

How To Use The Simulator

The purpose of this simulator is to simulate the different scenarios a nerve-impaired individual can face. There are three activities: temperature recording, chewing and moving. Each activity has its own button and a slider. The button is to indicate that an activity has been started, and the slider represents the sonification of the data inputs. There is also a slider for volume and a button called Stop Activity that will stop the current activity.

Instructions

1. Click on the activity you want to simulate
2. Move the slider to experience different outputs of audio (too hot, danger ahead, etc)
3. Press “Stop Activity” when you are done with the activity
4. (OPTIONAL) Use the volume slider to adjust volume as needed

Temperature - the temperature slider will simulate different temperatures

- Clicking on the temperature button will output an AI voice saying that the activity has been started.

- If the slider is less than 32, a sound effect of teeth chattering will be played to inform the user that the temperature recorded is freezing cold. The sound will continue playing until the user measures something else.

- If the slider is anywhere between 32 and 90, a ding sound effect will be played to inform the user that the temperature recorded is safe to touch. The sound effect will stop playing after one time.

- If the slider is greater than 90, a sizzling sound effect will be played to inform the user that the temperature recorded is burning hot. The sound will continue playing until the user measures something else.

Chewing - the chewing slider will simulate where the food is in the user’s mouth

- Clicking on the chewing button will output an AI voice saying that the activity has been started.

- If the slider is less than 33, an AI voice will inform the user that food is stuck on the left side of their mouth. (0-33 represents the left side of the user’s mouth because those values are on the left side of the slider). The sound will continue playing until the user measures something else.

- If the slider is anywhere between 33 and 66, a ding sound effect will be played to inform the user that they are chewing properly. The sound effect will stop playing after one time. (33-66 represent the middle side of the user’s mouth because those values are on the middle side of the slider). The sound effect will stop playing after one time.

- If the slider is greater than 66, an AI voice will inform the user that food is stuck on the right side of their mouth. (66-100 represents the right side of the user's mouth because those values are on the right side of the slider). The sound will continue playing until the user measures something else.

Moving - the moving slider will simulate where the danger level of the user's environment around them

- Clicking on the moving button will output an AI voice saying that the activity has been started.

- If the slider is 0, an AI voice will inform the user that the area is clear and they can proceed. The sound effect will stop playing after one time.

- If the slider is greater than 0 and 3, an AI voice will inform the user that they should proceed with caution. The sound will continue playing until the user measures something else.

- If the slider is greater than 3 and 6, an AI voice will inform the user that there is danger ahead. The sound will continue playing until the user measures something else.

- If the slider is greater than 6 and 10, an AI voice will inform the user that they should stop and not move any further. The sound will continue playing until the user measures something else.