

**VideoWise**

# **User Manual**

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### I. Introduction

VideoWise is a project dedicated to improving the lives of elderly populations in the midst of the COVID19 pandemic through facilitating connections on video calling platforms. Video calling platforms, like the popular platform Zoom, are utilized worldwide to allow one or more parties to connect with each other by displaying a live video of each other. Seeing the live video of a loved one and being able to see the emotions on their face in addition to their voice, drastically improves one's sense of feeling connected. Now more than ever, this is so important. Elderly aged people are vulnerable to COVID19 and as such, deserve their own platform, designed just for them, to be able to stay connected to the ones they love.

VideoWise is the place for all elderly aged people along with their loved ones. We have designed a space that will be easy to use and understand, making a video call as second nature as a phone call. We prioritize empathy and make sure you always know what your loved one on the other side is feeling. On VideoWise, you will be able to see, as well as hear, that your loved one is happy, sad, etc. no matter what!

As Meryl Streep once said, "the great gift of human beings is that we have the power of empathy." So let's start using it!

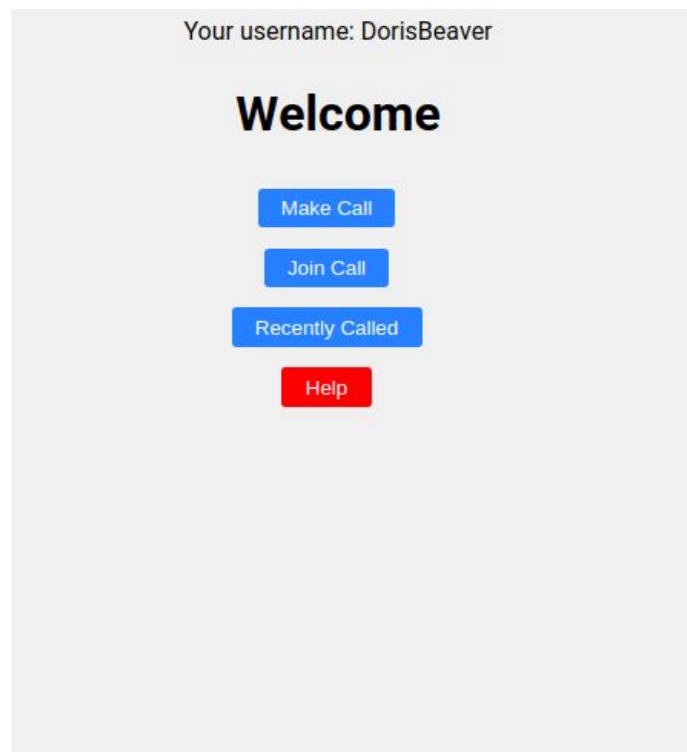
Continue reading below for information on how to begin using VideoWise.

## II. Set Up

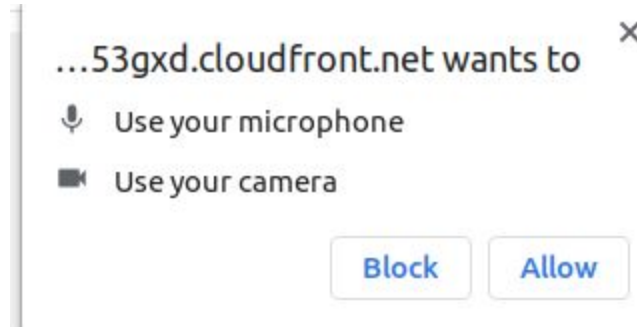
In order to begin using VideoWise, one will need to navigate to our alpha app which can be found here: <https://d1q06qqhx53gxd.cloudfront.net/>

From this link, one will be able to make calls and test out the features which we have made available in our alpha design.

