

ablefamily

ABLE.Family User Manual

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About ABLE.Family

Arts-Based therapies to encourage Longevity in Elderly participants (ABLE) is a project housed in the Pulse Humanities Lab at McMaster University. The latest edition, ABLE.Family, is a free, web-based, interactive gaming platform designed for OAD, family members, and caregivers.

Developed in response to the COVID-19 pandemic in 2020, ABLE.Family provides 5 different games that engage with playful approaches to social and cognitive wellness. The platform is best accessed on the Google Chrome browser by table, laptop, or desktop computer. This user manual is written for professional care workers, healthcare providers, and adult caregivers of OAD.

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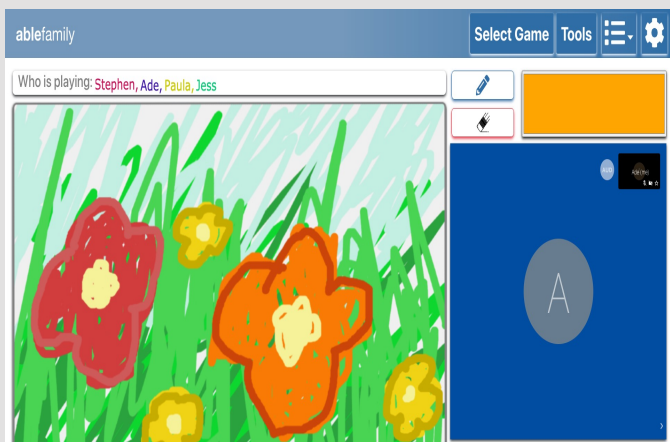
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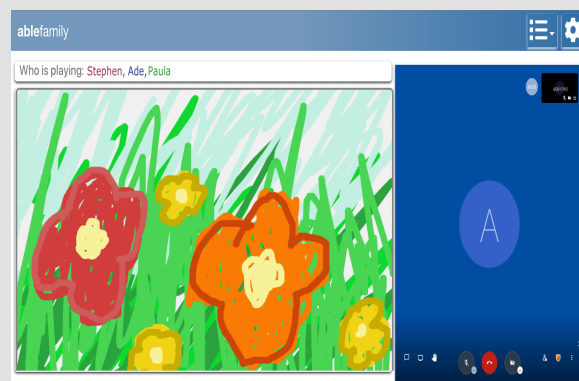
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Game Settings



Busy mode



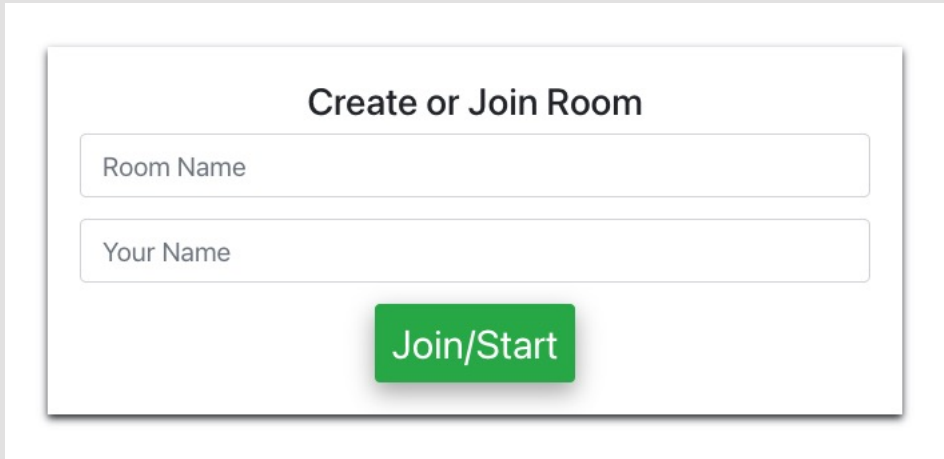
Less Busy mode

Unique to ABLE.Family, our platform provides **two** different gaming modes in order to support accessibility needs of a diverse group of users. Our guide demonstrates what each game will look like on both gaming modes.

Busy mode (left photo) is designed for care workers or family carers to set up the game room for OAD and other players. Busy mode features more functions on the screen and can navigate between games on the platform.

