

Snoezelen Room: User Guide

INNOVATION, QUALITY, AFFORDABILITY

Quick Start User Guide

As the control panel is turned on, one out of the six available themes is to be chosen. When the theme is chosen, the control panel will communicate with the lights, sound, projector, fan, mist machine and scent maker using wireless to turn on with that specific theme chosen.



Team Five Senses

Primary Business Address
One University Avenue.
Lowell MA
01854

Phone: 978-821-7864

E-mail:

Uml.Team.FiveSenses@gmail.com

Thank you for purchasing our product. The following document will guide you on how to set up the system in several steps in order for proper function.

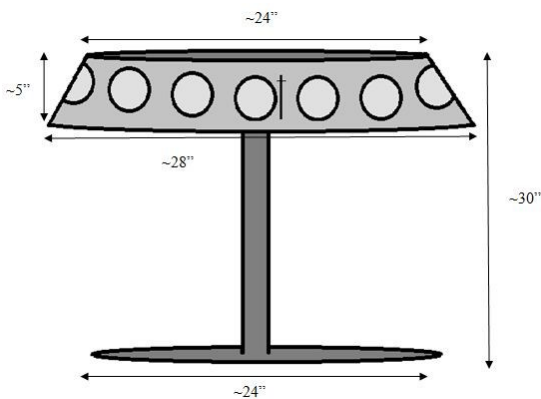
Step 1. (Set Up)

This product is divided into four different components: Control Panel, Lighting/Sound System, Fan/Smells, Projection/Images. Once all these different components have been set up by one of our associates (see image) then you are ready to begin using our product. Turn the control panel first and wait around a minute to let the CPU (Central Processing Unit) start; once this is done then turn on the remaining components. If this process was successful then you should be able to see a “set-up complete” message on the wall and now you are ready to use the system.



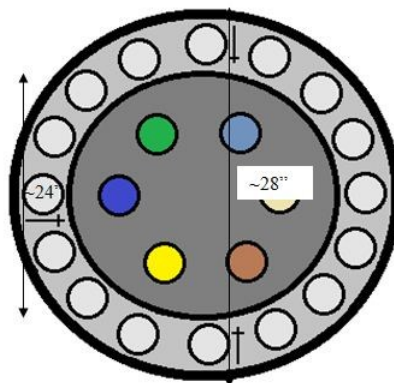
Step 2. (Using The Control Panel)

The control panel consists of 22 button switches and 3 sliders which all have a specific function. There are 6 main switches that are called “Theme Switches” and these will control the main function of the room which is to simulate those six different environments. There are also buttons for on/off functions and volume controls. Every component in the system is turned on by default when themes are selected. To turn off a particular component just press the off button that will be properly labeled



Beach: if the beach theme is chosen, the projector will project a video of a beach on three of the four walls. The lights will dim with a warm glow. The sound will play beach appropriate music. The fan will blow at random speeds as if the user was outside at the beach. The mist machine will mist at random. The scent maker will emit a smell of salty sea in the air.

Forest: if the forest theme is chosen, the projector will project a video of a forest on three of the four walls. The lights will dim accordingly with the forest theme. The sound will play forest appropriate music. The fan will blow at random speeds as if the user was at the forest. The mist machine will mist at random. The scent maker will emit a smell of dirt and fresh trees.

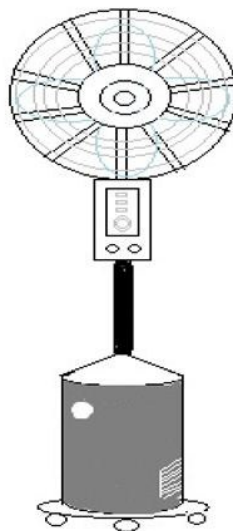


Aquarium: if the aquarium theme is chosen, the projector will project a video of fish and sea mammals at the aquarium. The lights will dim as if the user is at the aquarium. The sound will play aquatic related music. The fan will blow at random speeds. The mist machine will mist at random. The scent maker will emit a smell of fishy animals.

Coffee Shop: if the coffee shop theme is chosen, the projector will project a video of a coffee shop and people drinking coffee. The light will dim accordingly with the setting of the coffee shop. The sound will play ambient coffee-shop related music. The fan will blow at slow speeds. The mist machine will mist at random. The scent maker will emit a smell of fresh coffee.

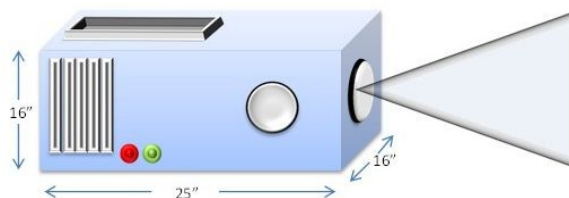
Step 3. (Using The Fans)

The fans and scent machine are meant to help simulate the different themes and give an extra dimension to the interactivity of our product. Once the fans are turned on and wirelessly connected to the control panel then they are all set to be used and no further set up is needed. Depending on the theme. The fan may turn on and oscillate, the mist maker will create a small pool of mist the user can touch and scented oil warmer will release a relaxing scent. The machine will shut off automatically after a period of time.



Step 4. (Using the Projector)

The projector will provide the visuals to our system. Once the projector is powered and connected to the control panel it is ready to be used. There are very few controls as each function such as focus



and size of images are designed specifically to each of our clients to minimize the risk of being overwhelmed by the amount of controls. The main function of this projector is to project one image across three walls in order to provide a better experience to our designed themes. The projector will also have the functionality to only project forward like a regular projection system; to accomplish this just press the “one-way” button on the projector box. If the projector needs to be turned off then refer to the control panel section to see “on/off” instructions.

Step 5. (Using Lights and Sounds)

The light system and sound system included in this system package deliver great stimuli to our clients. Once the speakers and lights have been set up, powered and wirelessly connected to the control panel then they are ready to be used. There are controls to these systems which can change the brightness and also the power the sounds and lights off. Please refer to the control panel section if it is desired to turn off this system when a specific theme is already running.

Product Block Diagram