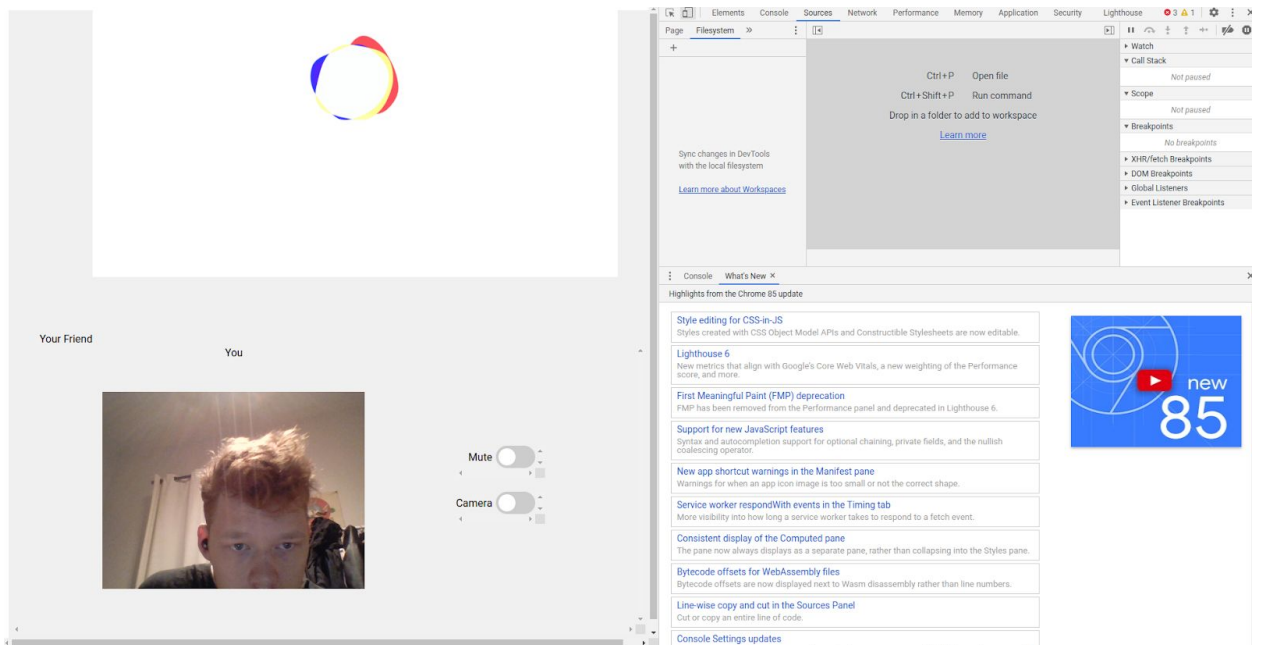
When you navigate to the link, you should be able to see the homescreen of the application right away. It will look like this:



You may also need to allow the system to access your microphone and camera from your device. This will allow the other user to both hear and see you. Please click "Allow" when you see a screen similar to the one below. This will complete the setup and allow you to use the application.



If you are using your computer (rather than a mobile device or tablet) the current functionality of the program will not look as good as on those other devices. However, hitting F12 on your computer should allow you to see the scene in a more clear mode. Something like this:



The developer tools will still be present on the right, but this mode will be serviceable for testing currently if your preferred platform is a computer rather than a phone. This functionality will be improved upon as we move forward.

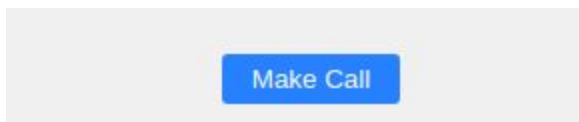
### III. Using the Program

The following sections will describe how to perform main functions of the application. Below you will find pictures of the program with details on how to perform specific tasks.

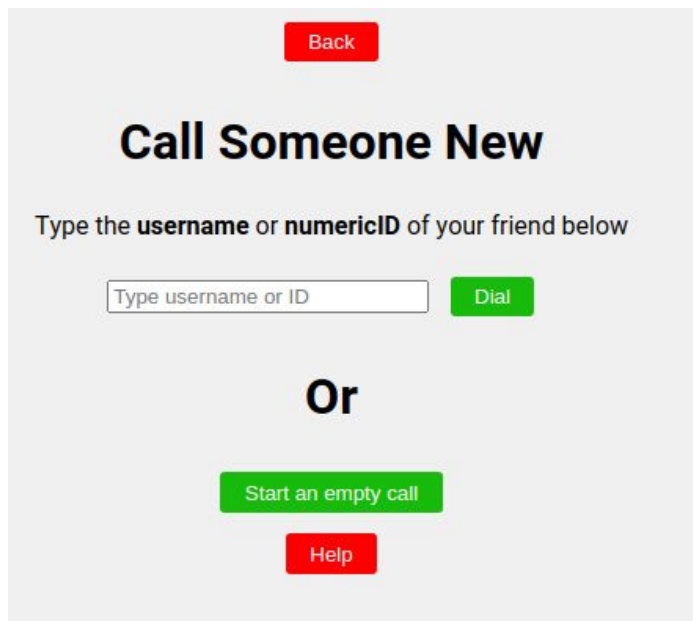
#### A. Make a Call

In the case that you are starting the call, rather than the person you are calling, you will need to follow the following steps:

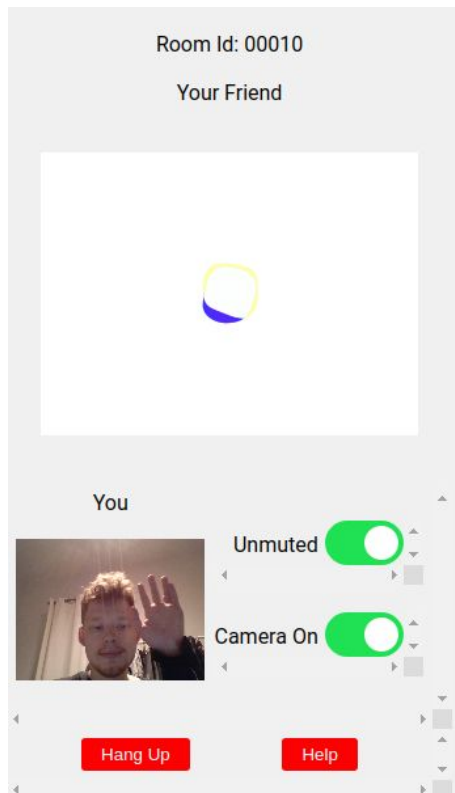
- ❑ Click 'Make Call' button as seen below:



- ❑ You will be directed to the screen called 'Call Someone New' as shown below:



- ❑ From here you can click the 'Start an empty call' button and you will be directed to the following screen:

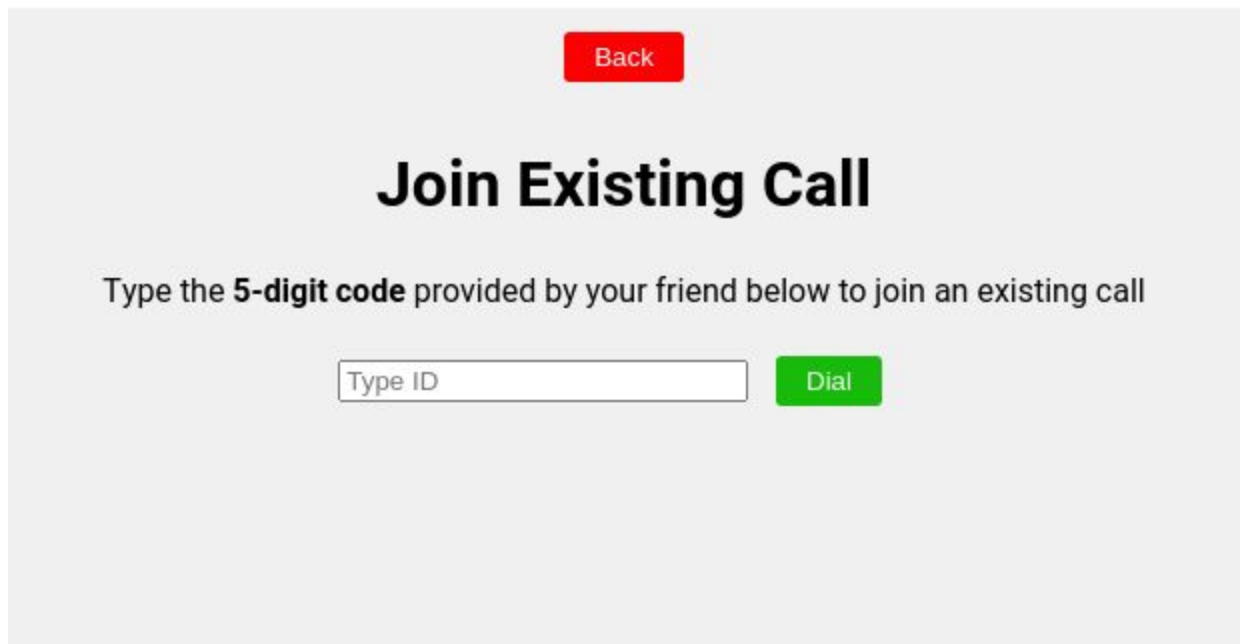
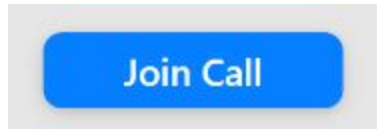


- ☐ On your screen (as depicted above), you will see a 5 digit code next to the words 'Room Id'.
- ☐ You need to copy this code, in this case 00010, and send it to your friend. To send the code, you must temporarily exit the program (don't worry, everything will remain the same!) and do one of the following:
  - ☐ Call your friend on your cell phone or landline and verbally tell them this code
  - ☐ Email this code to your friend
  - ☐ Text this code to your friend
- ☐ Once this code has been sent, return to the app (everything is exactly as you left it!)
- ☐ Now simply wait for your friend to join the call and start talking!

