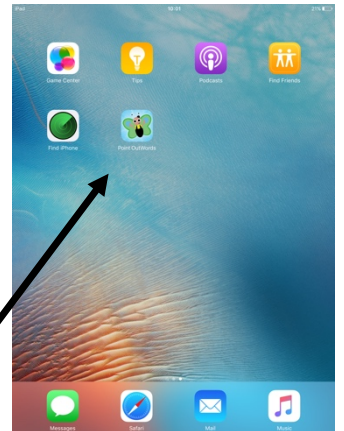## Point OutWords^{TM} Instructions for Use
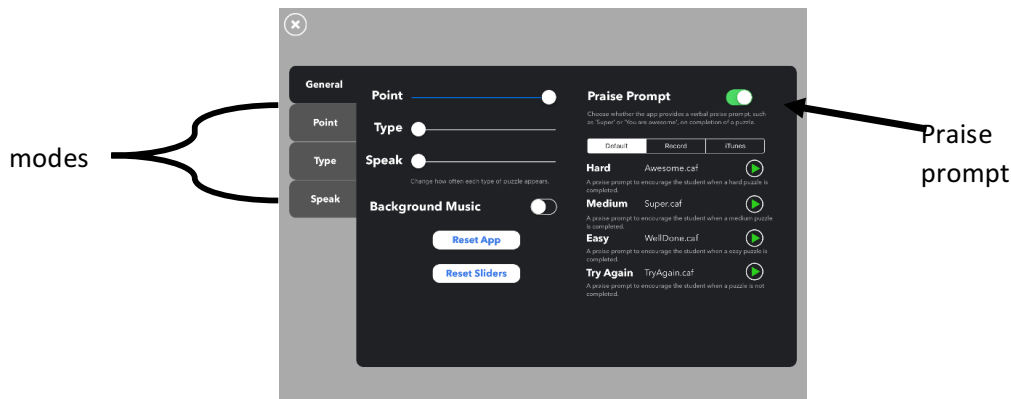
Turning the iPad on

1. Turn iPad on using the small button on the top right corner of the device. If the iPad is in sleep mode, one short press should be enough. If the iPad is off, hold the button for three seconds and it should turn on.
2. Follow the instructions on the screen to unlock the iPad (swipe from left to right)
3. The app is named "Point OutWords" and has a butterfly cartoon icon. Tap this to open the software.
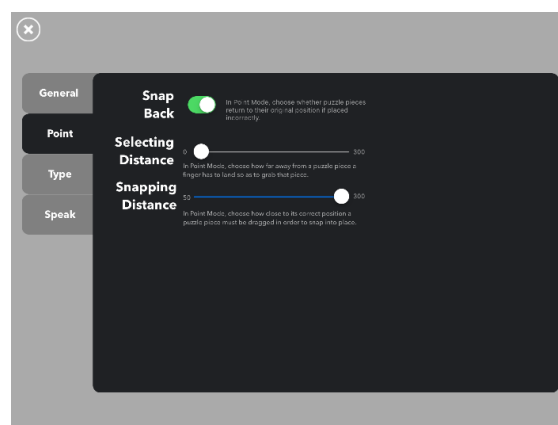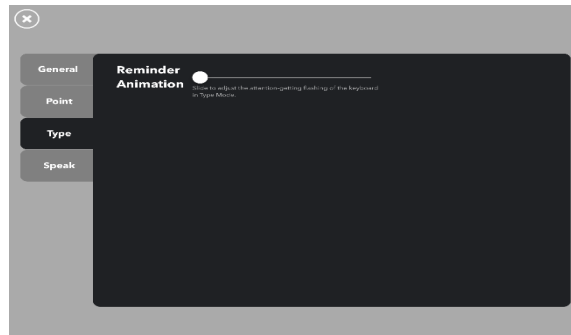
Getting started

settings

1. On the bottom right-hand corner of the home screen, there is an Information icon. Press this to read more about Point OutWords and how the app works. **(TIP: You might need to choose a scene – see 'Playing the Game', below – before these corner buttons will work.)**

2. On the bottom left-hand corner of the home screen, you can screenshoot the home-screen and send feedback, although it is better to speak to us directly.

