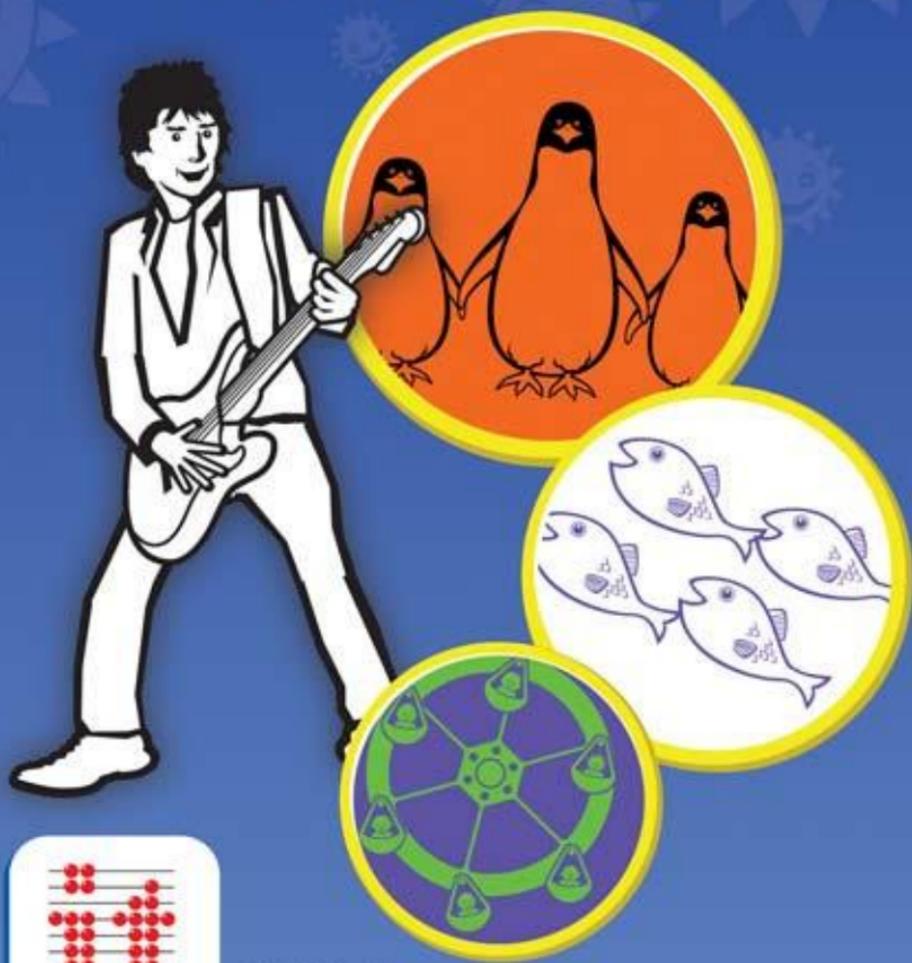


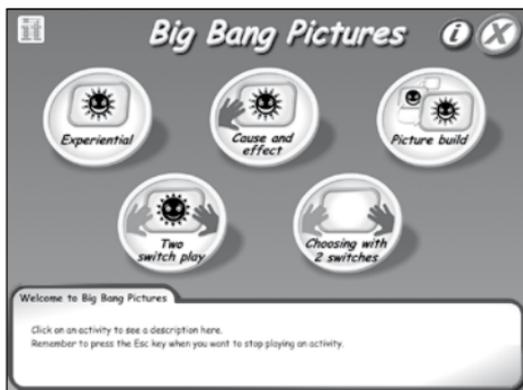
Big Bang Pictures



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Introduction

In response to the popularity of ***Big Bang***, Inclusive Technology has developed more software for students with severe and complex needs and very young children. ***Big Bang Pictures*** provides visually stimulating images that can be played in a sequence or used in early switch activities. There is plenty of exciting music and sound effects too or you can use your own.



Big Bang Pictures has 21 simple animating pictures in two colours. These can be displayed as simple silhouettes, simple line drawings or more detailed line drawings. Many familiar objects are included, such as a bus, house, dog, flower and so on.

These images allow you to assess and develop your students' visual attention skills. The more detailed line drawings may also be more appropriate for older students. All the animations make large movements that are highly attractive, accompanied by loud music and sound effects. The pictures can be displayed in black and white, or in any other combination of red blue, green, yellow, violet or orange.

