

Money handling application with CapTap

This manual is made for the Secondary User. In this manual, the person with Down's syndrome is called "The user".

Interactive table and equipment overview

The interactive table is a prototype of a new interactive device, which combines the functionalities of a touch table with gestures in the air. It is called CapTap.

Equipment delivered by the POSEIDON team:

Interactive table with a money handling overlay.



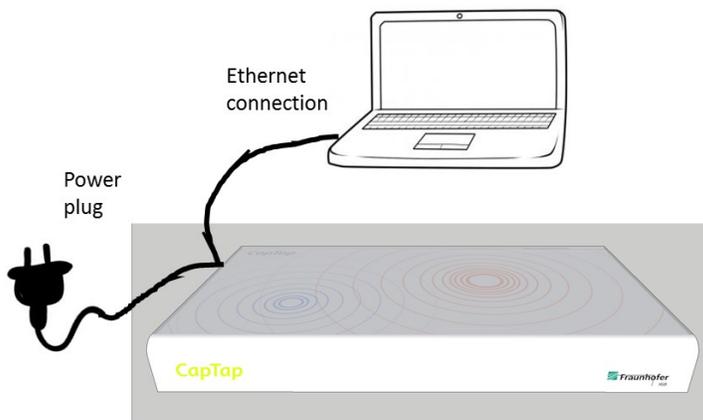
Power plug



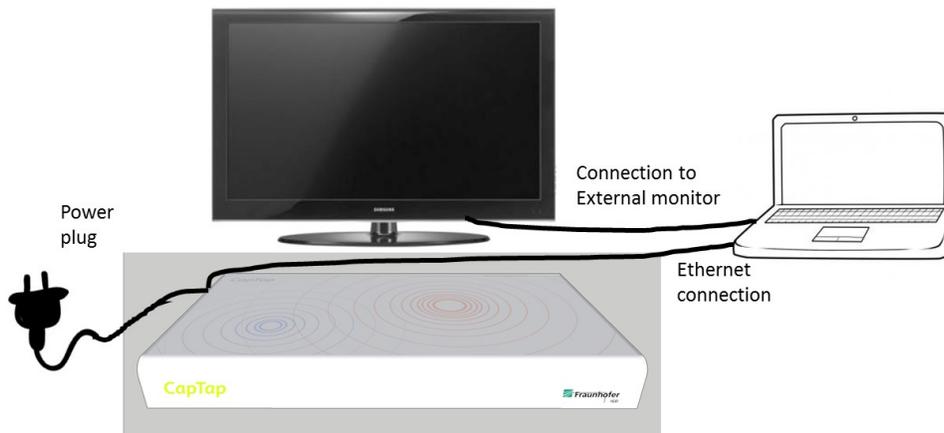
How it is all connected

The technical team has set up and downloaded the Money handling application to your computer. As you can see on the figure below, the **Money handling software on your PC** will connect to the CapTap via the Internet. It is first connected to your **router** through WiFi or an Ethernet cable and then the router is connected to the CapTap through an Ethernet cable. **An external LCD screen, an internal laptop screen or an external TV** can be used for viewing the programme. Such a screen (external monitor) is usually connected with the PC through a HDMI or DVI cable depending on the setup of the PC and the external monitor. The POSEIDON technician has provided the necessary cables.

Setup with a Laptop

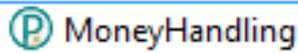


Setup with a PC and an external LCD screen or TV



How to use the Money handling application

Ensure the power plug is connected to the CapTap. Start navigating and interacting with the application on the PC, by double clicking on the icon for the application **MoneyHandling** on the PC.



The following start screen of the application will be shown:



The first thing you have to do, is to slide your hand over the whole surface of the table. This means that you should have touched every part of the surface at least once. The main menu will be show on the PC and give you three options:



Quit: Quit the application and return to the desktop.

Settings: Options to change the language and the position of the button bar.

Game: Starts the game with a random scenario (combination of item to buy and prices). Pilot 1 has currently five different exercise scenarios.

Inside the menus you can navigate either by using the mouse connected to the PC and click on one of the three buttons, or by knocking on the corresponding places on the overlay on top of the CapTap.

The three buttons (blue, red and green) have the same meaning on both the screen and the overlay.

