

BEAM MOBILE

User Guide

Follow these step-by-step instructions for quick and easy assembly.

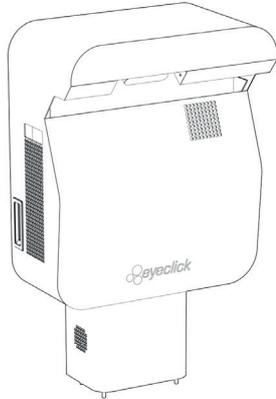
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1. WHAT'S IN THE BOX?

Inside the box, you'll find all the essential components and accessories needed to get started with your product, carefully packed for easy setup and use.



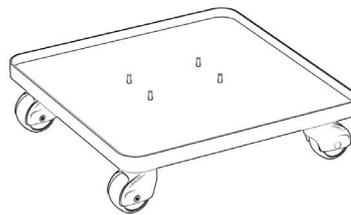
Main Unit X1



Column X1



Spacer X1



Wheel Base X1

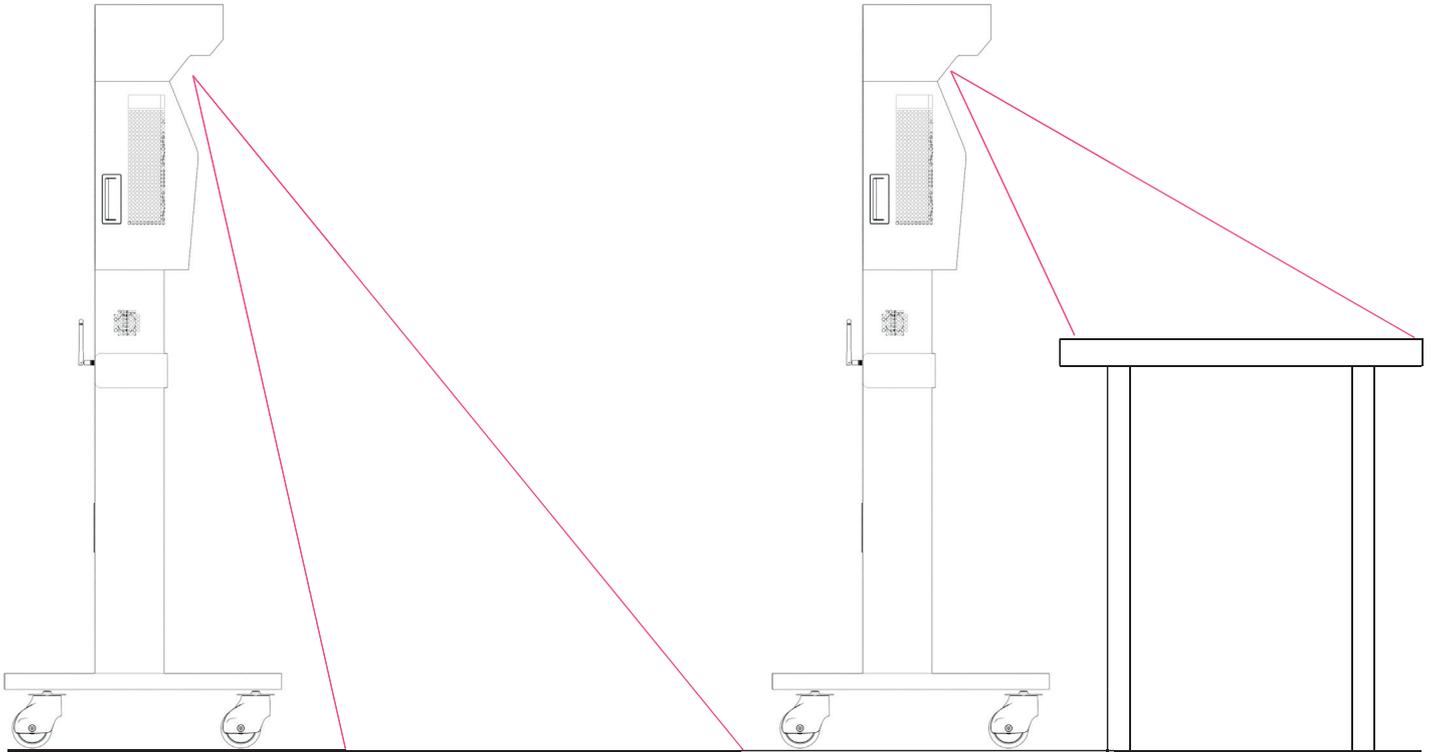


14 mm Ratchet Wrench X1

2. PLAYMODES

Floor Projection

Table Projection

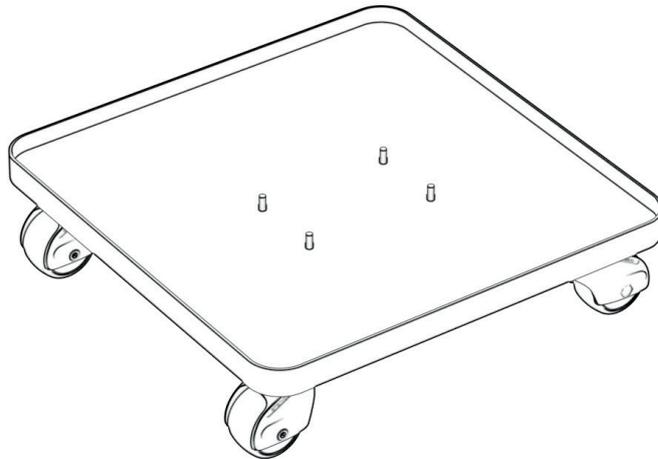


3. PROJECTION SIZES

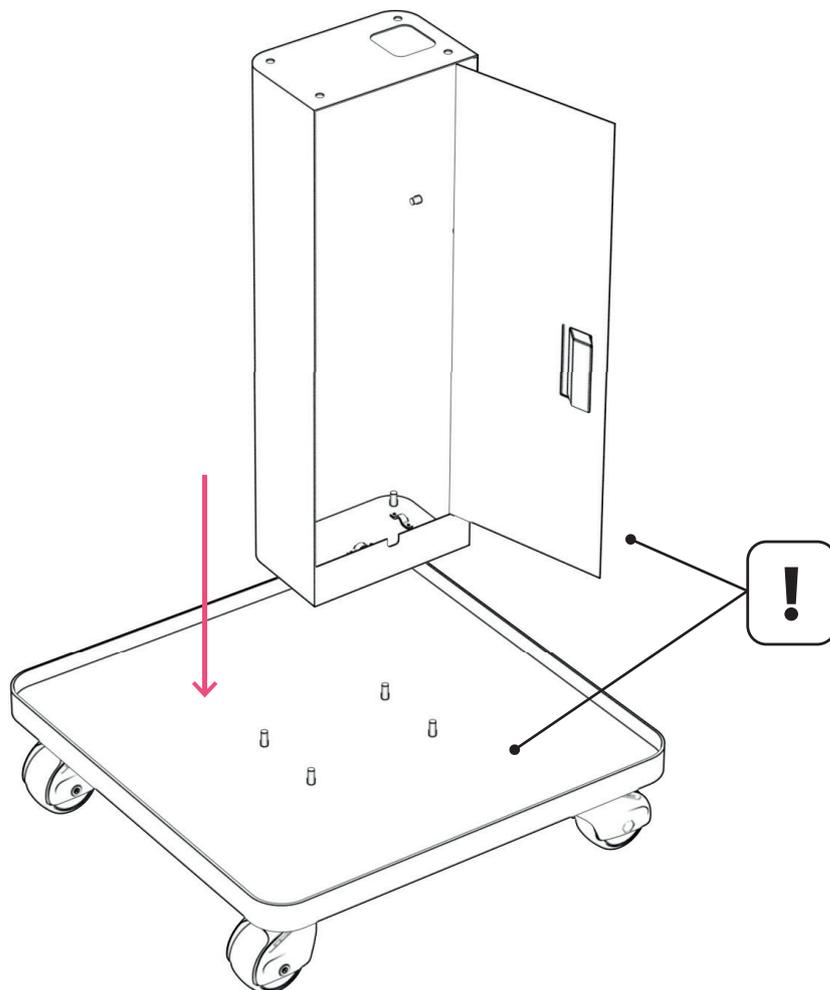
	Metric	Imperial
Floor	320 x 200 cm	10'5" x 6'5"
Table	130 x 80 cm	4'3" x 2'6"

4. ASSEMBLY

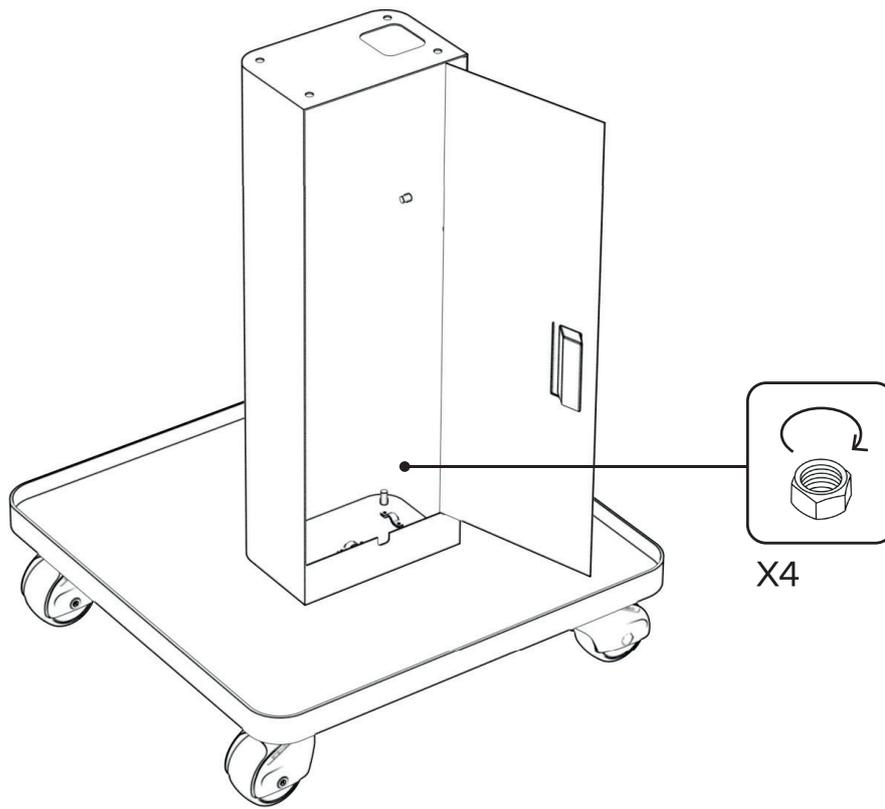
1. Place the wheel base on a flat surface and lock all 4 wheels.



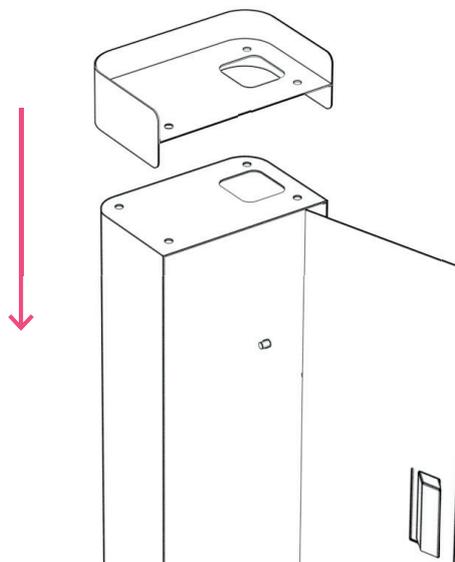
2. Place the column on the wheel base with the door facing the shorter side. This is critical in order to maintain the product weight distribution.



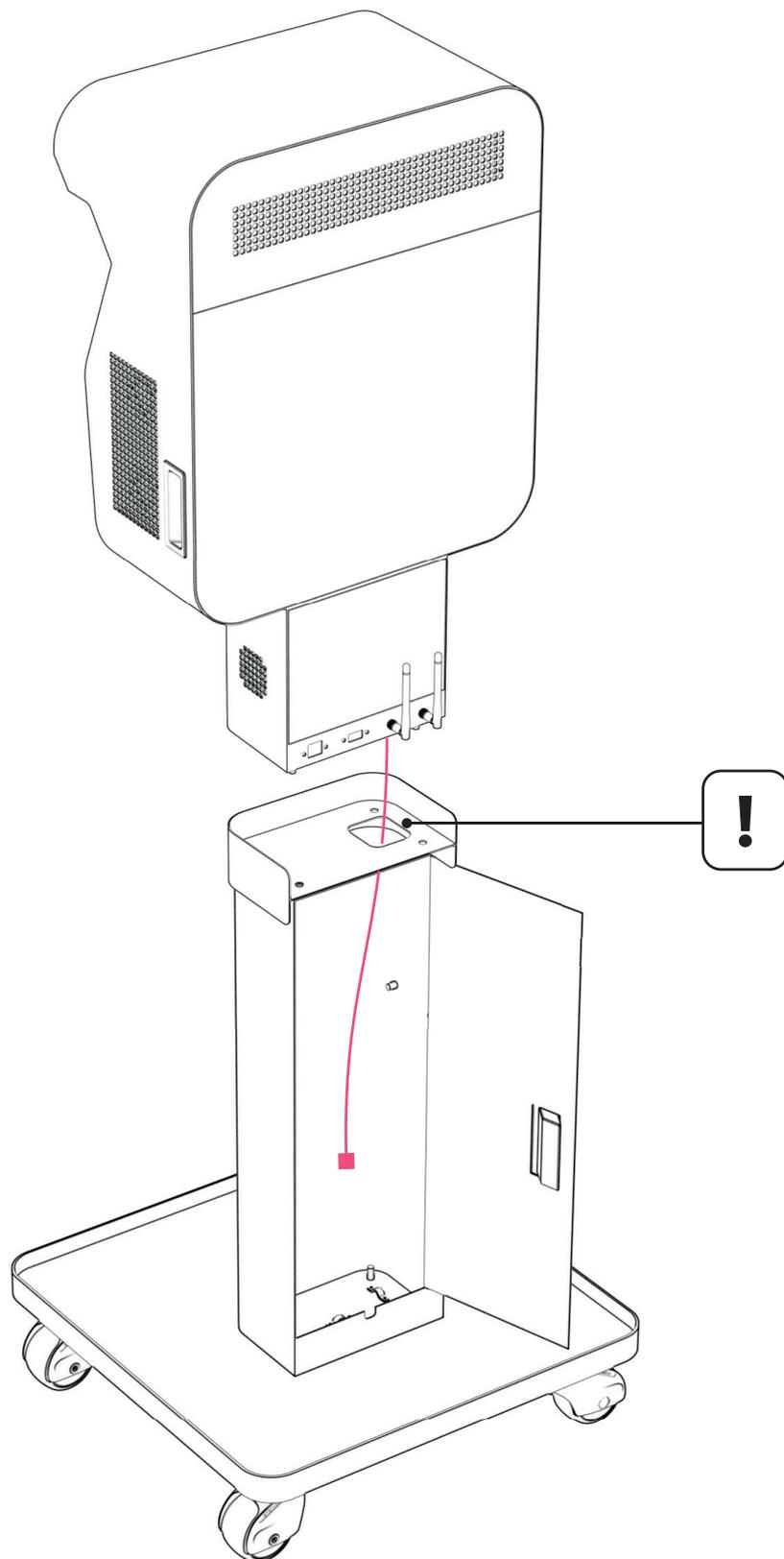
3. Tighten the four nuts at the base of the column with the provided tool.



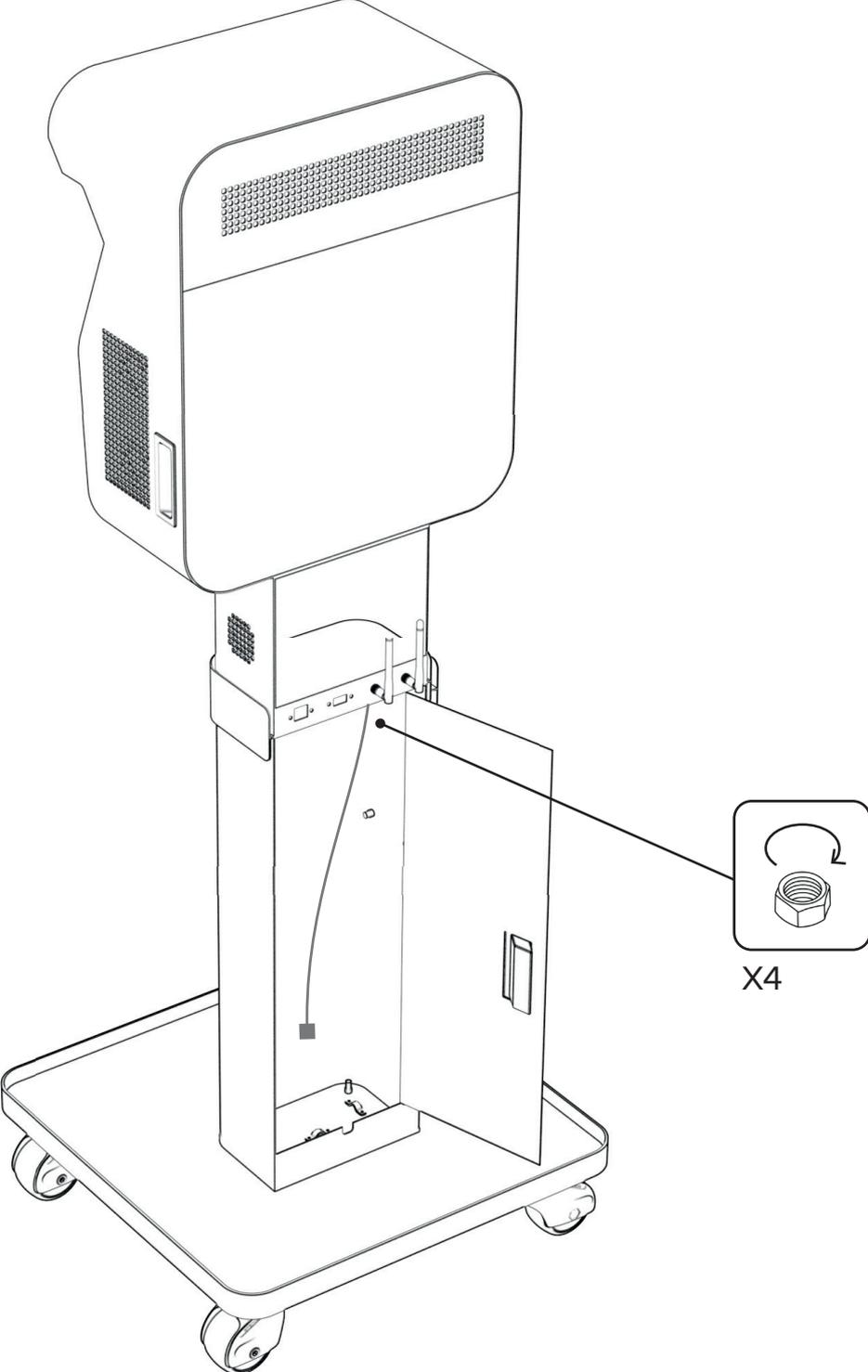
4. Position the spacer on top of the column. Ensure that the holes are aligned with those in the column.