Big Bang Pictures can be used in five different ways:

- **Experiential** - the student watches the animations.
- **Cause and effect** - simply pressing a switch or touching the screen will give an animated reward with lots of music and noise.
- **Picture Building** - build up a picture by pressing the switch. Helps to progress switch training.
- **Two switch picture building** - introduces a second switch. Useful for turn taking as well as learning two switch skills.
- **Choosing with two switches** - press one switch to change the picture on the screen. Press the second switch to animate the picture.

The decision to use animations at three different levels of visual complexity was taken after consultation with colleagues in the VI service. It also provides opportunities to:

- Identify an object.
- Identify detail in an object.
- Identify an object from parts.

Many other options allow you to fine tune the program to your students needs and progress their development in small steps.

Don't forget to take full advantage of the built-in MP3 player to make **Big Bang Pictures** especially attractive to your learners. It can play their favourite music!

Have you seen our other **Big Bang** titles?

See www.inclusive.co.uk for details.

Connecting switches



Switches come in all shapes and sizes. One popular type is the “Jelly Bean” switch. This is a simple round plastic button that can be pushed down. It springs up again when you take your hand off. This means it is a “non-latching” or “momentary” switch, like a doorbell. Most switches available for special needs use are of this type.



To use a switch with **Big Bang Pictures**, you will need to attach it to the computer using an interface box. There are a number of interface boxes available. The **Simple Switch Box** is inexpensive and easy to use.

Just plug your switch into the interface box, then plug that into one of computer’s rectangular USB sockets.

You can also use the **Space bar** and **Enter** keys on the computer keyboard with **Big Bang Pictures**.



Above: The Simple Switch Box from Inclusive.

Installation

Please note: an active internet connection is required

To install ***Big Bang Pictures***, simply run the following file:

big_bang_pictures.exe

The installer will prompt you to enter your name, email address and activation key (sent to you at the time of purchase). All fields are required.



Inclusive Technology Ltd
Accessible Software

Please enter your customer information below.
Hyphens will automatically be added to your activation key.

User Name:

Email:

Activation key:

When the activation key has been successfully validated, the installation will begin.

Running Big Bang Pictures

If a **Big Bang Pictures** icon is visible on the the desktop, you can double- click to launch directly into the program. If there isn't a desktop shortcut, you can find the software in the **Programs** list of your **Start menu / screen**.

When **Big Bang Pictures** begins, the title screen will appear* with a choice of 5 activities. Click an activity picture to see a description of the activity in the box at the bottom of the screen.



* If this not the first time the program has been run, you will be asked if you want to use the default settings or with the settings as when **Big Bang Pictures** was last used.

Big Bang Pictures has lots of options so you can personalise it to your own needs. The options give **Big Bang Pictures** versatility and are its strength as a learning tool.

This gives you a quick route to playing **Big Bang Pictures** with your options as you had them before. If you're not sure, just click **Use the default settings**.

On each activity title screen you will be presented with further buttons:



Click on this button for further information about this activity.



You can make changes to this activity to suit the needs of the individual learner. Click this button to see the changes you can make.



Click on this button to start playing the selected activity. You will be offered a choice of picture styles: simple line art, silhouettes or complex line art.



The **Home** button will return you to the title screen.

A single click on one of the picture style buttons will start the activity using that style. All the activities have the same set of animating pictures.



Whilst playing, you can use the left and right arrow keys on the keyboard at any time to change the picture.

Stopping Big Bang Pictures

Whilst playing an activity, press the **Esc** key on the keyboard. This will take you back to the picture style screen.

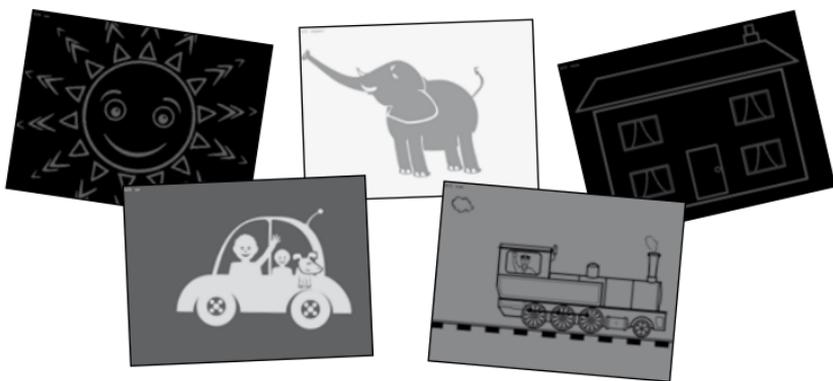


Click the **Home** button to go back to the title screen with the choice of activities.