The overlay for the CapTap is divided into three regions:

1. The upper region represents the buttons that you can see on your PC/TV-screen or separate monitor that is connected to the interactive table.
2. The lower left region is the money area. Each border limits the sensitive area for that specific printed coin or note.
3. The orange rectangle is the money placement area where you can place your real money.



In the POSEIDON pilot we would like the user to use the interactive table.

Change the language

If you want to **change the language** you have to knock on the red button on the table or the programme on the PC and go to **Settings**. The colour changes to orange when the mouse is over the button.



Change the button bar position

You can also change the position of the button bar so it will be shown either on the upper or the lower part of the screen:



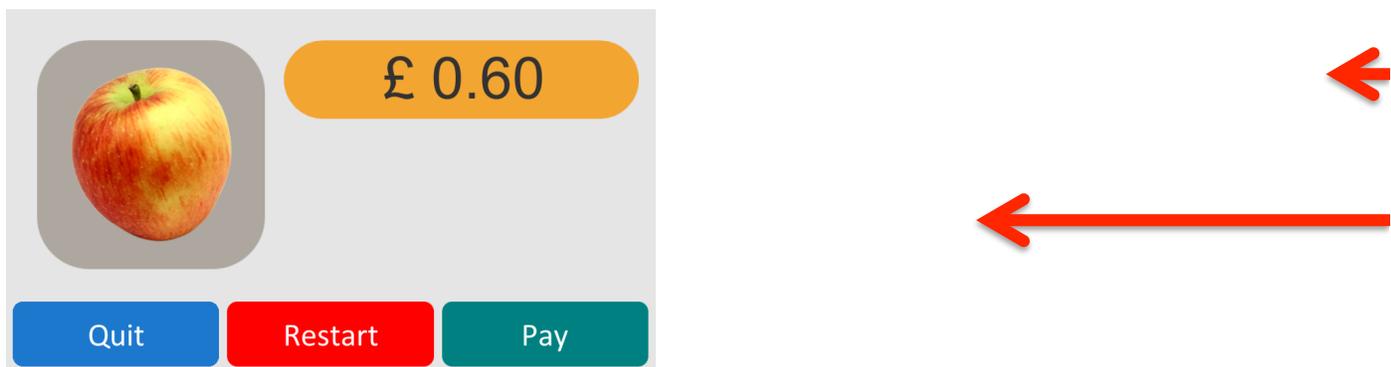
Start a game (session of money training)

From the **MainMenu** you can go to the Game menu.



Pilot 1 has only one sort of game. The game can be started by clicking (with the mouse that is connected to the PC or knocking on the field on the interactive table) the green button that is labelled **Game**.

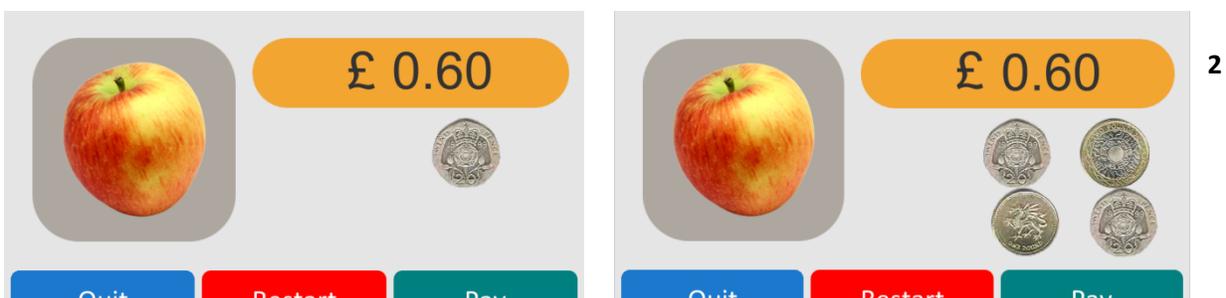
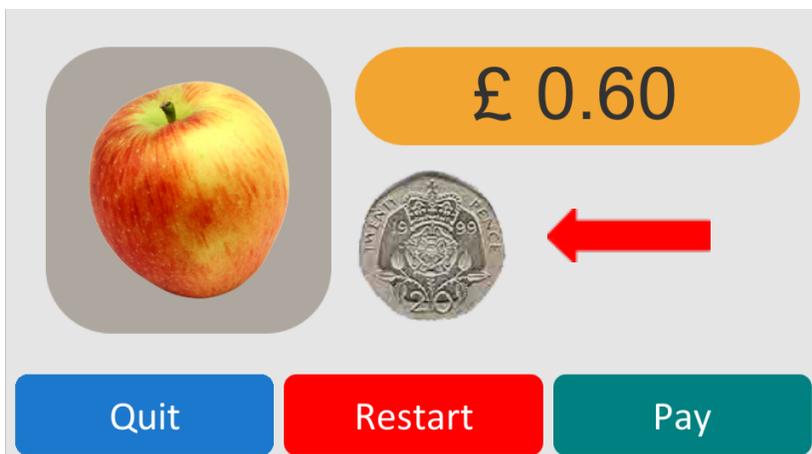
On the upper left a product is shown. Right next to it, the price to pay is displayed.



