



# WaterSIMmersive Exhibition Instructions Manual

The Arizona Water Innovation Initiative is a statewide project led by the Julie Ann Wrigley Global Futures Laboratory in collaboration with Ira A. Fulton Schools of Engineering.

Flip through →

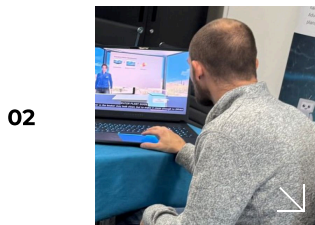
# Contents



## **Flow Forward VR Game** **Headset Version**

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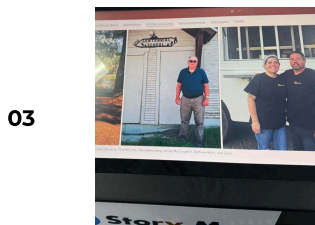
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## **Flow Forward Game** **Desktop Version**

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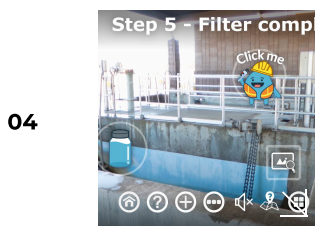
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## **Community Storymap**

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## **360° Advanced Water Purification Tour.**

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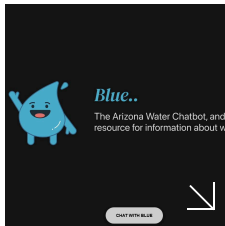
## **Being Water Game**

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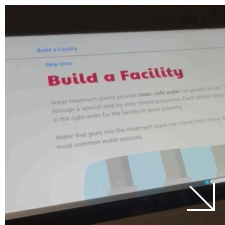
06



## Arizona Water Chatbot

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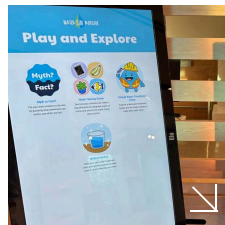
07



## Build a Facility Game

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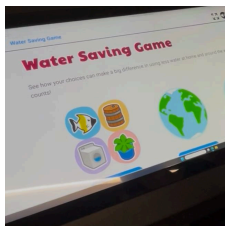
08



## Water Myth vs. Fact Game

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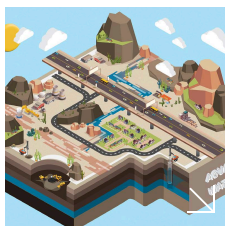
09



## Water Saving Game

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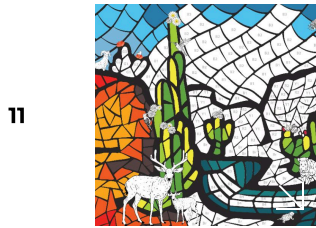
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## Agua Fria Mural

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## Community Mural

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## Letters to Water

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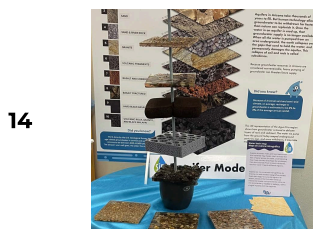
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## Water Action Station

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## Aquifer

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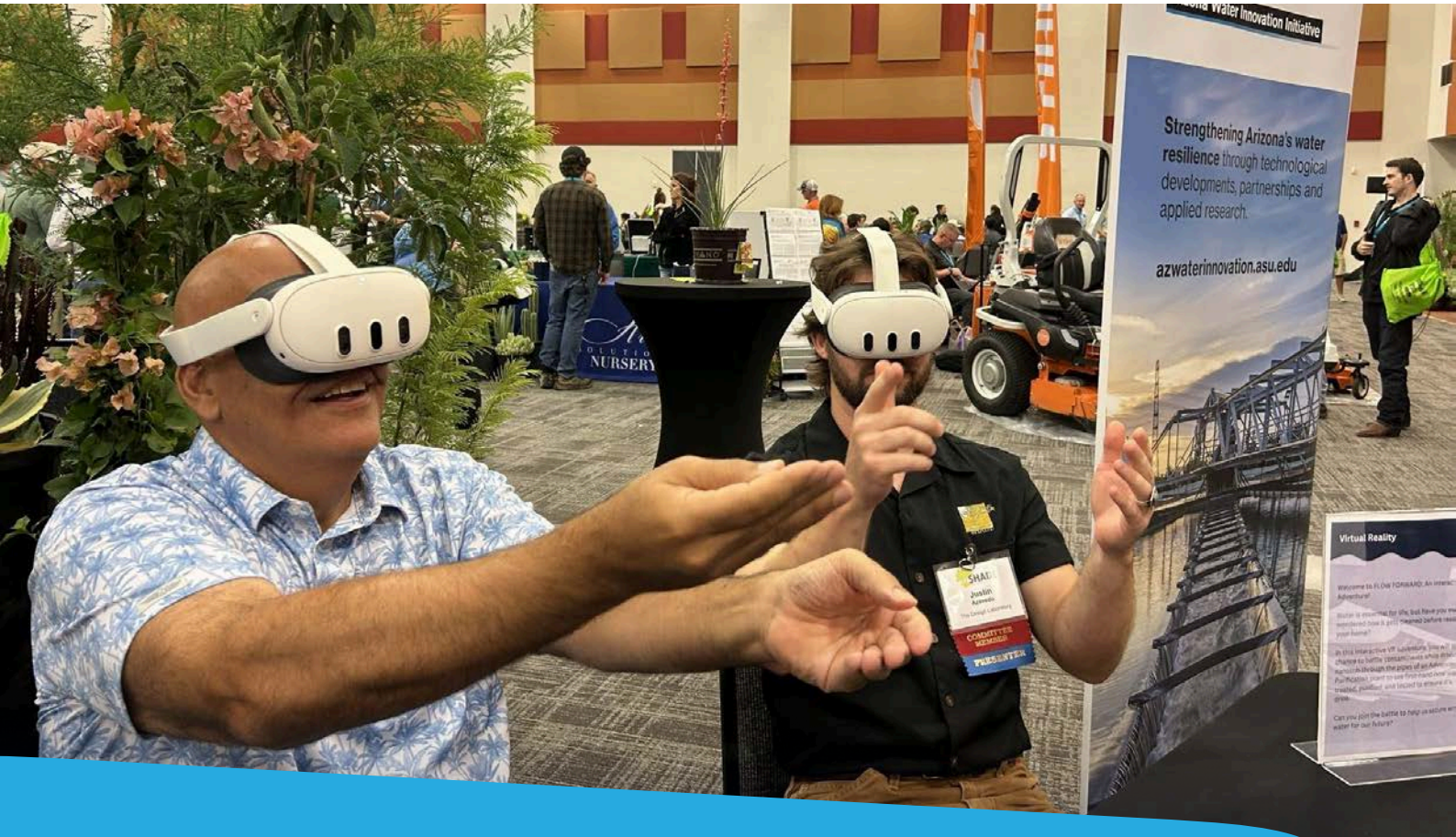


## Directional Signs

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# Flow Forward VR Game

## *Headset Version*



For Video  
Tutorial

Access this QR Code



# Flow Forward VR Game Headset Version

## VR Facilitators Checklist

### STATION SETUP

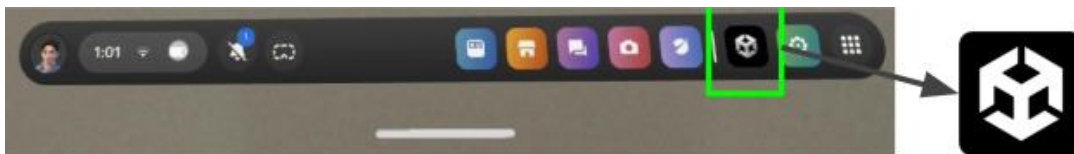
1. Retrieve the headsets from the charging station.
2. Make sure the headsets are **charged**:
  - **Green** = Fully charged
  - **Orange** = Charging
  - **Red** = Dead battery
3. Check the battery pack cable: *Ensure the cable is plugged into the USB-C port above the power button.*
4. **Turn on** the headsets.
  - Press and hold the button for at least 5 seconds.
  - A white light will appear on the outside when it's on.
5. Sit down at your station.
6. Put on the headset and adjust it until it feels comfortable:
  - **Turn on** the headsets.
  - Turn the **back dial** to tighten or loosen the fit. \*Remember: "Left loosey, right tighy."
  - Adjust the **top strap** to raise or lower the headset on your face.



# Flow Forward VR Game Headset Version

7. Using your hand, open the Unity game app to start the game.

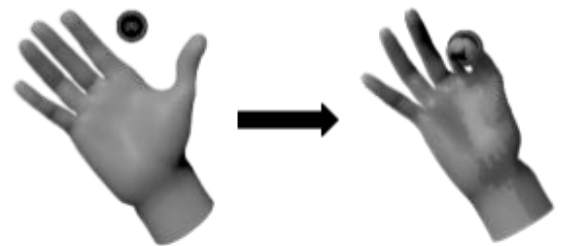
*<Follow this visual for Old Menu interface>*



*<Follow this visual for New Menu interface>*

## A. To open the menu:

- Hold your hands in front of your face with your palms facing up.
- Look for the **Meta button** (it looks like an infinity loop) that appears between your **thumb and pointer finger** on your **right hand**.
- Pinch** the Meta button using your thumb and pointer finger.

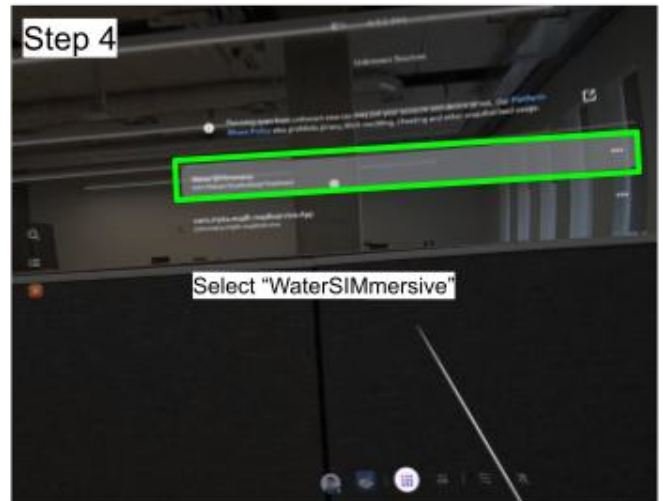


## B. Once the menu is opened:

- Select the library icon on the bottom taskbar
- Select the menu icon on the left taskbar
- In the menu dropdown list, select “Unknown Sources”
- Select the application named “WaterSIMmersive”



# Flow Forward VR Game *Headset Version*



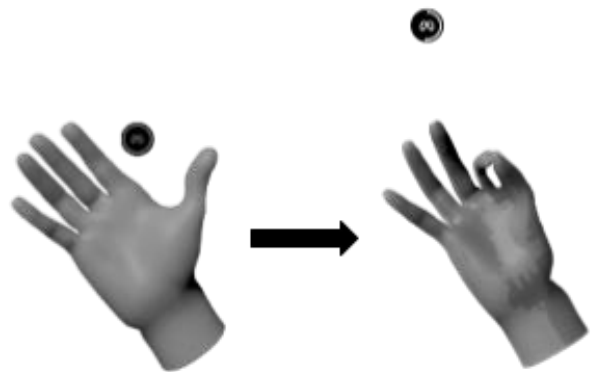
8. **Re-center the view** so it matches where the participant will be sitting or standing.

e. **Hold your hands in front of your face with your palms facing up.**

f. Look for the **Meta button** (it looks like an **infinity loop**) that appears between your **thumb** and **pointer finger** on your **right hand**.

g. **Pinch and hold** the Meta button using your thumb and pointer finger.

9. **Repeat Steps 6–8** for each headset.



# Flow Forward VR Game

## Headset Version

### BEFORE STATION USE

1. Before the participant puts on the headset, **make sure the game's main menu is already showing** inside the headset.
2. **Briefly explain the experience:**
  - Duration: **15-minute interactive experience**
  - What they'll see: **The experience should appear right in front of them**
3. **Explain key functions:**
  - How to adjust the **volume**
  - How to start: "Use your hand to press the **Play (Iniciar** for Spanish version) button to begin."
4. **Describe your role:**
  - **Proximity:** "I'll be standing next to you the whole time."
  - **Responsibility:** "I'm here to help and answer any questions."



