



Life Changing Sensory Solutions For All

snoezelen[®]

INSTRUCTION MANUAL



SENSORY MAGIC 2

21098

01.

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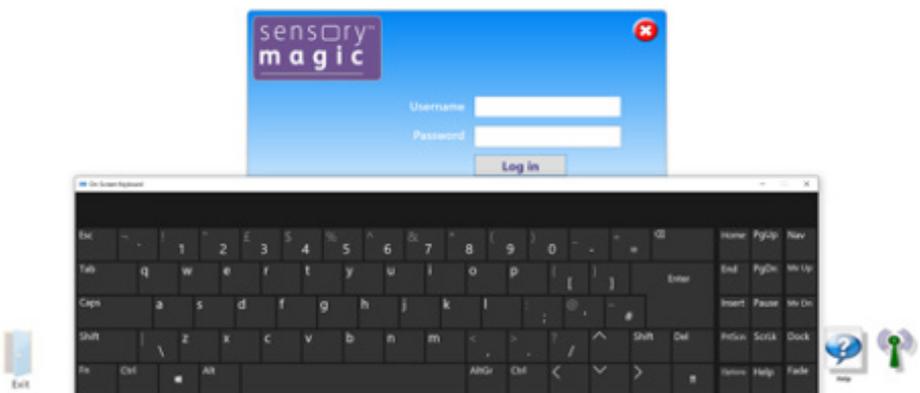
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02.

WELCOME

Welcome! to a world of Sensory Magic® with Sensory Magic® 2. Bringing sound, light, colour and motion together in harmony, like never before. Through Sensory Magic® 2 you can create your own comforting, relaxing or energizing sensory environments, personalised to suit changing moods, needs and preferences. Sensory Magic® 2 is suitable for use in most health, education and social care settings, and can be accessed by all, regardless of age or ability. It can provide opportunities for visual and/or auditory sensory stimulation in a structured, targeted way. It can provide opportunities to support education, whatever the subject: mainstream curriculum work, special education topics, life story work, cognitive rehabilitation, reminiscence therapy – the possibilities are endless...

Getting Started Sensory Magic® 2 has been carefully designed to be simplicity itself to use. With this in mind, your Sensory Magic® 2 system will start up automatically after you have plugged the system in and turned the mains power on. That's it! No other switches to turn on, no leads to plug in – just sit and wait a short while. You will then be greeted with this log in screen:



MANAGER & CARER ACCOUNTS

03. 

There are three levels at which Sensory Magic® 2 can be accessed: Manager, Carer or Client (user).

Sample Usernames and Passwords have been set as follows:

Access Level	Username	Password
Manager	Manager	password
Carer	Carer	password
Client	Client	Password

Manager Log In Managers have access to the whole system and all data collected. Managers can also add Carers and Clients onto the system.

To log in as a Manager, enter Username = Manager and password = password, then click Log in.

You will then be greeted with an opening screen. If you have purchased the Sensory Magic® 2 system, you will see the Sensory Magic® 2 and Profile™ logos.



Setting the Manager's Username and Password

Click on the Profile™ logo to set the Manager's username and password and to remove the sample demo log in details. Click the staff icon:



Under "Select Staff Member", choose Manager Demo. All text boxes are now editable. Enter Manager's name, new Username and new Password, then click Save.



04.

USING SENSORY MAGIC 2

Sensory Magic® 2 Opening Screen



On the bottom right of the application you will see a signal icon. This icon has two states, red and green:



WiFi ON indicator – Sensory Magic® 2 will control all ROMPA® WiFi products.



WiFi OFF indicator – WiFi dongle is not connected.

Please ensure that the Wi-Fi dongle supplied is fully connected to the USB port at the back of the touchscreen. Sensory Magic™ will not operate without this dongle fitted.

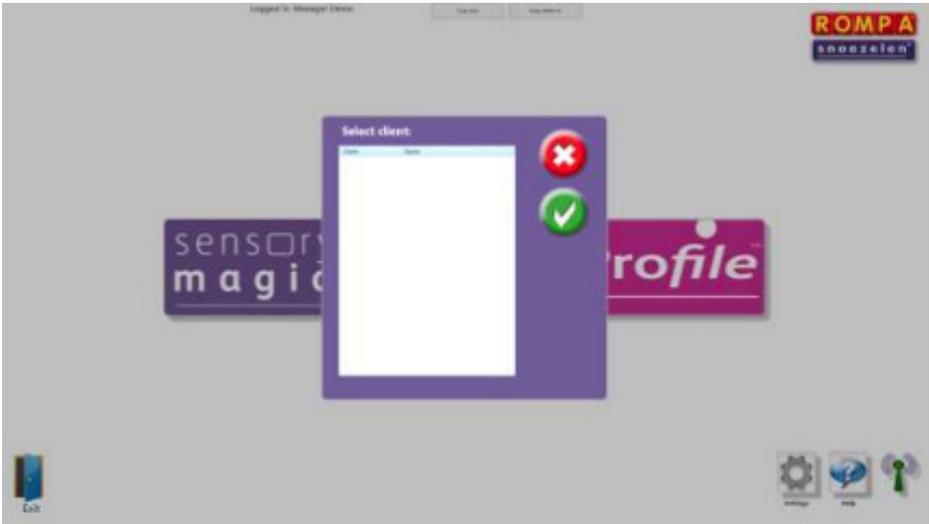
Logging in and Logging Out

Managers and carers can log into Sensory Magic® 2 using the initial log in screen. Individuals can log out simply by clicking the Log out button at the top of the screen:



Managers and carers can also log in on behalf of individual clients, by using the Log in client button.

A pop-up box of clients' names will then appear. Simply select the name of the client wishing to use the system, and then click on the green tick button:

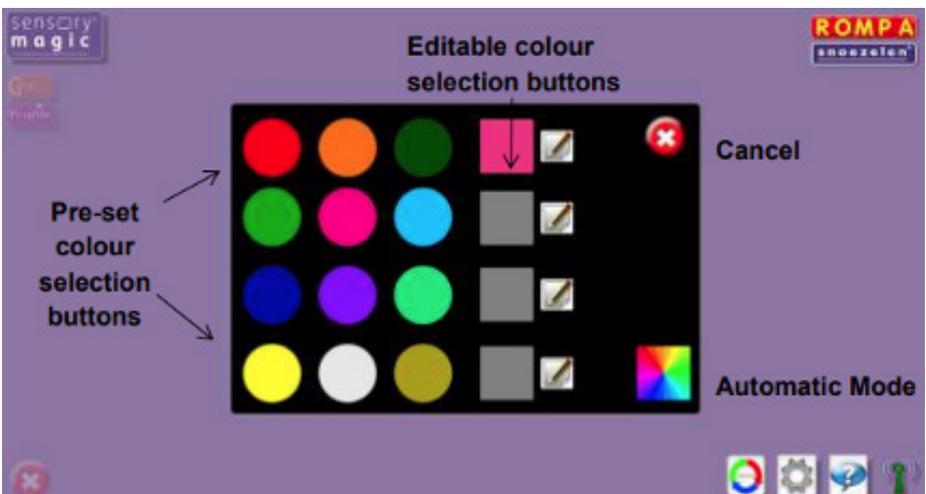


Colours

To navigate to the colour selector, select the purple Sensory Magic® 2 tile on the home screen and then select colours.



Press this button to control the colour of all ROMPA® WiFi products in the room. You will then see this screen:



There are 12 Pre-set colour selection buttons. To change the colour of all ROMPA® Wi-Fi products in the room to one of these colours, simply click on the colour of your choice.

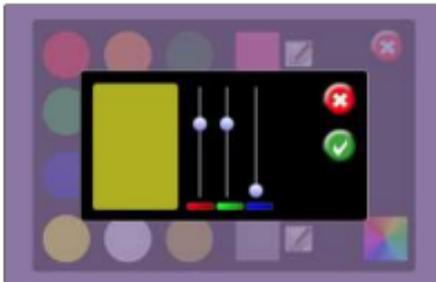
There are also 4 Editable colour selection buttons. To mix your own choice of colour, simply click on one of the edit buttons:



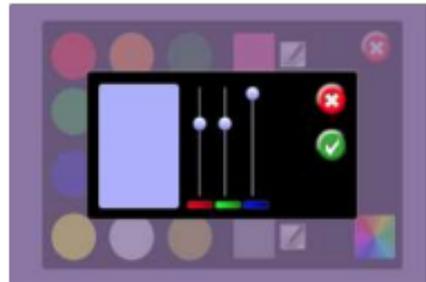
You will then see 3 colour sliders: red, green and blue. Click and drag the sliders up or down to add more or less of each of the 3 colours.

When you are happy with your selection, click on the green tick button to save it. Alternatively, click on the red cancel button to exit without saving changes made.

Example: Adding more blue light.



Original



Blue added



Click the green tick button to save changes made.



Click the red cancel button to exit without saving changes.

Automatic Mode



Click to set to automatic mode (default). System will automatically cycle through a rainbow of over 16 million colours.



Click on the Cancel button to quit Colours and return to the Sensory Magic® 2 opening screen.

Sound

To navigate to the sound section ensure you are in the Sensory Magic® section and press the sound button to choose and play sound files stored on the computer / USB memory stick / CD.



The system supports many popular audio formats, including 3GP, AAC, WAV, WMA and MP3.



Playlists in sound

Playing tracks in a playlist

Saved playlists are shown in the left-hand column. Click on the playlist title to show all tracks in the chosen playlist. Click on any track to play the track automatically. You can also pause tracks, stop tracks, skip backwards or skip forwards to other tracks in the playlist.



Play all – press this button to play all tracks in a playlist automatically.



Volume control – click to reveal the volume slider. Click and drag the volume button left or right to increase or decrease sound volume. Sensory Magic® 2 will automatically save the desired volume level.

Slide to adjust volume

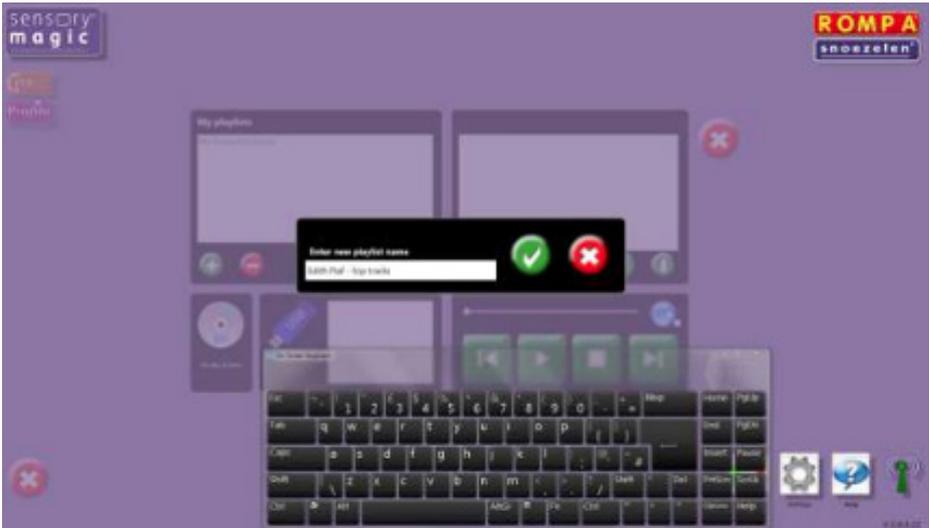


Creating new playlists

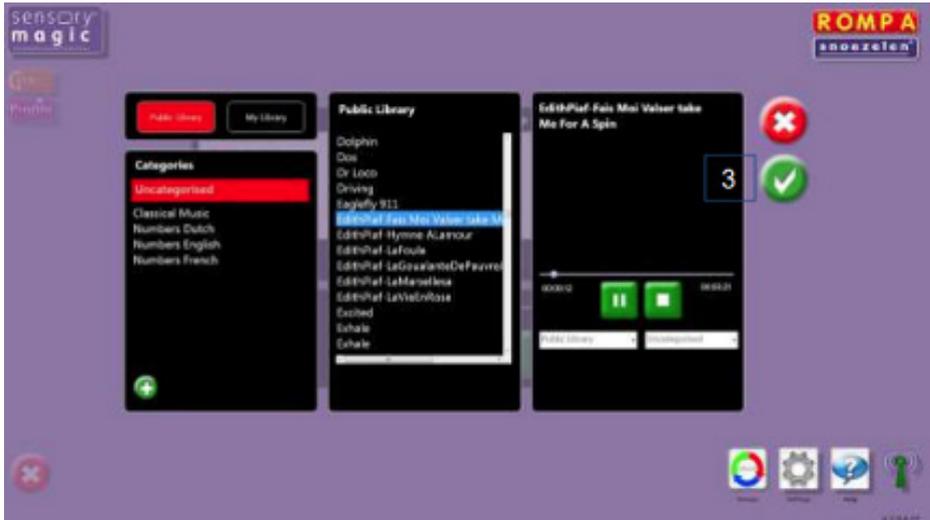
1. To create a new playlist, click on the green plus button under “My playlists”.



A pop up box will then invite you to name your new playlist. Enter a playlist name, e.g. “Edith Piaf – top tracks”, then click the green tick button:



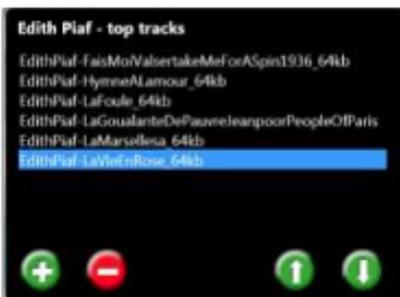
3. To add a music track, click on the green plus button in the right-hand column, under the playlist name. This will call up the music libraries. Select a music track and click on the green tick button to add the track to your playlist:



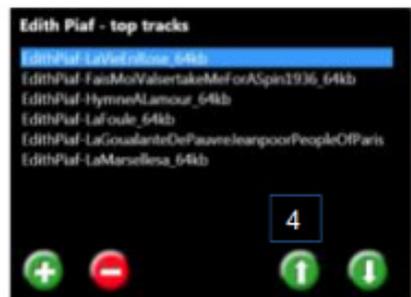
Continue to add music tracks as desired.

4. Tracks can be moved up or down in the playlist simply by selecting the music track and clicking on the up or down arrow buttons.

Example: Moving a music track to the top of the playlist:



Original



After up arrow pressed 5 times



Click to move a music track up in the playlist.



Click to move a music track down in the playlist.



To remove a music track from a playlist, simply click on the track and then click the red minus button. At the prompt, click on the green tick button to delete the track.



To delete an entire playlist, simply click on the playlist name and then click the red minus

button in the left-hand column. At the prompt, click on the green tick button to delete the playlist.

The system is supplied with a basic music/sound library. You can add your own music/sounds to the library. See the Library section for more details.



Press this button to play CDs. Simply insert your CD into the disc drive. The CD will play automatically



To play music tracks from a memory stick, simply insert the memory stick into a USB port and click on the name of the memory stick once this is displayed. The music tracks on the memory stick will then be listed in the right-hand column. Simply click on the track name to play a track.



Click on the Cancel button to quit Sound and return to the Sensory Magic® 2 opening screen.

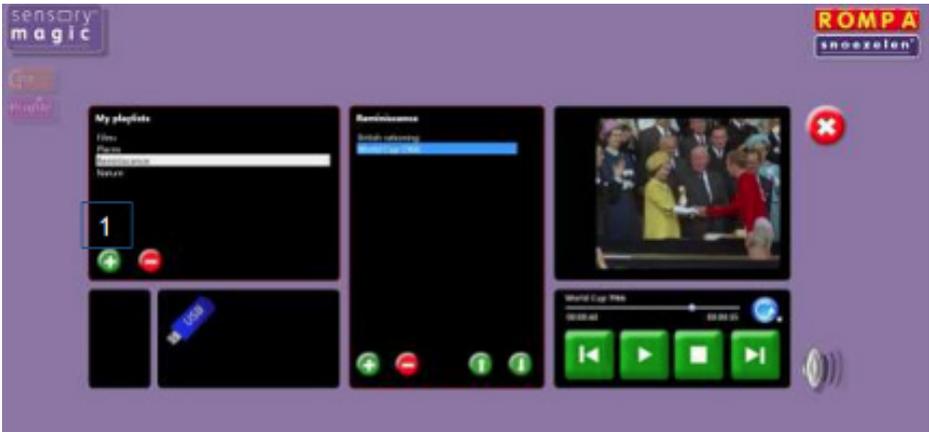
Video

The video section is located in the Sensory Magic® section of the software and allows you to play video directly in the Sensory Magic® 2 application.



Press this button to choose and play video files stored on the computer / USB memory stick.

The system supports many popular video formats, including 3GP, AVCHD, MPEG-4, WMV, AVI, DivX, MOV and Xvid.



Playlists in video

Playing videos in a playlist

Saved playlists are shown in the left-hand column. Click on the playlist title to show all videos in the chosen playlist. Click on any track to play the track automatically. You can also pause tracks, stop tracks, skip backwards or skip forwards to other tracks in the playlist.

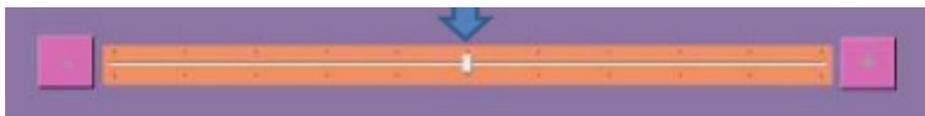


Play all – press this button to play all tracks in a playlist automatically



Volume control – click to reveal the volume slider. Click and drag the volume button left or right to increase or decrease sound volume. Sensory Magic® 2 will automatically save the desired volume level.

Slide to adjust volume



Creating new video playlists

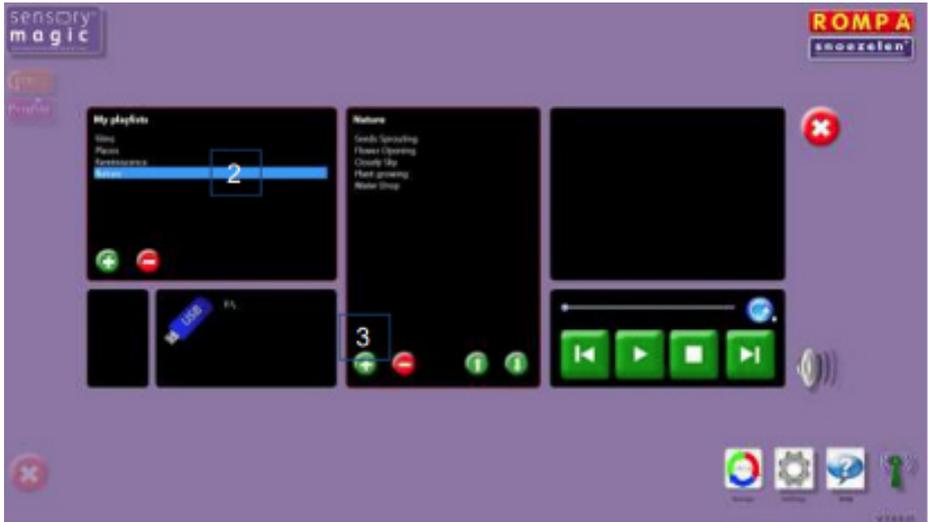
1. To create a new video playlist, click on the green plus button under “My playlists”



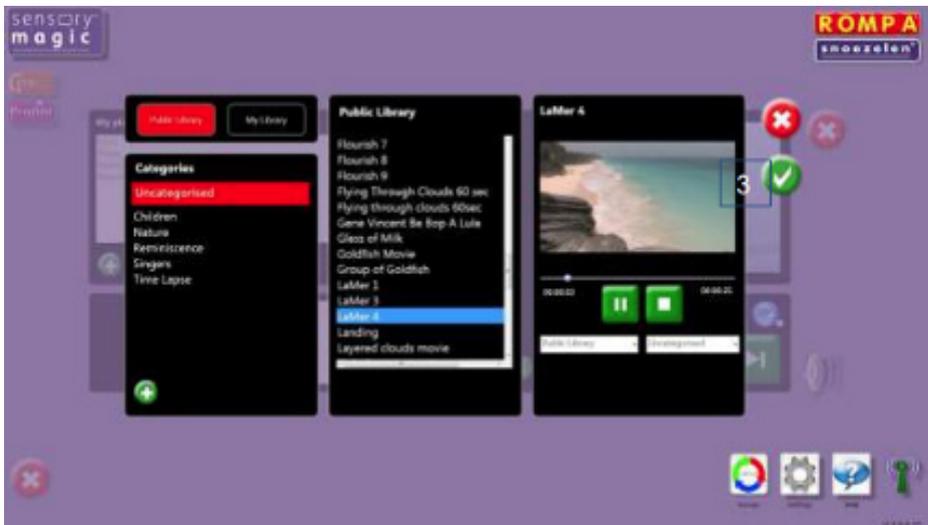
A pop up box will then invite you to name your new playlist. Enter a playlist name, e.g. “Nature”, then click the green tick button:



2. To select your new video playlist, click on the playlist name. The playlist will then be highlighted in blue:



3. To add a video track, click on the green plus button in the middle column, under the playlist name. This will call up the video libraries. Select a video track and click on the green tick button to add the track to your playlist:



Continue to add video tracks as desired.

4. Tracks can be moved up or down in the playlist simply by selecting the video track and clicking on the up or down arrow buttons.



Original



After down arrow pressed 4 times



Click to move a video track up in the playlist.



Click to move a video track down in the playlist.



To remove a video track from a playlist, simply click on the track and then click the red minus button. At the prompt, click on the green tick button to delete the track.

To delete an entire playlist, simply click on the playlist name and then click the red minus button in the left-hand column. At the prompt, click on the green tick button to delete the playlist.



The system is supplied with a basic video library. You can add your own videos to the library. See the Library section for more details.



To play video tracks from a memory stick, simply insert the memory stick into a USB port and click on the name of the memory stick once this is displayed. The video tracks on the memory stick will then be listed in the right-hand column. Simply click on the track name to play a track.



Click on the Cancel button to quit Video and return to the Sensory Magic® 2 opening screen.

Themes

The themes section is located in the Sensory Magic® 2 part of the software.



Press this button to create and play audio-visual themes. You will then see this screen:



Themes are presented in four categories:



Older Sensory Magic® 2 units may have only three theme categories. The introduction of the fourth category called immersive was added later.

1. Select a category by clicking on the corresponding coloured button.
2. Select a theme by clicking on the theme name in the left-hand column. The theme will then be highlighted in blue, and all eight theme items will be displayed in the middle column. Choose an item to play. The theme will play automatically.
3. Choose an item to play. The theme will play automatically.



4. You can also pause themes, stop themes, skip backwards or skip forwards to other theme items in the playlist using the green and white buttons.



Play all – press this button to play all theme items in a playlist automatically.



Select this button to play themes using a ROMPA® Deluxe 8 Colour Wirefree Controller: Button 1 will play theme item 1, button 2 will play theme item 2, etc.

Alternatively, select this button to play themes using a ROMPA® Talking Cube: The first six of the eight theme items can be played by simply turning the cube, with each cube face activating a different, specific, theme item.



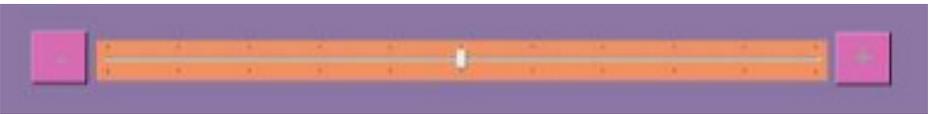
Select this button to play themes using a ROMPA® Deluxe 8 Colour Wirefree Controller: Press any button to step through all eight theme items.

Alternatively, select this button to play themes using a ROMPA® Talking Cube: The first six of the eight theme items can be played by simply turning the cube to any cube face. The theme item will change with every turn of the cube, irrespective of which cube face is uppermost.



Volume control – click to reveal the volume slider. Click and drag the volume button left or right to increase or decrease sound volume. Sensory Magic® 2 will automatically save the desired volume level.

Slide to adjust volume



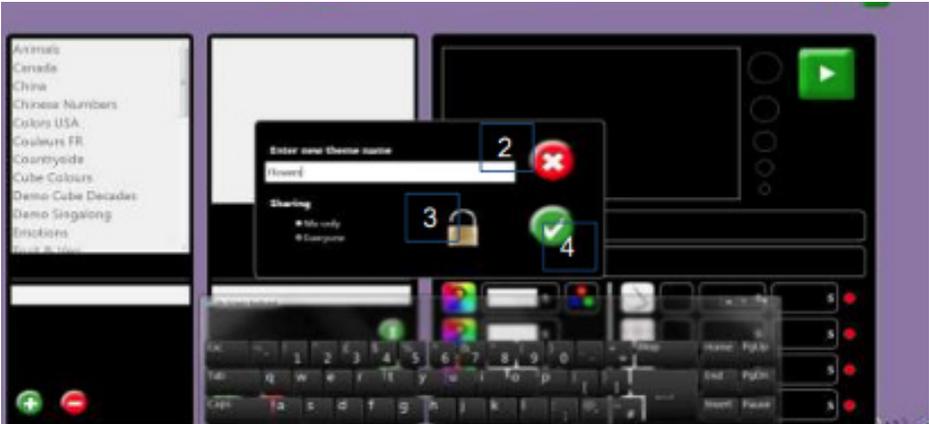
Click on the Cancel button to quit The Experience and return to the Sensory Magic® 2 opening screen.