To exit the program completely, click on the **home** button, then the **exit** button.

Big Bang Pictures Activities



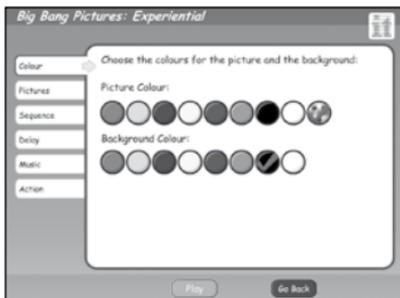
Experiential Activity

These activities play a series of animations in sequence, without any interaction being required from the learner. They are designed to simply engage the attention and cause a reaction from those with profound and multiple difficulties. Make sure you watch the learner while the animations play. Do they respond? Check for eye movement - are they following the movement of objects around the screen? Perhaps try turning off the sound to see if they are responding to the visual or auditory stimulation.

Experiential Activity - Options

The Options screen allows you to tailor the activities to your learners' needs. Click on the buttons down the left hand side of the screen to change the following:

Colour



Here you can change the colour of the pictures and the background. You could make them high contrast, for example, for those with visual impairment. As a default the images will appear in a variety of colours and on a black background.

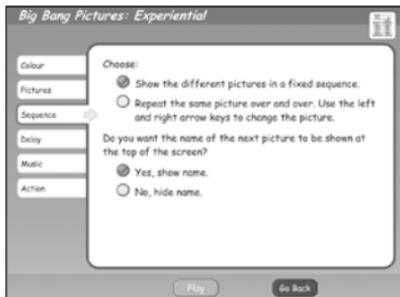
NOTE: if you choose the same colour for the image and the background, you won't be able to see the animation!

Pictures



Here you can choose which animations appear. You need to have at least one selected.

Sequence



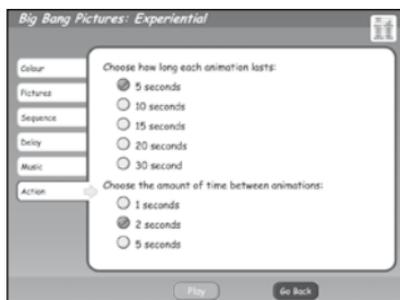
Choose whether the animations play in a fixed sequence, or if you would like the same animation to keep playing until you press the left or right arrow keys on the keyboard to select a new one.

You can also choose whether to have the name of the picture displayed at the top of the screen.

Music

See the **Playing Your Own Music** section on page 16.

Action



Here you can choose how long each animation lasts. You can also change the length of the pause between animations.

When you have made your required changes, click on **Play** to view the animations or **Go Back** to the activity selection screen.

Cause and Effect Activity

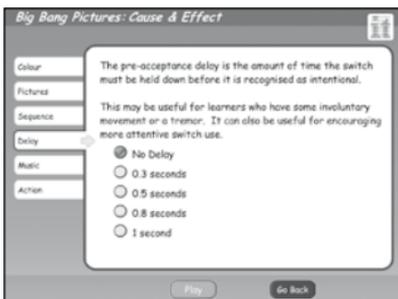
In these activities the user presses a switch to get a big on-screen reward with music or sound effects. They can also use the **Space bar**, mouse button or simply touch a touch screen.

Note that the teacher may use the left and right arrow keys at any time to change the picture.

Cause and Effect Activity - Options

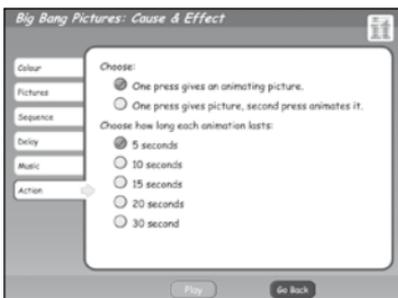
The **Cause and effect Options** work in the same way as for the **Experiential** activities, with the exception of:

Delay



The 'pre-acceptance' delay function is useful for students who make brief involuntary switch presses you don't want the computer to recognise. If you set the delay to 0.3 seconds, the program will only accept switch presses longer than 0.3 seconds.