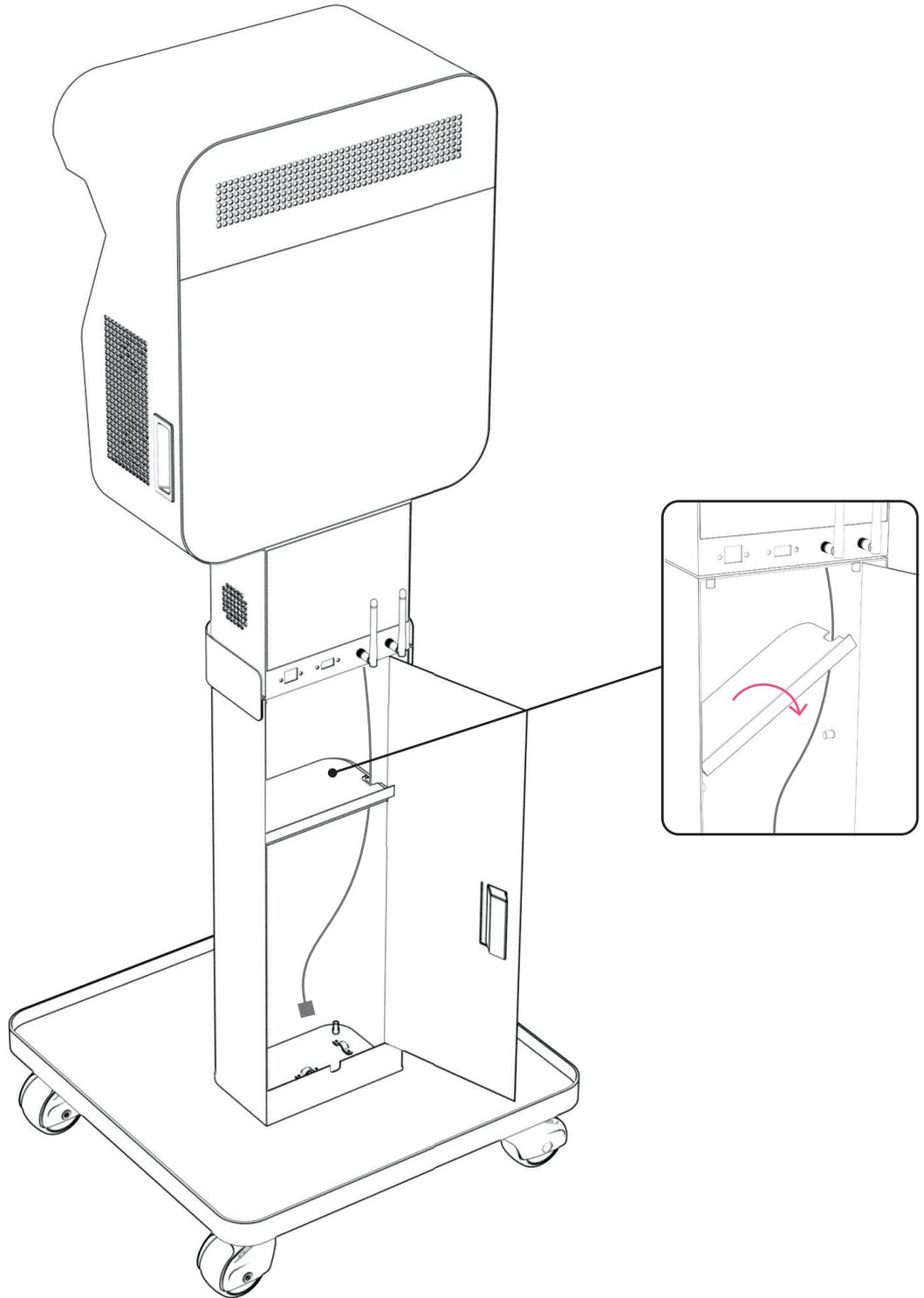
5. Thread the power cord through the opening in the top of the column, then place the main unit on top of it.



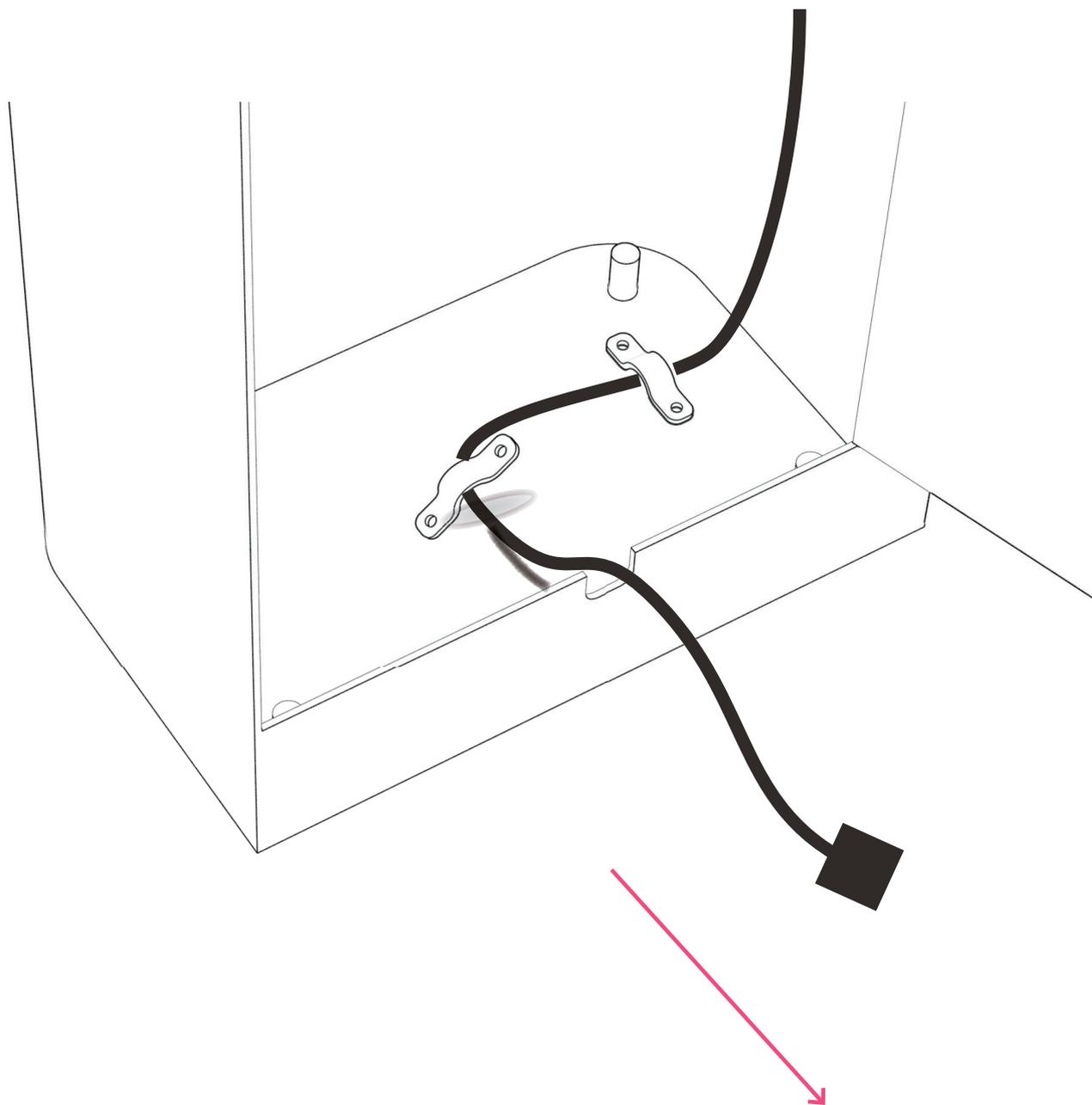
6. Tighten the four nuts at the base of the main unit with the provided tool.



7. Place the shelf on the designated hooks, ensuring the power cord fits through the opening.



8. Secure the power cable to the base and pull it out through the opening.

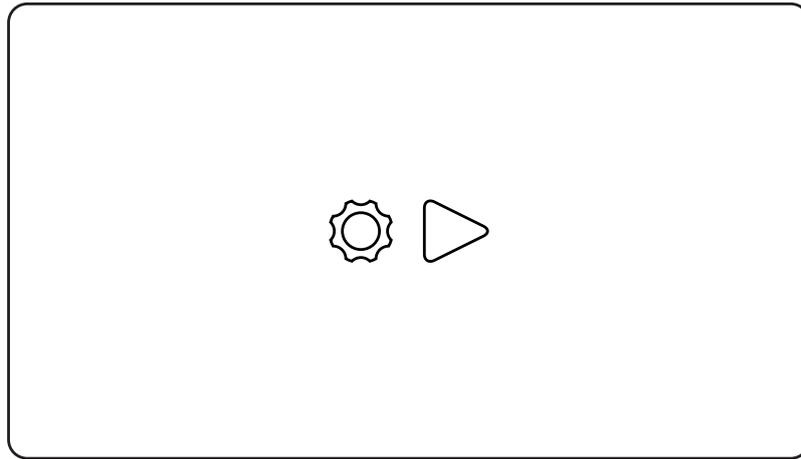


4. ASSEMBLY / TECHNICAL REQUIREMENTS FOR INSTALLING

- 1. Projector Placement:** Make sure to put the wheel brakes for the Beam mobile down before use and lift them back up before moving the device. Use your feet only to operate the brakes.
- 2. Power Supply:** Ensure that a standard power outlets are available for regular operation next to the device and make sure that power cables are properly managed to avoid tripping hazards or entanglement.
- 3. Network Connection:** A wired network connection is highly recommended for optimal performance. If a wired connection is not possible, a wireless network can be used, provided there are no security restrictions.
- 4. Floor Condition:** The floor should be light-colored and non-reflective to ensure clear projection. If necessary, place a PVC mat or sticker in the area where the system projects to enhance visibility.
- 5. Lighting Conditions:** The room should be dark and free from direct light on the play area. Use curtains to block out any light and create a suitable environment for projection.
- 6. Obstruction-Free Area:** Ensure the play area is clear of any obstacles to prevent interference with the projection and to maintain a safe environment.
- 7. Ventilation:** Make sure the room is well-ventilated to prevent overheating of the projector and to ensure comfortable use.
- 8. Surface Quality:** Ensure the projection surface is smooth and even. Any irregularities on the surface might affect the quality of the projected content.

5. STARTUP

Plug the device into a power outlet and press the red power button on the remote. To get started, follow the setup instructions on the projected display.



6. WARNINGS AND PRECAUTIONS

We consistently inspect and evaluate product performance throughout the production process to ensure that every product we manufacture meets the highest standards and fulfills customer expectations.

- **Partial Eye Damage** The Beam equipment has a high brightness level. Do not look directly into the Beam lens when the lamp is on, and avoid standing in front of it to prevent the light from shining directly into your eyes. Keep the device out of children's reach, as exposure to the light may cause eye damage.
- **Risk of Suffocation** The accessories are packaged in plastic bags. To avoid any risk of suffocation, keep the plastic bags away from young children.
- **No Self-Servicing** If you notice any fault with this product, do not attempt to service it yourself. Refer all repairs to qualified service personnel. The Beam contains high electrical voltages when in use, which can cause severe injury. Only trained professionals should handle repairs.

7. DISCLAIMER

IMPORTANT SAFETY INSTRUCTIONS

For safety purposes, follow all instructions listed below when setting up and using the Beam.

- ⚠ Do not place heavy objects on the Beam, and do not stand, lean or climb on it.
- ⚠ Do not touch the antenna or reach inside the device.
- ⚠ Engage the wheel brakes on the Beam Mobile before use, and release them before moving the device. Use only your feet to operate the brakes..
- ⚠ For those using a ceiling-mounted Beam, install the unit at a safe height that won't endanger anyone passing underneath. Ensure it's securely fastened to the ceiling, avoid throwing objects at it, and prevent any attempts to hang from it.
- ⚠ Do not use the projector when the play area is wet, dirty, or overcrowded to avoid injury.
- ⚠ When uploading your own content, ensure it is appropriate and free from copyrighted or prohibited materials.
- ⚠ Use of the projector may cause dizziness or seizures in individuals with epilepsy or other medical conditions. If you experience any discomfort, stop using the projector immediately and seek medical advice.
- ⚠ Children should use the projector under adult supervision to ensure safety.
- ⚠ Do not disassemble the lamp or expose it to any impact.
- ⚠ Unplug the Beam during lightning storms.
- ⚠ Do not place the Beam on an unstable stand or table.
- ⚠ Ensure the power cord is protected from being walked on or pinched near the plug. If you notice any damage to the cord, stop using the device immediately.
- ⚠ Do not mount near any heat generating sources such as stoves, cookers, radiators, etc.
- ⚠ Never block the ventilation openings, and avoid using the device near water.

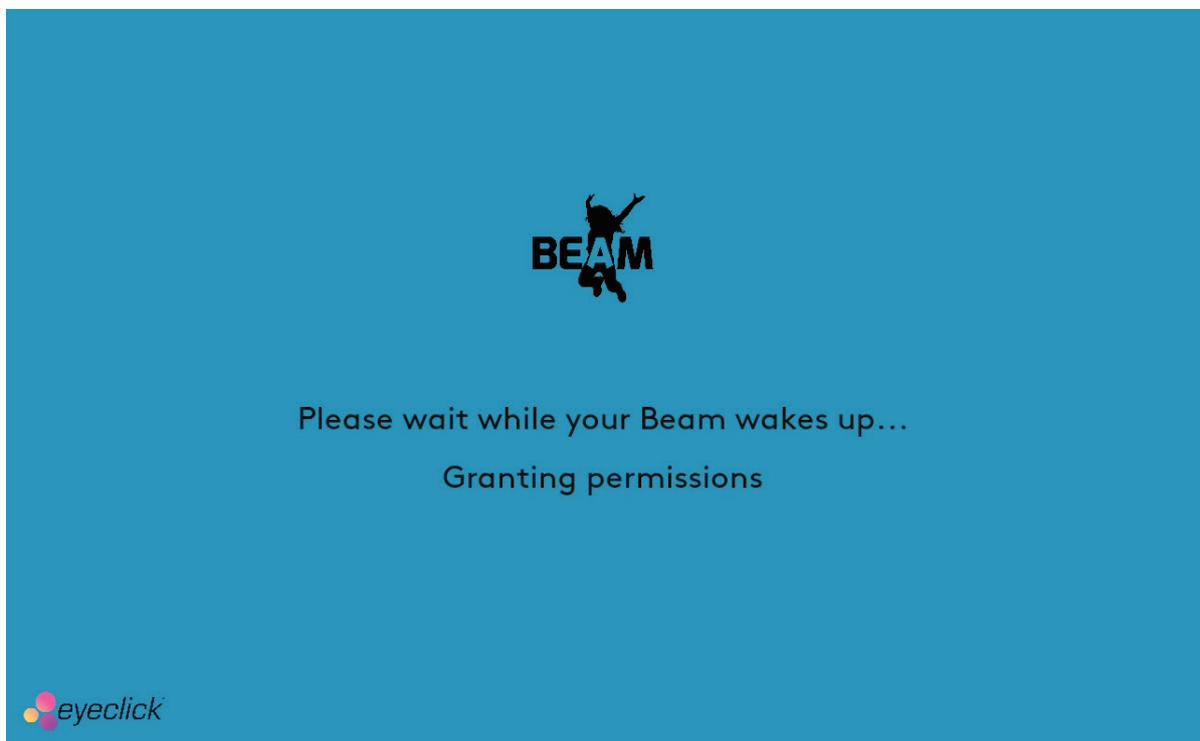
- ⚠ Do not place any source of open flame (like a lit candle) on or near the Beam.
- ⚠ Before you move the Beam, ensure power is turned off, and all cables and plugs are disconnected from their various outlets.
- ⚠ Never use anything other than the lens cover to block the Beam's lens. Avoid leaving the cover closed during operation, as this can cause equipment damage or fire.
- ⚠ If you intend to use the Beam outside its country of purchase, ensure you use the right power cord for that country.
- ⚠ Never use the apparatus outside the required temperature range of 41 to 104 °F (5 to 40 °C) at an altitude of 7500 feet (2286 m) or less, or 41 to 95 °F (5 to 35 °C) at a higher altitude.
- ⚠ Do not use the Beam where flammable or explosive gases are present.
- ⚠ Ensure you leave at least 2 feet (60cm) of space between two Beam devices while in use. This will allow for proper ventilation.
- ⚠ Do not cover the slots and openings in the Beam case. They provide proper ventilation and prevent overheating.
- ⚠ Do not use or expose the Beam in extremely humid environments or in the rain.
- ⚠ Do not use or keep the Beam in a closed vehicle, direct sunlight, or warm environment.
- ⚠ Always refer servicing of the Beam to qualified service personnel under the following condition:
 - If liquid or an external object gets into the Beam.
 - If it has been exposed to rain or a hot object.
 - If it has fallen to the ground.
 - If the power cord is damaged or frayed.
 - If there is a noticeable change in performance.
 - If smoke, unusual odors, or strange noises are emitted from the Beam.
- ⚠ Do not touch the Beam plug during an electrical storm. If you do, you may receive an electric shock.
- ⚠ If the Beam lamp breaks, take care to avoid inhaling any gases released from the lamp. Prevent any glass fragments from entering your eyes or mouth, and seek immediate medical attention if this occurs.

- ⚠ Do not place the Beam on loose papers or operate it on a soft surface such as a rug, sofa, etc.
- ⚠ During ceiling or wall installation or adjustments, do not use adhesive to prevent screw loosening, and avoid using oil or lubricants. These substances could cause the Beam to fall from its installation point, potentially cracking the Beam case and causing injury or equipment damage.
- ⚠ The Beam should be mounted or installed by experienced technicians using the mounting hardware designed for this purpose.
- ⚠ Regularly clean the vent and air filter, as a clogged vent or filter can block the airflow needed to cool the Beam. Avoid using canned air, as it may leave a residue.
- ⚠ Use only the specified power source for the Beam. Using an incorrect power source can result in a fire hazard. If you're uncertain about the correct power source, consult your dealer or power provider.
- ⚠ Never open or remove the Beam cover, as it may expose you to dangerous voltages and other hazards. Always unplug the Beam from the power outlet and let it cool down before cleaning.
- ⚠ To clean, use a dry cloth or moist cloth for stubborn dirt. Do not use an aerosol cleaner or any cleaner containing a liquid element (benzene, alcohol, etc.)
- ⚠ Do not cover the Beam with a blanket, tablecloth, or curtain during setup. And if you are setting it up near a wall, leave at least 7.9 inches (20cm) between the wall and projector.
- ⚠ The plug is a delicate part of the Beam and must be handled with care. Make sure to:
 - Insert the plug firmly into the power outlet.
 - Avoid touching the plug with wet hands.
 - Do not overload the power outlet, power strips, or extension cord.
 - Hold the plug itself, not the cord, when disconnecting.
 - Ensure the power outlet is free of dust before plugging in.
- ⚠ Never store the Beam outdoors for an extended period.