### DURING STATION USE

- **Do not intervene unless the user has an issue.**

#### Troubleshooting

- **What if the participant needs to recalibrate?**
  - Ask them to raise their right hand with their palm facing up.
  - They should see the Meta button appear between their thumb and pointer finger.
  - Ask them to **pinch and hold** the Meta button.
- **What if the participant wants to change the volume?**
  - The **volume controls** are on the **bottom right side** of the headset.

# Flow Forward VR Game

## *Headset Version*

### AFTER STATION USE

1. **If needed**, wipe down the headset face cushion with a disinfectant wipe.
2. **Check** that the headset is centered for the next user.

#### ***If the user did not complete the game:***

- Put on the headset and adjust the fit.
- Quit the game.
- Reopen the Unity game application.

#### ***If the user did not return to the main menu after the credits:***

- Put on the headset and adjust the fit.
- Press the “**Back to Menu**” button.

### END OF THE DAY

1. **Wipe down** each headset’s face cushion with a disinfectant wipe.
2. **Turn off** the headsets:
  - Press and hold the **white circular button** on the **front left side** of the headset for at least **5 seconds**.
  - The screen will go dark and the white light on the front of the headset should disappear.
3. **Return the headsets** to the charging station.
4. **Make sure the Anker charging dock** is plugged into the wall outlet.
5. **Plug the USB-C cable** into the headset’s battery pack.
6. **Check for a light** above the power button (red, orange, or green).
  - It may take up to **1 minute** for the light to appear after plugging in.

# Flow Forward VR Game

## *Headset Version*



# Flow Forward VR Game Headset Version

## ADDITIONAL TROUBLESHOOTING NOTES



### 1. If the control panel window disappears:

- Pinch the **Meta button** (the infinity loop symbol) between your thumb and pointer finger briefly to make it reappear.

### 2. If hand tracking stops working:

- Use one of the following options to navigate the menu:
  - i. VR controllers:** Use the **trigger button** to select.
  - ii. Without controllers:** Look at the button you want to select (a white dot will be centered in your gaze), then press the **volume down** button to select.

### 3. If the controllers are not working:

Replace the batteries. Extra **AA batteries** are available.

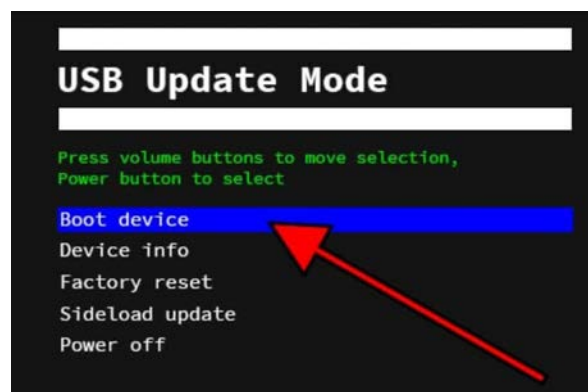
### 4. To turn hand tracking back on (see below for step-by-step):

- Open the **Settings** menu.
- Select **Movement Tracking**.
- Turn on **Hand and Body Tracking**.

### 5. If “USB Update Mode menu” appears upon powering on the headset:

#### a. Select the “Boot device” option

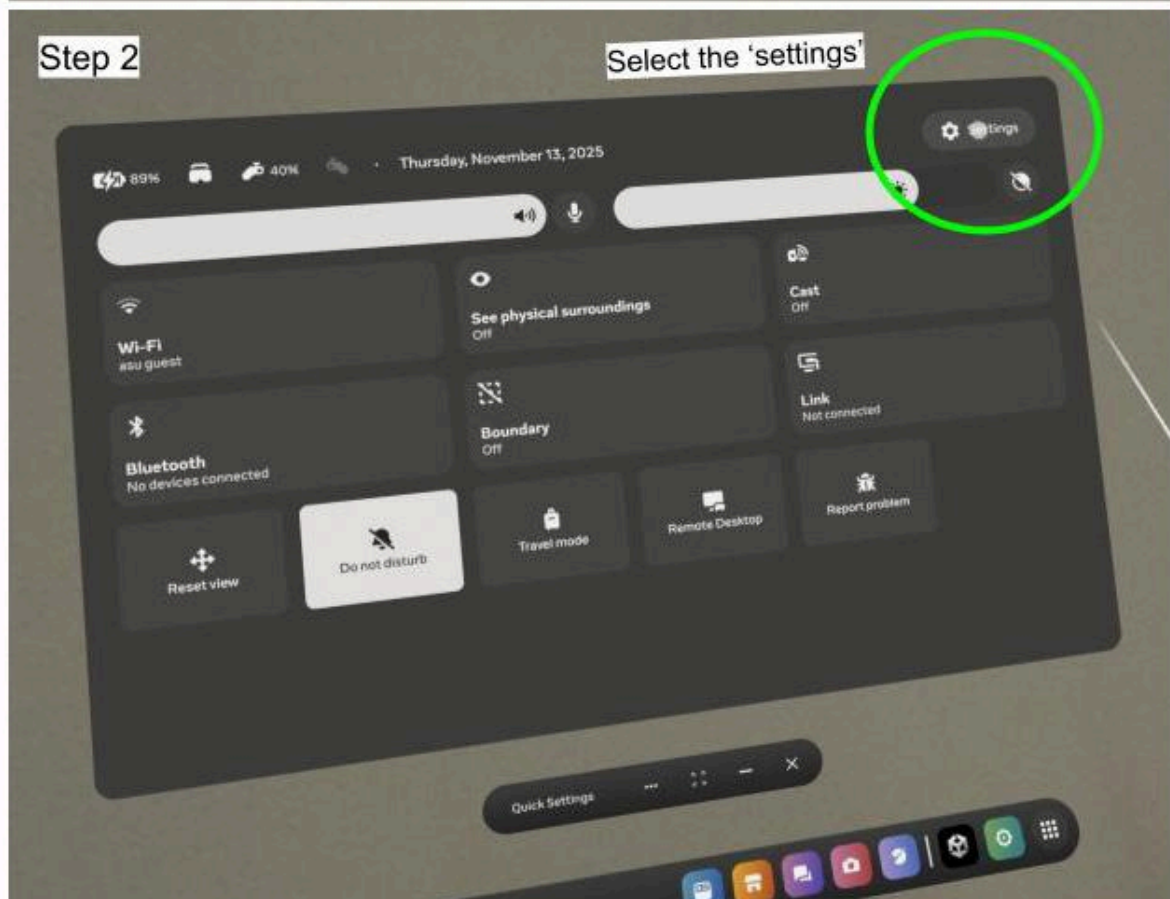
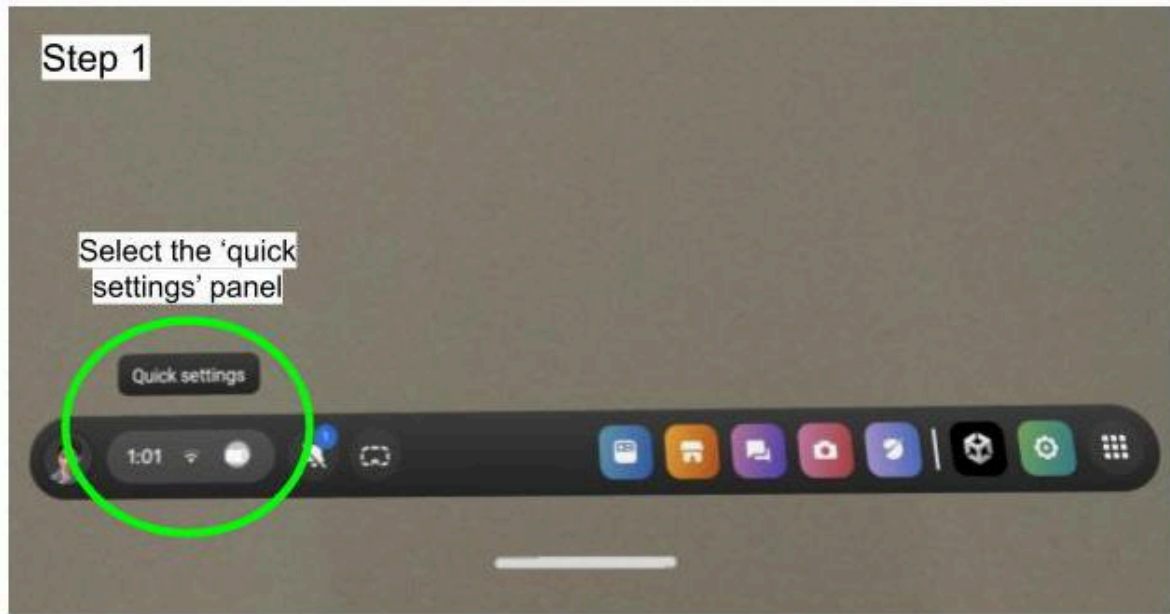
#### b. If screen goes dark, quick press the power button to wake up the screen.



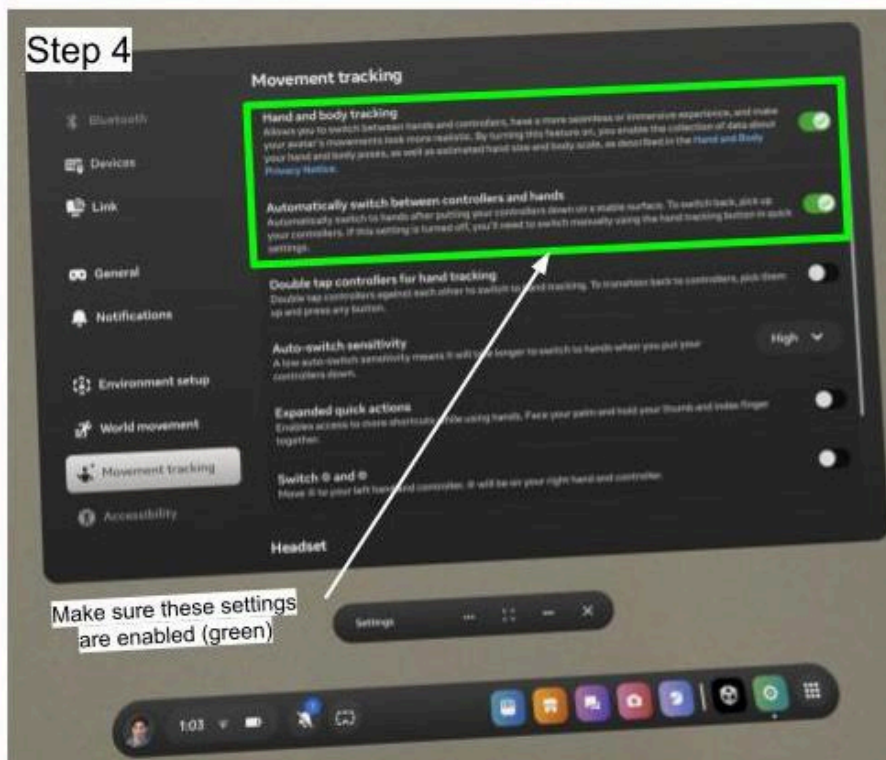
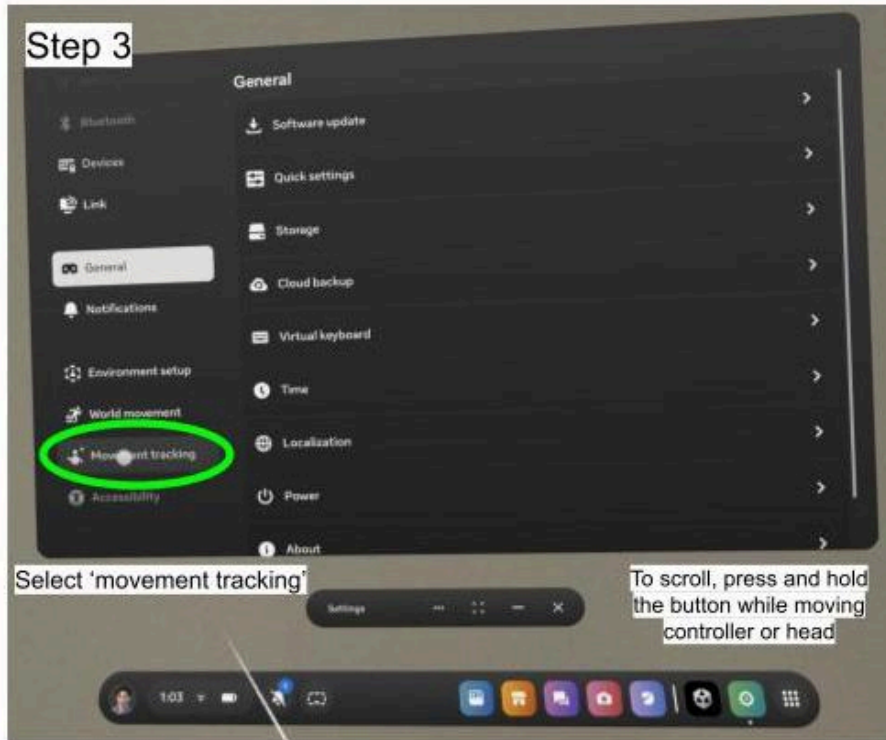
\*For any questions: Reach out to [emachnia@asu.edu](mailto:emachnia@asu.edu) or (619)3578944

