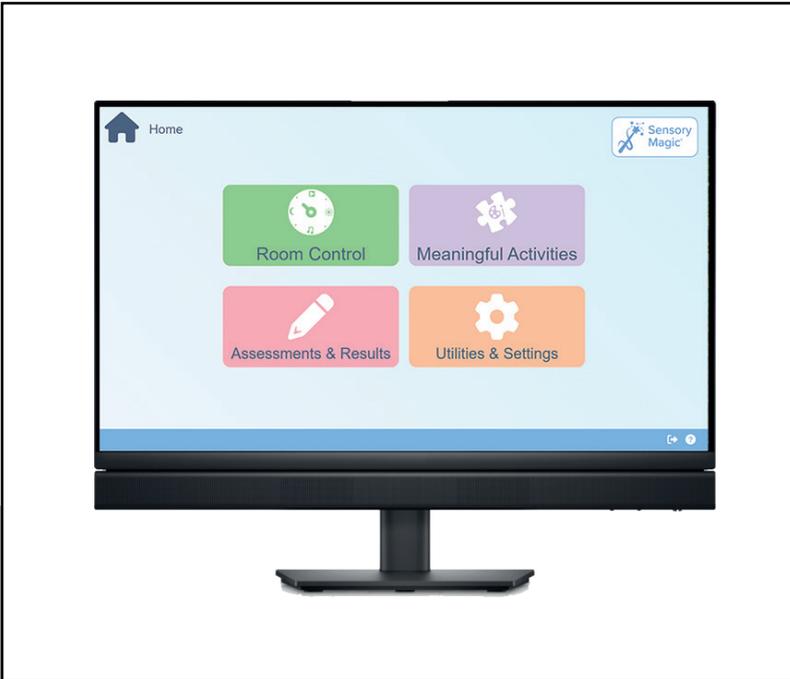




Life Changing Sensory Solutions For All

snoezelen<sup>®</sup>

# INSTRUCTION MANUAL



**SENSORY MAGIC<sup>®</sup> 3 COMPACT**

**23717**

01.

**CONTENTS**

# CONTENTS

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02.

**INTRODUCTION**

# What is Sensory Magic® 3?

An All-in-one Sensory Solution.

The Sensory Magic® 3 software has been redesigned and re-engineered to carefully consider the user experience when using the system.

Sensory Magic® 3 Compact comes pre-installed with our brand new software that includes a redesigned navigation and includes:

- Snoezelen® Room control app
- Meaningful activities
- Assessments & results
- Settings, personalisation and many utilities.

We have ensured that the experience fosters independence, choice and control.

## Room Control

As the Sensory Magic® experience can be customised to suit individual needs, sensory sensitivity can be provided for.

## Meaningful Activities

Our suite of apps offers a diverse range of games and activities tailored to the interests and needs of all age groups, including bingo, quizzes and various other games.

## Assessments & Results

Our Sensory Magic® software features profiling assessment tools for sensory development, developed with Professor Lesley Collier, a long-time partner of Rompa. Assessments include cognitive impairments, self-esteem, Older Adult depression and results feature for all of the assessments.

## Settings & Utilities

Personalise how the system looks, with a whole spectrum of colour to choose from.

The Rompa® Sensory Magic® Compact is our entry model featuring pre-installed Sensory Magic® 3 software. It includes a touch screen, keyboard, and mouse, along with a two-year\* free Rompa®+ subscription. Additional Rompa® Snoezelen® products are needed to get the full Sensory Magic® experience.

\* 2 year free subscription service. After this time, you can choose to pay an annual subscription to continue using the apps, with Rompa®+.

All of our new Sensory Magic® 3 systems are compatible with a wide range of our electronic Snoezelen products.

# Introduction

This technical documentation provides a detailed overview of the flow and functionality of Sensory Magic® 3 and the general flow of the software, includes how to use the system.

## Bottom Navigation Overview

The following icons may appear in the bottom navigation across different pages. Some icons will be present on multiple pages, while others are specific to certain pages.

- Power – displayed as a power icon. Shuts down the software when clicked
- System – displayed with an icon showing a question mark in a circle. Displays the systems ID number when clicked.
- Logout – displayed with an icon showing half rectangle with an arrow pointing to the right. Takes you to the administrator login page (Pg.9).
- Home – displayed with an icon of a house. Takes you to the home screen (Pg.13).
- Back – displayed with an icon of an arrow pointing left. Takes you to the previous screen.