Action

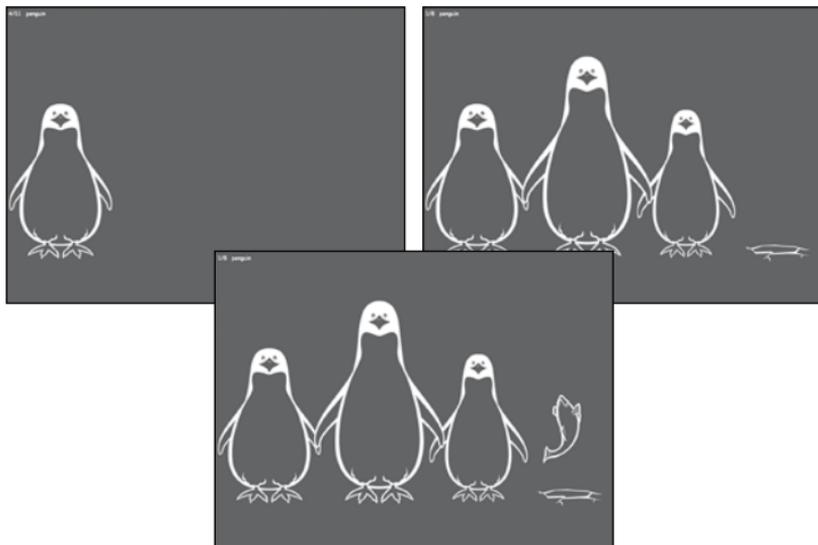


Here you can decide whether a single switch press will trigger the animation, or if the learner will need to press once to display the picture and a second time to start the animation.

You can also choose how long each animation lasts.

When you have made your required changes, click on **Play** to view the animations or **Go Back** to the activity selection screen.

Picture Build Activity



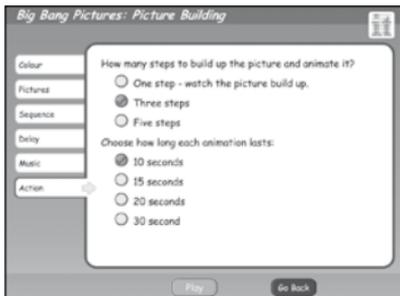
In this activity you press a switch a number of times to build up a picture in steps. When complete, the picture animates. You can also use the **Space bar** to use this activity, or click or touch anywhere on the screen.

Note that the teacher may use the left and right arrow keys at any time to change the picture.

Picture Build Activity - Options

The **Picture Build** Options work in the same way as for the **Experiential** activities, with the exception of the **Actions** section:

Action

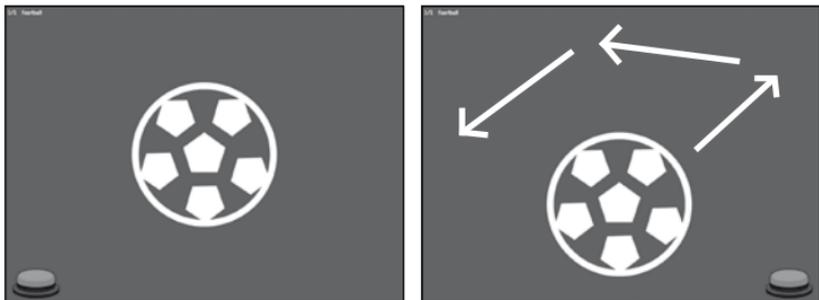


Here you can decide how many switch presses will be required to build the picture and start the animation.

You can also choose how long each animation lasts.

When you have made your required changes, click on **Play** to view the animations or **Go Back** to the activity selection screen.

Two Switch Play Activity



This activity needs two switches. Press one switch to reveal a picture and the other switch to make it animate. Use this activity for basic two-switch training. It can also help with inattentive “switch bashing”.

