

# Instruction Manual



SeeMore

# SeeMore - Instruction Manual



We live in times where mental health and stress prevention are getting increasingly important. In this matter, urban green spaces play an important role. SeeMore reduces stress of Seestadt citizens, by motivating them to spend more time in urban green spaces and allowing them to discover new places and activities.

## 1. THE HARDWARE

The SeeMore's prototype consists of two parts. Those are the SeeExplorer, which is a device with a touchscreen, and several SeeCubes, wooden objects hidden in urban green areas. The first is used to find the latter.

While you look for the SeeCubes, you explore urban green spaces and participate in activities that other SeeMore users created. In this way, users can share their favorite locations and activities with others.

### SeeExplorer

The SeeExplorer (Figure 1) is your tool for finding the SeeCubes and interacting with them.

Turn the device on by pressing the Button (1) on the front of the SeeExplorer, and press it twice to turn it off. Insert a micro USB-Charger to the USB port (2) to charge the device. Use the touchscreen to interact with the user interface (3).

To carry it, hold it with one or both your hands.

### SeeCubes

The SeeMore prototype includes also 3 SeeCubes (Figure 2 and 3).

The SeeCubes are small wooden cubes with a SeeMore logo on it, that you have to find. They are hidden in urban green spaces, and mark your destination. Every SeeCube stores an activity to do, left by the previous user. You can use the SeeExplorer to find them and to interact with them.



Figure 1 - The SeeExplorer



Figure 2 and 3 - The SeeCubes

# SeeMore - Instruction Manual



## 2. THE EXPLORATION

If your SeeExplorer is turned on, you can start exploring and looking for the SeeCubes.

The Exploration's flow consists of a few steps, that are summed up in Figure 4. Tap the Start Exploration button to begin.

### 2.1 Find a SeeCube and scan it

The map (Figure 5) shows your position (1) and all the SeeCubes (2). Use your finger to drag the map, or two fingers to pinch zoom in and out, alternatively use the two zoom buttons (3). After you have found a SeeCube tap the button (4).

The SeeExplorer can now scan the SeeCube. On the SeeExplorer and on the SeeCube you can find a SCAN HERE indication. Hold both logos closely together and the SeeExplorer will scan the SeeCube automatically. You are now greeted by the SeeCube welcome view.

### 2.2 Read and do the Saved Activity

Tap on the Do Activity button (Figure 6) to view the activity someone else left for you. After completing it, tap on Activity completed to return to the welcome view.

### 2.3 Change SeeCube's position

Tap the Change Position button (figure 6) to hide the SeeCube in a different spot. After having hidden the SeeCube you can optionally add a hint to its location, by tapping the Add a hint button. Tap Save position if everything is completed.

You are now asked to scan the SeeCube again. Do so as described in Section 2.1.

### 2.4 Change SeeCube's position

Tap the Change Activity button (Figure 6) to add a new activity for the next finder of the SeeCube. Make sure to choose an activity everyone can do and enjoy.

Tap Save activity to return to the SeeCube welcome view.

### 2.5 Save on the SeeCube

If you are satisfied with your changes, tap the Save on SeeCube button. You then get an overview of your changes (Figure 7). You can still change anything by tapping on the Edit them button. If no changes are needed tap Save on SeeCube to save the changes.

You can now go on exploring and start looking for another SeeCube, or end your exploration.

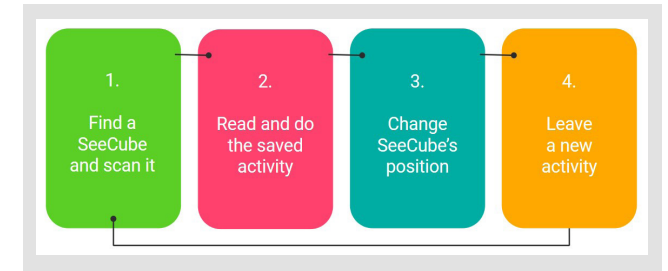


Figure 4 - the Exploration's flow

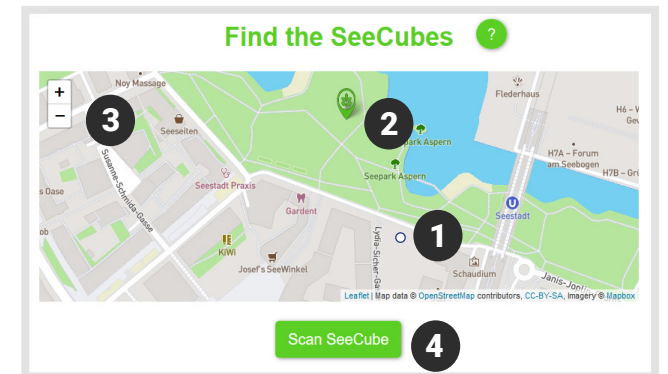


Figure 5 - the Exploration map



Figure 6 - the buttons on the SeeCube's welcome page

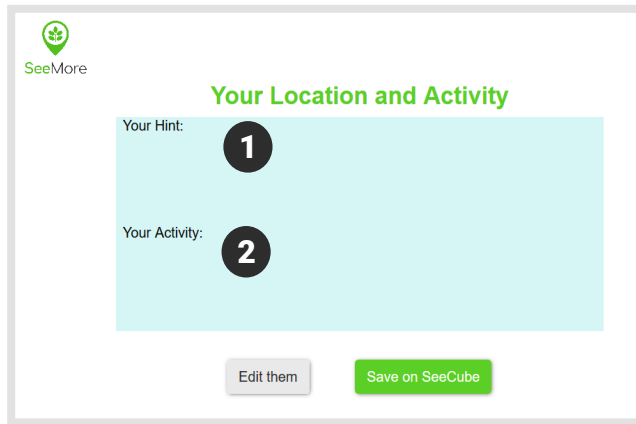


Figure 7 - the recap page



Figure 8 - the SeeExplorer's button

## 3. INITIAL SETUP

An initial setup of SeeMore has to be performed before the first use of the System. This is usually done by the provider of the SeeExplorer.

Before SeeMore can be used, all the SeeCubes must be hidden and a first activity has to be added on each of them. This is done by performing steps 2.1, 2.3 and 2.4 of the Exploration section for each SeeCube.

## 4. TROUBLESHOOTING

The touchscreen of the SeeExplorer can accidentally be turned off by bending the casing on the marked area of the casing (Figure 8). Press this area of the case again to turn the touchscreen back on.

Another problem is that the power button can not be reached with your fingers. In this case, use a small item like a pen to press the button.

The SeeExplorer can not run and be charged at the same time. Starting the SeeExplorer while loading will result in a flickering display. Disconnect the charger before using the SeeExplorer.

After turning the device on, it can take several minutes until the GPS signal is received. Try waiting for a view minutes before trying again.

The SeeCubes don't have GPS support, their location is saved on the SeeExplorer during the scanning process. However, it can happen that someone moves a SeeCube without scanning it. Unfortunately, if that happens the SeeCube's position shown on the SeeExplorer does not exist anymore and the SeeCube cannot be found.