*“A day in the life of a Youth Officer” Scenario*

Overview:

* Will require choice of Male or Female avatar to proceed prior to commencing scenario
* Total time (start to finish) approx. 6 minutes
* Use fades between micro-scenarios,
* Closed Captions will need to be an available option throughout the scenario
* Disclaimer on images, names etc.
* Copyright
* Navigation instructions
* Accessibility

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| **Parking** | | |
| Image detail | Centre carpark – early morning | |
| Scene 1 | | Actions/issues and clarification points |
| **FADE with CC ‘Arriving’**  POV driving vehicle, pulls into centre carpark and parks  POV turns vehicle off then looks to passenger seat at clear plastic security bag containing wallet/purse and other items.  POV picks up bag, exits vehicle and starts moving towards front door of centre  **FADE** | | * Use generic RH drive vehicle interior (Uni may have existing model) * No interactivity for this scenario * Requires vehicle interior SFX (engine driving, slowing, indicator, engine off, handbrake, picking up bag, door opening) and vehicle exterior (door close, car lock, footsteps) |

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| **Entry to Centre** | | |
| Image detail | Centre Secure Door (External) – early morning | |
| Scene 2 | | Actions/issues and clarification points |
| **FADE with CC ‘Getting into work’**  POV walks to front door (3-4 steps)  Activates intercom (beep)  Voice over intercom says “Hello, can I help you?”  POV says “Hi it’s [John/Jane] starting my shift”  A second later the door buzzes, voice over intercom says “Come on in, don’t forget to scan the COVID code”  POV reaches for door, pulls it open and walks into foyer  *[scan temp, complete app login, hand sanitiser]*  Avatar 1 (role TBA)s ays “ Glad to see you’ve already got your mask on” takes YO’s temperature, looks at reading then says “Good to go – have you completed the app?  POV shows officer completed app, says “Yep” then turns and walks down hallway 3-4 steps)  **FADE** | | Clarify process:   * Should YO have mask on before entry? * COVID sign on – inside/outside? * Temperature all centres have temp scanners mounted inside entry * Identify ambient noise for BG noise   Use highlighted interaction items including:   * Intercom (highlight when not in use, separate actions for hover (popup about secure environment, select to trigger conversation) * Door when it’s unlocked * Avatar of person taking temperature * Temperature gun (COVID info about temp requirements) * Hand sanitiser (COVID info about sanitising) * QR Code (Hover - COVID info about why, on select avatar will need to use virtual phone and enter their details and submit)- last few times I’ve been to a centre there is someone at the door- checking temps and asking covid questions- no QR codes. * Avatar (Hover: you are required to get your temperature taken by an employee before you can proceed into the centre. Interaction: Avatar picks up temp gun, holds to POV face. Temp Gun beeps after 1.5 seconds then POV shows avatar the mobile screen)- stands on mark and covid officer reports temp |

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| **Operations room** | | |
| Image detail | Operations room – early morning if windows visible | |
| Scene 3 | | Actions/issues and clarification points |
| **FADE with CC ‘Equipment’**  POV in operations room  On show POV voice says ‘better get my keys and radio”  Highlight KeyWatcher and Radio cradle  On select either of the above move POV to corresponding area (close up)  **Keywatcher:** POV goes to KeyWatcher, activates it (beeps to be recorded at Yasmar) and attaches keys to their belt  **Radio Cradle**: POV walks to collect a two-way radio from the charging unit, connects earpiece, turns radio on then activates radio, saying “Radio check please”  Voice over radio states “Loud and clear” or “5 by 5”  **CLARIFY HANDCUFF ISSUE PROCESS – is this required?**  POV turns and walks to door  **FADE** | | Clarify   * What ambient noise for BG noise? Will need to include assorted KeyWatcher beeps, jingling of keys and verbal radio checks (distant from POV), as well as POV specific Beeps, radio check and dialogue * What ambient noise for BG noise? – change over a very busy time- lots of noise, people talking and laughing, clanging of doors opening and closing etc, * Sounds of KeyWatcher, radio activation and radio check   Use highlighted interaction items including:   * KeyWatcher cabinet * Radio charging cradle * Internal door to centre proper * If POV selects door without accessing keys AND radio POV voice says ‘I need to get some things before I can start work’ and popup stating ‘A youth Officer requires keys and a two-way radio to start their shift’. * If POV selects door without accessing keys POV voice says ‘I need to get keys before I can start work’ and popup stating ‘A youth Officer requires keys and a two-way radio to start their shift’. * If POV selects door without accessing radio POV voice says ‘I need to get my radio before I can start work’ and popup stating ‘A youth Officer requires keys and a two-way radio to start their shift’. |