# Flow Forward VR Game *Headset Version*

<Follow these visuals for Old Menu interface>

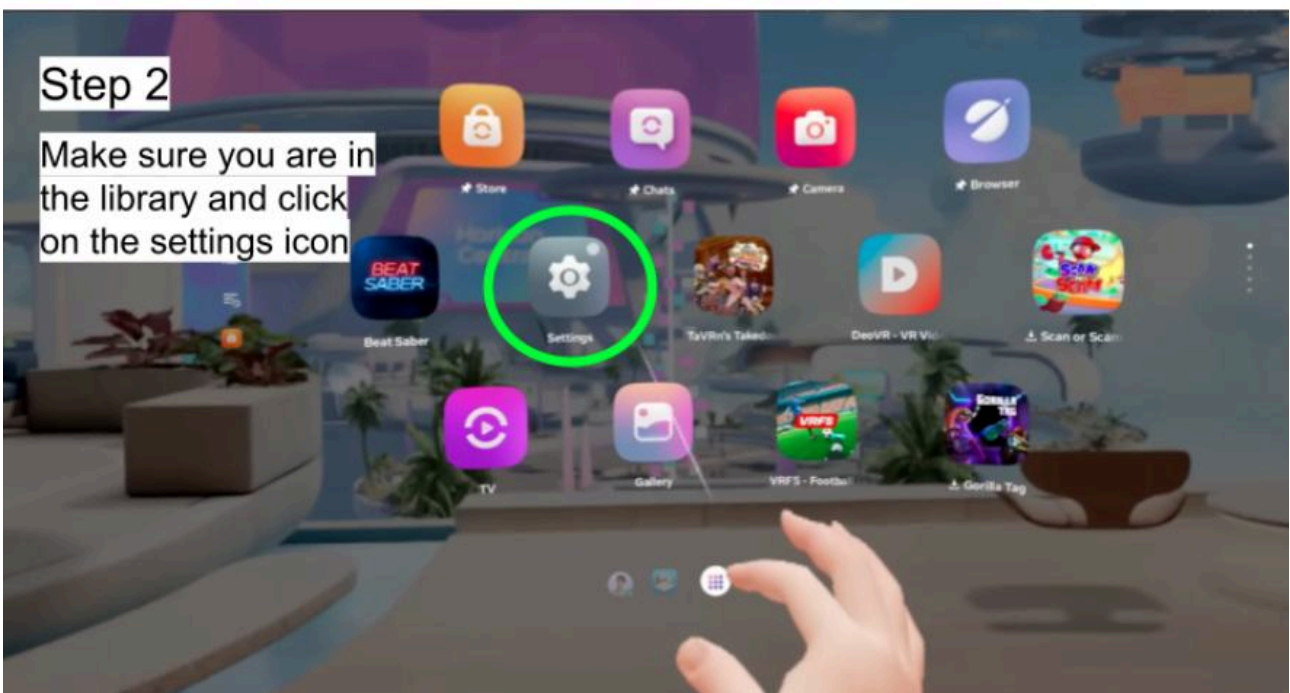


# Flow Forward VR Game Headset Version

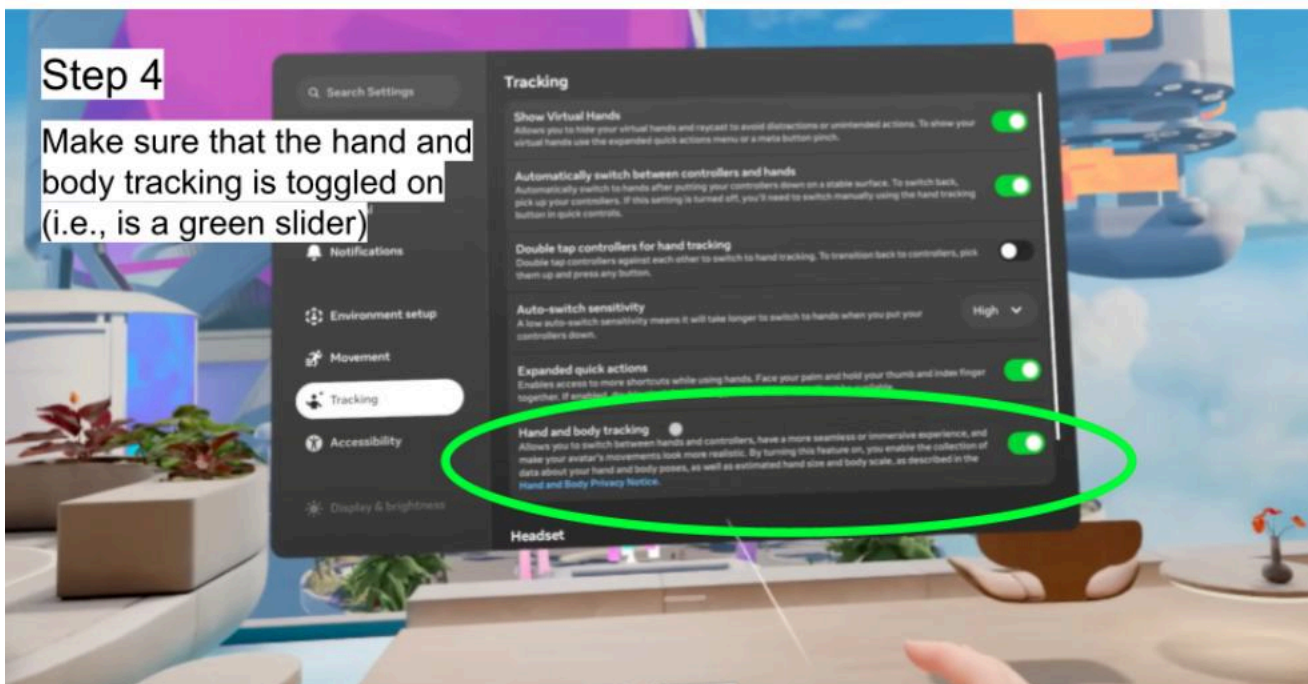
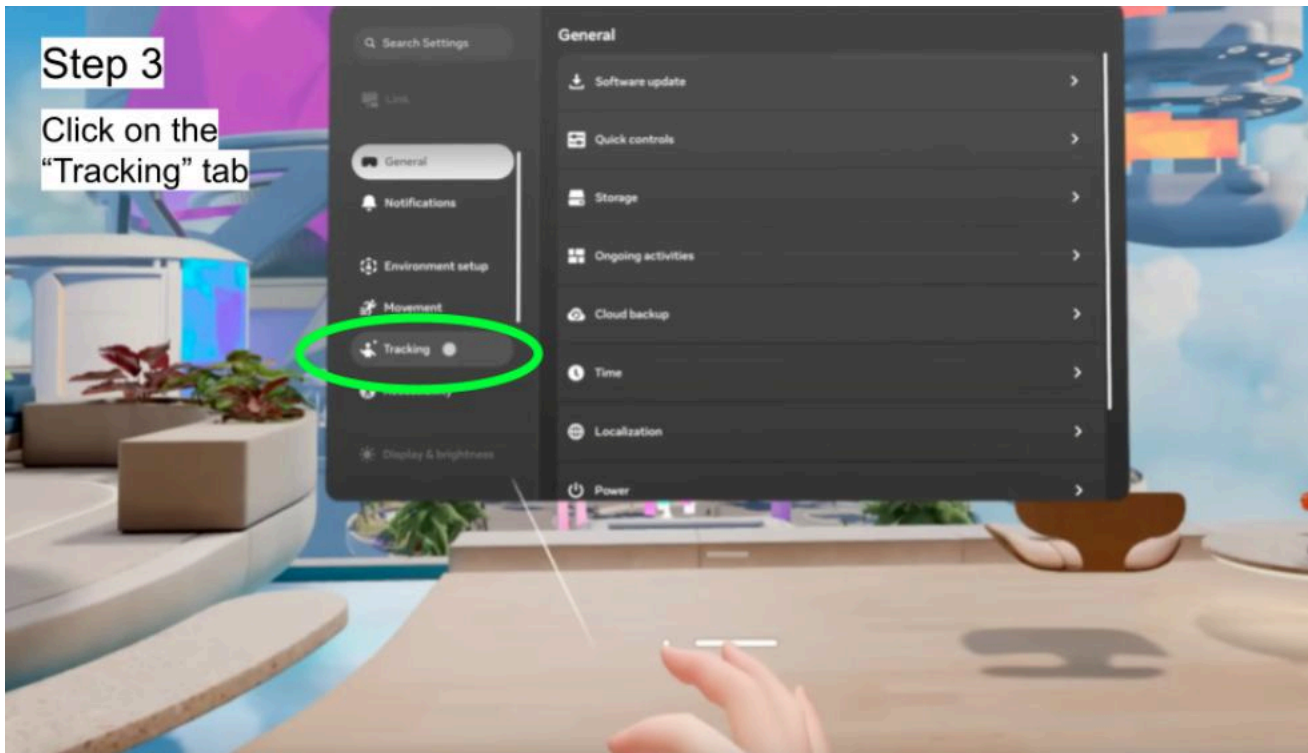


