

#### Software Requirements:

- Web browser (Chrome or Firefox)
- Leap Motion software (<https://www.leapmotion.com/setup>)
- Scratch 2.0 offline editor (<https://scratch.mit.edu/scratch2download/>)
- Scratch 2.0 plug-in for Leap Motion (<https://apps.leapmotion.com/apps/scratch-2-0-plug-in-for-leap-motion/>) - install and launch through the Leap Motion app store (signup required)
  - When launched, the 'Scratch 2.0 plug-in for Leap Motion' window shows 'Scratch 2.0 not connected' (red). Hit the questionmark and follow the steps.
- Scratch Leap Motion sample projects:  
[http://khanning.com/leapscratch/Scratch20PlugInForLeapMotion\\_SampleProjects.zip](http://khanning.com/leapscratch/Scratch20PlugInForLeapMotion_SampleProjects.zip)

#### Installation is successful when:

- Scratch and the Leap Motion plugin can be started
- Sample project 'Hand Skeleton.sb2' can be opened
- The Leap Motion plugin reports that both the Leap Motion Controller and Scratch 2.0 are connected
- Scratch shows a hand skeleton that represents the position of the hand and fingers over the Leap Motion controller

#### Hardware Requirements:

- Windows or Mac laptops
- Leap motion devices
  - We will bring 25 devices ourselves
  - Arun mentioned that there might be some Leap Motion devices available at one of the local Devovx4Kids chapters

#### Network Requirements:

- Wired or Wireless Internet Access

#### Special Requirements: None