

Playing/Using the Games: Lilymist Valley

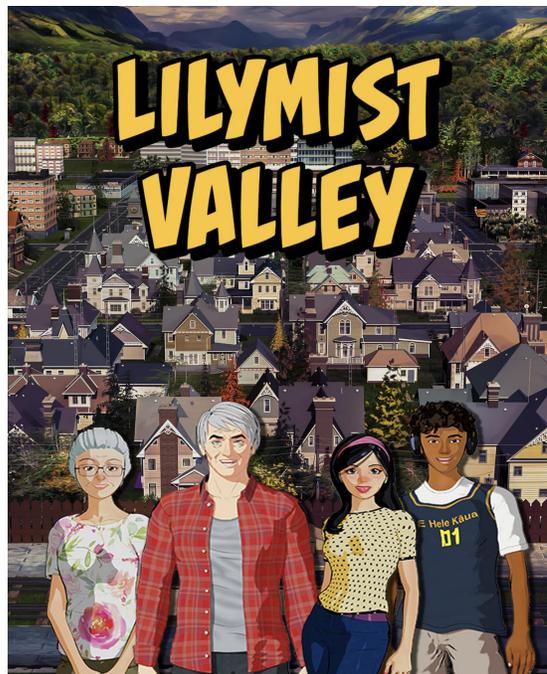
This document will go over how a student uses our interactive fiction game Lilymist Valley

Lilymist Valley is our Interactive Fiction game designed to help students practice transition and pre-employment skills.

This story was developed with a group of leading experts in transition and pre-employment skills for low-vision and blind students. The story is about a young adult who travels to stay with their Aunt and Uncle in a town called Lilymist Valley and find a job.

The student will play as the young adult, and will encounter many different scenarios during their journey to achieve employment. This story helps students practice, transition, pre-employment, social, and self-advocacy skills.

This is an interactive fiction story, meaning that the student has an active role to play in this story.



After starting the game, students will begin to hear fully voiced narration. The story will be told to the student, and at certain points the student will be presented with a number of choices.

Whether the student is making a decision, or responding to another character, students will need to evaluate all of their options and select how they would like to respond.

The Controls:

Pausing the Game

Three Finger Swipe Up: At any point the student can use a three-finger swipe up to pause the game. This will open a pause menu which the student can use to exit the game. The game saves at every decision point, so if the student quits the game, when they start it at a later time, it will resume at the most recent decision point. This is usually exactly where they left off, but in certain circumstances can be a minute or two behind.

General Navigation

Progressing/Replaying Scenes: The story will be presented automatically to students. When the dialogue in a scene concludes, the student will be asked to select a continue button. The “Continue” will automatically be announced out loud and the student just needs to double-tap to select it at which point the next scene will start. If they are not ready to continue, or they want to listen to the scene again, they can swipe up with one finger. This will replay the passage.

Navigating/Selecting Responses: Throughout the story, students will be asked to respond to the scenarios they encounter. When a scene concludes that leads to a student action, the first option will be automatically selected and read out loud to the student. Swiping left or right allows the student to navigate through the other options available to them. When they have found the option they want to select they can double-tap to select it. The story will automatically progress to the next scene. If the student needs to listen to the scene again before selecting an option, they can do so by swiping up on the screen.

Restarting Progress: If your student has completed the story and wants to replay it, you will need to delete the application from their device. We save the student’s progress to their device making it fast and easy to stop playing and resume where you left off. But if the student does want to replay from the start for any reason, deleting and reinstalling the app from the app store will reset their progress.

****Because progress is saved to the device the student is using, if they try to use this particular game on a different device (i.e. Another iPad at school or an iPhone at home) they will be placed at the beginning of the story. This is typically not an issue because the game is only a couple hours long, and therefore will not likely be used by students over long periods of time.**