## Administrators & User Accounts

The term Administrators refers to staff members that will be using the software.

The term Users refers to the clients that the staff are assigned to.

# Administrator Permissions

Administrators can have one of the following three permission status applied:

- Disabled
- Carer
- Manager

Disabled will remove the selected administrator from the Administrator Login screen (Pg.9). This does not delete the administrator but hides them from view.

Carer permission allows the user to login and have assigned clients, but they have no access to the user management (Pg.11) section of the software.

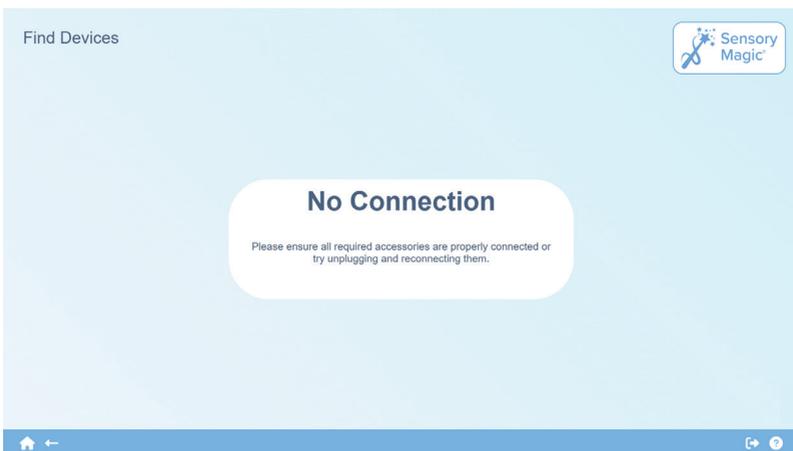
Manager permission has full access to the user management section of the software allowing user creation, deletion, alteration as well as assign and unassign features and the ability to reset pins.

# Keypad Input

The keypad display contains numerical values 0-9 with a delete key to the bottom left and an eye icon in the top right that toggles visibility of the entered pin. This is set to hide the pin by default. Upon reaching a 4 character limit the pin will automatically be submitted and checked.

# Connection Warning

Areas of the software that require communication to external devices will display a no connection error that prompts the user to ensure the SM3 Dongle is attached to the device.



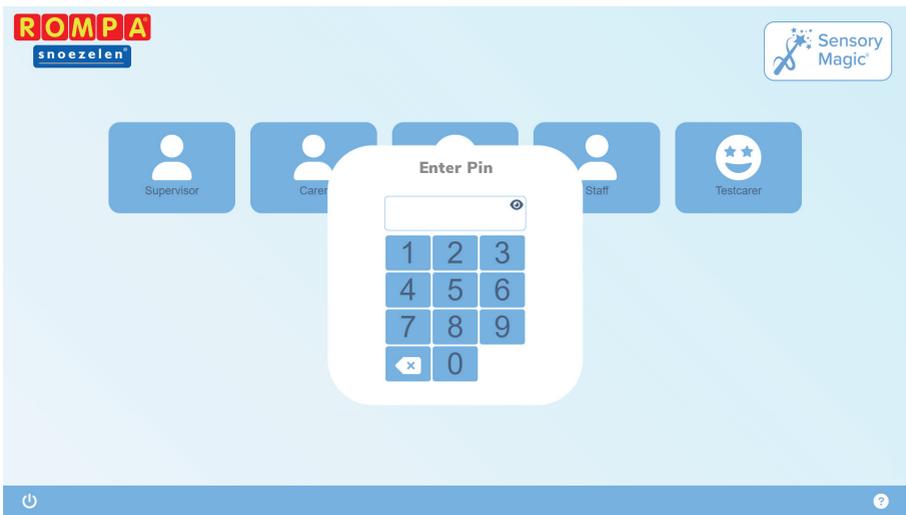
# ADMINISTRATOR LOGIN

03.

# Administrator Login

Available administrator accounts are displayed, which when interacted with, launch the keypad for entering a pin if one is set. Entering a correct pin or the absence of one being set will progress the application through to the user login screen.

**Bottom Navigation:** Shutdown, System



04.

**USER LOGIN**

# User Login

Available assigned users are displayed to log into. Successful login progresses the user to the home screen.