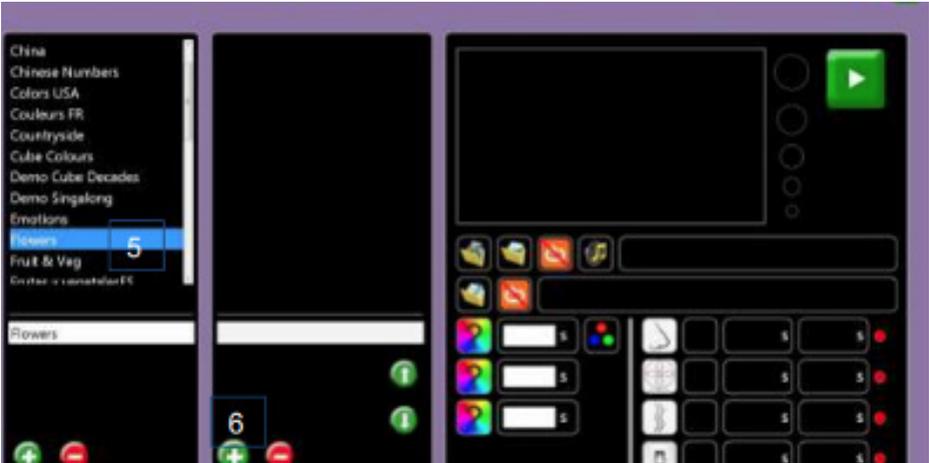
Press this button to edit or create audio-visual themes. You will then see this screen:



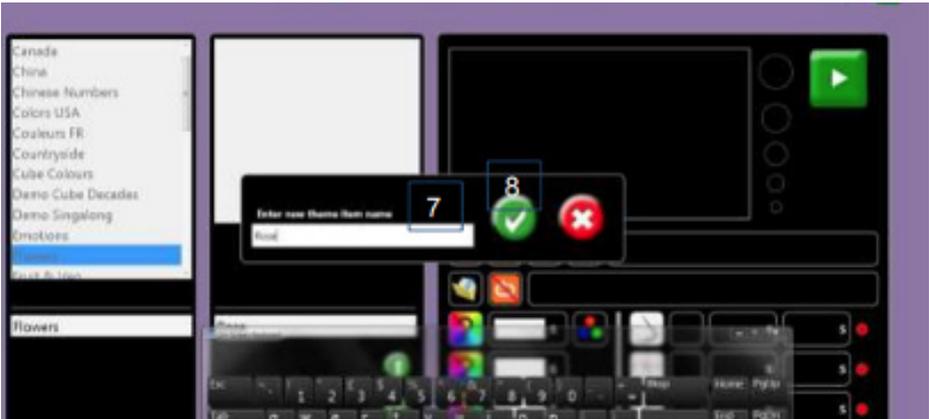
1. Click on the green plus button in the left-hand column to create a new theme. A pop-up box will then appear, inviting you to enter a new theme name:



2. Enter your new theme name.
3. Decide whether or not the theme is to be shared with others.
4. Click on the green tick button to save the theme name.
5. Select your new theme name from the list in the left-hand column:



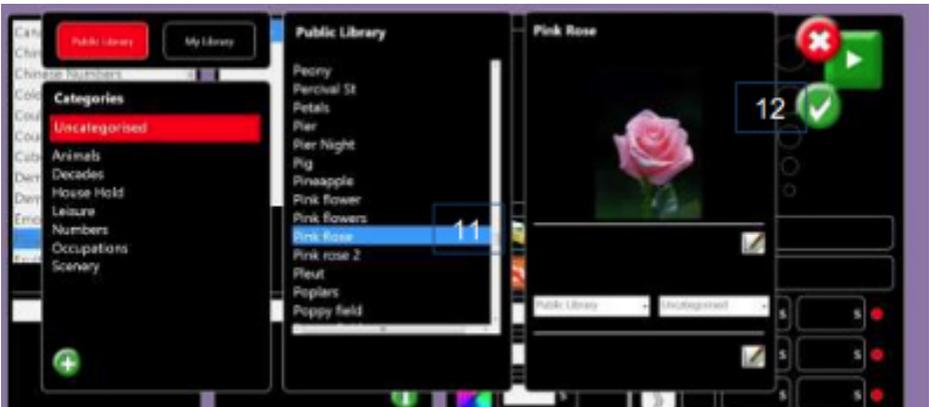
6. Click on the green plus button in the middle column to add theme items. A pop-up box will then appear, inviting you to enter a theme item name:



7. Enter your new theme item name.
8. Click on the green tick button to save the theme item.
9. Select your new theme item in the middle column. It will then be highlighted in blue.
10. To add a still picture, click on the picture folder icon:



11. Choose a library picture.
12. Click on the green tick button to save the selected image:



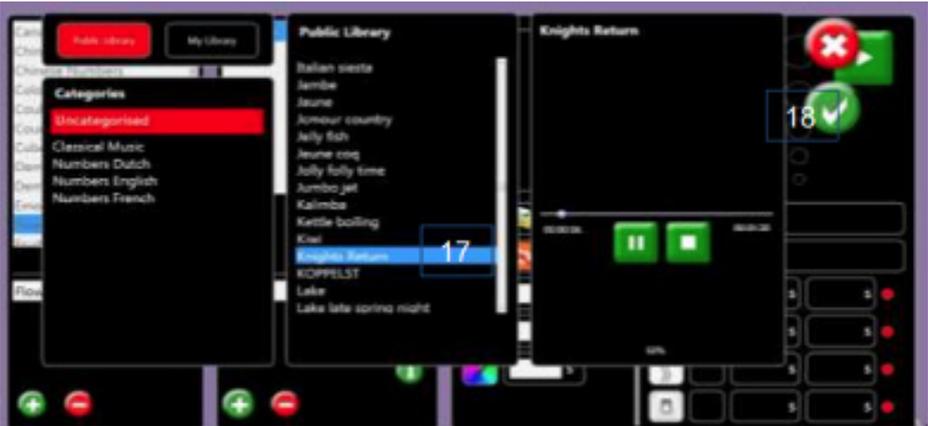
13. Alternatively, to add a video file, click on the video folder icon:



14. Choose a video file.
15. Click on the green tick button to save the selected video.
16. To add a sound file, click on the music folder icon:



17. Choose a sound file.
18. Click on the green tick button to save the selected sound:



19. You can choose whether or not to loop the video and / or audio:



Loop



Do not loop NB: If you select Do not loop Audio, the theme will automatically end when the sound file ends.

20. You can choose whether or not to play the soundtrack which accompanies the video file (if there is one):



Play Sound



No Sound

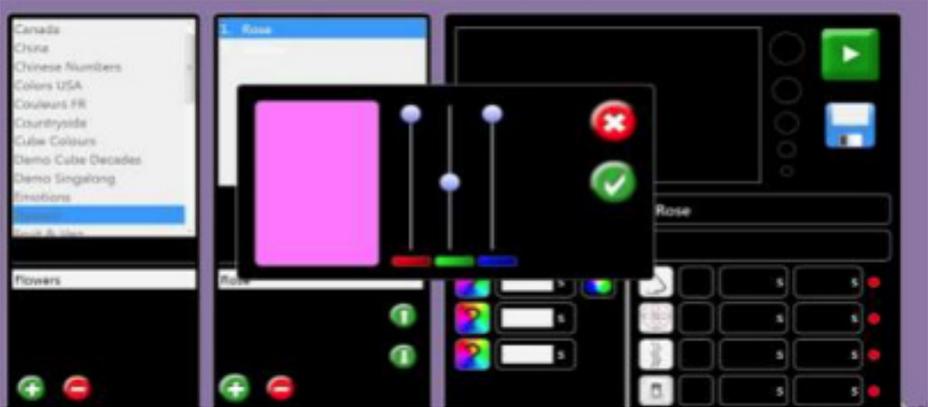
Remember to Save your settings! 

21. To select the room colour(s) to accompany the theme, click on the colour select button: 

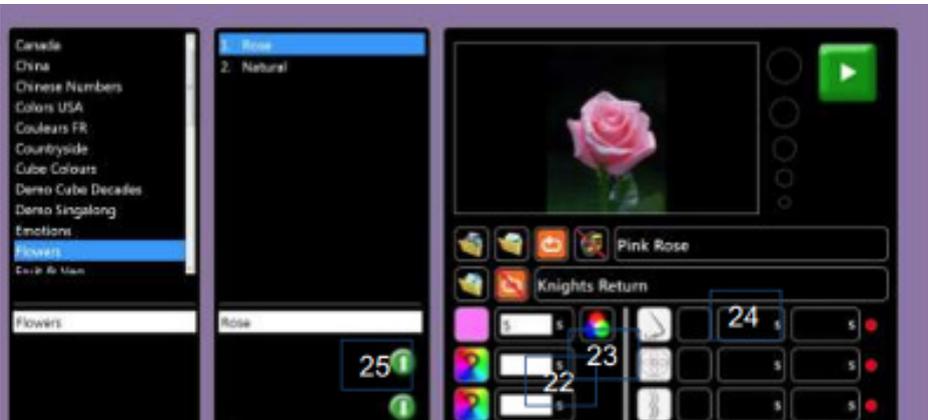
You will then see 3 colour sliders: red, green and blue. Click and drag the sliders up or down to add more or less of each of the 3 colours.

When you are happy with your selection, click on the green tick button to save it. Alternatively,

click on the red cancel button to exit without saving changes made.



You can select up to 3 colours per theme



22. Select the time in seconds (s) that the colour will display for. If no time is selected, Sensory Magic® 2 will automatically default to 5 seconds.
23. Choose whether to step or gently fade through the colours chosen:



Remember to Save your settings! 

24. Special Effects control.



Introducing the sense of smell to Sensory Magic® 2. You can now control the Interactive Aroma Panel from within the system.

Simply click on the nose icon to select one of the four Aroma Panel cartridges: Click once to select cartridge one, twice to

select cartridge two, etc.

Aroma cartridge 3 selected.

In the green box, choose the time in seconds (s) that the aroma will stay on for. In the red box, choose the time in seconds (s) that the aroma will stay off for.

In the example above, Aroma Panel cartridge 3 will turn on for 2 seconds and then turn off for 5 seconds, before turning on again. 

The other special effects icons are for specialist applications and allow for control of fans, vibration equipment and other mains powered equipment (e.g. heaters, lights, etc.). Please contact ROMPA® for further details.

25. Theme items can be moved up or down in the list simply by selecting the item and clicking on the up or down arrow buttons in the middle column.



Click to move a theme item up in the list.



Click to move a theme item down in the list.



To remove a theme item, simply click on the item and then click the red minus button in the middle column. At the prompt, click on the green tick button to delete the item. To delete an entire theme, simply click on the theme name and then click the red minus button in the left-hand column. At the prompt, click on the green tick button to delete the theme.



Click on the Cancel button to quit The Experience and return to the Sensory Magic® 2 opening screen.

LIBRARY

05.

Covers both Sensory Magic® & CARE library sections.



Click this button to add files to the libraries. You will then see this screen:

The library section is where you import media into the Sensory Magic® 2 application.

Once media has been imported into this section you can use that media in other areas of the Sensory Magic® 2 application.

There are three different library options for the three types of media that you can import into the Sensory Magic® 2 application:



Click this button to add sound/music files.



Click this button to add video files.



Click this button to add still picture / photo files.

NOTE: The process outlined below is the same when adding images & videos, but you just select the appropriate section depending on the media you are importing.

Example: Adding a music file:

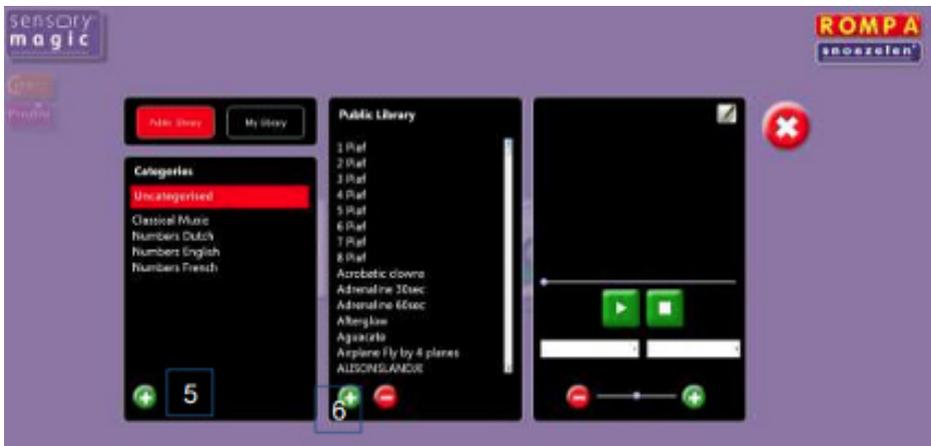
1. Transfer your chosen music file onto a memory stick.
2. Insert the memory stick into a USB drive.
3. Click on the music file icon: 
4. First, select a library out of the two libraries available:



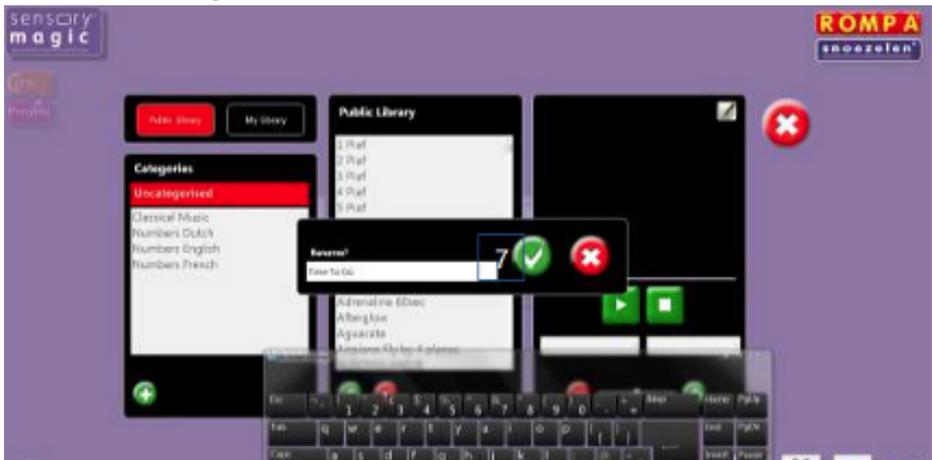
- **Public Library:** Any media stored in this library is accessible by all other users on the Sensory Magic® 2 software. For example, if user1 logs into Sensory Magic® 2 and adds an image to the Public Library and then user2 logs into the software and they check the Public Library the image user1 has added, user2 will see this image.
- **My Library:** Any media stored in this library is only accessible through the Sensory Magic® 2 software by the user that added it to the My Library section. For example, if user1 logs in and adds an image to their My Library section and then user2 logs in and goes to their My Library, they will not see the image that user1 had added.

NOTE: You can change a media's library type after the media has been imported into the Sensory Magic® 2 application. See changing library type of media.

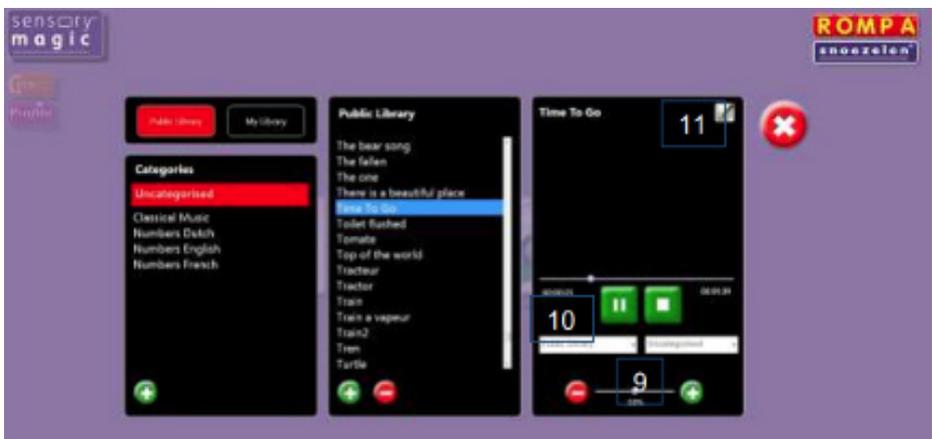
5. The relevant library screen will then appear.



- To categorise the music, select a category from the left-hand column, or to create a new category, click on the green plus (+) button in the left-hand column, enter the new category name and then click on the green tick button.
- To add the music file to the library, click on the green plus (+) button in the middle column. Locate the file on your computer. Select the file and click Open. Ensure the file you are adding is in a supported format. See the section below for the supported media file formats in Sensory Magic® 2.
- A pop-up box will then prompt you to rename the file (if required). Choose a file name and then click on the green tick button to save the file:



- The file will then appear in the sound / music library:



- You can adjust the sound volume of the file by using the slider at the bottom of the right-hand column. The volume will be saved automatically. This feature is useful for adjusting the volume

of especially quiet or loud sound files.

11. You can change the way in which the file is categorised by choosing between Public Library or Private Library from the drop-down list. You can also change the file category using the drop-down list on the right.
12. You can rename the file (if desired) using the edit button in the top-right hand corner. There are two additional edit buttons displayed in the picture library. These buttons are features used in the ROMPA® Care reminiscence experience™ system.

The same process is used to add video files and / or still pictures / photographs.



Click this button to add video files.



Click this button to add still picture / photo files.



To remove a file from the library, simply click on the file name and then click the red minus button in the middle column. At the prompt, click on the green tick button to delete the file.

To delete an entire library category, simply click on the category name and then click the red minus button in the left-hand column. The system will not allow you to delete categories which are not empty.



Click on the Cancel button to quit Library and return to the Sensory Magic® 2 opening screen

Supported media formats

Supported image format

In Sensory Magic® 2 any images that are imported will need to be in one of the following image formats:

1. Jpegs (.jpeg)
2. Bitmap (.bmp)
3. Tiff (.tiff)

Supported music format

- Wavs (.wav)
- CDA (.Cda)
- Mp3 (.mp3)
- Wmf (.wmf)
- Wma (.wma)

Supported video format

- Wavs (.wmv)
- Movies (.mov)
- Avi (.avi)
- MP4 (.mp4)
- WMP (.wmp)

Creating a category

Categories allow you to sort specific media into their own category which makes it easier to locate that media in future.

To create a category, follow the steps below:

First choose either the Public or My Library section, this will determine where this category will be stored.

Then select the green plus icon:



Enter the category name and press the green tick icon:

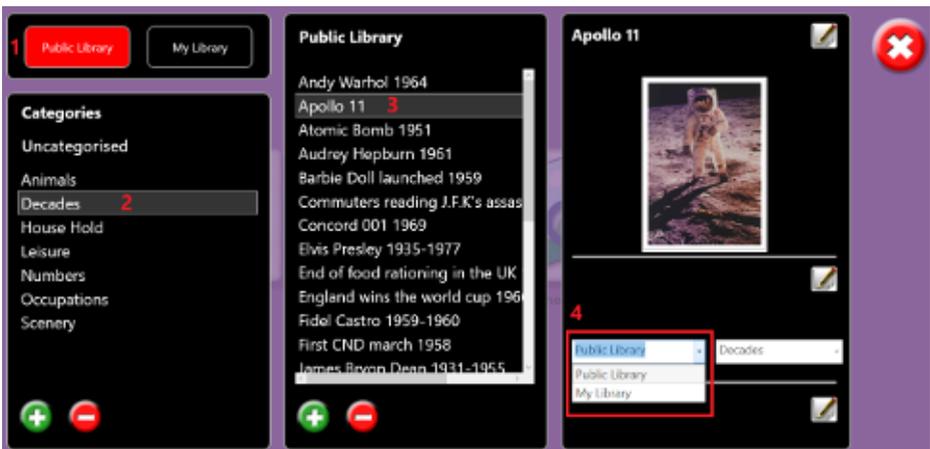


Now the category that has been created is visible when the Public Library is selected, and you can use the green plus icon highlighted in the red square below to add media to this specific category that has just been created:



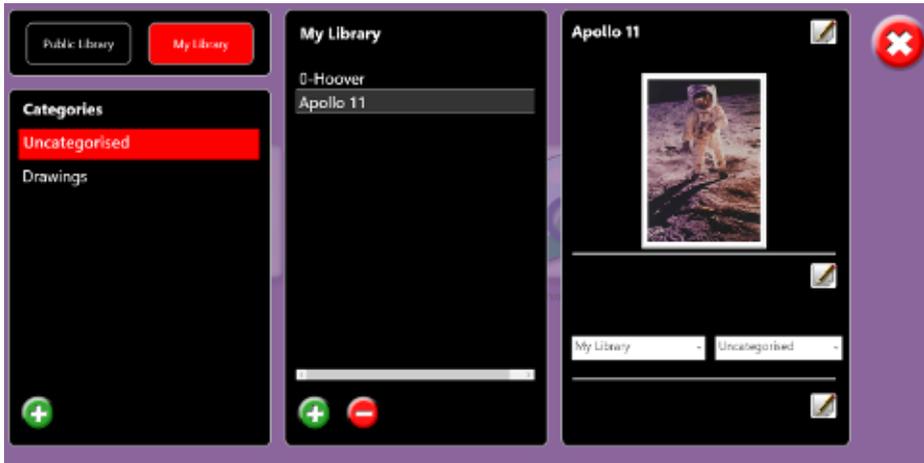
Changing the library type of media

1. To change the library type of media that is already imported into the Sensory Magic® 2 application go to the library section.
2. Select the library that the media you want to move library of currently resides in (1) (Public Library or My Library).
3. Select the category that the media resides in (2).
4. Select the media (3).



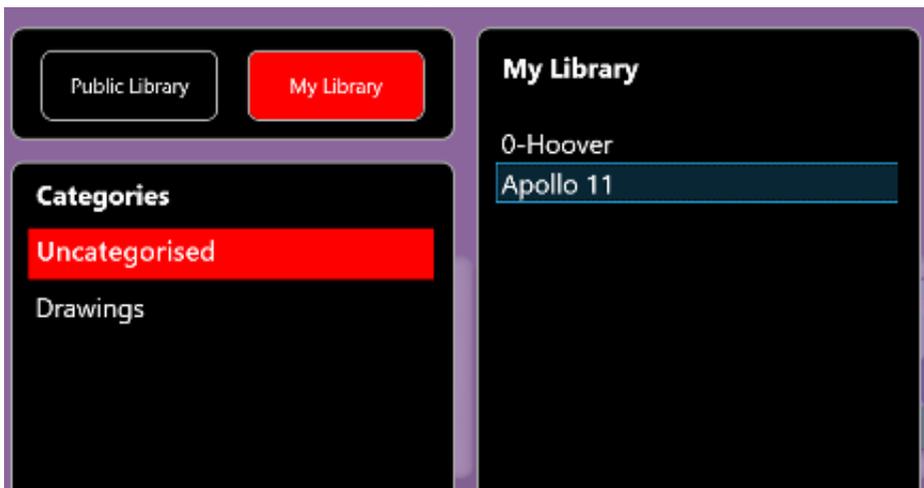
In this example, I am changing a photo from the Public Library to My Library.

Now if I navigate to the My Library section, we can see the media in there under uncategorised as I have not given the image a category:



Sorting media into categories

When media is imported into the Sensory Magic® 2 application you can assign it a category. By default, media that has been imported is assigned uncategorised as seen below:

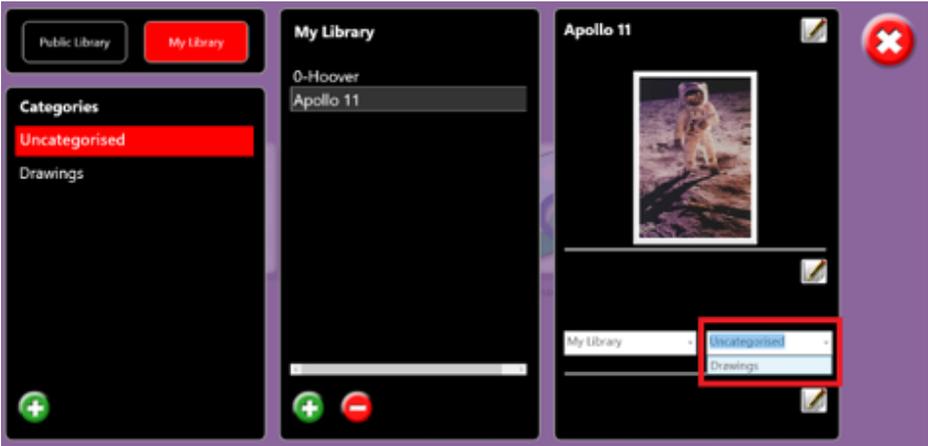


There is an uncategorised section in the Public Library and my Library sections.

To change media from uncategorised to a category, do the following:

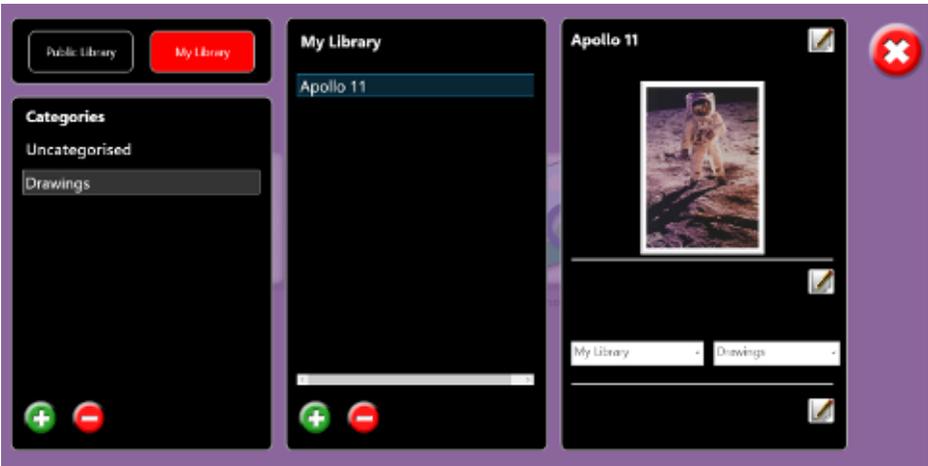
1. Select the media in the uncategoryed section.
- 2.

Select the dropdown to categorise and you will see a list that are available in the library the media is currently stored in, for example, below in My Library I only have Drawings available as a category:



NOTE: The categories you create in either the Public Library or My Library sections are exclusive to those library types. For example, you would not be able to store an image in the Public Library in the same category as the Apollo 11 image that resides in the My Library section in the Drawings category as the Drawings category is not in the Public Library but only in the My Library.

3. Now if I select the Drawings category, we can see the photo is stored in the category now:





06.

GROUPS

The Group function is an advanced setting used to pair together specific items of equipment.



We recommend to please contact ROMPA® for assistance with this feature.

