User Guide

Version 5.9



wizefloor
move | play | educate

Kids Judge
Bett 2023
WINNER

INDEX

1. INTRODUCTION 3
2. WIZEFLOOR COMPONENTS 4
2.1. Hardware 4
2.2. Software 5
2.3 Applications 7
3. USING THE WIZEFLOOR 18
3.1. How to turn on the WizeFloor 18
3.2. How to turn off the WizeFloor 19
3.3. Navigation 19
4. THE WIZEFLOOR APP SOFTWARE 24
4.1. The “Cloud” 24
4.2 Web app 24
4.3 App menu 25
4.4. Activity 31
4.5. Create a new tile 31
4.6. Copying existing tiles 36
4.7. Making tiles visible on the floor 37
4.8. Control the floor remotely 37
4.9. Administration 38
5. PRACTICAL INFORMATION 42
5.1. Dictionary of terms 42
5.2 Application Settings 43
5.3 Software Updates 62
5.4 Contact and Support 62

1. INTRODUCTION



WizeFloor is an award-winning interactive floor focusing on learning through play and physical activity. This User Guide explains the use of the interactive floor.

Firstly, it describes the basic hardware and software components of the WizeFloor, which are good to know, when navigating and playing on the WizeFloor (see section 2).

Furthermore, the User Guide explains the different functions of the WizeFloor and how to use it, including how to turn on/off the WizeFloor, how to navigate on the floor and the functions of the floor menu (see section 3).

Then, the User Guide explains the different functions and usages of the WizeFloor app software. Firstly, it describes the “Cloud” server, the different versions of the app software, and how to login and logout. Then, it explains how to create and test new tiles (exercises), how to edit created tiles, how to share created tiles, how to copy other users existing tiles and further edit them, how to make the created tiles visible on the floor, how to use the app as a remote control on the floor etc. (see section 4).

Lastly, you will find some practical information regarding the WizeFloor, including a Dictionary of terms, Software updates, the WizeFloor on social medias, such as Facebook and Twitter and finally, what to do if you, against expectations, experience any problems with the WizeFloor etc. (see section 5).

2. WIZEFLOOR COMPONENTS

This section describes the basic hardware and software components of the WizeFloor, which are good to know when navigating and playing on the WizeFloor.

2.1. Hardware

The WizeFloor hardware consists of a projector, a mini-PC, a set of stereo loudspeakers and a camera. Everything is mounted on the ceiling and kept at safe distance from the children on the floor.

2.1.1 Vinyl Floor

The Vinyl Floor is where the users interact. It lies on top of the existing floor, directly under the installation mounted on the ceiling. Please note, that the vinyl floor holds no technical mechanisms.

2.1.2 Wall Pane

The Wall Panel turns the WizeFloor floor projector on or off and controls the volume. It is normally mounted on the wall next to the vinyl floor.

Please note, that the panel can vary in appearance, depending on your WizeFloor installation. E.g., the ON-button may be named PC1-button.

2.1.3 Projector

We use a specific projector that can create a floor of approximately 3 x 2 meters on a white floor mat. The projection is clear and bright and can easily be used in normally lit rooms.

2.1.4 Mini PC and loudspeakers

The mini-PC running the software on the floor is a standard Windows PC. It needs a stable Internet connection to access games from the server. The PC is connected to a set of stereo loudspeakers that play sounds from the learning games.

2.1.5 Depth Camera

The camera is placed beside the projector and is used for tracking the location of the users on the floor. Since the camera uses an advanced depth measurement tracking technique, the precision is very good and can track multiple users at the same time. The tracking also works well in various light conditions except direct sunlight.

2.1.6 Keyboard

A wireless keyboard with an integrated touchpad is available for administrative purposes, for example installing software updates or using the Windows system. All other navigation on the floor is performed using the body.

2.2. Software

2.2.1 WizeFloor Windows Software



The software running on the floor is a Windows program with various applications built into it. When WizeFloor is turned on, the software displays a floor menu with the institutions' favourite learning games. The floor can be operated using only the body, and the children can navigate back and forth between games without using a mouse or keyboard. The teachers can edit the menu via

their computer or mobile device. They can add their own games as well as games from the community.

The tiles on the floor are created using a suite of different applications that are designed in such a way that they stimulate interactivity, cooperation, and inclusion for all the children using the floor. Most of the applications focus on the score of the team rather than the score of the individual.

When a game is completed, the group of children playing can choose to save their results on the scoreboard as a way of competing against other groups of children. Since their answers are uploaded to the server, this also helps the teachers with pupil assessment.

The Windows software and license comes preinstalled with the PC from the installation vendor.

2.2.2 ATrack

ATrack is the program performing the tracking of the users and is running in the background. The position of the users is transferred to the WizeFloor Windows software creating the touch experience on the floor.

2.2.3 WizeFloor Web App Software

To create or edit games for WizeFloor you need to use the web app. All games are stored in the cloud to allow editing to be done on any device and to continue where you left off on another device.

The application editors are simple to use, and it is possible to add text, sound, pictures, and videos as well as to set timing intervals, randomisation and much more. When a game is completed, it can be shared with the community simply by pressing a checkbox. The community may then use it as it is, copy it and make changes or like and comment on it. This makes it easy to build upon the experiences of others.

2.3 Applications

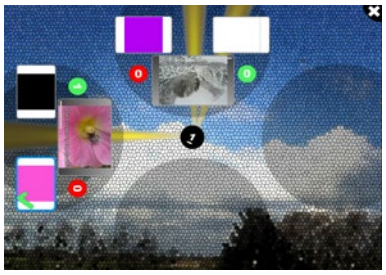
2.3.1 Floor Menu

The floor menu is the first thing the children will meet. From here, they can use their bodies to choose from different learning games on the floor. The children can search for a specific game, but they can also browse through the history of played games or find the most recently played, or the newest games. Furthermore, it is possible to create your own floor menu. The teacher may for example have selected the games most relevant for the course before the lesson starts.



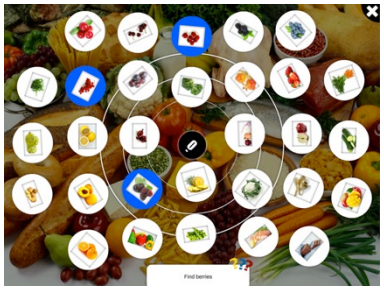
2.3.2 Quiz

The Quiz application is a floor game inspired by Trivial Pursuit™. The purpose is to answer as many questions as correctly as possible. On WizeFloor this is combined with engaging physical and social activity on top of the traditional sit-down game. WizeFloor makes use of kinaesthetic interaction in that the children use their bodies to select the correct answers in the exercises. Furthermore, they collaborate as a team to score as many points as possible.



2.3.3 Stepstone

Stepstone is a Twister-inspired quiz application for primarily four players, but multiple children can participate if desired. The aim of Stepstone is to cooperate on selecting the correct answers by placing hands and feet on the stones displayed on the floor. Since each question has multiple correct answers and exceeds the number of players, the players need to be active and collaborate in order to achieve a high score.



2.3.4 Balloons

The Balloons application is a very physical exercise where the body must be activated to burst balloons. Like in the real world, the balloons burst with a loud BANG when stepped upon, or it might be that they are just pushed away. It is an open environment where players can join in, and there are as such no limits to the number of players except the physical limitations of the floor.



2.3.5 Floor Keyboard

The Floor Keyboard application is a floor version of a keyboard where the children are asked to collaborate on spelling different words. This is functional for language teaching in particular. The application makes use of kinaesthetic interaction in that the children use their bodies to press the keyboard keys in the exercises. Furthermore, they work together as a team to score as many points as possible.



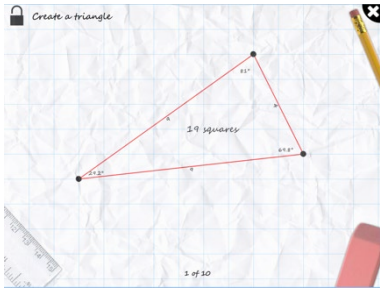
2.3.6 Theme Cards

The Theme Cards application is about exploring, discovering, and discussing a given theme. Multiple users can use the application. On the floor, a series of cards are displayed on top of a background that can be either a full-size background image or a Google Map. When creating the exercise, it is possible to zoom to a specific area on the Google Map depending on the theme.



2.3.7 Geometrix

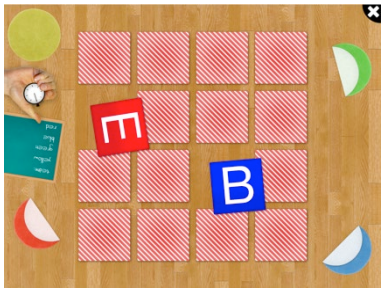
Geometrix is a geometry application for primarily four players, but multiple children can participate if desired. The exercise can help develop the players' understanding of geometric shapes through kinaesthetic interaction. On the floor a grid is displayed like grid paper known from maths teaching. One



square in the grid corresponds to 20 cm in real life so the measurements shown correspond to the real physical measures on the floor.

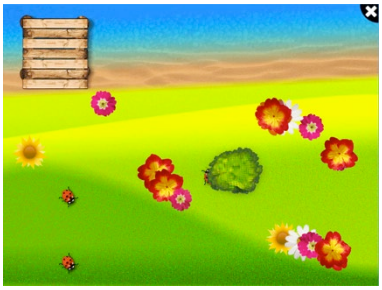
2.3.8 Memory (Teams)

The Memory application is a kinaesthetic version of the traditional concentration game - a card game in which all the cards are laid face down on the surface and the players take turns flipping pairs of cards over. The objective of the game is to turn over pairs of matching cards, so the children must memorize the location of cards on the floor by turn-taking to find as many pairs as possible. Matching pairs can both be identical pieces but also pieces with different representations. Moreover, cards in Memory may contain pictures, text, or audio – hence, more modalities can be utilised simultaneously.



2.3.9 Flowers

The Flowers application is the WizeFloor version of a flower field - an aesthetic place for sensory stimulation. It focuses on creating a sensory environment of colours, movement and sounds primarily for toddlers (1-3 years of age) in the nursery / day care centre. Flowers can be used by one or more children and consists of a green field next to a stream with a bridge.



2.3.10 Poll

The Poll application is a voting exercise where the participants can vote, discuss, agree/disagree, and argue for their opinions. At the centre of the floor, a lighthouse is located, which directs its light beam at the participants and presents them a series of questions to answer. The questions and answers can consist of text, sounds and images, and the content can therefore be levelled at different age groups. The application is also well suited for large polls across the entire institution.

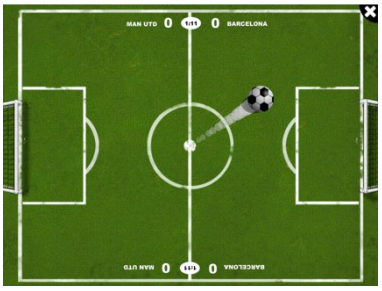


2.3.11 Scratch



The Scratch application is about discovering cards hidden below a covering scratch layer image while having an experience in a sensory environment. The objective of the exercise is thus to remove the scratch layer to explore and discover the hidden information beneath. The scratch layer itself can consist of several different elements: leaves, balls, smileys, or flowers.

2.3.12 Football



The Football application is the WizeFloor version of a football game. Football can be played by two or more players and is set up as a match between different football clubs. The players on the two teams kick the representation of the ball and the ball moves accordingly. The objective is to score as many goals as possible within one and a half minutes. The team who has the highest score when time is up wins the game.

2.3.13 Paper Lines



The Paper Lines application is a collaborative game for one to four players where the aim is to find logical “connection lines” between a series of paper pieces placed at the perimeter of the floor. The lines can either be based on order or a category within a given subject. Paper Lines is a good game for young children especially and can be adjusted in complexity depending on the participants.

