



These “Bite-sized” Training Program guides are designed to help Lifelites Volunteers and champions to train and support hospice staff on the use of the magical Lifelites equipment in small bite-sized chunks.

Introduction to Xbox one

1. Introduction – checking previous knowledge

Begin the session by checking if your trainees have used an Xbox One before. Try and get anybody that hasn’t used these to get hands on and use the equipment in the session – don’t show them yourself – get them to use the equipment.

2. Explain the benefits of the Xbox and the accessibility options

- This is a home video game console developed by Microsoft. It is the third console in the Xbox family.
- Xbox one has a new co-pilot mode. This allows in-game controls to be duplicated across two controllers or even assigned different functions.
- Co-pilot was developed primarily to help gamers with disabilities play the game. For parents and carers, co-pilot means they can play single-player games with the children, helping them out on occasion without losing the flow of the game.

3. Basic controls and operation (using Sonic Mania)

- Set up the projector and screen
- Turn the Xbox on (point out the X button on the console)
- Turn on the Xbox controller
- Turn on the speaker
- Once the machine has booted, show how to move around the operating system with the controller
- Select the game Sonic Mania and give a brief description
 - The game features speedy, side-scrolling gameplay. It takes place over twelve levels, including eight redesigned stages from past games.
- Open Sonic Mania show some of the basic controls of the controller including the view button (3), menu button (6) and other functions of the X button (5).



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|----------------------|---------------------------|
| 1 Left stick | 6 Menu button |
| 2 Left bumper | 7 Right bumper |
| 3 View button | 8 Directional pad (D-pad) |
| 4 USB charge port | 9 Expansion port |
| 5 Xbox button | 10 Right stick |

- **Use the Xbox button (5)** to go to the Homescreen
- **Use the View button (3)** to focus in on an activity in a game or application
- **Use the Menu button (6)** to access game and app menu options

4. Co-pilot and operation (using Drift Zone)

- Press the Xbox button and select DriftZone
- Give a brief description of what DriftZone is
 - DriftZone gives you a uniquely simple and intuitive experience in handling sport cars
- Go to the settings page
- Show how to navigate to the 'Ease of Access' menu and to 'co-pilot'
- Ensure both controllers are on.
- Turn on co-pilot.
- Show the co-pilot menu that enables the user to alter the vibration settings and button mapping.
- Discuss the benefits of co-pilot using the Drift Racing game as an example
 - help the player by controller one side of the controller functionality for the player
 - help play certain controls if the player struggles to get to certain buttons
 - help the player play trickier parts of a game
- Show how to turn off co-pilot via settings and also via the X button



5. Split screen (using DriftZone)

- Ensure both controllers are on. Press the Xbox button on one controller and up to the main menu bar and go across to the left to the sign in menu. Select 'add guest'.
- Launch DriftZone, go to play and then select split screen (LB/RB)
- Select play. You can now demonstrate playing against each other in split screen mode.
- You can switch player if you then want to play singularly and your controller is not the priority controller.

6. Complex gaming (using Minecraft)

- Launch Minecraft
- Give a brief description of what Minecraft is
 - Minecraft allows players to build with a variety of different cubes in a 3D procedurally generated world, requiring creativity from players. Other activities in the game include exploration, resource gathering, crafting, and combat.
- Ask the trainee to turn co-pilot on.
- Follow the simple instructions given.



7. Shutting the system down

- Use the Xbox button (5) to go to the Homescreen
- Use the stick buttons to navigate to power down icon.