



Settings - You can always change Settings, but usually you don't need to.

Use Settings Mode to find, name and classify Items.

The App recognises Receivers (that are plugged into equipment).

The Identify_Item button sends a signal to a receiver. That receiver will make its Item flash so that you can give that Item a "name" which will be meaningful to people using the room.

For instance if there are 2 Bubble Columns you might call them "BC Left" and "BC Right".

Having named the Item it will be available in the next stage



Back to Teacher mode

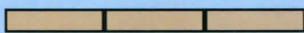
Teacher Mode (Step1 & Step 2)

You may need to "refresh" the connection to the receivers

Step 1. First choose which Items are "in play", you can pick all Items, but may choose a smaller number for lots of reasons.

Having picked more than one item you must choose how to present those Items to a user...

All Together (simplest) / Randomly (most amusing) / or By Selection (most control).



Choosing Random will add a button to the screen in Student Mode

Choosing Select will add a button for each Item (upto 8 Items) in Student Mode.

NEXT →

Step 2. Now choose how much control you want to give the user.

Do you want them to affect just the colours or give them "action" control?

Note - While some Items are very fun to action, not every Item has an action.

Choosing Action will add a button to the screen in Student Mode.



How many colour choices will you give them?

Do you want direct colour choice or colour mixing?

Gesture Break - designed to prevent students from accessing Teacher mode.

Rest the pads of your thumbs on any 2 opposite corners - for almost 2 seconds

Student Mode

Students gain direct control over selected equipment using Bluetooth
(no WiFi connectivity required)

Response rates are excellent (there is no "lag") which makes it a pleasant experience