SETTINGS

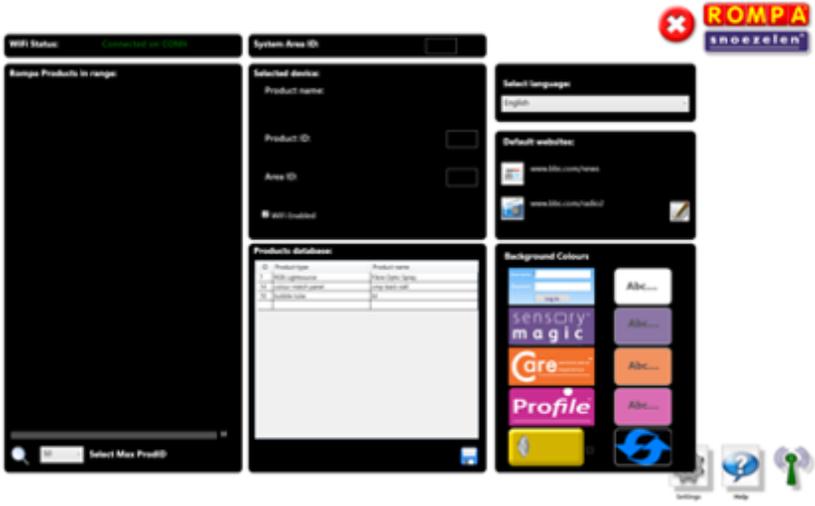
07.

The settings menu in the Sensory Magic® 2 application allows you to perform multiple functions, such as product search, select the language preferences, default websites for the news and radio sites and colour preferences within the Sensory Magic® 2 application.

This section covers all the customisable settings and functions within the setting menu of Sensory Magic® 2.

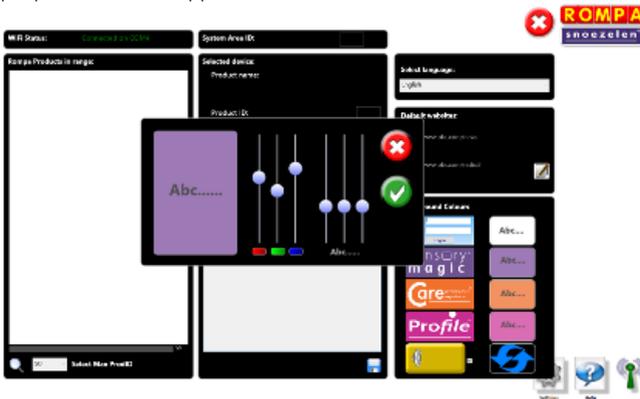


Click this button to customise the settings. You can personalise the background colours and font colours.

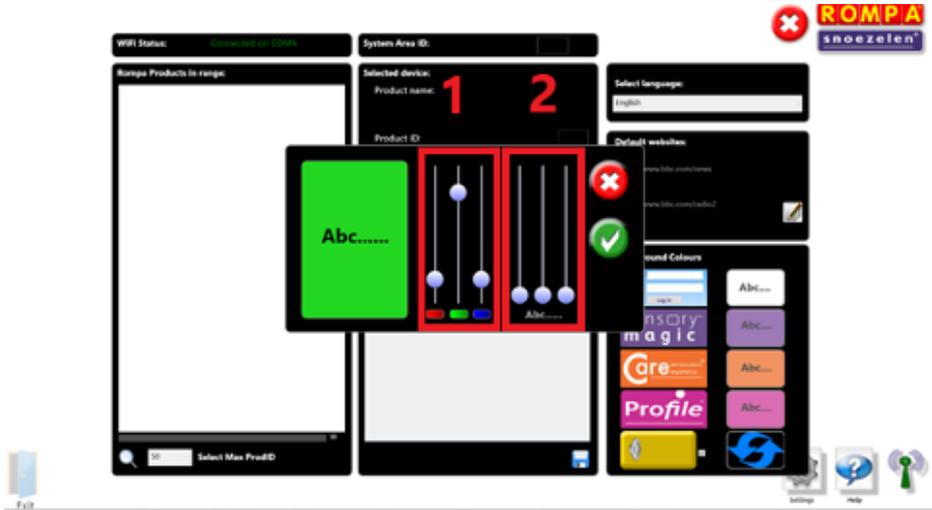


Example: Changing the Sensory Magic® 2 background colour to green and font colour to red:

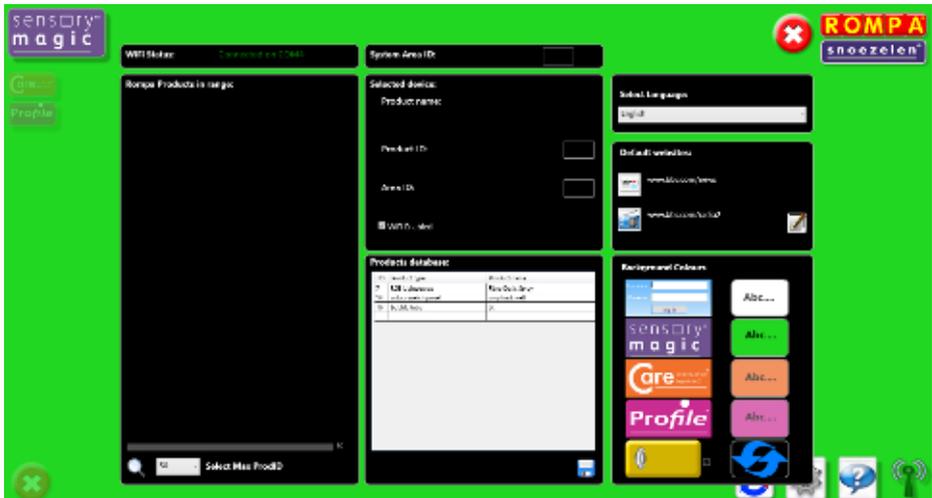
1. Click on the coloured background of the Abc button to the right of the Sensory Magic® 2 logo.
2. A pop-up box will then appear:



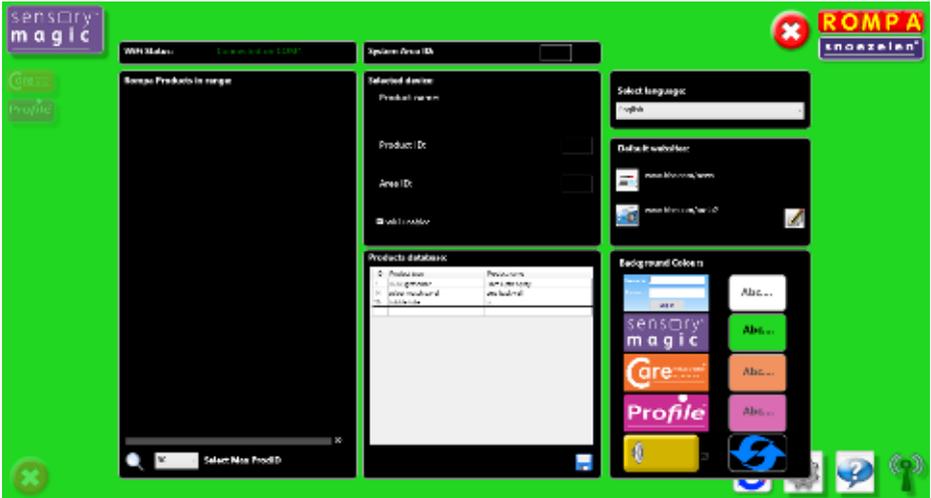
- Change the background colour from default purple to green by adjusting the colour sliders on the left-hand side nearest the colour swatch (1) and use the sliders nearest the tick icon to change the text colour (2):



- Change the font colour from default dark grey to red by adjusting the colour sliders above "Abc" on the right-hand side:



- Click on the green tick button to save your settings.
- The new settings will then be shown on the Settings screen:



7. The new settings will appear when the program is restarted (close Sensory Magic® down and then open it up again):



8. Settings can be returned to default factory settings by selecting the refresh button within Settings:

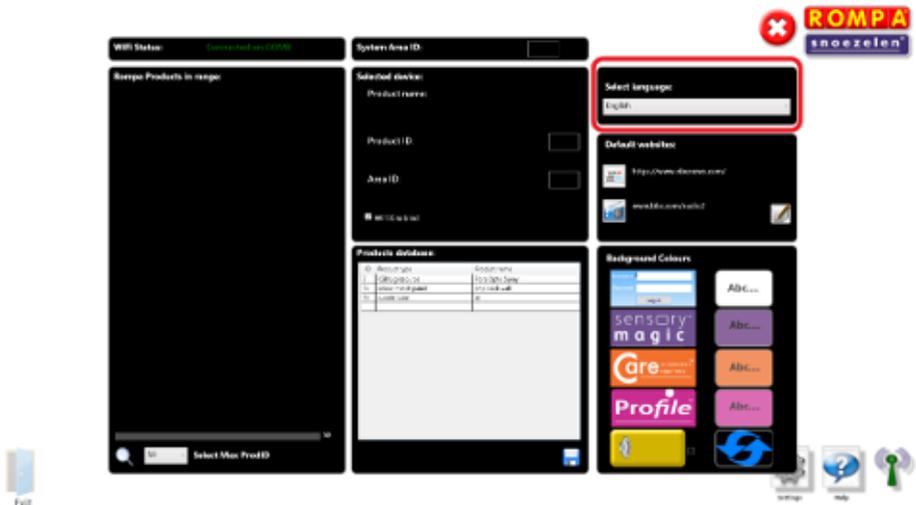


Click on the Help button to open a copy of these Operating Instructions.



Language settings

In the settings menu locate the select language section (highlighted in red below):



Select the drop-down menu and it will show all the supported language in Sensory Magic® 2:



Select a language to change the default language of the application.

NOTE: When changing the Sensory Magic® 2 application to another language the playlist items in the themes section will remain in English.

Product search

Within the Sensory Magic® 2 application settings menu you can perform a product search. This product search will return any ROMPA® product that is directly compatible with the Sensory Magic® 2 product.

For example, ROMPA® interactive panels, ROMPA® bubble tubes, ROMPA® light sources, ROMPA® LED strips, ROMPA® LED 100 projector, ROMPA®, ROMPA® aroma panel, ROMPA® fan and heater modules and more.

The product search functionality is only required if you wish to isolate products on different area IDs, meaning the products can be controlled separately by the Sensory Magic® 2 application.

How to perform a product search in Sensory Magic® 2

1. In the settings menu and in the left-hand pane, select the magnifying glass to initiate a product search (highlighted in red below):



2. A progress bar will then progress across the screen, once this bar has gone completely white, the search is complete.
3. Once the search is complete you should see the ROMPA® compatible products that are powered on and within range in the list. See the example below:



By separating ROMPA® compatible products into different area ID, you can ensure that one room of products is not interfered with when another room has a Sensory Magic® 2 system and is changing the colour of ROMPA® compatible products.

All of the products that are officially compatible with the Sensory Magic® 2 application will return in the product search with their own product ID and area ID.

What is a product ID? A product ID is assigned to different types of compatible products. The product ID can be thought of as a way of identifying the product type to the Sensory Magic® 2 application. ROMPA® compatible Bubble Tubes, LED strips, light sources etc. have their own preconfigured product ID.

For example, all officially compatible ROMPA® LED strips will return in the product search with product ID 8. All ROMPA® compatible Bubble Tubes will return in the Sensory Magic® 2 product search on product ID 16.

Two products with the same product ID cannot be displayed in the product search at the same time. For example, if you had 4 sets of ROMPA® LED strips, they would all be by default set to product ID 8, so if you performed a search in the Sensory Magic® 2 application with all 4 of the LED strips powered on, only a single entry of LED strips on product ID 8 would be displayed in the product search.

What is an area ID? The area ID is the channel that each product operates on. There are a total of 9 area IDs.

Every product has an area ID. By default, all products are set to the area ID of 1.

Products on different area IDs cannot communicate with each other

The Sensory Magic® 2 application uses the USB dongle to communicate with compatible products. The Sensory Magic® 2 USB dongle will be set to area ID 1 by default.

For example, if a ROMPA® LED strip is on area ID 1 and a ROMPA® Bubble Tube is on area ID 1 and Sensory Magic® 2 USB dongle is set to area ID 1 and you go to the colour selector in Sensory Magic® 2 and choose a colour, it will change the Bubble Tube and LED strip to the selected colour.

But if you change the Bubble Tube product to area ID 2 and leave the Sensory Magic® 2 USB dongle and LED strip on area ID 1, when changing the colour of products via the colour selector in Sensory Magic® 2 only the LED strip would change colour. This is because the Bubble Tube in this example is on a separate area ID to the USB dongle and the LED strip.

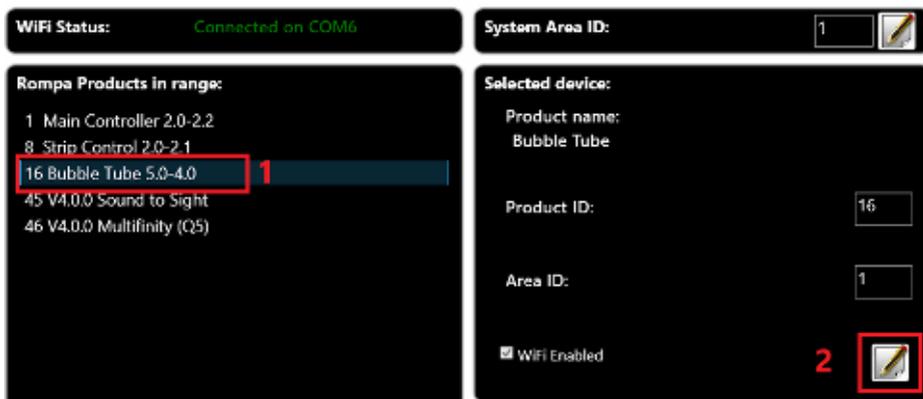
How to change the area ID of a product

As mentioned above, there may be the requirement to separate and isolate products so that when you change the colour in the Sensory Magic® 2 application or play a theme, specific products do not change colour and are isolated.

In this example, I will be changing the area ID of a bubble tube from area ID 1 to area ID 2.

Before changing the area ID of any product, ensure that if you want to change the area ID of a specific single product, like a single bubble tube and you have multiple bubble tubes, power off all of the other bubble tubes you have before continuing and just leave the single bubble tube powered on that you want to change the area ID of, this will make sure you do not change multiple Bubble Tube area IDs by accident.

1. If you want to change the area ID of all of the same class of product, such as all bubble tubes, then you can leave the other bubble tubes powered on as well.
2. Navigate to the settings menu by selecting the settings icon on the bottom-right of the main menu.
3. Select the magnifying glass icon to perform a product search.
4. Select the product you wish to change the area ID of, in this example I am changing a single bubble tube from area ID 1 to area ID 2.
5. With the bubble tube selected (1) from the product list then select the pencil icon to edit (2)

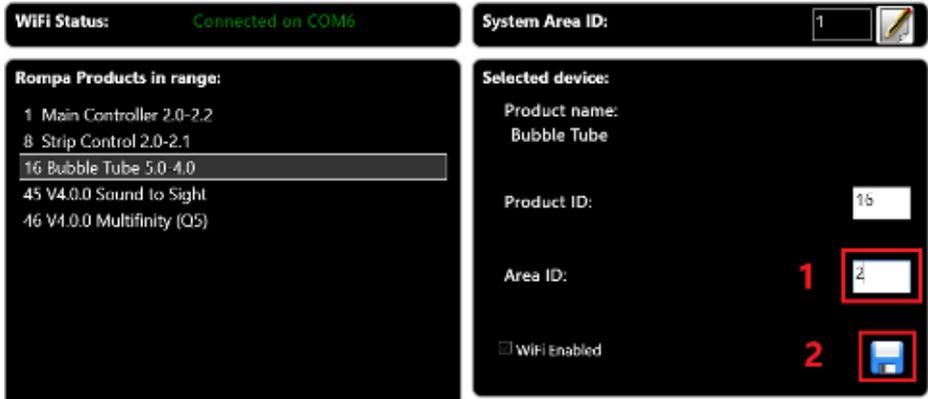


6. With the edit icon selected you can now enter the area ID you want to place the selected product on. In this example, I have changed the product from area ID 1 to area ID 2:

NOTE: It is important that you do not set the area ID of any product outside of the 0 to 9 range. If a product is set to an area ID outside of the standard range, then that product may

not be communicated with as it is unknown the area ID the product resides on.

7. Enter the number in the “Area ID” text field (1).
8. Select the save icon (2):



9. Once the save icon has been pressed the product search will begin automatically.

On the first product search the product you have just changed the area ID for will not be present in the list of products that has been returned in the product search.

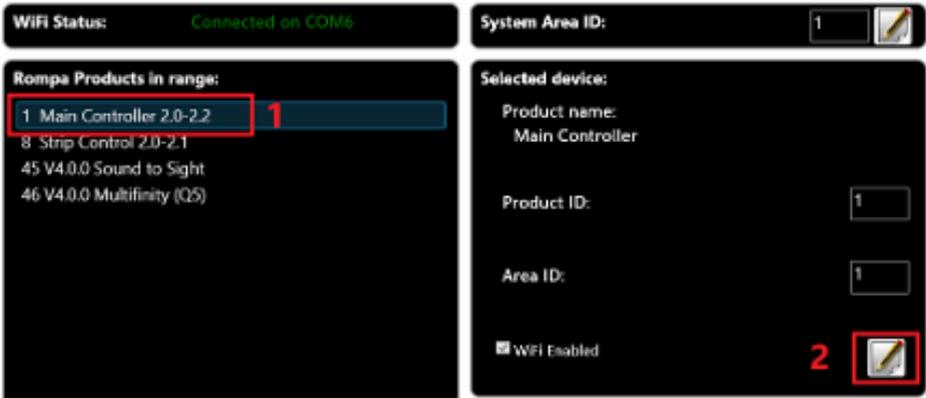
The reason for this is because the USB dongle for the Sensory Magic® 2 system itself now needs changing to the area ID that you have just set the product to in order for Sensory Magic® 2 to be able to control that product again.

NOTE: The USB dongle can only find products on different area IDs if the USB dongle itself has been changed to the area ID of the product you want to return in the product search.

You can change the USB dongle called “Main Controller” to different area IDs in order to search different area IDs.

To change the USB dongle area ID, do the following:

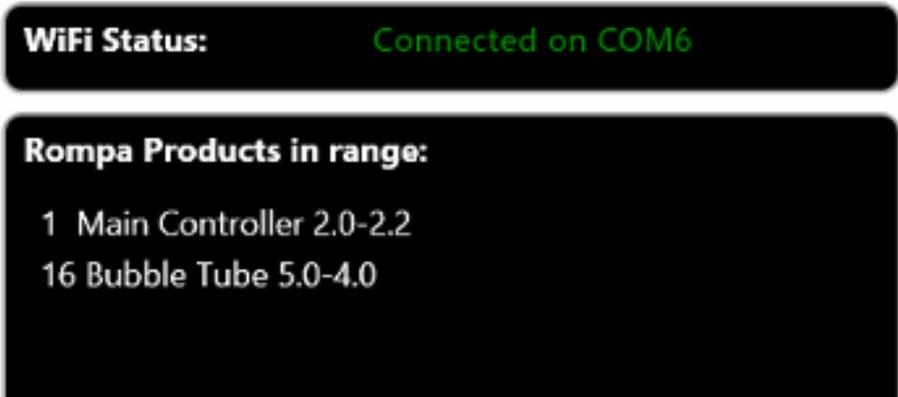
1. Perform a product search by pressing the magnifying glass.
2. Select the “Main Controller” in the list of products returned (it should be at the top of the list) (1).
3. Select the edit icon (2):



4. Now in the "Area ID" text field enter the area ID you want to do a search on, in this example 2 and then select save (2):



5. Now you can see the Bubble Tube I changed to area ID 2 earlier is visible in the product search when searching on area ID 2:



With the USB dongle (“Main Controller”) set to area ID 2, if you go to the colour selector and change the colour in Sensory Magic® 2, the only product that will change colour are those on area ID 2, in this example the Bubble Tube I put on area ID 2.

If I changed the area ID of the USB dongle (“Main Controller”) back to area ID 1, and changed the colour in Sensory Magic® 2, all the products on area ID 1 will change to the selected colour, but the Bubble Tube in this example that I have now changed to be on area ID 2 would not change colour with the other products.

If you wanted to revert a product back to area ID 1, you could select the bubble tube that is now on area ID 2 and change it back to area ID 1 as seen in step 4 above.

Change default website

The default news and radio websites within the care section can be changed from their default websites to ones of your preference.

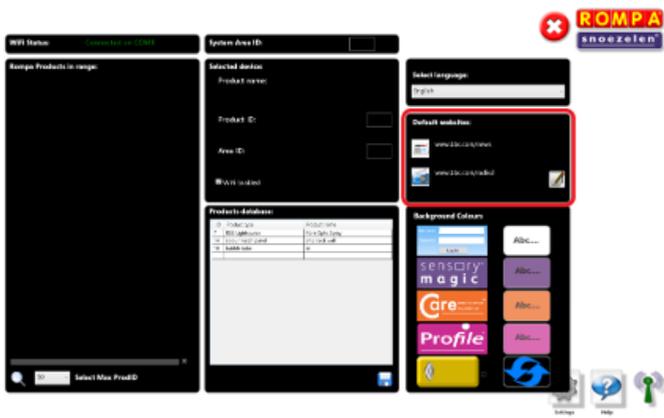
You can do this within the Sensory Magic® 2 settings menu.

To do this follow the steps below:

1. Go to settings:



2. Locate the Default websites section (highlighted in red below):



3. Select the edit icon and then enter the website address for both the news and radio website you want to be directed to when selecting either section:

Default websites:



www.bbc.com/news



www.bbc.com/radio2



4. For example, below, I have changed the news website address to NBC news:

Default websites:



https://www.nbcnews.com/



www.bbc.com/radio2



Once you have made the changes you require, select the blue save icon and you can exit the settings menu using the red X button.

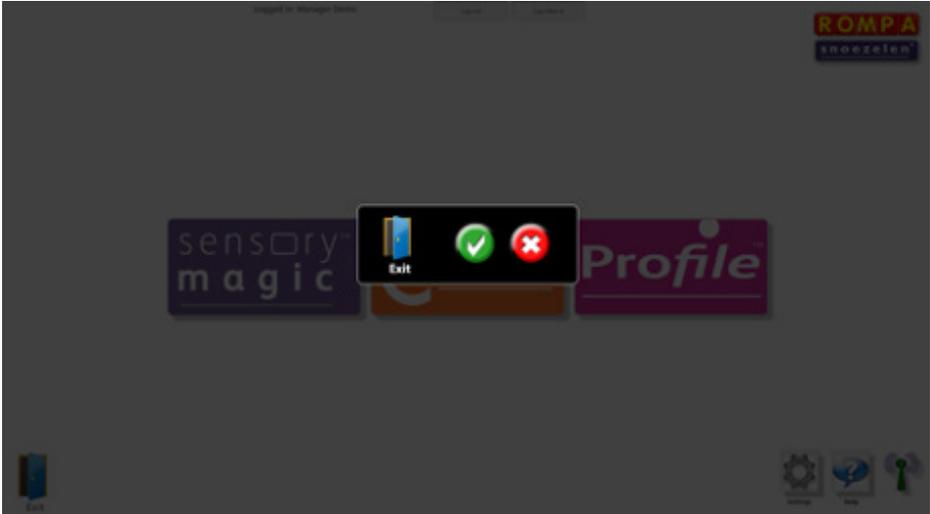
CLOSING DOWN

08.



Please make sure that you close down the system properly after use. Once you return to the initial opening screen, select the blue door to Exit Sensory Magic® 2.

You will be given a warning that the system is about to close down and so can change your mind if this was not intended. To go ahead and close down, select the green tick button:



09.

CARE



CARE is an easy to use meaningful client –centred software programme which offers clients a range of personalised activities.

It was developed for people living with Dementia via recommendations and feedback from care homes, the World Health Organisation and Alzheimer’s Disease International.

CARE enables individuals to build and reflect on their life story through a personalised media scrapbook.

Photos, drawings, poems, music, maps, video, games.

CARE offers passive and interactive activities as well as ways of orientating to time and place. Radio, games, karaoke, maps, internet, new reading.

The care section can be accessed by selecting the care option on the main screen:



Photos

The photos section is designed to allow the user to view the photos that are preloaded with the Sensory Magic® 2 system that once selected are visible with the photo on the screen, the name of the photo and a description.



The layout of the Photos section can be seen below:



Albums: Is located on the left-side of this section and allow you to view and store photos in specific albums to keep photos organised.

To view any of the photos in a specific album select the album on the left-side.

Once an album is selected you will see the photos within that album visible along the bottom bar.

If you then select a photo on the bottom bar, you will see the image on the screen with the name in the far right and the description that has been given to the selected photo.

When an image is selected the Sensory Magic® 2 application will also display that image on the projector full screen.



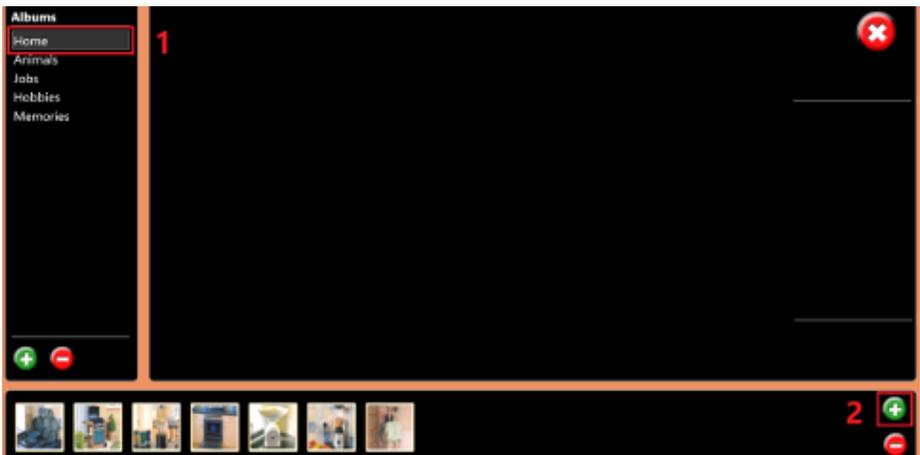
Adding your own photos to an album

Before adding a photo to the photos section, you need to have imported that photo into the library section of Sensory Magic® 2. Please see the library section in this document to see the steps on how to import media.

NOTE: If you want the photo to have a description/comment displayed on the right-side of the photo in the photos section, to avoid problems ensure that the photo has a comment against it before importing into the photos section. See adding a description section for the steps that are required.