2.3.14 Puzzle



The Puzzle application is a classic puzzle where the aim is to place the pieces of a puzzle in correct order. One player at a time can mark the piece that the player wants to move by stepping on it and walk to the space on the floor where the piece should be placed. The piece will follow the player to its new location, and when placed correctly, the separating lines

between the pieces will be erased and the colours enhanced, which is important to give feedback to the child.

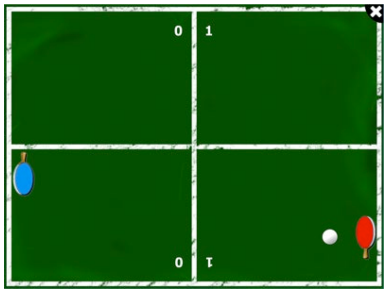
2.3.15 Slides

The Slides application is a presentation tool for WizeFloor and can be seen as a kinaesthetic version of a PowerPoint program with extra functionality. It is possible to make slides with uploaded images or YouTube videos and display them as a slideshow on the floor. Furthermore, it is possible to import traditional PowerPoint slides containing text and pictures as jpgs. The creator can record or upload an introduction sound to the first slide and set up a background image on all slides. In addition, the creator can set up whether the slides should change manually or use a time interval.



2.3.16 Pong

The Pong application is the WizeFloor version of the classic video game Pong. It is primarily a leisure game that makes the children move around and increase their pulse rate. Pong can be played by two or more players competing to reach ten points.

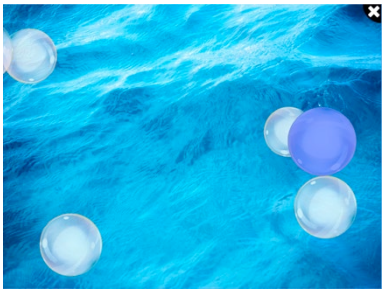


2.3.17 Rubber Ducks

The Rubber Ducks application is a relaxing sensory app set in a water environment. Several rubber ducks in different colours are floating around on the water surface. When the user enters the floor ripples are generated in the water and the user can push the ducks around on the floor and possibly make them squeak if pressed hard enough. It is possible to specify the number of rubber ducks to display as well as change the background image and sound.

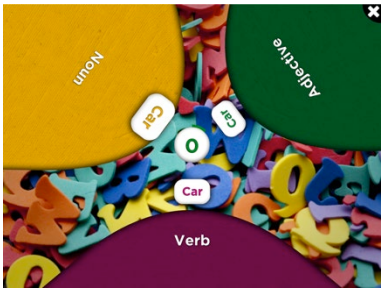


2.3.18 Bubbles



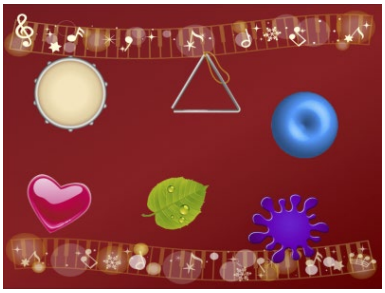
Bubbles and is well suited for day care centres and SEN. Several soap bubbles float around on the floor and burst when touched. This app can both be used for movement but also relaxation on the floor with calm music. It is possible to change the background image and sound.

2.3.19 Categories



Categorize is as the name implies about categorisation. A series of cards that can contain text, image and sound are displayed and the users stand on the bubble with the right category name. Categories can be words, letters, or numbers.

2.3.20 Music Box



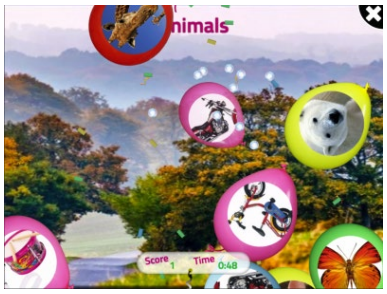
Music Box is a simple app for the little ones and for sensory rooms. The app plays background music, and the players may activate different sounds by tapping images on the floor, which trigger a funny animation. It is easy to design your own games, as you can upload your own sounds and images if you wish to work within a specific topic.

2.3.21 Sequence



A sequence is also a stack with tiles. The difference is that the tiles are run in sequence. E.g., first a slideshow is shown, and a quiz is shown afterwards. It is also possible to set a sequence as a pause screen that starts automatically from the floor menu after certain period with inactivity. This is especially relevant in public spaces like libraries and shopping malls.

2.3.22 Balloons (Pictures)



The Balloons (Pictures) is like Balloons application but makes it possible to display pictures on the balloons which can be used for various categorization games. An example could be to step on all the balloons with animals.

2.3.23 Bomb the Pirate



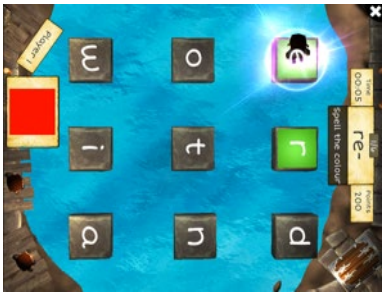
Bomb the Pirate is a math game for children between five and twelve years of age, where the objective is to position oneself correctly on a number line, coordinate with others, fire a cannon, and hit the pirate on a ship in the harbour. It is possible to train numbers, decimal numbers, fractions and much more.

2.3.24 Dungeon Jump (Memory)



In Dungeon Jump (Memory), you must jump from one stone to another on the floor to practice memory. The goal is to find the key and open the treasure chest, and the game allows up to three players that take turns in solving the tasks. In the memory version, you need to remember sequences. The first player starts by jumping out onto a stone and back to his base. The next player must remember this stone and add a new one to the sequence and so forth.

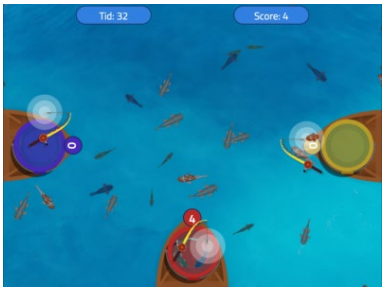
2.3.25 Dungeon Jump (Spelling)



In Dungeon Jump (Spelling), you must jump from one stone to another on the floor to practice spelling. The goal is to find the key and open the treasure chest, and the game allows up to three players that take turns in solving the tasks. In the spelling version, you can practice to spell words by jumping from one stone to another. When all words are correctly spelled, the key appears, and you can open the treasure chest.

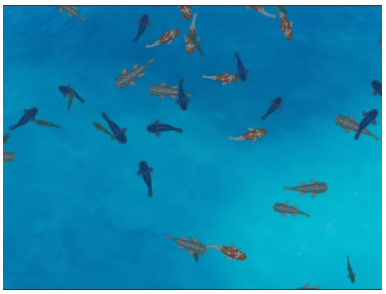
2.3.26 Fishing

The fishing game is about catching fish and getting the highest team score. Three players can participate in the Fishing games at the same time. The app is suitable to be used with a tool like a long stick for special needs education.



2.3.27 Fishpond

The fishpond has focus on creating a sensory experience where you can walk among the fish that will swim away when you come too close.



2.3.28 Image Chaser

The purpose of Image Chaser is to catch the images moving across the floor. Sometimes they may escape when you step on them and other times you will catch them, and the image will change. One of the games is the fruit cutter where different fruits move around and when you step on them, they will be divided into pieces.



2.3.29 Jewel Packer

Jewel Packer is a math game for children between five and twelve years of age, where the objective is to gain a sense of rhythm and bodily understanding of the relation between numbers. This is done by tapping one's foot in the correct pace to load diamonds into numbered mine wagons in a jewel mine.



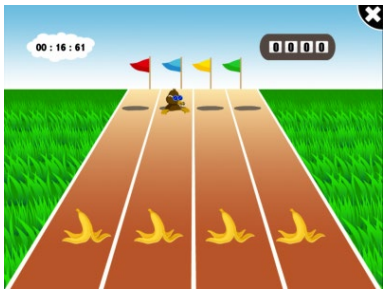
2.3.30 Memory (Single)

The Memory application is a kinaesthetic version of the traditional concentration game - a card game in which all the cards are laid face down on the surface and the players take turns flipping pairs of cards over. The objective of the game is to turn over pairs of matching cards, so the children must memorize the location of cards on the floor by turn-taking to find as many pairs as possible.



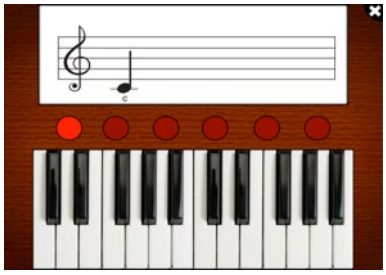
2.3.31 Obstacle Rase

In Obstacle Race, 1-4 players play together to overcome different obstacles. The players are given their own track on the floor where they run in place. The players encounter different objects such as insects, moles, footballs, bananas and much more. For some obstacles you receive bonus points while others subtract points, so be careful where you step. Eventually points are added up and the total scores of the players are displayed on the scoreboard.



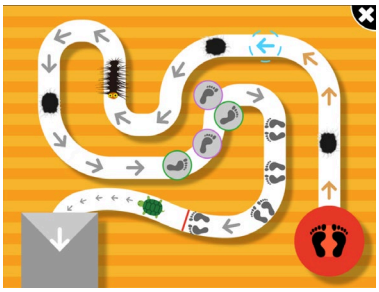
2.3.32 Piano

Piano is a floor piano where the purpose of course is to be able to play songs on the floor using the piano keys. Besides playing it is also possible to learn how the notes are placed on a music score. By pressing the red buttons different sounds can be used for playing songs.



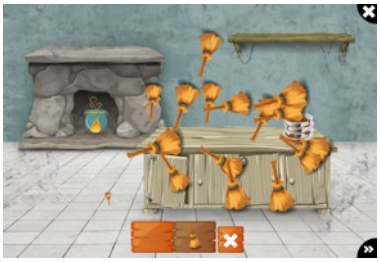
2.3.33 Sensory Path

Sensory Path seeks to help children relax and concentrate in the classroom and thereby to promote learning and physical literacy. The children must follow the path on the floor from start to finish. Along the path the children must overcome various obstacles such as jumping over caterpillars or holes in the ground, rotate around themselves, walk sideways and many other obstacles.



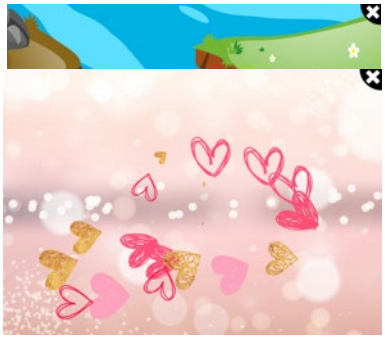
2.3.34 Storyteller

Storyteller is a new application that can be used in many ways. It can be used to interact with fairy tales on the floor as a kind of advanced storytelling. It is possible to add your own background image, music, and video as well as to create different effects such as sound effects, scratch layers, tracking of elements, change of scenery, etc.



2.3.35 Three Billy Goats Gruff

Play the fairy tale of the Three Billy Goats Gruff. Here the children can cross the bridge to the green grass but beware of the troll hiding. It is possible to activate different sound effects, as well as having the fairy tale read aloud.



2.3.36 Trails

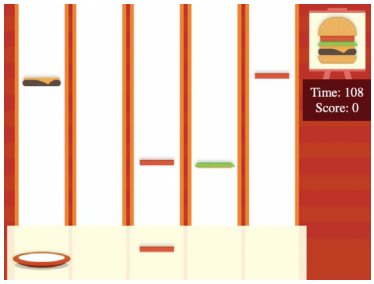
Trails is based on the same template as Flowers, except that it is possible to add your own items and you have a wide range of options to customize the game. You can e.g., create your own games with hearts, starts, soap bubbles and much more.