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| **Ready Room** | | |
| Image detail | Hallway and ready room – early morning if windows visible | |
| Scene 4 | | Actions/issues and clarification points |
| **FADE with CC ‘Briefing before shift’**  POV walks up to unit door and opens it, closes it behind and walks from entry to staff office  POV walks from hallway into ready room (3-4 steps), which already has ~~approximately 10~~3-4  other people sitting and standing, some with coffee, most with transparent bags (holding or near each person)  YO sits down in vacant seat.  Outgoing team provides hand over relaying important information from previous shift   * ~~Duty Manager (DM)~~Outgoing team memeber starts addressing the room (silence and avatars to focus on DM.   “Hi everyone, I just want to catch you all up on some things that have occurred since we were last on shift. Jimmy Wilson from Banksia Unit has an altercation with Thomas Liddell from Jacaranda Unit yesterday afternoon, and there’s information to indicate it’s not resolved. There’s also the possibility of young people taking sides about this, so we’re going to keep the Units separated except for school, where we’ll have extra staffing for the day. Any questions? (silence for 3 seconds) OK, let’s get make sure we’ve got our equipment stuff and do the shift change”  DM turns and walks out of room with others following (POV stands up and starts walking on selection)  **FADE** | | Clarify   * What ambient noise for BG noise? Will need muffled conversations until Duty Manager starts speaking.   Use highlighted interaction items including:   * Other worker avatars (minimum 8, individual greetings when activated until Duty Manager begins to speak) * Duty manager when speaking * Clear bags (use callout to identify why clear, and info on contraband) * POV end movement to be triggered by DM verbal, then POV voice stating ‘I should get ready”. If no movement after 2 seconds popup stating ‘Use the door to go to the Unit’ and highlight appropriate door. |

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| **Unit 1** | | |
| Image detail | Front of Unit – early morning | |
| Scene 5 | | Actions/issues and clarification points |
| **FADE with CC ‘Shift Change’**  POV standing at door to Unit, uses key to gain entry.  POV walks to Unit Office and enters  Avatars 1 and 2 already sitting in Unit Office, YO avatar 3 to follow POV into unit and office.  Interaction 1 between avatars 1 and POV:  A1: Hi Guys, ready for a fun shift?  POV: Always (laughs)  A1: We’ve got 10 on the unit, all accounted for.  POV: Great, we’ll do a check in a minute - How were things last night? Anything to be alert for today?  A1: Jimmy in cabin three had a run in with Thomas from Jacaranda Unit yesterday afternoon – you’d better keep your eyes peeled, as he was talking about continuing on with it last night. It’s all in the logbook for you two, as well as alerts on the system. Let me know when you’re ready to get the head count done.  Interaction 2 (avatar 1 and POV)  A1: Are you ready to do the head count?  Interaction 3  Avatar 1 stands up and says “Let’s go then, no-one is on extra checks at the moment” and walks to the unit office door  POV follows and fade as they walk out of the office | | Clarify   * What ambient noise for BG noise? * Sounds of doors, * Conversation   Use highlighted interaction items including:   * Logbook (Interaction: popup stating ‘Youth Officers use Unit logbooks to record all events, activities and issues that occur during the course of each shift) * Movements board (Interaction: popup stating ‘Movement boards are used to keep track of all young people residing on a Unit. They detail key information about young people residing on the Unit’) * Computer (Interaction: popup stating ‘Departmental computers are used for maintaining client information within a secure database, work emails and learning) * Intercom (Interaction: popup stating ‘Young people can communicate with Youth Officers when they are secured in their cabins via intercom’) * Avatar 1 Interaction 1: trigger conversation 1. At end of conversation 1 show popup with options of Conduct Head Count or Look Around Office (this should show after every interaction except Interaction 2 * Avatar 1 (Interaction 2: show popup with Yes and No option. On select No: hide popup. On select Yes, hide popup and POV voice says ‘Let’s get the head count done so you two can go home” * Avatar 1 (Interaction 3: see left) |

