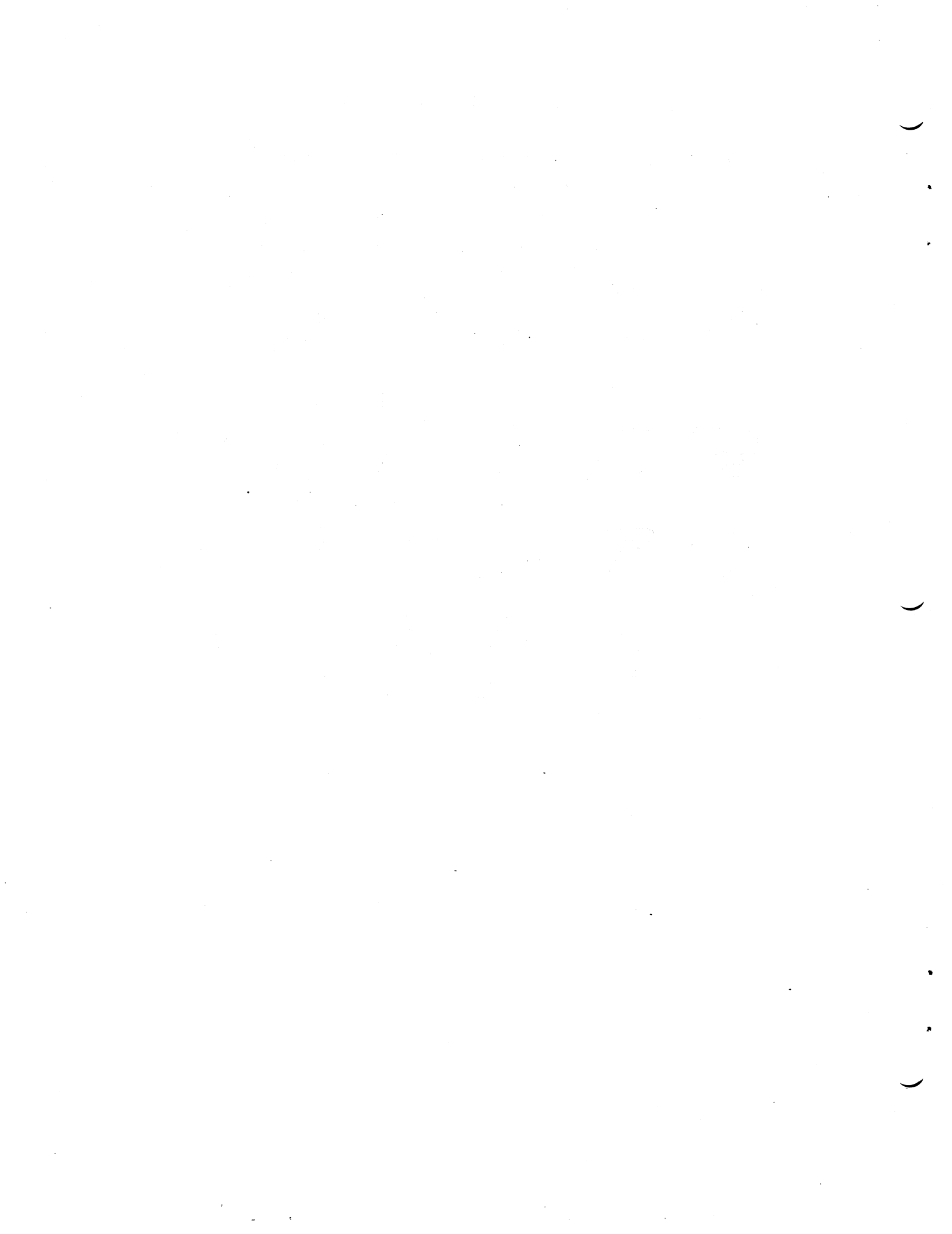


Figure 7 Fingerspelling the alphabet



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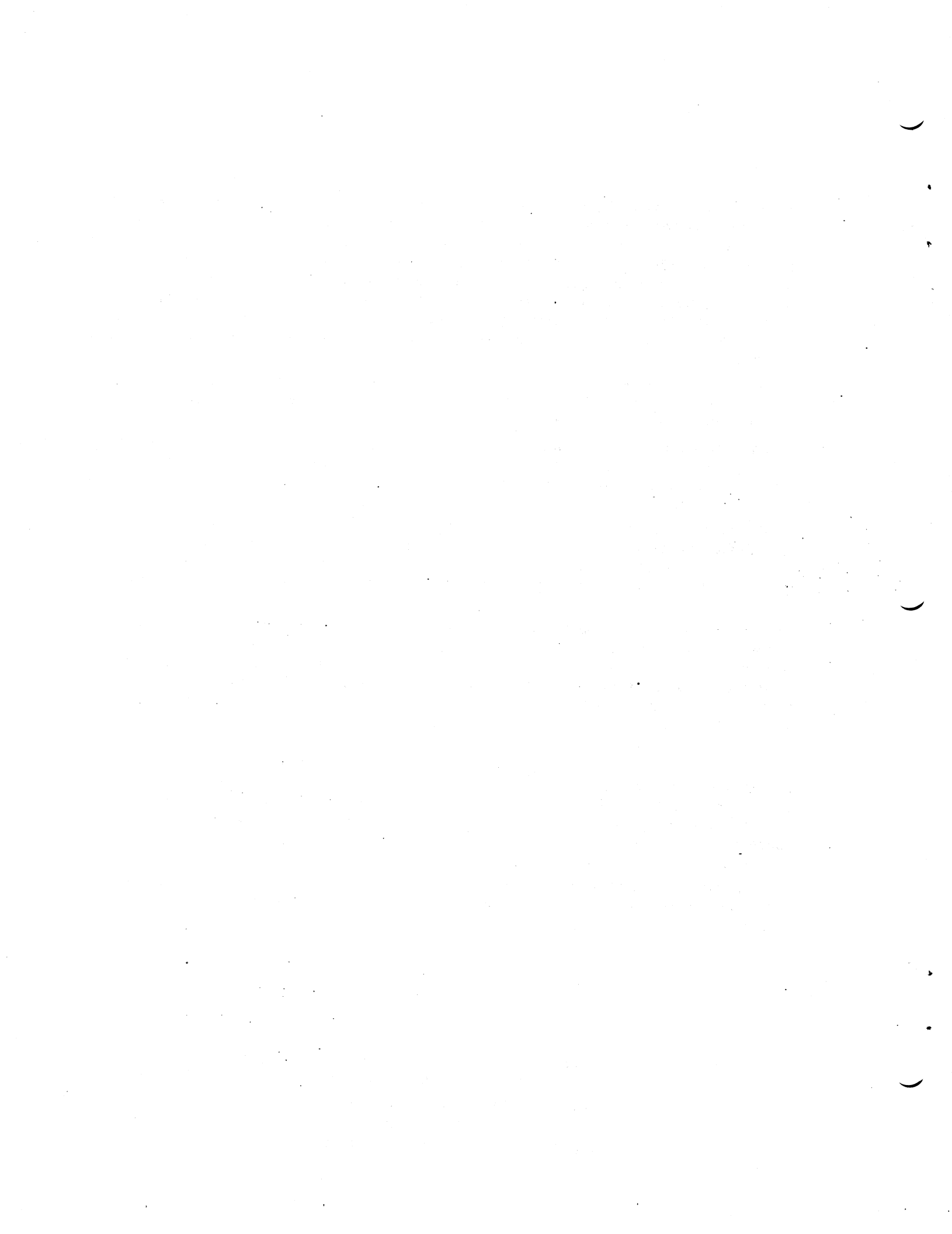
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We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

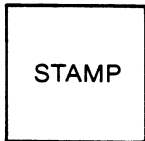
8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From



ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]