



ABLE Village User Manual

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About ABLE Village

Arts-Based therapies to encourage Longevity in Elderly participants (ABLE) is a project housed in the Pulse Humanities Lab at McMaster University. The latest edition, ABLE Village, is an age-centric virtual community offering social, art, and recreational activities with and for older adults.

Built out of the online gaming platform, ABLE.Family developed in 2020, ABLE Village provides 5 different games that engage with playful approaches to social and cognitive wellness. The platform is best accessed on the Google Chrome browser by tablet, laptop, or desktop computer. This user manual is written for professional care workers, healthcare providers, and adult caregivers of older adults.

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Onboarding to the Project

Before you start trying out the ABLE platform, you will be asked to attend an onboarding session by phone. A research assistant will call and give you more details about your role in the project. They will then ask you to give consent to be a part of the study and ask for some information such as your address and email. The research assistant will be happy to answer any questions you have about the project.

Next, the research assistant will help you open the ABLE Village platform and show you how each game works. After your onboarding call, you are ready to participate in research sessions. ABLE Village researchers will book a time that works for you and ask you your opinions on the platform with 1-7 other participants.

Setting Up

To set up a room, switch on your device and open your browser to **<https://ableplatform.ca>**.

When you reach the home screen, click the **start** button. You will then be asked to type **your name** and a **room name**.

To ensure that you join the same room, make sure you write the same **room name** as the other players.

Please Type your name in the box.

←BACK

NEXT ↪

Please type the name of the room provided by your family or friend in the box.

←BACK

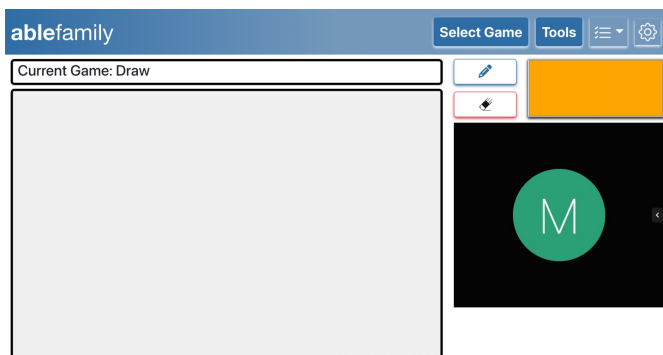
NEXT ↪

Game Settings

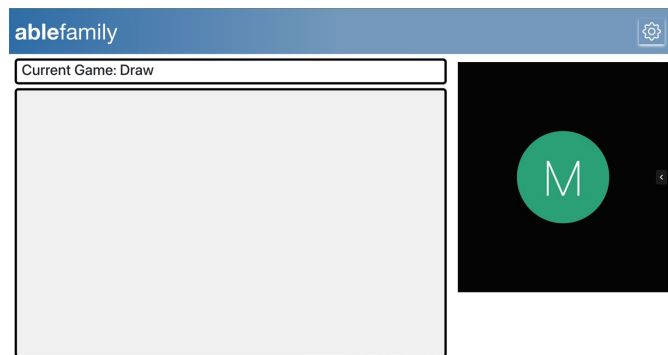
Unique to ABLE Village, our platform provides **two** different gaming modes to support accessibility needs of a diverse group of users.

Busy mode (left photo) is designed for care workers or family carers to set up the game room for OAD and other players. Busy mode features more functions on the screen and can navigate between games on the platform.

Less Busy mode (right photo) is designed for OAD and other players who may need streamlined interface while engaging with the ABLE Village platform. Less Busy mode will have a simplified screen.



Busy mode



Less Busy mode

Busy Mode Menu Options

Once a Busy Mode user creates their room, a **blue menu bar** will appear at the top of the screen. These options can help Busy Mode users change games for other users in their room, switch tools, or augment settings.

A blue rectangular button with rounded corners and a white border. The text "Select Game" is written in white, bold, sans-serif font in the center.

Select Game

To select or change games, select the **blue select game button**. To learn more about games, please see the following pages.

A blue rectangular button with rounded corners and a white border. The text "Tools" is written in white, bold, sans-serif font in the center.

Tools

To change your drawing tool, select the **blue tools button**.



To access the ABLE Village user manual or log out, select the **white bullet points**.



To change user settings, select the **white settings button**.

Functions for Busy Mode

Busy Mode features several functions to help caregivers set up the gaming experience. Not all functions are available for each game.



Select the red circular arrow to **undo** the most recent turn



Select the yellow book to **split canvas**
(available for draw mode only)



Select the teal paper with a white arrow to **download** your drawing or game



Select the blue phone to set up a **call** through Jit.si



Select the grey **chat** bubble to send a text message to another player



Select the green person button to see **who's playing** in your room. Once you press this function, a bar will pop up above the drawing pad to show who is currently in the room.

