

Playing/Using the Games: Cell Tutor

This document will go over how a student plays Cell Tutor using their Braille Display

The student must connect their Braille Display to their device prior to playing the game.

The student's device accessibility settings should also be adjusted so that "Alert Display Duration" is set to 20 seconds. The following video has more information on connecting the braille display to the device and adjusting this setting. [Connecting the Braille Display and Adjusting the Settings](#)

Once their Braille Display is connected they can play the game. **When the game starts the student will be asked to turn off speech!** This is a very important step, because if Speech is on voiceover will read anything sent to the braille display out loud. The video link above shows you how to turn off speech, but the student will also receive instructions to do so at the start of the game!



In Braille Cell Tutor individual letters and numbers will be sent to your students Braille Display, these letters or numbers as well as other settings of the game are configured in the skill you assigned to your student (Please review the Creating Custom Skills documentation for more information)

The student will read the numbers/letters, and they will be asked to identify which letter or number is which. They can do this by typing R (Dots 1, 2, 3, 5 + Space) to turn on the microphone and they can speak their answer back to the device. For instance if a student has A B and C shown on their braille display in that order from left to right. And the game asks them to identify which is the letter B they can type R and say “2” “2nd” “Middle” any of these answers will work. They can provide similar answers for the other two positions as well. Every time the student answers correctly they will hatch an egg. As they answer correctly they will collect stars, the goal is to collect all three stars.