To add a photo to an already created album do the following:

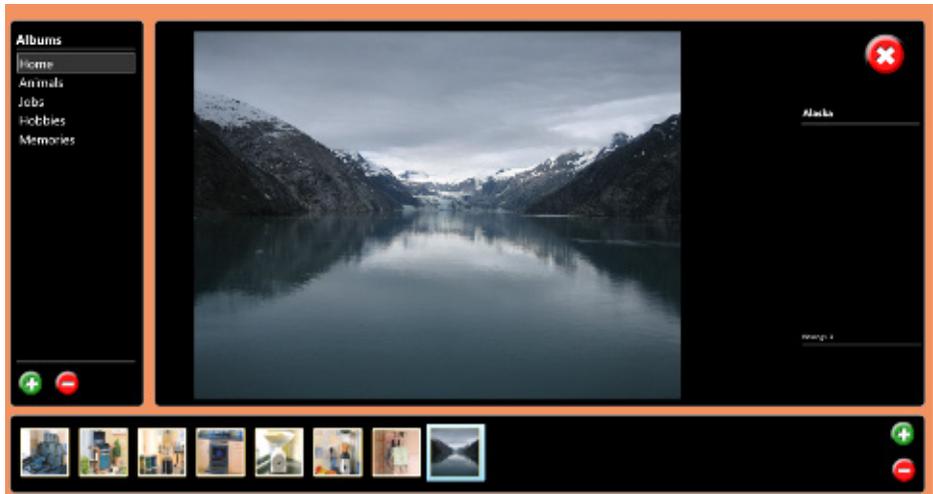
1. Select the album on the left-side album list (1).
2. Select the green plus icon (2).



3. This will take you to the library section, please select a library type, such as public library if you stored the image you want to upload in the public library or private library if you stored it there instead (1).
4. Then locate the photo and select it (2).
5. Then select the green tick to import it into the photos section:



6. You can now see the photo that was just imported into the Home album:

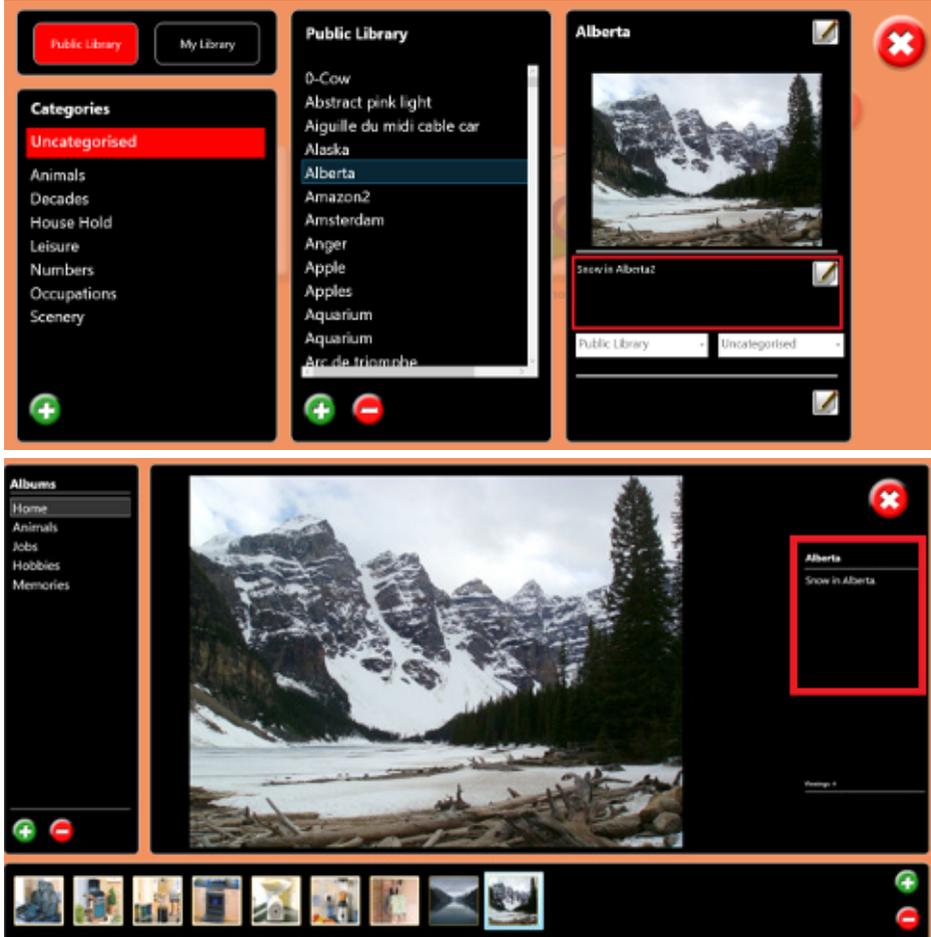


Adding a description

If you want to add a description to the photo you have imported ensure that in the library section under photos you have added a comment.

For example, below I have added the comment "Snow in Alberta" to a photo in the library section

and when importing the photo into the photos section the comment is displayed on the right-right:

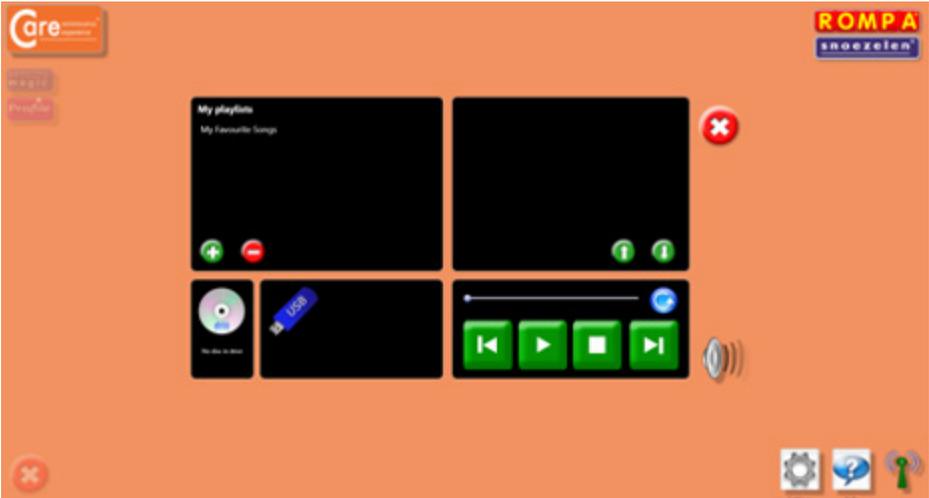


Sound

Press this button to choose and play sound files stored on the computer / USB memory stick / CD.



The system supports many popular audio formats, including 3GP, AAC, WAV, WMA and MP3.



Playlists

Playing tracks in a playlist

Saved playlists are shown in the left-hand column. Click on the playlist title to show all tracks in the chosen playlist. Click on any track to play the track automatically. You can also pause tracks, stop tracks, skip backwards or skip forwards to other tracks in the playlist.

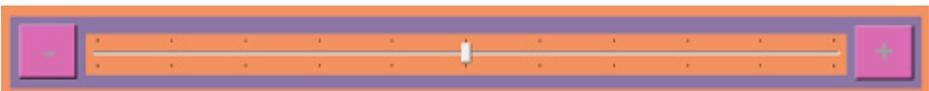


Play all – press this button to play all tracks in a playlist automatically.



Volume control – click to reveal the volume slider. Click and drag the volume button up or down to increase or decrease sound volume. CareTM will automatically save the desired volume level.

Slide to adjust volume

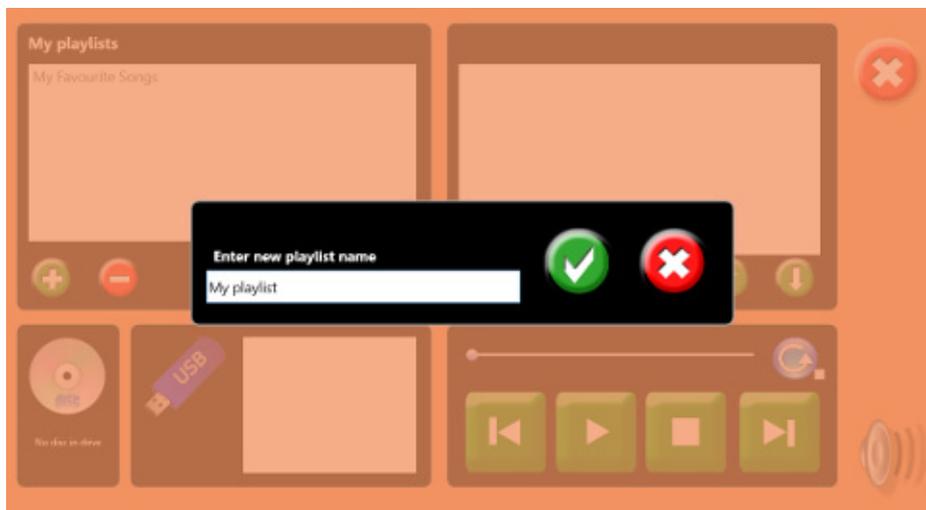


Creating a new playlist

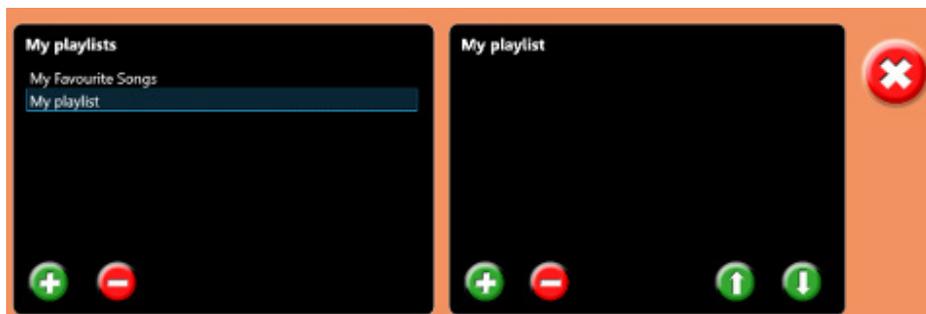
1. To create a new playlist, click on the green plus button under “My playlists”.



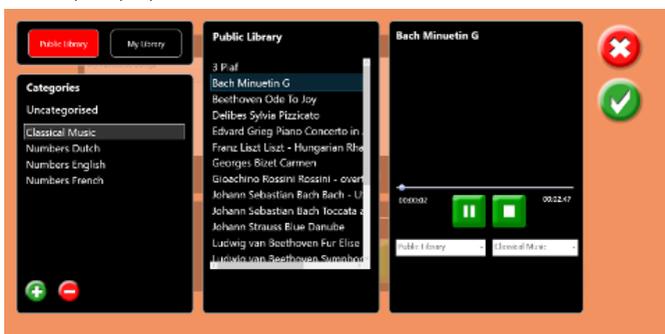
2. A pop-up box will then invite you to name your new playlist. Enter a playlist name, e.g. "Edith Piaf – top tracks", then click the green tick button:



3. To add a music track, click on the green plus button in the right-hand column, under the playlist name.



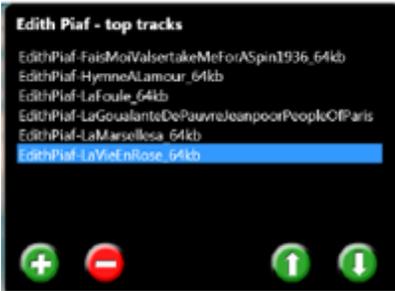
4. This will call up the music libraries. Select a music track and click on the green tick button to add the track to your playlist:



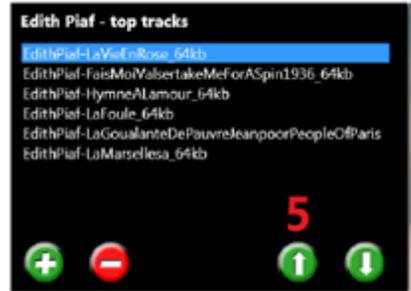
Continue to add music tracks as desired.

5. Tracks can be moved up or down in the playlist simply by selecting the music track and clicking on the up or down arrow buttons.

Example: Moving a music track to the top of the playlist:



Original



After up arrow pressed 5 times



Click to move a music track up in the playlist.



Click to move a music track down in the playlist.

To remove a music track from a playlist, simply click on the track and then click the red minus button. At the prompt, click on the green tick button to delete the track.



To delete an entire playlist, simply click on the playlist name and then click the red minus button in the left-hand column. At the prompt, click on the green tick button to delete the playlist.



The system is supplied with a basic music/sound library. You can add your own music/sounds to the library. See the Library section for more details.



Press this button to play CDs. Simply insert your CD into the disc drive. The CD will play automatically.



To play music tracks from a memory stick, simply insert the memory stick into a USB port and click on the name of the memory stick once this is displayed. The music tracks on the memory stick will then be listed in the right-hand column. Simply click on the track name to play a track.



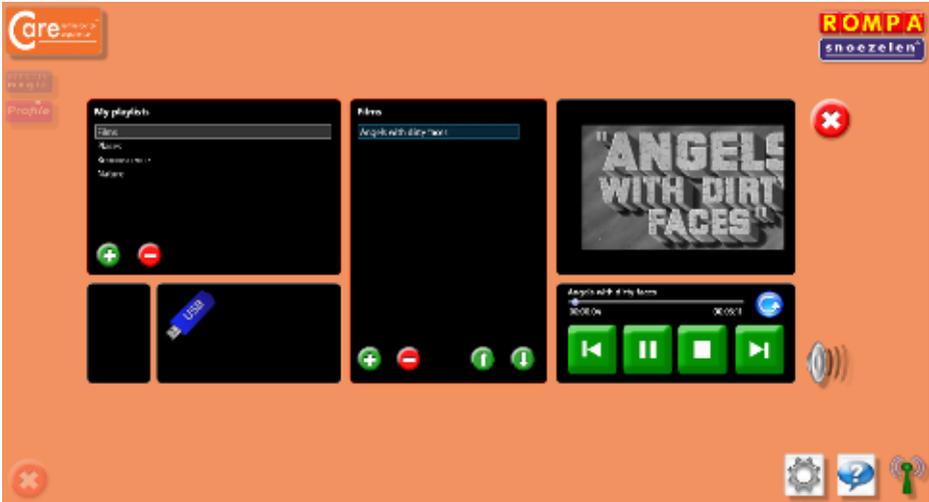
Click on the Cancel button to quit Sound and return to the Care™ opening screen.

Video



Press this button to choose and play video files stored on the computer / USB memory stick.

The system supports many popular video formats, including 3GP, AVCHD, MPEG-4, WMV, AVI, DivX, MOV and Xvid.



Playlists

Playing videos in a playlist

Saved playlists are shown in the left-hand column. Click on the playlist title to show all videos in the chosen playlist. Click on any track to play the track automatically. You can also pause tracks, stop tracks, skip backwards or skip forwards to other tracks in the playlist.

are shown in the left-hand column. Click on the playlist title to show all tracks in the chosen playlist. Click on any track to play the track automatically. You can also pause tracks, stop tracks, skip backwards or skip forwards to other tracks in the playlist.

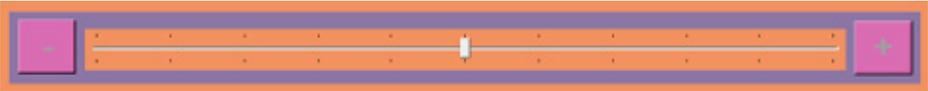


Play all – press this button to play all tracks in a playlist automatically.



Volume control – click to reveal the volume slider. Click and drag the volume button up or down to increase or decrease sound volume. CareTM will automatically save the desired volume level.

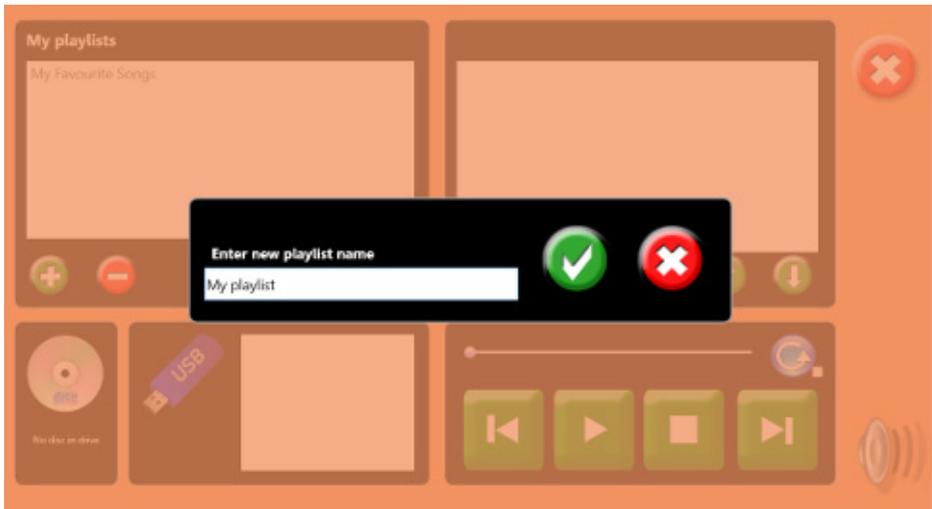
Slide to adjust volume



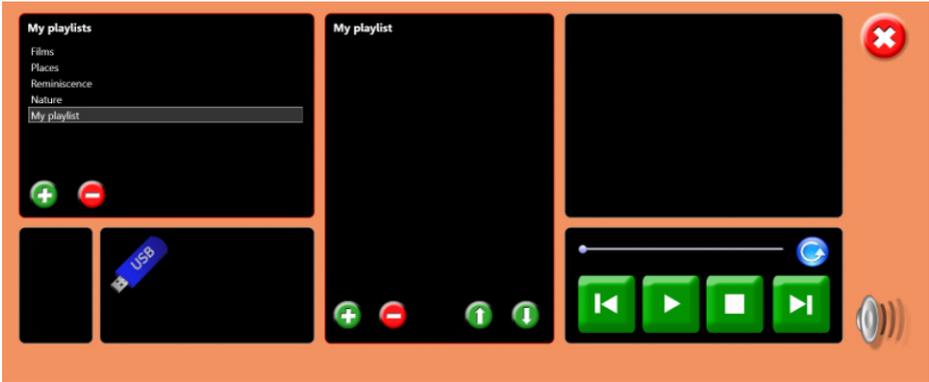
1. To create a new playlist, click on the green plus button under “My playlists”.



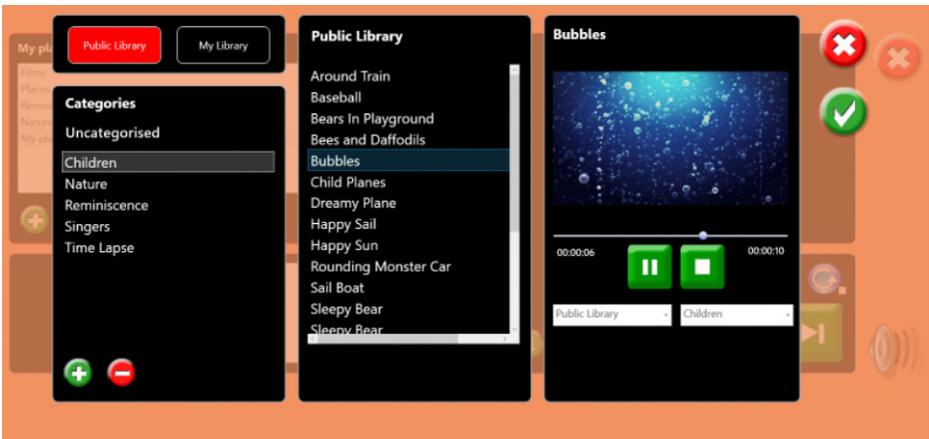
A pop-up box will then invite you to name your new playlist. Enter a playlist name, e.g. “Edith Piaf – top tracks”, then click the green tick button:



2. To select your new video playlist, click on the playlist name. The playlist will then be highlighted in blue:



- To add a video track, click on the green plus button in the middle column, under the playlist name. This will call up the video libraries. Select a video track and click on the green tick button to add the track to your playlist:



Example: Moving a video track to the bottom of the playlist



Original



After down arrow pressed 4 times



Click to move a video track up in the playlist.



Click to move a video track down in the playlist.

Continue to add video tracks as desired.

4. Tracks can be moved up or down in the playlist simply by selecting the video track and clicking on the up or down arrow buttons.



To remove a music track from a playlist, simply click on the track and then click the red minus button. At the prompt, click on the green tick button to delete the track.

To delete an entire playlist, simply click on the playlist name and then click the red minus button in the left-hand column. At the prompt, click on the green tick button to delete the playlist.



The system is supplied with a basic music/sound library. You can add your own music/sounds to the library. See the Library section for more details.



To play music tracks from a memory stick, simply insert the memory stick into a USB port and click on the name of the memory stick once this is displayed. The music tracks on the memory stick will then be listed in the right-hand column. Simply click on the track name to play a track.



Click on the Cancel button to quit Sound and return to the CareTM opening screen.

Sing along



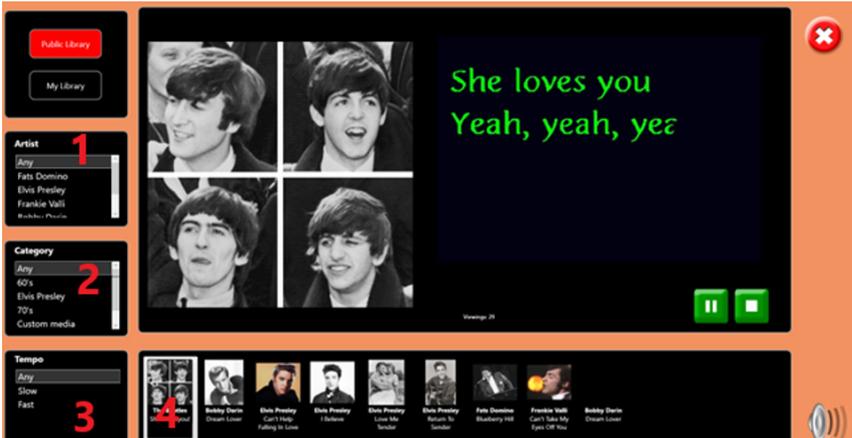
The sing along section allows you to select an artist, category and tempo and then a specific song you would like to play and sing along to. The lyrics are displayed on the screen when music is playing.

You can choose each of the above mentioned options on the left-hand side menu and then select a specific song along the bottom:



Karaoke files are organised in three ways:

1. By Artist
2. By Category (song type)
3. By Tempo (any speed / fast / slow).



Using the sing along section

Use the lists on the left-hand side to search for specific types of karaoke files or leave the selections at “Any” to view all files in a category.

Song titles and thumbnail pictures of karaoke files are shown along the bottom of the screen.

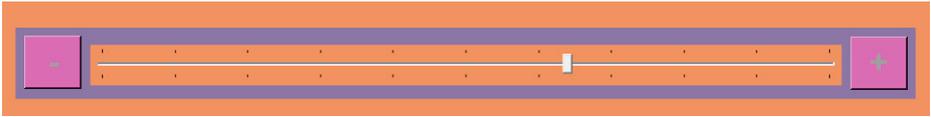
To play a file, simply press on one of the thumbnail pictures. The thumbnail picture will then be highlighted, and the karaoke track will play automatically:

3. You can also pause, play and stop tracks, using the green and white buttons.
4. You can adjust the size of the picture – stretch it, move it and / or rotate it at leisure, using the techniques described in the Pictures section: For example, to magnify and stretch the image, touch the picture with two fingers or two hands and simply stretch it to increase it in size.
5. Press the reset button to return the picture to its original presentation.



Volume control – click to reveal the volume slider. Click and drag the volume button up or down to increase or decrease sound volume. CareTM will automatically save the desired volume level.

Additional karaoke tracks and images can be added to the karaoke library. See the Care Library section



 Press the Cancel button to quit Sing Along and return to the Care™ opening screen.

Games

To navigate to the games section in care, on the main Sensory Magic® 2 screen where you can select Sensory Magic® 2, Care, Profile™, select Care and then select the games icon below:



Press this button to play a selection of games and activities. You will then see this screen:

The games section in Care has 4 games to choose from to play within the Sensory Magic® 2 application:



Puzzle

Press this button to complete jigsaw puzzles.

All pictures in the Picture Library are available as a jigsaw puzzle. Thumbnails of these pictures are shown along the bottom of the screen.

1. Use the arrow buttons to scroll through the library pictures.
2. Press on a thumbnail picture to select that picture as a jigsaw puzzle. The picture will then be highlighted.
3. You can change the level of difficulty by adjusting the slider in the left-hand column. Choose between Easy (4 pieces), 6 pieces, 9 pieces, 16 pieces and Hard (25 pieces).
4. To move the jigsaw pieces about, simply touch the piece and drag it across the screen to the desired location. Pieces can be rotated by touching one corner of the piece and turning the piece around.
5. A fanfare reward sounds when a puzzle is complete!



Puzzle complete:



Press the Cancel button to quit Jigsaws and return to the Games opening screen.

Sudoku



Press this button to play Sudoku. You will then see this screen:

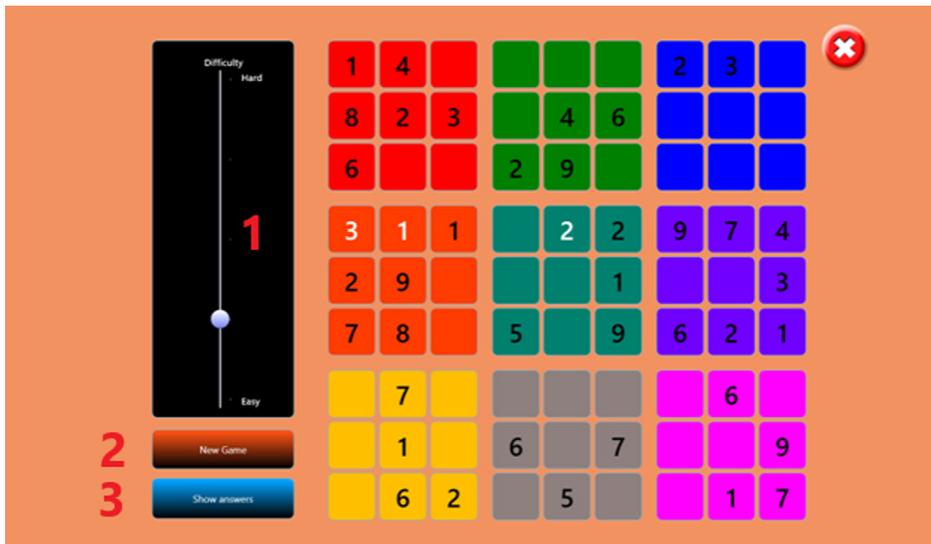
How to Play Sudoku

Sudoku is a logic game played on a 9x9 grid using the digits 1-9. The grid is further subdivided into nine 3x3 boxes. The goal is to fill in the grid with digits such that one and only one of each digit 1-9 appear in every row, column, and box.

