



RM Education

Dance to Advance – User Guide

Version Number: 1.0

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1. Introduction

1.1. About Dance to Advance

Dance to Advance is an intuitive activity-creation tool that is quick and easy to use, requires little technical knowledge, and can help you produce professional-looking dance mat activities in minutes.

With Dance to Advance you can:

Create – set up and create new dance mat activities from scratch

Edit – open and edit existing activities to tailor them to your needs

Play – play the activities on-screen or on a dance mat

1.2. How to use this guide

This guide comprises the following sections:

Installing Dance to Advance – describes how to install the software onto your computer.

Guided tour – provides a brief overview of all the features of Dance to Advance.

Using Dance to Advance to create and edit activities – provides guidance on using Dance to Advance to create and edit activities.

Using Dance to Advance to play activities – provides guidance on using Dance to Advance to play existing pages in an activity.



1.3. Getting support

If you experience problems using Dance to Advance:

1. Visit www.rmeducation.com/rmsupport or
2. Contact **RM Support** at **866-728-6758** during office hours (Monday – Friday 9 am – 5 pm EST).

2. Installing Dance to Advance

This section details the hardware and software you will need before you start to use Dance to Advance.

2.1. Technical requirements

The table below shows the recommended hardware and software required to use Dance to Advance to create and play activities:

	Windows®	Macintosh
Operating System	Windows XP Windows Vista Windows 7	Mac 10.4.11 Mac 10.5.7
Specification	1.8 P4	2.1 G5
Memory	512MB of RAM	512MB of RAM

2.2. Supported dance mats

Logic 3 Playstation mat, Logic 3 PS2 to PS3 converter (models PS915 and PS915N only).

Note

The Logic 3 installation guide supplied with your dance mat states that the switch on the PS915N dance mat adapter should be switched to the PC DANCE setting in advance of playback. This is not the case for Dance to Advance. You should ensure that any adapters are correctly adjusted to the 'PS3/PC' setting in advance of playback. See section '2.3 Setting up your dance mat' for more information.

2.3. Setting up your dance mat

Before you install Dance to Advance, the following steps should be taken to ensure that your dance mat is correctly setup and ready for use:

1. Plug the dance mat into the adaptor, if using the Logic 3 PS915N ensure that the switch is set to 'PS3/PC'. The Logic 3 PS915 does not have a switch on it.
2. Plug the dance mat adaptor into a spare USB port on your PC.
3. Your operating system should now automatically install the drivers for this new device, and then state that it can now be used.
4. To ensure that the dance mat has been configured correctly, open the Control Panel and select 'Game Controllers', you should see that there is now a 'PS(R) Gamepad Adaptor' registered with the status OK.
5. Repeat these steps to attach a second dance mat to your PC.

Note

Your dance mat(s) needs to be plugged in and recognized in the Game Controllers window before launching Dance to Advance.

If you find that your dance mat is unresponsive when using Dance to Advance on the Macintosh, you may need to initialize this. Initializing allows the Macintosh to recognize the dance mat pad presses during activity playback. To initialize your dance mat, simply press on the 'select' and 'UP' directional dance pads simultaneously.

2.4. Installing Dance to Advance on your computer

The following steps guide you through the process of installing Dance to Advance.

To install to your Windows®-based or Macintosh-based computer follow the on-screen instructions.

Insert the Dance to Advance CD-ROM into your computer CD drive.

2.4.1. PC Installation

1. For Windows® users; the installation wizard should start automatically. If installation does not start automatically, locate and select the setup program on the CD and double-click to run.



2. Select the language for this installation (English – United States). Click **OK**.
3. Follow the installation wizard by choosing the **Next** button when prompted.
4. You will be prompted to accept the terms of the license agreement. Choose '**I accept ...**' and click **Next**.
5. Choose the location on your computer where you want Dance to Advance to be installed and click **Next**.

Note

You can click **Back**, (Windows®) or **Previous** (Macintosh) to review and/or change the settings on each screen. When you have finalized all options, click **Install** to continue.

6. Dance to Advance will install the necessary files to your computer. When the installation is complete click **Finish**.
7. As part of the installation, a selection of activities will be installed in a folder named 'Sample activities'.

You can access the sample activities once you have run Dance to Advance, by selecting the 'Open' option. The 'Sample Activities' folder will then be displayed by default, allowing a range of activities to be opened.

For future reference and information, the sample activities can be found at the following location on your PC:

Windows XP users - C:\Documents and Settings\All Users\Documents\RM - Dance to Advance\activities\sample activities

Vista and Windows 7 users - C:\Users\Public\Documents\RM - Dance to Advance\activities\sample activities



8. To run Dance to Advance click on the **Dance to Advance icon** on the desktop.

Note

Please ensure the dance mats are connected to the machine before launching the application.