8. ONBOARDING

TURNING ON YOUR DEVICE FOR THE FIRST TIME

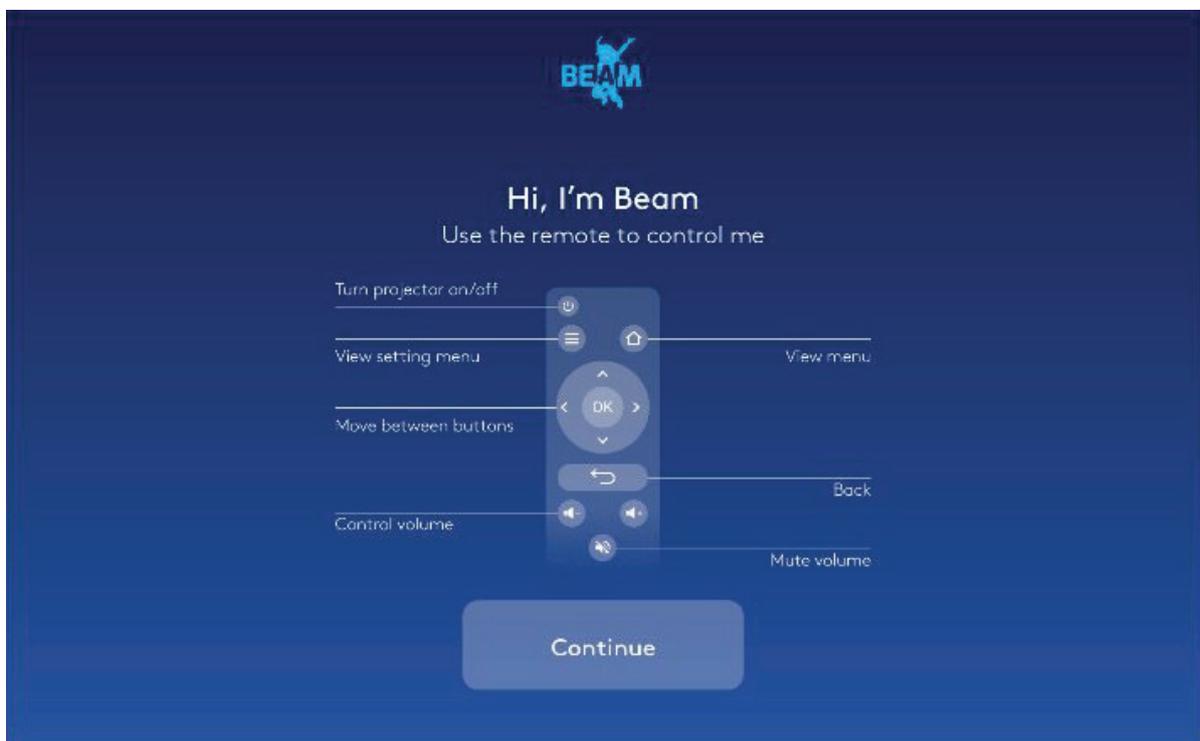
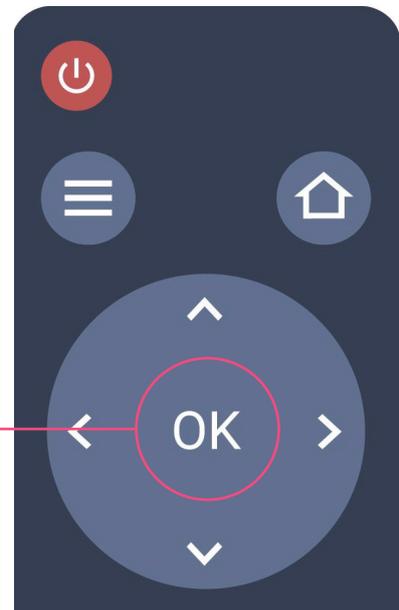
It may take up to **10 minutes** for the projection to power up for the first time



8. ONBOARDING

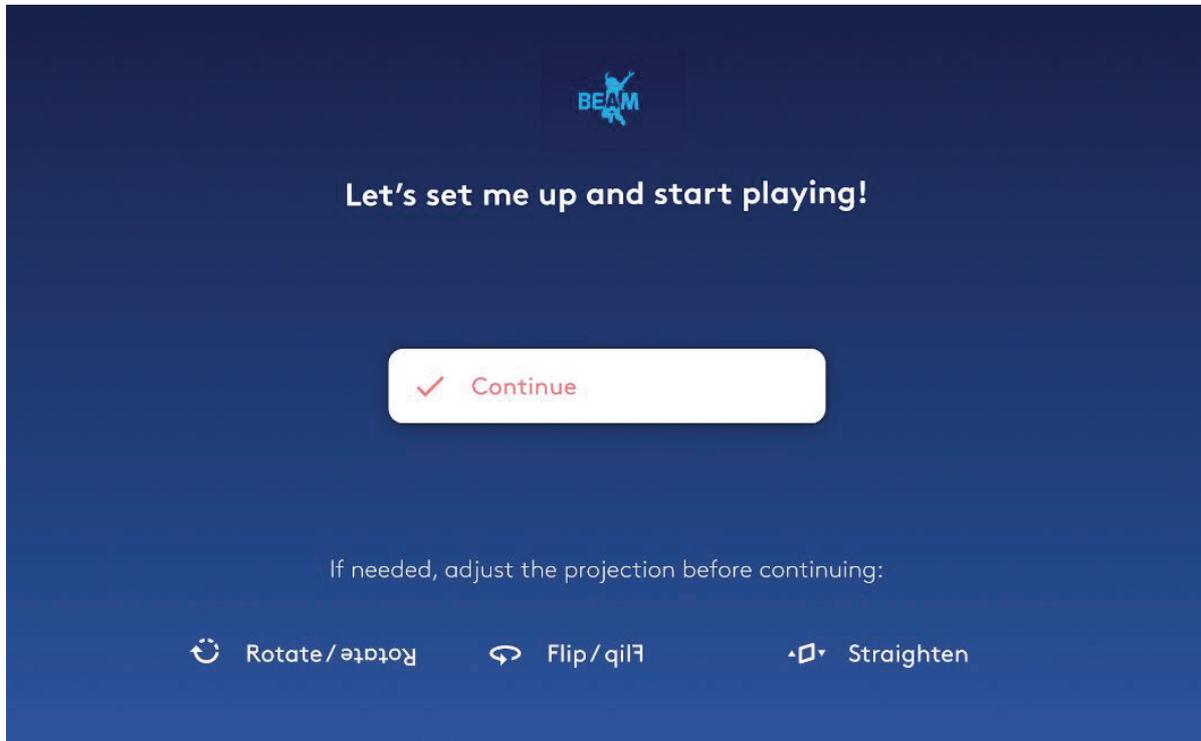
Next you'll be presented with an overview about how to use your remote control.

Continue by pressing the **OK button** on your remote control.



8. ONBOARDING / ADJUST PROJECTION

If needed, adjust the projection before selecting the **Continue** button.



Use the **arrow buttons** on your remote control to move to one of the adjustment options:

 **Rotate projection 180°**

 **Flip projection**

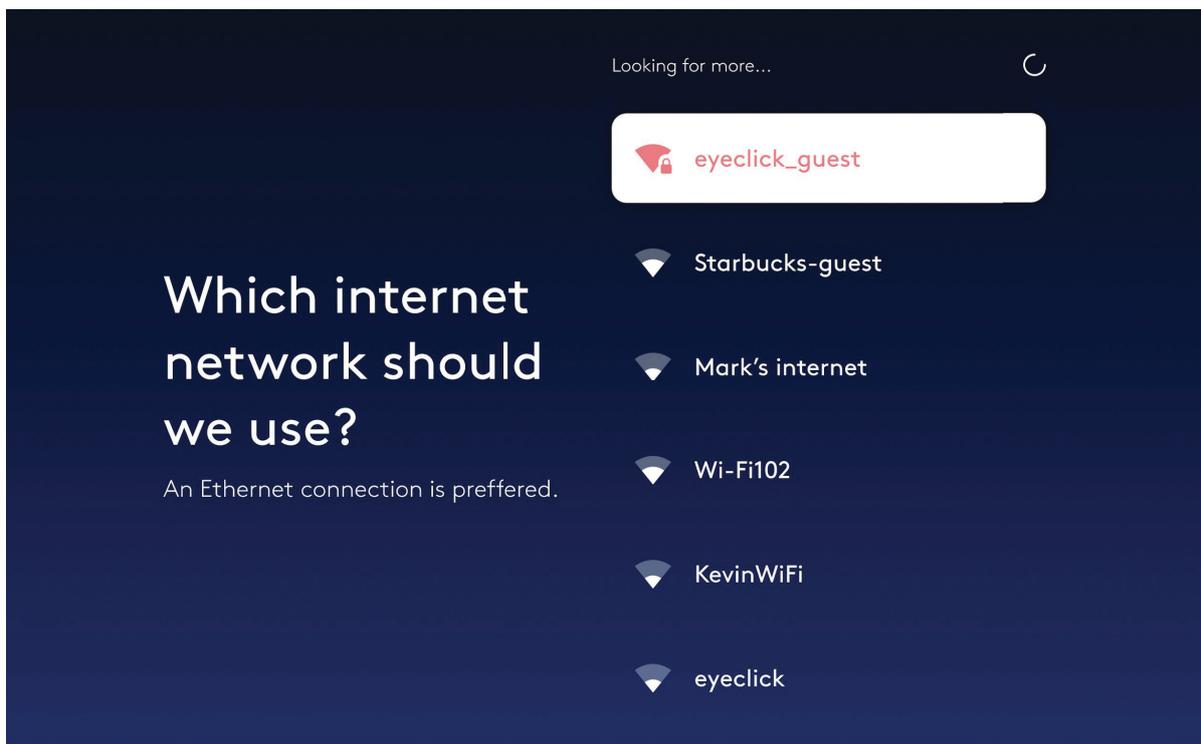
 **Adjust Projection Keystones**

If the projection is skewed, straighten it by moving its corners.

8. ONBOARDING / INTERNET

You must have an available internet connection to complete your device's initial activation.

Select a network from the list and enter a password if one is required.



ETHERNET CONNECTION

Connecting your device to the internet via a physical Ethernet cable is preferred.

The device will skip this step if it is already connected.

8. ONBOARDING / UPDATE

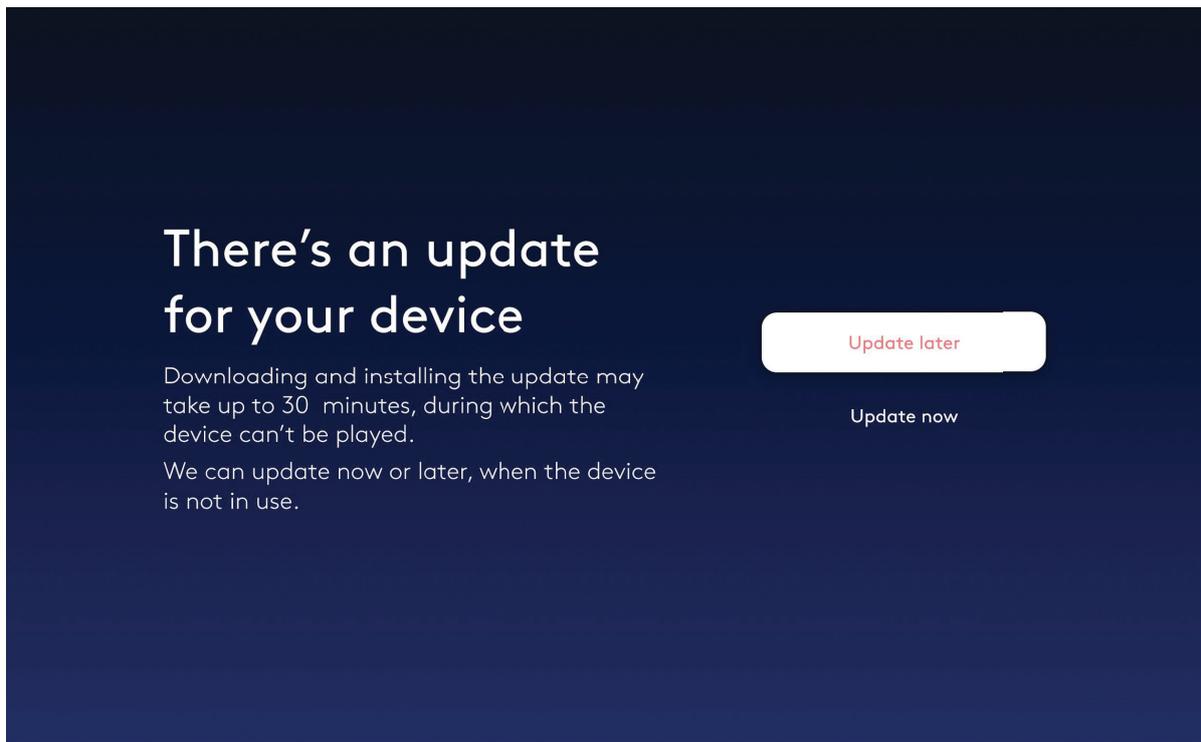
Your device might have an update available for it. If so, please select one of these two options:

UPDATE LATER

The device will wait until it's in sleep mode to download and install the update.

UPDATE NOW

Downloading and installing the update might take up to 30 minutes. Please don't disconnect your device from power or internet during the update.



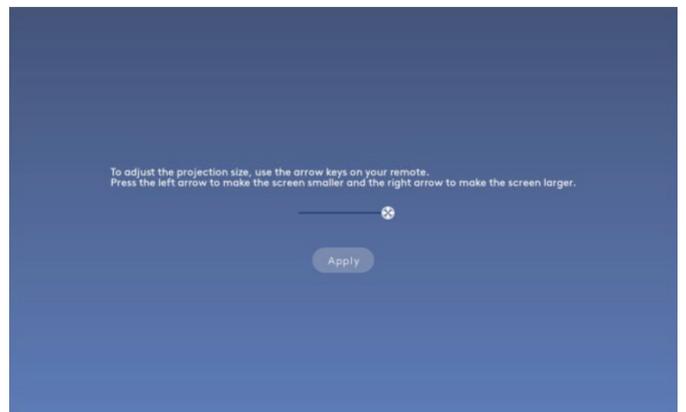
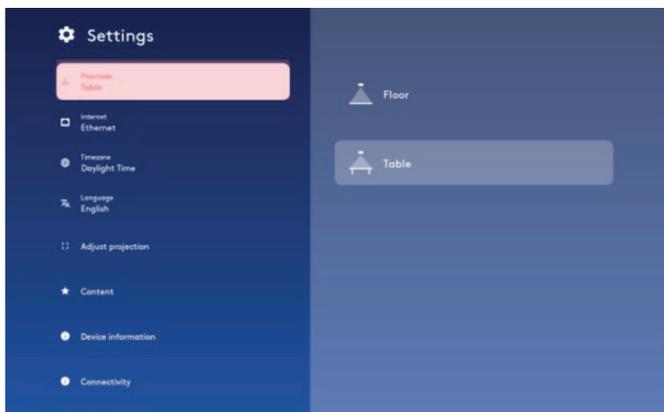
8. ONBOARDING / PLAYMODE

Please select what surface your device is projecting on. You can always change it later.

Please note

Each playmode requires physically adjusting the Beam mobile to point at the wanted surface direction.

Once you select a playmode you'll be presented with instructions.



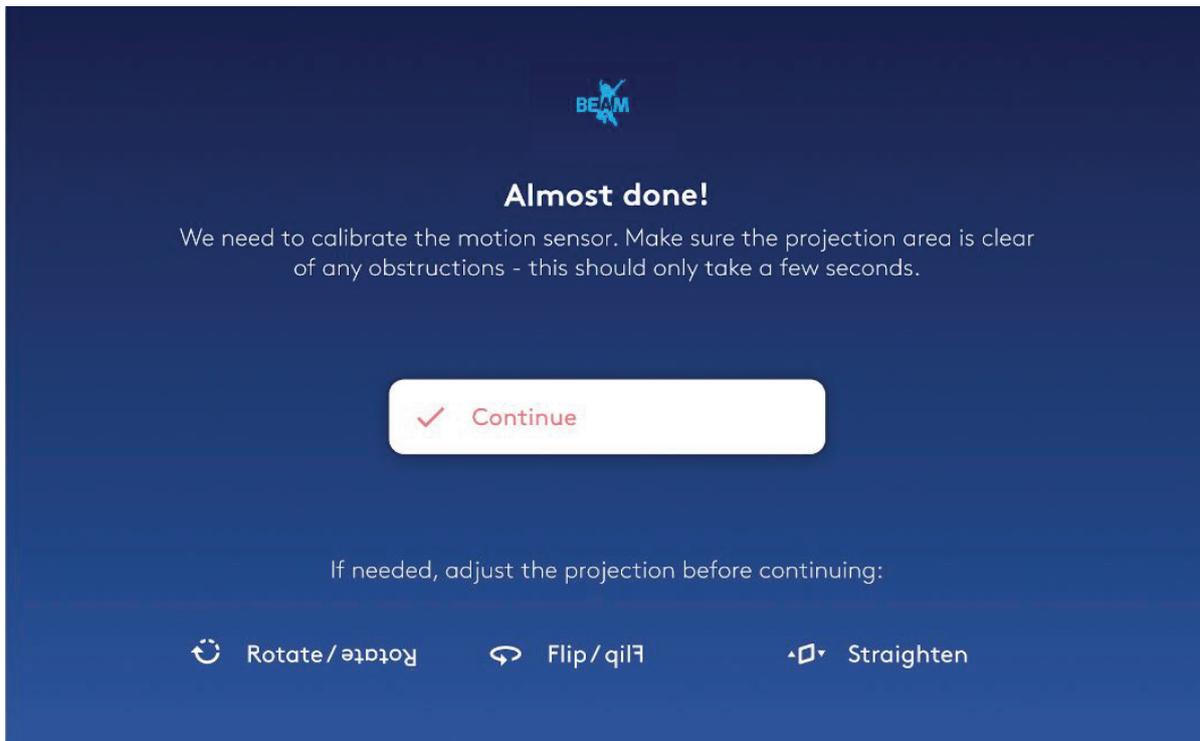
8. ONBOARDING / PLAYMODE

Your device will need to calibrate its motion sensor once you've selected a playmode.

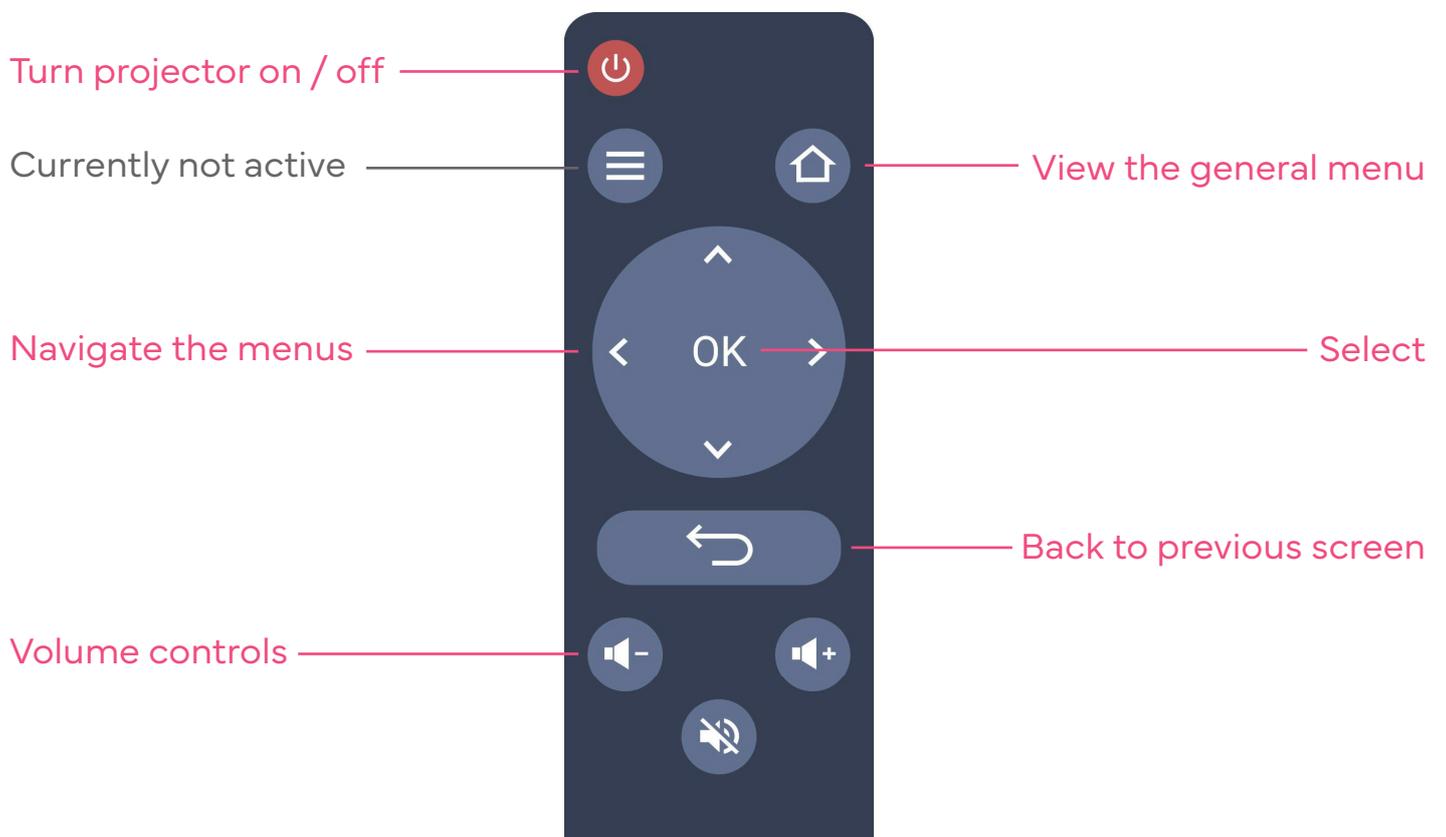
If needed, re-adjust the projection using the options below before selecting the Continue button.