# Flow Forward VR Game

## Headset Version

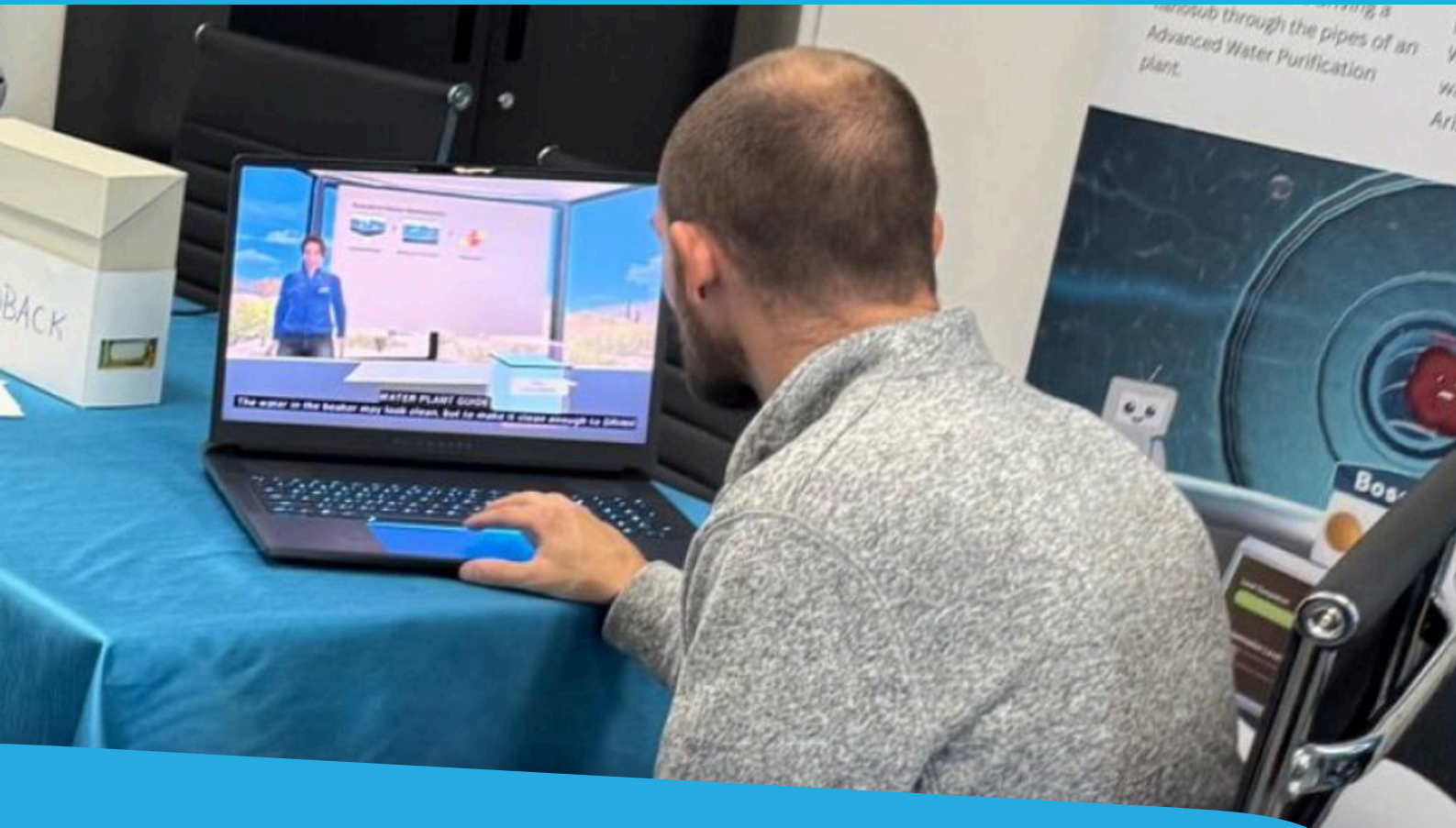


# Flow Forward VR Game Headset Version



# Flow Forward VR Game

## *Desktop Version*



**For Video  
Tutorial**

Access this QR Code

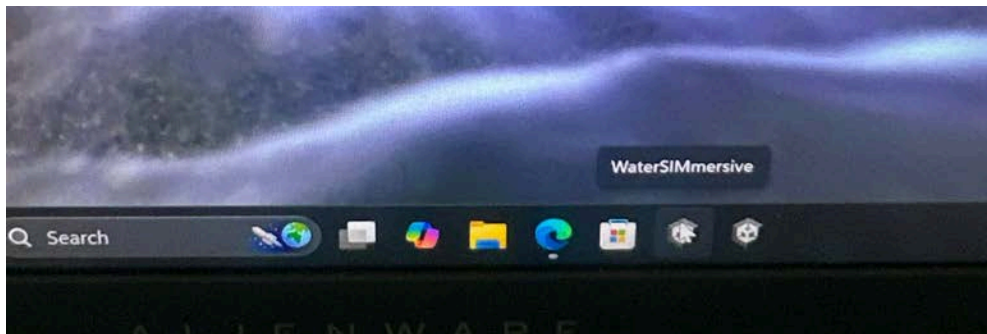


# Flow Forward VR Game

## *Desktop Version*

### Desktop VR Facilitators Checklist

#### ■ STATION SETUP for [Alienware Instructions](#)



1. Once you click on or use the taskbar search to find the WaterSIMmersive application, it will load and take you to the menu screen
  - **English** version on the **left** & **Spanish** version on the **right**



2. Once they finish the experience:
  - a. Use the “Exit” button on the main menu to quit out of experience

#### [<Troubleshooting \(if not, working\)>](#)

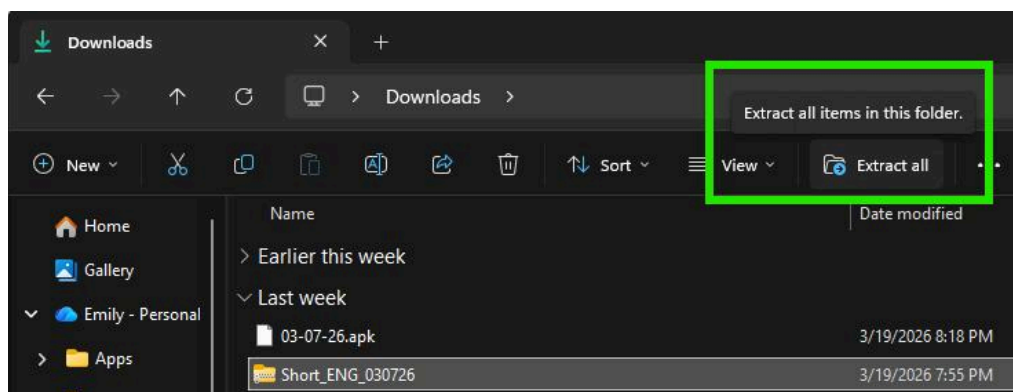
- To force quit out of the game, **press the ‘Windows’ key**, to pop up the bottom taskbar.
- **Left-click the mouse cursor on the ‘X’** at the corner of the window that pops up to exit the game application.

# Flow Forward VR Game Desktop Version

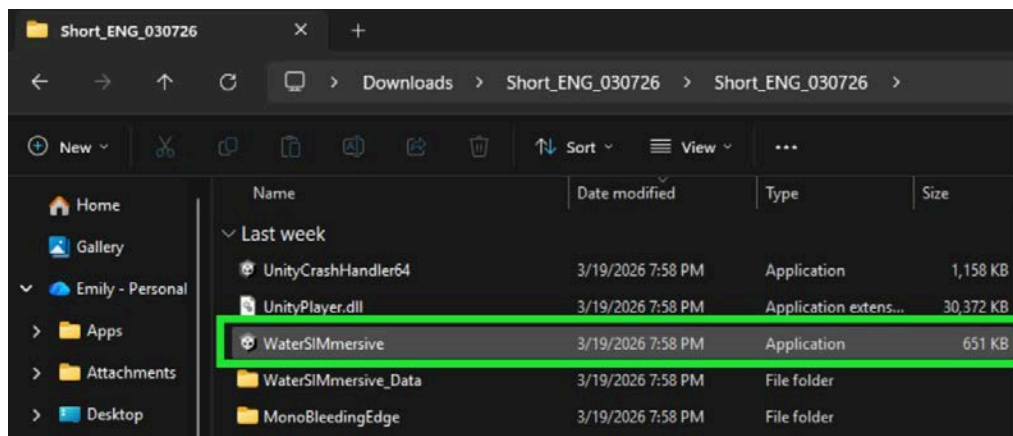
## INSTALLATION SETUP

### Windows Instructions:

1. Download the Dropbox .ZIP file
  - Into a new/empty folder location of your choice



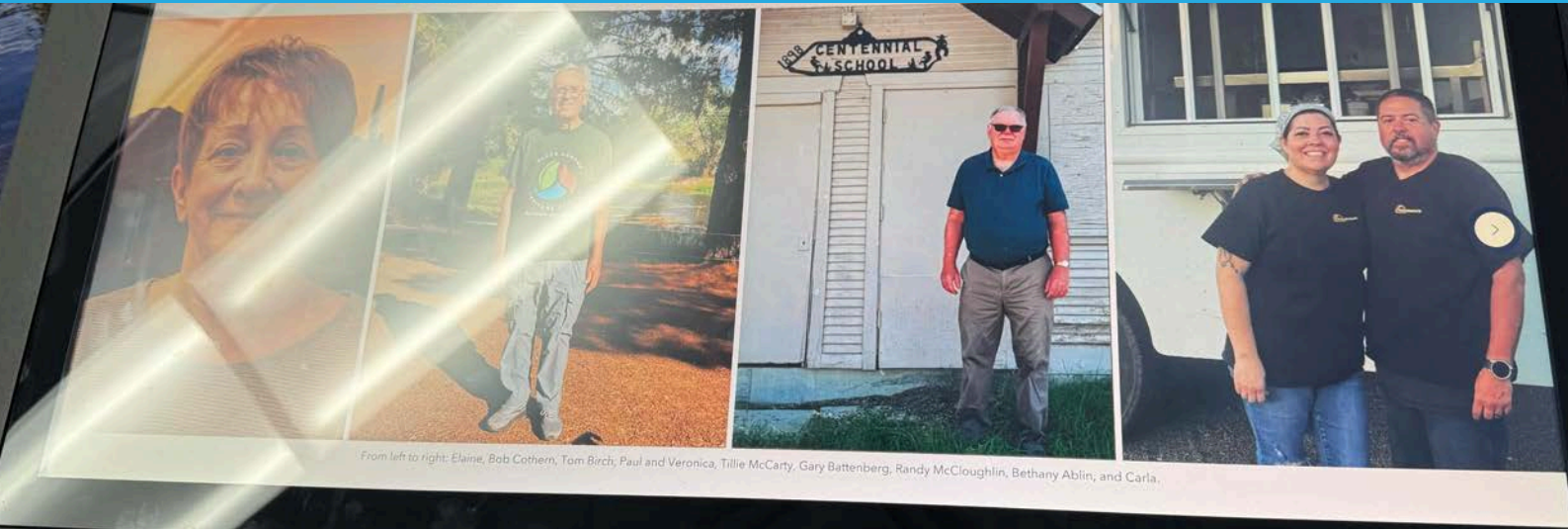
2. Extract or unzip the .ZIP file once downloaded



3. Select the Watersimmersive.exe application to run the game
  - ***Tip: You can pin this application to the taskbar or search via the taskbar to access the application easily***



# Community Storymap



From left to right: Elaine, Bob Cothorn, Tom Birch, Paul and Veronica, Tillie McCarty, Gary Battenberg, Randy McCloughlin, Bethany Ablin, and Carla.

**For Video  
Tutorial**

Access this QR Code





# Community Storymap




## STATION SETUP

1. Turn touchscreen monitor on
  - a. Plug power cord into outlet
  - b. Press the button that is underneath the monitor on the upper left leg so that it shines blue
  - c. Wait for the monitor to turn on

### **If a shortcut is available**

- a. Some monitors are preloaded with a storymap shortcut: Locate the shortcut on the desktop titled “Community Storymap” and press the icon with your finger.
- b. (optional) Load your unique community’s storymap by clicking on your city’s name in the left hand side of the community Storymap collection page.
- c. (optional) Full screen the storymap
  - i. Press the button with three dots on the upper right side of the browser
  - ii. Press the expand icon (to the right of the Zoom option) 
  - iii. To exit full screen, swipe down on the upper right corner of the screen and exit full screen view by pressing the shrink icon. 

### **If no shortcut exists**

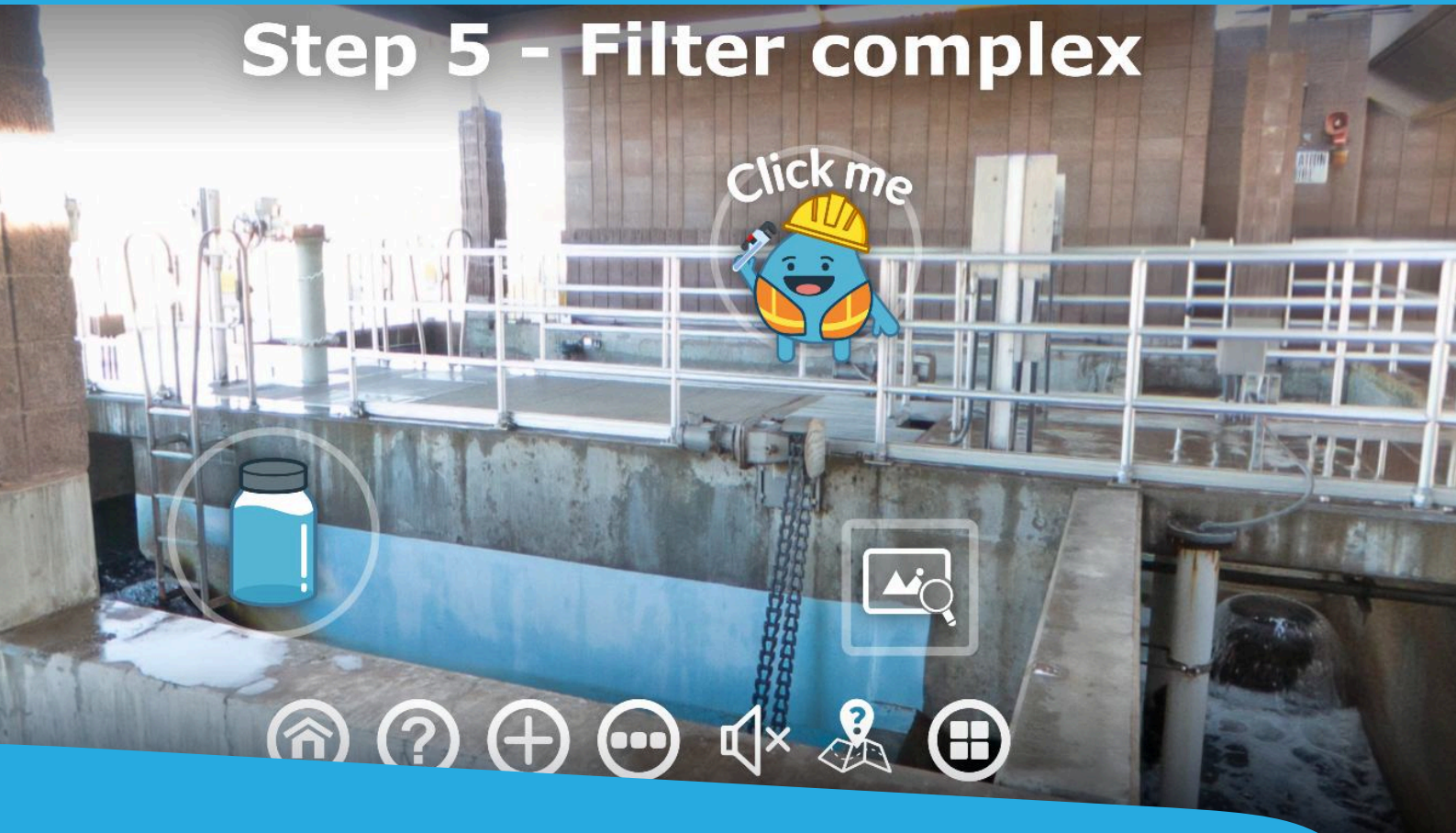
1. Click on the Microsoft Edge icon on the desktop. 
2. Select the search bar by clicking on it.
3. Pull up the keyboard by clicking the keyboard icon on the desktop bar found in the bottom right.
4. Manually enter the Community Storymap Collection URL → <https://arcg.is/qaf151>, then hit enter.
5. See optional steps above for specific community selection or full-screening.