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| **Room checks** | | |
| Image detail | Unit hallway with cabins – early morning | |
| Scene 6 | | Actions/issues and clarification points |
| **FADE with CC ‘Room Checks’**  POV and YO avatar 1 walk into Unit hallway with cabin doors visible, with first cabin door highlighted.  Popup to be visible at beginning of scenario stating ‘young people in custody are secured within their cabins at night, and during other key periods during the day. Room checks are regularly conducted to ensure the safety and wellbeing of young people.’  On select highlighted door: POV and avatar 1 move to highlighted door then trigger interaction.  **FADE as POV moves towards second cabin door** | | Clarify   * What ambient noise for BG noise?   Use highlighted interaction items including:   * Highlight cabin door (Interaction: close up of cabin window, POV torch light shines into room, not directly on young person (YP) avatar under a sheet, but angled to make sleeping young person avatar visible. After 2seconds YP avatar should roll over or move their arm over their head then zoom out to POV walking towards second cabin door) * Uses digitool on tour point to record check |

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| **Morning muster** | | |
| Image detail | Unit hallway with cabins – morning, and internal rec area with seats and tv | |
| Scene 7 | | Actions/issues and clarification points |
| **FADE with CC ‘Morning muster on the Unit’**  POV standing in hallway in front of cabin door. 360 view should include YO avatar 3 sitting with 9 YP in the recreation area (line of sight reinforcement)  After 2 seconds zoom to cabin window view (same as previous scenario, but YP avatar is standing at the back of the cabin dressed in tracksuit pants and a t-shirt.  POV voice says ‘Morning Jimmy, coming out for breakfast? How are you today?  YP avatar nods and says “I’m good - my Mum’s coming to visit today”  POV opens door steps back and YP avatar walks out and over to join the other YP avatars  POV closes and locks door, then moves to join YO avatar 3 and the other YP avatars (across the room from YO avatar 3 where POV can view YO avatar 3 and all YP avatars  YO avatar 3 then says “Good morning gentlemen” - muffled conversations stop and all YP avatars face towards YO avatar 3  YO avatar 3 says “OK, before we get breakfast I just wanted to find out how you all are, and to see if anyone wants to see the nurse, the psychologist or has any other requests we can help with today. Youth Officer John/Jane will make a list when you put up your hands” (1 second space)  YO avatar 3 says “Who needs to see the nurse?” and 3 YP avatars put up their hands  POV says “Johnny, Pham and Kain”, looks down at paper in hand and writes ‘John P’, Pham T and Kain A” then looks up to see YP avatars have put their hands down.  YO avatar 3 says “Anyone to see the counsellor?” and 1 PY avatar raises his hand  POV says “Jimmy”, looks down at paper in hand and writes ‘Jim W’, then looks up to see YP avatar has put his hand down.  YO avatar 3 then says “Fantastic. Has anyone got any problems or issues to raise with us?” (2 seconds of silence, then) “Okay gents, let’s move to the dining room – remember to sit down after getting your cereal ask to get up, and only one person will be permitted to be standing while we’re in the dining area.”  All avatars stand and start moving to dining area on the Unit.  **FADE as movement begins** | | Clarify   * What ambient noise for BG noise? * SFX: muffled conversations (will require slight echo), key in lock then unlock, door handle opening. * ‘Paper’ contains table containing titles on left hand side and space for writing on right side - example below: |