**Manage Users:** Enabled on manager permission accounts only this takes you to the manage user screen.

**Bottom Navigation:** Logout, System.

# Manage User Screen

This screen is only available to users with a manager permission attached. It displays two options for managing users:

- Carers – Administrator accounts
- Users – Client accounts

**Bottom Navigation:** Back, Logout, System

# Manage Carers

All administrator accounts will be displayed on this screen alongside an add new button. Selecting the latter will open a prompt where the user can add a display name, pin, permission and select an icon to associate with the account.

Selecting an administrator account on this screen will produce the following options:

- Load User – Will log into the software as that user
- Edit User – Opens a prompt to alter the users name, pin, permission and icon.
- Assign Client – Opens a prompt displaying all clients that can be selected, assigning them to the administrator
- Delete User – Remove the user from the system

# Manage Clients

All user accounts are displayed on the screen alongside an add new button. Selecting the latter opens a prompt allowing icon selection as well as display name and pin inputs.

Selecting a user account will produce the following options:

- Load User – Will log into the software as that user
- Edit User – Opens a prompt to alter the icon, name and pin
- Assign/Unassign Client – Toggles assign status of the current client to the administrator
- Delete User – Remove the user from the system

# HOME SCREEN

05.

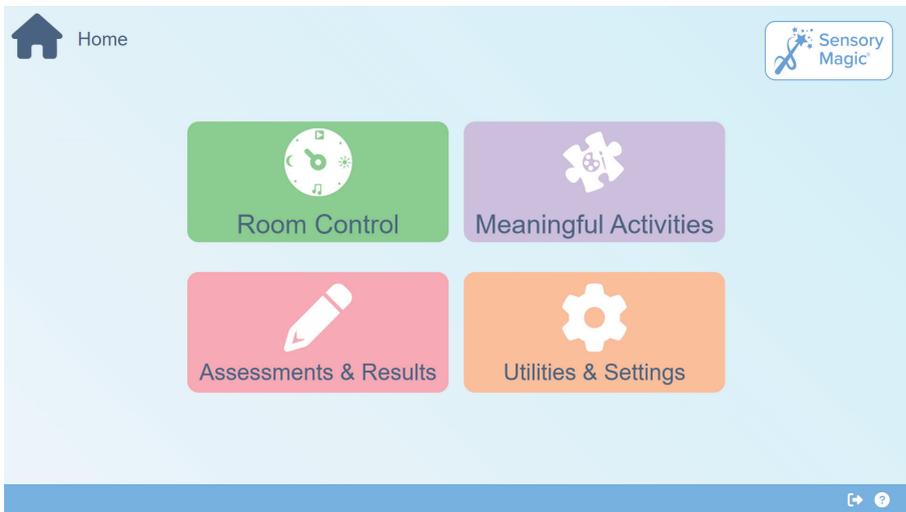
# Home Screen

This screen will trigger a warning if there are no assigned devices on the software displaying two options "Assign" and "Close" allowing them to go directly to the device search screen or dismiss the warning.

The home screen displays four options to choose from:

- Room Control (Pg.15)
- Meaningful Activities (Pg.19)
- Assessments & Results (Pg.21)
- Utilities & Settings (Pg.23)

**Bottom Navigation:** Logout, System



06.

**ROOM CONTROL**

# Room Control

Displays three options:

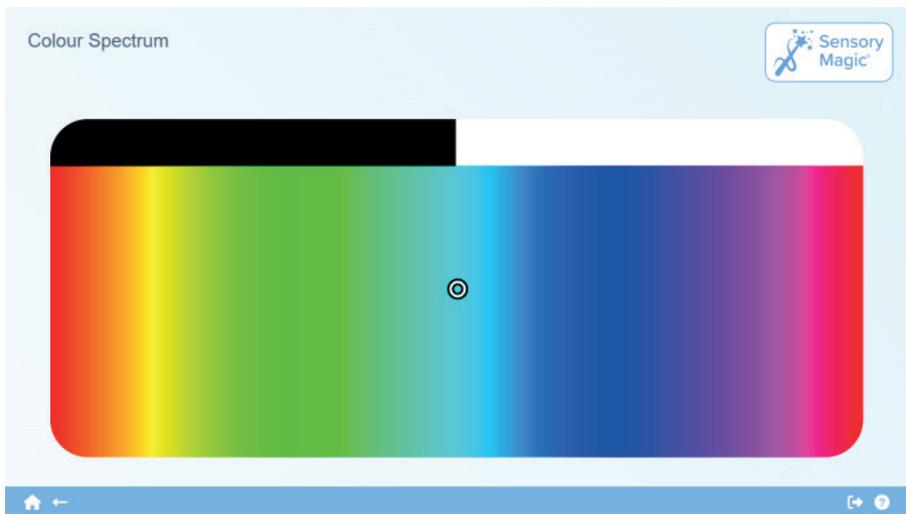
- Colour Spectrum (Pg.15)
- Themes (Pg.15)
- Image Slideshow (Pg.17)

