

# Freedom Cyber - How to Set Up Your Cyber Workspace

## Scene 2: Workspace

### 2.1 - Workspace INTRO

#### Voice over:

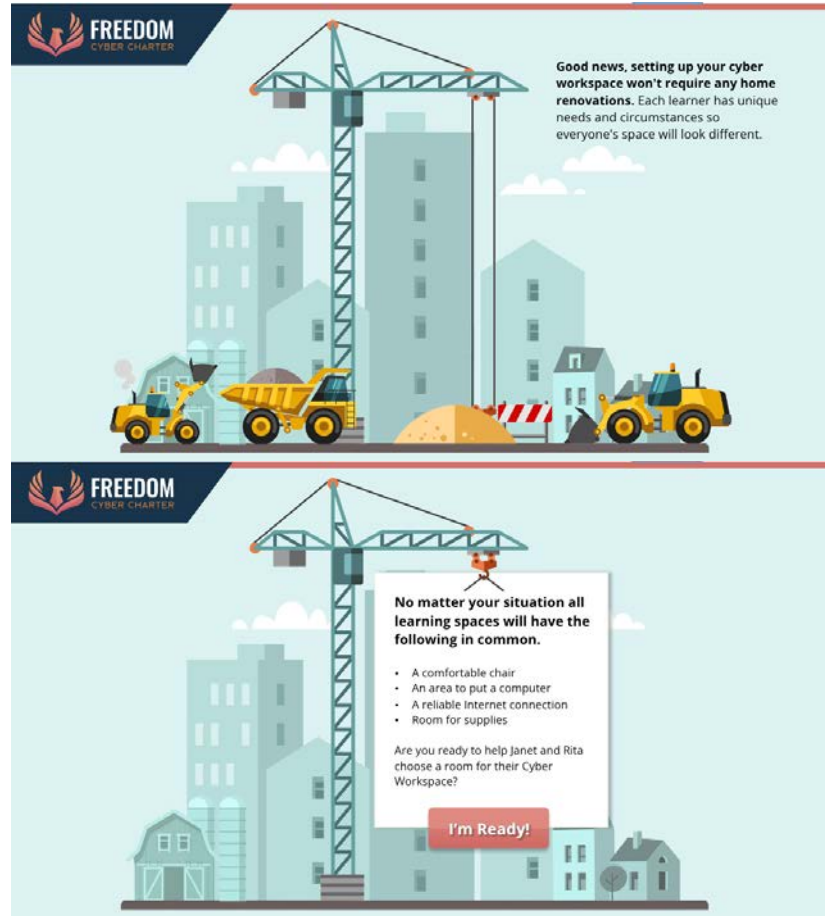
Good news setting up your cyber workspace won't require any home renovations. Each learner has unique needs and circumstances so everyone's space will look different.

No matter your situation all learning spaces will have the following in common.

- Room for supplies
- A comfortable chair
- An area to put a computer
- A reliable internet connection

Are you ready to help Janet and Rita choose a room for their Cyber Workspace?

#### Graphics:



#### Technical Notes / Engagement

Text animates with voiceover.

**Animation** of construction equipment leaving when audio says, "won't require any home renovations". The crane is the only equipment that stays.

**Crane Animation** - the crane starts to bring up the white box with "No matter your situation.." sentence on it. The bulleted list fades in item by item in sync with the audio narration ending with the paragraph "Are you ready to help Janet and Rita choose a room for their Cyber Workspace?"

**Button Animation** - Lastly "I'm ready" button appears last.

## 2.2 – Workspace

### Voice over:

These are a few of the spaces Janet and Rita are considering, which do you think could work best? Click a room.

### Graphics:



### Technical Notes / Engagement

When you mouse over each isometric room there is a glow hover state that comes off the dark blue shadow under each room. **Each room has a click to reveal** of either Janet or Rita agreeing or objecting and giving a reason (layers).

## 2.2 Workspace (LAYERS) – Click to Reveal

### No voice over on layers.

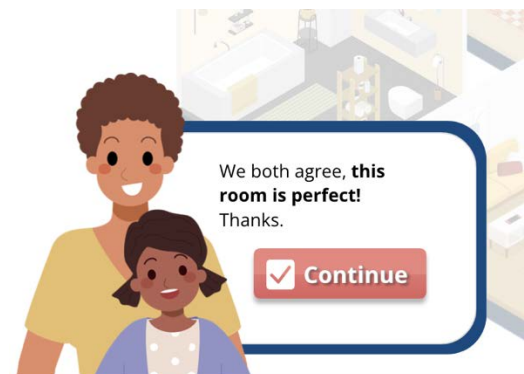
(Objecting sound effect - when Bathroom is clicked)

(Objecting sound effect - when Bed is clicked)

(Objecting sound effect - when Kitchen is clicked)

(Agreeing sound effect - when Spare is clicked)

### Graphics:



### Bathroom - Just Sad Janet graphic

Text - "Uhhhhh, I'm worried about the smells in there."