Functions for Busy Mode

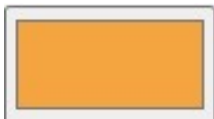
Busy Mode features several functions to help caregivers or family members to set up the gaming experience. Not all functions are available for each game.



Select the black and white pencil to **erase** the drawing/game



Select the blue pencil to **draw**



Select the yellow rectangle to **change color**

Functions For Less Busy Mode

Less busy mode is designed for a continuum of cognition and is designed for users with significant access needs. Less busy mode features a smaller list of functions to ease clarity. Less busy mode functions also use skeumorphic design to support accessibility.

A blue rectangular button with rounded corners and a white border, containing the text "Select Game" in white.

To select or change games, select the **blue select game button**. To learn more about games, please see the following pages.

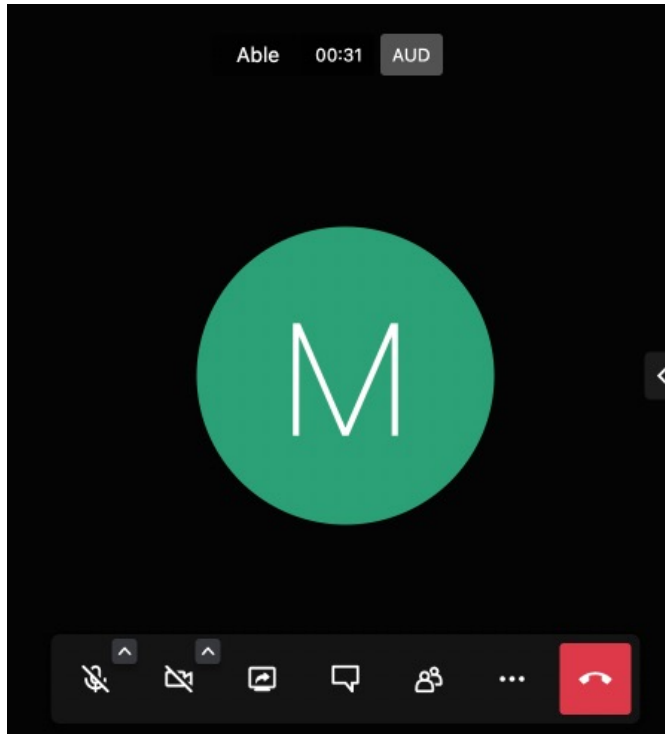
A blue rectangular button with rounded corners and a white border, containing the text "Tools" in white.

To change your drawing tool, select the **blue tools button**.

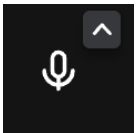


To change user settings, select the **white settings button**.

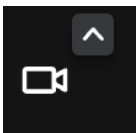
Setting Up Jit.Si



ABLE Village allows users to audio/video call through Jit.si, an open-source web-conferencing platform. Jit.si allows users to customize their calling options. The call is automatically started when players enter a room.