2.3.37 Quiz

Quiz (Multi) is the multiple-choice edition of the Quiz application. Like in Quiz the purpose is to answer as many questions correctly as possible. In this variation there can be one or multiple correct answers that must be marked for each question.

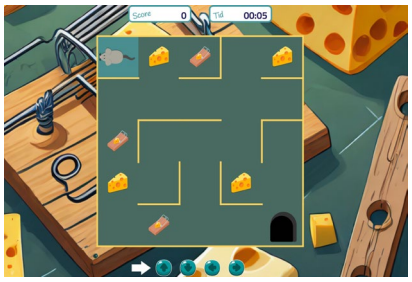
2.3.38 Image Stacker

In Image Stacker, it is about earning points by picking up a series of images in a specific order. Try e.g., whether you can make a burger by collecting: burger bun, the steak, the cheese, and the salad in the right order. If you make a mistake, it will give a minus point.



2.3.39 RoboTrax

RoboTrax is a game where you can use a physical or digital robot to navigate your way through mazes. Guide your robot from the starting point to the exit, overcome obstacles, collect points, and more along the way. The game settings allow you to create your own mazes and customize them for your needs and target group.





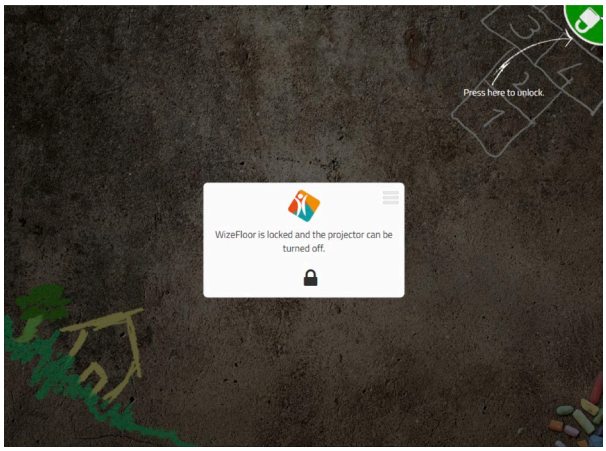
3. USING THE WIZEFLOOR

This section describes how to turn the WizeFloor on and off. It further describes how to navigate around on the floor and the functions of the floor menu.

3.1. How to turn on the WizeFloor

1) First, hit the ON-button on the Wall Panel.

2) The WizeFloor floor is now turned on but is still locked. To unlock and activate the floor, step on the green padlock in the upper-right corner of the floor, and then step on the green padlock in the lower-left corner of the floor, see picture below. When stepping on the padlocks correctly, they get a bit bigger and you'll hear a sound going 'click', as when you unlock a lock. On a mobile WizeFloor the unlock button is in the top center.



Press the green lock

3) The WizeFloor floor is now unlocked and activated, and shows you the specific WizeFloor floor menu, which your institution has chosen.

4) Lastly, turn up the volume on the Wall Panel to hear embedded audio in the tiles when playing on the floor.

5) You are now ready to use and play on the WizeFloor.

3.2. How to turn off the WizeFloor

1) To turn off the WizeFloor, first step on the red padlock in the upper-right corner of the floor, and then step on the red padlock in the lower-left corner of the floor, see pictures below. When stepping on the padlocks correctly, they get a bit bigger and you'll hear a sound going 'click', as when you lock a lock. On a mobile WizeFloor the unlock button is in the top center of the projection.



Press the red lock

2) The floor is now deactivated and locked. If you want to unlock and activate the floor again, step on the green padlocks in the corners, as described in section 3.1.

3) Then, turn off the WizeFloor by hitting the "OFF" button on the Wall Panel or projector.

4) The WizeFloor is now turned off.

3.3. Navigation

You navigate around the WizeFloor by stepping directly onto the vinyl floor and choosing the desired tiles. It's possible to go back and forth between pages and/or stacks of tiles by using the different buttons displayed on the floor. When interacting

with the floor, the camera on the ceiling records your movements, which the computer analyses and the floor responses accordingly.

The WizeFloor floor menu is the first thing you see on the floor after turning the WizeFloor on and activating it. Here you see a menu picture in the middle of the floor, surrounded by several tiles and different buttons in the corners, see picture below. The location of the buttons varies depending on the installation type (ceiling, mobile or board).



Please note, since it is possible to choose your own WizeFloor floor menu, this menu can vary in appearance. The administrator at your institution controls, which floor menu, will be on your floor.

3.3.1. Menu picture

The Menu picture in the middle of the floor is not an active button, which you can step on. It only indicates your specific floor menu shown by a title and/or a picture – in the menu picture above the title is “School Guide” and the picture contain the WizeFloor logo.

On the Menu picture in the upper-left corner you see a menu button that can be pressed using the mouse to open a PC menu.

3.3.2. Tiles

In the floor menu, several tiles are spread out. All tiles have a title (this is obligatory) and the icon of the application is displayed in the top-left corner of the tile. The tiles also have a picture displayed – either a self-selected or a predefined one.

Overall, the tiles can be categorised into three different types:

1. A created tile from one of the applications e.g., Balloons, Quiz, Scratch, Memory, Puzzle etc.
2. A stack of tiles i.e., a folder containing several tiles e.g., a stack of Maths exercises for Year 5.

You can activate any of these tiles by stepping on them. It's only possible to activate one tile at a time.

After activating a tile you'll notice a button with an X on in the top-right corner of the floor or top center for mobile versions. This is used if you want to exit the tile without solving it. When stepping on this X-button another X-button appear in the lower-left/lower right corner, which also must be stepped upon to exit the tile and return to the floor menu.

The floor menu can also contain four other tiles:

1. *Newest*
   Here you can see which tiles have been created recently, both from your institution and from other institutions in the community.

2. *Popular*
   Here you can see which tiles have been played the most across the community.

3. *History*
   Here you can see your institutions recently used tiles.

4. *Community*
   Here you can see new and popular tiles shared in the community.

These three tiles are optional in the floor menu.

Note, that when you browse back and forth between the different pages and stacks of tiles the red padlock changes into a button showing a back-arrow. This arrow-button helps you navigate all the way back to your floor menu.

The content that should appear in your floor menu is controlled by your administrator in your group.

3.3.3. Search

You can search for a specific tile by stepping on the magnifying glass. Type the title of the tile by stepping on the letters on the floor keyboard and hit the green enter button. It is not necessary to type the whole title.

The search function on the floor searches only by the title of the tiles. It is therefore important to name the tiles clearly and precisely.

3.3.4. Lock / Unlock

With the red and green padlocks, you respectively lock and unlock the WizeFloor floor. When stepping on the padlock in the upper-right corner another padlock in the same colour appear in the lower-left corner. After stepping on both padlocks the floor is either locked and deactivated or unlocked and activated.

Note, that the red padlock is only present in the top-right corner, when you are on the first page of the floor menu.

3.3.5. Previous page / Next page

The arrows in the lower-left and -right corners of the floor indicates that the floor menu consist of more pages than the one shown. By stepping on previous page or next page you see the remaining tiles of the floor menu.

3.3.6 Updating the software

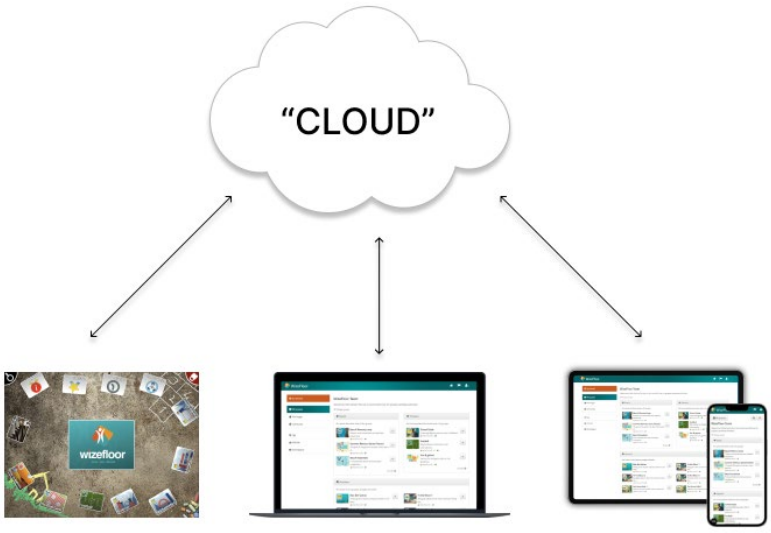
When a new update is available an “Update Available” message is displayed on your floor menu. To install the new version, press the message using the keyboard/mouse and follow the instructions on how to update the software.

4. THE WIZEFLOOR APP SOFTWARE

This section explains the different functions and usages of the WizeFloor app software. First, it describes the “Cloud” server and the different versions of the app software. Then, it explains how to create and test new tiles, how to edit created tiles, how to share created tiles, how to copy other users existing tiles and further edit them, how to make the created tiles visible on the floor, how to use the app as a remote control on the floor etc.

4.1. The “Cloud”

The WizeFloor web app software is the foundation of the WizeFloor product. It runs on-line, and communicates with an external server, “The Cloud”, which holds all saved information – the created tiles with all its contents. Thus, no information is stored on your computer or devices locally. This enables you to obtain all saved information from any location and on any device if there is an Internet connection.



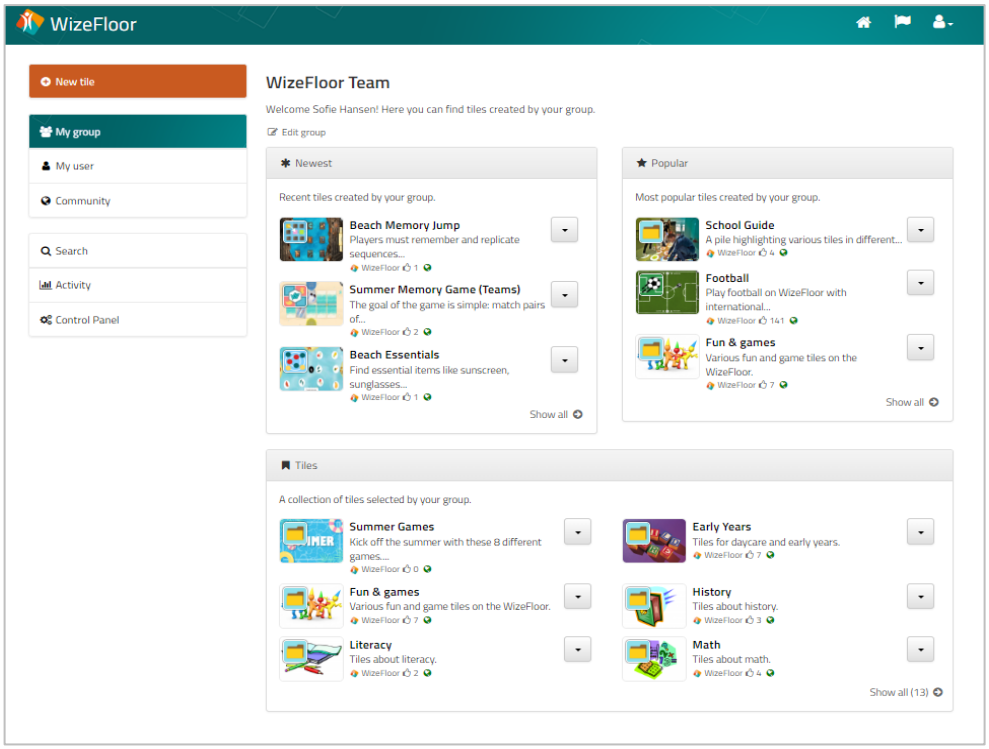
4.2 Web app

The WizeFloor Web app can be used on all computers and devices independently of the operating system because you login via the Internet browser. Thus, you can e.g., use PC or Mac computer, Android and iOS.