Less Busy mode (right photo) is designed for OAD and other players who may need streamlined interface while engaging with the ABLE.Family platform. Less Busy mode will have a simplified screen.

Setting Up



The image shows a web interface for creating or joining a room. At the top, the text "Create or Join Room" is centered. Below this, there are two input fields: "Room Name" and "Your Name". At the bottom of the form is a green button with the text "Join/Start".

To set up a room, switch on your device and open up your browser to **<https://ableplatform.ca>**.

When you reach the home screen, you will be asked to type a **room name** and **your name**. Then, press the **Join/Start** button.

To ensure that you join the same room, make sure you share the name with all players.

Busy Mode Menu Options

Once a Busy Mode user creates their room, a **blue menu bar** will appear at the top of the screen. These options can help Busy Mode users change games for other users in their room, switch tools, or augment settings.

A blue rectangular button with a white border and a slight shadow, containing the text "Select Game" in white.

To select or change games, select the **blue select game button**. To learn more about games, please see pages 11-15.

A blue rectangular button with a white border and a slight shadow, containing the text "Tools" in white.

To change your drawing tool, select the **blue tools button**.



To access the ABLE.Family user manual or log out, select the **white bullet points**.



To change user settings, select the **white settings button**.

Functions for Busy Mode

Busy Mode features several functions to help caregivers set up the gaming experience. Not all functions are available for each game.



Select the red circular arrow to **undo** the most recent turn



Select the yellow book to **split canvas**
(available for draw mode only)



Select the teal paper with a white arrow to **download** your drawing or game



Select the blue phone to set up a **call** through Jit.si



Select the grey **chat** bubble to send a text message to another player



Select the green person button to see **who's playing** in your room. Once you press this function, a bar will pop up above the drawing pad to show who is currently in the room.

Functions for Busy Mode

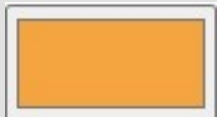
Busy Mode features several functions to help caregivers or family members to set up the gaming experience. Not all functions are available for each game.



Select the black and white pencil to **erase** the drawing/game



Select the blue pencil to **draw**

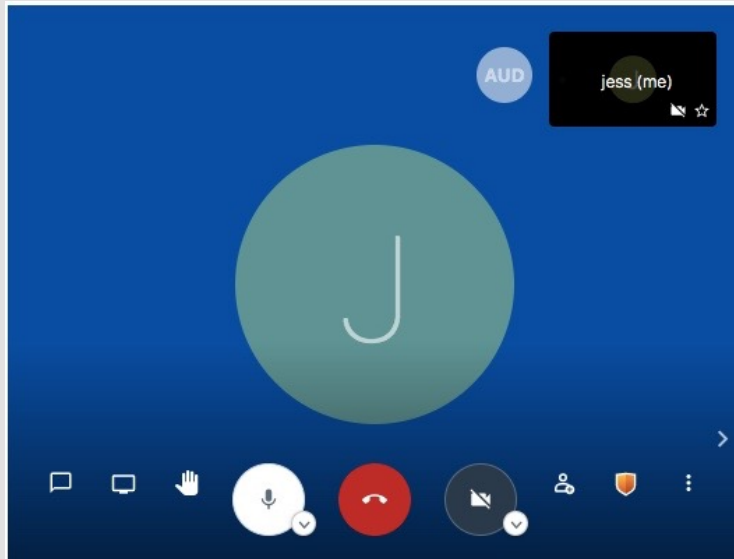


Select the yellow rectangle to **change color**

Functions for Less Busy Mode

Less busy mode is designed for a continuum of cognition and is designed for users with significant access needs. Less busy mode features a smaller list of functions to ease clarity. Less busy mode functions also use skeumorphic design to support accessibility.

Setting Up Jit.Si



A screenshot of the Jit.si web-conferencing platform's call screen

ABLE.Family allows users to audio/video call through Jit.si, an open-source web-conferencing platform. Jit.si allows users to customize their calling options.



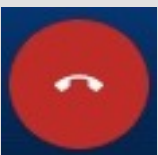
In Support mode, press the blue phone button to *start the call*. This will open the Jit.si screen.