Click the microphone to **turn audio on/off**

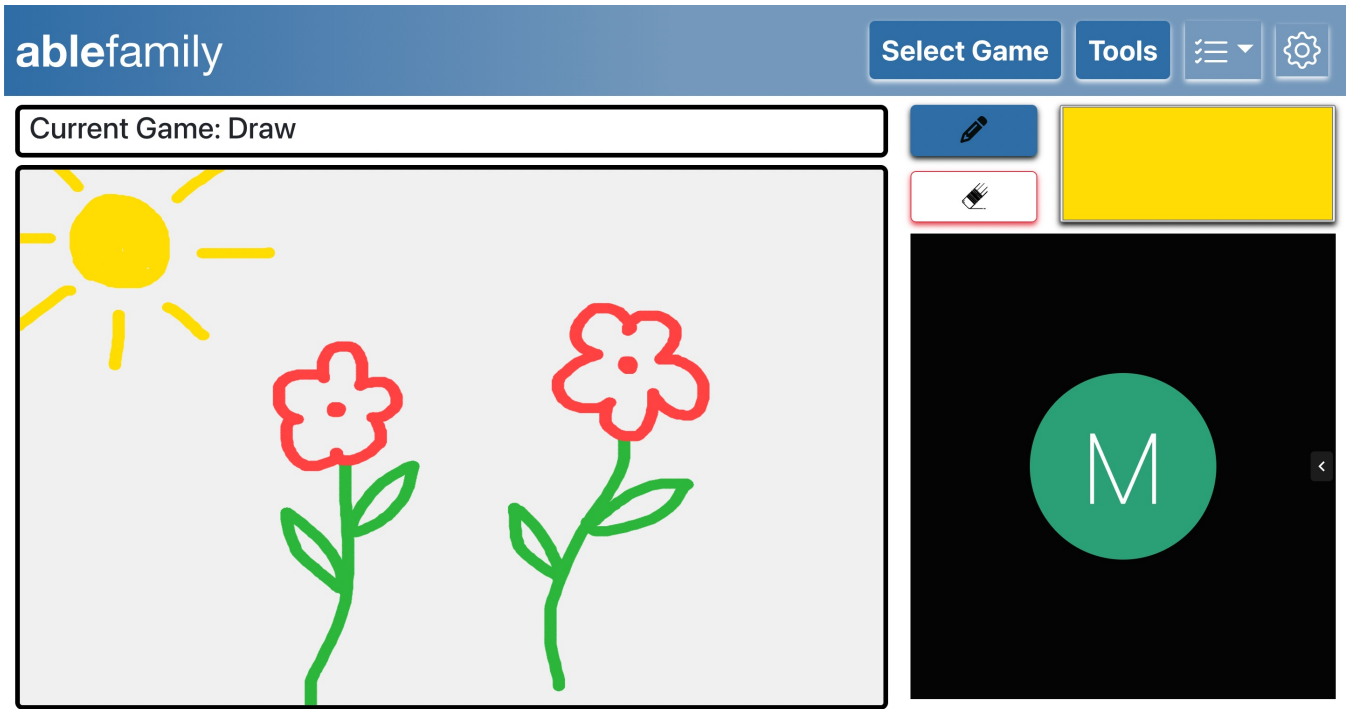


Click the camera to turn **video on/off**



Select the red phone to **end the call**

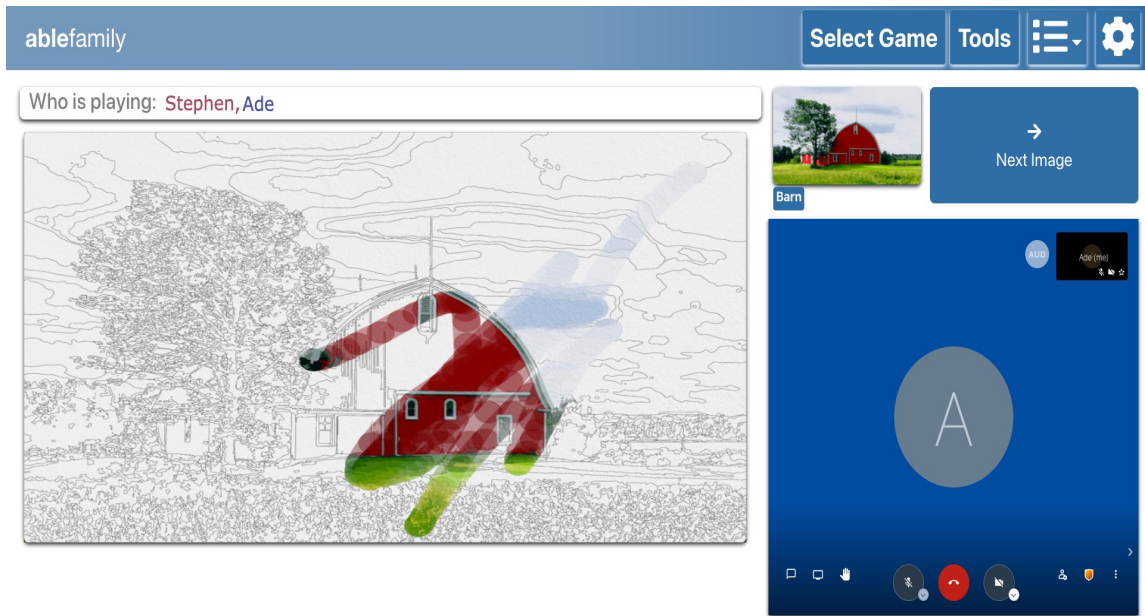
Draw



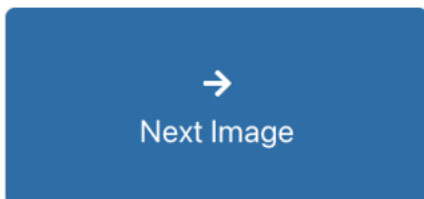
Users have two options for the Drawing game:

- **Free Draw:** One user can draw, or multiple people can draw together.
- **Exquisite Creature:** In this collaborative game, each player takes a turn with drawing a part of a “creature.” The players take turns adding on to the image.