If you want to use the Web app, go to www.wizefloor.com/app and write your login information. You can choose to add the Web app link to your Home Screen on your computer or device to gain easy access to the software.

When using the Web app, you always have the latest version of the software, as this is automatically updated.

After you have logged in the Web app looks like this:



Web app

4.3 App menu

The WizeFloor app menu consist of seven main links:

1. New tile
2. My group
3. My user
4. Community
5. Search
6. Activity
7. Forum

The following sections will describe these further.

4.3.1. New tile

A new tile can be created from one of the applications e.g., Balloons, Quiz, Scratch, Memory, Puzzle etc. or you can create a stack of tiles, i.e., a folder containing several tiles.

Create a new tile in the Web app, by clicking on the green button "+ New tile".

After clicking you'll see a list with available applications. Scroll to find the tile you want to create and click on the "+" button. A new window appears showing the chosen application, which is to be filled in.

See more about filling in new tiles in section 4.4.

4.3.2. My group

My group is the welcome page in the WizeFloor App software and contains all the created and shared tiles of other users in the group, i.e., the institution.

At the top of the page, the name of your group is displayed – here "Demo School", and below this is the name you stated when creating your user profile – here "Allan Smith".

Further, the following three boxes are presented concerning the group:

1. *Newest*
   Here you can see the recently created tiles by your group.

2. *Popular*
   Here you can see the most popular created tiles by your group.

3. *Tiles*
   Here you can see selected tiles for your group – this collection of tiles are displayed on the WizeFloor floor as the floor menu.

4.3.3. My user

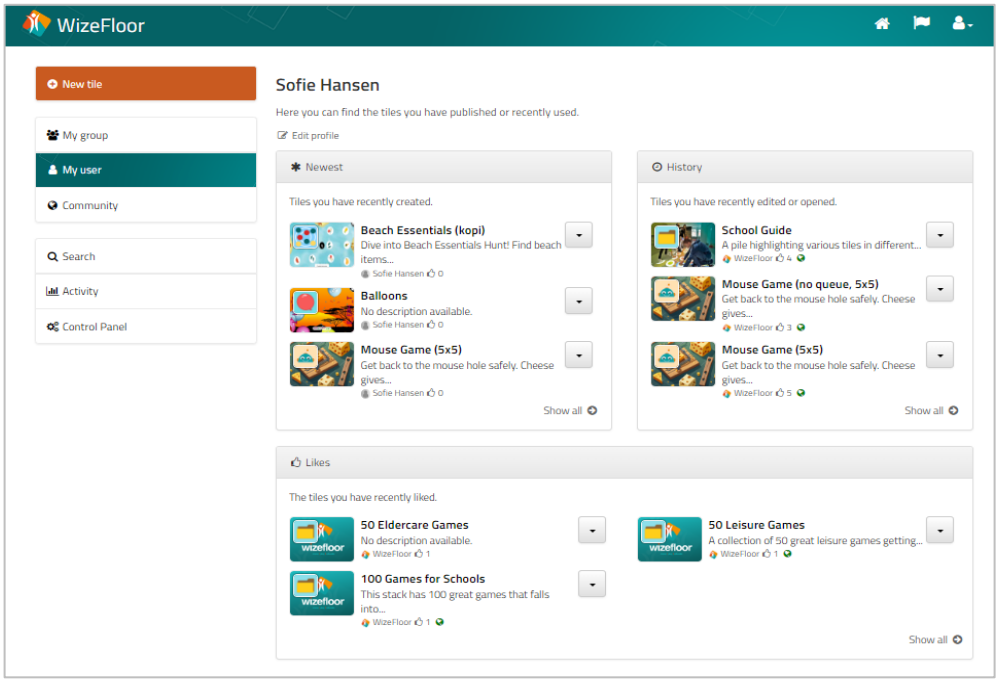
"My user" contains all your own created tiles, whether you have shared them with your group or not. At the top of the page, the name you stated when creating your user profile is displayed – here "Allan Smith". Below this, you'll find an "Edit profile link", which you can use, if you want to change or add information in your user profile.

The following three boxes are presented concerning your own activity:

1. *Newest*
   Here you can see your recently created tiles.

2. *History*
   Here you can see which tiles, you recently have edited or opened.

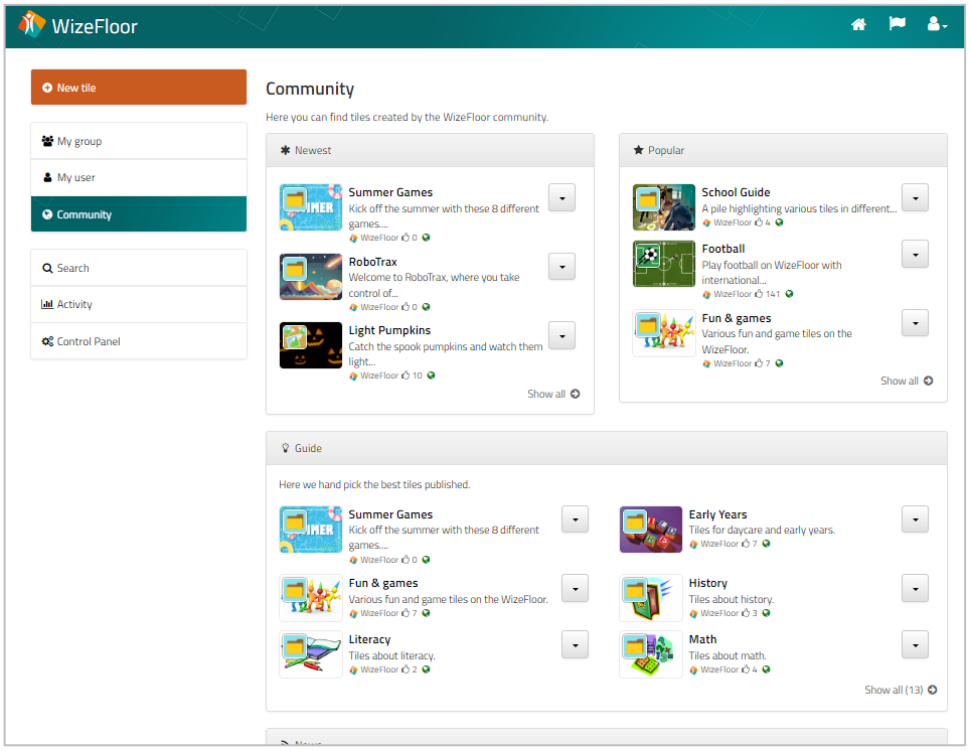
3. *Likes*
   Here you can see the tiles you have liked.



My user

4.3.4. Community

Community contains all the created and shared tiles of other groups across the country, as well as created and shared tiles of your group and finally of yourself. At the top of the page Community is displayed.



Community

The following four boxes are presented concerning community:

1. *Newest*
   Here you can see the recently created tiles from the community.

2. *Popular*
   Here you can see the most popular created tiles from the community.

3. *Guide*
   Here you can see a handpicked collection of the best tiles published, selected by the team behind the WizeFloor.

4. *News*
   The latest news from the WizeFloor team e.g., software updates.

4.3.5. Search

In the search section you can find tiles by searching for title and other search criteria:

1. All group
   Here you can choose to narrow the search by searching only within either “My group” or “My user”. You can also search tiles in other WizeFloor regions.

2. All types
   Here you can select whether you want to search for school or day care tiles.

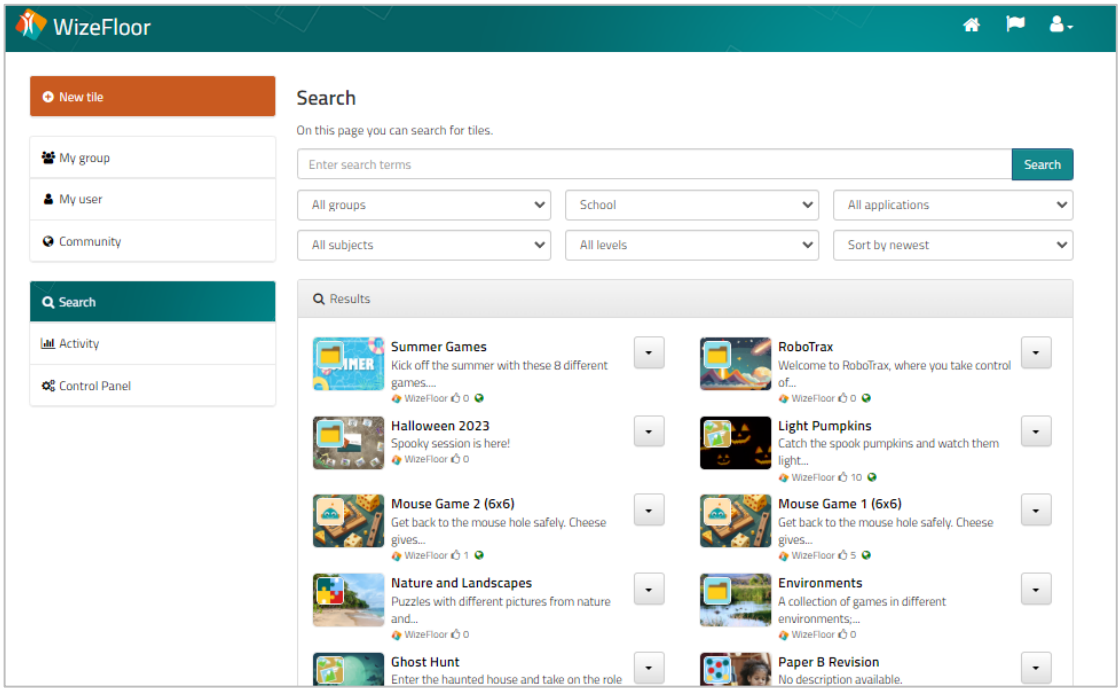
3. All applications
   Here you can choose to narrow the search by searching only within a specific application, e.g., Balloons, Quiz, Paper Lines, etc.

4. All subjects
   Here you can choose to narrow the search by searching only within the specific subjects, your group has chosen, e.g., Maths, English, Biology, etc.

5. All levels
   Here you can choose to narrow the search by searching only within the specific levels, your group has chosen, e.g., Nursery, Year 1, Year 2, etc.

6. Sort by
   Here you can choose to sort the results alphabetically, by creation date or popularity.

In the Web app you can choose to enter only a word in the text field and hitting Search. Note that the Search engine – when entering only a word – only searches among the titles of the tiles. It is therefore important to name the tiles clearly and specifically.