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| **Morning muster** | | |
| Image detail | Kitchen & Dining Area – morning | |
| Scene 8 | | Actions/issues and clarification points |
| **FADE to dining area CC ‘Breakfast’**  POV is situated (standing) at with a view of tables and servery window in front of them (approx. 8 metres)  OPTION: POV can move to selected areas (tables) during scene but must NEVER have a YP avatar behind them, must ALWAYS have sight of YO avatar 3.  YP avatars moving into the dining area, which includes a servery area.  4 circular tables are set out with plastic cutlery, mugs, bowls and plates.  YO avatar 3 is in servery, as YP avatars file past  YP avatars file in a single row past the servery window, picking up individual cereal packets.  YP Avatar 1 highlight and interaction 5 seconds after all YP avatars are seated.  YP avatar 2 highlight and interaction 2 seconds after YP avatar 1 stands up.  If YP avatar 1 has returned to seat, YP avatar 2 gets up, moves to servery and returns to table with toast on a plate.  **SLOW FADE while YO avatar 3 says “when we’re done I’ll get you to bring your plates, cups and cutlery to me one table at a time”** | | Clarify   * What ambient noise for BG noise? Will need muffled conversations, sounds of packets being opened cups being put down etc. * Will need different audio discussions at different tables running concurrently and mixed dependant on POV positioning.   Use highlighted interaction items including:   * After 5 seconds seated YP avatar 1 puts hand up, turns to POV and says “Can I get another cereal?”. Interaction: POV voice says “Sure Buddy”. YP avatar 1 says “Thanks”, gets up and moves to servery, picks up a cereal and returns to seat (should take 5-7 seconds) * While YP Avatar 1 is in the process of moving to servery YP avatar 2 (on another table will highlight) puts hand up, turns to POV and says “Can I grab some toast?”. Timed interaction: choice on popup YES or NO. * If YES selected while YP avatar 1 is not seated POV voice says “Only one person is allowed to be standing up during meal times”. If YP Avatar 1 is seated by the time the POV voice finishes, POV voice should say “Go for it”. * If NO selected POV voice says “Only one person is allowed to be standing up during meal times”. If YP Avatar 1 is seated by the time the POV voice finishes, POV voice should say “You’re right to go now Marcus”. * If no choice made by time YP Avatar 1 has sat down again, hide popup and POV voice says ”OK Marcus” |

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| **Unit Chores** | | |
| Image detail | Outside Unit Office | |
| Scene 10 | | Actions/issues and clarification points |
| **FADE with CC ‘Unit Chores’**  POV standing at exterior of unit door with view of YO avatar 3 holding a cabin door open as a YP avatar walks in, then closes and locks the cabin door. POV also has 4 YP avatars sitting at the dining table at left of vision. At the table to the right of the sitting YP avatars there is a wide broom, a mop and bucket, a dustpan and brush, a cleaning spray and small pile of handy wipes, and a vacuum.  Popup appears saying Young people in custody are required to maintain the cleanliness of their Unit at various times of the day.  When door is locked YO avatar 3 moves to stand in front of POV (right side) and says “OK boys, time for us to tidy up before school. Jimmy, are you ok to get the tables wiped down and wash up?” (YP avatar 1 nods and says “OK”) “Raph, can I get you to sweep all the hard floors while Pham mops behind you. I’ll get Leif and Will to vacuum all the carpets” (other 3 YP avatars nod after chore allocation).  YO avatar 3 says “Great, thanks lads” then all 4 YP avatars stand and walk to collect their cleaning utensils and begin their chores. YO avatar 3 moves to corner of interior half way down the hall to observe YP avatar plugging in and starting vacuu  m. POV moves to watch YP avatar enter servery to begin washing up. YP avatar begins sweeping dining area floor as YP avatar begins spraying tables and wiping them down with a cloth.  POV can select movement by ‘Observe’ hotspot  When first movement is completed a popup should appear stating ‘Youth Officers must always maintain line of sight with other Youth Officers’  **FADE after 10 seconds** | | Clarify   * What ambient noise for BG noise? Aircon (soft) * Will require Appropriate cleaning sounds (e.g. washing up noises, mopping, sweeping, vacuuming   Use highlighted interaction hotspots labelled ‘Observe’ to move to including:   * View of servery though doorway * Original position * POV must be able to view YO avatar 3 and YP avatars from observation points (to clarify at meeting) |