3. Also on this screen is the Settings Icon. It is in the top right-hand corner; hold your finger on this for 3 seconds and the settings screen will open:

4. Once you have opened the settings screen, by moving the sliders you can select one of the three modes in which to 'play' Point OutWords: Point mode, Type mode or Speak mode. To select a mode, slide the desired setting all the way right; the other two sliders will move all the way left. You also can shuffle modes, by placing the sliders at various positions.

modes

Praise prompt

5. This page also contains Praise Prompt settings which can be enabled or not. if you wish to customise these you can do so here, by pressing the 'record' button.

6. On the left side of the settings menu, there are tabs with more specific settings for each of the three modes.

7. On the Point Tab, you can alter the selecting and snapping distances for the puzzles. These distances describe how far away the user's finger can be from a puzzle piece when the piece is picked up, and how far away the finger can be from the piece's correct place in the puzzle in order for the piece to snap into place. A selecting distance of zero would mean that the finger would have to be directly atop the piece to pick it up, and a snapping distance of zero would mean that the finger would have to be directly atop the piece's outline in the puzzle frame to snap it into place. The larger the distances, the less precise the user's finger movements need to be.
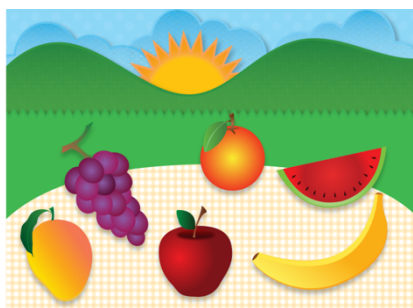
8. On the Type Tab, you can change the intensity of the reminder animation (flashing lines to draw attention to specific keys on the keyboard). Some users need a bright prompt to capture attention, whereas those with visual sensory sensitivities might find an extremely bright prompt uncomfortable or upsetting.

9. On the Speak Tab you can alter the sensitivity for recognising speech, both in terms of loudness and in terms of variations in articulation and pronunciation.

Playing the game

1. To exit the settings menu, tap the X in top left-hand corner.
2. Use the arrows to navigate amongst the different puzzle options. Help the user choose the scene most appealing. Each scene contains puzzles of varying difficulties.
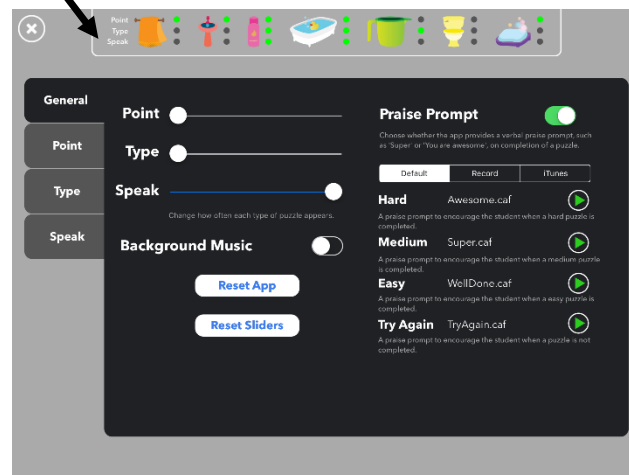

3. Once on the puzzle, tap one of the many objects within the scene.

- If you have selected Point mode- drag each piece of the puzzle into its corresponding position within the outline of the picture. After four incorrect attempts, the object will self-complete.
- If you have selected Type mode- tap the correct letter on the keyboard, to spell the name of the object. Each letter on the keyboard will be highlighted when it is next to be selected. If the child taps elsewhere on the screen, a yellow prompt line will direct them to the correct letter. Because the iPad registers touch where the finger leaves the glass, if the finger lands in the wrong place at first, the user can correct by sliding the finger across the glass, then pulling it back once they've reached their intended location.
- If you have selected Speak mode- Wait for the automated voice to speak a syllable, then when the screen says 'Speak Now' the user should repeat this syllable. After the final syllable, the user will be prompted to repeat the whole word. Please note this speech recognition aspect of the software can be quite unpredictable, and works best in a quiet room. In case the user says the syllable or word correctly but the iPad fails to recognise it, press and hold the Pass button on the left-hand side of the display.

Tracking Progress

1. To keep track of which puzzle pieces have been completed in which mode, return to the settings bar.

If the app ever fails or freezes, exit the app by double-pressing the circular button at the base of the screen and swiping the app upwards. This will restart the app from the start.