Please note

Make sure the projection area is clear of any obstructions during the calibration.



9. REMOTE CONTROL



10. LED LIGHT STATUS

The LED light reflects the status of the projector

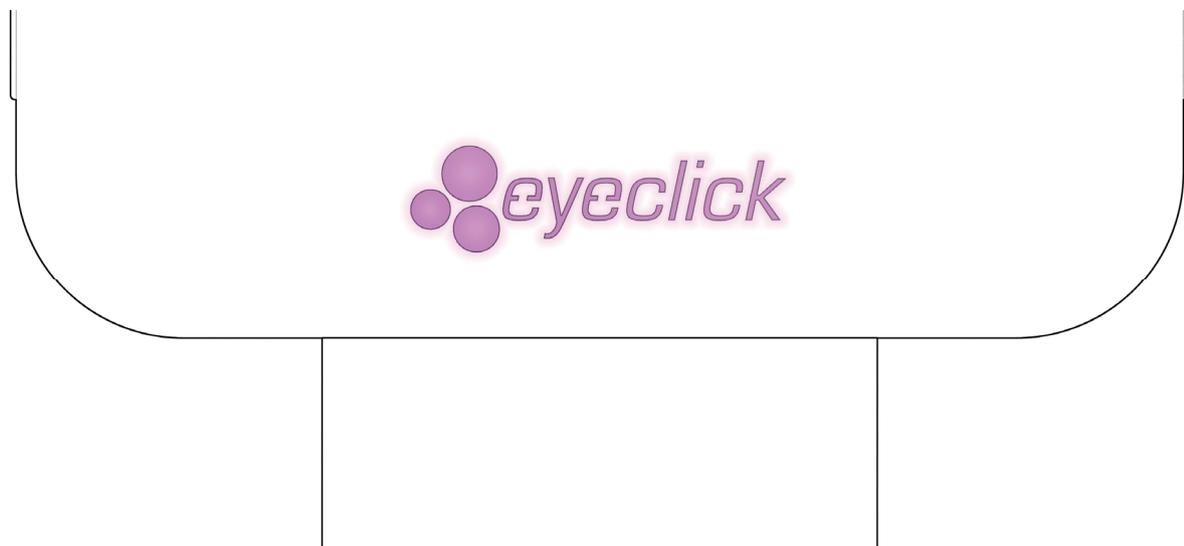
Flashing white light - projector turned on

Pink light - Projector on, system ready for use

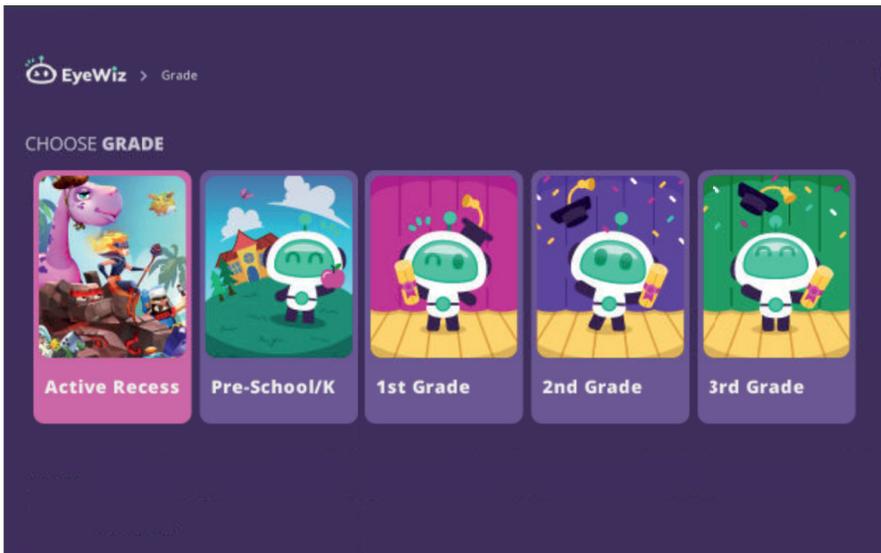
White light - Sleep mode

Lights off - Projector on and system off

Red light - Error

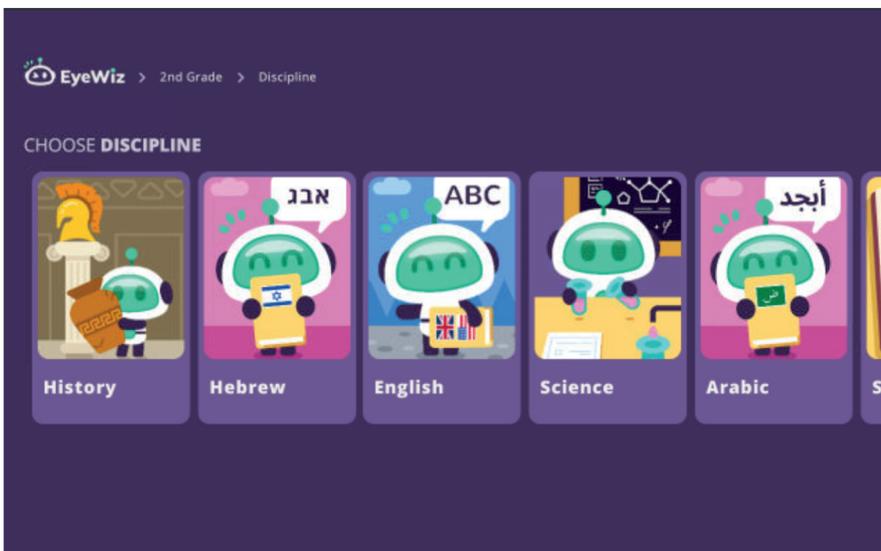


11. EYEWIZ / NAVIGATE EYEWIZ



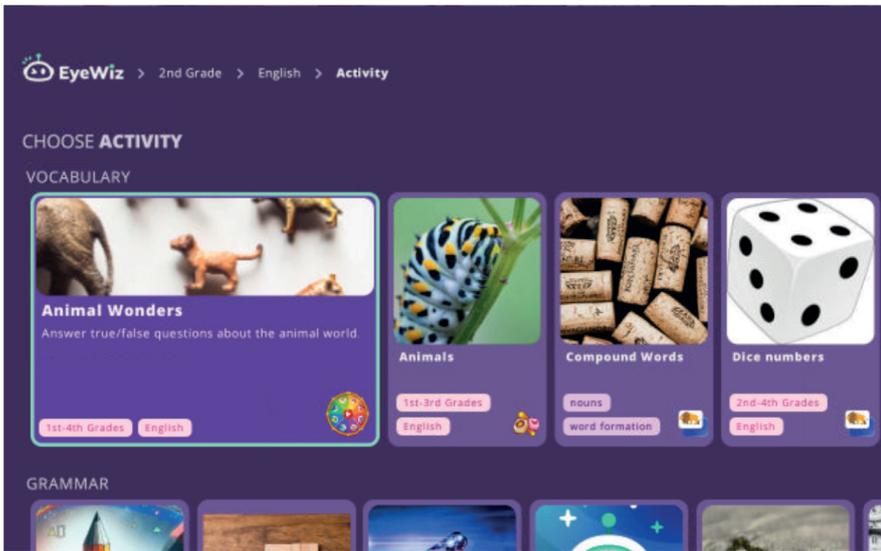
Home Page (Grade)

When you turn on the system, the grade selection menu appears. Scroll left or right to choose a grade, then press **OK** to confirm.



Discipline Menu

Scroll left or right to choose the relevant subject, then press **OK** to select it.



Activities Menu

Scroll up or down to navigate between topics. Within each topic, you can scroll left or right to browse activities, which are listed alphabetically.

UPDATE ACTIVITIES

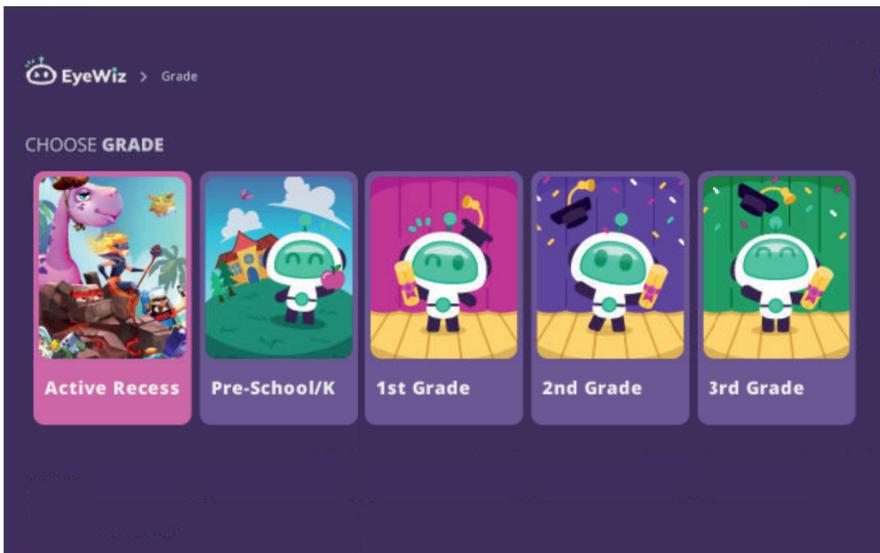
To update activities, go to the Home Page (Grade) and press the **Back** button on the remote. A blue bar will appear at the bottom of the screen during the update.

EXITING AN ACTIVITY

To exit an activity, press the **Home** button on the remote.

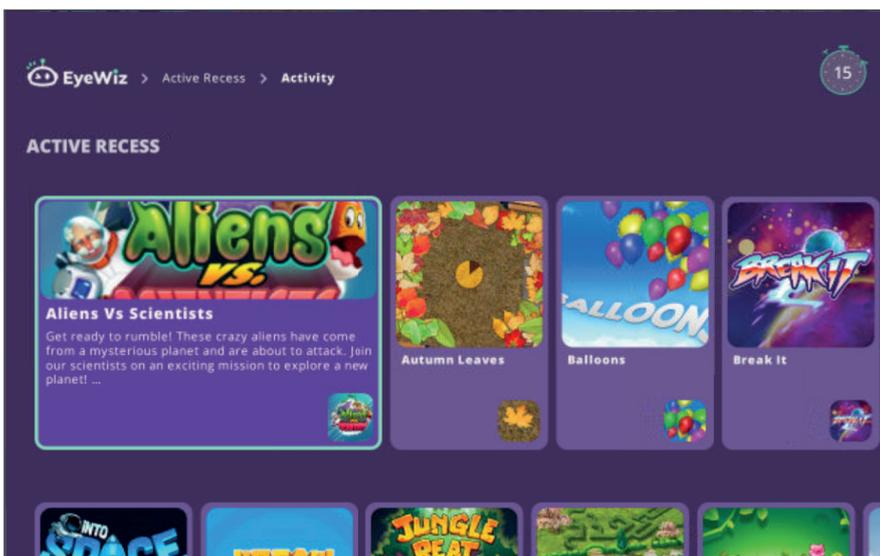
11. EYEWIZ / ACTIVE RECESS

Explore dozens of active, engaging activities perfect for free periods or recess.



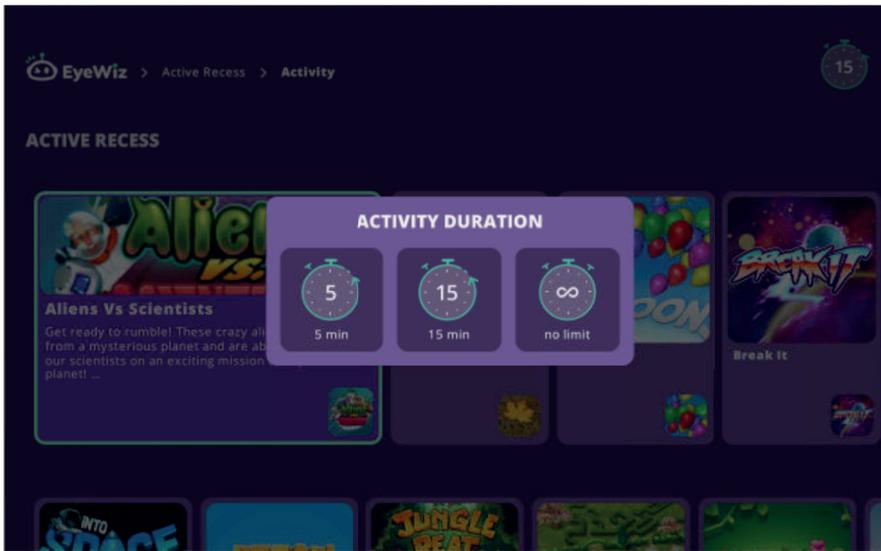
Home Page

Using the remote, navigate to **Active Recess** (the left-most icon) and press **OK**.



Active Recess

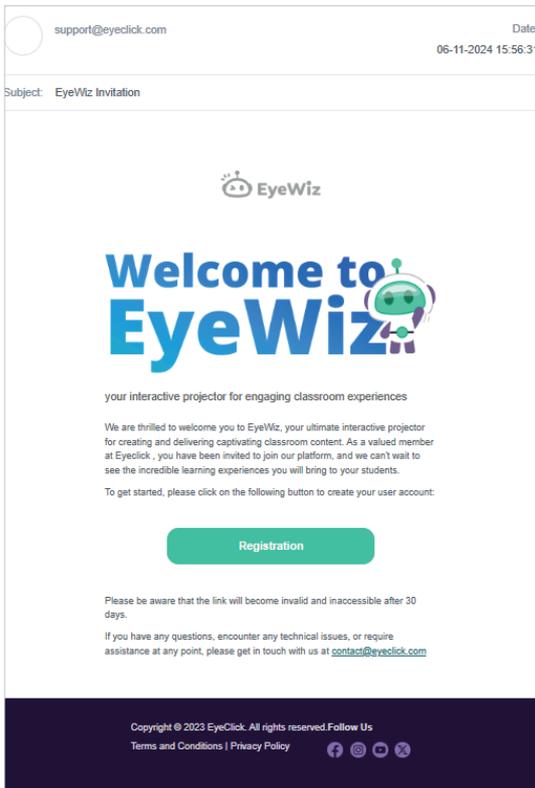
On this page you will find a large variety of activities. Use the arrows on your remote to browse and press **OK** to select an activity.



Activity Duration

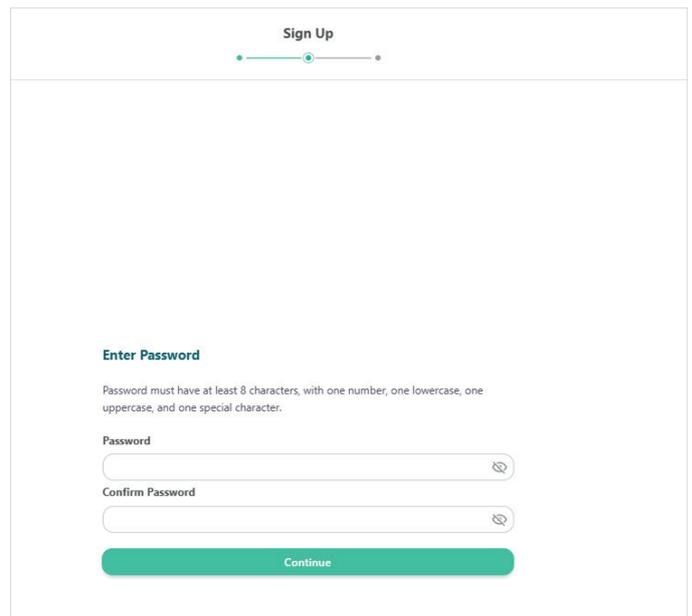
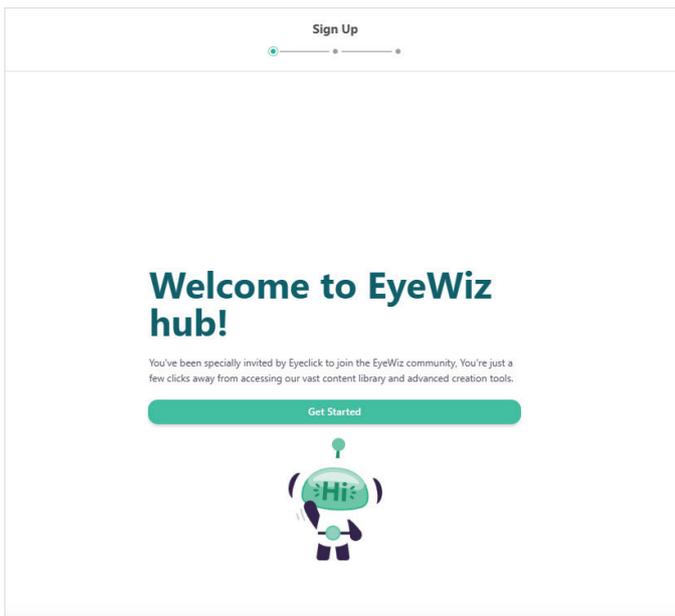
You have the option of setting a time limit for all activities. Use the remote to select the stop-watch icon in the top-right corner. Choose a time limit—5 minutes, 15 minutes, or no limit. When the time runs out, the activity will end automatically.

11. EYEWIZ / FIRST TIME LOGIN TO THE EYEWIZ HUB



To log in to the EyeWiz hub for the first time, you will need to receive an invitation email from your system administrator. Through this email, you can start the registration process.

To start the signup process, set a new password, fill in a few details, and you're all set!



11. EYEWIZ / USER MANAGEMENT

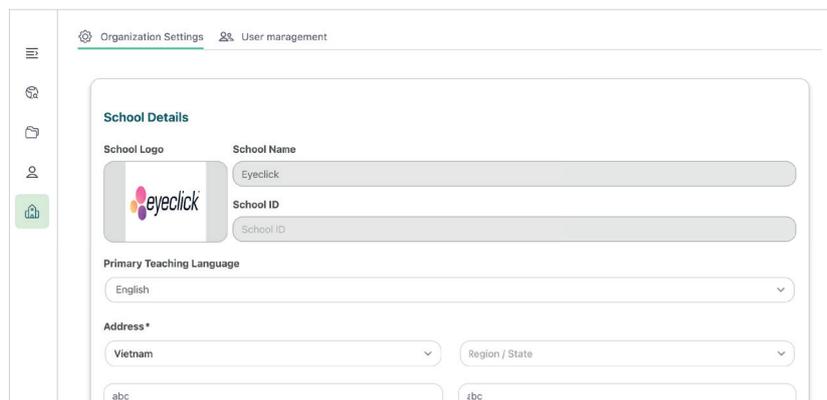
Add new users by following these steps:

1. Select **Organization Settings** in the sidebar menu.
2. Select the **User Management** tab.

Choose an option to invite users:

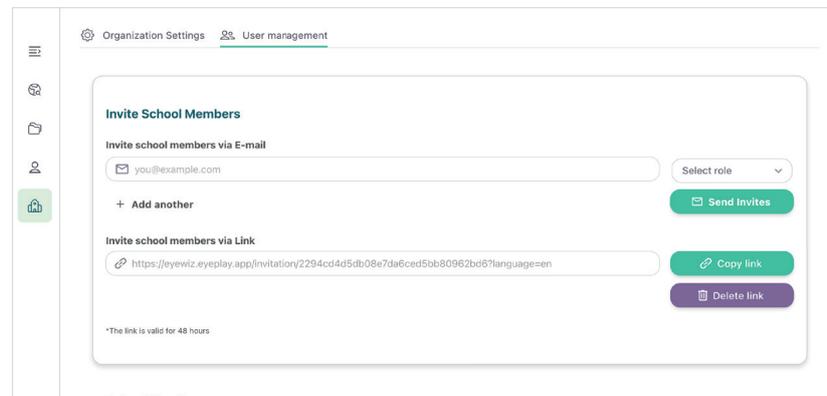
- Send invitation via email
- Send invitation via link

1.