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| **Going to school** | | |
| Image detail | Unit hallway (facing exterior door) | |
| Scene 11 | | Actions/issues and clarification points |
| **FADE with CC ‘going to school’**  360 view should start with YO avatar 3 standing at external Unit door (interior) at the front of 9 YP who are standing in two rows against the opposite wall and facing away from POV, who is standing approx. 2 metres. From end of line. YP Avatar should be standing at 45 degrees in and in front of POV.  POV turns to YP avatar and says “Have you got anything on you that you shouldn’t have Billy?” and YP avatar says “Nup”.  POV says “OK. Let’s get you checked so we can go to school. Turn around, feet slightly apart and raise your arms palm upwards.” and YP avatar complies.  POV wanding process (must have YO Avatar on peripheral of shot):   * Wanding to start approximately 5-10cm from YP avatar’s right foot, then * up the right side of the young person’s body * under and over the right arm * over the head * over and under the left arm * down the left side of the young person’s body stopping at the foot   Then:   * Move the wand to the inside of young person’s right foot * up along the inside right leg, past crotch area, and down inside left leg to left foot * holding the wand lengthwise and flat across young person’s body move it up along back of young person’s body, over the head, down along the front of the young person’s body * ask young person to raise each of their feet and move wand across the sole of each shoe   (Entire wanding process should take 15-20 seconds)  POV then says “Thanks Billy, let’s get into line”  YP avatar moves into position in line with POV following.  YO avatar 3 then says “OK Banksia Unit” - muffled conversations stop and all YP avatars face towards YO avatar 3.  YO avatar 3 says “As we go to breakfast I want you to stay in two lines and no talking as we move to the school. When we’re in the school you will be dropped off to your individual classrooms. Any questions?”  After 2 seconds avatar 1 makes eye contact with POV and nods, POV nods back then YO avatar 3 uses radio saying “Banksia Unit ready to move from the Unit to school – are we clear?”  After a second YO avatar 3 says “OK, let’s go”, turns and begins walking towards Unit door with YP avatars and POV  **FADE as movement begins** | | Clarify   * What ambient noise for BG noise? * SFX: muffled conversations (will require slight echo), * Metal detector: Beep on activation, potentially trigger sound when close to floor. |

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| **School** | | |
| Image detail | School exterior gate - Day | |
| Scene 12 | | Actions/issues and clarification points |
| **FADE to Unit movement at exterior school gate CC ‘School’**  POV at back of movement line (YO avatar 3 at head of line with YP avatars x 10 facing towards YO avatar 3)  Popup stating ‘Young people in custody are encouraged to continue pursuing educational opportunities in custody’  YO avatar 3 opens the gate and unit moves into school area.  When POV gets through open gate calls out “hold up” (all other avatars stop.  POV turns to close door, gets key on lanyard and locks the gate. Turns around to face YO avatar 3 and says “Let’s go”  Movement continues, stopping at each classroom:  Classroom 1: YO avatar 3 turns and says “Room 1 – Billy, Hussein and Johnny”  3 YP avatars enter the first classroom door Movement continues to the next door and stops  Classroom 2: YO avatar 3 turns and says “Room 2 – Pham, Kain, Jimmy and Raph”  4 YP avatars enter the second classroom door Movement continues to the next door and stops  Classroom 3: YO avatar 3 turns and says “Room 3 – Leif, Will and Malik”  3 YP avatars enter the third classroom door YO avatar faces POV, uses radio and says “School co-ordinator, all young people from Banksia are in their classrooms”.  After 1 second radio voice says “Copy that Banksia. See you at morning tea”  **SLOW FADE while YO avatar 3 turn and start walking to school gate.** | | Clarify   * What ambient noise for BG noise? Will need footsteps, Gate closing, key insert, key extraction, door4 lock and other ambient outdoor noise |