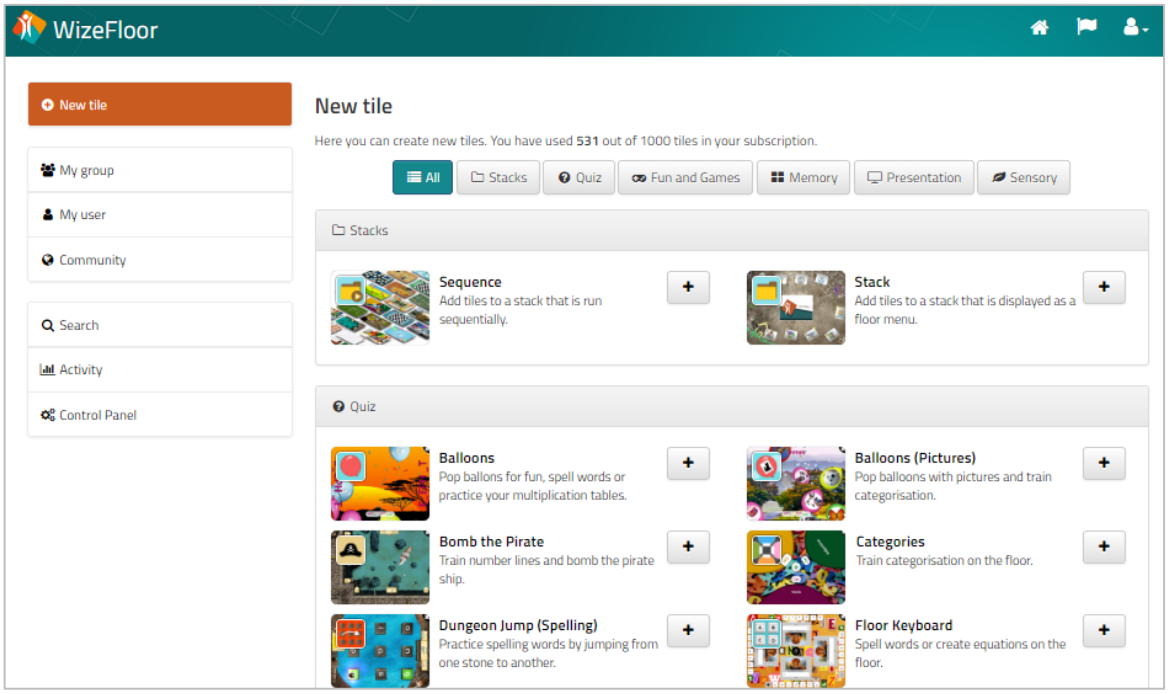
Search

4.4. Activity

“Activity” shows the latest activity in the group such as tiles opened and edited, and results achieved in the tiles. When pressing the paper clip button, you can see answers to the questions in the tile.

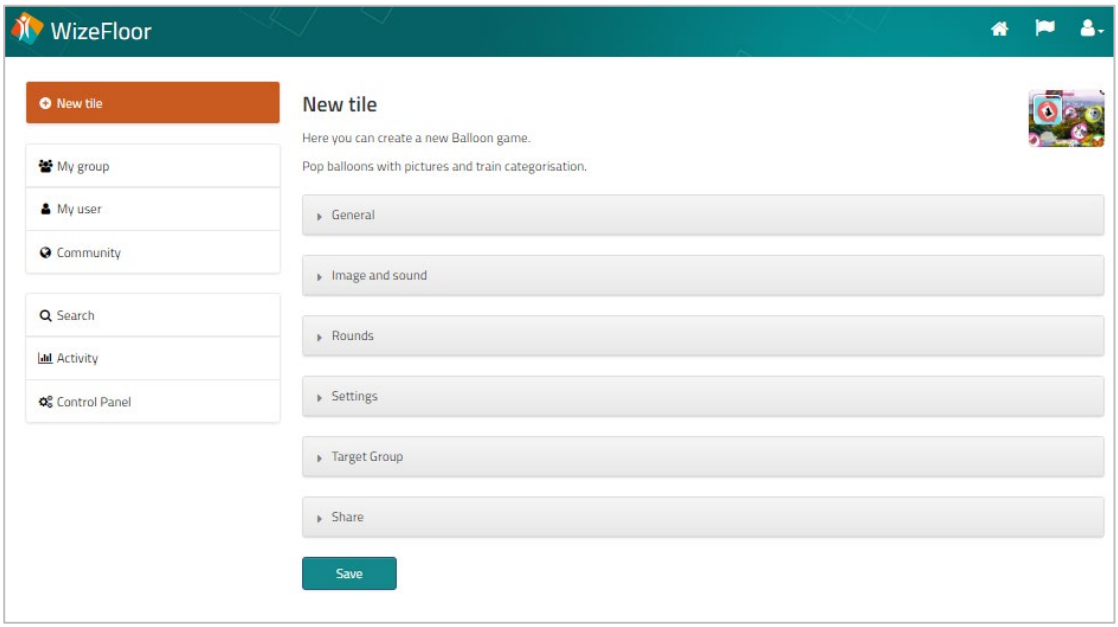
4.5. Create a new tile

You can create a new tile from one of the applications, e.g., Balloons, Quiz, Scratch, Memory, Puzzle, etc. When creating a new tile in the Web app, click on the orange button “+ New tile”. After doing so you’ll see a list of available applications:



Scroll down until you find the tile you want to create and click on the “+” button – here the application “Balloons” is chosen.

A new window appears showing the chosen application, which is to be filled:



At the top you'll see, which application you have chosen to create, and a short description of the application is displayed. Below this several boxes are presented, all of which must be filled and checked. The number of boxes depends on the application chosen, but five boxes are always displayed:

1. General
   Here you must enter some basic information about the tile:
   - Title
     It is obligatory to name the tile. Note that the title sets the grounds for the search engine, so remember to name the tile clearly and specific.

   - *Description*
     Here you can write a short description about the tile, e.g., the educational aim, how to play, etc. The description will in some applications be displayed as an intro when the tile is activated.

   - *Stack*
     Here you can choose to add the tile directly to a stack you have write permissions to.

2. *Image and sound*
   Here you can choose to insert image and sound in the tile. Where and how many images or how much sound you can insert depends on the application chosen. As a minimum though, you can always insert a background image and an intro sound.

3. *Settings*
   Here you chose the settings for the tile. The content of this box varies depending on the application chosen. Normally you'll have to decide settings as time, points, rounds, actions, etc. In section 5.2 you can find a reference of the various settings available for the applications.

4. *Target group*
   Here you can specify the target group of you tile. This makes it easier for other users to find your tile when searching. You can specify both the relevant subjects and relevant levels.

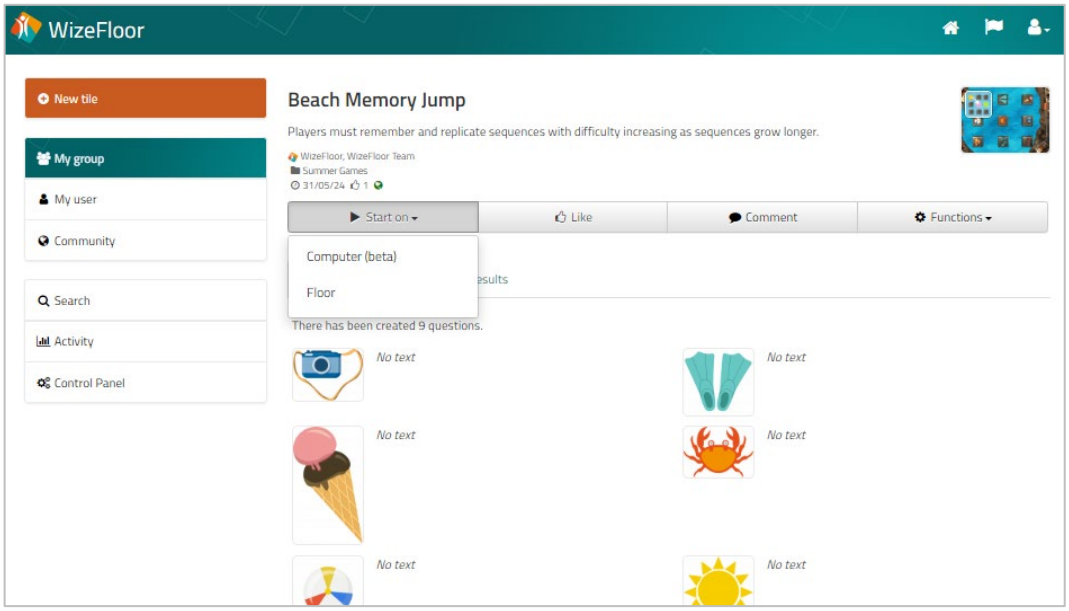
5. *Share*
   Here you can choose whether, you want to share your tile, and if so with whom and further what other users are allowed to do with it. See more about sharing a tile in section 4.4.3.

The remaining boxes displayed in the application are concerned about the content in the tile. Normally you'll have to fill in questions, rounds, cards, pieces, etc. by inserting text, images, sound, or YouTube videos.

After filling and checking the different boxes click the "Save" button at the bottom of the page. Your tile is now created and can be seen in "My user" under "Newest". If you have chosen to share the tile with the group and/or with other groups across the country, it'll also be visible in "My group" and/or in "Community".

4.5.1. Test the created tile

Before playing the created tile on the floor with kids, it's a good idea to test it. This is done by clicking on the created tile itself in "My user" under "Newest".



At the top of the page the name of the tile is displayed as well as the inserted background image. Below the short description of the tile can be seen and the name of the creator of the tile. Then a tile menu is presented and finally the content in the tile is displayed.

To test the created tile, click on “Start on” in the tile menu, whereby you’ll get some choices on where to start and test the created tile.

When using the Web app, you can test the tile directly on the computer, an interactive whiteboard and on other devices. You can also choose to test the tile on the floor.

4.5.2. Edit the created tile

You can edit the created tile at any time, if desired. Click on the created tile itself in “My user” under “Newest”, then click on “Functions” in the tile menu and finally on “Edit”. From here you have access to editing all content and change the settings and so forth. After you have finished editing click “Save” and re-test the tile, if desired.

4.5.3. Share the created tile

When creating a tile, you can choose whether you want to share this with your group and/or with other users in the community. You have three different choices regarding sharing a tile:

1. You can choose not to share the tile at all – not even with your group. The tile will only be visible to you and will not be displayed on the floor in your group – not even when doing a search.

2. You can choose to share the tile with your group. The tile will be visible to you, your group and your WizeFloor e.g., by doing a search. This choice is set as default.

3. You can choose to share the tile with all users in the community. The tile will be visible to you, your group, the community and the WizeFloor floors across the country.

If you choose to share the tile you have three different choices regarding what other users are allowed to do with the tile:

1. You can choose that other users may only may “Run” the tile, i.e. they can only play it.

2. You can choose that other users may “Run and copy” the tile, i.e., they can play it as well as make a copy of it with all its content. When copying the tile, it won’t change anything within the original tile. The user, who copied it, can edit the copy and he/she can choose his/hers own sharing rules. This choice is set as default.

3. You can choose that other users may “Run and Edit” the tile, i.e., they can play it as well as edit in the tile itself.

4.6. Copying existing tiles

It is possible to copy existing tiles if the creator has given the proper permissions. To check and further copy the tile if allowed, click on the specific tile to see details about it. Then click on “Functions”. Here you can see whether you are allowed to copy the tile.

Note that when copying the tile, you won't make any changes in the original tile. Only if the creator has given permission, you can edit in the original tile. After copying the tile, you can edit it, as you like, i.e., you can add, edit, and delete content and change the settings and so forth.