Button - "Try Again" with X

### Bed - Just Sad Rita graphic

Text - "I am concerned that doing school in the bedroom might affect Janet's sleep."

Button "Try Again" with X

### Kitchen - Just Sad Rita graphic

Text - "This is a high traffic area and may be distracting to Janet."

Button "Try Again" with X

**Spare** - Together Happy graphic  
Text - "We both agree, this room is perfect! Thanks"  
Button "Continue" with a Check mark.

## Technical Notes / Engagement

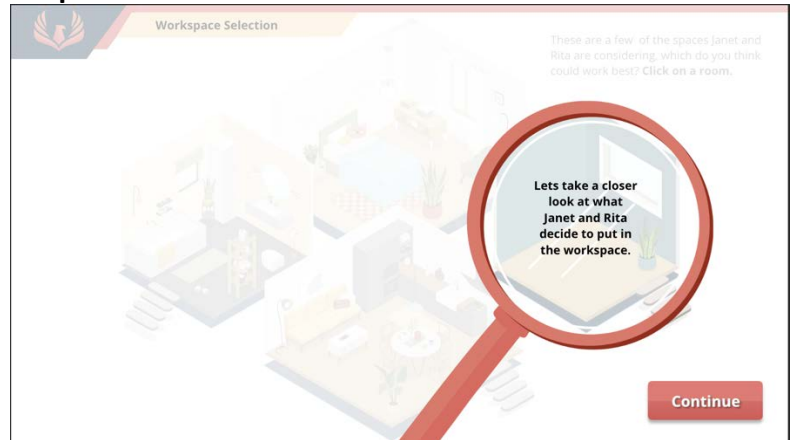
Each room has a **click to reveal** of either Janet or Rita agreeing or objecting and giving a reason (layers). Layers are linked to specific rooms. There is a transparent white box behind layers to prevent clicking and to bring focus to the layer. Layers disappear by clicking the button within the layer. When correct room (Spare) is chosen the continue button within that layer triggers the Slide Layer (Magnify)

## 2.2 Workspace (LAYERS) – Magnify

### Voice over:

Lets take a closer look at what Janet and Rita decide to put in the workspace.

### Graphics:



## Technical Notes / Engagement

Magnifying Glass animates from bottom with text in sync with audio. A transparent white rectangle in the background prevents clicking and focuses the user on the magnifying glass. The continue button takes you to Necessities Screen. With a slide transition.

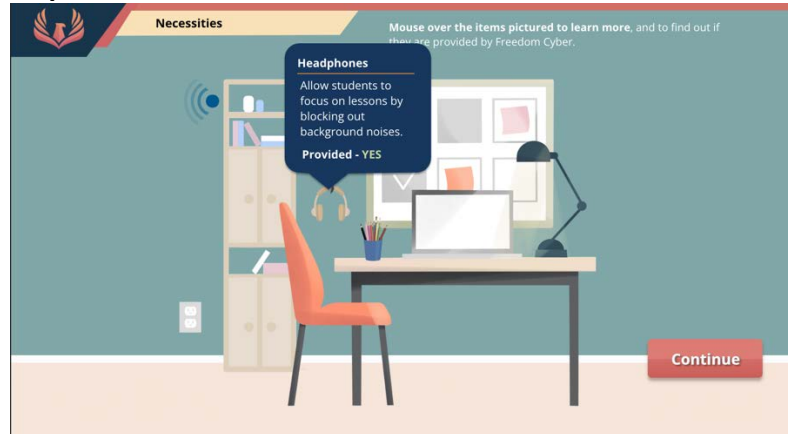
## 2.3 - Necessities

### Voice over directions:

Mouse over the items pictured to learn more, and to find out if they are provided by Freedom Cyber.