2.4.2. Macintosh Installation

1. For Macintosh users; locate and select the Dance to Advance package application on the CD and double-click to run.
2. Follow the installation wizard by choosing the **Continue** button when prompted.
3. You will be prompted to accept the terms of the license agreement, choose **Agree** and select **Install**.

Note

You will need Administrator rights to install the application. You will be prompted for the Administrator password during the installation.

4. Dance to Advance will install the necessary files to your computer. When the installation is complete click **Close**.

5. As part of the installation, a selection of activities will be installed in a folder named 'Sample activities'.

You can access the sample activities once you have run Dance to Advance, by selecting the 'Open' option. The 'Sample Activities' folder will then be displayed by default, allowing a range of activities to be opened.

For future reference and information, the sample activities can be found at the following location on your Macintosh:

MAC OSx Users\Shared\RM - Dance to Advance\sample activities



6. To run Dance to Advance click on the **Dance to Advance alias** on the desktop.

Note

The installation will create an alias on the Desktop. If an alias is not created, navigate to the Applications folder, open the Dance to Advance folder and select the Dance to Advance application whilst holding down the Control key. From the list of options, select **Make Alias**. You can then drag and drop the alias onto the Desktop.

If you find that your dance mat is unresponsive when using Dance to Advance on the Macintosh, you may need to initialize the mat. Initializing allows the Macintosh to recognize the dance mat pad presses during activity playback. To initialize your dance mat, simply press on the 'Select' pad in the upper left and the 'Up' pad in the middle of the top row simultaneously.

Please ensure the dance mats are connected to the machine before launching the application.

3. Guided tour

3.1. Start Page

When you first open Dance to Advance, the Start Page displays. This gives you two options; create a **New** activity, or **Open** an existing activity.



3.2. Overview

When you choose the **New** option, the *Overview* page displays. This allows you to name the activity, state the objective of the activity,

add the question that will appear at the top of the screen, and enter the keywords for tagging.

3.3. Create New Activity

When you start a new activity, you will see a page showing two panels – *Prompts* and *Responses*. This is where you add the content of your activity. It does not matter which you populate first.

3.4. Previewing your work



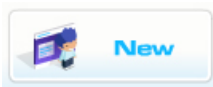
You can preview your activity by clicking the **Preview** button on the *Create New Activity* page. This allows you to test the activity.

3.5. Saving your work

You can save your activity as an editable Dance to Advance file to come back to later. You can also **Save a copy**, in order to create different versions with slightly different content or structure.

4. Create activities in Dance to Advance

4.1. Overview page



When you select the **New** option on the Start Page, the *Overview* page displays.

Overview

Title

Objective

Question

Keywords

[Continue](#)

Title

Type in the title of your activity. This will appear along the top of the screen in the game set-up pages.

Objective

Type in the objective of your activity. This will also appear along the top of the screen in the game set-up pages.

Question

Type in the question that will appear at the top of the game.

Keywords

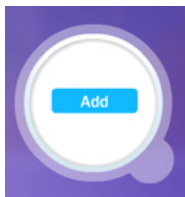
Give the game some keywords for tagging. This will help you to find the game when it is stored in a VLE or other content repository.

Complete the details and click **Continue**. The Create New Activity page displays.

4.2. Create New Activity

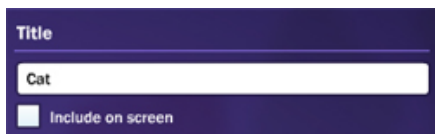
This page allows you to add the content to your activity. There are two sections, **Prompts** which defines the content of the moving area at the center of the screen, and **Responses**, which defines the content of the eight jump pads.

4.2.1. Responses



To start populating the responses section, click on **Add** at the center of one of the dance pads. It does not matter which one you start with.

The **Add New Response** section appears, containing three content options – **Title**, **Image** and **Sound**. You can populate three. You will need to populate at least one.



The screenshot shows a dark blue form with the following elements:

- A label "Title" in white text.
- A white text input field containing the word "Cat".
- A checkbox labeled "Include on screen" which is checked.

Title

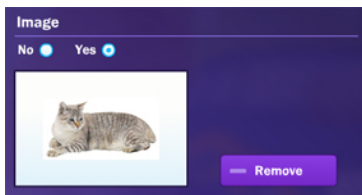
Add the title that you want to appear across the center of the dance pad. You can turn this off and just use it for reference.

Image

To add an image, click the **Yes** radio button. This enables the **Find Image** button. Click on the **Find Image** button. Navigate to your chosen image file (this must be a *jpg*, *jpeg*, *png* or a *swf* file). When you have selected your file click **Load**.

Note

Any *.swf* file that you add must be self contained and not access any external files.