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| **Lunch movement** | | |
| Image detail | Unit door (exterior) - Day | |
| Scene 13 | | Actions/issues and clarification points |
| **FADE to dining area CC ‘Lunch’**  POV at back of movement line (YO avatar 3 at head of line with YP avatars x 10 facing towards YO avatar 3)  YO avatar 3 says “OK gents, straight to your tables for lunch” then opens door.  Unit moves into unit past Unit office and takes their seats in dining area. YO avatar enters servery and POV positions same as Breakfast scene.  YO Avatar points to closest table and says “Table 1” All YP avatars at the table stand up and begin moving to servery window (LH side from POV) and begin picking up plates and serving themselves.  **FADE** | | Clarify   * What ambient noise for BG noise? Will need muffled conversations when YP avatars are seated |

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| **Recreation 1** | | |
| Image detail | Oval - Afternoon | |
| Scene 14 | | Actions/issues and clarification points |
| **FADE to outdoor oval area CC ‘Outdoor Recreation’**  End of movement - POV at back of movement line (YO avatar 3 at head of line with YP avatars x 10f acing towards YO avatar 3 – all walking)  Popup stating ‘Young people in custody are encouraged to participate in different recreational activities on a daily basis.’  Avatar 3 turns and tosses football to closest YP avatar and says “Have fun – no tackle footy ok?”  YP avatars break into teams of 4, with two sitting down on a bench.  Teams start playing touch footy. POV moves to the other side of the playing area (view of all YO and YP avatars).  Approx 15 seconds into activity altercation between 2 YP avatars on oval (see right)  Assistance call made by YO avatar 3  While running towards YP altercation POV should also see 3-4 other YO avatars running to the area approx. 3 seconds after assistance call is made  POV and YO 3 avatar run to altercation and separate YP avatars, who have hold of each other’s shirts and yelling obscenities (see right)  POV and YO avatar 3 hold YP avatars by shoulders and pull them to separate.  POV avatar guides YP avatar away from the oval towards an incoming YO (YP avatar is yelling “I didn’t do anything, I was just standing up for myself!”. While POV is walking says in an even voice “It’s OK Malik, breathe and calm down, we’ll get this sorted out”  When POV is close to incoming YO POV says “You ok to cover me? And YO avatar says “No problem”  **POV keeps moving forward as slow fade happens.** | | Clarify   * Ambient outdoor noise. * Sounds of kids playing footy (approx. 30 seconds) * Brief argument conversation (yelling) something like: * What’d you say mate? You’re the friggin’ gronk (or whatever is current) * I’m gonna smash ya! * Radio call “Assistance to the oval” * Beeped out swearing As POV runs towards altercation (continues on arrival) |

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| **Recreation 2** | | |
| Image detail | Art room - Afternoon | |
| Scene 15 | | Actions/issues and clarification points |
| **FADE to 3-4 YP avatars sitting around large table with paints, utensils and painting canvases. CC ‘Indoor Activities’**  POV situated near internal door to art room  Popup stating ‘Young people’s cultural and religious activities are also provided for in custody.  An older Aboriginal avatar is assisting one of the YP avatars to create some lines on his canvas, saying “have you thought about what colours you’re gonna use to paint this?”  YP Avatar responds saying I made a list of colours while I was locked down last night – Do you want to see?”  Aboriginal avatar says “Sure”  YP avatar pulls out piece of paper from his pocket, opens it and shows Aboriginal avatar, who reads list (Verbalisations: Mmmm, Yep, Mmm, Nice choice”  Aboriginal avatar says” Gee your handwriting’s come a long way, you should be proud Brother”  **SLOW FADE** | | Clarify   * Ambient indoor noise. * Sounds of drawing, paintbrushes being rinsed in plastic cup to match avatar actions   Use highlighted interaction hotspots to move to (Each YP avatar and painting)  POV must be able to view YO avatar 3 and YP avatars from observation points (to clarify at meeting)  POV avatar should be able to move behind each YP EXCEPT YP and Aboriginal avatars  Hotspots on all paintings except Aboriginal avatar interaction.  POV to look down at artwork and make supportive comments like:  “It’s coming along nicely”  “Gee, you’ve put some work into that”, and  “Nice” |

