



Direct[Message]:
Digital Access to Artistic Engagement
HARDWARE TESTER'S
▶ **GUIDE**



THANK YOU for being a hardware tester

Over the next week or two you will have a chance to use the d[m] keyboard, so you can help make it better.

You may find that things don't work right. That is okay. We want to know what doesn't work.

You may want to do some activities and not others. That is okay. Just do what seems interesting to you.

This is an early prototype, so we can try out new things. You may not like the shape, or the colours, or how the buttons work. We can change it all to make it better.

This booklet will guide you through each step of testing the keyboard. You can do it all at once or over a few days.



This is what we would like you to do:

Setup:

- Step 1: Unpack d[m] keyboard (pg. 4)
- Step 2: Browse to the site (pg. 5)
- Step 3: Plug keyboard into computer, laptop, or tablet (pg. 6)
- Step 4: Type in keyboard code (pg. 7)

Activities:

- Activity 1: Visit art galleries (pg. 8-9)
- Activity 2: Attend artist talks (pg. 10-11)
- Activity 3: Create artworks (pg. 12-13)
- Activity 4: Explore resources (pg. 14-15)

Next Steps:

- Tell us about your experience (pg. 16-17)
- Return the keyboard (pg. 18)

Questions or concerns?



Press  to get help on most pages.

If you need assistance or have questions, please contact

Jami McFarland:
research@centre3.com
1-888-691-4493 ext 210



STEP
1

Unpack d[m] Keyboard



the d[m] keyboard



this booklet



a prepaid return label



a USB adapter (if needed)





STEP
2

Browse to the site

On the computer you will use to test the d[m] keyboard, complete the following instructions:

1. Open an internet browser (e.g. Google Chrome, Safari, Internet Explorer, etc.)
2. Type the following link into the address bar:
seniorsartlink.com/test
3. Press enter or return
4. Press F11 to use full screen mode



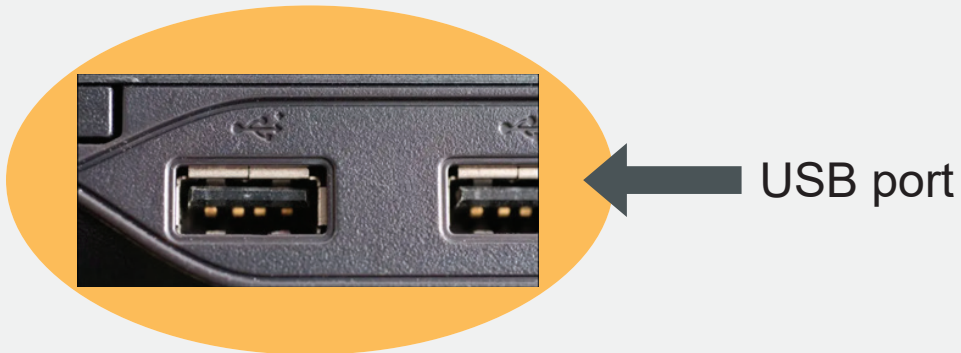
You're doing great!
Setup is almost complete.



**STEP
3**

Plug in the keyboard

Option 1:



If you have a USB port that looks like this (pictured above) on the front, back, or side of your computer, plug the cable of the d[m] keyboard into it.

Option 2:

If the port looks different than the one pictured above, please use the adapter that has been included in your kit.

The adapter looks like this:



Plug the cable of the d[m] keyboard into the adapter and plug the adapter into your laptop or tablet.



STEP
4

Type in Keyboard code

When you are asked for your colour sequence, press the round buttons in this order:

[Space for button sequence here]

You can follow the steps in the book in order, or you can skip to parts that you find most interesting.

If you get stuck, try using your mouse or finger to click on

seniorsartlink


You can also close your internet browser and open it to start again!