**Bottom Navigation:** Home, Back, Logout, System

## Colour Spectrum

Displays a colour picker in the centre of the screen allowing the user to change the colours of the hardware in the room. This does not rely on assigned devices and so can control any devices within range.

**Bottom Navigation:** Home, Back, Logout, System



## Themes

Displays any saved themes alongside an add new theme button. Selecting an existing theme will play it, displaying an edit button in the bottom right corner. Selecting this button or selecting the add new theme button will then launch the theme edit prompt with the following options:

- Choose Media (Pg.16)
- Device Control (Pg.16)
- Schedule List (Pg.17)

**Bottom Navigation:** Home, Back, Logout, System

## Choose Media

Displays media files uploaded to the software. These can be toggled through media type filters at the top of the screen and can also be filtered by their permission scopes at the bottom.

## Device Control

Displays all assigned devices showing their name and an interactive element to the right that can launch the following prompts depending on device type:

Time Interval – Launched for switch or fan devices, allowing the number of seconds to be set, that the device will be powered and unpowered for. The following options are available at the bottom of the prompt:

- Random – Randomises the input fields
- Reset – Resets the input fields
- Apply To All – Applies to all devices of the same type
- Cancel – Closes the prompt
- Continue – Apply the current inputs
- Colour Select – Launched for a light device allowing colour selection. This shows buttons for splitting and merging colour bands and a colour spectrum selector. At the bottom of this prompt are the following options:
  - Random – Generates random colour bands
  - Reset – Resets the inputs
  - Apply To All – Applies to all devices of the same type
  - Cancel – Close Prompt
  - Continue – Apply chosen colour bands

The bottom of this section allows for testing of the currently selected options or to add them into the section list. The latter option changes, if a device is selected from the schedule list for patching, to allow reset of the inputs and update of the currently selected schedule.

## Schedule List

Displays all added selections that will play through the schedule, showing the media chosen, colour selections and duration. The duration can be adjusted by selecting the chevrons or clicking the clock icon.

At the bottom of this section, are the options to save the theme to shared or private, or delete the theme.

## Image Slideshow

Displays created image slideshows from the management portal. Selecting these will launch the image slideshow displaying their content.



# MEANINGFUL ACTIVITIES

07.

# Meaningful Activities

Displays the modules available via the categories set by the online management portal. Selecting these will display the assigned modules. The exception to this is the Bingo button which is hardcoded to launch to the multiplayer lobby (Pg.19).

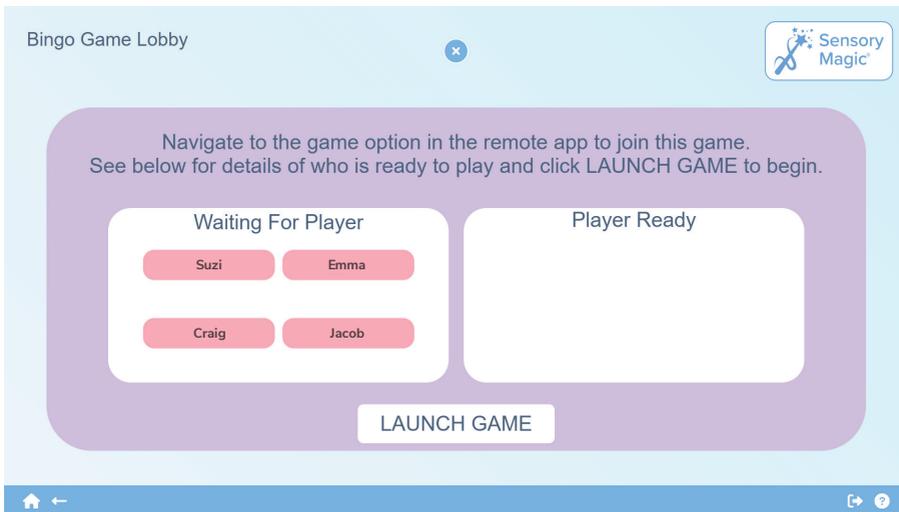
**Bottom Navigation:** Home, Back, Logout, System

# Multiplayer Lobby

Displays the following columns:

- Waiting for player - contains the assigned clients of the current administrator
- Player Ready – players who have selected to join and are ready to play

The base of this screen has the option to launch the game.