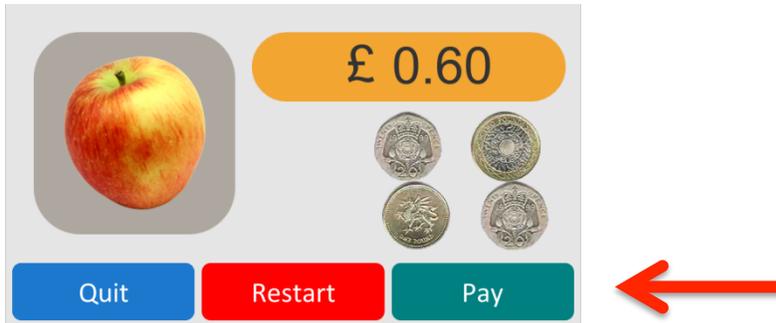
Use real money



You have the option to place real money on the table and use it while playing. The user can even use the coins to knock/tap. The user should choose the notes and coins needed to pay for the product by knocking/tapping on the note or coin field and then knock/tap on the orange tray field (see red arrow below). As soon as a coin or a note has been selected, the current selection is shown to the user on the monitor screen (1). As soon as the money is put on the orange tray field (that is the user has knocked on the orange field), a history of all coins and notes already put on the field is shown to the user. (2)



When the user thinks he/she has picked the needed money, knock or click on the green button that is labelled **Pay**.



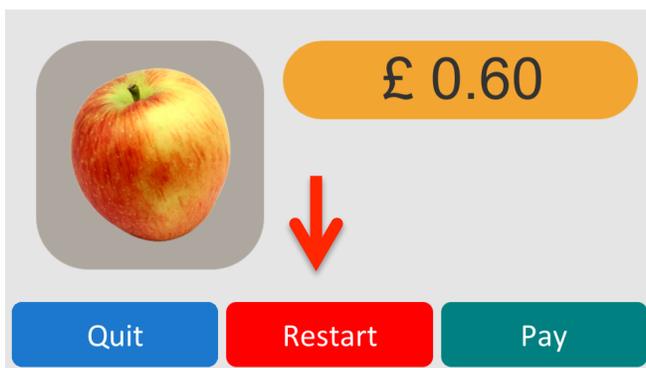
Now a visual feedback for the chosen amount of money is shown:



Green - exact choice Orange - overpaid Red - not enough paid

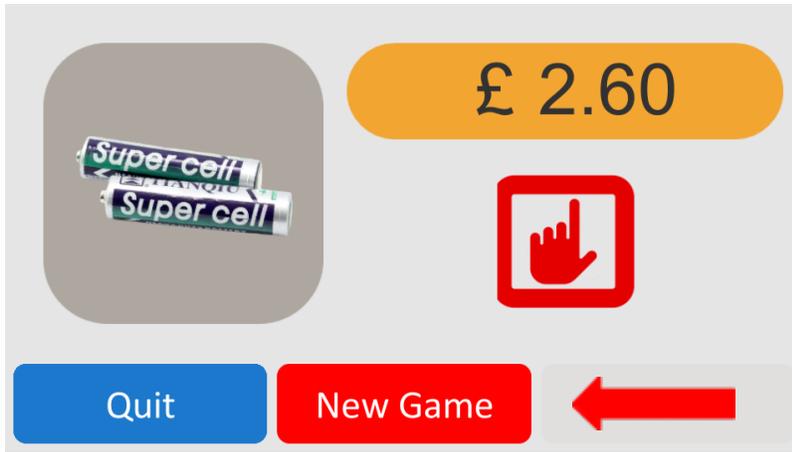
Restart current game

The current game can be restarted by clicking the **Restart** button on the PC or the corresponding red button on the CapTap.