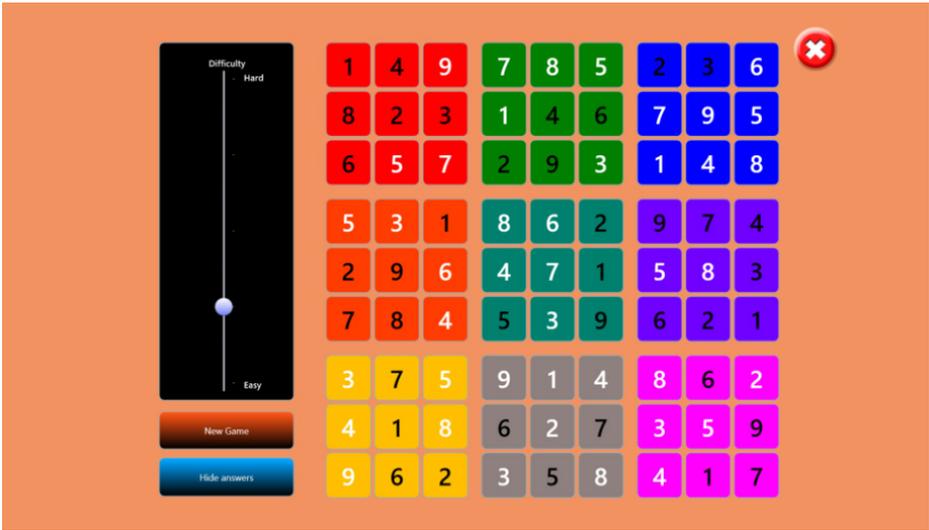
Enter a digit in a Sudoku grid cell by pressing on the cell. The number 1 will appear after 1 finger press, for the number 2, press twice, etc. To erase the cell, continue pressing, and a blank cell appears directly after number 9

1. To select the level of difficulty, adjust the slider in the left-hand column.
2. To load a new game, press the New Game button.
3. If you get stuck, you can reveal the answers by pressing the Show / Hide Answers button. Press Hide Answers to continue with the game.
4. A congratulatory "Well Done!" is displayed and a fanfare reward sounds when the Sudoku game is complete.

Playing the game:



Using help by selecting the show answers button:



Press the Cancel button to quit Sudoku and return to the Games opening screen.

Paint

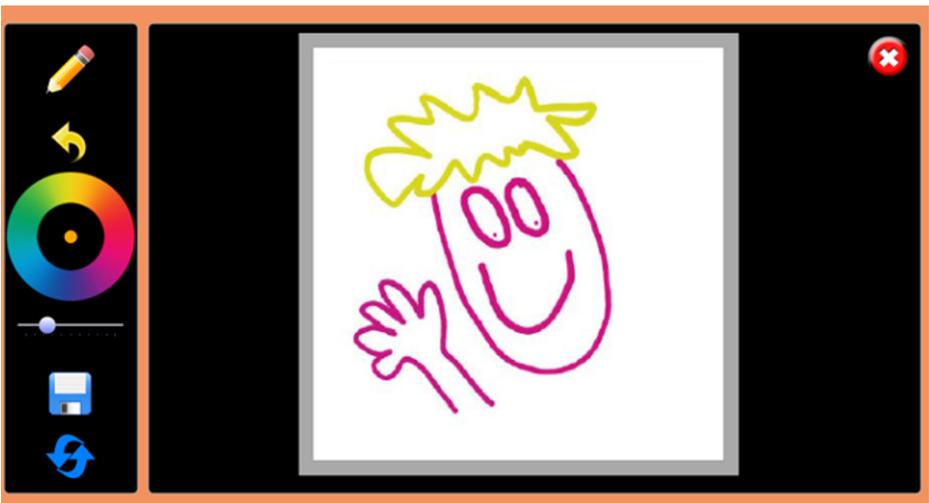


Press this button to create your own artwork. You will then see this screen:



1. Select a colour of your choice using the colour wheel. The chosen colour is displayed in the centre of the colour wheel.

2. Select nib size (line thickness) using the slider bar – choose from very fine to very thick lines.
3. Draw your picture! Draw using your fingers.
4. If you make a mistake, press the Undo button to undo the last command.
5. To erase parts of your picture, select the eraser (Pencil / Eraser button).
6. You can save your picture to the Picture Library. Simply press Save, enter a picture name in the pop-up box and then press the green tick button.
7. Press the Reset button to open a new page.

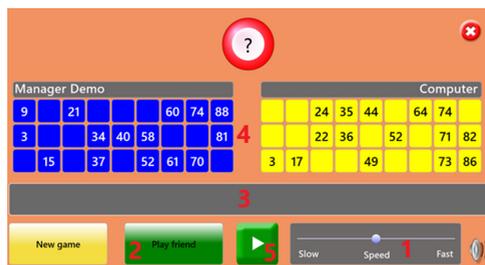


Press the Cancel button to quit Paint and return to the Games opening screen.

Bingo



Press this button to play Bingo. You will then see this screen:



How to Play Bingo

Bingo is a game based entirely on luck. Each player has a bingo card with numbers on. As bingo balls are called, they are displayed at the top of the screen. Players dab their bingo cards to mark the numbers as they are called. The winner is the player who dabs all of their bingo card numbers first.

1. Choose the speed at which bingo balls will be called. Press and drag the slider.
2. You can play bingo against the computer or against a friend. To play against the computer, press Play to start. To play against a friend, press Play Friend, and then press Play.
3. A list of bingo balls called is displayed in the central grey box, for reference.
4. When a number on your bingo card is called, dab the number with your finger. The dabbed number will then be highlighted in pink. If you make a mistake, press the number again to remove the highlighting.
5. You can pause the game if necessary and resume when ready, using the Play / Pause button.

A drumroll sounds as each bingo ball is called. The winner is rewarded with the word "Bingo!" flashing across their bingo card.

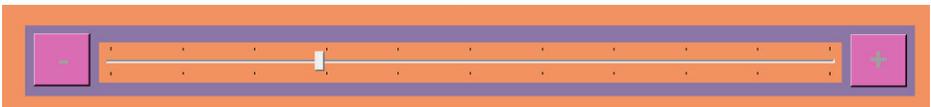
Bingo balls continue to be called. This facility allows the other player to complete their bingo card, if desired.

6. To start a new game, press the New Game button.



Volume control – click to reveal the volume slider. Click and drag the volume button up or down to increase or decrease sound volume. Care™ will automatically save the desired volume level.

Slide to adjust volume



Press the Cancel button to quit Bingo and return to the Games opening screen.

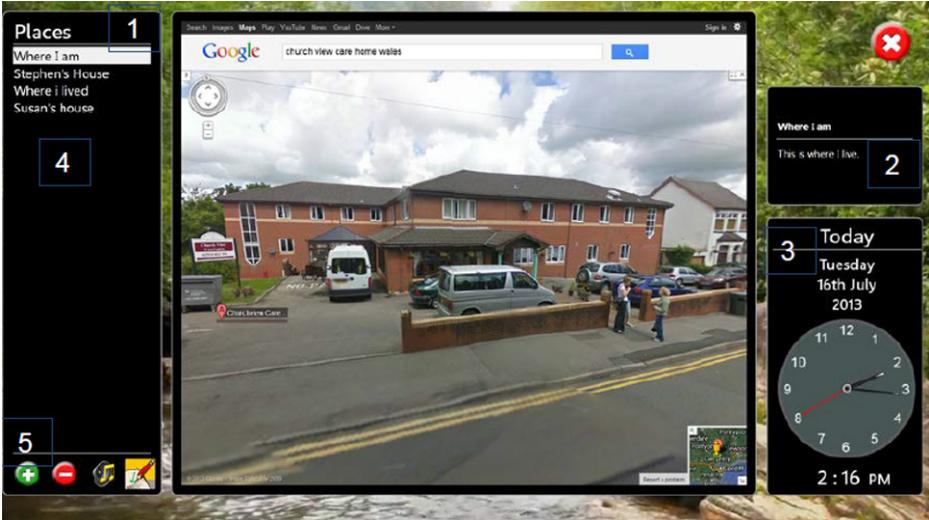
Press the Cancel button again to quit Games and return to the Care™ opening screen.

10.

ORIENTATION



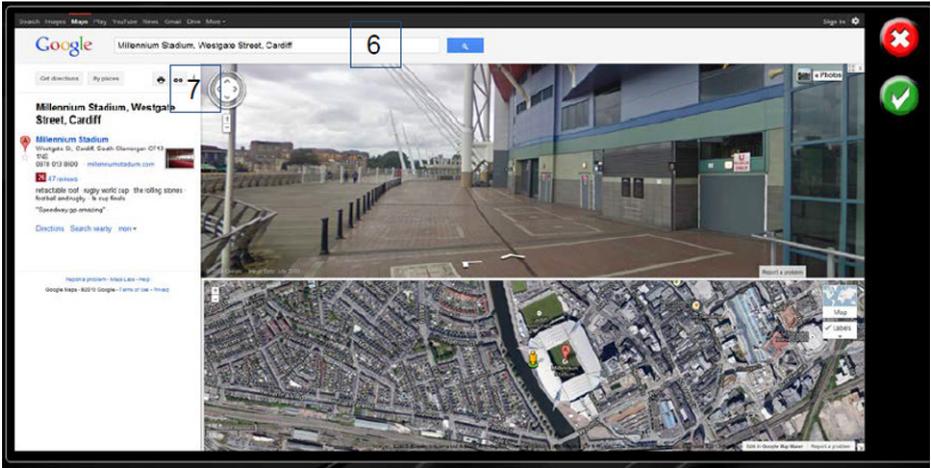
Press this button for assistance with orientation to time, day, date and place. You will then see this screen:



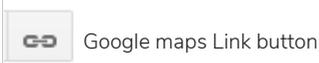
1. Care™ will automatically announce the details of the first Google map's location stored under Places in the left-hand column.
2. Care™ will announce the place name, and any written comments stored to that location.
3. Care™ will then announce:
"Today is (DAY OF WEEK), (DATE – day / month / year).
The time is (TIME in 12-hour clock)."
To encourage orientation to time, day and date, these details are highlighted in red whilst the announcement is being made. The background colour then reverts to black. For convenience, an analogue and digital clock are provided.
4. View different stored locations by simply pressing on the place name under Places.

Adding and editing Places

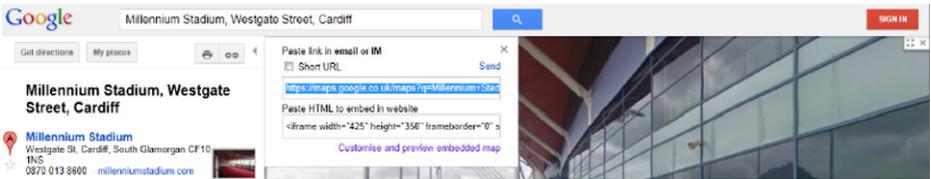
5. To add a new location to the list of Places, press the green plus (+) button in the left-hand column. A pop-up box will then invite you to enter a new place name. Enter the place name (e.g. Millennium Stadium, Cardiff) and then press the green tick button to save it.
6. Google maps will then automatically load. Search in Google for your desired location, using the location name and / or postcode:



- Zoom in to the desired view, e.g. Street View, and then press the Link button to obtain the Google maps link.

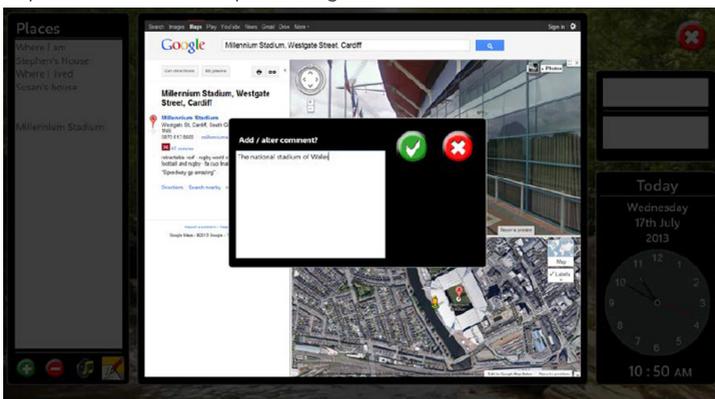


The link will be highlighted in blue:



Press Ctrl+C to copy the link to the clipboard, then press the green tick button.

- A pop-up box will then invite you to add / alter comments relevant to the location chosen. Enter any comments and then press the green tick button to save the comments.



- The new location, place name and comments are then listed under Places in the left-hand column. Simply press on the place name to see and hear all details saved.
- To edit place names, locations and / or comments, select the place name in the left-hand column and then press the edit button:



A pop-up box will then invite you to enter a new place name. Enter the place name and then press the green tick button.

The saved Google map's location will then appear. Edit as desired, press Ctrl+C, and then press the green tick button.

A pop-up box will then invite you to add / alter the written comments. Edit as desired, and then press the green tick button.

- CareTM will automatically announce the place name, and any written comments stored to that location every time the place name is selected. To turn the announcements off, select the Sound Off button:



Sound Off button

- To remove a Place from the list in the left-hand column, simply press on the Place name and then press the red minus (-) button:



At the prompt, press the green tick button to delete the Place.



Press the Cancel button to quit Orientation and return to the CareTM opening screen.

Radio



Press this button to listen to online radio. You will then see this screen:

You can now navigate the BBC Radio 2 website at leisure.

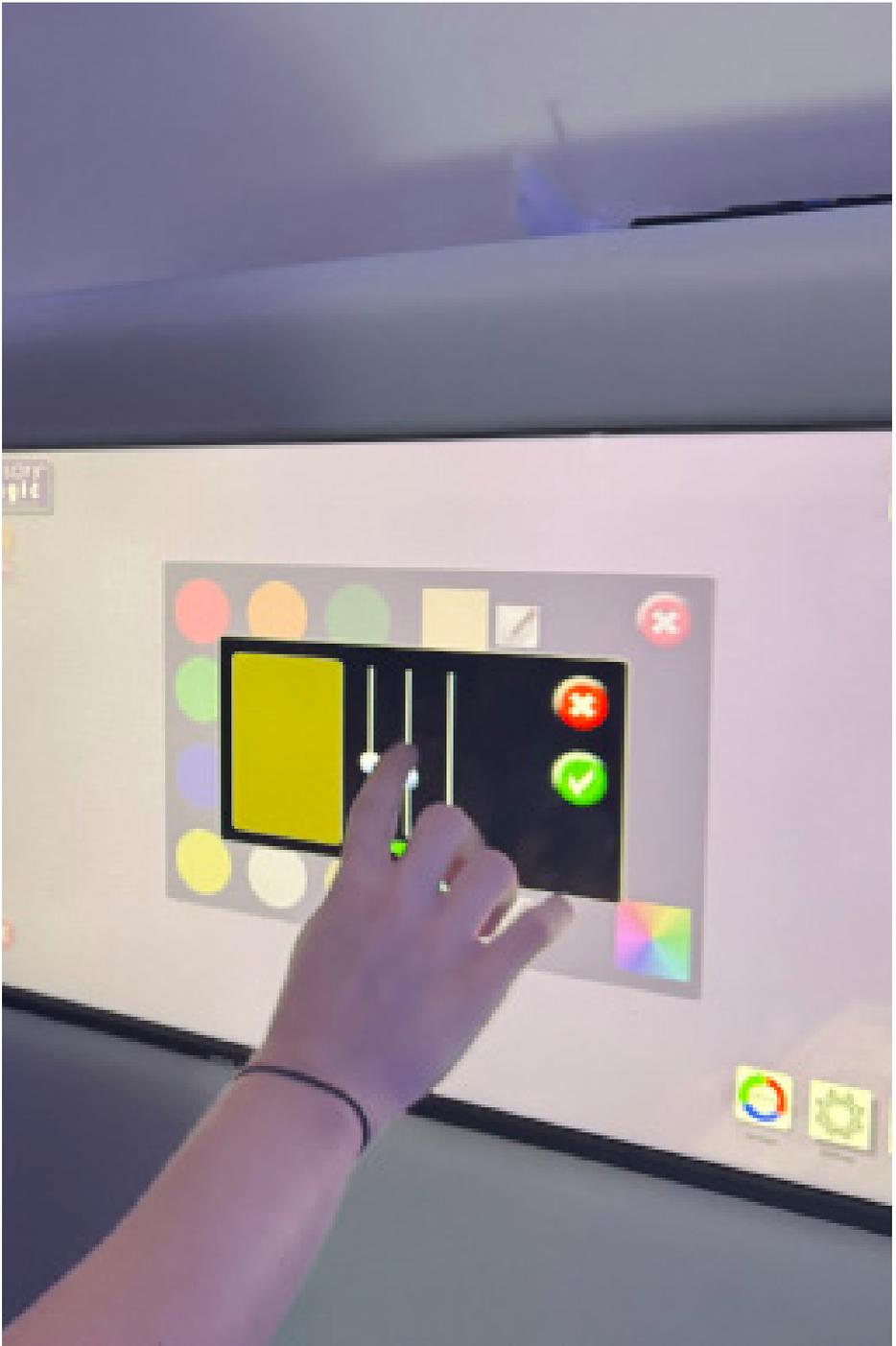
The picture can be magnified to suit individual needs. To magnify and stretch the picture, touch the picture with two fingers or two hands and simply stretch it to increase it in size:



NOTE: Please note that the default news and radio websites can be changed to the website of your preference in the settings menu within the Sensory Magic® 2 application. See change default websites section in the settings section earlier in this manual for how to change the default websites for both news and radio.



Click on the Cancel button to quit Radio and return to the Care™ opening screen.



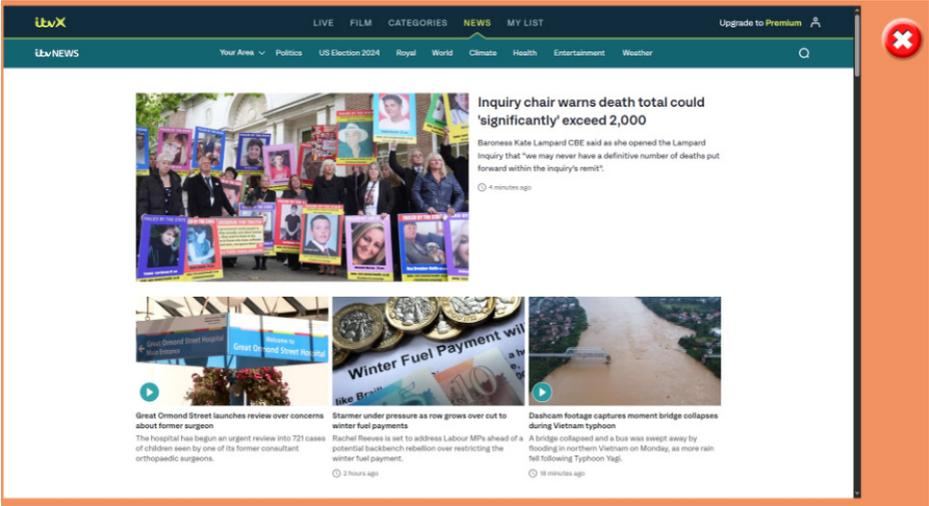
NEWS

11.



Press this button to listen to and read online news. You will then see this screen:

You can now navigate the news website you have chosen at your leisure:



Click on the Cancel button to quit News and return to the Care™ opening screen.

12.

CARE LIBRARY

The library in the care section is the same as the library in the Sensory Magic® section of the application with the only exception being the library in care has an additional sing along section. Please refer to the library section earlier in this manual for more information on the library.

See more on the sing along section in library see the section below.

Sing along



The sing along option in the care library section contains all of the media that is specifically used in the sing along section of the Sensory Magic® 2 application.

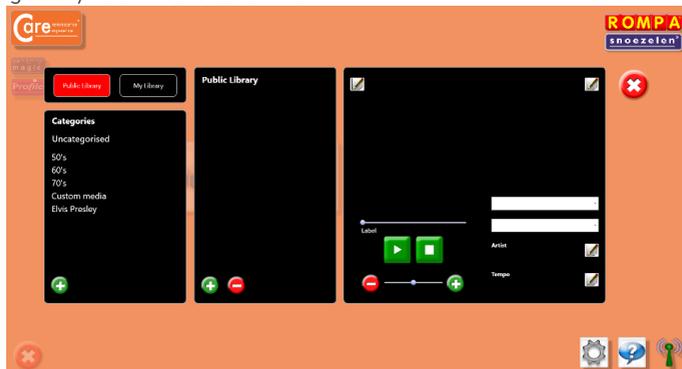
The layout of the sing along section is the same as the other library sections, such as photos, music & video.

A public library and my library are used separate content:



- **Public Library:** Any media stored in this library is accessible by all other users on the Sensory Magic® 2 software. For example, if user1 logs into Sensory Magic® 2 and adds an image to the Public Library and then user2 logs into the software and they check the Public Library the image user1 has added, user2 will see this image.
- **My Library:** Any media stored in this library is only accessible through the Sensory Magic® 2 software by the user that added it to the My Library section. For example, if user1 logs in and adds an image to their My Library section and then user2 logs in and goes to their My Library, they will not see the image that user1 had added.

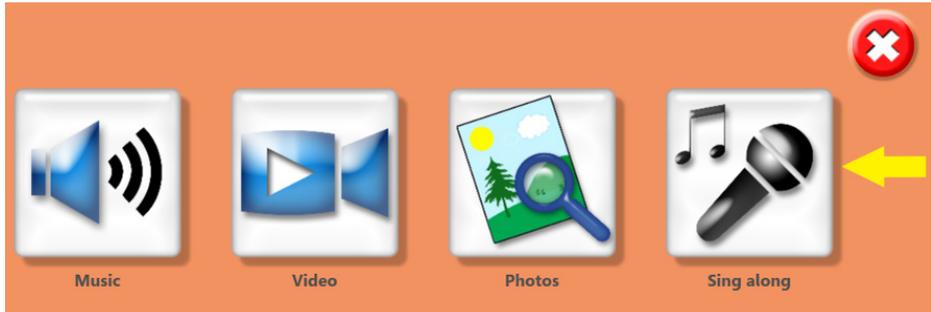
The sing along library screen looks as follows:



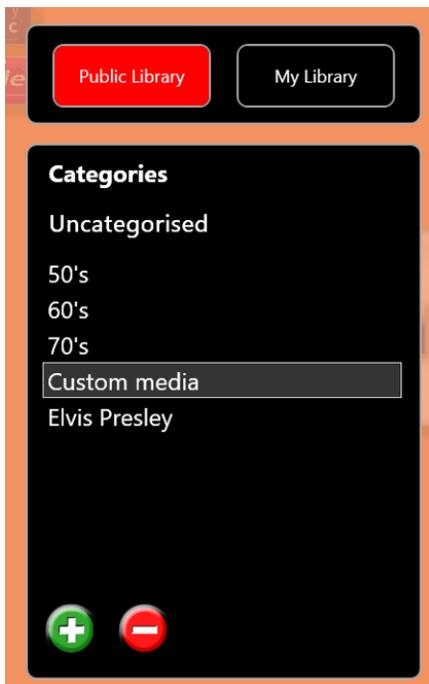
Uploading media to the sing along section

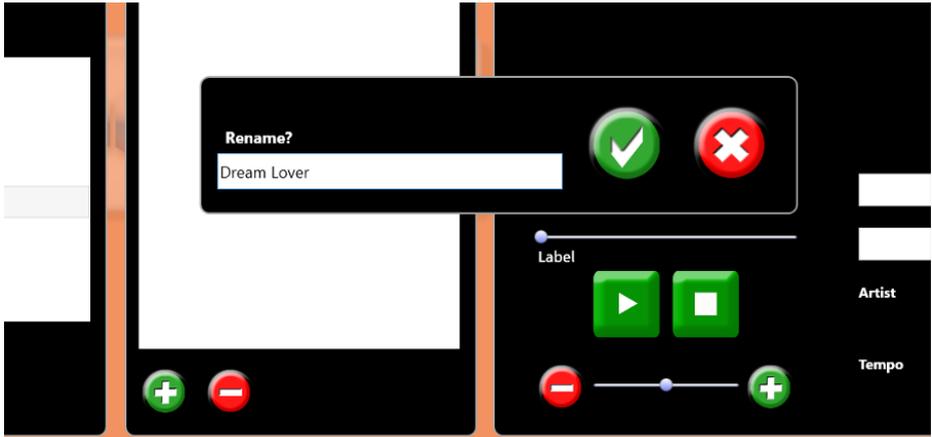
If you want to upload media for use in the sing along section, please follow the steps below:

1. In the Sensory Magic® 2 application go to Care > Library > Sing along

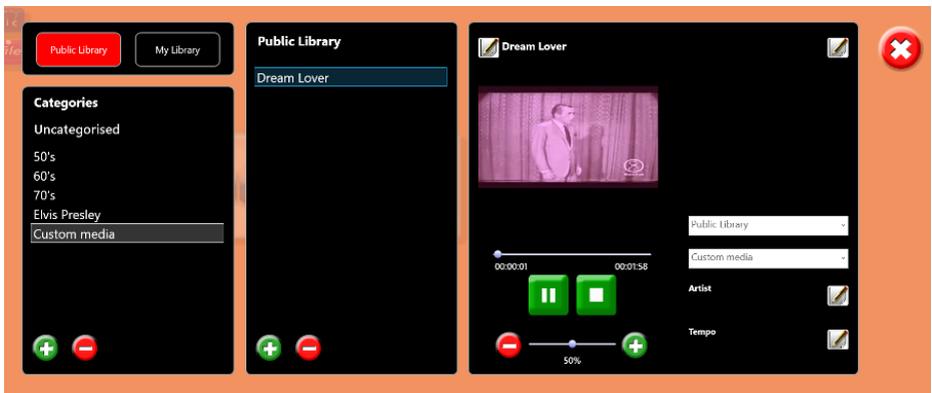


2. Select either "Public Library" or "My Library" depending on if you want to have the media you are uploading to Sensory Magic® 2 available to all users or just your user account.
3. In this example, I am going to upload into the public library by selecting "Public Library".
4. I am going to create a category called "Custom media" by pressing the plus icon:

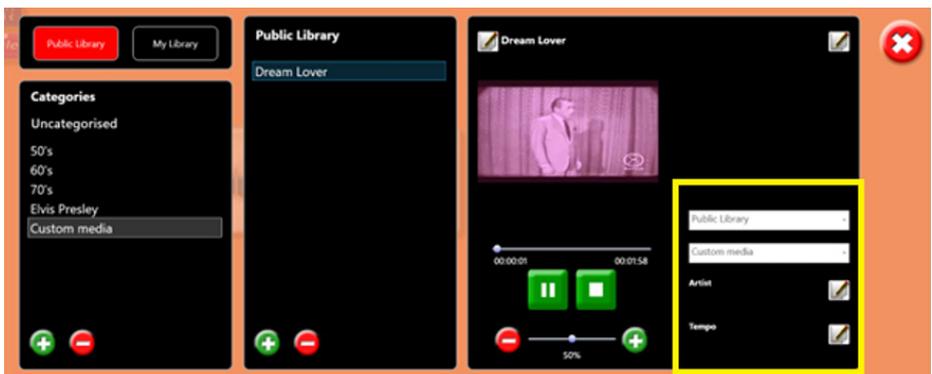




8. Now select the media you have uploaded into Sensory Magic® 2:

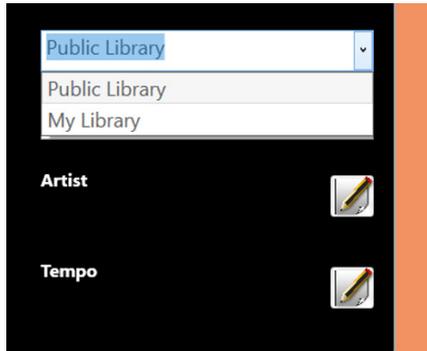


9. Locate the library section on the right-hand side and ensure that the media is in the correct library and category (highlighted in Yellow below), for example, below I have the public library selected and the category custom media:

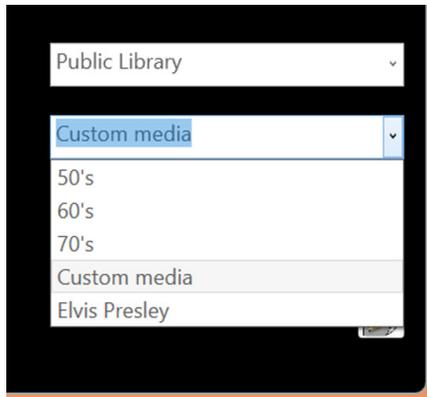


NOTE: The information you select and enter here will determine where the media you uploaded is in the sing along section.