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| Showers | | |
| Image detail | Unit - afternoon | |
| Scene 16 | | Actions/issues and clarification points |
| **FADE to Unit interior CC ‘Shower lock down’**  POV at back of movement line (YO avatar 3 at head of line with YP avatars x 8 facing towards YO avatar 3)  YO avatar 3 says “Time for showers. Your towel and washing bags are in front of your cabins, so go directly to your cabin door and wait for us, OK?” then opens door.  Unit moves into unit past Unit office and breaks off to left and right wings of the Unit.  YO avatar 3 turns left at unit office, stopping on the left side of servery door. POV gets to near Unit office, stops, looks at YO Avatar 3 (who nods and starts walking to let YPs into cabins on left wing)  YP avatar at first door on right wing calls out “Come and let me in Brah!”.  POV turns to YP avatar at cabin 1, calls out “OK mate” then walks to the first cabin (all YP avatars x4 are standing by their cabin doors holding a washing bag and towel).  POV arrives at first cabin, unlocks it, pulls open door and YP avatar walks in. POV says to YP avatar “Let us know if you need any toiletries” and YP avatar says “Nah, I’m right thanks”.  POV shuts and locks door, looks down corridor to see YO avatar 3 closing a cabin door, then turns to YP at next door and starts walking towards him.  **FADE ON WALK** | | Clarify   * Ambient outdoor and indoor noise. * Sounds of YP talking as they enter unit and move to cabins * Door unlocking, opening, closing and re-locking |

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| **Unit office** | | |
| Image detail | Unit office – late afternoon | |
| Scene 17 | | Actions/issues and clarification points |
| **FADE to POV sitting in Unit office, where YO Avatar 3 is also sitting and writing in on a piecr of paper on a clipboard. CC ‘Incentive Scheme’**  Conversation in Unit Office:  POV: How are their incentive scheme points looking?  YO 3: “They’ve all gone really well today, with the exception of Malik and Leif during programs. I’m glad you spoke to Jimmy before school to remind him about the consequences of carrying on with yesterday’s stuff with Thomas from Jacaranda – I think it helped him stay on track today, and he’s also put in extra effort during chores to get his weekly points up a bit.”  POV: Thanks for that, I’ll let him know how well he’s done when we get them out. Are you right to get the log updated? I’ve got to have a quick chat with the Shift Supervisor about Malik and Leif.  YO 3: Sure, I’ll do checks while you’re gone”  **FADE as POV stands and turns to Unit Office door** | | Clarify   * Ambient outdoor indoor noise. * Intermittent sounds of YP calling out to each other from cabins |

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| **Pre-dinner conversation with Jimmy** | | |
| Image detail | Unit hallway and dining area – late afternoon | |
| Scene 18 | | Actions/issues and clarification points |
| **FADE with CC ‘Out for Dinner’**  POV standing in hallway in front of cabin door.  After 2 seconds zoom to cabin window view (same as scenario 7)  POV voice says ‘Ready for dinner?”  YP avatar nods and says “Too right, let me out please”  POV opens door steps back and YP avatar walks out. As YP avatar is walking out POV says “Hang on a sec Jimmy”  POV closes and locks door, then turns to Jimmy and says “I just wanted to say well done. We did the points and wanted you to know we can see that you’ve really made an extra effort compared to yesterday. You’ve made some really good choices today, and I want you know you’re looking at a late bedtime already”  YP avatar says “Thanks, that’s pretty cool”  POV says “Let’s get some dinner, then we’ve got some more programs to do” and YP avatar starts walking to dining area with POV following (Other YP avatars are also moving into dining room area)  **FADE** | | Clarify   * Ambient BG noise * SFX: muffled conversations (will require slight echo) * key in lock then unlock, door handle, door opening. * Door closing, Door handle, key in lock, lock door * During end of conversation to fade: sound of chairs being moved (scraping) |