# Closing Activities

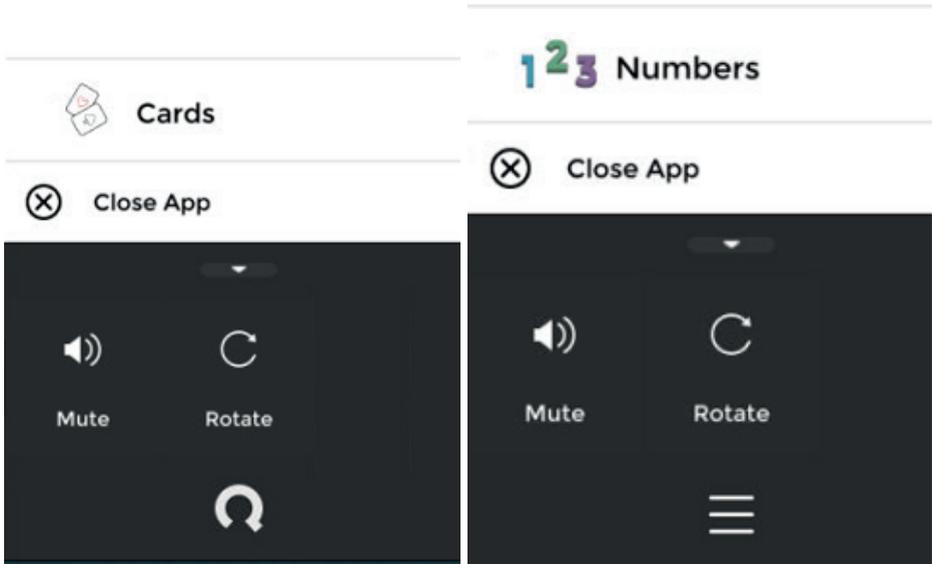
Some activities you choose will need to be closed differently from others.

On activities such as Memory, Cards, air hockey, Geography, Gravi-toy, or Froggy, you will need to navigate to one of these symbols to open the submenu and close the app.



These symbols appear in the bottom left corner of the screen.

If you touch the symbol, it will open a small menu that looks like the one below. Select 'close app' to return to the 'Meaningful Activities' main menu.



Meaningful Activities



Bingo

Music & Karaoke

Quiz

Cognitive Games

Creativity

Reaction Games



Cognitive Games



Jigsaw

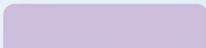
Sudoku

Numbers

Memory

Cards

Stacks



# ASSESSMENTS & RESULTS

08.

# Assessments & Results

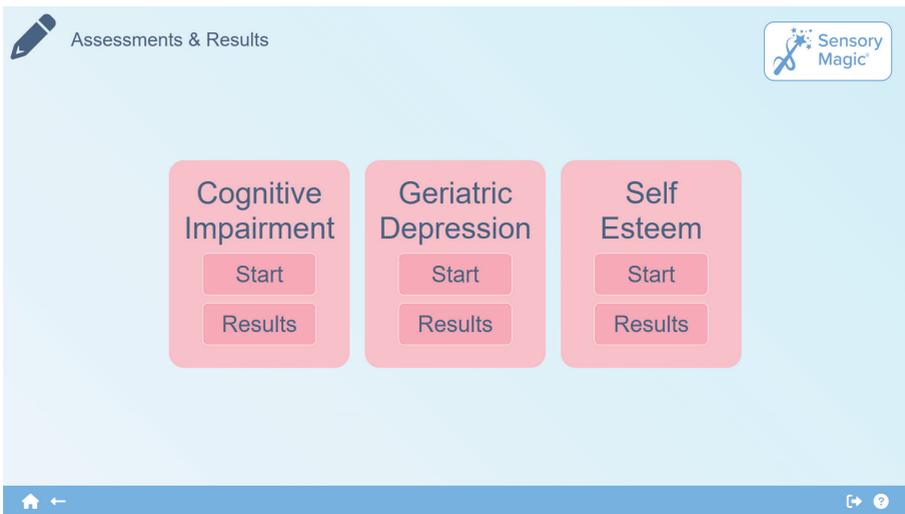
Displays three options for taking and viewing assessment results:

- Cognitive Impairment
- Geriatric Depression
- Self Esteem
- Selecting the start button launches the relevant assessment to be filled out. Selecting results will display the already taken assessments so they can be viewed.