4.7. Making tiles visible on the floor

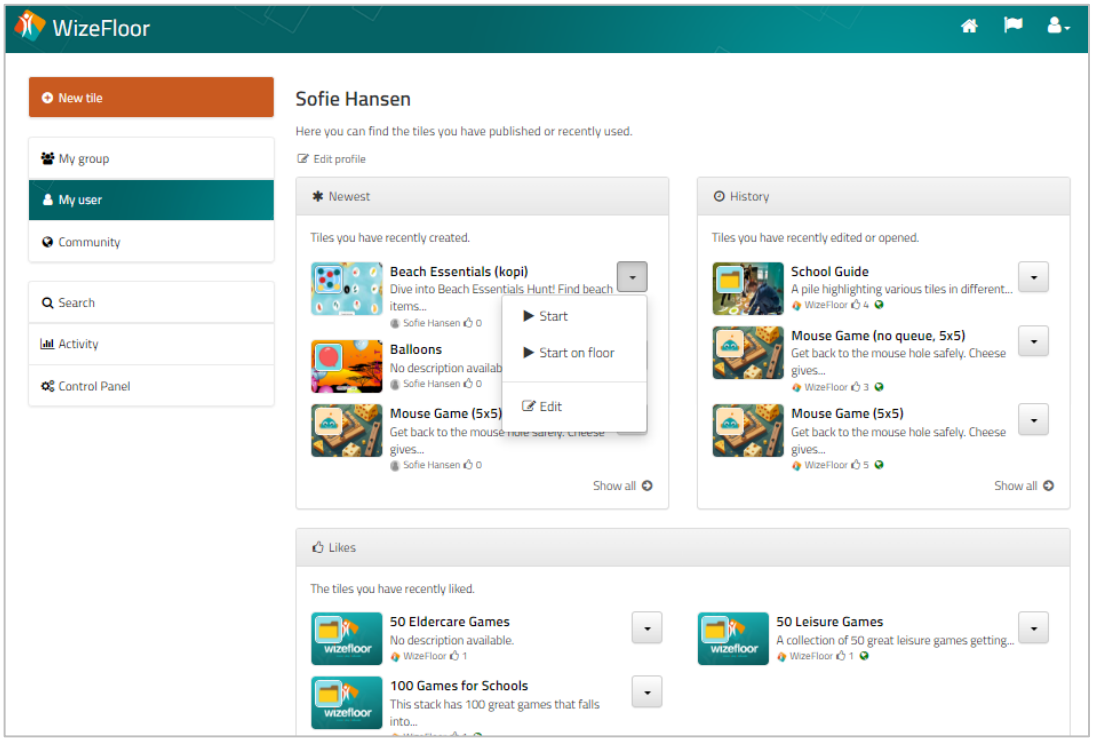
To make the created tile visible on your WizeFloor floor, you must add the tile to a stack. This can either be the floor menu stack or another stack, e.g., a tile about timetables could be added to the stack of Maths. Note, that it is only possible to add the tile if you have shared it with your group and/or the community.

When you have found the right stack to add the tile in, then click on the stack to see details about it – remember to check whether you have the proper permissions to add the tile to the stack. Now add the tile to the stack if you have permission. Save the changes in the stack. You are now able to see the tile in the specific stack on the floor.

Another way of seeing your tile on the floor is by doing a search on the floor. If your tile is shared properly you can step on the magnifying glass in the top-left corner of the floor and enter the tile name. After finding and activating the tile, you'll be able to see the tile in the "History stack". Note, that your tile won't be in this stack forever, as every activated tile will go on this history list.

4.8. Control the floor remotely

It is possible to use the Web app as a remote control on the WizeFloor floor. Thus, you can start any tile or stack directly on the floor by clicking on the downward arrow on the right-hand-side of the tile or stack and choosing "Start on floor".

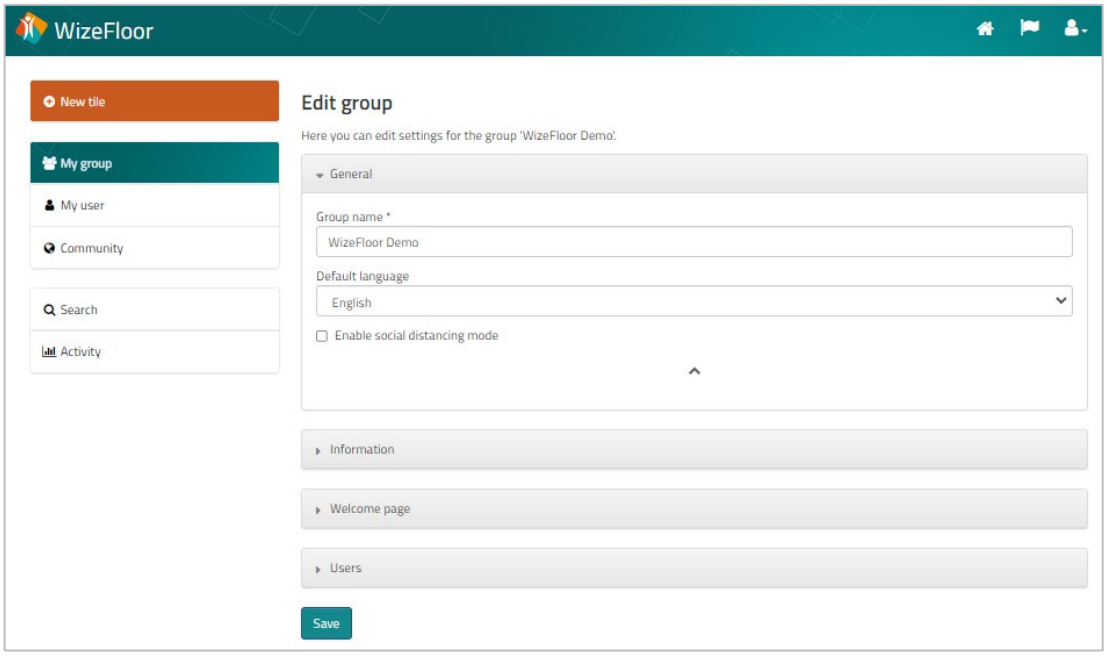


Start on floor

4.9. Administration

Each group has one or more administrators who can manage different settings for the group such as setting the default floor menu and creating new users.

In “My Group” there is a link called “Edit group” if you are an administrator that leads directly to the group editor. There are three subsections called “General”, “Information”, “Welcome Page” and “Users”.



Edit group

4.9.1 General

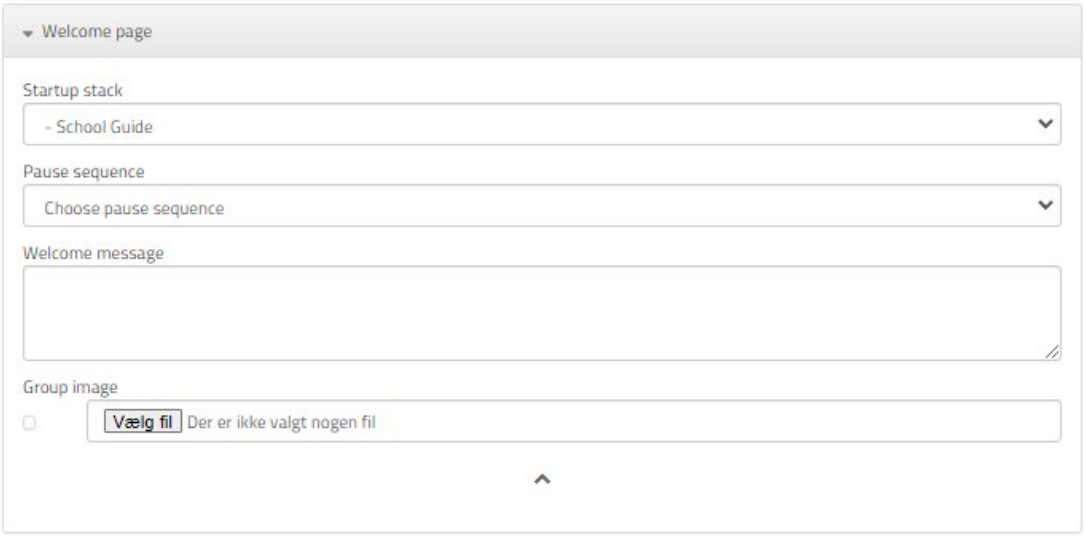
In the subsection “General” you can set your group name, default language and various other contact information.

4.9.2 Information

In the subsection “Information” you can enter various contact information for the group.

4.9.3 Welcome Page

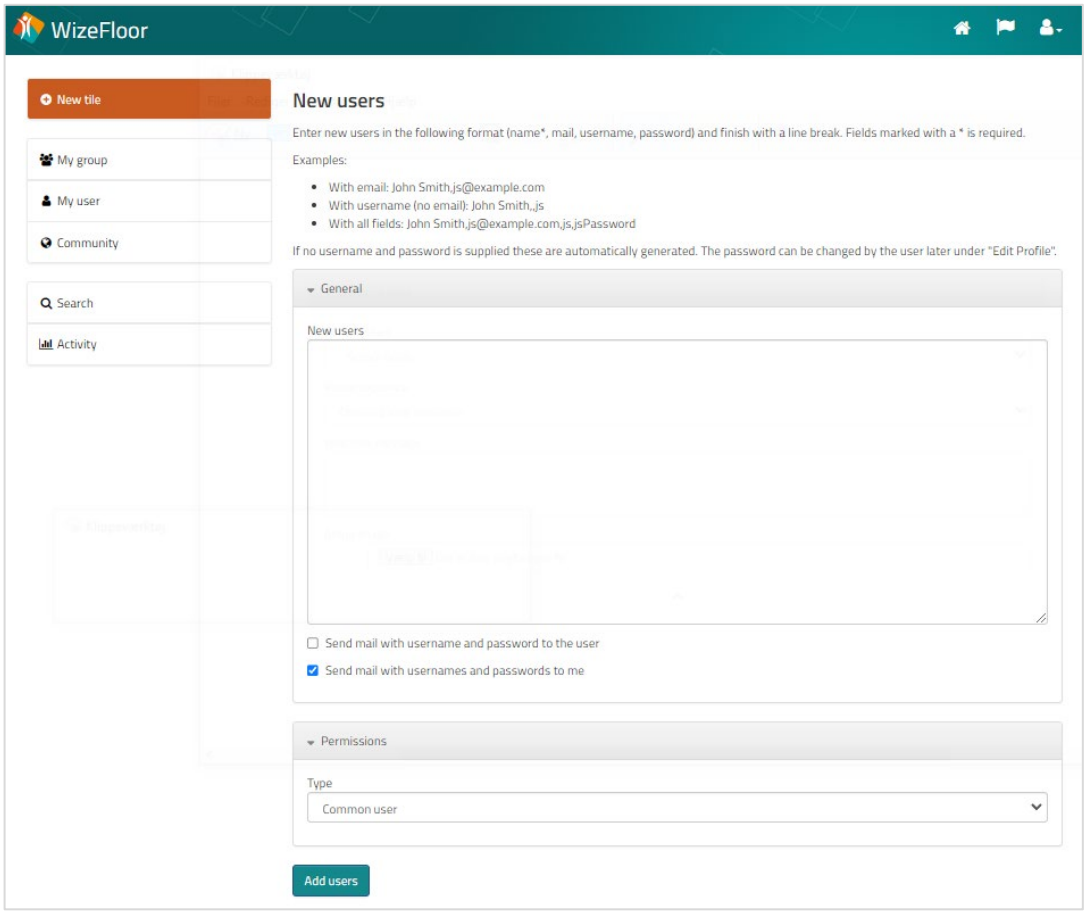
In the subsection “Welcome page” it possible to set the default start up stack of the group. This stack will be displayed on the landing page of the web app and as the standard floor menu in the Windows software. The list displays stacks created in the group and stacks shared from the community. A pause sequence can also be selected that is started after a certain period of inactivity in the floor menu. It is also possible to set a welcome message and an image that is displayed on the landing page for the web app.



4.9.3 Users

In the subsection “Users” it is possible to administer users in the group. You can both edit and delete existing users and create new ones.

At the top of the section there is a button called “New User” that takes you to a page where you can create multiple users at the same time.



You can choose to enter all the fields name, mail, username, and password; however, you can also choose to just enter the name of the user and usernames and password will be generated automatically. When you have entered all the usernames you can set their type (limited, common or administrator) and request usernames and passwords to be sent in an email. To create the user, press the “Add users” button and you will get the usernames and passwords both on screen and on your email account.