Paint

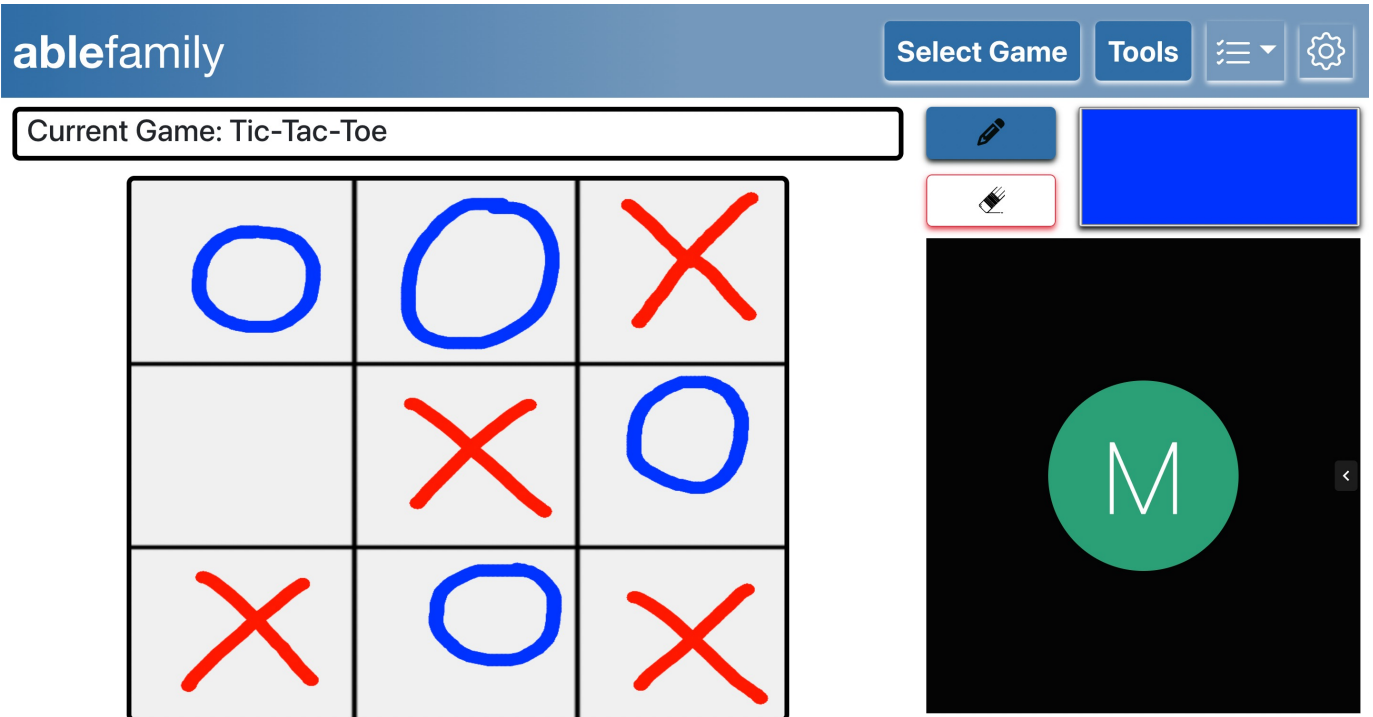


Using the **paint brush** function, users can drag their mouse, stylus, or finger over the image to add color to the image.



To change the image, select the blue **Next Painting** function

Tic-Tac-Toe



Tic-tac-toe is a **two** player game. Players must successfully place their marks in three consecutive squares (horizontal, vertical, or diagonal).

Users can choose their own color for their marks.

Word Search

ablefamily

Select Game Tools

Current Game: Word Search

Find these words:

BIRD	L	S	D	O	P	I	G	U	W
CAT	H	G	C	U	B	D	B	G	F
COWS	O	M	O	O	B	O	K	I	K
DOG	R	P	W	Q	I	G	D	B	W
GOAT	S	C	S	C	R	K	A	C	O
HORSE	E	A	G	A	D	L	W	S	S
PIG	N	X	H	T	U	G	O	A	T
SHEEP	A	U	N	L	S	V	T	F	J
	M	H	U	Z	S	H	E	E	P

Word Search is a **multi** player game. Players take turn in selecting sequence of letters that matches the word in the right-hand side.

Once a correct word is selected the word is crossed out and the letter turns green.

Contact Pulse Lab

To learn more about ABLE.Family and the Pulse Humanities Lab, please visit our website at:
<https://pulselab.humanities.mcmaster.ca>

On Facebook, Twitter, or Instagram? Follow our social accounts for updates on Pulse projects:



Pulse Lab at McMaster University



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