Select the white microphone to **turn audio on/off**

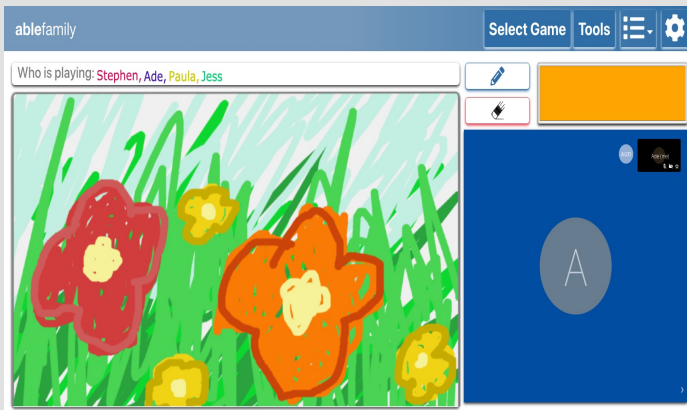


Select the grey camera to turn **video on/off**

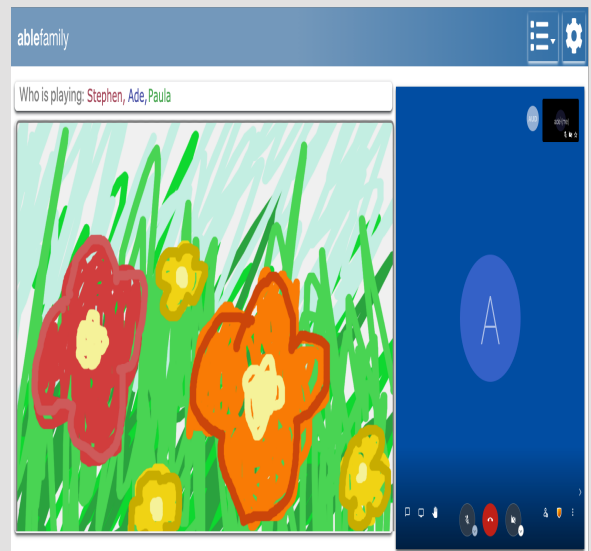


Select the red phone to **end the call**

Game 1: Draw



Busy mode



Less busy Mode

Users have two options for the Drawing game:

- **Free Draw:** One user can draw, or multiple people can draw together. Users have the option to **split the screen** to create separate canvas space on the same screen
 - To split the screen, select the **yellow book** function
- **Exquisite Creature:** In this collaborative game, each player takes a turn with drawing a part of a “creature.” The players take turns adding on to the image.

Game 2: Word Search

The screenshot displays the 'ablefamily' Word Search game interface. At the top, the name 'ablefamily' is on the left, and 'Select Game' and 'Tools' buttons are on the right. Below this, a box indicates 'Who is playing: Stephen, Ade'. The main area is divided into three sections: a 10x10 letter grid on the left, a 'Words:' list in the middle, and a video call window on the right. The letter grid contains the following letters:

N	H	W	B	V	C	A	G		
V	B	J	V	I	E	W	U		
D	I	C	O	W	S	N	T		
I	R	Q	N	G	O	A	T		
I	D	D	Z	S	P	H	V		
C	L	K	J	D	H	W	Z		
A	U	S	A	O	L	Y	T		
T	O	K	Z	G	U	B	Q		

The 'Words:' list contains the following words:

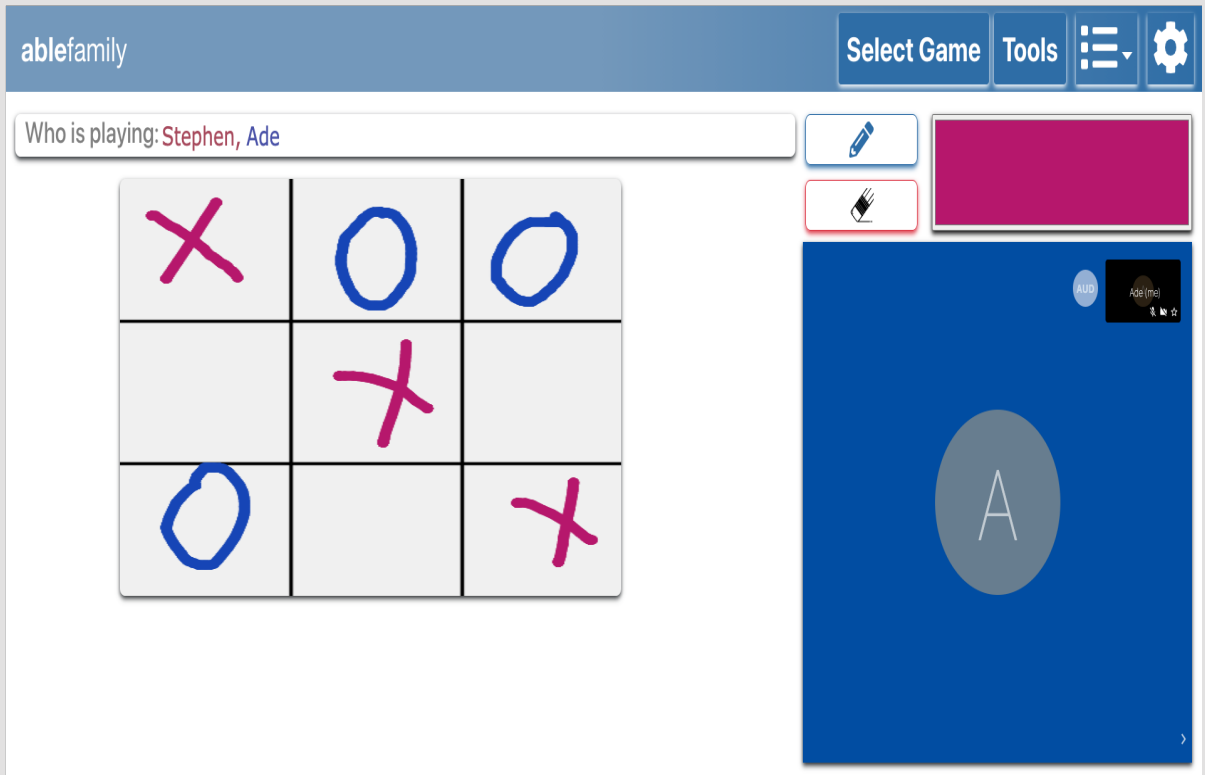
- 1. ~~BIRD~~
- 2. CAT
- 3. ~~COWS~~
- 4. DOG
- 5. GOAT
- 6. VIEW

The video call window on the right shows a large letter 'A' in the center, with a name tag for 'Ade (78)' and a microphone icon. The bottom of the video call window has standard controls for mute, video, and chat.

Word Search is a **multi** player game. Players take turn in selecting sequence of letters that matches the word in the right-hand side.

Once a correct word is selected the word is crossed out and the letter turns green.