The screenshot shows the 'School Details' form within the 'User Management' section. The form includes fields for 'School Logo' (with the EyeClick logo), 'School Name' (containing 'Eyeclick'), 'School ID' (with two input fields), 'Primary Teaching Language' (set to 'English'), and 'Address*' (with dropdowns for 'Vietnam' and 'Region / State', and two text input fields containing 'abc').

2.



The screenshot shows the 'Invite School Members' form. It has two main sections: 'Invite school members via E-mail' and 'Invite school members via Link'. The email section includes an email input field (containing 'you@example.com'), a 'Select role' dropdown, and a 'Send Invites' button. The link section includes a link input field (containing a long URL), a 'Copy link' button, and a 'Delete link' button. A note at the bottom states '*The link is valid for 48 hours'.

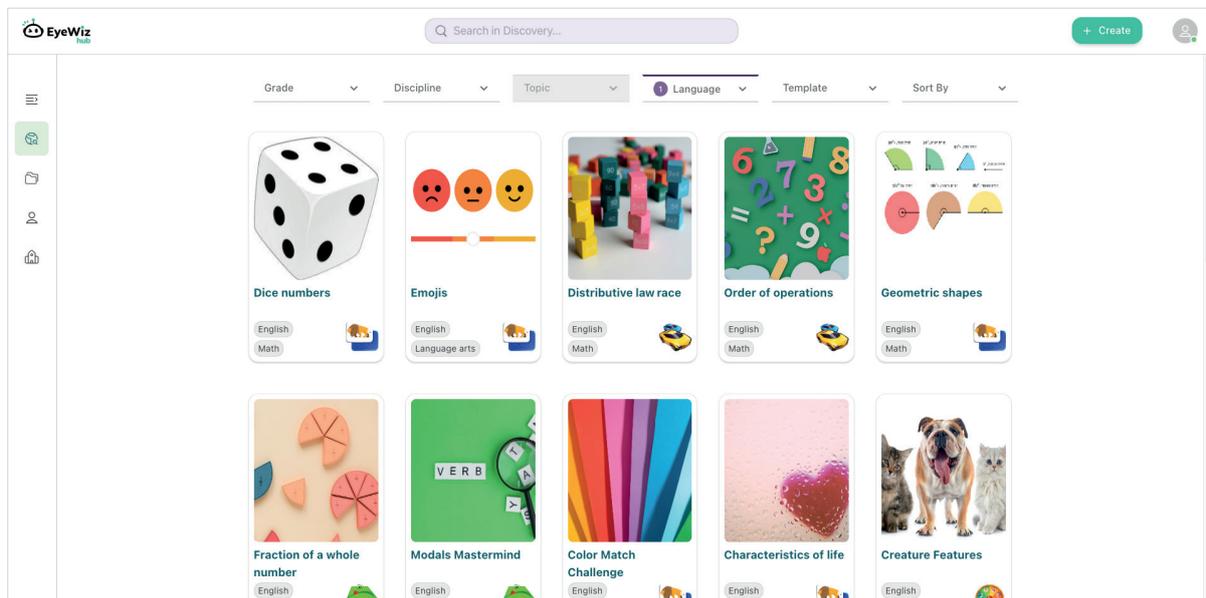
After receiving the invitation, the new user must create a personal profile with their name and other required details.

Once their account is created, the new user can log in, browse activities, and create content.

11. EYEWIZ / CONTENT LIBRARY

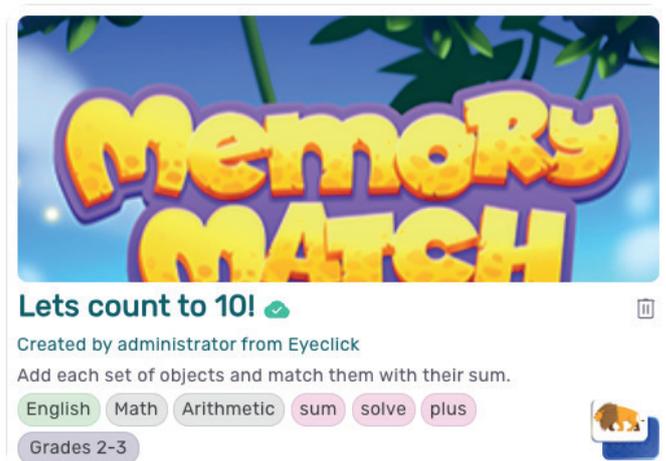
The content library offers hundreds of activities designed to support teaching and learning and is regularly updated to stay current. All pedagogical content is developed in collaboration with child psychologists and educators.

You can filter activities by **Grade**, **Discipline**, **Topic**, **Language**, **Template**, and more.



11. EYEWIZ / CONTENT LIBRARY / Activity Indicators

Look out for icons and tags that can appear on activity cards or their overview pages.



This activity is installed on your device.



Remove this activity from your device.



Install this activity on your device.



Add this activity to your saved collection.



This activity is already saved. Selecting this icon will remove it from your saved items.



Restricted content. You can use this activity, but you cannot duplicate or edit it.

New!

New activity. This tag will appear on activities created within the last month.

Draft

An activity you created but haven't published yet. Currently, only you can see this activity.

Published

A published activity. Now others can enjoy it as well.

11. EYEWIZ / CONTENT EDITOR

In addition to providing existing activities, EyeWiz allows you to create your own content. It offers a variety of customizable templates that can be tailored to specific subjects and topics. These templates can be easily adjusted and modified to create engaging, educational activities.

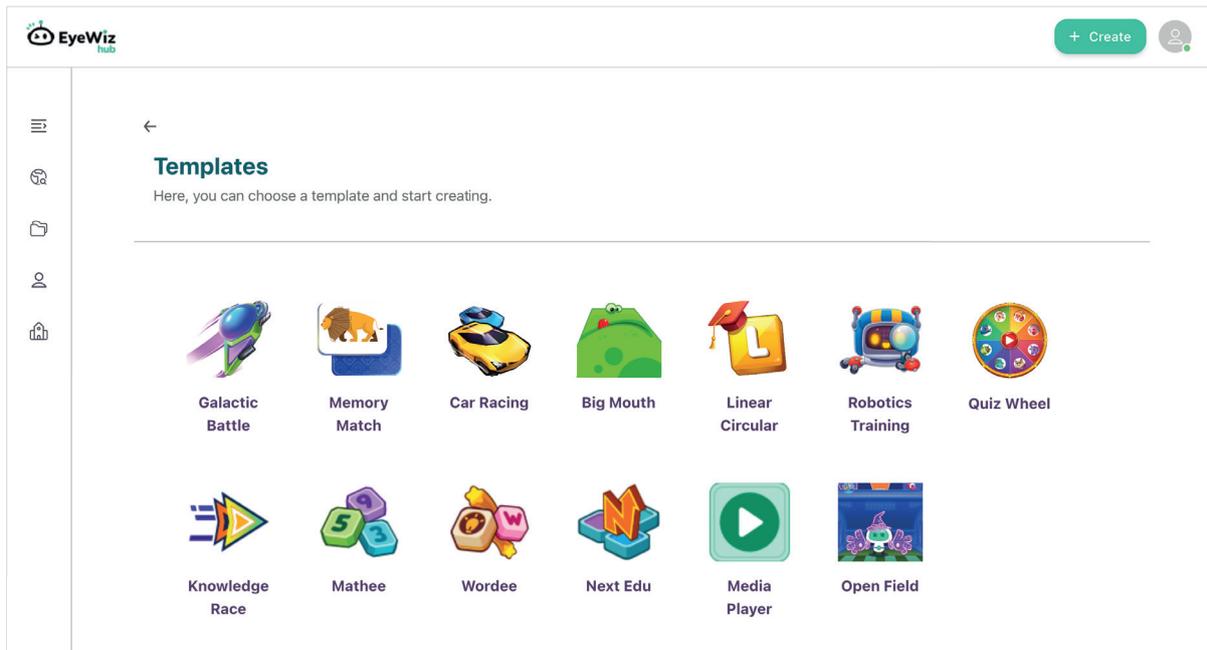


11. EYEWIZ / CONTENT EDITOR / Creating Content

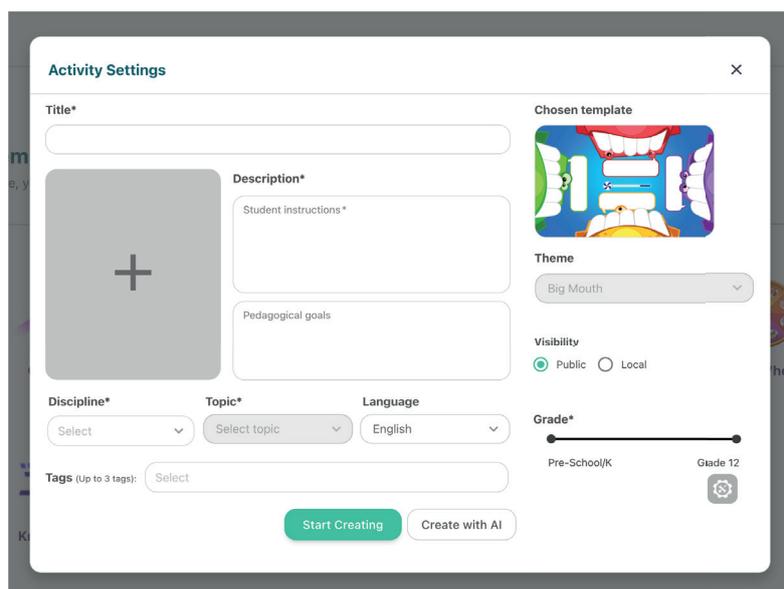
1. On the Home Page, click on **+ Create** (top-right corner)



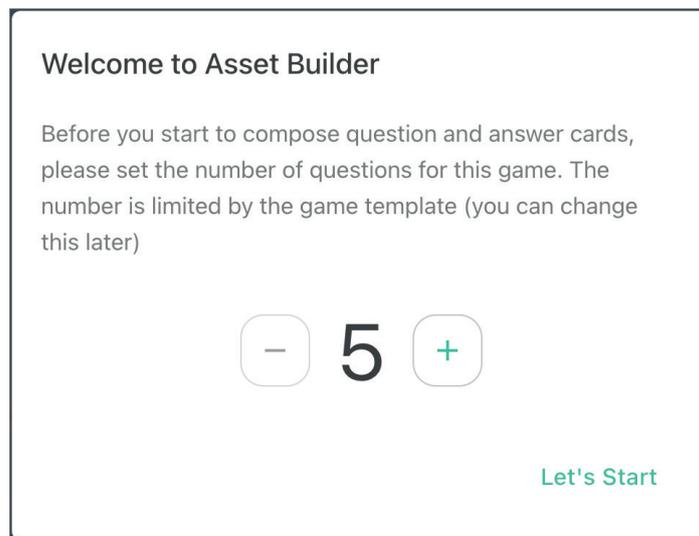
2. Select the template you want to use for your activity.



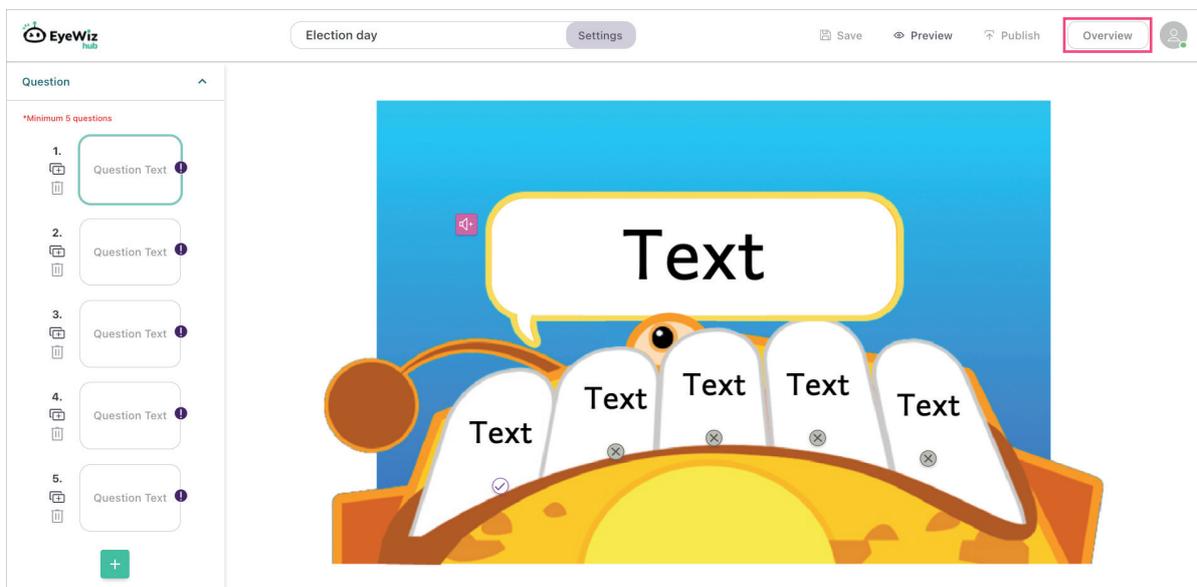
3. Fill in the fields relevant to your activity, such as class, discipline, etc. Add tags to make the activity easier to find in the system.



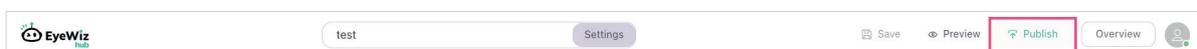
4. Click **Start Creating** and choose the number of questions you want for your activity. Write questions and answers in the text boxes provided or add a photo.



5. To preview your activity, select **Overview** in the top-right corner.



6. When you're finished, click **Publish**. Your activity will now be available on EyeWiz.





GALACTIC BATTLE

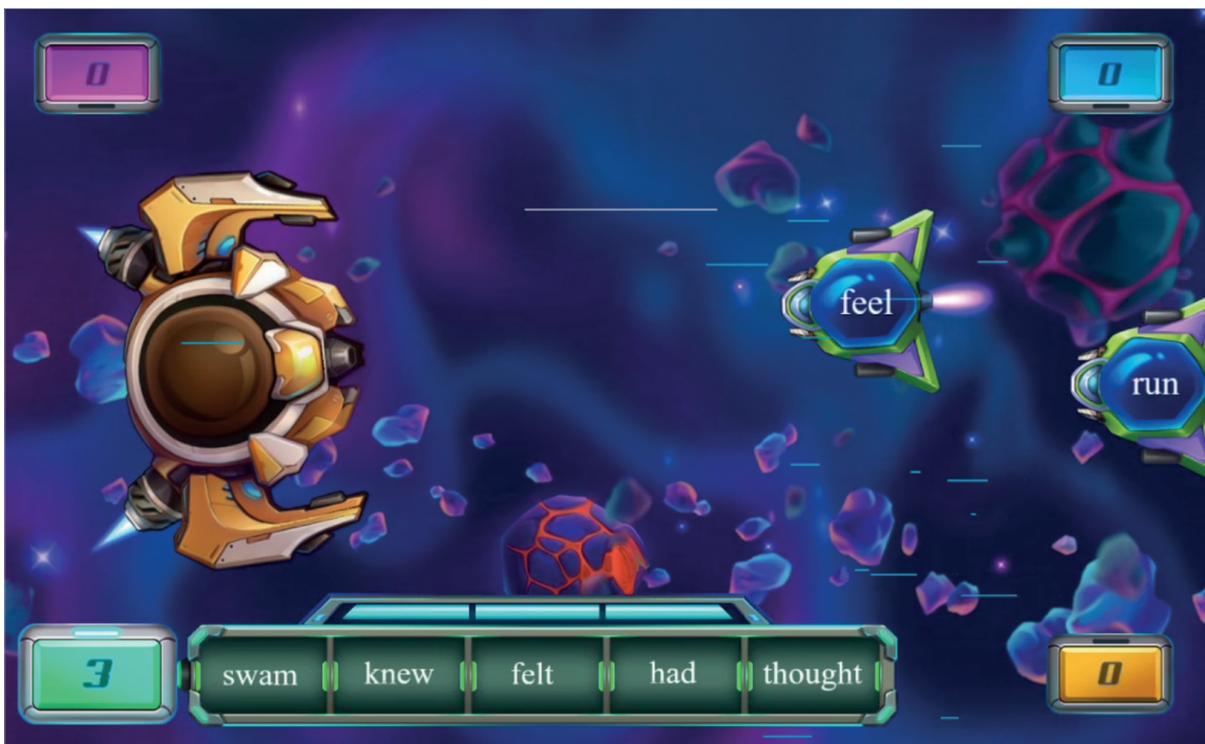
Game Type: Multiple choice questions

Number of teams / players: 1-4

Each player must choose the correct answer between 5 options. Every correct answer is 1 point. The winner is the player who has the most points.

The game ends after 3 rounds.

Learning Abilities: Visual Differentiation, Reading Comprehension, Quick Thinking, Positive-Competitive Social-Emotional skills



Pedagogical Recommendations:

- 8-12 players can be involved in a group with 2-3 students in each team, encouraging cooperation and teamwork between players.
- The class can be divided into 4 groups where students alternate turns, and each time a student finishes his turn, the next student will go up to play (there is enough time between the groups to change).