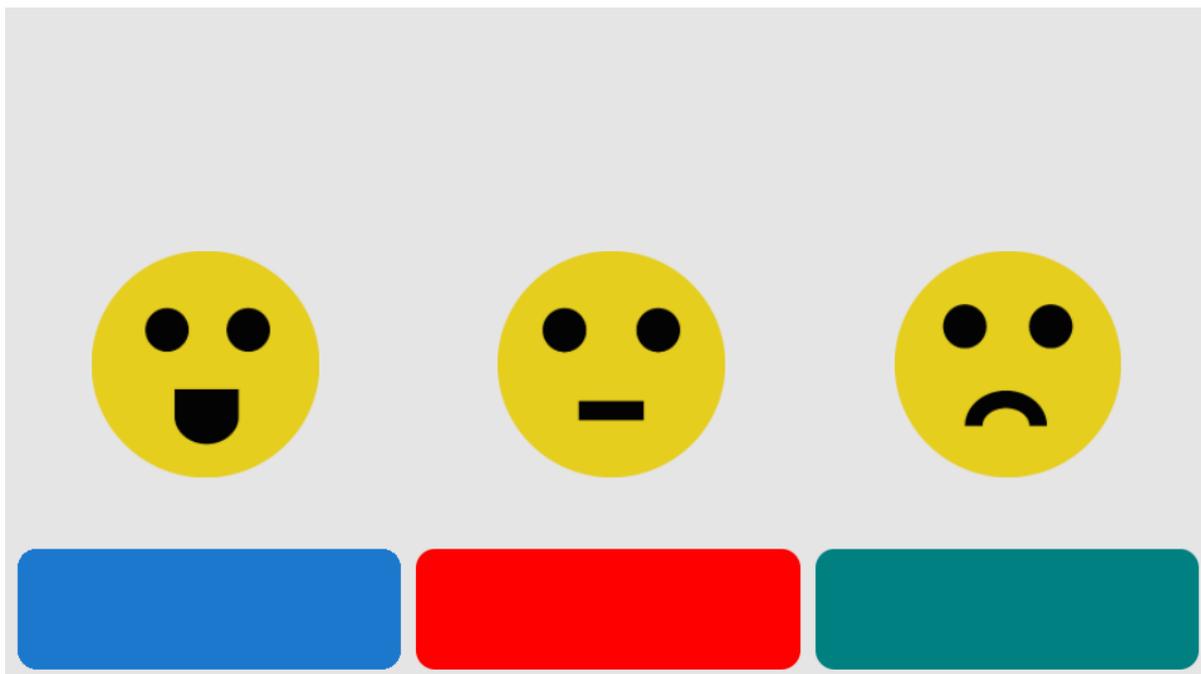
New game

If the user has finished one scenario after paying for five products, he/she can start a randomly chosen new game (scenario) by clicking on the **New Game** button. Currently there are five different scenarios available.



Quit the application

When the user decides to quit the application, he/she can do so by knocking on the blue button on the CapTap. The user should now rate his/her game experience by choosing an appropriate smiley by knocking on the corresponding coloured button on the interactive table.



Using the Money handling application interactive table without the interactive table (for testing)

The software can be used without the interactive table. You can do so by following the keyboard mapping shown below. To select the five euro/pound note, for instance, you can press the “1” key on your keyboard. The three buttons on the top can be controlled with the corresponding buttons in the software using the PC mouse or by pressing “Q”, “W” or “E” on the keyboard.



Log-File

The Application stores all game events in a log file which can be found under the path:

C:\Users\???\AppData\LocalLow\Poseidon\MoneyHandling

This file will only be relevant for later evaluation purposes by the POSEIDON team.