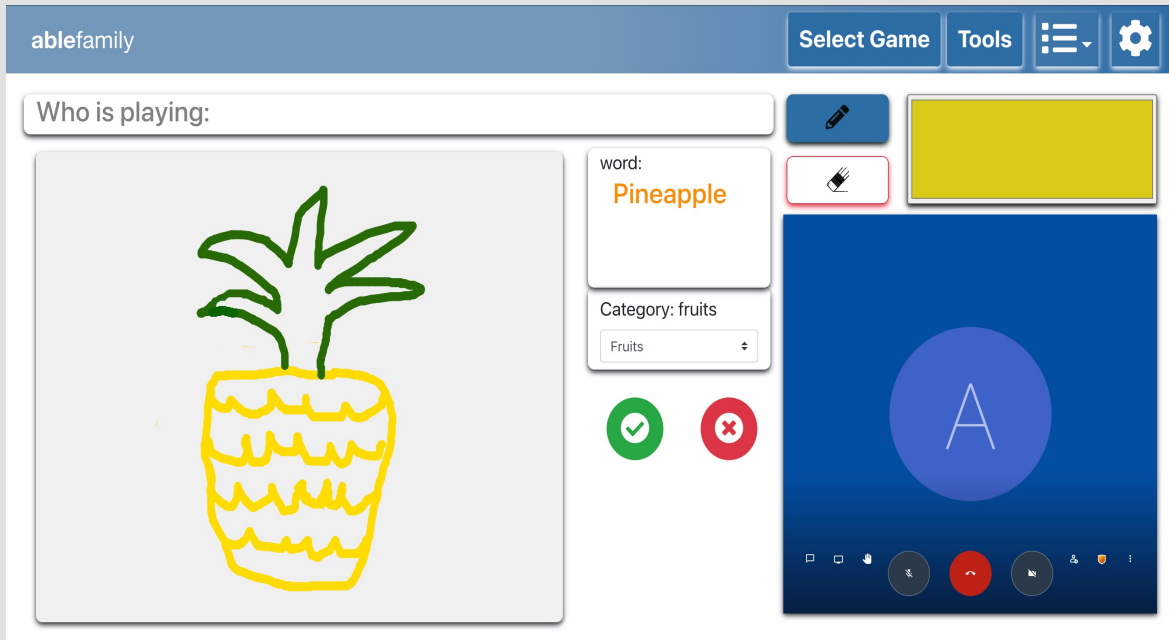
Game 3: Tic-Tac-Toe



Tic-tac-toe is a **two** player game. Players must successfully place their marks in three consecutive squares (horizontal, vertical, or diagonal).

Users can choose their own color for their marks.

Game 4: Pictionary

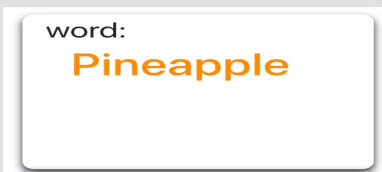


Pictionary is best played with 2+ users.

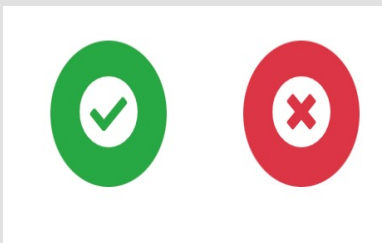
Each player in the room can take a turn drawing a mystery image. The other players in the room must guess what the drawer is creating.



When it is your turn, **choose the category** you want to draw



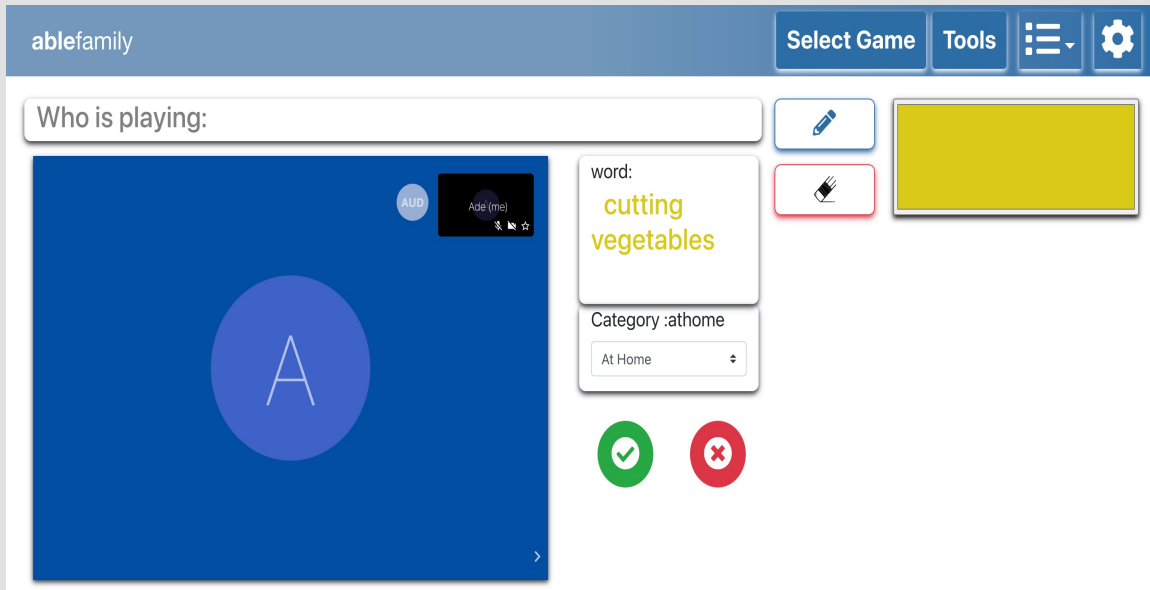
Next, you will be assigned an image to draw—don't share this with the other players!