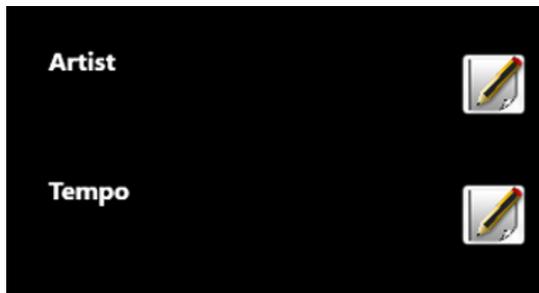
10. Choose the library type you want the media to be accessible in:



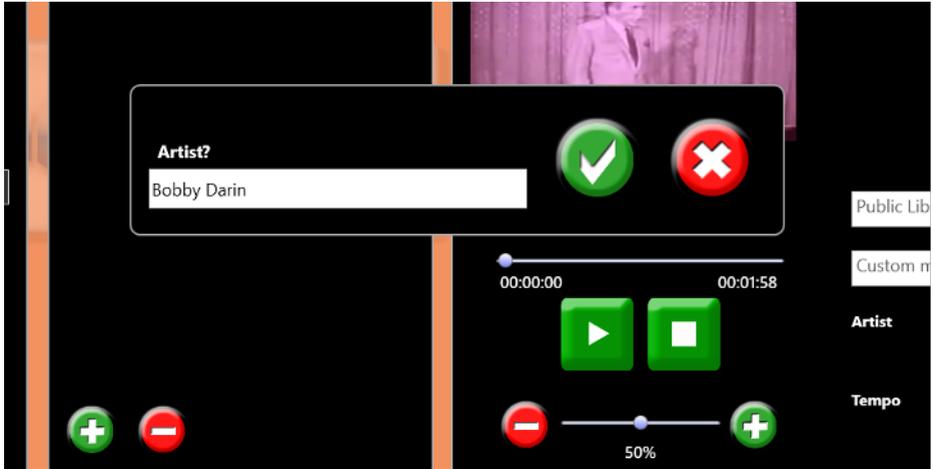
11. Select which category you want the media to appear in, this will need to be selected when in the sing along section to locate the media so you can play it, in this example, I have selected the "Custom media" category as I have made this custom category just for this example, but you could place the media in one of the default categories such as 50's, 60's etc.



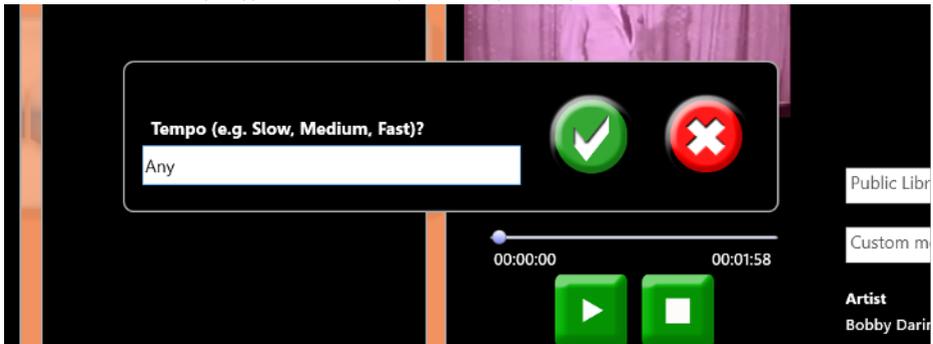
12. Make sure that the "Artist" and "Tempo" field is filled in, select the pencil icon to edit both:



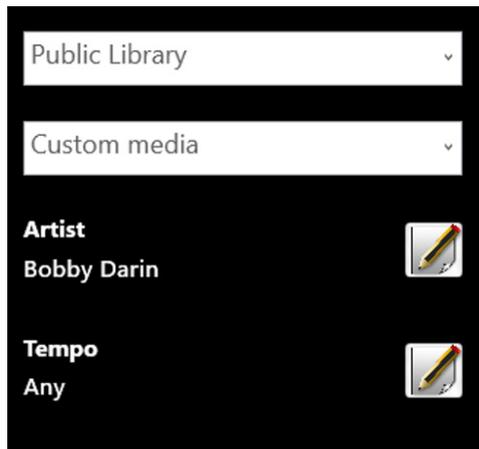
13. In this example, I am entering the artist name "Bobby Darin", I then select the tick icon:



14. And enter a tempo type, in this example, I have put "Any":



15. The information that I have filled out is shown as follows:



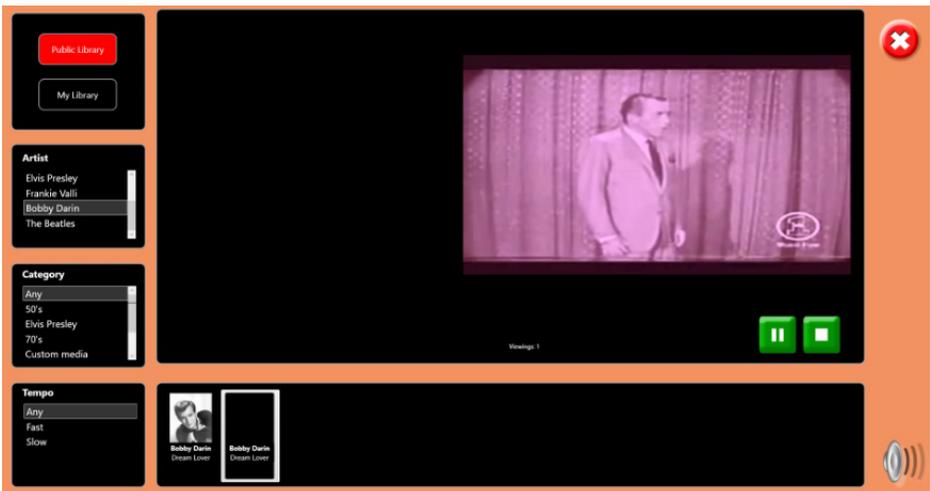
Locating the imported media in the sing along section

16. Now the media has been imported into the sing along section go to the sing along section by going to Care > Sing along

17. To locate the media, you need to use the filters on the left-hand side:

- Under "Artist" select the artist's name that you entered when importing the media.
- Under "Category" select the category name that you entered when importing the media.
- Under "Tempo" select the name of the tempo that you entered when importing the media.

If all the correct filters have been selected the media, you uploaded should be visible along the bottom bar and can be played from within the sing along section:



PROFILE

13.



Profile™ is a secure, record keeping, patient profiling system for professionals. Profile™ offers the professional a secure, systematic, structured approach to patient record keeping and report writing. Patient activity data is stored automatically by ROMPA®'s Sensory Magic® 2 and Care™ systems and can be accessed by named staff via Profile™.

Access to each tier of the Profile™ system is password protected and managers are able to assign carers and keyworkers to specific clients, meaning that sensitive information is available only on a strictly "need to know" basis.

A number of screening tools are included with the Profile™ package: Sensory Magic® Profile™ includes ROMPA®'s Sensory Profiling Tool, an assessment tool developed in conjunction with the University of Southampton. This assessment tool allows therapists and carers to understand the users' sensory preferences with regards to a multi-sensory environment (MSE). This information can then be used to prepare individualised Sensory Magic® session plans.

As Care reminiscence experience™ has been developed specifically for those individuals experiencing symptoms of dementia, Care Profile™ includes three screening tools relevant to this population: The Geriatric Depression Scale (short form) (GDS-15, Yesavage et al, 1983, 1986), The 6-CIT Six Item Cognitive Impairment Test (dementia screening tool, Kingshill Research Centre, Swindon, UK) and the Rosenberg Self-Esteem Scale (R-SES, Rosenberg, 1989).

Via Profile™, professionals can quickly generate Initial Assessment reports, Activity Summary reports and post-intervention follow-up Patient Progress reports. The activity or inactivity of individual patients can be carefully tracked, allowing early intervention where necessary.

Account permission levels

There are three levels at which the system can be accessed: Manager, Carer or Client (User):

Access Level	Username	Password
Manager	Manager	Password
Carer	Carer	Password
Client	Client	Password

What is a staff account?

A staff account is an account that has been created in the Profile™ section under the staff section and is designed to be used by the manager, supervisor and carer that is provisioning the Sensory Magic® 2 system.

There are two types of staff accounts:

- Manager
- Carer

See the section titled Manager permissions below for details on the different staff account permission levels below.

Manager account permissions

If you are logged into an account with the Manager permission you will see the Sensory Magic®, Care™ and Profile™ logos:



An account with Manager permissions has access to the whole system and all data collected. Managers can also add Carers and Clients onto the system.

To log in as the default Manager account, enter Username = Manager and password = password, then click Log in.

You will then be greeted with an opening screen, as seen in the image above.

An account with the permission of Manager is intended to be used by a person that is managing the entire system, and will need to create User accounts, Carers accounts and Manager accounts.

Carer account permissions

Carers have access to the Sensory Magic®, Care™ and Profile™ sections, the same as an account with Manager permissions:



The Carer account has the same level of access to the features of the Sensory Magic® 2 application that the Manager account is granted, but accounts with the permission of Carer cannot create or change an account to the higher permission level of Manager. Only a manager account can do this.

A carer account is intended to be used by a carer or by a person who needs access to the Profile™ section to create new accounts but does not need to be creating accounts with the permission level of Manager.

How to create a staff account

Login to the Sensory Magic® 2 application with the default manager account or another account with the required carer or manager permissions assigned.

Default manager account credentials:

- Username: manager
- Password: password

If you are creating an account with the permission level of Manager, then you will need to be logged into an account with the permission level of Manager.

1. Once logged into the Sensory Magic® 2 application select the Profile™ section:



2. Then select "Staff":



3. Select the plus icon in the bottom-left corner of the user details section:

Select Staff Member:		Title:	Assigned clients:
Manager	Demo	<input type="text"/>	
Carer	Demo	First name:	
Test	colman	Surname:	
Tester1	test	Username:	
Carer1	Tester1	Password:	
	Carer1	Access level:	
<input type="checkbox"/> Show hidden records <input checked="" type="checkbox"/> Hide record		Date of leaving:	
Default websites <input type="text"/> <input type="text"/>			

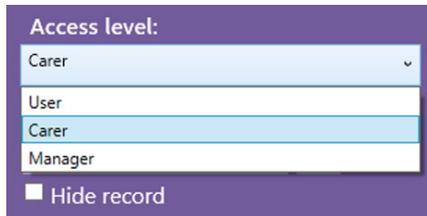
4. Once you have selected the plus icon you will see blank text fields where you can enter the new clients details, enter details in the text fields, ensure you set a username and password:

Select Staff Member:		Title:	Assigned clients:
Manager	Demo	<input type="text"/>	
Carer	Demo	First name: Tester1	
Test	colman	Surname: Tester1	
Tester1	Tester1	Username: Tester1	
Carer1	Carer1	Password: *****	
		Access level: Carer	
<input type="checkbox"/> Show hidden records <input checked="" type="checkbox"/> Hide record		Date of leaving:	
Default websites <input type="text" value="https://www.nbcnews.com"/> <input type="text" value="www.bbc.com/radio2"/>			

Under Access level set the relevant access level for the staff account you are creating. If you are logged in as an account that is assigned the Manager permission level then you will be able to choose from all three access levels, User, Carer and Manager.

If you are logged in as Carer, you will only be able to choose User or Carer permission levels for the user you are creating.

In this example, I am choosing the access level of Carer for this staff account:



Access level:

Carer

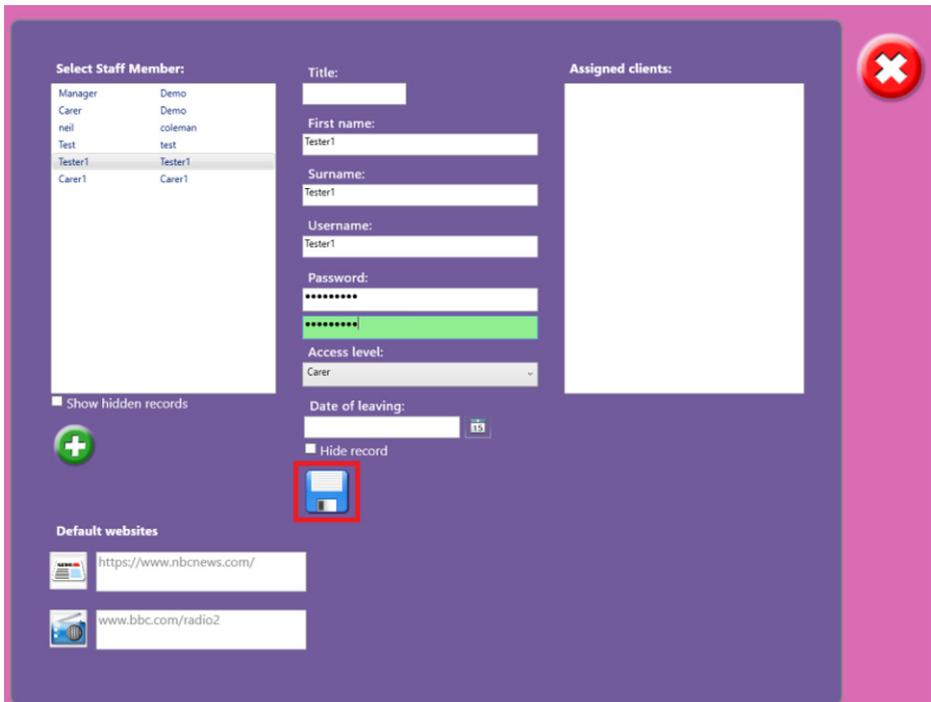
User

Carer

Manager

Hide record

Select the save icon once you are happy with the details you have entered for the staff account:



Select Staff Member:

Manager	Demo
Carer	Demo
neil	coleman
Test	test
Tester1	Tester1
Carer1	Carer1

Show hidden records

Title:

First name: Tester1

Surname: Tester1

Username: Tester1

Password: *****

Access level: Carer

Date of leaving:

Hide record

Default websites





Assigned clients:





The new staff account is now created. You can now sign out of the Sensory Magic® 2 application and log in with the username and password you set.

User account permissions

An account with the permission level of User only has access to the Sensory Magic[®] and Care[™] sections of the application:



An account with the permission of User does not have access to the Profile[™] section and as a result cannot change any account settings.

An account with the permission of user level is intended to be used by an end user, not a manager, carer or an individual that is supervising the system.

A client account is not considered a permission level in itself like the Manager, Carer and User permissions are because a client is simply another method an end user can opt to use to utilise the application. A client account is assigned the User permission.

What is a client account?

A client account is intended to be used for service users and these accounts are created and provisioned by Manager and Carer staff accounts.

You can assign a client to a staff account which then allows the staff account to be able to facilitate an assigned client to undertake the various assessments and generate reports of the clients' results.

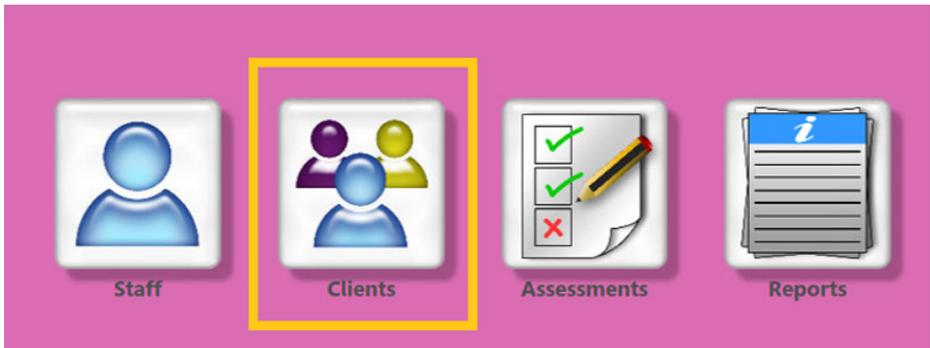
How to create a client account

To create a client account in Sensory Magic[®] 2, you need to be logged into an account with the permission levels of Carer or Manager.

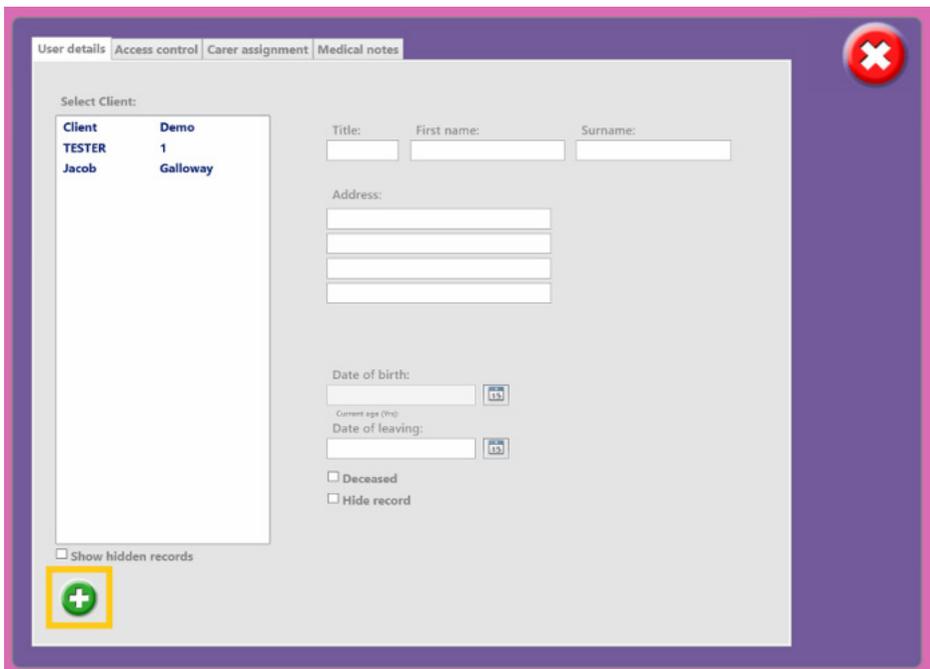
Once logged into the Sensory Magic[®] 2 application select the Profile[™] section:



Then select the “Clients”:



Select the plus icon in the bottom-left corner of the user details section:



Once you have selected the plus icon you will see blank text fields where you can enter the new clients details:

User details | Access control | Medical notes

Select Client:

Client	Demo
TESTER	1
Jacob	Galloway

Title: First name: Surname:

Address:

Date of birth:

Date of leaving:

Deceased
 Hide record

Show hidden records

For example, below, I have filled in an example client called Joe Blogs, with an address and date of birth:

User details | Access control | Medical notes

Select Client:

Client	Demo
TESTER	1
Jacob	Galloway

Title: Mr First name: Joe Surname: Blogs

Address:

ROMPA Limited

Goyt Side Road

Chesterfield

Date of birth:

March 2024

Mo	Tu	We	Th	Fr	Sa	Su
26	27	28	29	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
1	2	3	4	5	6	7

Show hidden records

Once you have entered all the relevant details for the client select the save icon in the bottom-right corner:



Now select the new client in the list of clients:

User details | Access control | Carer assignment | Medical notes

Select Client:

Client	Demo
TESTER	1
Jacob	Galloway
Joe	Blogs

Title: First name: Surname:
Mr Joe Blogs

Address:
ROMPA Limited
Goyt Side Road
Chesterfield

Date of birth: 25-Apr-2000
Date of leaving:
 Deceased
 Hide record

Show hidden records

Then select the "Access control" tab and set a username and password for this specific client (the username and password will be used by the client to login to the SM2 application):

User details | Access control | Carer assignment | Medical notes

Mr Joe Blogs

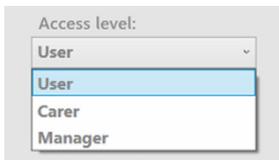
Username: JoeB Password: *****

Access level: User Password: *****

Default websites

- www.bbc.com/news
- www.bbc.com/radio2

You can also set an access level for the specific client ("User" is the recommended access level for most clients):



NOTE: This access level may be fixed and not changeable, as it is intended for the client accounts to have the access level of User by default.

You can also configure the default websites via the websites URL for the news and radio features under the "Access control" tab against each client, by default for all users the BBC websites are used:

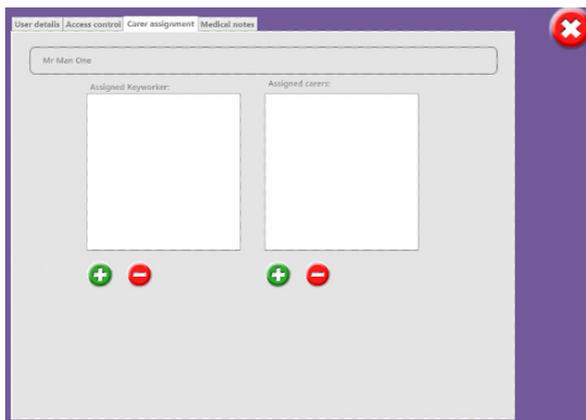


Assigning a carer to a client

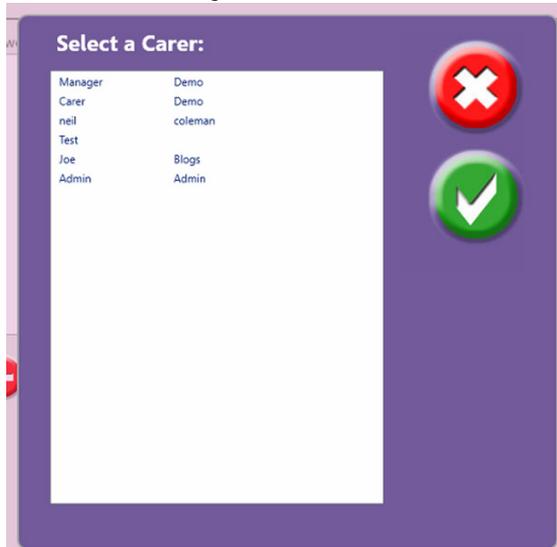
When a client account has been created and you want to assign a carer to the client, follow the steps below:

Select the Carer assignment tab.

Here you can either assign keyworkers or carers to the specific user you have selected: You can only assign staff accounts to a client for both keyworkers and carers.