## B. Join Call

In the case that someone has started a call and you want to join them, these are the steps you will take:

- ❑ First get the 5-digit code from your friend. (More instructions on how to do this in the above section)
- ❑ Click the 'Join Call' button (below) on the Home Page.

A screenshot of a web page titled "Join Existing Call". At the top is a red "Back" button. Below the title is a text prompt: "Type the 5-digit code provided by your friend below to join an existing call". Underneath this is a white input field with the placeholder text "Type ID" and a green "Dial" button to its right.

Back

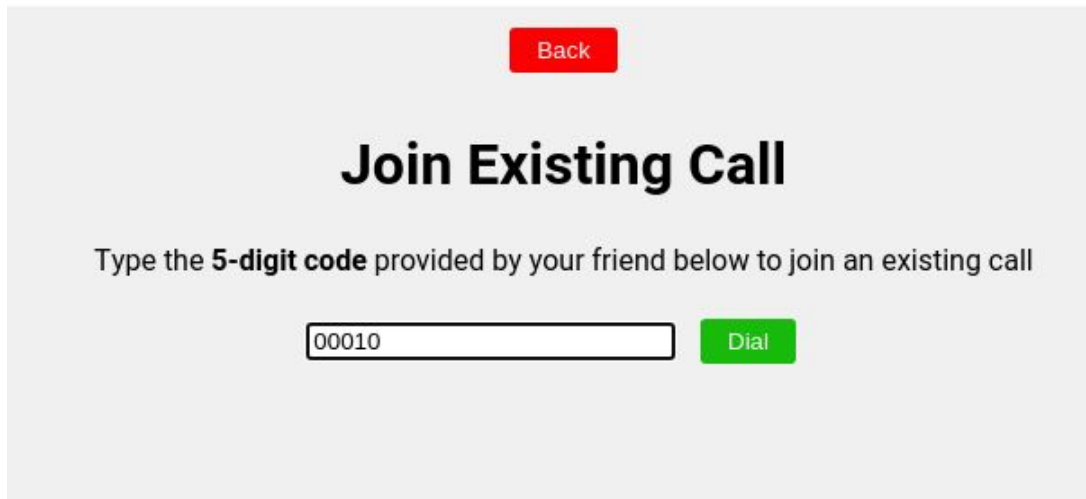
## Join Existing Call

Type the **5-digit code** provided by your friend below to join an existing call

Type ID

Dial

- ❑ This will redirect you to the above page.
- ❑ Here, type in each single digit into each input bar (the white box with the grey text). Like below:



Back

## Join Existing Call

Type the **5-digit code** provided by your friend below to join an existing call

Dial

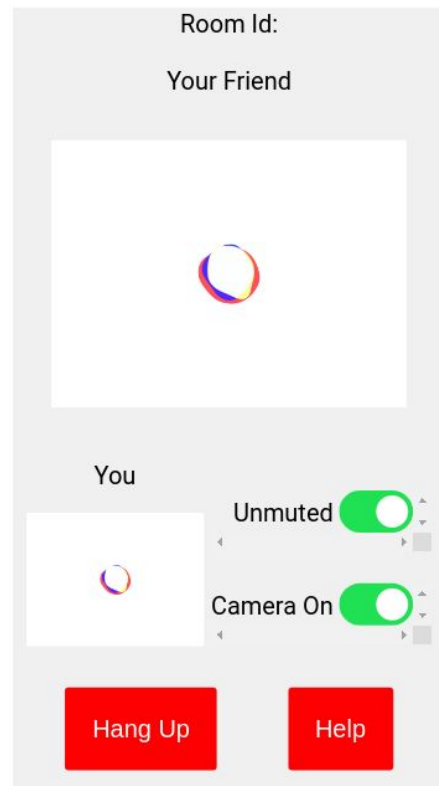
- ❑ Click 'Join'
- ❑ Start talking!