**Bottom Navigation:** Home, Back, Logout, System

To obtain access to usage reports, you can request an online account by emailing us at:

[SM@rompa.com](mailto:SM@rompa.com)



# UTILITIES & SETTINGS

09.

# Utilities & Settings

Displays the following four options:

Appearance (Pg.23)

Media Upload (Pg.23)

Reminders (Pg.24)

Find Devices (Pg.24)

**Bottom Navigation:** Home, Back, Logout, System



## Appearance

Allows the creation, update and deletion of wallpapers that are applied to the software. The wallpapers contain inputs for a name, text colour and box colour that is applied throughout the software upon application.

## Media Upload

Displays options for viewing media files uploaded to the local software. Media files are categorised under the options: Image, Video, and Sounds, alongside an 'Add New' button that triggers an upload dialog. The upload dialog includes fields for a name and file input. Buttons at the base of the dialog allow the file to be saved either privately or shared.

# Reminders

Displays a table containing all currently saved reminders, showing their description and their status. Creating a new reminder or selecting to edit an existing will launch a prompt that contains the following inputs:

- Description – User entered text
- Date – Date and time selector
- Repeat – How often to repeat the reminder
- State – Enabled or Disabled
- Event Type – Event that should be triggered

Another input is appended to the prompt dependant on which event type is selected. These are as follows:

- Image – Select an image to display
- Video – Select a video to be played
- Text – Enter text to be displayed
- Sound – Select an audio file to be played
- Map – Enter an address or postcode to display a snapshot of a map
- Clock – Use the chevrons to display a time
- Calendar – Display the current date in a calendar format



# Find Devices

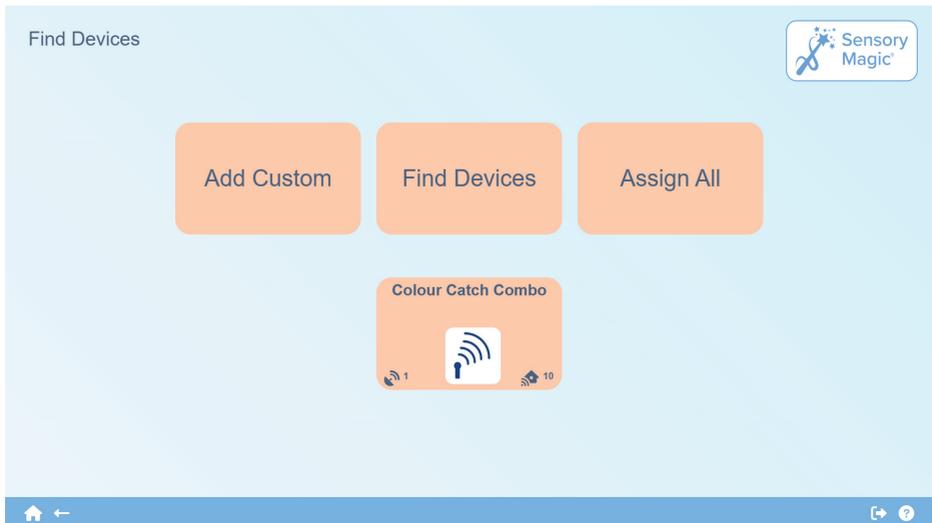
Displays all assigned devices alongside the following options:

- Add Custom - Allows for the creation of manual device cards allowing inputs for Area, Channel and a device name. The area is constrained between 1 and 9 and the channel between 1 and 255.
- Find Devices – Initiates scan prompt see (Pg.25)
- Assign/Unassign All – Toggles all displayed device cards assigned status

Selecting a device card displays the following options:

- Test – Sends a command out to the designated area and channel to flash green or turn on and off
- Configure – Allows for the area and channel of the hardware to be modified
- Assign – Toggles the devices assign status
- Delete – Removes the device

**Bottom Navigation:** Home, Back, Logout, System



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