### **To turn off monitor**

1. Close the Microsoft browser by pressing the red circle at the top left corner of the window.
2. Click on the blue Microsoft Start Icon with four boxes on the bottom task bar.
3. In the Microsoft start window, click on the Power button icon on the bottom right.
4. Click “shut down”
5. Unplug the touchscreen monitor

# 360° Advanced Water Purification Tour.

## Step 5 - Filter complex



**For Video  
Tutorial**

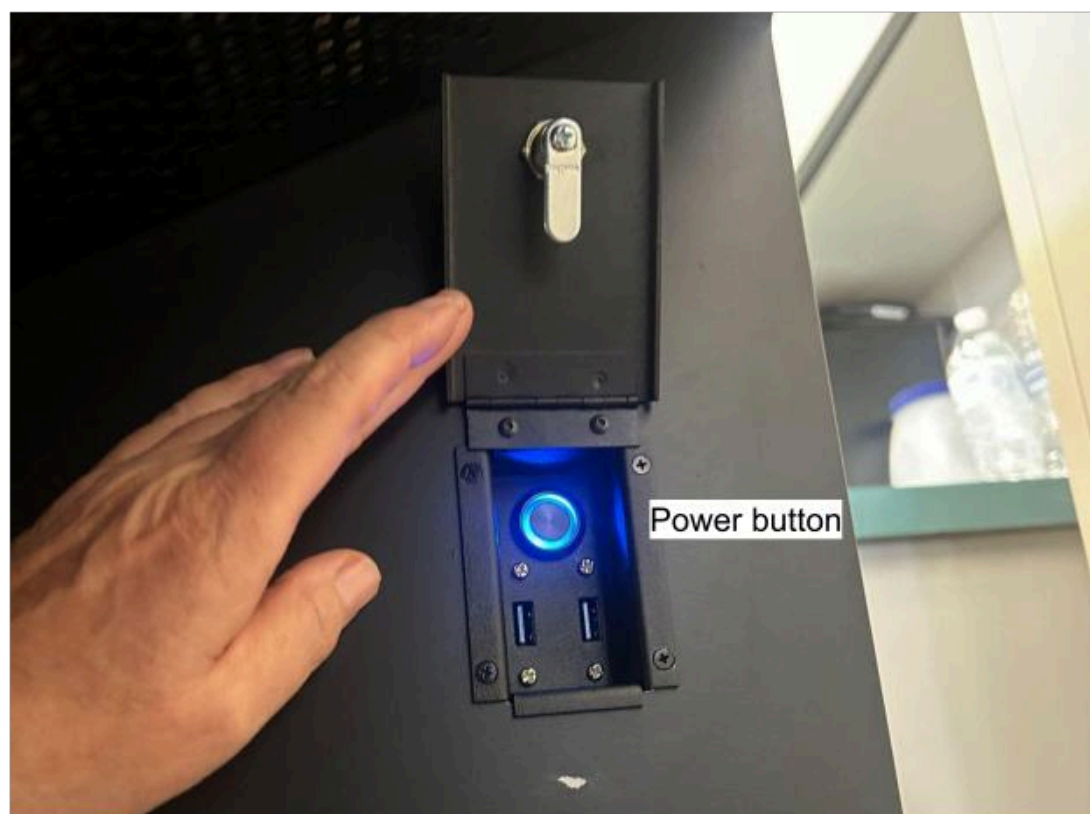
Access this QR Code



# 360° Advanced Water Purification Tour.

## STATION SETUP

1. Set up the touchscreen monitor:
  - a. Ensure the power cable is plugged into a wall outlet
  - b. Press the power button (*located on the inside of the monitor's left leg*)



# 360° Advanced Water Purification Tour.

## 2. Navigate to the tour:

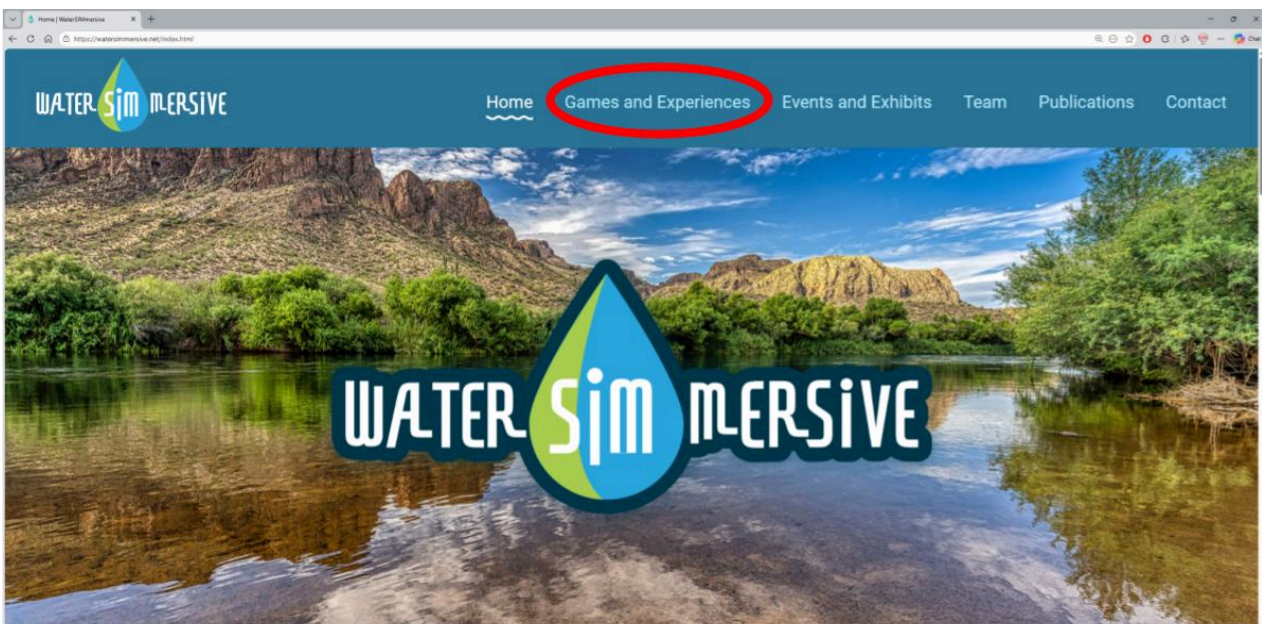
### a. Access through the desktop shortcut:

- i. Double-click the shortcut (edge internet browser icon labeled “**virtual water tour**”)

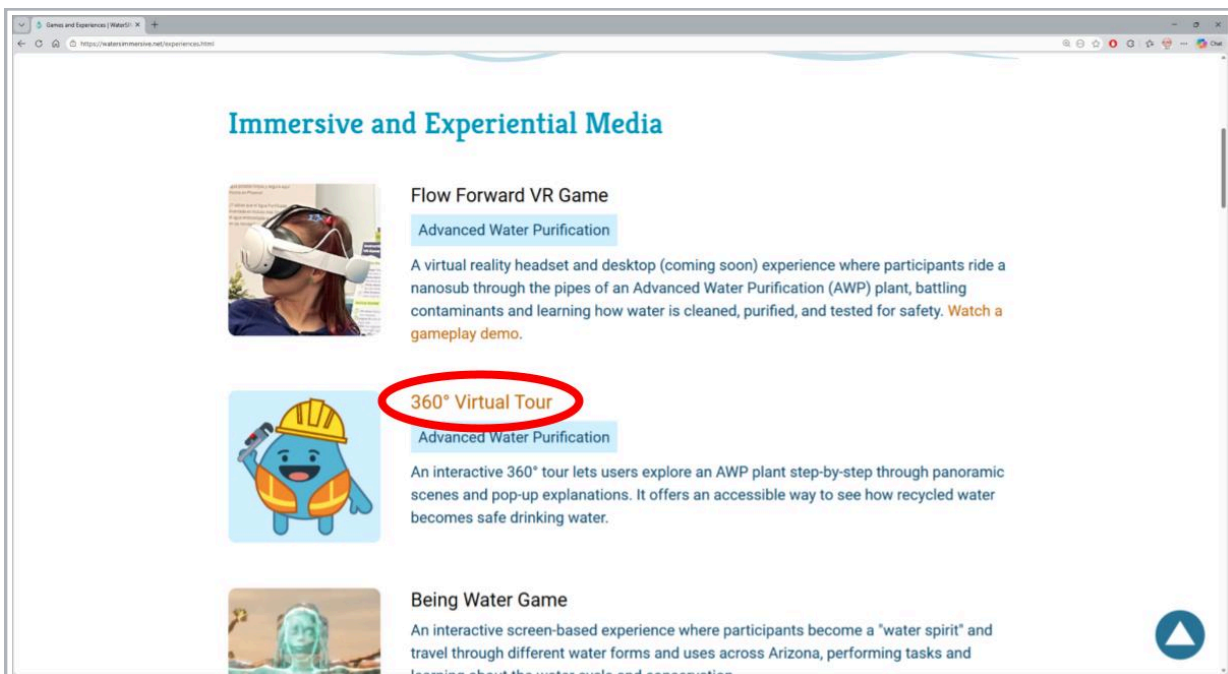
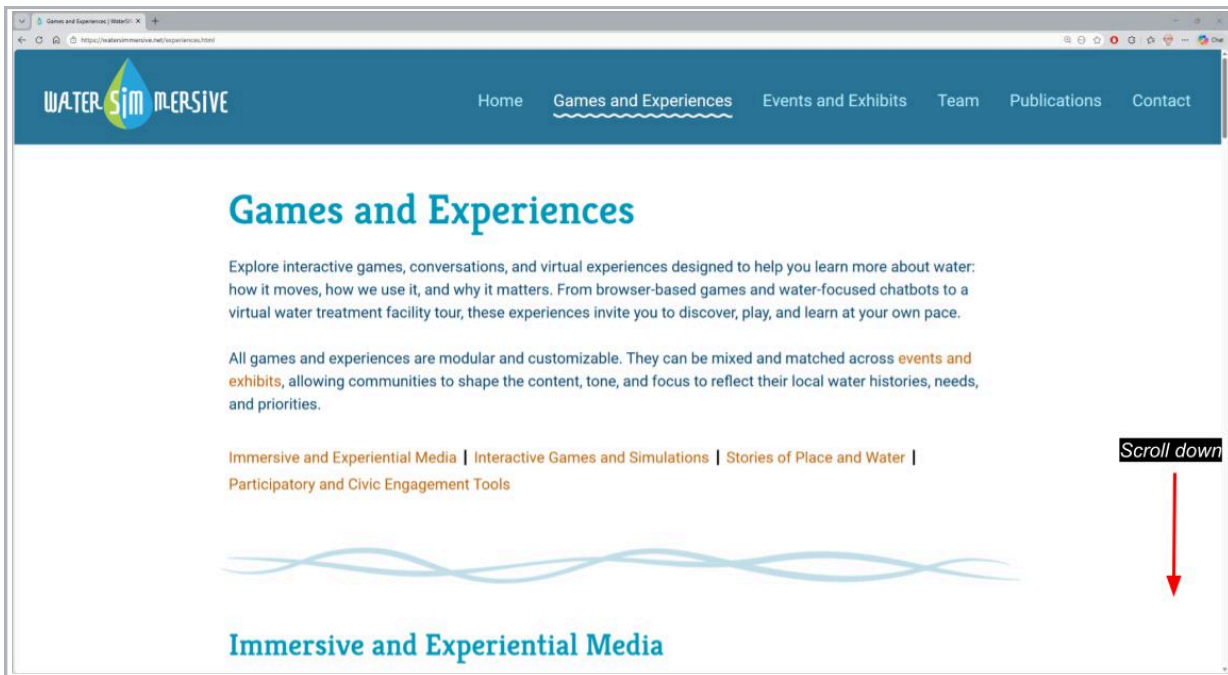
### b. Access manually through the internet browser:

- i. Double-click on the edge internet browser icon on the desktop or on the bottom taskbar
- ii. Click on the web address and type in “[watersimmersive.net](https://watersimmersive.net)”
- iii. To pull up the keyboard, click on the keyboard icon located on the bottom right of the taskbar

### c. Click on the “Games and Experiences” tab on the website

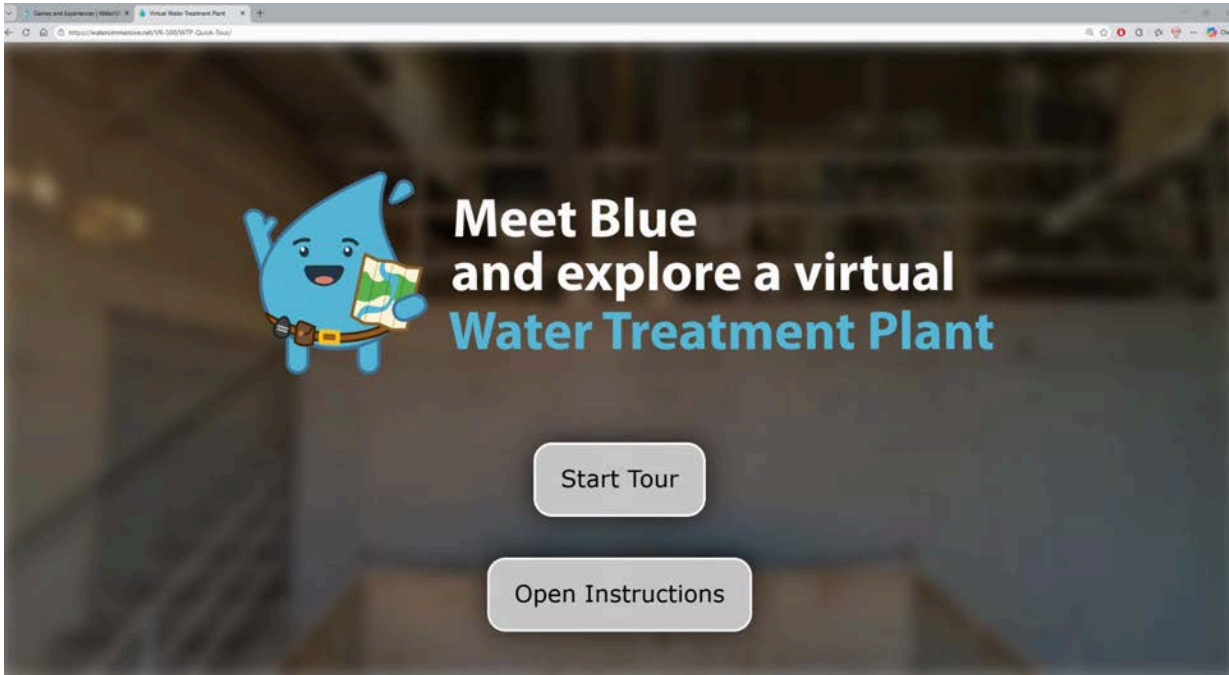


# 360° Advanced Water Purification Tour.



3. Scroll down until you see “360° Water Tour” and click on the name

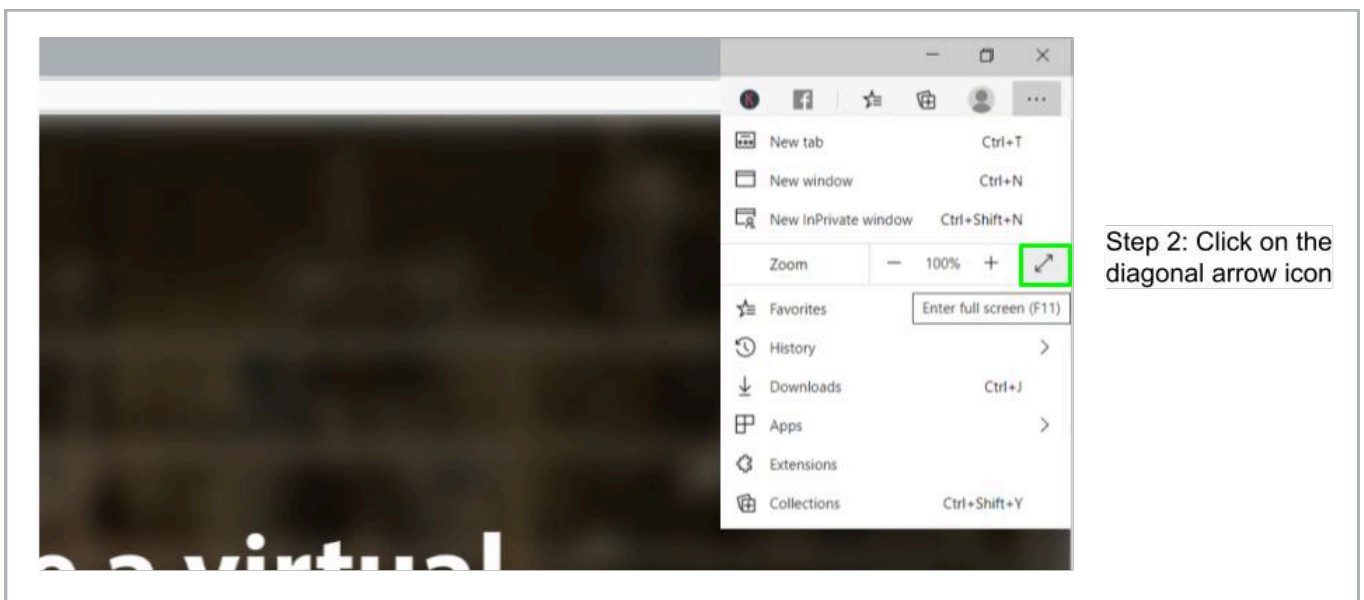
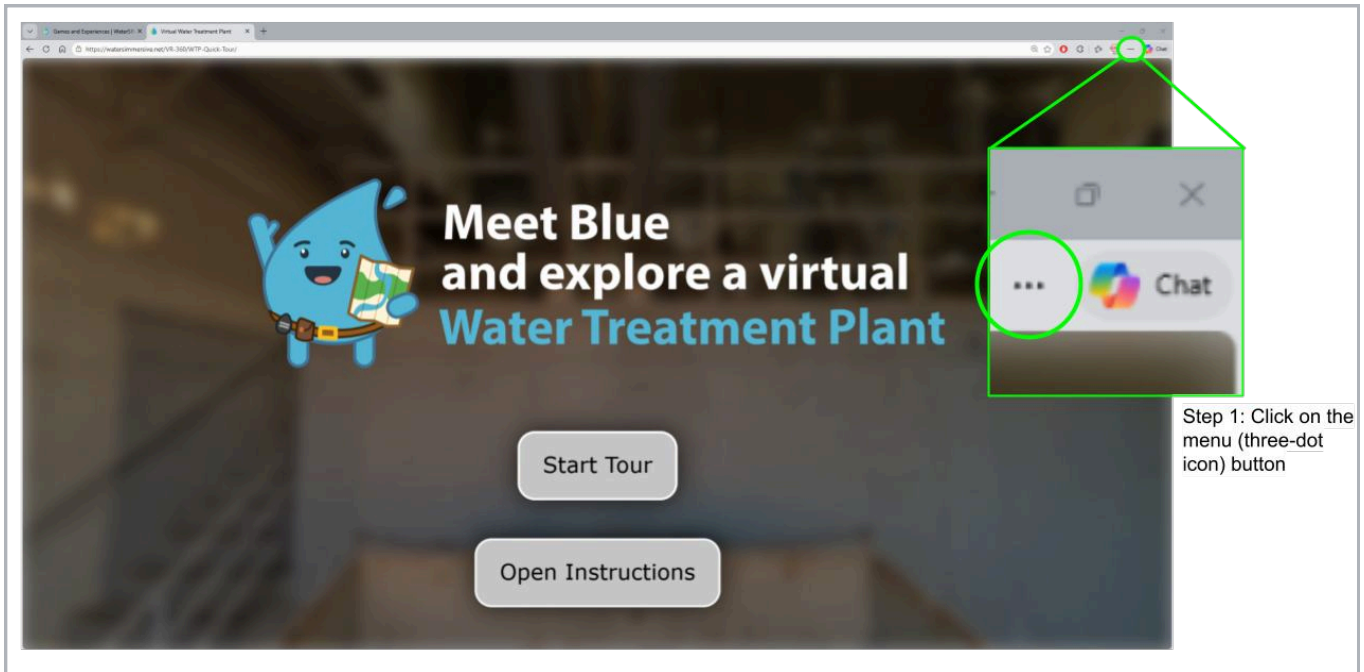
# 360° Advanced Water Purification Tour.



4. To toggle the full-screen on/off:
  - a. Click on the menu icon located in the top right of the web browser bar (the “three-dotted” icon)
  - b. Navigate to the “Zoom” setting, and on the right of the “+” will be a bi-directional diagonal arrow
  - c. Click on the arrow to make the screen full screen
  - d. Once in full screen, you can get out by swiping down from the top of the screen and clicking on the menu icon again, and on the diagonal arrow
    - i. If you are having trouble doing this, click on any of the white bottom icons within the tour first, then swipe down
5. Side note: check the zoom setting within the menu is at 300% (if not, use the “+” or “-” to increase or decrease the zoom)



# 360° Advanced Water Purification Tour.



# Being Water Game



**For Video  
Tutorial**

Access this QR Code



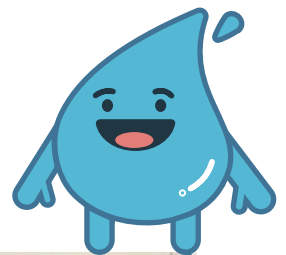
# Being Water Game

**Note:** CPU should be left **ON**, Monitor can be turned off (using remote)

**\*\* Game will remain open, until closed/quit**

## ■ ■ ■ SETUP

1. Mark an “X” about **7 ft** from the monitor for players to stand
2. Camera should be set at bottom center of monitor



# Being Water Game

3. Plug in Monitor – it should turn on, but can use power button on remote if not



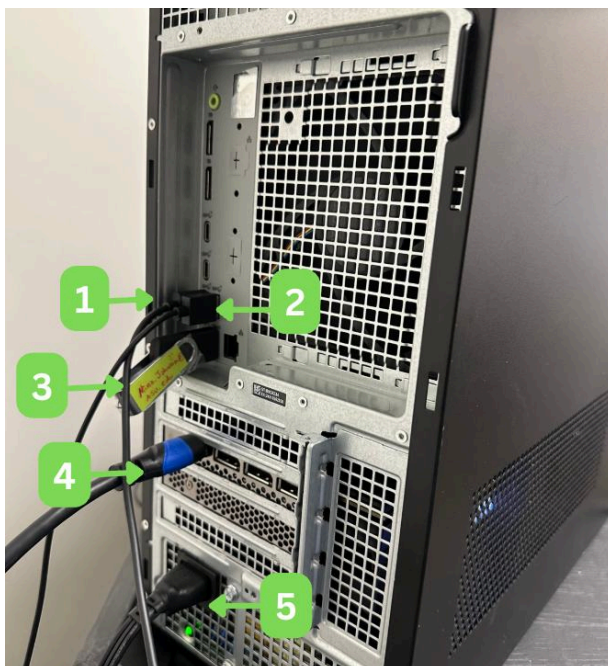
Plug located behind the screen on left side

4. Plug in CPU - Must be placed on table



# Being Water Game

5. Plug Keyboard and Mouse into CPU
6. Plug Camera into CPU
7. Plug HDMI from monitor into CPU
8. Plug USB Game Drive into CPU