**No Voice over on the moused over layers.**

### Graphics:



### Layers:

Headphones - Allow students to focus on lessons by blocking out background noise. Provided - Yes

Electric Outlet – Access to an electrical outlet for students to charge their computer. Provided - No

Chair – A comfortable chair allows students to focus on lessons for a longer period of time. Provided - No

Desk/Table – A designated surface helps students have room to complete lessons. Provided - No

Internet Connection – A stable internet connects allows students to complete lessons. Provided – No

Supplies – Storing supplies close by can ease the frustration of hunting for supplies during class. Proved - Yes

Computer – Keeping the computer in a designated spot near an outlet for charging, helps students remember to charge it. Provided – Yes

Bulletin Board – An area to hang up schedules, calendars, and reminders, helps keep students on track. Provided - No

Light – Having a light source allows students the flexibility of learning any time of day. Provided - No

Storage Shelves – Having supplies organized on shelves, helps supplies not go missing

Technical Notes / Engagement

Graphic with hotspots that trigger the layers on mouse over. Layers disappear on mouse out. Continue Button takes user to Bubble Transition slide.

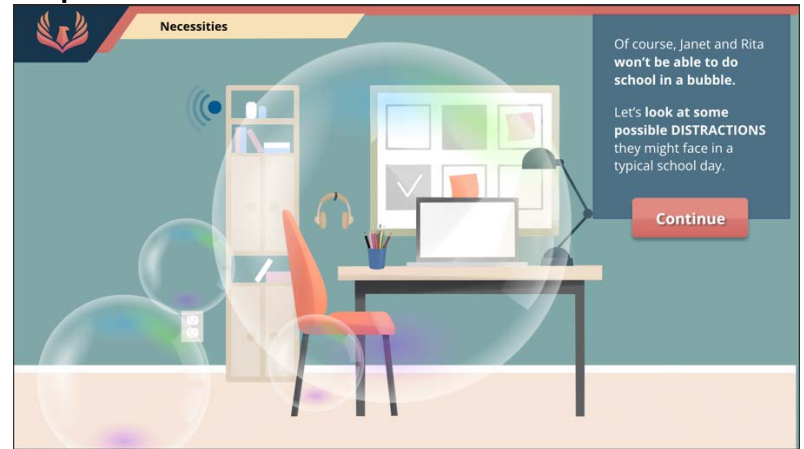
### 2.3 Necessities – Bubble (transition content)

**Voice over:**

Of course, Janet and Rita won't be able to do school in a bubble.

Let's look at some possible distractions they might face in a typical day.

**Graphics:**



Technical Notes / Engagement

Text animates with voiceover.

**Text Box Animation** - Box with text on the right side comes down from the top. With just the first sentence of the voice over.

**Bubble Animation** – Bubbles slowly come in from bottom of screen on top of workspace graphic. When voice over starts second sentence button appears with this last sentence.

## 2.4 - Distractions

### Voice over directions:

There are 8 distractions in this room. Click on an item to see if it is a distraction.

### Graphics:



### Technical Notes / Engagement

Clickable items are separate graphics. When clicked a layer pops up with a button that triggers the object to be removed from the room or placed somewhere else in the room. Each item removed or moved colors in a check mark. Once all 8 check marks are checked the continue button appears with a sound effect.

### 2.4 Distraction (LAYERS) – Click to Reveal

#### No voice overs.

Sound effect only when last check mark is checked, and continue button then appears.

**Loud TV** – A loud TV can be distracting even with headphones.

Button – Turn it off (check mark appears and TV goes black)

**Barking Pets** – A barking dog can be distracting even with headphones.

Button – Remove Dog (check mark appears and Dog disappears)

**iPads and Phones** – Tablets and Phones can be a distraction for your student during school time.

Button – Put Away (check mark appears and device disappears.)

**Tech Problems** – Calling Tech support as soon as you find a computer problem can help reduce the stress of your student.

Button – Call Now (check mark appears and warning is removed from computer screen)

**Supplies** – Supplies will be hard to find if scattered all over the room.

Button – Organize (check mark appears and a bookshelf with supplies organized)

**Toys** – Toys can be a temptation for your student during school time.

Button – Put away (check mark appears and toy is gone)

**Friends and Family** – Cousins practicing guitar during school time can be distracting. Letting family and friends know that those times are for school can bring clarity.

Button – Limit Visitors (Check mark appears and visitor is gone.)

**Missing Headphones** – Storing headphones near the computer saves your student from wasting time hunting for them.

Button – Hang up (check mark appears and headphones are now on the wall)

#### Technical Notes / Engagement

Each object has a corresponding layer. The button on that layer triggers the “gone” state of the graphic for all graphics except for Missing headphones and Supplies that have a gone state but also trigger another layer or the background image to change. The button inside the layer also triggers the check mark to change states. When all check marks have changed states then the continue button is triggered along with a completion sound effect.