BIG MOUTH

Game Type: Multiple choice questions

Number of teams / players: 1-4

Game Mode:



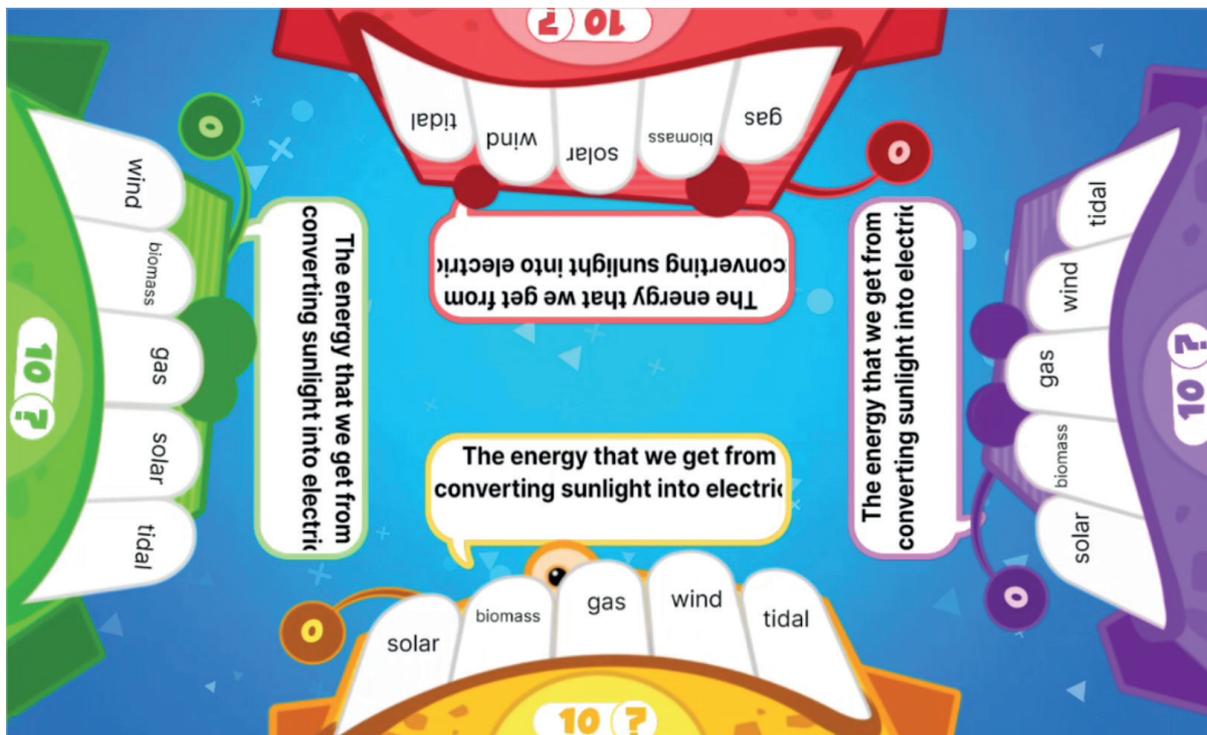
Quick - Answers appear with the question



Slow - A few seconds delay between the question and the optional answers

All players compete to be the first to answer a multiple choice question displayed on their character. The first to answer correctly wins a point.

Learning Abilities: Reading Comprehension, Quick Thinking and Positive-Competitive Social-Emotional skills.



Pedagogical Recommendations:

- Use quick play only when the reading level of all players is similar, or when the questions only include pictures.
- 8-12 students can be involved in a team with 2-3 students in each team, to encourage cooperation and teamwork.



MEMORY MATCH

Game Type: Matching/Memory
Number of teams / players: 1-4

Game Mode:



Open - Face up cards - Match only



Closed - Face Down cards - matching & memory

The aim of the game is to match ten pairs, usually containing an image and text or two matching texts. The team that finishes finding all the pairs wins.

Learning Abilities: Visual Differentiation, Short Term Memory Skills, Reading Comprehension, Matching, Quick Thinking and Positive-Competitive Social-Emotional skills.



Pedagogical Recommendations:

- You should use the closed mode only when the students master the open mode or when the game mainly includes pictures (visual and less verbal).
- In the open mode, several teams of students can compete to clear the board in the shortest time. Each team can have up to 8 students working together to solve the activity.
- In open mode, the game is not time-limited, allowing the teacher to facilitate deeper engagement by incorporating guided discussions for each matching pair of cards.
- The formatting needs to be adjusted here so that the text is not on top of the design.



QUIZ WHEEL

Game Type: True-False questions / Open questions

Number of teams / players: 1-8

The players stand around the wheel answering true or false questions and perform tasks. For each wrong answer, the student must complete a task. This game has no winners, focusing instead on participation and engagement.

Spin the wheel 

True/False  

Skip 

Learning Abilities: Visual Differentiation, Gross Motor Skills, Quick Thinking and Positive-Competitive and Turn-Taking Social-Emotional skills.



Pedagogical Recommendations:

- The game can be played in pairs (up to 16 players in total) to encourage collaboration and teamwork.
- "Discussion circle" format - open questions with no time limit or tasks. Suitable for managing discourse and discussion.



KNOWLEDGE RACE

Game Type: Multiple Questions

Number of teams / players: 2 teams/players

Game Mode:



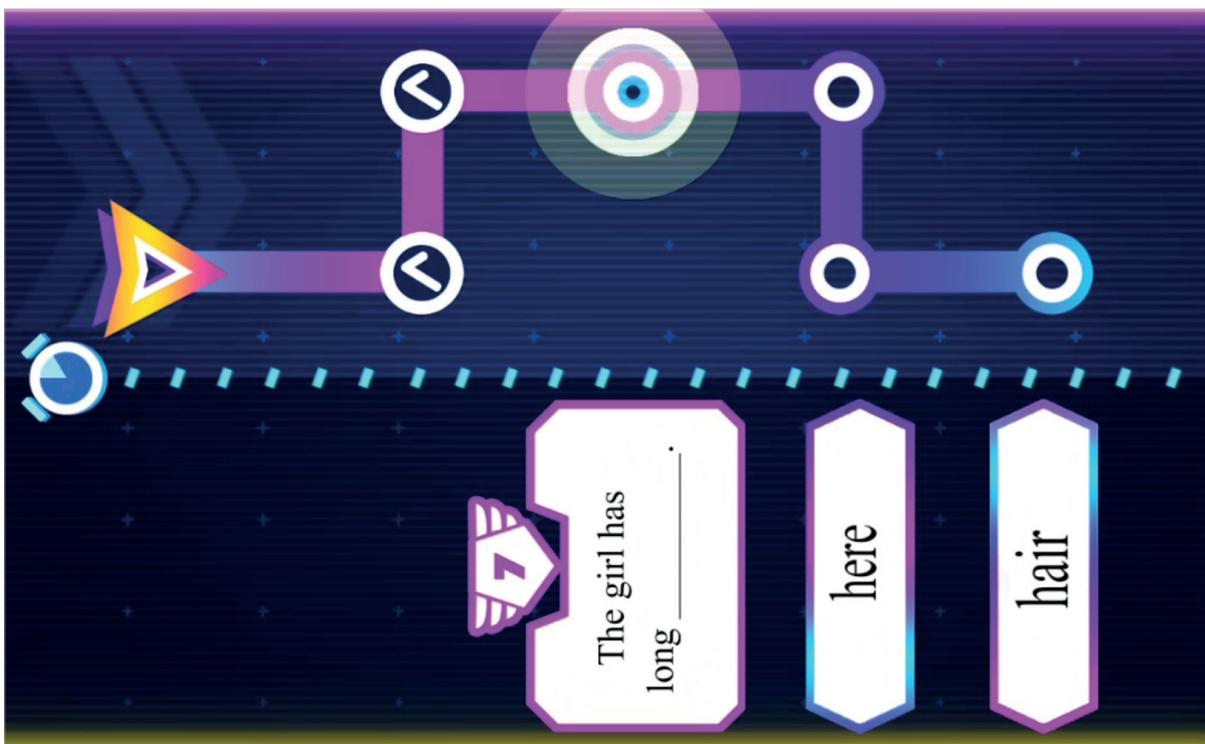
Learning Mode - wrong answer, the system will wait for the correct answer.



Competition Mode - wrong answer delays the player for 3 seconds.

This team game challenges players to answer as many questions as possible within a time limit. Two groups take turns, with each player jumping or stepping according to a pattern before answering a question. The next player then follows. The team or player with the most points at the end wins.

Learning Abilities: Reading Comprehension, Gross Motor Skills, Quick Thinking and Positive-Competitive Social-Emotional skills.



Pedagogical Recommendations:

- Teachers should use learning mode when the class is crowded and they want to reduce gaps or reduce frustrations of students with weak motor or reading skills
- Competitive mode is best suited for active students with similar reading abilities.



LINEAR CIRCULAR

Game Type: Sequence of Processes

Number of teams / players: 1-4

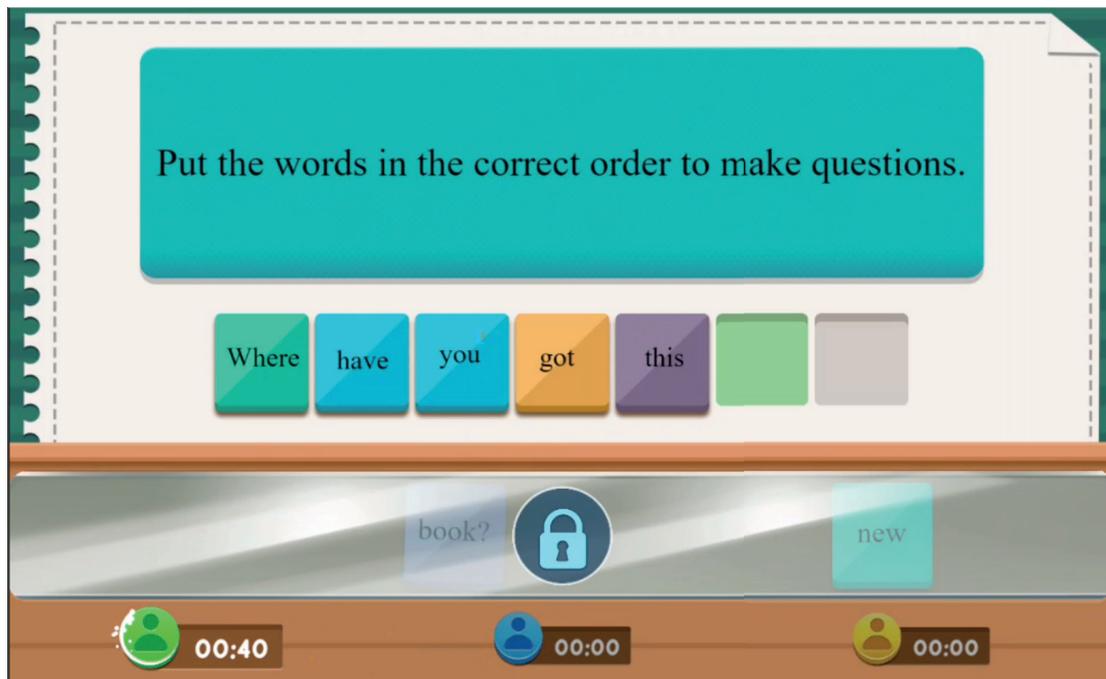
Game Mode:

 **Learning Mode** - when the participant makes a mistake, the system waits for the correct answer.

 **Competition Mode** - when the player makes a mistake, he will be delayed for 3 seconds.

The activity involves answering questions that require identifying a linear sequence, a circular process, or assembling words to form a sentence. Each participant takes turns answering. If an answer is incorrect, the same question repeats until the player answers correctly. Each mistake temporarily locks the group for a few seconds.

Learning Abilities: Arranging Processes, Reading Comprehension, Phrasing and Grammar.



Pedagogical Recommendations:

- 8-12 students can be involved in the activity with 2-3 students in each group. This way the activity encourages cooperation.
- The game is not limited in time and the teacher can decide to play it while learning, conduct a discussion and allow consultation between students.



NEXT EDU

Game Type: Sorting Processes / Memory
Number of teams / players: 1-4

Game Mode:



Learning Mode - During each turn the player is given the first step in the sequence.



Competition Mode - The player needs to remember the first step in the sequence.

The first player chooses the first step, and the next player chooses the first and second step, and so on. That is, each player chooses the previously selected steps and a new additional step. If a player makes a mistake in a sequence order, they are disqualified. After two mistakes they are done with the game. The last player remaining wins.

Learning Abilities: Visual Differentiation, Short Term Memory Skills, Ordering & Sequencing skills, Quick Thinking and Positive-Competitive Social-Emotional skills.



Pedagogical Recommendations:

- Use the learning mode when the goal is to learn the sequence, while the evaluation mode should be used to challenge, compete, or test previous knowledge.
- The game can be played in teams of 2-3 students (up to 12 students in total), who can collaborate to arrange and remember the steps in sequence.



MATHEE

Game Type: Multiple questions
Number of teams / players: 1-4

Solve as many math questions as possible in a given amount of time, based on clues. Game times - 5/10/15 minutes

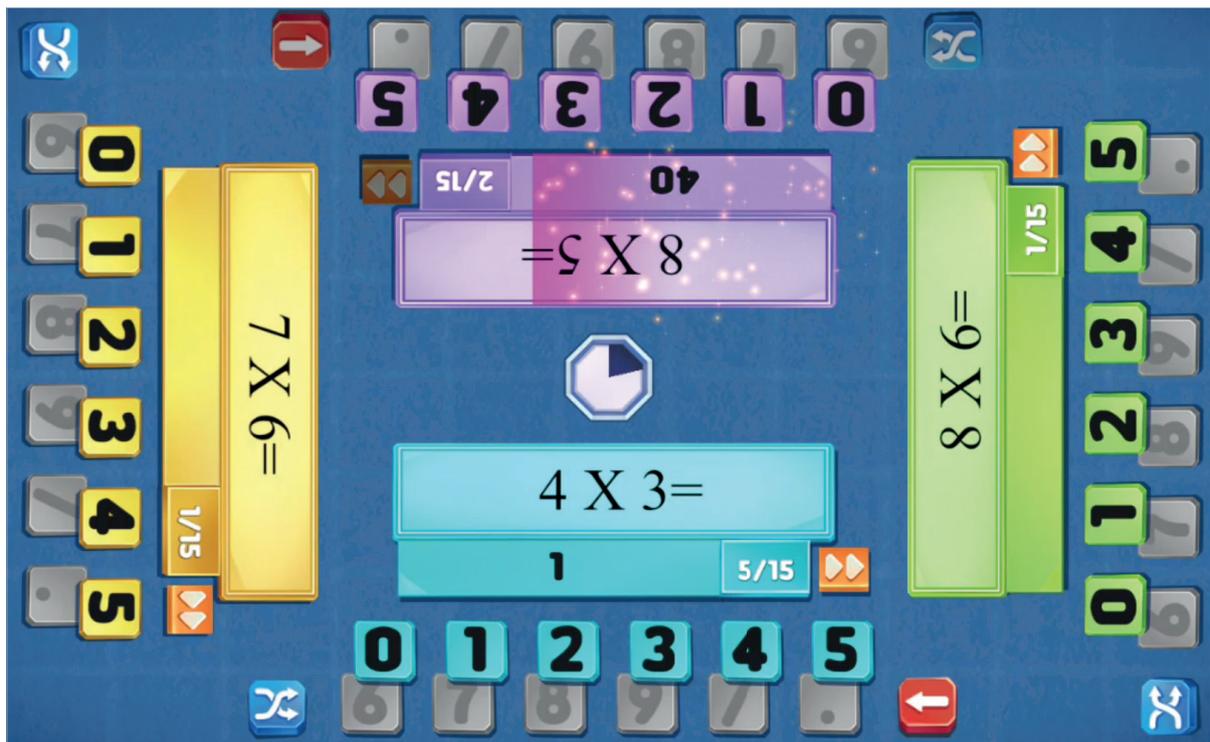
Everyone solves Math questions at their own pace, the winner is the one who solved the most questions.

 **Move between lines**

 **Skip question**

 **Back**

Learning Abilities: Mathematical Thinking, Problem Solving, Quick Thinking and Positive-Competitive Social-Emotional skills.



Pedagogical Recommendations:

- The game can be played in teams of 2-3 students (up to 12 students in total), to encourage collaboration and teamwork.



ROBOTICS TRAINING

Game Type: Sorting

Number of teams / players: 1-4

The goal of the game is to sort objects into their correct categories as quickly as possible. These objects may include concepts, letters, words, numbers, images, or a combination of image and text. Quick and accurate sorting brings the team closer to victory, while incorrect choices are marked with a red X and cause a time delay. The winning team is the one that correctly sorts all 12 objects in the shortest time.

Learning Abilities: Visual Differentiation, Reading, Sorting skills, Gross Motor Skills, Quick Thinking, Positive-Competitive, Collaborative and Turn-Taking Social-Emotional Skills.



Pedagogical Recommendations:

- Each team consists of 6-8 players standing side by side along the surface. Players take turns, with each player matching one object per turn.
- No time limit allows teachers to use during instruction and without competitive aspects.



WORDEE

Game Type: Spelling

Number of teams / players: 1-4

Game Mode:

Easy level - relevant letters in jumbled order

Difficult level - Difficult level - relevant letters + additional letters in a jumbled order. Spell as many words as possible in a given time, using clues or definitions. On the opening screen, select the time limit—5, 10, or 15 minutes—and the difficulty level.

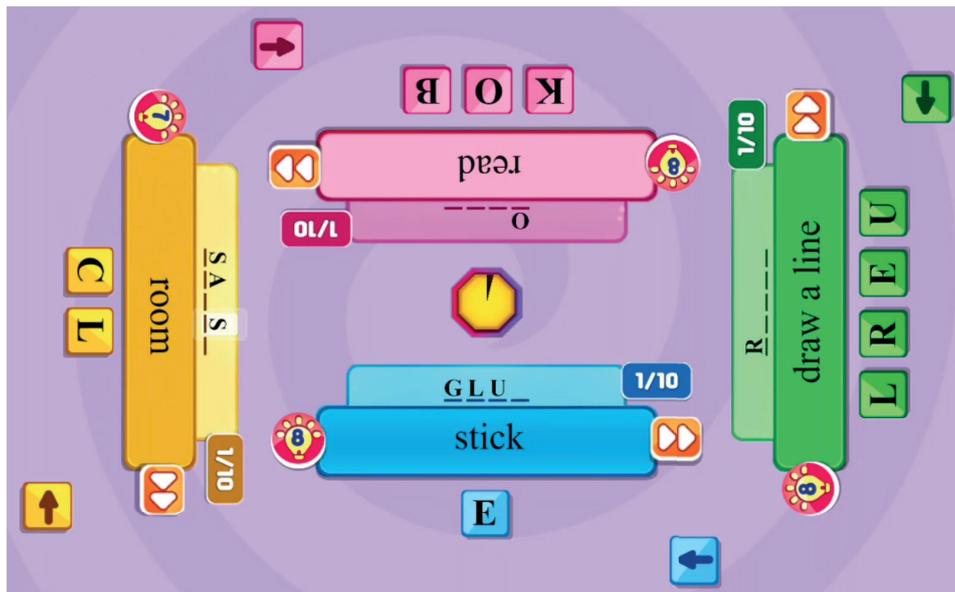
Each participant has 8 clues

Transition between lines

Skipping a question

Delete

Learning Abilities: Spelling, Reading, Short Term Memory Skills, Quick Thinking and Positive-Competitive Social-Emotional skills.



Pedagogical Recommendations:

- The easy interactive level is recommended for young children or activities involving complex or long words. The difficult level is more challenging, making it suitable for more advanced students.
- The game can be played in teams of 2-3 students (up to 12 students in total), promoting collaboration and cooperation to complete in the shortest amount of time.



CAR RACING

Game Type: Multiple choice questions
Number of teams / players: 1-4

Game Mode:



Fast - 25 seconds to answer a question.



Slow - 45 seconds to answer a question.

Each player takes a turn to answer a multiple-choice question in a limited amount of time. Every correct answer moves a car forward and every wrong answer drags it back. The team that answered the most questions wins the race.

Learning Abilities: Reading Comprehension, Quick Thinking and Positive-Competitive Social-Emotional skills.