#### IV. Emotion System

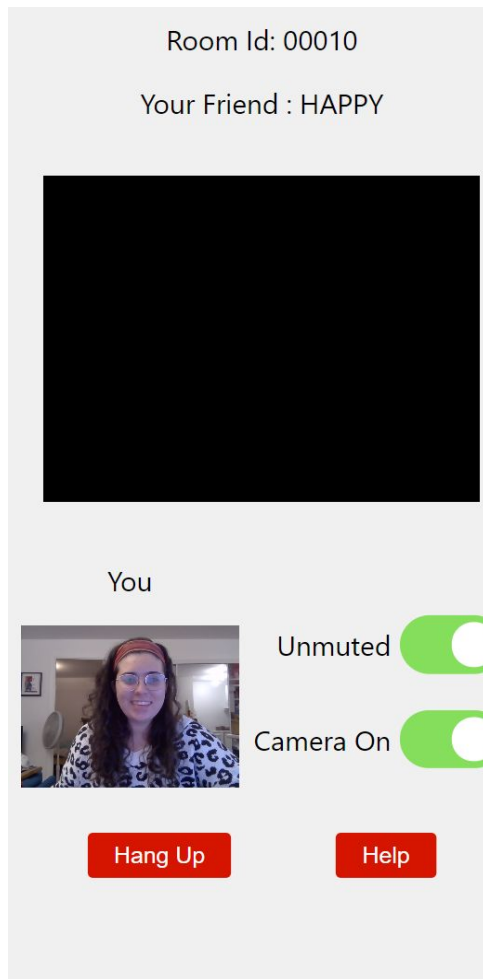
In this section we will detail how to turn on and use the emotion detection system of the prototype. This system is designed to be available for situations in which the video of the person you are calling is not working properly. The system will replace your partner's video with a representation of their emotion in order to allow you to continue to have some idea of what they are feeling. Given that this is not a full implementation of the product, our emotion system is not fully functioning. As such, we will not have the system be turned on specifically when the bandwidth of the call is low. This will be built upon in later versions of the product.

Once you have entered into a call, your screen will look something like this:





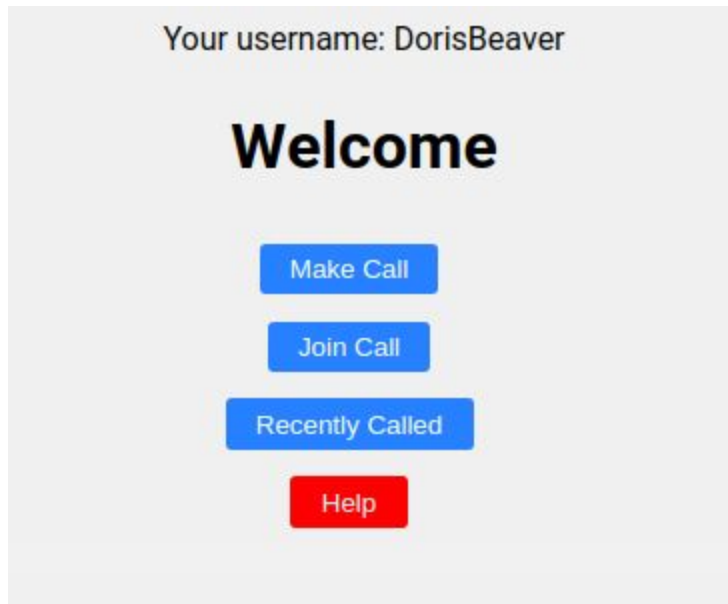
When on with another user, the sentiment analysis should begin to run automatically. This will allow the program to ascertain a basic emotion from you and your partner. At the top, this will be output as a stated emotion such as this:



This will be a representation of our final goal of having the emotion replace the video in the case that video is not available due to bandwidth issues.

## V. Help Button

At any point when using the system, the help button will be available to users to give them a clear rundown of all of the options available to them within the product.



This can be seen at the bottom of the screen above. Clicking it will produce this screen:

Below is extra information on buttons and messages you will find in this program. If anything is confusing, please read on for more information!

**Bad Connection**

Meryl Streep once said "The great gift of human beings is that we have the power of empathy". So when there is a bad connection affecting either your video or the person you are calling, we don't want you missing out on anything. So to help, we display the emotion by text (i.e. 'happy', 'sad') and with an image (i.e. a smiley face).

**Mute**

To mute yourself so the person you are talking to cannot hear you, touch the button labeled 'mute' with your finger or click the button with your computer mouse. When you are ready to unmute yourself, click the button again.

**Camera**

If you want to turn your camera off so the person you are calling can't see you, touch the button labeled 'camera' with your computer mouse. When you are ready to turn your camera back on, click the button again.  
**Note: this will not turn on or off the camera of the person you are calling.**

**5-digit Code**

This ID is to be sent externally (i.e. over a separate phone call or email) so your friend can join the call independently.

X

This screen should give an overview of the functionality of the tool and give users a clear rundown on some of the problems they may encounter. If one is unable to understand any part of the tool, this should be their first resource. Clicking the 'x' in the top right hand corner will close the help button.