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| **Last Lockdown** | | |
| Image detail | Unit hallway and dining area | |
| Scene 19 | | Actions/issues and clarification points |
| **CC ‘Evening Lockdown’**  POV standing in hallway holding open cabin door.  POV voice says “Good night Hussein”  YP avatar nods and says “See you tomorrow”  POV closes and locks door. Unit office is highlighted  On select POV moves to the Unit Office doorway  unit office and sits down in front of computer  YO avatar 3 is already sitting down writing in the Unit logbook.  POV Can select the first 4 hotspots in right column.  After 10 seconds on computer trigger banging on door. Go back to POV sitting and highlight intercom with text ‘Talk’  After conversation on intercom POV goes back to close up of computer screen and says “Looks like Mali’s got a medical escort tomorrow, can you put a note in the logbook that he needs to be there by 9AM?”  YO avatar 3 says “I’ll do it now”  POV says “Thanks, I’ll go to room checks and go look for Malik’s book. I’ll give you a yell to watch me opening his cabin”  YO avatar 3 says “OK” then POV locks computer, stands up and **SLOW FADE as POV walks to door** | | Clarify   * Ambient BG noise * Door closing, Door handle, key in lock, lock door * Keyboard typing., enter button, click on page changes * Banging on cabin door (distant but loud) * Intercom button dial beeps * Intercom conversation (all YP conversation is tinny): * POV: What’s up Kain? I can hear you banging on the door * YP: I can’t find my book – I think I left it in the TV room * POV: Give me two minutes and I’ll go and get it for you Use the intercom next time so you’re not waking everyone up OK? * YP: OK – Thanks.   Use highlighted interaction items   * **Unit Office door**: Hotspot labelled ‘Catch-up with Youth Officer’ * **Seat:** Hotspot labelled ‘Sit’. Interaction: POV moves and sits down” * **Computer**: If Standing, POV internal voice says “I’ve got to check some things on the system, I should sit down”. If POV is sitting, close up of computer with CIMS – type screen (use similar colours & Layout to CIMS). * **YO avatar 3:** If standing, YO avatar 3 turns in chair and says “Take a seat. I’m finishing the logbook – Can you check for any updated alerts for me?”. If sitting, YO avatar 3 says “Just putting in the last of our activities. Can you check for any updated alerts for me?”. * **Intercom:** Interaction – POV’s hand types number into intercom   **Computer Close-up**   * **Search Page Client text field:** Interaction – Typing client number then enter. Screen changes to Client Homepage of Malik and ‘Diary’ is highlighted * **Client Homepage:** Interaction – **Need info from Jaimie about searching for movements/appointments** |

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| **Unit Final** | | |
| Image detail | Unit Office – Night | |
| Scene 20 | | Actions/issues and clarification points |
| **FADE with CC ‘Shift Change’**  POV and YO avatar 3 sitting in Unit Office.  Both turn to Office door and window to see YO avatars 1 and 2 walking down Unit hallway and into office  Interaction 1 between POV and YO avatars 1 and 2:  POV: G’day you two, how are you going?  Avatar 1: Going well here, What’ve we got?  YO3: We’ve still got 10 on the Unit, Jimmy has let his issue with Thomas go and he’s had a good day. We had a scuffle between Leif and Malik – Shift supervisor got them talking again and they’ve been good since dinner. Malik’s also got a medical appointment tomorrow morning so he’ll need to be up early. Ready to get a head count done?  Avatar 2: Cool, let’s go.  Avatars 2 and 3 stand and leave the unit office with a torch to doo head count **FADE into**  POV and YO avatar 3 outside Unit Office looking in (YO avatars 1 and 2 sitting reading log and on computer)  POV says “Have a good shift”  YO avatar 2 says “Cheers” then POV orients to Unit external door.  Highlight door and hotspot (Leave)  **Fade on final hotspot interaction** | | Clarify   * What ambient noise for BG noise? * Sounds of doors, * Conversation   Use highlighted interaction items including:  Highlight YO avatars 1 and 2 when they enter the Unit Office  Interaction: Triggers Interaction 1  External Door and Hotspot interaction: POV and YO avatar 3 start moving towards door (use slow fade before they reach it) |