Pedagogical Recommendations:

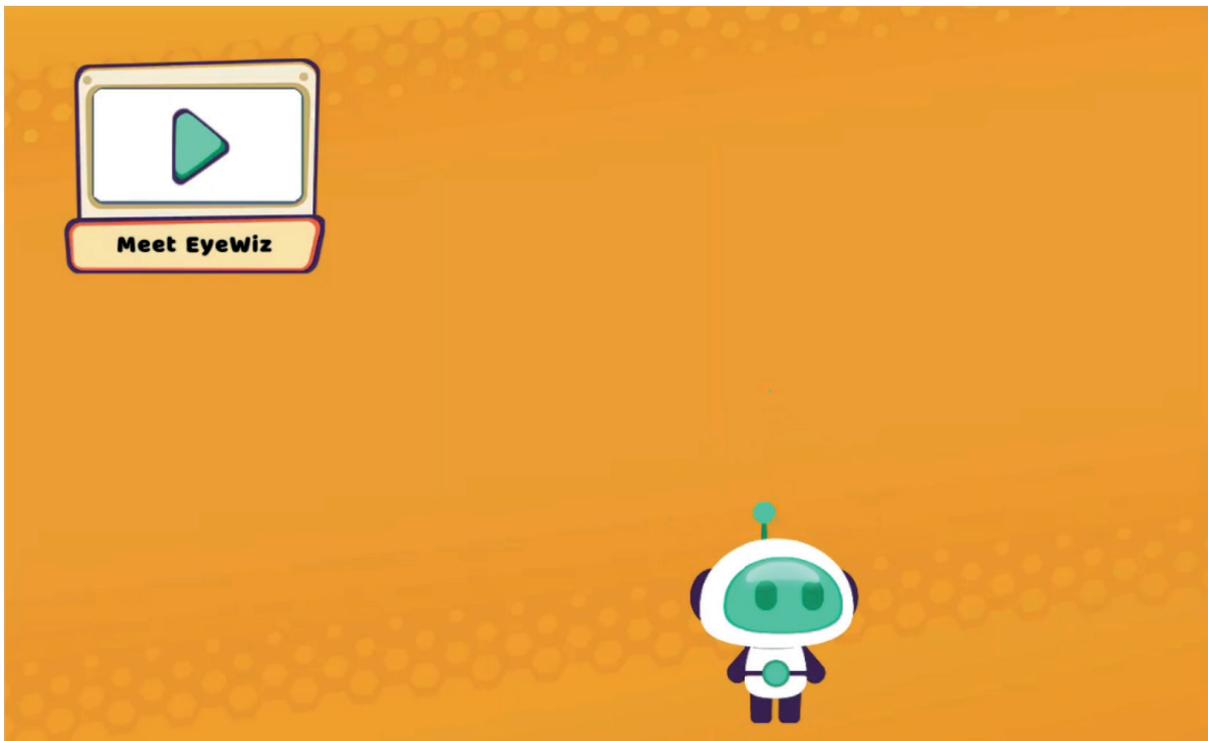
- You should use the fast mode when the game level is set to easy or medium
- Groups of 8-12 students can participate, with 2-3 students per team, to foster cooperation and involvement. The class can be divided into four lines, allowing time to rotate players so each student gets a turn.



MEDIA PLAYER

You can upload MP4 videos up to 30MB in size and video clips from YouTube by inserting a URL in the content field,

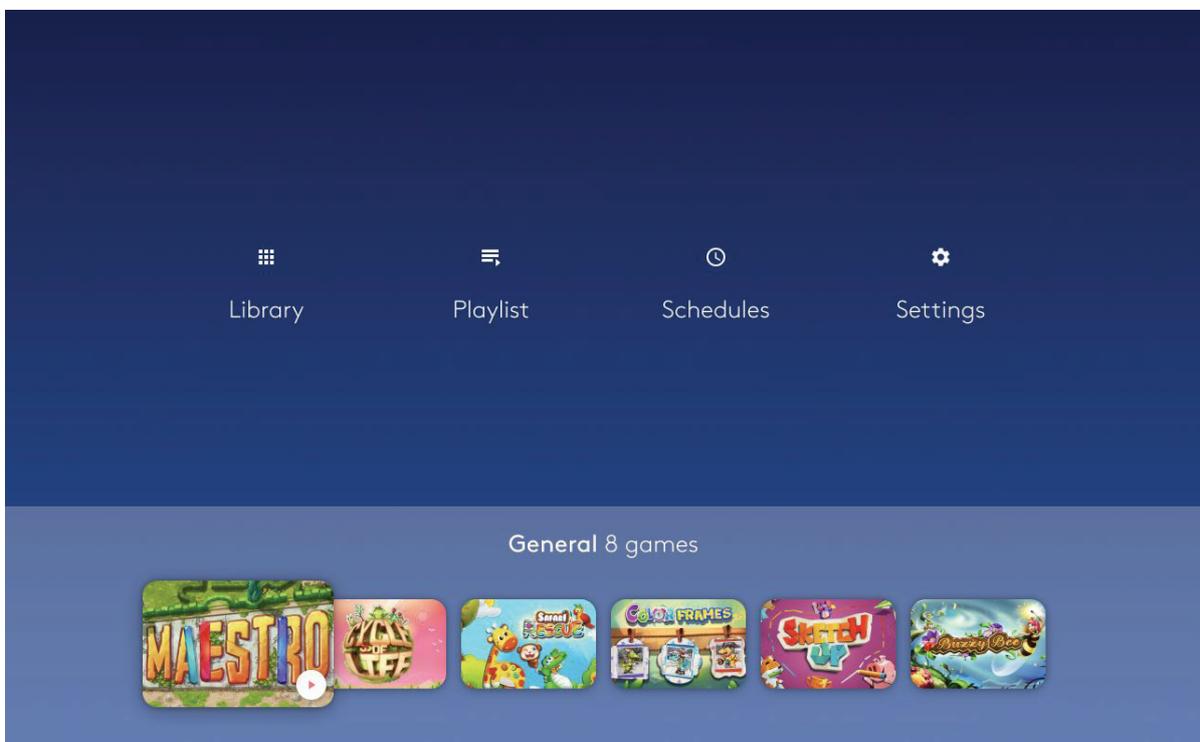
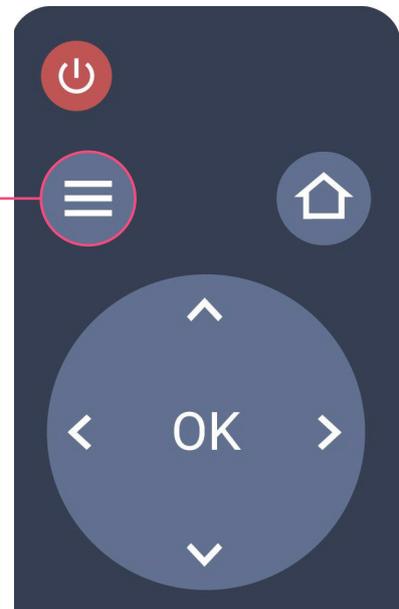
You can add questions to the video clips.



12. SETTINGS

This is the general menu.

You can access the settings by pressing the **menu button** on the remote and then selecting **Settings**.



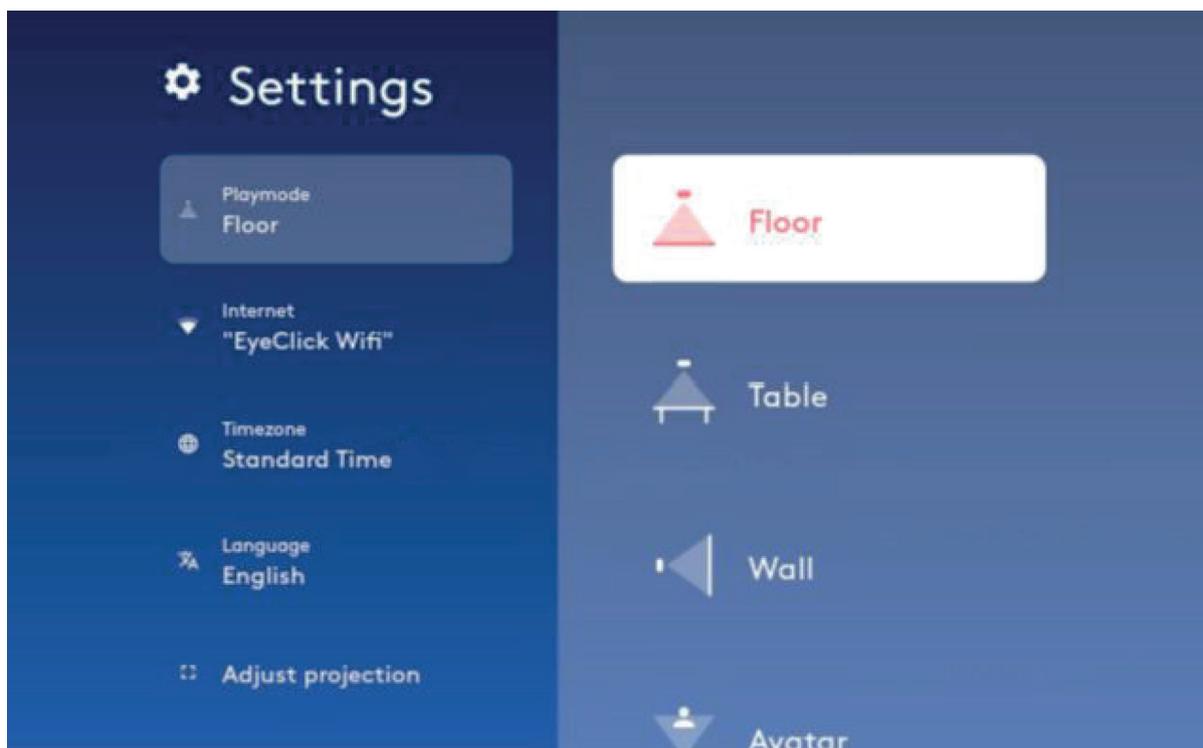
The settings area is divided into 2 sides:

LEFT SIDE

A **list** of all the subjects and menus under settings. Browse them using the **Up** and **Down arrow buttons** on your remote control and select using the **OK button**.

RIGHT SIDE

The selected subject's options and information.

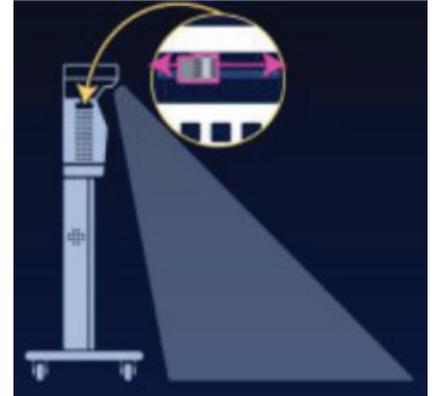


12. SETTINGS / PLAYMODE

The mobile unite has 2 projection modes - Floor and table.

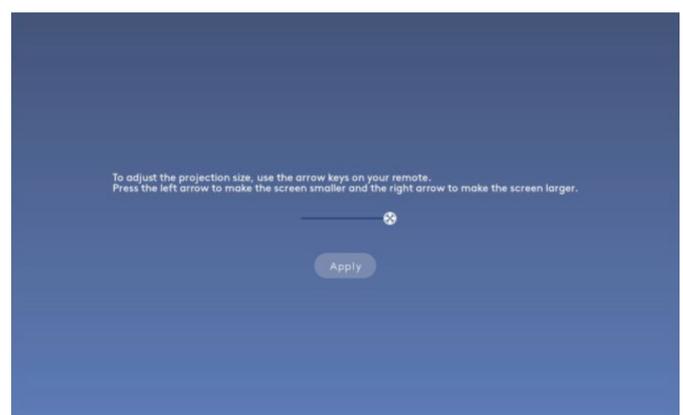
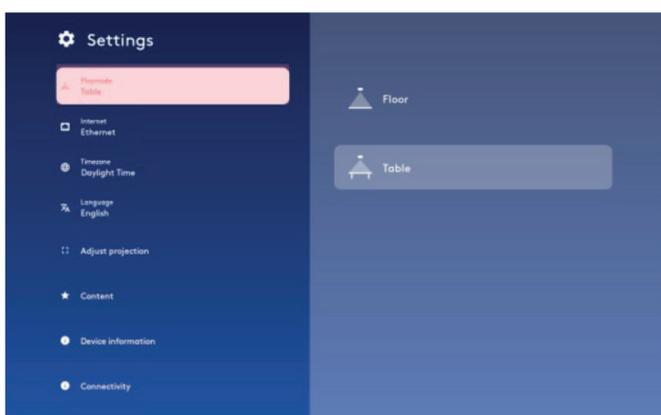
In order to change from one mode to another, follow these steps:

Press the **Settings > Playmode** then Select the preferred projection mode and follow the instructions on display. Be sure to set the **manual focus** by moving the focus switch on the left side of the projector until the display comes into focus.



Select Set Playmode

Adjust the projectors display size by moving the scale right or left to fit your surface and set **calibration**. this may take a few minutes make sure the surface is clean from objects and people.



12. SETTINGS / INTERNET

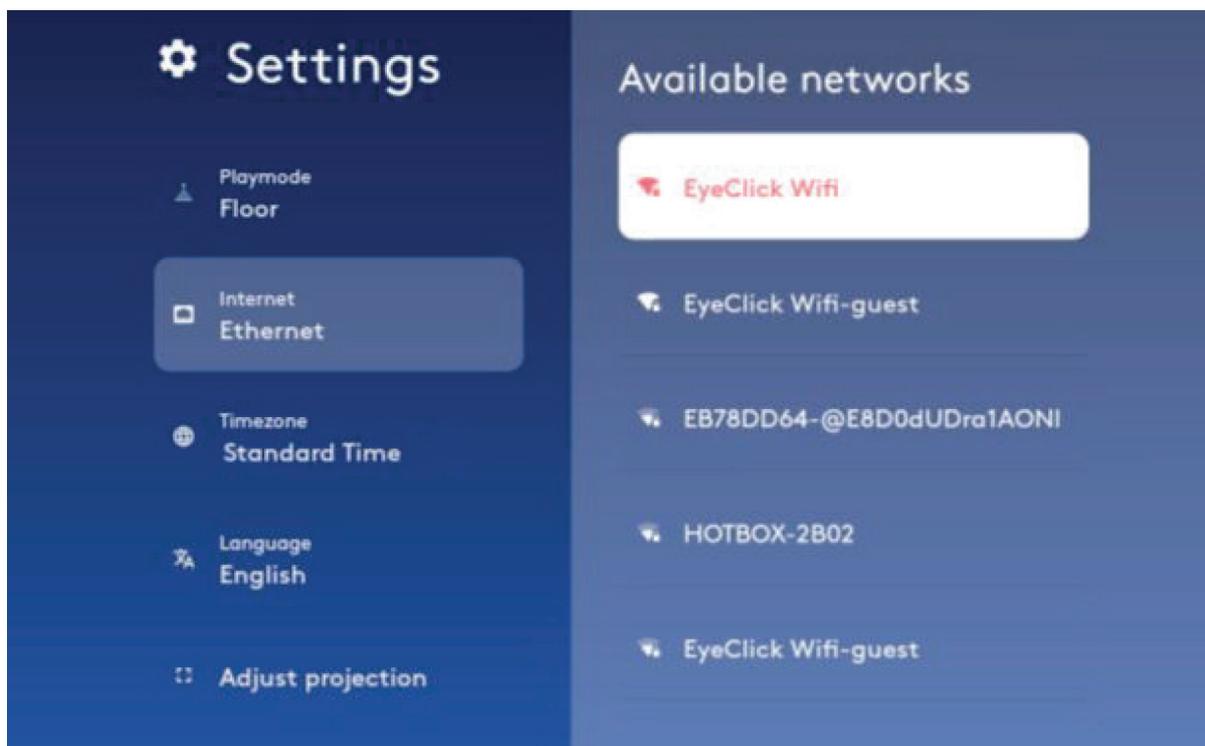
The **currently used** internet network will appear at the **top**.

Browse the **available networks list** using the **arrow buttons** on your remote control and pick a network to connect with using the **OK button**.

Please note

You may be required to provide a **password** when connecting to an internet network.

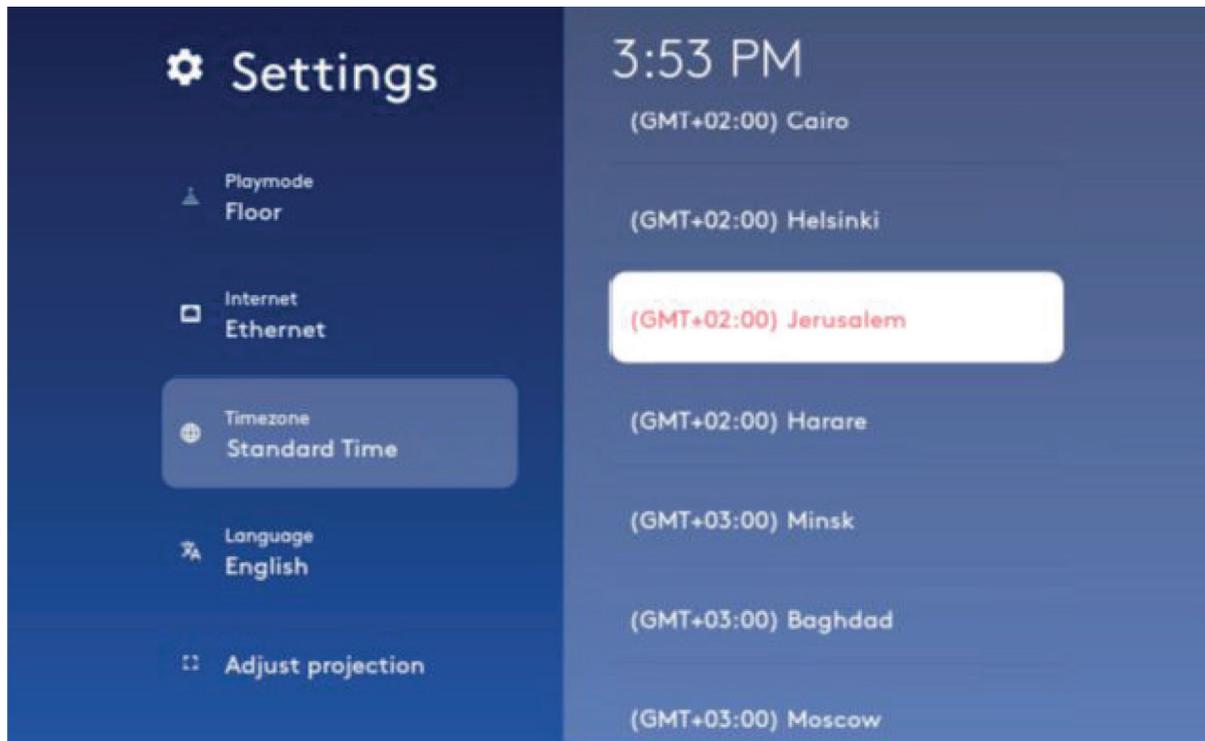
A **physical connection** using an **Ethernet cable** is recommended.



12. SETTINGS / TIMEZONE

You can set a different **Timezone** for your device.

Browse the list using the **up** and **down arrows** on your remote control, and select using the **OK button**.



12. SETTINGS / ADJUST PROJECTION

You can also adjust the device projection:

▢ Adjust Projection Keystones

If the projection is **skewed**, straighten it by moving its **corners**.