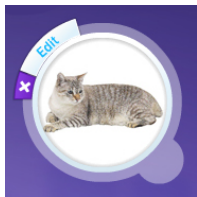
You can click on **Remove** if you decide to change the image.

Sound

To add a sound, click the Yes radio button. This enables the **Find Sound** button. Navigate to your chosen sound file (this must be an mp3 file).

You can click on **Remove** if you decide to change the sound.

Click the **OK** button to return to the **Create New Activity** page.



If you wish to make any changes, roll over the newly-populated dance pad and the **Edit** option appears. You can also click on the cross to clear the dance pad of all content.

Go through and add content to the other dance pads.



If you would like the order of the dance pads to appear in a random order when the game is played, tick the *Display responses randomly* tick box.

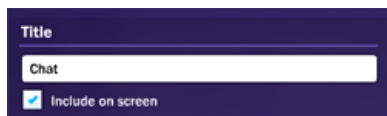
4.2.2. Prompts



To populate the prompts, click the **New Prompt** button.

The **Add New Prompt** section appears, containing three content options – **Title**, **Image** and **Sound**. You can populate all three. You will need to populate at least one. There is also a **Response Type** option, covered overleaf.

Title



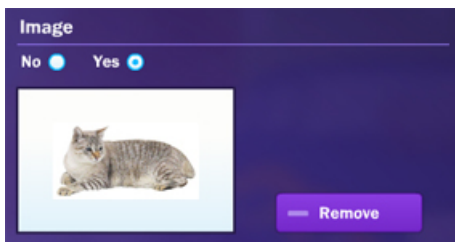
Add the title that you want to appear across the center of the prompt panel. You can turn this off and just use it for reference.

Image

To add an image, click the Yes radio button. This enables the **Find Image** button. Click on the **Find Image** button. Navigate to your chosen image file (this must be a *jpg*, *jpeg*, *png* or a *swf* file). When you have selected your file click **Load**.

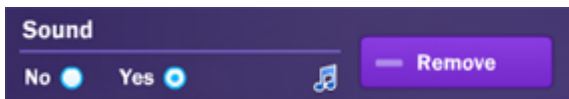
Note

Any *.swf* file that you add must be self contained and not access any external files.



You can click on **Remove** if you decide to change the image.

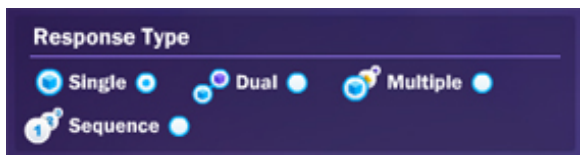
Sound



To add a sound, click the Yes radio button. This enables the **Find Sound** button. Navigate to your chosen sound file (this must be an mp3 file).

You can click on **Remove** if you decide to change the sound.

4.2.3. Response Type



There are four different response types, **Single**, **Dual**, **Multiple** and **Sequence**. Click the radio button to select the type you need for your prompt.

Note

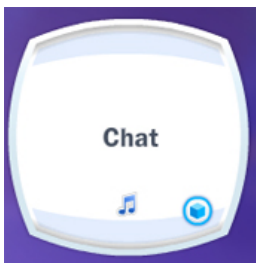
You can use different response types in the same game.

Single – Choose this option when there is only one correct answer that the student can choose.

Dual – Choose this option when there are two correct answers and the student has to jump on two dance pads at the same time.

Multiple – Choose this option when there is more than one possible correct answer, but the student only needs to jump on one pad.

Sequence – Choose this option when there is a sequence the student has to follow to answer correctly. The sequence can be a maximum of three moves.



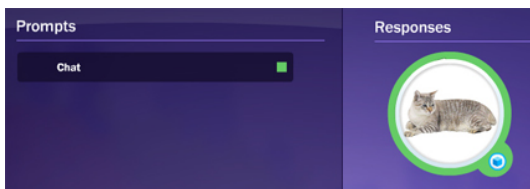
Once you have chosen your response type, click the **OK** button to return to the **Create New Activity** page. The content you have added will appear in the central prompt panel.

You can click on the audio icon on the response pad to hear the associated audio.



If you want to make any changes, roll over the listed prompt and the **Edit** option appears. You can also click on the cross to delete the prompt.

You will notice that there is a red square on the right of the listed prompt. This means the prompt does not have an answer assigned to it.



To assign a dance pad to your prompt, simply click on a dance pad while the prompt is selected. The square will then turn green, as will the line around the dance pad.

- If you have selected the *Dual* option, click on two dance pads.
- If you have selected the *Multiple* option, click on the relevant number of dance pads.
- If you have selected the *Sequence* option, click on a maximum of three dance pads, in the correct order.