5. PRACTICAL INFORMATION

5.1. Dictionary of terms

Tile	An instance of an application. The users can make new tiles by using the application. There are mostly learning tiles (e.g., a quiz where you can learn about fractions, but there are also some game tiles - Pong, Football etc).
Application	A template in which you can make new tiles.
Stack	A stack consists of several tiles; and these can either be put together in a sequence or just randomly. E.g., first a Quiz about German verbs, then Pong, then Stepstone about German verbs.
Floor menu	The floor menu is what appears to the users when they encounter the WizeFloor. The floor menu can be customised. The content in the floor menu is selected by the author for a specific target group, and can consist of tiles, stacks of tiles, or subspaces.
Subject	The subject of a new tile is given by the author when creating a new tile, e.g., English.
Level	The level of a new tile is given by the author when creating a new tile, e.g., Year 5.

5.2 Application Settings

This section describes various settings in the available apps for the WizeFloor.

Application	Setting
Balloons	**Comment**: The Balloon application can consist of rounds where the objective in each round is to spell a word. It is also possible to create a game without rounds with an objective to press colours, vowels/consonants, or number in a multiplication table. **Settings**: Game: - *Type*: Set if game should end after a given time or when reaching a certain number of points. - *Time (seconds):* Time in seconds before the game ends. - *Points:* Points to reach before the game ends. - *Show game title while playing:* If checked the game title is always shown in the background. - *Subtract point if wrong answer is selected:* If a wrong balloon is pressed a point is subtracted from the total number of points. - *Play round sound at both start and end:* If checked the round sound is played both at start. - *Show rounds in random order:* If checked the rounds are shown in random order. It is possible to pick a number of rounds using the dropdown below. - *Use font for younger children:* If checked a font suited for younger children is used. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game. Objects: - *Type:* Select the type of object to use (balloons or soap bubbles). - *Speed:* Specifies how fast the balloons should move (show, normal or fast)

	- *Max number of objects on screen:* Number of objects that is displayed on the screen at the same time. - *Objects that give points:* Select the type of objects that give points e.g., certain colours, vowels/consonants, and number in multiplication tables. - *Objects must be selected in the correct order:* If checked the objects must follow a certain order. The order for the two-multiplication table must e.g., be 2,4,6 or 8. - *Show capital letters:* If checked capital letters are displayed on the objects.
Balloons (Pictures)	**Comment**: The Balloon (Pictures) application can consist of rounds where the objective is to select all the pictures that matches the round category. **Settings**: Game: - *Type*: Set if game should end after a given time or when reaching a certain number of points. - *Time (seconds):* Time in seconds before the game ends. - *Points:* Points to reach before the game ends. - *Show game title while playing:* If checked the game title is always shown in the background. - *Subtract point if wrong answer is selected:* If a wrong balloon is pressed a point is subtracted from the total number of points. - *Play round sound at both start and end:* If checked the round sound is played both at start. - *Show rounds in random order:* If checked the rounds are shown in random order. It is possible to pick a number of rounds using the dropdown below. - *Use font for younger children:* If checked a font suited for younger children is used. - *Enable rectangular images:* Display images in a rectangular box instead of a circle.

	- *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game. Objects: - *Type:* Select the type of object to use (balloons or soap bubbles). - *Speed:* Specifies how fast the balloons should move (show, normal or fast) - *Max number of objects on screen:* Number of objects that is displayed on the screen at the same time.
Bomb the Pirate	**Comments**: Under "Questions" some different values specifying start and end points must be set: - *Task description*: Give the questions a description. - *X-Coordinate:* The solution on the x-axis, which is also shown in the middle of the number line. - *X-Number of guidelines:* How many parts should the number line be split into when guidelines are shown. - *X-Start value:* The left number on the number line. - *X-End value:* The right number on the number line. - *Y-Coordinate:* The solution on the y-axis, which is also shown in the middle of the number line. - *Y-Number of guidelines:* How many parts should the number line be split into when guidelines are shown. - *Y-Start value:* The top number on the number line. - *Y-End value:* The bottom number on the number line. **Settings**: - *Number of exercise attempts*: The number of attempts the players must solve the task. - *Time limit (seconds):* Set how much time the players must solve the task. - *Show questions in random order:* If checked the questions are shown in random order. It is possible to pick a number of questions using the dropdown below.

	- *Enable guidelines:* If checked guidelines are shown in the game making it easier to place the solution.
Bubbles	**Settings**: - *Show coloured bubbles:* If checked a number of bubbles in different colours will appear on the floor. - *Play pop sound:* If checked the bubbles play a pop sound when pressed.
Categories	**Comment**: In the Categories application up to four categories can be created in the "Fields" section of the editor. The questions are then assigned to one of these fields by checking the radio button. **Settings**: - *Time to answer (seconds):* The time in seconds the players must find the right category for the question. - *Show questions in random order:* If checked the questions are shown in random order. It is possible to pick a number of questions using the dropdown below. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.
Dungeon Jump (Memory)	**Settings**: - *Number of players:* Set number of players (1-3). - *Theme:* Set environment theme (poison, lava, or water). - *Maximum sequence length:* Set how long a sequence to make before the key appears.
Dungeon Jump (Spelling)	**Settings**: - *Number of players:* Set number of players (1-3). - *Theme:* Set environment theme (poison, lava, or water).

	- *Add comma in results:* If checked a comma will be added between the stones jumped on. - *Show questions in random order:* If checked the questions are shown in random order. It is possible to pick a number of questions using the dropdown below.
Fishing	**Settings**: - *Time (seconds):* Specifies how many seconds the players should fish. - *Speed:* Specifies how fast the fish should move (show, normal or fast).
Floor Keyboard	**Settings**: - *Keyboard layout:* Select the way the keys are laid out on the floor either alphabetically, best distribution for multiple players, QWERTY (standard keyboard) or numeric for Maths exercises. - *Keyboard language:* Select the language layout for the keyboard (Danish, English, or German). - *Use lowercase letters:* If checked lowercase letters are displayed per default on the keys. When the shift key is pressed the letters change to capital letters. - *Use font for younger children:* If checked a font suited for younger children is used. - *All enter keys must be pressed to answer question:* If checked all the four green enter keys must be pressed before the answer is evaluated. - *Enable hints:* If checked the players will get hints about the length and starting letter of the word if they fail to answer correctly. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.

	- *Enable time limitation:* If checked it is possible to set a time limit for each word before the word must be spelled. - *Seconds between questions:* Number of seconds to evaluate before proceeding to next question. - *Seconds to answer question:* Number of seconds before the question must be answered. - *Show questions in random order:* If checked the rounds are shown in random order. It is possible to pick a number of rounds using the dropdown below.
Flowers	**Settings**: - *Theme:* Select the type of flowers to use. - *Size:* Select the size of flowers on the floor. - *Play music:* If checked music is played. - *Show ladybirds:* If checked the ladybirds are shown on the floor. - *Show spiders:* If check spiders are shown on the floor. - *Play music:* If checked background music is played.
Football	**Settings**: - *Theme:* Select the background theme for the football field (grass or concrete). - *Match duration (minutes):* Select the duration in minutes for each match. - *Number of matches:* Select number of matches to play before returning to menu. - *Enable tournament:* If checked knockout tournament will be enabled. - *Enable audience sound:* If checked the sound of a cheering audience is played. - *Show trail after ball:* If checked a white trail if shown after the ball making it easier to find the ball on the floor.

Geometrix	**Comment**: The Geometrix games can be used with and without tasks. Each task contains a text and a number of criteria that must be fulfilled e.g., number of sides and area in squares or cm^2). **Settings**: - *Show angles:* If checked the angles are shown in the corners. - *Show area*: If checked the area is shown in the middle. - *Show side lengths:* If checked the side lengths are shown. - *Show physical measures:* If checked all side lengths and areas is shown in actual physical measurements (cm). Please note this requires the size of projection to be set in the WizeFloor software settings. - *Show tasks in random order:* If checked the tasks are shown in random order. It is possible to pick a number of tasks using the dropdown below.
Image Chaser	**Comment:** In Image Chaser a series of images each with selection images can be specified. When an image is pressed a selection image will be displayed. **Settings:** - *Time (seconds):* Specifies how long the game should run in seconds. - *Number of images:* Specifies the number of images to display at the same time (few, normal or many) - *Speed:* Specifies how speed of the images (slow, normal, or fast) - *Image size:* Specifies the size of the images (small, normal, or large) - *Image timeout (seconds):* Specifies how fast in seconds the images should fade out after being pressed. - *Show selection images in sequence:* If checked the available selection images will be displayed in an animation.

	- *Disable images escaping:* If checked images does not escape when pressed. - *Activate on movement:* If checked images only appear when movement is detected on the floor. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.
Image Stacker	**Comment:** In Image Stacker, a series of images can be placed on top of each other. It is possible to make different variations. **Settings:** - *Conveyor:* Here a predefined graphic element is selected, but it is also possible to insert your own path. - *Scoreboard:* Here a predefined graphic element is selected, but it is also possible to insert your own scoreboard. - *Collector:* Here a predefined graphic element is selected, but it is also possible to insert your own 'collector'. - *Images:* Specify the elements to be inserted and the order in which they must be assembled. It is possible to make different variations. - *Time:* Specify how long the game should run. - *Speed:* Set the speed of the game (Slow, Normal, Fast).
Jewel Packer	**Comment**: In Jewel Packer up to four chests can be enabled. They can be set in the “Chests” section and can contain both text and an image. To assign a wagon to one or more chests this can be done by checking the checkboxes for each wagon in the “Wagons” section. **Settings**: - *Number of wagons:* Set how many wagons that should appear in the game. Only relevant in multiplication table games.

	- *Wagon speed:* Set wagon speed (slow, normal, or fast) - *Wagon increase number:* Set how much the number of wagons should increase. Only relevant in multiplication table games. - *Show questions in random order:* If checked the questions will be shown in random order.
Memory (Single)	**Settings**: - *Number of cards:* Set the number of cards to use in the game. - *Fit images to cards:* If checked images are cropped so they fill the cards. - *Show solution in the beginning (seconds):* If checked the cards are shown in the beginning for a given number of seconds before the game is started. - *Never hide cards:* If checked cards will not flip over. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.
Memory (Teams)	**Settings**: - *Number of teams:* Set the number of teams to use in the game. - *Number of cards:* Set the number of cards to use in the game. - *Fit images to cards:* If checked images are cropped so they fill the cards. - *Show solution in the beginning (seconds):* If checked the cards are shown in the beginning for a given number of seconds before the game is started. - *Enable time limitation to turn pieces (seconds):* If checked there is a time limitation for the groups to turn pieces. - *Never hide cards:* If checked cards will not flip over.

Music Box	**Settings**: - *Deactivate background music:* If checked background music is deactivated. - *Show instruments in random order:* If checked the instruments will be displayed randomly on screen.
Obstacle Race	**Comment**: A series of custom obstacles can be created for the game. Obstacles can be an image and a sound with an optional scratch layer on top. It can also be specified if the obstacles give positive, negative or no points. **Settings**: - *Number of players:* Set the number of running lanes to display on the floor. - *Round 1:* Set the round length, speed and if obstacles should be random for round 1. - *Round 2:* Set the round length, speed and if obstacles should be random for round 2. Can also be turned off. - *Round 3:* Set the round length, speed and if obstacles should be random for round 3. Can also be turned off. - *Round 4:* Set the round length, speed and if obstacles should be random for round 4. Can also be turned off. - *Obstacles enabled:* Specify which built-in obstacles should be enabled in the game.
Paper Lines	**Settings**: - *Number of piece pairs:* Set the number of piece pairs to use in the game. Either show all or select 3-10 randomly. - *Piece pair layout:* Set how to display pieces around the edges in the game. Either randomly or distributed so each player has a piece that match the pair. - *Show piece pairs in random order:* If checked the piece pairs are shown in random order.

