

XOX (beta) v.1.0b (2016)

XOX is a simple application to create and manage anonymous voting/feedback sessions. Despite it can be used in several different contexts, it has been primarily developed for collecting students' feedback in teaching. With XOX, a main user can easily create a question and let the voters choose among two, three, four or nine alternatives. Each time the main user asks for a vote, a random code is generated. The voters shall input the code to be able to vote. The main user will see the results when he decides to close the voting. Eventually, users can testify their vote through a printscreen thanks to the code showed after the vote. The main user may choose to generate a single question or a permanent session with multiple consecutive questions.

The app can be accessed via browser at: <http://utov.it/s/xox>

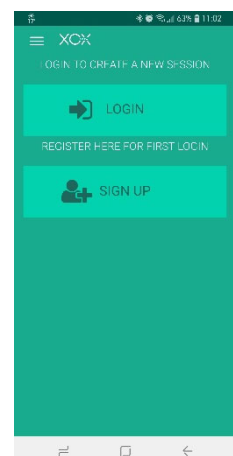
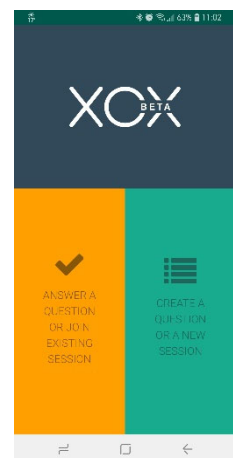
or on Android devices through: <https://play.google.com/store/apps/details?id=com.xoxBeta>

XOX is a free software project by "Tor Vergata" University of Rome, developed within the Department of Enterprise Engineering - School of Engineering – Operations Management group.

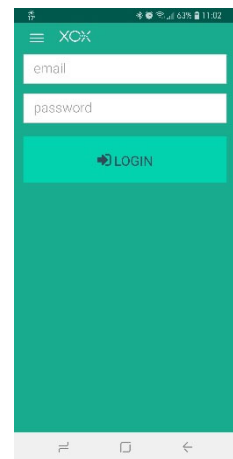
QUICK START GUIDE

MAIN USER SIDE – green screen

- Let us assume the main user is the one who wants to collect the votes or feedbacks or simply ask questions to an audience. Thus, on the XOX home page he shall choose "create a new question".
- To create a question, a registered email and password shall be input. Thus, the main user shall register to XOX at least once.



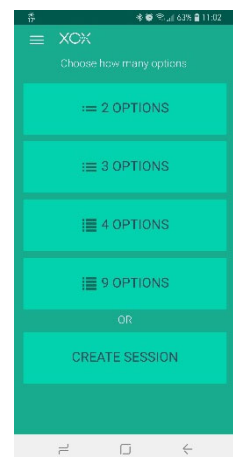
- Once registered, the main user can access the app inputting his email and the chosen password (pay attention, no blank spaces!).



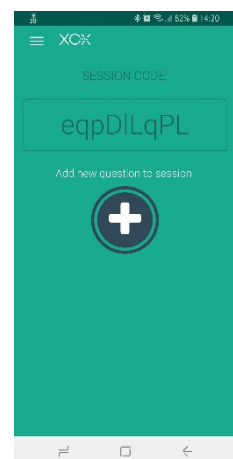
- Once logged in, the main user is requested to choose among creating a <single question> with 2, 3, 4 or 9 vote options or a <multiple question session>. The multiple question session is briefly named <session>.

In a session, the main user may submit to the audience several questions consecutively. For example, the main user may opt for a session if he intends to ask to the audience to vote on different topics

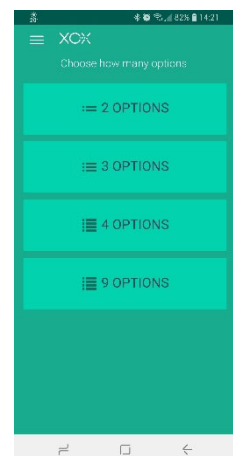
- if you choose <session> go to step 5.
- if you choose <single question> jump to step 7.



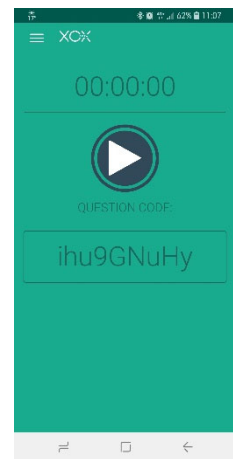
- If the main user chooses to create a session, he will be led to a screen where a session code is shown and XOX wait for him to generate the first question. The session code must be communicated to the voters. The voters shall input the session code in their home page (see VOTERS' SIDE – orange screen) to join the session.



- Clicking on the (+) sign would lead the main user to create a question with 2, 3, 4 or 9 vote options.
- If in step 2. the main user had chosen to create a single question instead of a lesson, after choosing among the 2,3,4 or 9 option he will be led to a screen where a question code is shown. The question code must be communicated to the voters. The voters shall input the question code in their home page (see VOTERS' SIDE – orange screen) to answer the question.



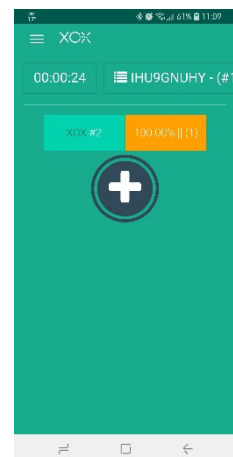
8. To allow users to vote or answer the question, the main user shall click on the large triangle in the center circle. Please note that while the center circle indicates the triangle, the voting is not open. Voters that may try to vote in this period of time will see the message "invalid answer"



9. When voting is open, the triangle will transform in a square to indicate that the next click will stop the voting. Meanwhile a timer will display the elapsed time and answers (votes) will be counted in real-time.

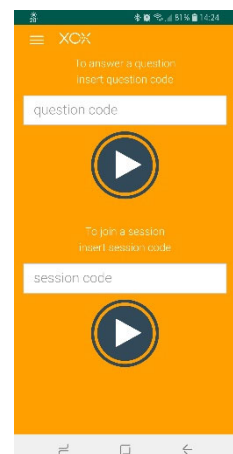


10. When the main user closes the voting, clicking on the square, results are summarized in numbers and percentage. The question code is displayed in the upper corner.
11. Clicking on the (+) will add a new question. If the voters had joined a session, they would not need to input any further code.



VOTERS' SIDE – orange screen

12. Voters are not required to register because voting is anonymous. Once "answer a question" or "join a session" is chosen on the home page, voters shall input the question code (see step 7) or the session code (see step 5) in the appropriate gaps.

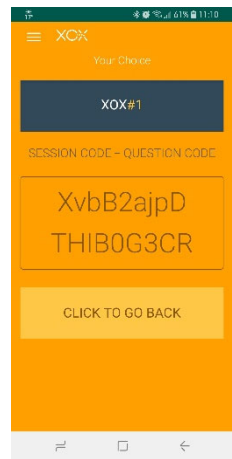


13. If a voting session has been opened by the main user, the voters will see the possible choices on the screen and can select one of these by clicking on it. Note that the question code is displayed on the bottom of the screen.

If the user has entered a session, both the session code and the question code are displayed on the bottom of the screen.



14. Once a voter has voted, the vote is displayed on the screen along with the session code, to testify that the vote is referred to that question.



15. If the user has entered a session, after voting he will be led to a temporary screen waiting for a new question from the main user.