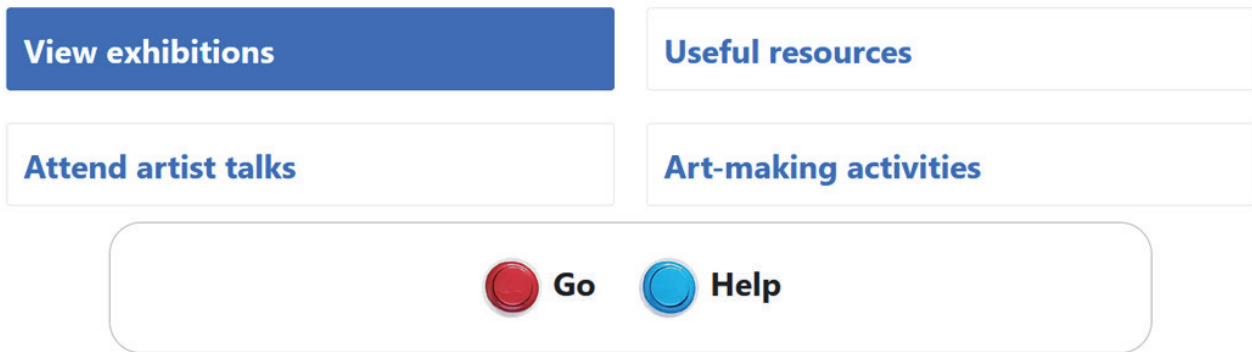


Setup is complete




Activity 1: Visit Art Galleries

1. Press  until you see this screen:




The option View exhibitions should be highlighted already.

2. Press  to show a list of available digital galleries.

Let's take a joke break...

What was the spider doing on the computer?

 He was making a web-site!




3. Can you wander through the digital art galleries to view individual artworks?

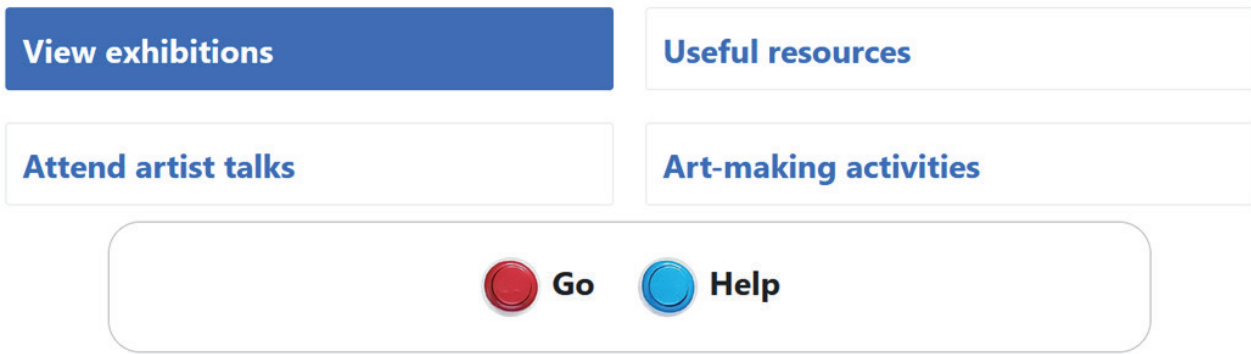
Tester's Notes:






Activity 2: Attend Artist Talks


1. Press  until you see this screen:



2. Press  buttons until this option is highlighted:



3. Press  to go to the next screen.

4. Select an activity using the  buttons.

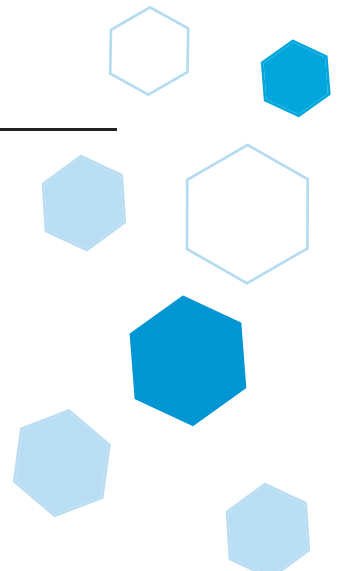


5. Can you attend one of the pre-recorded artist talks?

Tester's Notes:




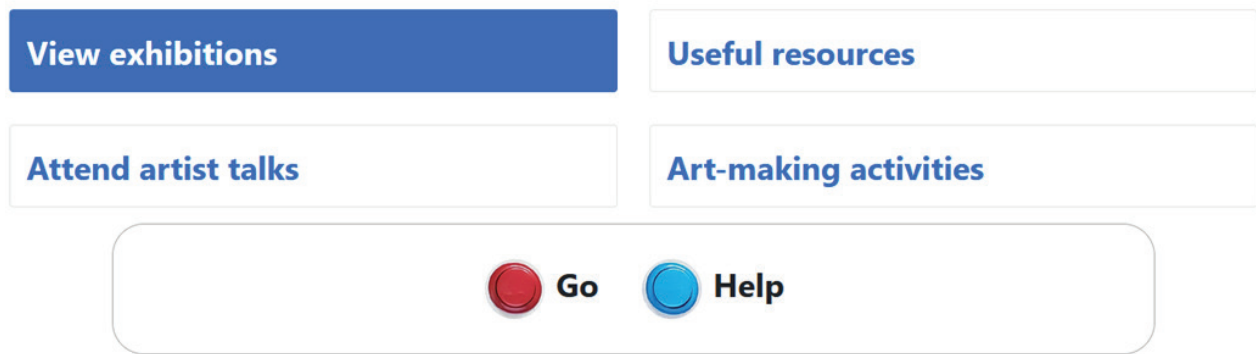
Great job! We just have a few more activities for you.