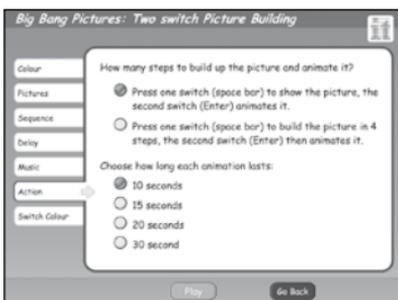
You can use the **Space bar** and the **Enter** key to use this activity. Otherwise use two switches connected to the computer through a “switch interface”, so that they behave like the computer’s **Space bar** and **Enter** key. See page 3 for details.

Note that the teacher may use the left and right arrow keys at any time to change the picture.

Two Switch Play Activity - Options

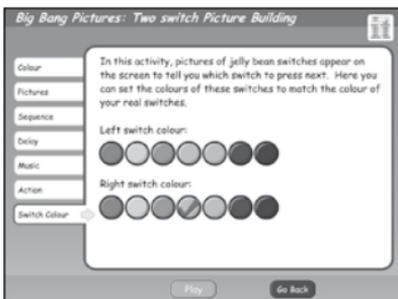
The **Two Switch Play** Options work in the same way as for the **Experiential** activity , with the exception of the **Actions** and **Switch Colour** sections:

Action



Here you can decide how the two switches will be used. You can also choose how long each animation lasts.

Switch Colour



In this activity, pictures of switches appear on the screen to indicate which switch to press. With this option you can decide what colour the on-screen switches should be, so that they match the ones you are using.

When you have made your required changes, click on **Play** to view the animations or **Go Back** to the activity selection screen.

Choosing with Two Switches

This activity allows the learner to choose a picture to animate. Only one picture is shown on the screen at a time. Switch 1 (or the **Space bar**) is used to change the picture displayed while Switch 2 (or the **Enter** key) makes the current picture animate. See if your learner can choose a favourite picture - though you might have to use the second switch, at least to begin with. Start with just a few pictures, by using the "Pictures" option.

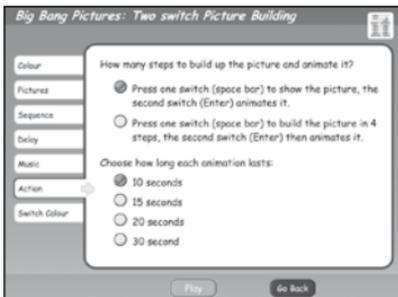
You can use the **Space bar** and the **Enter** key to use this activity. Otherwise use two switches connected to the computer through a "switch interface", so that they behave like the computer's **Space bar** and **Enter** key.

Note that the teacher may use the left and right arrow keys at any time to change the picture.

Choosing with Two Switches - Options

The **Choosing with Two Switches** Options work in the same way as for the **Experiential** activity, with the exception of the **Actions** section:

Action



Here you can choose how long each animation lasts. You can also decide how many steps it takes to build the picture.

When you have made your required changes, click on **Play** to view the animations or **Go Back** to the activity selection screen.

Playing Your Own Music

Big Bang Pictures allows you to play your own MP3 music while the animations play. This can be very motivating for learners, who often have their own music preferences. Recordings of familiar people can also be very motivating.

To select your own music, go to the **Music** section of the Options menu:



This shows that the default music setting is the built-in music and sound effects. Click in the circle next to **Use my own music** and then click the **Search** button.



You can then browse to where your MP3 files are saved and click **OK***.



The program will display any MP3 files in the selected folder. Click **OK** to continue.

Big Bang Pictures will automatically select all of the tracks.

You can de-select them by clicking on the tick to the left of the track name. You can select or de-select the whole list by clicking **Tick all** or **Tick none** at the bottom of the screen. Alternatively, you can click on **New Search** to find music elsewhere on your computer or **Cancel** to return to the options.

If you are happy with your music selection, click **Save** to save your selection and return to the Music Options screen. Then you can click **Play** to play your activity with your chosen music.

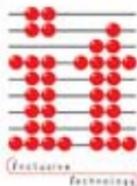
You can change your music selection at any time by returning to the Music Options menu and clicking on **Edit List**.

** Don't forget to plug your MP3 player into your computer's USB port if you wish to select music from it.*



Big Bang Pictures

In response to the popularity of *Big Bang*, Inclusive Technology has developed more software for students with severe and complex needs and very young children. *Big Bang Pictures* provides visually stimulating images that can be played in a sequence or used in early switch activities. There is plenty of motivating music and sound effects too.



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