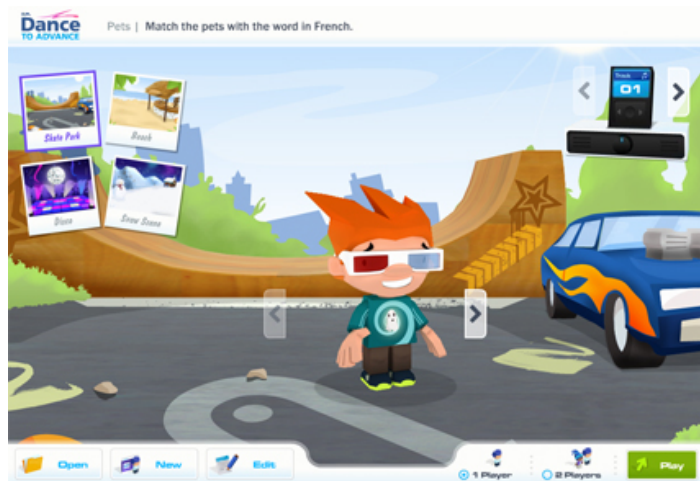
Add the rest of your prompts. Click **Save**. The **Save** dialog box will open. You can choose a different location using the navigation panel on the left or the Look in drop-down box. You can now preview your activity by clicking the **Preview** button.

To return to the Editing page, click **Close**.

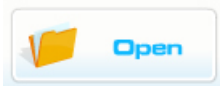
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Once you have completed any further edits, click **Close** again. You will be taken directly to the activity.



5. Play activities in Dance to Advance



Once you have created your activity, open Dance to Advance, select **Open**. The **Load** dialog box will appear, navigate to where you have saved the activity, select it and click **Load**. The activity will open.

Note

You still have the option to edit the activity at this point.

5.1. Setting up the activity

There are various options to choose from before you begin to play.

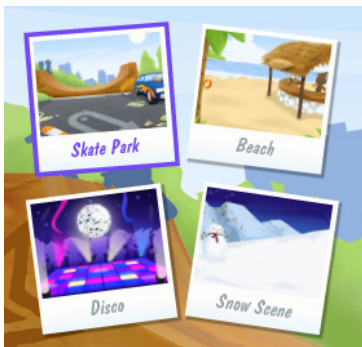


Players - You can choose between one or two players by clicking on the radio button.

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Track - Choose which track you want from a choice of four by clicking the forward and backward arrows.



Background - There are four backgrounds to choose from, Skate Park, Beach, Disco, and Snow Scene. Click on the one you would like to use.

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Character – Choose a character from a choice of eight by clicking the forward and backward arrows.

When you are happy with your choices, click **Play** to go to the Instructions screen.

Click **Continue** to go to the Controls screen, or **Skip** to go straight to the game.

You can go back at any point to make changes by clicking the **Back** button. The player can either use the dance mat or keyboard controls to play, or they can use the mouse to click the pads on screen.

Note

Two dance mats can be used. You can also use a combination of keyboard and mouse, dance mat and mouse, dance mat and keyboard, or two on a keyboard. The Controls screen explains how to do this.

Click **Continue** when you are ready to start playing.

5.2. Playing the activity

There are several features to note in the activity:



Click **Pause** to pause the activity.



Click **Play** to resume play.



Click the headphones icon to turn the background audio on and off.



Points

The points are recorded at the side of the screen.



Time: 2:20

Time

The amount of time left is shown at the top of the screen.



Energy

The amount of energy the player has is shown at the top of the screen. If the player gets a question wrong the energy levels go down. If they reach the bottom the game is over.

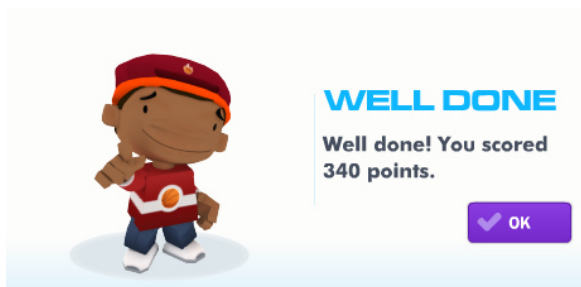
Rounds

There are three rounds in the game, each one faster than the last.

Note

If you minimize the application during the game, after restoring it you will need to click inside the main window for the keyboard and dance mat inputs to register.

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When you have finished the game your score appears in a pop-up.



Click **OK** to reach the score screen, where you can type in your name next to your score.

Note – Windows 7

To achieve the optimum user experience please ensure you have speakers or headphones connected to the machine. If speakers or headphones are disconnected while the application is running, Dance to Advance will continue to work, however after reconnecting speakers or headphones (whilst the application is still running) this may result in no sound being played. This can be resolved by restarting the application.



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