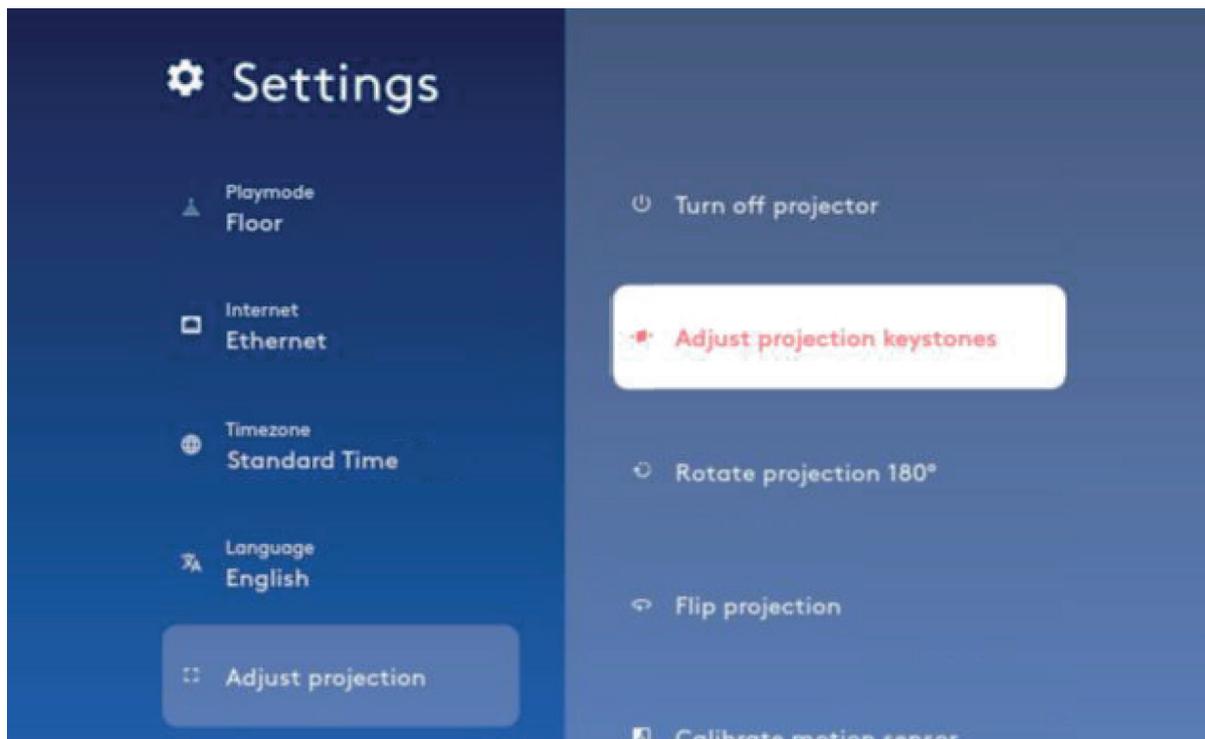
🔄 Rotate projection 180°

📏 Calibrate Motion Sensor

Run auto-calibration to ensure accurate **responsiveness** during interaction.

📐 Fit Projection to Table

Fit the projection to a **rectangular** or **circular** table top. This is **only available** when the device is set to the **Table** playmode.



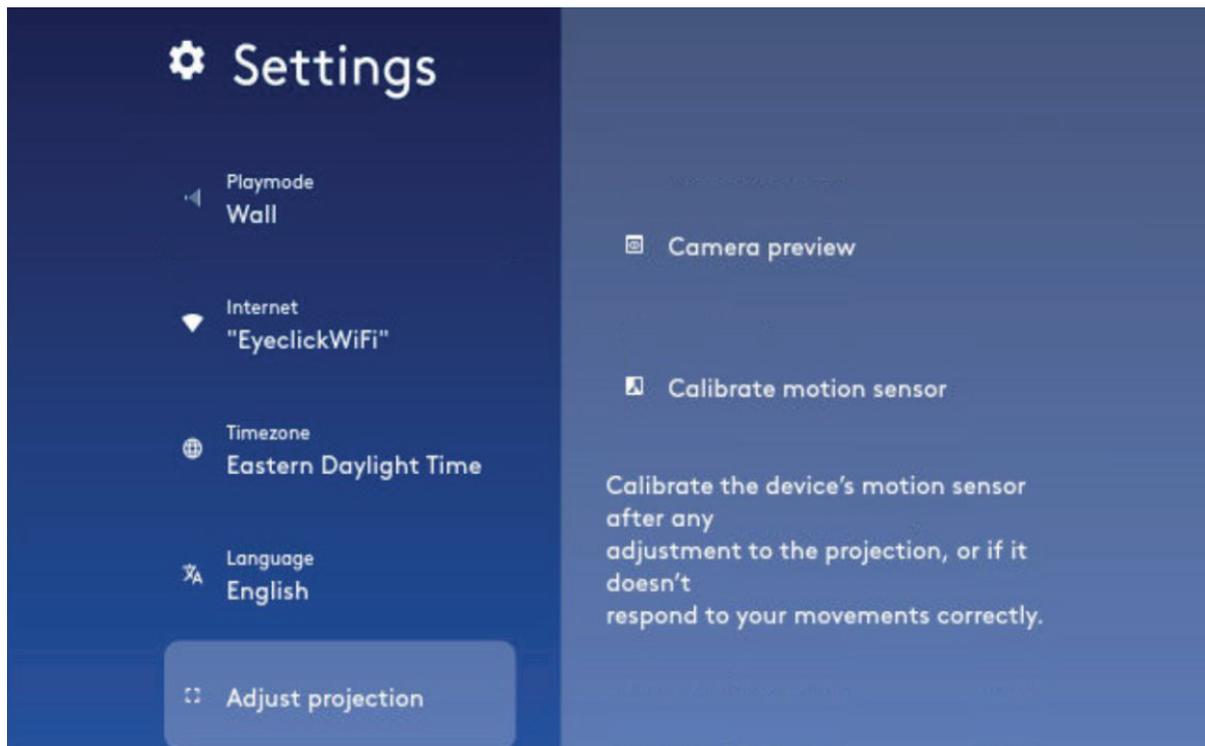
Please note

Calibrate the device's motion sensor after **any adjustment** to the **projection**, projection **surface**, or if the device **doesn't respond** to your movements correctly.

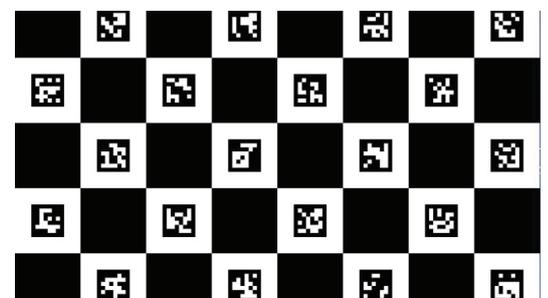
12. SETTINGS / CALIBRATION

If the motion sensors are not responding well or any adjustments have been made to the projection display, we will calibrate the devices motion sensors following these steps :

Press the settings button and then Settings> Adjust Projection> Calibrate Motion Sensor > Calibrate



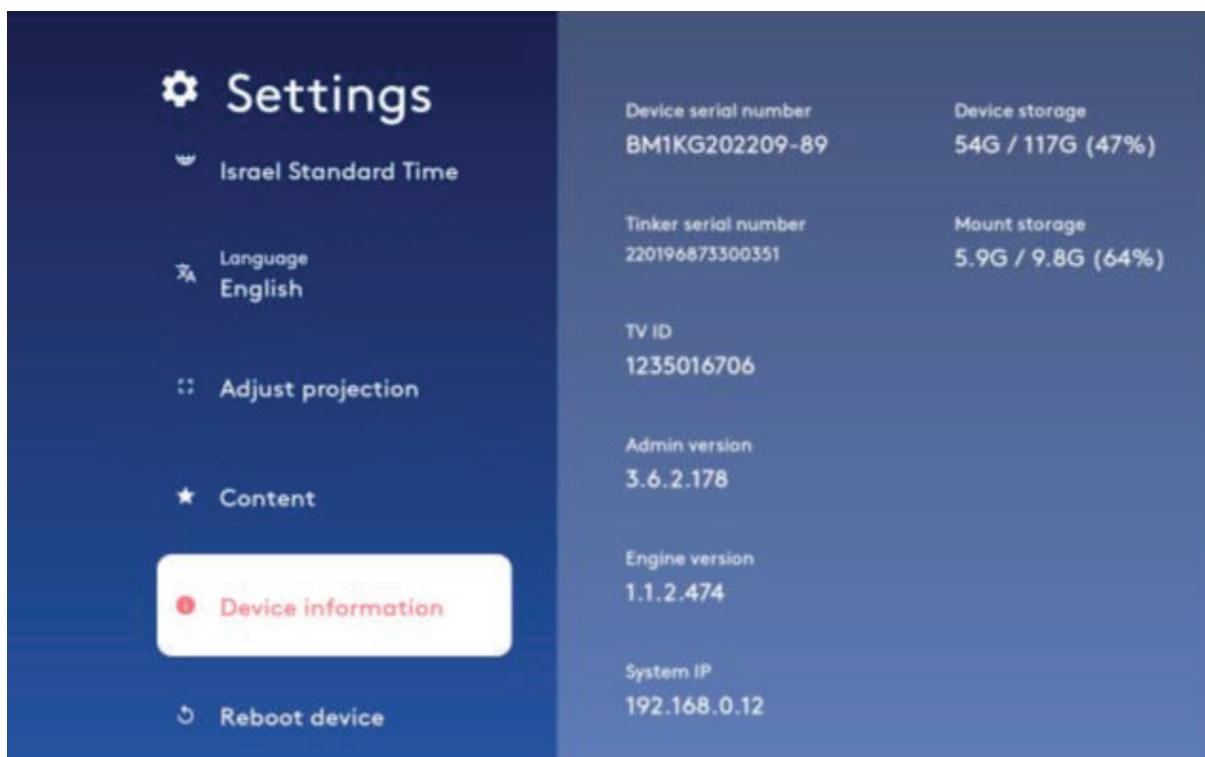
When the Calibration starts a black and white screen will appear, wait a few second until the menu screen reappear. In order for the calibration to work, it is important to keep the surface **clear of objects** and people during the calibration process. For example a chair, table or hand movement can disrupt the calibration process.



12. SETTINGS / DEVICE INFORMATION

View **information** regarding your device.

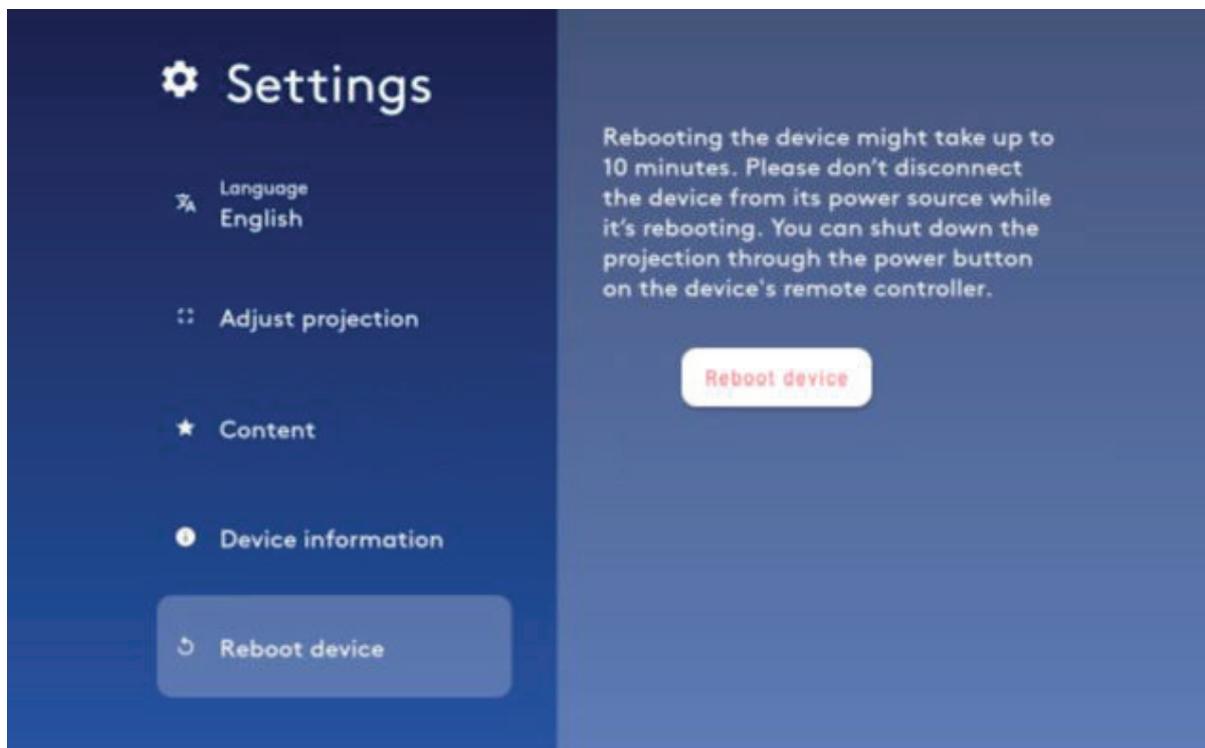
When contacting our **support team**, this is where you might be asked to look.



12. SETTINGS / REBOOT DEVICE

If needed, you may **reboot** your device here.

Remember that you can shut off the device's **projector** and enter it into **sleep mode** by simply pressing the **Power button** on your remote control.



13. TROUBLESHOOT

I HAVE NO SOUND

1. The **volume** can be increased by pressing the volume **up button**  , which will display the current volume level in the system, and additional presses will raise the sound to the desired level.
2. To reset the system (see performing a system reset).

HOW TO EXIT AN ACTIVITY AND RETURN TO THE ACTIVITY

SELECTION SCREEN?

1. Pressing the **home** button  will return you to the activity selection screen (either from an activity or from the settings screen).
2. If the home button does not return the game selection menu, a **system reset** must be performed (see performing a system reset).

THERE IS NO ACCESS TO THE GAMES

If you do not see any games after about a minute from the system startup, you need to perform a **system reset** (see performing a system reset).

PERFORMING A SYSTEM RESET

1. If necessary, you can reset the system by pressing the **settings** button on the remote.
2. In the menu that opens, click on the **gear icon**  (Settings).
3. Use the arrow buttons to navigate to Reboot device and press the **Reboot device** button  .

THE TOUCHSCREEN IS NOT WORKING

1. If necessary, you can reset the system by pressing the **settings** button on the remote.
2. In the menu that opens, click on the **gear icon**  (Settings):

- Press the **settings** button on the remote.
- In the menu that opens, click on the **gear icon** (Settings).
- Use the **arrow buttons** to navigate and press **Adjust Projection**.
- Select **Calibrate Motion Sensor** and press OK on the remote. While calibrating, it is important to keep the projection area clear (without objects or people in the projected space). The process should take about a minute (as long as the colored screen is projected). Once completed, you can return to the main menu and use your device as needed.

UPDATES ARE NOT BEING RECEIVED FOR THE SYSTEM

For regular operation and to receive software updates, the system must be consistently connected to the **internet**. You can check if you are connected and connect in a few simple steps:

1. To connect to the internet, you need to enter the **settings** by pressing the settings button on the remote .
2. In the menu that opens, click on the **gear icon** (Settings).
3. Use the **arrow buttons** to navigate to the Internet tab.
4. You can view the status of the connections and, if necessary, select the **WiFi network** you want to connect to and enter the password.

THE PROBLEM IS STILL NOT RESOLVED. WHAT SHOULD I DO?

In order for us to provide quick service, please have the **serial number** of the device ready. With the serial number, the service representative will be able to connect to your device remotely and address the issue.

1. Enter the system settings.
2. Use the arrow buttons to navigate to the **Device Information** tab.
3. Under the title **Tinker Serial Number**, you will find a number that you need to provide to the service representative.

14. EYECCLICK PRODUCT WARRANTY

This Warranty constitutes an integral part of EyeClick's ("Company") Purchase Order and supersedes any and all other warranty terms and conditions.

IMPORTANT: By using your Company-branded hardware and/or third-party hardware provided by Company and/or Company-branded software ("Company Product" or "Product") you agree to be bound by the terms of the Company limited warranty (the "Warranty") as set out below. Do not use your product until you have read the terms of the warranty. If you do not accept and agree to the terms of the Warranty, do not use the Product.

WHAT IS COVERED BY THIS WARRANTY

Company warrants the Company Product from the date of delivery for a period of (the "**Warranty Period**"):

1. Hardware:

One (1) year limited Warranty for the Product hardware

2. Software: One (1) year Warranty, during which, you shall be entitled to receive access to free software updates released by Company.

After the first year, the Warranty Period may be extended subject to the terms and fees as will be defined by Company at that time. In any case you are and will remain signed up and paying Subscriptions (as defined in the Terms and Conditions of Purchase) which specifically includes warranty and maintenance, the applicable Warranty will be extended automatically for the duration of the paid Subscription. Notwithstanding the aforesaid, the Warranty Period shall apply only when used in the manner for which it was designed, and when conforms substantially to its end-user manual and other documentation delivered with the Product directly or via its app and prevailing at the time of delivery.

WHAT IS NOT COVERED BY THIS WARRANTY

EXCEPT FOR THE LIMITED WARRANTY EXPRESSLY PROVIDED ABOVE, COMPANY PROVIDES THE PRODUCTS ON AN "AS-IS" BASIS AND MAKES NO WARRANTIES WITH RESPECT TO ANY PRODUCT AND EXPRESSLY DISCLAIMS ANY AND ALL STATUTORY AND IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION WARRANTIES OF TITLE, MERCHANTABILITY, ERROR-FREE, NON-INFRINGEMENT,

FITNESS FOR INTENDED OR PARTICULAR PURPOSE OR WILL MEET ANY REQUIREMENTS, EXPECTATIONS OR ACHIEVE ANY SPECIFIC RESULTS. The Company does not warrant that the operation of the Company Product will be uninterrupted or error-free. The Company is not responsible for damage arising from failure to follow instructions relating to the Company Product's use, or from maintenance or other services not performed by Company or a Company Authorized Service Provider ("EASP"). THIS LIMITED WARRANTY DOES NOT APPLY: (a) to consumable parts, such as batteries or protective coatings that are designed to diminish over time, unless failure has occurred due to a defect in materials or workmanship; (b) to cosmetic damage, including but not limited to scratches, dents and broken plastic on ports; (c) to damage caused by use with another product; (d) to damage caused by accident, abuse, misuse, liquid contact, fire, earthquake or other external cause; (e) to damage caused by operating the Company Product outside of normal use; (f) to damage caused by service (including upgrades and expansions) performed by anyone who is not a representative of Company or an EASP; (g) to a Company Product that has been modified to alter functionality or capability without the written permission of Company; (h) to defects caused by normal wear and tear or otherwise due to the normal aging of the Company Product ; (i) to defects caused by unlawful installation of the Company Product not in accordance with its formal Installation instructions, or (j) if any serial number has been removed or defaced from the Company Product.

IMPORTANT RESTRICTION FOR COMPANY SERVICE

The Company may restrict warranty service for its Products to the country where Company or its Authorized Distributors originally sold the Product.

YOUR RESPONSIBILITIES

Before receiving Warranty service, Company or its agents may require that you furnish proof of purchase details, respond to questions designed to assist with diagnosing the service required and follow Company's procedures for obtaining Warranty service.

Company may install system software updates as part of Warranty service that will prevent the Company Product from reverting to an earlier version of the system software.

WHAT WILL COMPANY DO IN THE EVENT THE WARRANTY IS BREACHED?

If during the Warranty Period you submit a valid claim to Company or an EASP, Company may, at its sole discretion, and as your sole and exclusive remedy, use reasonable commercial efforts to either (i) repair the Company Product or part

using new or previously used parts that are equivalent to new in performance and reliability, or (ii) replace the Company Product or part with a device that is at least functionally equivalent to the Company Product and is formed from new and/or previously used parts that are equivalent to new in performance and reliability. Company reserves the right to change the method by which Company may

provide Warranty service to you, and your Company Product's eligibility to receive a particular method of service.

When a Company Product or part is replaced any replacement item becomes your property and the replaced or refunded item becomes Company's property.

HOW TO OBTAIN WARRANTY SERVICE

If in the scope of the Warranty Period - Please contact a Company representative at USAsupport@eyeclick.com or an EASP. A Company representative or an EASP will help determine whether your Company Product requires service and, if it does, will inform you how Company will provide it.

GENERAL

No Company reseller, agent, or employee is authorized to make any modification, extension, or addition to this Warranty. If any term is held to be unlawful or unenforceable, the legality or enforceability of the remaining terms shall not be affected or impaired.

No waiver of any default or breach, by any party, shall be deemed to be a waiver of any subsequent default or breach, by that party. You may not deduct or set-off for any reason whatsoever.



CONTACT US

We hope you found this guide informative and helpful.
If you have any further questions, please don't hesitate to contact us.

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THANK YOU!

www.eyeclick.com