	- *Order in piece pairs is not important:* If checked the pieces can be combined in any order. If unchecked the pieces must be selected in the correct order e.g., spelling words using syllables e.g., "Ham", "bur", "ger". - *Hide text on pieces with images:* If checked text is not overlaid on pieces with images. - *Enable hints:* If checked hints are displayed if the combination is not correct. It takes the first piece and then evaluates which of the others match and don't match. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.
Piano	**Comment**: Piano can be started without setting up anything, however it is possible to enter songs with notes to play. Specify a song title and a series of notes separated by comma. Notes are written as c, c#, d, d#, e, f, f#, g, g#, a, a# and h. **Settings**: - *Play songs in random order:* If checked songs are played in random order.
Poll	**Settings**: - *Number of players:* The number of player bases on the floor. Multiple users can use the same base and take turns answering the questions. - *Enable time limit:* If checked a time limit is set to answer each question. - *Seconds between questions:* Set the number of seconds between questions. - *Seconds to answer questions:* Set the number of seconds to answer questions.

	- *Seconds to evaluate:* Set the number of seconds to evaluate. - *Show questions in random order:* If checked the questions are shown in random order. - *Show answers in random order:* If checked the answers are shown in random order. - *Disable rotating cone of light:* If checked the cone of light distributing questions is disabled. This is especially useful for younger children and special needs.
Pong	**Settings**: - *Theme:* Select the theme to use (table tennis or air hockey). - *Enable bigger ball and bats:* If checked a larger version of ball and bats are used making them easier to see. - *Ball speed:* Select the speed of the ball (slow, normal, or fast). - *Increase ball speed:* If checked the ball speed will increase the longer the round has taken. - *Enable points:* If checked the game will end when a player reaches ten points.
Puzzle	**Settings**: - *Number of pieces:* Set the number of pieces to divide the puzzle into. Please note 24, 35 and 48 pieces required "Solve puzzle automatically" to be checked. - *Show start screen:* If checked a start screen is shown in the beginning. - *Show solution in the beginning:* If checked the solution is shown in the beginning before the pieces are randomised. - *Show shuffle animation:* If checked a shuffle animation will be shown. This can be confusing to some users though. - *Colorise puzzle in the beginning:* If checked the solution must be colorised before the puzzle can be assembled.

	- *Enable slow piece selection:* Pieces are selected slower which is good for small children or elderly. - *Solve puzzle automatically:* If checked the puzzle will solve automatically just by the users moving around on the floor. - *Show checkmark on correct pieces:* If checked a green checkmark is shown on a piece when it's in the right place. - *Show animal outro animation:* If checked an outro animation (either a giraffe or an elephant) as a reward when the puzzle is completed. - *Show puzzles in random order:* If checked the puzzles are shown in random order. It is possible to randomly select a number of puzzles in each game. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.
Quiz	**Settings**: - *Number of players:* The number of player bases on the floor. - *Seconds between questions:* Set the number of seconds between questions. - *Seconds to answer questions:* Set the number of seconds to answer questions. - *Seconds to evaluate:* Set the number of seconds to evaluate. - *All players must answer all questions:* If checked all players get all questions in the game. Otherwise, the questions are distributed between the players. - *Disable rotating cone of light:* If checked the cone of light distributing questions is disabled. This is especially useful for younger children and special needs. - *Show questions in random order:* If checked the questions are shown in random order. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.

Quiz (Multi)	**Settings**: - *Number of players:* The number of player bases on the floor. - *Seconds between questions:* Set the number of seconds between questions. - *Seconds to answer questions:* Set the number of seconds to answer questions. - *Seconds to evaluate:* Set the number of seconds to evaluate. - *All players must answer all questions:* If checked all players get all questions in the game. Otherwise, the questions are distributed between the players. - *Disable rotating cone of light:* If checked the cone of light distributing questions is disabled. This is especially useful for younger children and special needs. - *Show questions in random order:* If checked the questions are shown in random order. - *Show answers in random order:* If checked the answers are shown in random order. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.

RoboTrax	**Settings:**
	- *Image and sound:*
	  ○ *Board background:* Add your own image to the background behind the grid.
	  ○ *Positive points:* Add your own sound to play when players get positive points.
	  ○ *Negative points:* Add your own sound to play when players get negative points.
	  ○ *Goal:* Add your own sound to play when the players arrive to the goal.

	- *Board setup:*
	  ○ *Grid width and height:* Select the width and height of the grid, this will be the base for the robots moving field.
	  ○ *Use with virtual robot:* Choose to play the game with a default virtual robot. It is possible to upload your own image to use as robot. The alt appearance image can be used to e.g. make the robot blink. The initial direction specifies which way the robot should face when the game is started.
	  ○ *Use with physical robot:* Choose to play the game with a physical robot. You can specify the physical size in centimeters for the fields on the floor. Note you have to setup your WizeFloor to get the best experience – https://www.youtube.com/watch?v=nHVXSNFmUEk
	- *Fields* - Customize every field in your chosen grid size:
	  ○ *Type:* Set the type for the field to either start, goal, bomb, heart, or create your own custom type.
	  ○ *X/Y:* Set the x and y coordinate for the field in the grid.
	  ○ *Points:* Select if the players to get or loose points when entering this field.
	  ○ *Disable moving up/down/left/right:* Disable what way the robot can move from this field. If you enable "Show walls" this setting is used to display walls.
	- *Settings:*
	  ○ *Color of selected field:* Select the color to show on the selected field of the robot.
	  ○ *Show grid lines:* If enabled the grid will be show on the board. It is possible to change the color.
	  ○ *Show walls:* If enabled walls will be displayed on the board. It is possible to change the color.
	  ○ *Show robot path:* If enabled the app will record the path of the robot and display a line. It is possible to change the color.
	  ○ *Enable field interaction:* If enabled the fields will respond to the robot entering. E.g. collecting

	points and bomb exploding. Otherwise, the board will be passive. ○ *Enable command queue:* If enabled movement command will be queued and the player will need to press the green "go" button to start the program. This setting only applies to the virtual robot mode. ○ *Enable scoreboard:* If enabled time and score will be recorded and the players can get on the scoreboard at the end of the game.
Rubber Ducks	**Settings**: - *Number of rubber ducks:* Select the number of rubber ducks to show on the floor (0 to 10).
Scratch	**Comment:** It is possible to create your own scratch elements in the "Pictures" section. It is possible to specify up to four images. Under "Scratch Layer" in settings select "Pictures" to show them. **Settings**: - *Card size:* Select the size of the cards on the floor (small, normal, or large) - *Zoom card size:* Select the size of the cards on the floor when activated (small, medium, large, or full screen) - *Number of cards per page:* The number of cards to display on each page. - *Fit images to cards:* Fit images so they take up all the space on the cards. - *Show cards in random order:* If checked the cards are shown in random order on the floor. - *Show text when card is activated:* If checked the text of the cards is shown on top when activated. - *Show videos in full screen:* Always show videos in full screen mode.

	- *Show start screen:* Show start screen with title and description in the beginning. Scratch Layer - *Scratch layer:* Select the scratch effect to use. Either a random effect or a selected on. - *Put scratch element back:* If checked the scratch elements will return to the screen after a short period of time after being scratched away. - *Use cards as background:* If checked the cards will be used for background images. Each time all elements have been scratched away the image and sound will be played back and after a short time the next cards will appear as the background image that must be unveiled.
Sensory Path	**Settings**: - *Path:* Select whether to use obstacle path or one of the simple paths. - *Obstacle 1:* Select first obstacle to display. - *Obstacle 2:* Select second obstacle to display. - *Obstacle 3:* Select third obstacle to display. - *Obstacle 4:* Select fourth obstacle to display. - *Obstacle 5:* Select fifth obstacle to display. - *Obstacle 6:* Select sixth obstacle to display. - *Hide obstacles with magical dust:* If checked obstacles are hidden with magical dusts until the player arrives. - *Hide arrow highlight:* If checked the arrow highlight is not displayed. - *Enable full screen obstacles:* If checked obstacles are displayed in full screen.
Slides	**Settings**: - *Show slides in random order:* If checked the slides are shown in random order.

	- *Show as slideshow changing every (seconds):* If checked the slides are shown as a slideshow. In the text field below the number of seconds to show each slide can be set. - *Show buttons:* If checked back, forward, and rotate buttons are displayed for controlling the slideshow.
Stepstone	**Settings**: - *Number of stones:* Select the number of stones to display in the game. - *Seconds to answer question:* Time in seconds to answer each question. - *Seconds to evaluate:* Time in seconds to show the right, wrong and missing answers after each question. - *Show question boxes:* If checked question boxes will be shown at the beginning of each round. - *Show text on stones with images:* If checked both image and text will be shown on the stones. - *Show questions in random order:* If checked the questions are shown in random order. - *Enable scoreboard:* If checked the end score is saved on the score board and compared against other groups using the game.
Storyteller	**Comment**: Under "Scenes" a number of scenes can be created. It is possible to switch between these and each scene can contain up to 6 effects such as trails, scratch layer, sound effect, video, or background shift. **Settings**: - *Video type*: Specifies how to place videos in the game on the screen (centred, top right/left) - *Hide background video*: If you have selected a background video you can choose to hide it by selecting this field. - *Show button titles*: Show titles below the buttons in the bottom of the screen.

Theme Cards	**Settings**: - *Card size:* Select the size of the cards on the floor (small, normal, or large) - *Zoom card size:* Select the size of the cards on the floor when activated (small, medium, large, or full screen) - *Number of cards per page:* The number of cards to display on each page. - *Fit images to cards:* Fit images so they take up all the space on the cards. - *Show cards in random order:* If checked the cards are shown in random order on the floor. - *Show text when card is activated:* If checked the text of the cards is shown on top when activated. - *Show videos in full screen:* Always show videos in full screen mode. - *Show start screen:* Show the start screen in the beginning with title and description.
Three Billy Goats Gruff	**Comment**: Under "Scenes" a number of scenes can be created. It is possible to switch between these and each scene can contain up to 6 effects such as trails, scratch layer, sound effect, video, or background shift. **Settings**: - *Video type*: Specifies how to place videos in the game on the screen (centred, top right/left) - *Hide background video*: If you have selected a background video you can choose to hide it by selecting this field. - *Show button titles*: Show titles below the buttons in the bottom of the screen.
Trails	**Settings**: - *Effect:* Select the effect to apply to the shown trails. - *Size:* Select size of the trails (small, medium, or large).

	- *Show trails in random sizes:* If checked trails will be shown in different sizes. - *Randomise trails:* If checked all trails will be randomised and shown one at a time. - *Fill floor with trails:* If checked trails will stay visible until the floor is filled. When the floor has been filled the trails will disappear and the game can be played again. - *Fade out trails:* Connected to the previous option. Old trails will fade out a little bit, so it is easier to see the new trails on the floor.

5.3 Software Updates

We regularly release software updates for the WizeFloor software. See below how to install updates:

- *Windows software*
  When a new update is available an "Update Available" message is displayed on your floor menu. You must press this message using the keyboard and follow the instructions to update the software.
- *Web app*
  Since the web app is run directly from our servers there is no need to update.

5.4 Contact and Support

In case you have any problems or questions regarding we recommend you contact your local reseller in the first instance. See a list of resellers on our website here:

- https://wizefloor.com/contact/

Otherwise, you can contact us on either email or social media below:

- Email: support@wizefloor.com
- Facebook: http://www.facebook.com/wizefloor
- Twitter: http://www.twitter.com/wizefloor