For example, select the plus icon, then select the staff account that you want to assign to this client and select the green tick to save the change:



Logging in as the client

Method 1

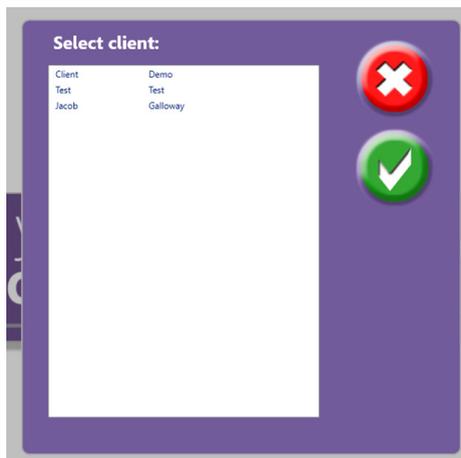
Now the client is assigned to a staff account, you can login to the client account by first logging into the staff account that the client is assigned to, and at the top of the application select Log client in:

Logged in: Manager Demo

Log out

Log client in

Then select the client you want to login and then the green tick icon:

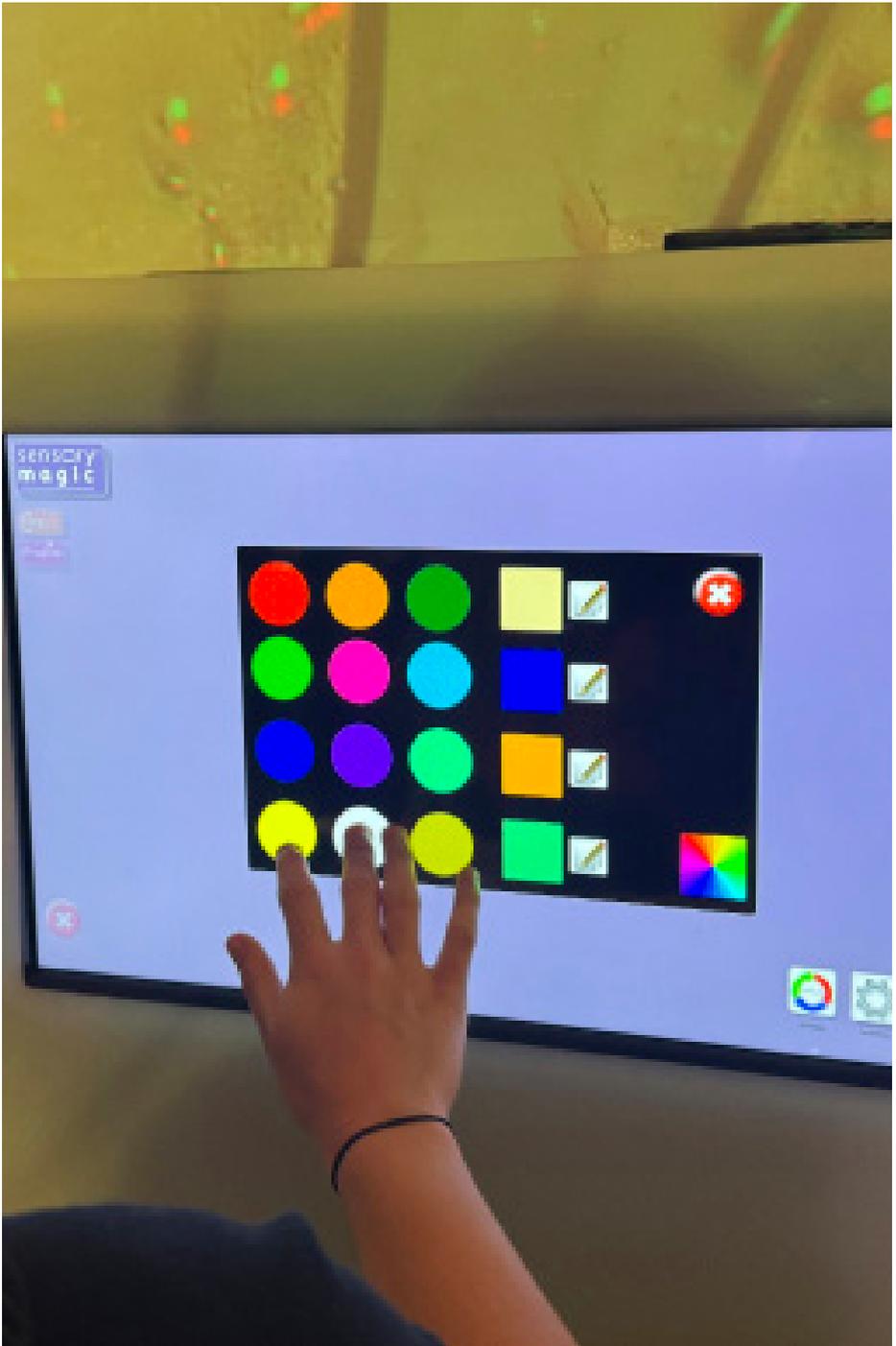


NOTE: You do not have to enter the client account password when you use the “Log client in” feature, but you do have to enter the client’s password if you sign out of the manager account and sign directly into the client account as seen in method 2 below.

Method 2

The second method of logging into a client account is signing out of the manager account and signing back into the application as a client account directly:

A screenshot of the "sensory magic" login window. The window has a blue header with the "sensory magic" logo on the left and a red close button on the right. Below the header, there are two input fields: "Username" with the text "TestClient" and "Password" with a masked password of seven asterisks. A "Log in" button is positioned below the password field. In the bottom left corner, the version number "V 2.0.35.3" is displayed. In the bottom right corner, there is a small blue icon.



ASSESSMENTS

14.



A number of screening tools are included with the Profile™ package. Sensory Magic® 2 Profile™ includes ROMPA®'s Sensory Profiling Tool.

What are assessments?

As Care™ reminiscence experience™ has been developed specifically for those individuals experiencing symptoms of dementia, Care™ Profile™ includes three screening tools relevant to this population: The Geriatric Depression Scale (short form) (GDS-15, Yesavage et al, 1983, 1986), The 6-CIT Six Item Cognitive Impairment Test (dementia screening tool, Kingshill Research Centre, Swindon, UK) and the Rosenberg Self-Esteem Scale (R-SES, Rosenberg, 1989).

Within the Care™ section of the Sensory Magic® 2 application there are a total of 5 assessments that a client can undertake.

Before undertaking an assessment

Before undertaking one of the assessments in the Profile™ section of the application ensure that you are logged in as a staff account with manager or carer permissions. An account with lesser permissions, such as user or client will not have access to the Profile™ section so cannot undertake an assessment when logged in as an account with lesser permissions.

Assign a client to the staff account

When undertaking an assessment, you will first need to select a client that you want to undertake the assessment.

For example, below I have selected Geriatric Depression Scale (short form) assessment, I have then selected "Select client" and chosen a client that is assigned the staff account:

In this example, I select the client "Test" and select the tick:

Client	Demo
Test	Client

You can then start undertaking the assessment and the results will be stored against the selected client. See the results section for more details on results.

Geriatric Depression Scale - short form (GDS-15)



Select the client with whom the scale will be completed using the "Select client" button at the top right-hand corner of the screen.

A list of client names will appear. Select the client's name and then click on the green tick button. Work with the client to ascertain how they have felt over the past week. There are 15 yes/no questions. Click on the answer chosen. The next question will then appear. After all 15 questions have been answered, ProfileTM scores the GDS-15 automatically.

GERIATRIC DEPRESSION SCALE (short form)

Choose the answer that best describes how you felt over the past week

Select client
Jerry Patcham

1. Are you basically satisfied with your life? Yes No
2. Have you dropped many of your activities and interests? Yes No
3. Do you feel that your life is empty? Yes No
4. Do you often get bored? Yes No
5. Are you in good spirits most of the time? Yes No
6. Are you afraid that something bad is going to happen to you? Yes No
7. Do you feel happy most of the time? Yes No
8. Do you often feel helpless? Yes No
9. Do you prefer to stay at home, rather than going out and doing things? Yes No
10. Do you feel that you have more problems with memory than most? Yes No
11. Do you think it is wonderful to be alive now? Yes No
12. Do you feel worthless the way you are now? Yes No
13. Do you feel full of energy? Yes No
14. Do you feel that your situation is hopeless? Yes No
15. Do you think that most people are better off than you are? Yes No

Score: 10 - Suggests mild depression (5-10).

Save result
Print result

Answers can be altered if necessary. Results of the assessment can be saved onto the computer and / or printed out on an attached printer. Simply select either "Save result" or "Print result" respectively:

Profile **ROMPA**

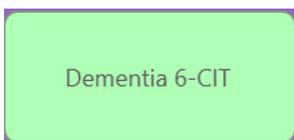
GERIATRIC DEPRESSION SCALE (short form)

Client Name: Jerry Patcham
NHS No. 984-987-985
Date Of Birth: 15-Oct-1943
Time Of Test: Tested: 09/10/2013 13:01:46
Assessor: Miriam Brown

1. Are you basically satisfied with your life? No
2. Have you dropped many of your activities and interests? Yes
3. Do you feel that your life is empty? No
4. Do you often get bored? No
5. Are you in good spirits most of the time? No
6. Are you afraid that something bad is going to happen to you? No
7. Do you feel happy most of the time? No
8. Do you often feel helpless? Yes
9. Do you prefer to stay at home, rather than going out and doing things? Yes
10. Do you feel that you have more problems with memory than most? No
11. Do you think it is wonderful to be alive now? No
12. Do you feel worthless the way you are now? No
13. Do you feel full of energy? No
14. Do you feel that your situation is hopeless? Yes
15. Do you think that most people are better off than you are? Yes

Score: 10 - Suggests mild depression (5-10). Seek medical advice.

Six Item Cognitive Impairment Test (6-CIT)

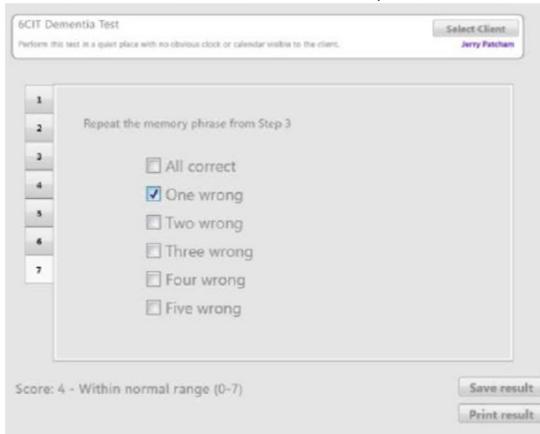


Select the client with whom the test will be completed using the "Select client" button at the top right-hand corner

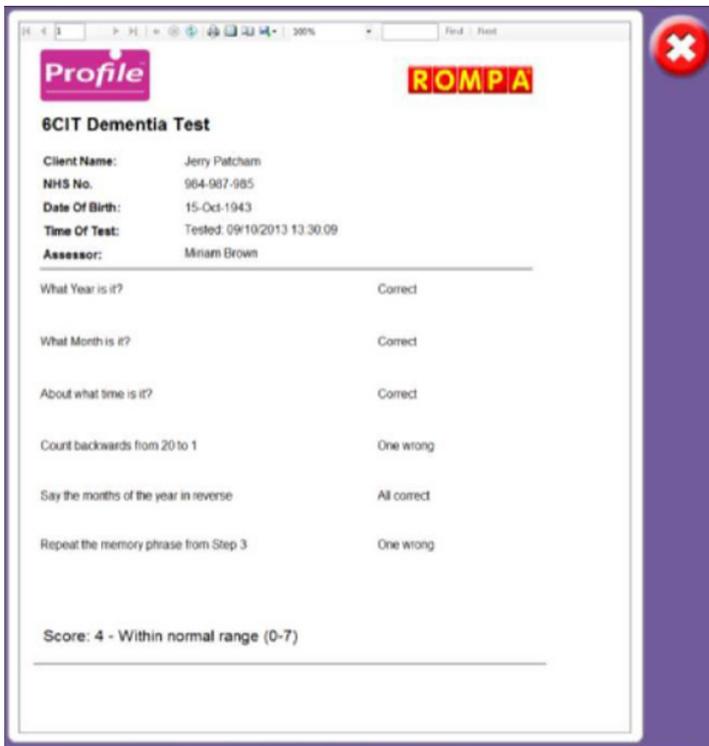
of the screen. A list of client names will appear. Select the client's name and then click on the green tick button.

Follow the on-screen instructions. Record the client's answers by clicking on the relevant tick box.

Click on the >> button to proceed to the next part of the test. The test is divided into 7 sections (6 items, with a repeat item assessing memory capability). After all 7 sections have been completed, ProfileTM scores the 6-CIT automatically:



Answers can be altered if necessary. Results of the assessment can be saved onto the computer and / or printed out on an attached printer. Simply select either “Save result” or “Print result” respectively:



Rosenberg Self-Esteem Scale (R-SES)

Self Esteem R-SES

Select the client with whom the scale will be completed using the “Select client” button at the top right-hand corner of the screen. A list of client names will appear.

Select the client’s name and then click on the green tick button.

Work with the client to ascertain to what degree he/she agrees with the 10 statements listed. Statements assess a client’s general feelings about themselves. Ask the client to choose between Strongly agree, Agree, Disagree and Strongly disagree. Click on the answer chosen. The next statement will then appear. After all 10 statements have been responded to, ProfileTM scores the R-SES automatically:

Rosenberg Self-Esteem Scale (R-SES)

Below is a list of statements dealing with your general feelings about yourself

Select client
John Leadham

	Strongly agree	Agree	Disagree	Strongly disagree
On the whole, I am satisfied with myself.	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
At times, I think I am no good at all.	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel that I have a number of good qualities.	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
I am able to do things as well as most people.	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
I feel I do not have much to be proud of.	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
I certainly feel useless at times.	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel that I'm a person of worth, at least on an equal plane with others.	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
I wish I could have more respect for myself	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
All in all, I am inclined to feel that I am a failure.	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
I take a positive attitude towards myself.	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Self esteem: Suggests low self-esteem (0-14). Seek medical advice. (11)

Normal range = 15 to 30

Save result
Print result

Answers can be altered if necessary. Results of the assessment can be saved onto the computer and / or printed out on an attached printer. Simply select either “Save result” or “Print result” respectively:

Profile **ROMPA**

Rosenberg Self-Esteem Scale (R-SES)

Client Name: Jerry Patcham
NHS No.: 984-987-985
Date Of Birth: 15-Oct-1943
Time Of Test: Tested: 09/10/2013 12:12:10
Assessor: Miriam Brown

On the whole, I am satisfied with myself.	Disagree
At times, I think I am no good at all.	Strongly agree
I feel that I have a number of good qualities.	Agree
I am able to do things as well as most people.	Disagree
I feel I do not have much to be proud of.	Agree
I certainly feel useless at times.	Agree
I feel that I'm a person of worth, at least on an equal plane with others.	Agree
I wish I could have more respect for myself	Disagree
All in all, I am inclined to feel that I am a failure.	Agree
I take a positive attitude towards myself.	Disagree

Self esteem: Suggests low self-esteem (0-14). Seek medical advice. (12)
 Normal range = 15 to 30

ROMPA® Sensory Profiling Tool



Select the client with whom the profiling tool will be completed using the “Select client” button at the top right-hand corner of the screen. A list of client names will appear. Select the client’s name and then click on the green tick button.

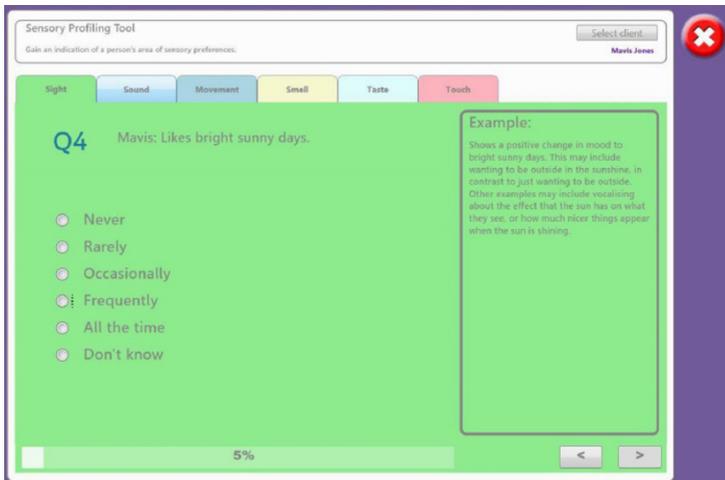
Work with the client and / or the client’s family / support team to ascertain to which degree each statement applies. Statements assess various aspects of sensory sensitivities and preferences. Sight, sound, movement, smell, taste and touch are all considered.

The ROMPA® Sensory Profiling Tool starts automatically with the sense of sight, however, the six sensory areas can be completed in any order.

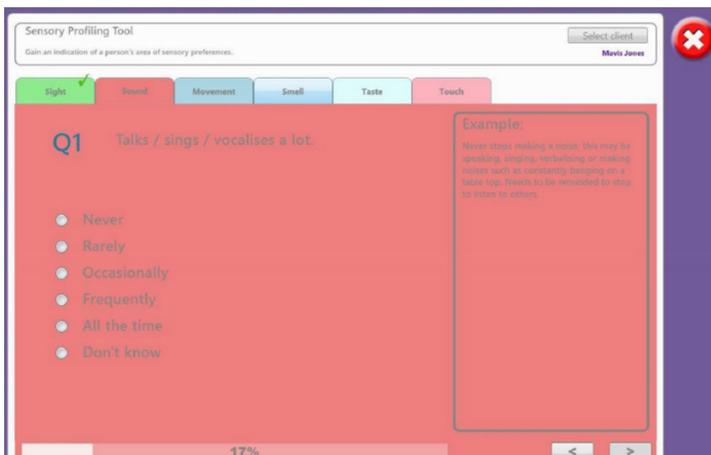
Respond to each statement by selecting one of the six answers given: Never, Rarely, Occasionally, Frequently, All the time or don't know.

Examples of each statement are given in a box on the right-hand side of the screen.

Click on the answer chosen. The next statement will then appear. Forward and backward < > arrows allow an answer to be altered if necessary.



Once all questions in a sensory area have been completed, ROMPA® Sensory Profiling Tool will move onto the next sensory area. A green tick on the tab indicates that all statements in a sensory area have been responded to. A % progress bar also indicates how much of the assessment has been completed:



After all six sections have been completed, ROMPA® Sensory Profiling Tool records the results automatically. A “Results” tab appears, along with a bar chart summarising the answers given:

The screenshot shows the 'Sensory Profiling Tool' interface. At the top, there are tabs for 'Sight', 'Sound', 'Movement', 'Smell', 'Taste', 'Touch', and 'Results'. A bar chart displays the frequency of observed responses for each category. To the right, a table provides notes and follow-up requirements for each category. At the bottom, there are buttons for 'Save results?' and 'Generate report?'.

Sensory	Notes	Follow up requirements
Sight	Mavis responds well to visual sensory stimulation, especially bright colours	Try Mavis in the Sensory Magic room with colourful themes, perhaps "Colours" theme
Sound	Mavis does not vocalise often and does not respond to sound very much.	Check with GP to see if a hearing test is due? Check when ears were last syringed?
Movement	Mavis is quite sedentary	Assess BMI, 7weight gain recently – look into general activity levels and exercise - GP gym referral?
Smell	Results suggest Mavis responds especially to some of smell	Introduce Mavis to the sensory pots and new Aroma Panel
Taste	Strong sense of taste	Introduce Mavis to the cooking club.
Touch	Results suggest Mavis dislikes others' touch	Refer to Occupational Therapist for further assessment.

Observations made during the assessment process can be noted down in the “Notes” column. A second column is given to record suggested follow-up action.

Results of the assessment can be saved onto the computer and / or printed out on an attached printer. Simply select either “Save result?” or “Generate report” respectively:

The screenshot shows the 'Sensory Profile Tool Assessment Report' for Mavis Jones. It includes client information, assessment results, and a summary sheet with a table of results.

Client Information:
 Client Name: Mavis Jones
 NHS No: 333-222-1234
 Date Of Birth: 06-Jul-1939
 Time Of Test: 08/10/2014 13:50:46
 Assessor: Miriam Brown

Assessment Results:
 Please note that this is a profiling tool which records an individual's responses to sensory preferences at one point in time. The results may assist with further work with this individual

Sensory area	Raw Score	Notes	Follow up requirements
Sight	45	Mavis responds well to visual sensory stimulation, especially bright colours	Try Mavis in the Sensory Magic room with colourful themes, perhaps "Colours" theme
Sound	22	Mavis does not vocalise often and does not respond to sound very much.	Check with GP to see if a hearing test is due? Check when ears were last syringed?
Movement	23	Mavis is quite sedentary	Asses BMI, 7weight gain recently – look into general activity levels and exercise - GP gym referral?
Smell	39	Results suggest Mavis responds especially to some of smell	Introduce Mavis to the sensory pots and new Aroma Panel
Taste	33	Strong sense of taste	Introduce Mavis to the cooking club.
Touch	25	Results suggest Mavis dislikes others' touch	Refer to Occupational Therapist for further assessment.

Signed: _____
 Name (Printed): _____

2 / 2

Initial Assessment



Complete a professional initial assessment report using the Initial Assessment button. Select the client's name using the "Select client" button at the top right-hand corner of the screen.

A list of client names will appear. Select the client's name and then click on the green tick button. Two editable text boxes will then appear.

Use these to record details of the client's current activity programme and current Care™ action plan:

CARE Profile - Initial Assessment Select client

Please enter details below Jerry Patcham

Current Activity Programme:

Jerry has been rather withdrawn since early August 2013 after his beloved pet dog Patch died. He has preferred to keep himself to himself and tends not to take part in the home's activities. He likes to read the newspaper and watch motor racing and snooker on television. He used to like more social activities such as karaoke and bingo. He takes part in the weekly woodland walk.

CARE Action Plan:

1. Visit GP with Jerry to discuss low mood. GDS-15 score suggests mild depression. Discuss self-esteem score.
2. Work with Jerry on CARE on a 1-1 basis with Keyworker/preferred carer (Jane). Try playing the CARE bingo game. Show Jerry how to play against the computer.
3. Introduce Jerry to the CARE singalong activity.
4. Continue to encourage social interaction and his attendance at the weekly woodland walks.
5. Allow Jerry some alone time too to give him space to grieve.

Generate report

Click on the green "Generate report" button to view and print an Initial Assessment Report:

Profile **ROMPA**

CARE Profile - Initial Assessment

Client Name: Jerry Patcham
NHS No.: 984 987 885
Date Of Birth: 15-Oct-1943
Time Of Test: Tested: 09/10/2013 14:21:03
Assessor: Miriam Brown

Relevant Medical History:
 Operation on right knee - Jan 2003. Successful, no healing pain. Generally of good health, was well. Sleep - worse recently. Some disturbed nights since October - early waking.

Current Medication:
 None

1 / 2

CARE Profile - Initial Assessment
 ID: Jerry Patcham NHS No: 984 987 885 10/09/2012 2:21:03 PM

Initial Assessment Results

Screening Tools:
 Please note that screening tools record an individual's responses at one point in time. Results are not intended as a diagnosis. The results may extend and further work with this individual.

Measure	Result	Interpretation
Self Esteem RSES	12	Self esteem - suggests low self-esteem (3-16). Seek medical advice.
Depression GDS-15	16	Suggests mild depression (5-16). Seek medical advice.
Dementia 5-CIT	4	Within normal range (3-7)

Current Activity Programme:
 Jerry has been rather withdrawn since early August 2013 after his beloved pet dog Patch died. He has preferred to have himself to himself and tends not to take part in his regular activities. He likes to read the newspaper and watch motor racing and snooker on television. He seems to have more social activities such as karaoke and bingo. He takes part in the weekly woodland walk.

CARE Action Plan:

1. Visit GP with Jerry to discuss low mood. GDS-15 score suggests mild depression. Discuss self-esteem score.
2. Work with Jerry on CARE on a 1-1 basis with Keyworker/preferred carer (Liane). Try playing the CARE large games. Show Jerry how to play against the Computer.
3. Introduce Jerry to the CARE sing-along activity.
4. Continue to encourage social interaction and his attendance at the weekly woodland walk.
5. Allow Jerry some alone time too to give him space to grieve.

Signed: _____
 Name (Printed): _____

2 / 2

Activity Summary



Click on the activity or inactivity of individual clients using the Activity Summary button. Select the client's name using the "Select client" button at the top right-hand corner of the screen.

A list of client names will appear. Select the client's name and then click on the green tick button. Two editable text boxes will then appear. Use these to record details of the client's current activity programme and current Care™ action plan. All previously entered information will have been automatically saved and will be visible.

Use the two calendar buttons to select the period of time that you are interested in: Select a "from" and "to" date.

Click on the green "Generate report" button to view and print an Activity Summary Report:

Profile **ROMPA**

CARE Profile - Activity Summary

Client Name: Edna Whitcut
NHS No.: 123 456 789
Date Of Birth: 04-Jul-1925
Time Of Test: Tested: 10/10/2013 12:25:47
Assessor: Miriam Brown

Relevant Medical History:
 Mrs Whitcut came to Park Care Home in March 2013. She is bed ridden and requires full-time nursing.

Current Medication:
 Nothing prescribed and release. Under review with GP Paul.

1 / 2

CARE Profile - Activity Summary
 ID: Edna Whitcut NHS No: 123 456 789 10/10/2013 12:25:47 PM

Current Activity Programme:
 Mrs Whitcut came to Park Care Home in March 2013. She is bed ridden and requires full-time nursing care. Staff introduced her to the CARE system in April 2013, however she found that difficult for her attention and long-term memory. As Mrs Whitcut never uses the activities on offer at the Day Room, staff have provided. She now enjoys using the CARE system to view her photo album and play the Puzzle game. Current activity levels remain low and need monitoring.

Activity Summary:
 From 01/06/2013 To 01/07/2013

Most time spent on: Photos(36%)
Least time spent on: Puzzle(16%)
 No time spent on: Bingo/Sudoku/Paint/Tenka/Pace/Space/Shape/News/Radio/Themed Music/Video/Sing along

CARE Action Plan:

1. Staff to spend 1-1 time with Mrs Whitcut on CARE, reintroducing her to all activities.
2. Show Mrs Whitcut how to select family photos as the subject of the Puzzle game. She needs to select the first image given and this may need to be done in the longer term.
3. Staff to spend time daily with Mrs Whitcut evening, and discussing her album photos.
4. Update album with recent family photos. Encourage to spend to spend to spend the album.
5. Relatives have mentioned that Mrs Whitcut used to sing in amateur plays in her

The Activity Summary Report documents the user details, medical notes, current activity programme, Care™ action plan, and also summarises the client's use of Care™.

Patient Progress



Check on a client's progress over time using the Patient Progress button.

Select the client's name using the "Select client" button at the top right-hand corner of the screen. A list of client names will appear. Select the client's name and then click on the green tick button.

Use the two calendars at the top of the screen to select the pre- post- comparison dates. The results of any screening tests undertaken will automatically be displayed.

The Current Activity Programme and CARE Action Plan sections can be edited to reflect any changes or improvements seen. Notes regarding the screening tool results can be recorded in the boxes provided on the right-hand side of the screen:

Care Profile - Patient Progress

Please enter the details below

Select client

Gladys Piggs

Label:

Label:

Current Activity Programme:

Staff were concerned that Gladys had become rather withdrawn recently. She spent increasing amounts of time alone in her room and no longer interacted with other residents. She said that their laughter annoyed her of her own sadness, and found it very difficult to tolerate being with others who are happy.
Gladys enjoys watching TV, particularly game shows. She enjoys the challenge of trying to answer the questions before the contestants do. She used to enjoy the Home's Wednesday Bingo Night, but has not attended this for the past few months.