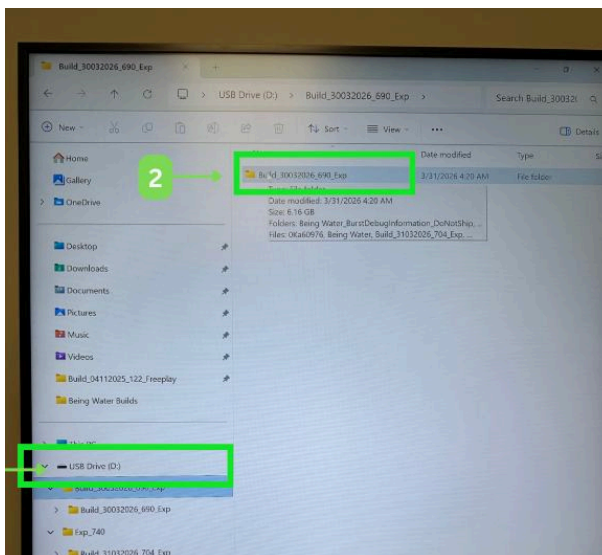
1. Keyboard (USB-A)
2. Camera (USB-A)
3. Game Drive (USB-A)
4. Monitor connection (HDMI)
5. CPU Power cord



Mouse can be plugged in front (USB-A)

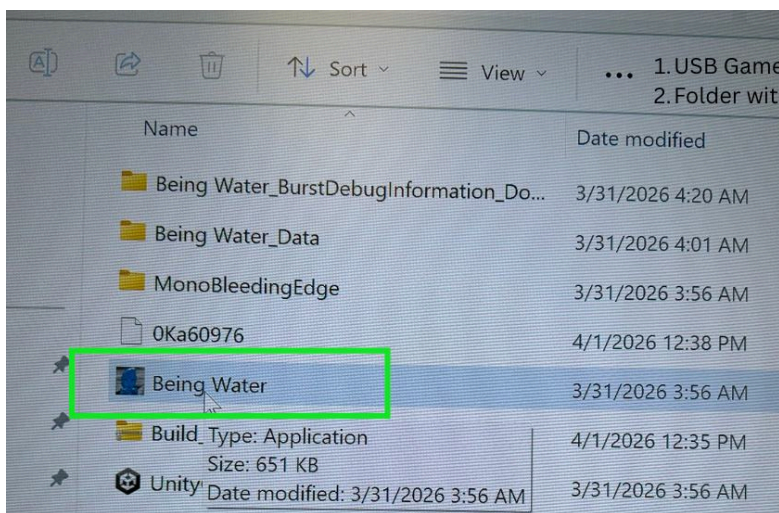
# Being Water Game

9. Check desktop for game icon (“Being Water”), click to open – **proceed to Step 13**
  - a. if game is not located on desktop, proceed to **step 10**
10. Check desktop for USB Drive (D:), click to open
11. Open unzipped folder with most recent version - filename: “Build\_ddmmyyy\_xx\_Exp”
  - e. Example filename: Build\_30032026\_690\_Exp
  - f. ddmmyyy = day, month, year \*\*



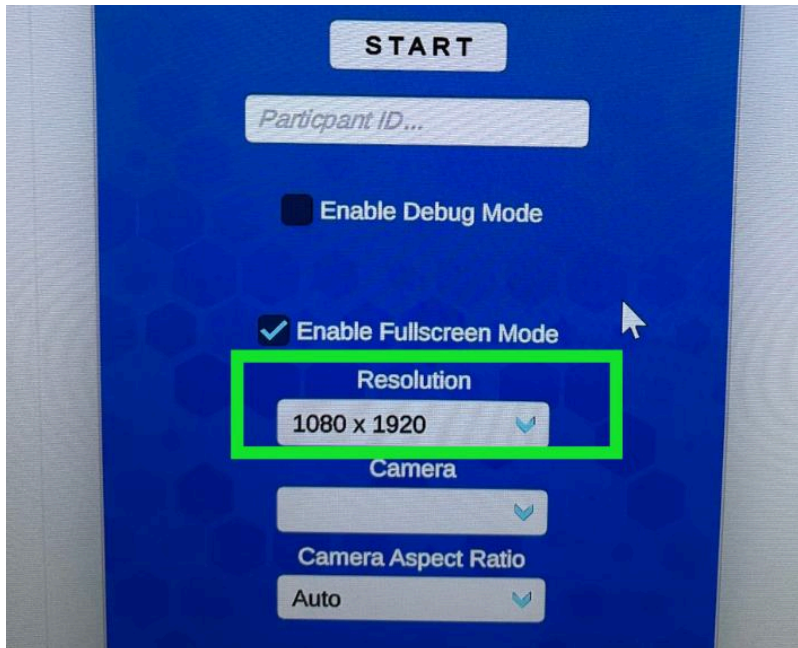
1. USB Game drive
2. Folder with Gam

12. Find game icon (“Being Water”) , click to open
  - i. Ignore all other files, they must remain in the folder



# Being Water Game

13. When game is open, leave resolution as is



14. Press START

**a. Note:** The game will need a user to calibrate the movements for initial setup of the game. Just follow the motion prompts on the screen until it shows the home screen that says “Strike your best T-Pose”.

- **Calibration is ONLY needed when game is first opened** (i.e. initial setup; every time the game is closed/quit; when CPU is turned off)

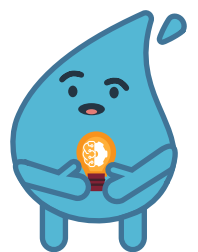
## Troubleshooting:

### Close/Quit Game:

1. Ctrl + Alt + Del
2. Select Task Manager
3. Click on “Being Water” in the running tasks
4. Select End Task

### Important Keystrokes:

1. ESC - Pause
2. P - Pause
3. T - Return to home screen  
 (“Strike your biggest T-pose”)



## Audio:

1. Check Monitor Volume (Use remote to verify level)
2. If still no sound, go to windows settings and check that audio is turned up to at least 60%

# Arizona Water Chatbot & Riverbot



*Blue..*

The Arizona Water Chatbot, and your go-to resource for information about water in Arizona.

**For Video  
Tutorial**

Access this QR Code



# Arizona Water Chatbot & Riverbot

## STATION SETUP

1. Turn on the PC/Laptop
2. Open available web browsers such as Microsoft Edge or Google Chrome
3. Click on the following link(s) to open the chatbots

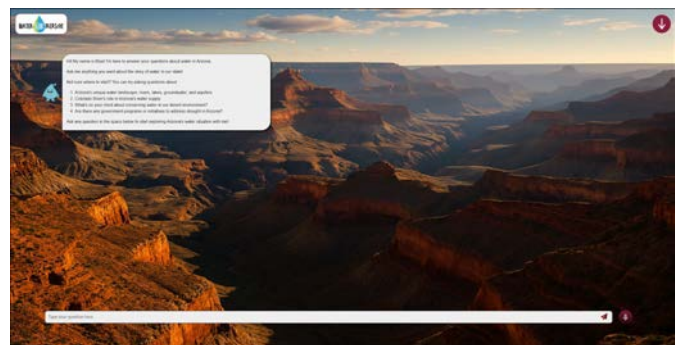
## WEBSITE FOR THREE BOTS

Waterbot classic (with Great Canyon background): <https://azwaterbot.org/>

Landing page

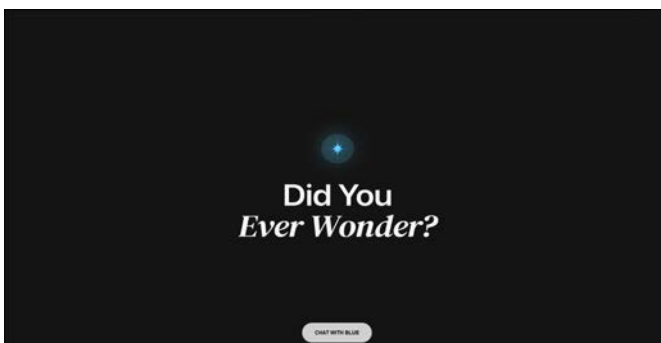


Chat page



Waterbot museum (with light blue background): <https://azwaterbot.org/museum>

Landing page

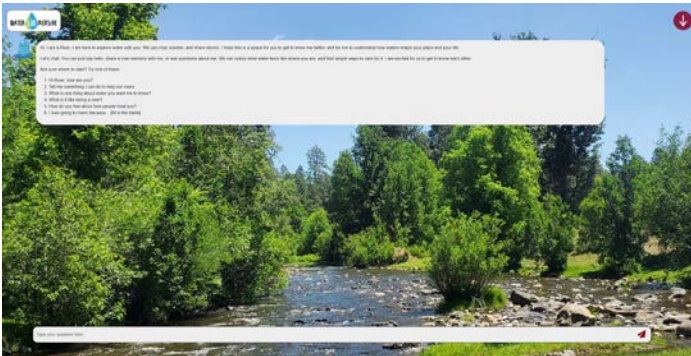


Chat page



# Arizona Water Chatbot & Riverbot


Riverbot: <https://azwaterbot.org/riverbot>



## FAQ

### 1. How to **enlarge** the webpage


- Full screen: press F11 (press and hold **ESC** to exit)

- Zoom  (on top right) +



### 2. How to **refresh** a new chat

- Option 1: press F5 to refresh the webpage

- Option 2: Hover over to  (on top right) +



### 3. What if participants want to download their data

- Hover over to  (on top right) +

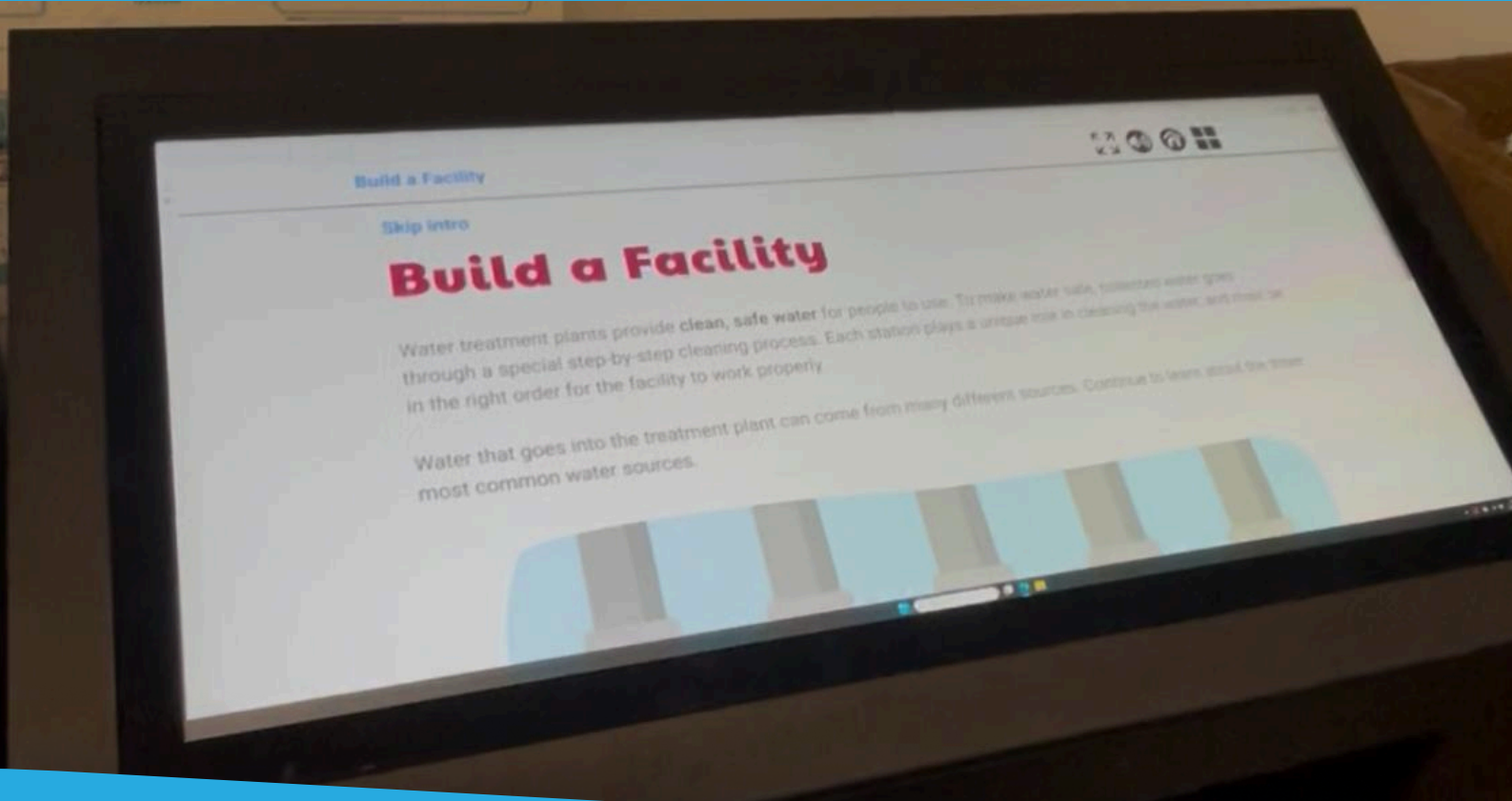


### 4. What if you have immediate questions

Find **Anqi** at (608)-338-9939 or [anqishao@asu.edu](mailto:anqishao@asu.edu)