If the correct drawing is guessed, select the green check button.

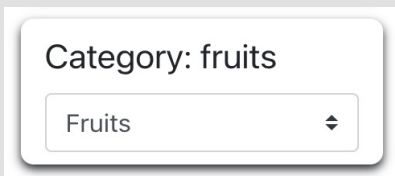
If the image is not guessed correctly, select the red x.

Game 5: Charades



Charades is best played with 2+ users.

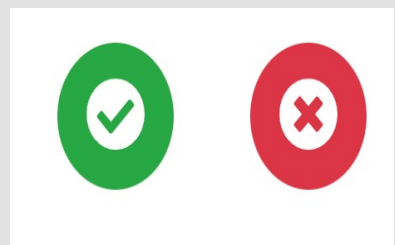
Each player in the room can take a turn acting out a mystery word or action. The other players in the room must guess what the player is acting.



When it is your turn, **choose the category**



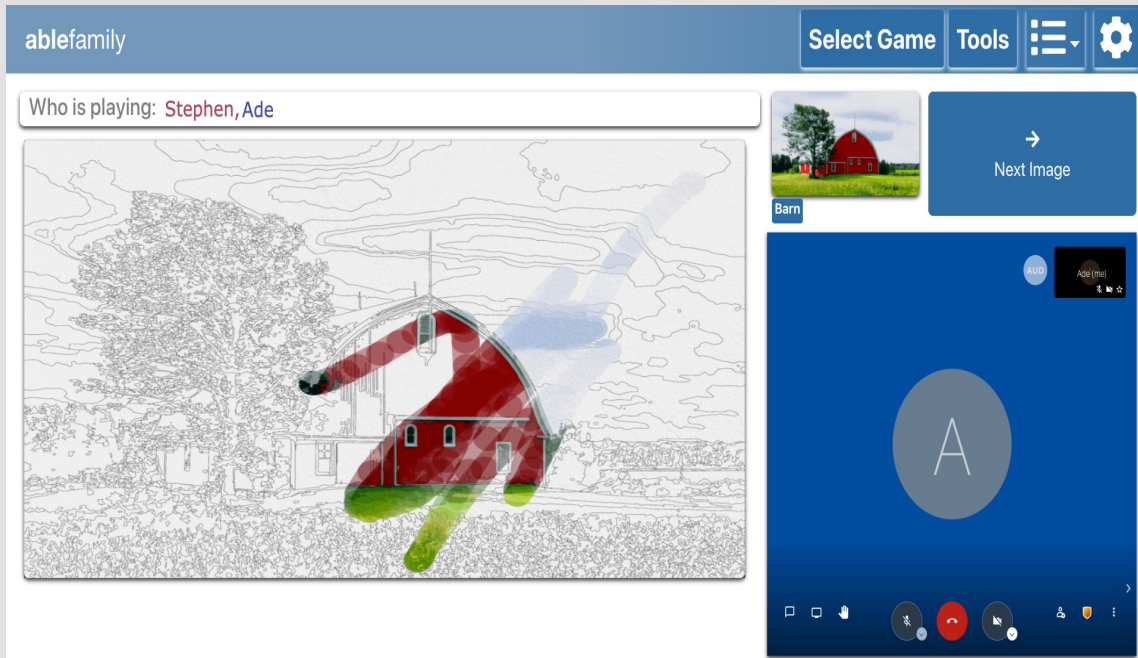
Next, you will be assigned a word or action to portray– don't share this with the other players!



If the correct word/action is guessed, select the green check button.

If the word/action is not guessed correctly, select the red x.

Game 6: Paint By Number



Using the **paint brush** function, users can drag their mouse, stylus, or finger over the image to add color to the image.



To change the image, select the blue **Next Painting** function

Contact Pulse Lab

To learn more about ABLE.Family and the Pulse Humanities Lab, please visit our website at:
<https://pulselab.humanities.mcmaster.ca>

On Facebook, Twitter, or Instagram? Follow our social accounts for updates on Pulse projects:



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