SES Progress:

Test Date	Result	Interpretation
13 Oct 2014	14	Self esteem: Suggests low self-esteem (0-14). Seek medical advice
13 Nov 2014	17	Self esteem: Within normal range (15-30).

Notes: Self-esteem ratings have improved. Gladys puts this down to her renewed sense of freedom now that she is familiar with how to use the CARE system. She enjoys the Bingo game and photo album (wildlife photos especially).

CARE Action Plan:

- GDS-15 scores suggest depression has improved. Visited Dr Jones, GP, medication reviewed (unchanged). Another review planned in 4 weeks.
- R-SES scores also improving - promising. Staff to continue to monitor this.
- Sarah has spent time with Gladys 1:1 on CARE system. Introduced her to all activities available on that system. Sarah felt that Gladys may enjoy the challenge of the Jigsaw Puzzle game and Bingo. - Likes Bingo and Photos.
- Staff to continue to encourage Gladys to try out a wheelchair so that she can take part in excursions. Sarah to act as lead on this. - ongoing - no progress.
- Allow Gladys some alone time too to give her space to grieve. -mood improved, activity levels up, good progress

GDS Progress:

Test Date	Result	Interpretation
13 Oct 2014	10	Progress mild depression (5-10). Seek medical advice
13 Nov 2014	3	Within normal range (0-4).

Notes: Pre-post GDS-15 scores show improvement in Gladys' mood, helped by antidepressant medication and increased activity. Medication review in 4 weeks.

CIT Progress:

Test Date	Result	Interpretation
13 Oct 2014	0	Within normal range (0-7).
13 Nov 2014	0	Within normal range (0-7).

Notes: No concerns.

Data can be saved for future reference by clicking on the "Save result" button.

Click on the green "Generate report" button to access a printable report:

Profile **ROMPA**

CARE Profile - Activity Summary

Client Name: Gladys Pippis
NHS No.: 233.676.4532
Date Of Birth: 12-Feb-1940
Time Of Test: Tested: 13/11/2014 14:18:57
Assessor: Miriam Brown

Relevant Medical History:
 Mrs Pippis came to Treetops Care Home last year after struggling to manage in her own home. Her husband Richard died in November 2012 of bowel cancer. Mrs Pippis had been his main carer until the later stages. She is now only fed and dressed and requires nursing care due to difficulties with mobility. She had her left hip replaced approximately ten years ago and whilst still able to walk, movement is now restricted and more painful. Staff have been concerned recently that Gladys does not seem her "usual self", is more withdrawn and solitary. She is understandably still grieving the loss of Richard. Dr Jones, GP, has visited and prescribed anti-depression medication. Staff have been asked to monitor the situation. GP review due in one month.

Current Medication:
 Sertraline 50mg daily (Dr Jones, GP)
 Paracetamol for pain when required - light usage

1 / 3

CARE Profile - Activity Summary
 Mrs Gladys Pippis NHS No. 233.676.4532 13/13/2014 2:09:33 PM

Current Activity Programme:
 Staff were concerned that Gladys had become rather withdrawn recently. She spent increasing amounts of time alone in her room and no longer interacted with other residents. She said that their laughter reminded her of her own sadness, and found it very difficult to tolerate being with others who are happy. Gladys enjoys watching TV, particularly game shows. She enjoys the challenge of trying to answer the questions before the contestants do. She used to enjoy the Home's Wednesday Bingo Night, but has not attended this for the past few months. Gladys enjoys reading books, especially those relating to wildlife. She says that she very much misses the long walks in the courtyard that she used to take with her husband Richard. Her mobility issues now prevent her from walking far and she is very reluctant to use a wheelchair. Staff have tried to encourage her to participate in planned excursions, but Gladys refuses to use a wheelchair and so stays behind. Staff are keen for her not to miss out. Gladys confides in her main carer, Sarah, and enjoys chatting with her. Eating - ok, no concerns. Sleeping - ok, some over sleeping.

Activity Summary:
 From 13/10/2014 To 13/11/2014

Most time spent on: Bingo(37Min)
 Least time spent on: Puzzle(1Min)
 No time spent on: Subuku Paint Time&Place Skype News Radio Themes Music Video Sing along

Initial Assessment vs. Follow Up Results (Comparison)

Most time spent on: Bingo(37Min)
 Least time spent on: Puzzle(1Min)
 No time spent on: Subuku Paint Time&Place Skype News Radio Themes Music Video Sing along

Initial Assessment vs. Follow Up Results (Comparison)

Screening Tools:
 Please note that screening tools record an individual's responses at one point in time. Results are not intended as a diagnosis. The results may accord with further work with this individual.

Measure	Test Date	Result	Interpretation
Self Esteem R-SES	13 Oct 2014	14	Self esteem. Suggests low self esteem (0-14). Seek medical advice.
Self Esteem R-SES	13 Nov 2014	17	Self esteem. Within normal range (15-30).
Depression GDS-15	13 Oct 2014	10	Suggests mild depression (5-10). Seek medical advice.
Depression GDS-15	13 Nov 2014	3	Within normal range (0-4).
Dementia 6-CIT	13 Oct 2014	0	Within normal range (0-7).
Dementia 6-CIT	13 Nov 2014	0	Within normal range (0-7).

Self-esteem ratings have improved. Gladys puts this down to her renewed sense of freedom now that she is familiar with how to use the CARE system. She enjoys the Bingo game and photo album (wildlife photos especially).

2 / 3

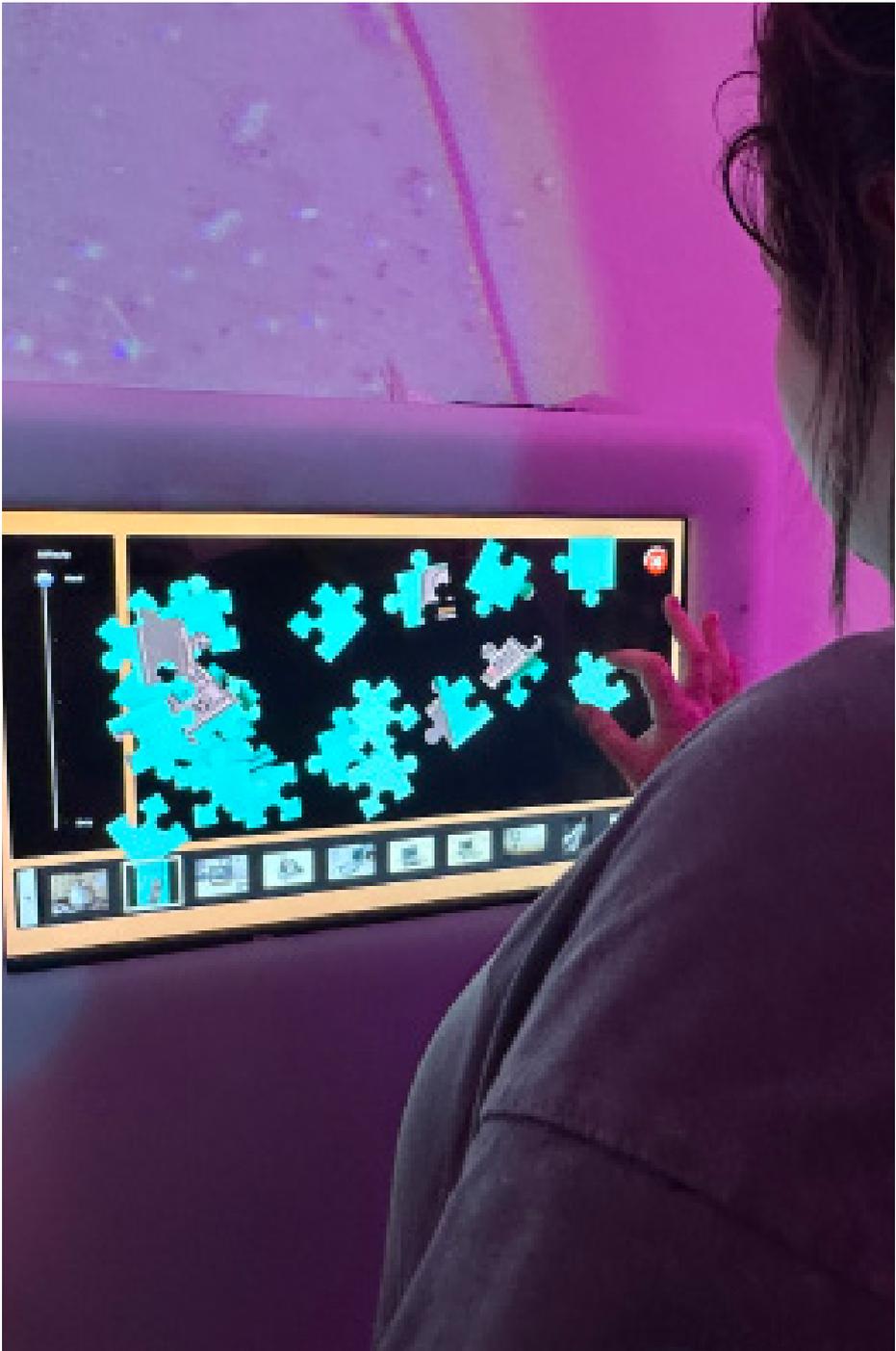
CARE Profile - Activity Summary
 Mrs Gladys Pippis NHS No. 233.676.4532 13/13/2014 2:09:33 PM

The post GDS-15 scores show improvement in Gladys' mood, helped by antidepressant medication and increased activity. Medication review in 4 weeks.

No concerns.

CARE Action Plan:

1. GDS-15 scores suggest depression has improved. Visited Dr Jones, GP, medication reviewed (unchanged). Another review planned in 4 weeks.



15.

INFORMATION



Further background information about the GDS-15, 6-CIT and R-SES screening tools can be found by clicking on the information button. A brief reference list is also provided for each screening tool. A concise online tutorial for the ROMPA® Sensory Profiling Tool can also be found here.



Click on the red Cancel button to return to the Profile™ opening screen.

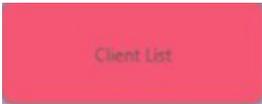
REPORTING

16.



Click on the Reports button to access summary data automatically stored by Profile™.

Client and staff lists, and activity are all recorded. Saved copies of the ROMPA® Sensory Profiling Tool assessment results can also be found here.



Profile **ROMPA**

Client Details Report 13 October 2014 12:46

Title	Firstname	Surname	Date of Birth	NHS Number	Access Level
Mr	John	Leadham	02-Oct-1952	123-456-7981	1
Mrs	Mavis	Jones	06-Jul-1939	333-222-1234	1
Mrs	Gladys	Pipps	12-Feb-1940	233-678-4532	1
Mr	Ahmed	Hussain	14-Mar-1941	555-163-7845	1



Profile **ROMPA**

Staff Details Report 13 October 2014 12:47

Title	Firstname	Surname	Access Level
Mrs	Miriam	Brown	3
Mr	Fred	Cardale	2
Miss	Lucy	Lockett	2
Miss	Sarah	Wright	2



Profile ROMPA

Activity Report For: Gladys Pippis

13 October 2014 12:48

Activity	Action	Date	Time	Media/Place	Difficulty
Photos	Started	13/10/2014	12:20:23	0	0
Photos	Ended	13/10/2014	12:25:13	0	0
Photos	Started	13/10/2014	12:25:14	0	0
Photos	Photo selected	13/10/2014	12:25:52	0-Horse	0
Photos	Photo selected	13/10/2014	12:27:47	0-Horse	0
Photos	Photo selected	13/10/2014	12:28:12	Pheasant	0
Photos	Photo selected	13/10/2014	12:28:16	Canadian Goose	0
Photos	Photo selected	13/10/2014	12:28:18	Hedgehog	0
Photos	Photo selected	13/10/2014	12:28:21	Canadian Goose	0
Photos	Photo selected	13/10/2014	12:28:25	0-Horse	0
Photos	Photo selected	13/10/2014	12:28:27	Amazon	0
Photos	Photo selected	13/10/2014	12:28:30	Badger	0
Photos	Photo selected	13/10/2014	12:28:32	Golden Eagle	0
Photos	Photo selected	13/10/2014	12:30:06	Hedgehog	0
Photos	Ended	13/10/2014	12:30:08	0	0
Admin	Logout	13/10/2014	12:30:14	0	0
Puzzle	Started	13/10/2014	12:30:45	0	0
Puzzle	Puzzle selected	13/10/2014	12:30:51	0-Horse	1
Puzzle	Puzzle completed	13/10/2014	12:31:26	0	1
Puzzle	Ended	13/10/2014	12:31:35	0	0

Staff Activities

Sensory Profile Tool

Staff activity can also be viewed and monitored.

A list of client names will appear. Select the client's name and then click on the green tick button.

Profile ROMPA

Sensory Profile Tool Assessment Report

Client Name: John Leadham
NHS No.: 123-456-7981
Date of Birth: 02-Oct-1952
Time Of Test: 31/03/2014 16:00:44
Assessor: Sarah Wright

Assessment Results

Please note that this is a profiling tool which records an individual's responses to sensory preferences at one point in time. The results may assist with further work with this individual

Sensory Profile Tool

Sensory Modality	Frequency of observed responses
Sight	10
Sound	20
Movement	30
Smell	40
Taste	50
Touch	50

Select the required report date from the list of dates in the left column:



Click on the red Cancel button to return to the Profile™ opening screen.

TROUBLESHOOTING

17.

Red signal icon and cannot progress past main menu



If the Sensory Magic® 2 unit will not continue past the initial screen, please check the signal symbol in the right-hand corner. If this is red, this means that the USB dongle has been disconnected or is not recognised.

USB dongle signal OFF indicator – USB dongle is not connected.

1. Please ensure that the USB dongle that supplied with the unit is fully connected to the USB port at the back of the computer. Sensory Magic® 2 will not operate without this dongle being plugged into one of the computers USB ports.
2. If the USB dongle is plugged into the computer's USB port and is still not showing a green signal icon, then please unplug the USB dongle and plug it back into the same USB port.
3. If that does not allow the USB dongle to be recognised in the software, please unplug the USB dongle from the USB port and plug it into another USB port on the same computer. For example, plug it into another USB port on the rear of the computer, or plug the dongle into one of the USB ports on the front of the computer.

When the USB dongle is correctly connected and recognised by the Sensory Magic® 2 application the signal indicator will be green:



The USB dongle that is supplied with the Sensory Magic® 2 unit has two primary purposes. The first is that the USB dongle is used as a radio antenna for the system to be able to communicate with compatible products.

The second purpose of the USB dongle is to licence the Sensory Magic® 2 application. With the USB dongle unplugged or unrecognised, the application cannot communicate with compatible products or confirm a valid licence is available.

If following the troubleshooting steps above does not resolve the problem being experienced and the dongle icon is still red, please contact ROMPA® customer services on +44 (0) 1246 211 777

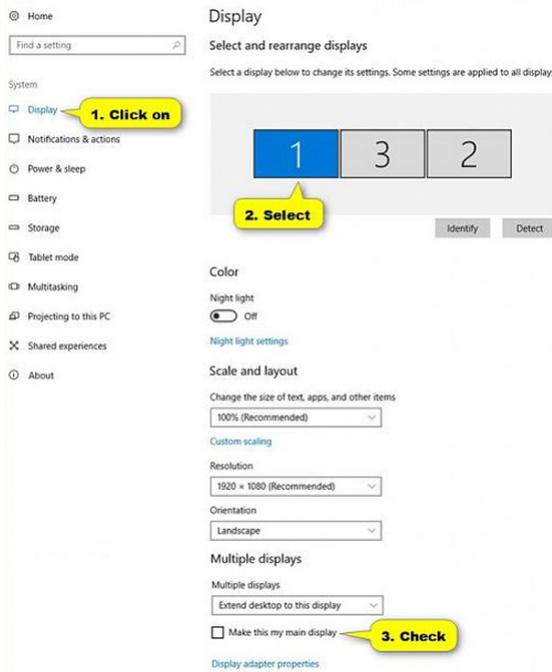
Extend displays for themes to play in full screen on the projector

The intended configuration is for when a theme is being played in Sensory Magic® 2, the theme menu and list of playlists is still visible on the touch screen, but on the projector that is connected to

the Sensory Magic® 2 system the theme is played in full screen on the projector.

In order to achieve this configuration, follow the steps below:

1. Ensure that the projector is powered on and recognised by the PC.
2. Close the Sensory Magic® 2 application and ensure you are on the desktop.
3. Right-click the desktop and select 'Display settings'.
4. Now identify what number display the touch screen monitor and the projector are assigned by selecting 'Identify' – This will display a number on both the monitor and the projector, such as a 1 or 2.
5. Select the monitor that corresponds with the touch screen monitor.
6. For example, if the touch screen monitor is number 1, select display number 1 out of the displays shown and tick 'Make this my main display':



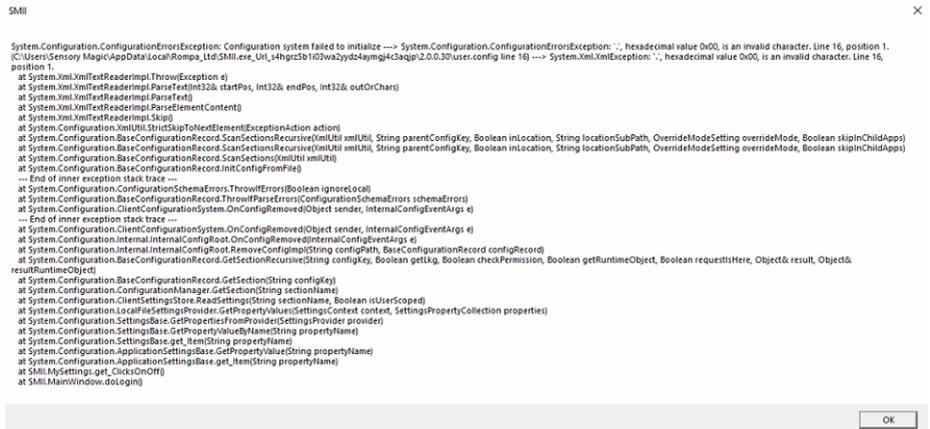
7. With the touch screen monitor still selected in the display setting menu do the following:
8. Under 'Multiple displays' use the dropdown menu and select 'Extend these displays'.

- The touch screen monitor should now extend its display to the projector and display in full screen the themes played in in the themes section.

Configuration file error

The configuration file error is caused by a corrupted configuration file that is associated to the Sensory Magic® 2 application. The configuration file stores user settings such as the language that the Sensory Magic® 2 application is set to.

If this file becomes corrupted, when the Sensory Magic® 2 application is attempted to be opened it cannot successfully read this file and the following error is presented:



To fix this we need to get the Sensory Magic® 2 application to create a new version of this file.

Please follow the steps below that will result in a new configuration file being automatically created:

- Close the Sensory Magic® 2 application, if the application is not closing use task manager and end the Sensory Magic® 2 task. The application should now be closed.
- Open the Windows file Explorer and go to This PC and select the C drive, then navigate to the following directory: C:\Users\username\AppData\Local\Rompa_Ltd\username – The username in the file path above you need to enter will be sensory magic unless you are using a Windows profile you created yourself, then it will be the name of the Windows profile you are using.
- You will see a folder with a name similar to the one seen below:

Name	Date modified	Type	Size
SMII.exe_Url_s4hgrz5b1i03wa2ydz4aymgj4c3aqjp	03/09/2019 14:00	File folder	

4. Rename the SMII.exe folder by right clicking and select Rename. Rename the folder, an example would be to place a 1 at the beginning of the folder name. Once this is complete open the Sensory Magic® 2 application and it should open successfully now without the error being present.

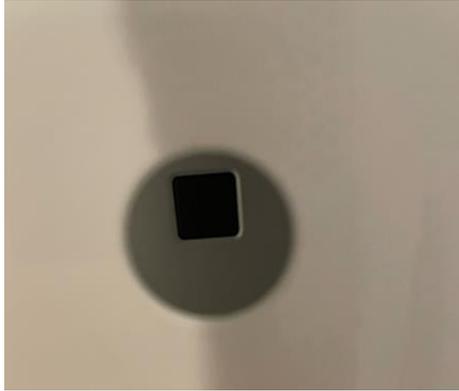
If following the troubleshooting steps above does not resolve the problem being experienced, please contact ROMPA® customer services on +44 (0) 1246 211 777

No signal on the touch screen monitor

On the wall installed version of Sensory Magic® 2 if there is no signal going to the touch screen monitor, please try the steps below:

1. Make sure that the top rocker power switch is in the on position.
2. On the right-hand side of the unit locate the access holes (highlighted in red below):





3. There will be rubber bungs covering these access holes. Remove the rubber bungs and you should be able to press the PC power button using the bottom access hole of the two on the unit:
4. With the PC power now pressed, ensure that the monitor is also powered on, this can be done by using the top access hole.
5. The touch screen monitor should now get a signal from the PC now that the PC is powered on.

NOTE: On newer Sensory Magic® 2 units there are more than 2 access holes on the chassis. This is because multiple different brands of monitors are used on newer systems and the holes in the chassis need to be placed in different locations so you can access the buttons on the different monitors available.

Additional power checks

If you still do not have power to either the PC or monitor, ensure that the circular power cable is connected at the bottom of the wall mounted chassis as seen below, it screws into place:



Wall switch: If the room that the Sensory Magic® 2 unit is situated in was fitted with a switch on the wall to enable you to power on and off the Sensory Magic® 2 unit when it is not in use, ensure this switch is in the on position.

If following the troubleshooting steps above does not resolve the problem being experienced, please contact ROMPA® customer services on +44 (0) 1246 211 777

Cannot login to Sensory Magic® 2

If you are unable to login to a custom Sensory Magic® 2 account and you are entering the correct username and password, try the following steps:

Attempt to login to the default Sensory Magic® 2 manager account with the following credentials:

- Username: manager
- Password: password

If you are unable to login to the default manager account with the credentials above, the credentials could have changed, such as the password may have been changed.

We recommend that you plug an external keyboard into one of the USB ports on the system and try the credentials again.

If you are still unable to gain access via any account ROMPA® Ltd will be able to recover accounts if our support is contacted.

If following the troubleshooting steps above does not resolve the problem being experienced, please contact ROMPA® customer services on +44 (0) 1246 211 777

No sound

1. The volume control knobs are located on the left-hand side of a Sensory Magic® 2 wall installed unit:

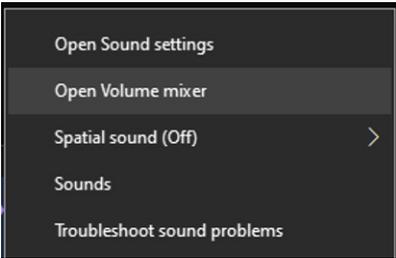


2. Volume (far left knob) – Turn the knob towards you to increase the volume. Turn away from you to decrease the volume. The blue LED ring should only be around the volume knob, so this can be used to identify the volume knob from the treble and the bass knobs.

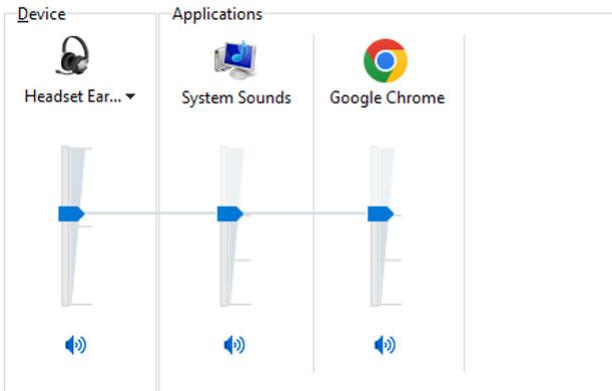
NOTE: The speaker controls are mounted upside down, so ensure you review the “+” and “-” icons and determine the direction you need to turn the knob in order to increase or decrease the volume.

If there is still no sound and the speakers are turned up, then ensure that the PC itself has the audio settings configured correctly, see the steps below:

1. First, check that the Windows operating system has the volume turned up:
2. To do this close the Sensory Magic® 2 application and ensure you are on the Windows desktop.
3. Navigate to the sound icon in the bottom right of the taskbar and select “Open Volume mixer”:



4. Ensure that all the mixer levels are turned up:

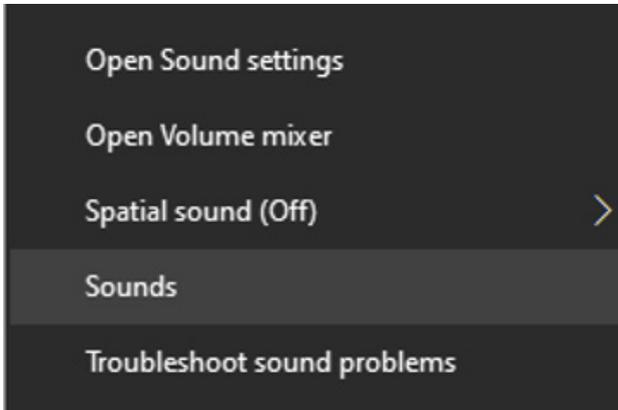


5. Now test to see if there is sound coming from the system when using the Sensory Magic® 2 system.

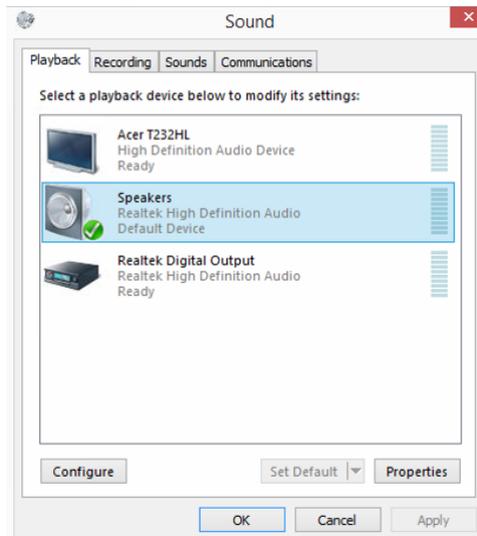
6. If there is no sound still coming from the system or the sound appears to be coming from the touch screen monitor rather than the dedicated speakers inside the chassis, follow the steps below.

Set the dedicated speakers as the playback device

1. On the taskbar right click the sound icon and select “Sounds”:



2. Go to the “Playback” tab and right-click the “Speakers” and select “Set as Default Device”:



3. A green tick should then be placed against the “Speakers” to indicate they are the default playback device.



NOTES

18.

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