Activity 3: Create Artworks


1. Press  until you see this screen:



2. Press  buttons until this option is highlighted:



3. Press  to go to the next screen.

4. Select an activity using the  buttons.




5. Can you create an artwork using the tools and supplies provided?

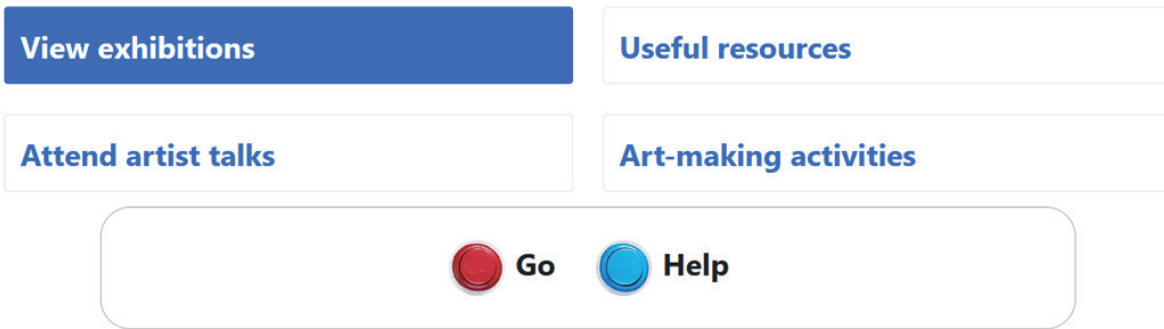
Tester's Notes:







Activity 4: Explore Resources

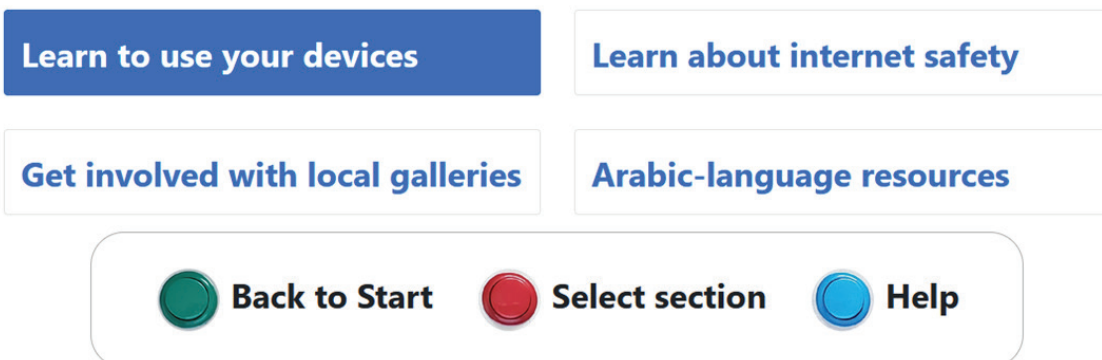
1. Press  until you see this screen.



2. Press  buttons until this option is highlighted:



3. Press  to show a list of types of resources.





4. Can you find and watch the video “Learn about internet safety”?

Tester’s Notes:

Let’s take a joke break...

Why was the cell phone wearing glasses?

▶ **Because it lost its contacts!**



Tell Us About Your Experience Using the Keyboard

We would like to have a Zoom or phone conversation with you to talk about what worked and what didn't. A researcher will be in contact to set up a convenient date and time to ask you questions about your experience using the keyboard.

These are the questions we will ask:

1.) Can you tell me about your experience using the keyboard and the platform?

2.) What features did you find easy and/or difficult to use?

3.) How does using the keyboard make you feel?



4.) If you were discouraged, what would have helped you get started and/or feel comfortable?

5.) In what ways could access to the arts (broadly conceived) be more accessible to you or people you know?

6.) In what ways does the keyboard and the platform help you to belong to a larger community of creative people?

7.) Are there any activities that you presently do, or that you have an interest in learning, that you think the keyboard or platform could facilitate?

8.) What, if anything, would you change about the keyboard?

Return the Keyboard

When you are done testing the keyboard, pack the d[m] keyboard into the same box you received it in.

Place the return shipping label over the label on the box that has your name and address.

OPTION 1

Let us know when you are ready to return the keyboard.

You can contact Jami McFarland (research associate) by email at research@centre3.com or by phone at 1-888-691-4493 ext 210, and we'll arrange to have it picked up.

OPTION 2

Or you can drop it off at any Canada Post office or in a mailbox.



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