



Remember our “Life Cycle of Learning” from the 1st review, at the end of Track One:

1. Comprehend slightly-deeper, design considerations.
2. Mapping out a Device design and the page structure necessary to contain all of the buttons to control your “theater”.
3. Adding some new things to your design.
4. Repetition of all of the basics you have learned so far.
5. Troubleshooting your design
6. Taking your configuration to the next level
7. Go back to #1 (Only if you want to)

Activity-Based Overview

An Activity-Based configuration will look a lot like the Basic or Enhanced Basic configuration. The major difference, is the addition of “Test or Control-Pages” to guide a user through the process of turning on the correct devices and setting all of the correct inputs on your Receiver, DVD, TV, etc. A typical Activity-Based configuration will ask the user some questions to determine their interests and then Macros will do the work. More on this is Track Three. **See Figures 17-18.**

Figure 17, Figure 18 - Control Pages in an Activity-Based configuration