# Build a Facility Game



## For Video Tutorial

Access this QR Code



# Build a Facility Game

**Note:** The following instructions are for running the build a facility game on the **Table Touchscreen**

## TO TURN ON THE TOUCHSCREEN TABLE:

1. Find the built-in plug (it should be on the back left side of the table)
2. Plug it into the wall
3. Identify the flap inside the left leg on the upper back corner (see below).
  - a. Note: the key should be left in the flap at all times–no need to lock or unlock it



4. Open the flap and press the button (the button should turn blue once pressed–see below).

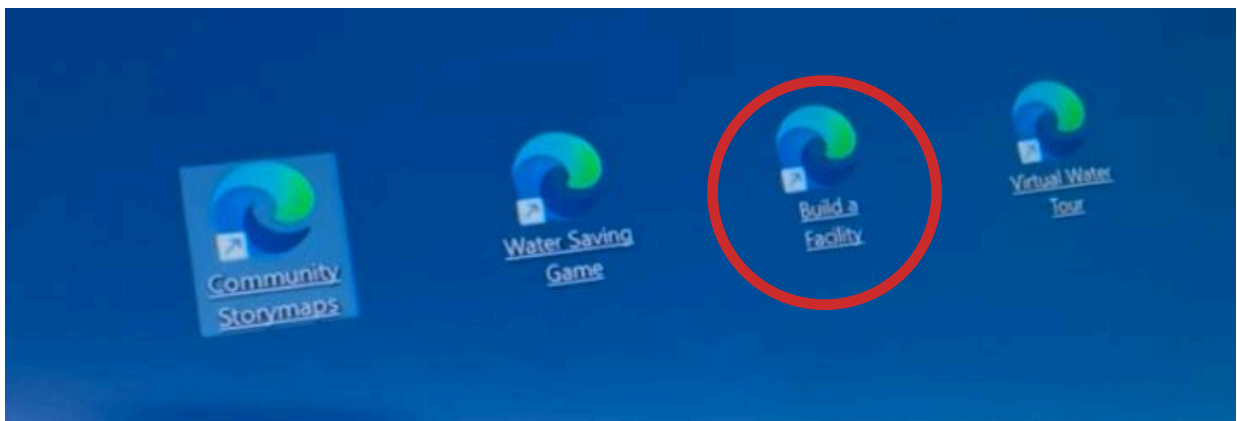


5. Give it a couple of moments to turn on

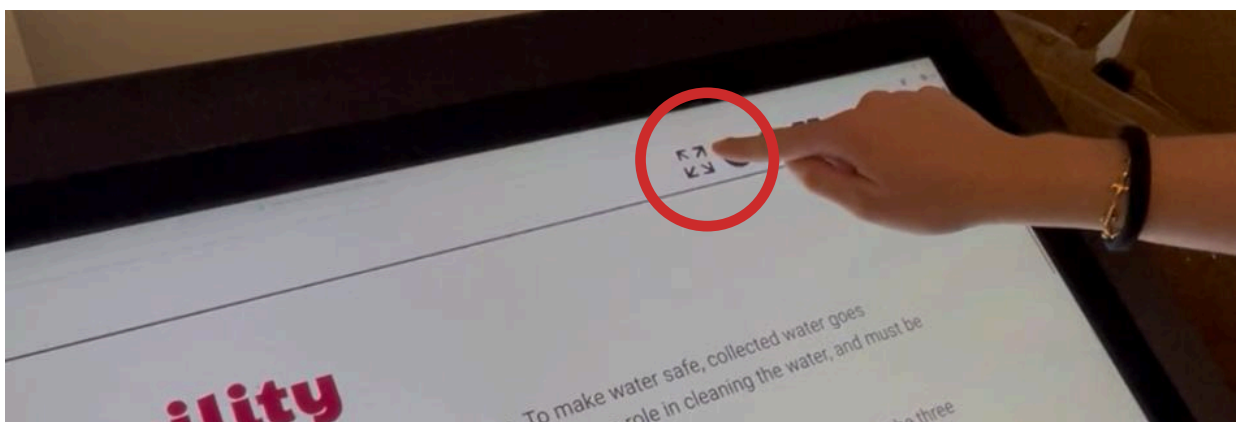
# Build a Facility Game

## TO ACCESS THE BUILD A FACILITY GAME (VIA DESKTOP SHORTCUT):

1. A Microsoft Edge icon with the title “Build a Facility” should be found on the Desktop (see below)



2. Identify the icon and double click it
3. To put the game in full screen mode, press the icon in the top right corner with four arrows pointing outward (see below)

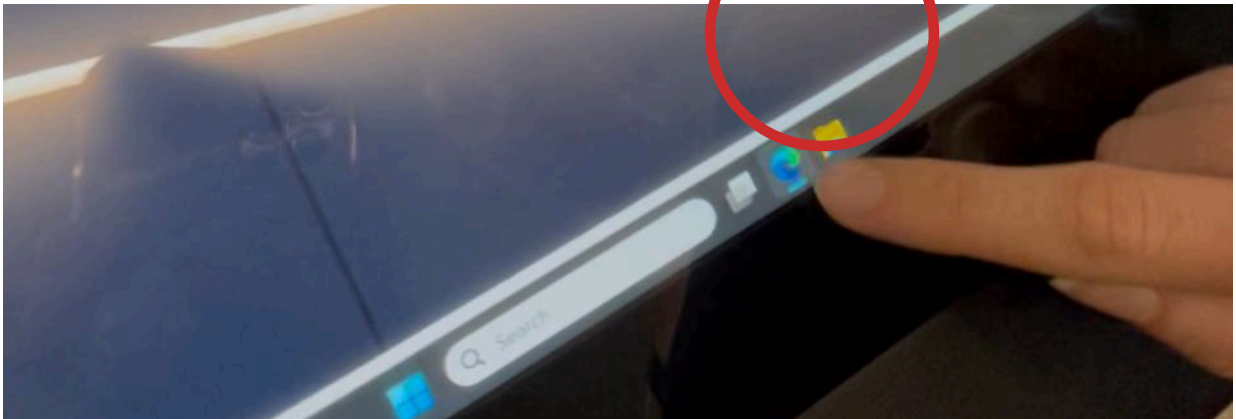


4. To exit full screen mode, press the icon in the top right corner with the four arrows pointing inward (see below)

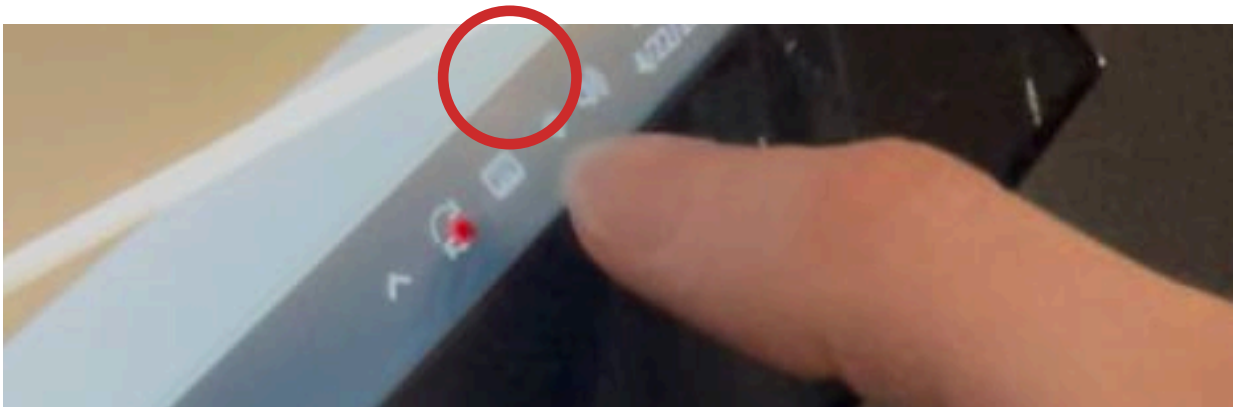
# Build a Facility Game

## ■ TO ACCESS THE BUILD A FACILITY GAME (IF THERE IS NO DESKTOP SHORTCUT):

1. Press the Microsoft Edge icon
  - a. This can be found in two places: (1) the left side of the screen (2) the bottom taskbar to the right of the search bar (see below)



2. Tap the search bar in Microsoft Edge and type in the following:  
watersimmersive.net
  - a. To access the keyboard, select the small keyboard icon in the bottom right corner of the screen (see below)

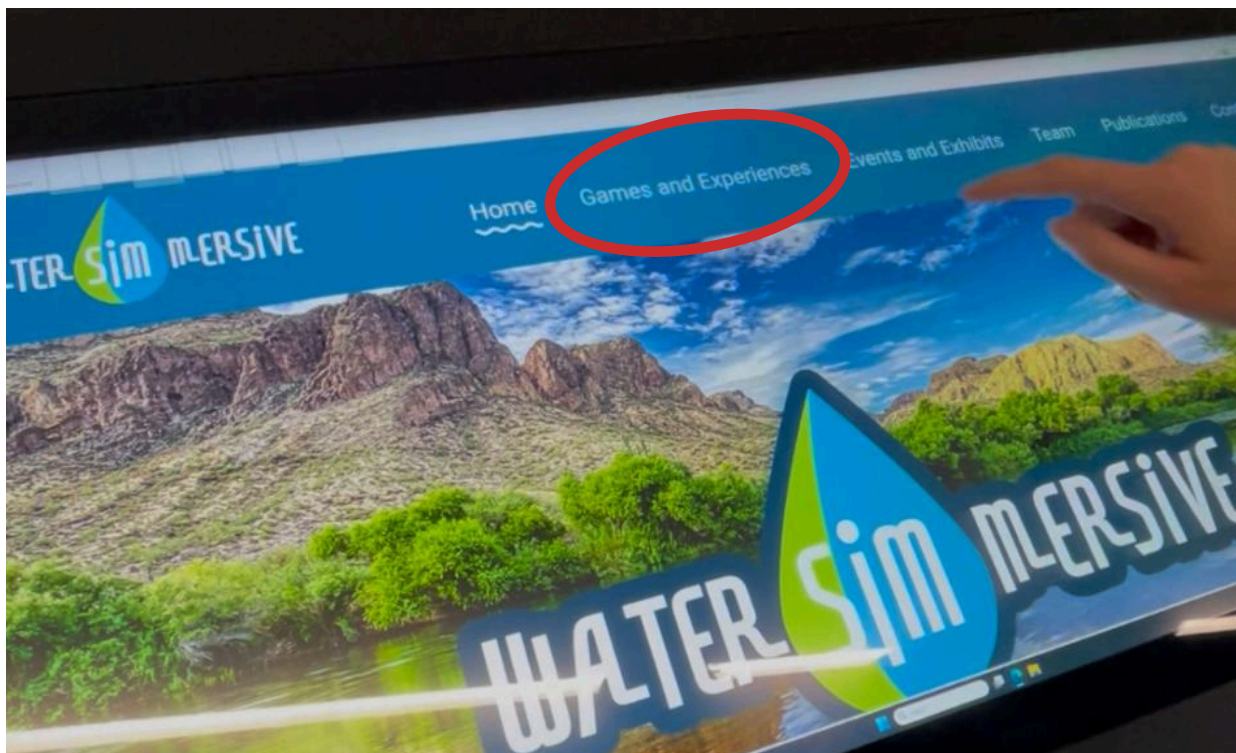


# Build a Facility Game

- b. To exit out of the keyboard, press the “X” icon in the top right corner of the keyboard (see below)

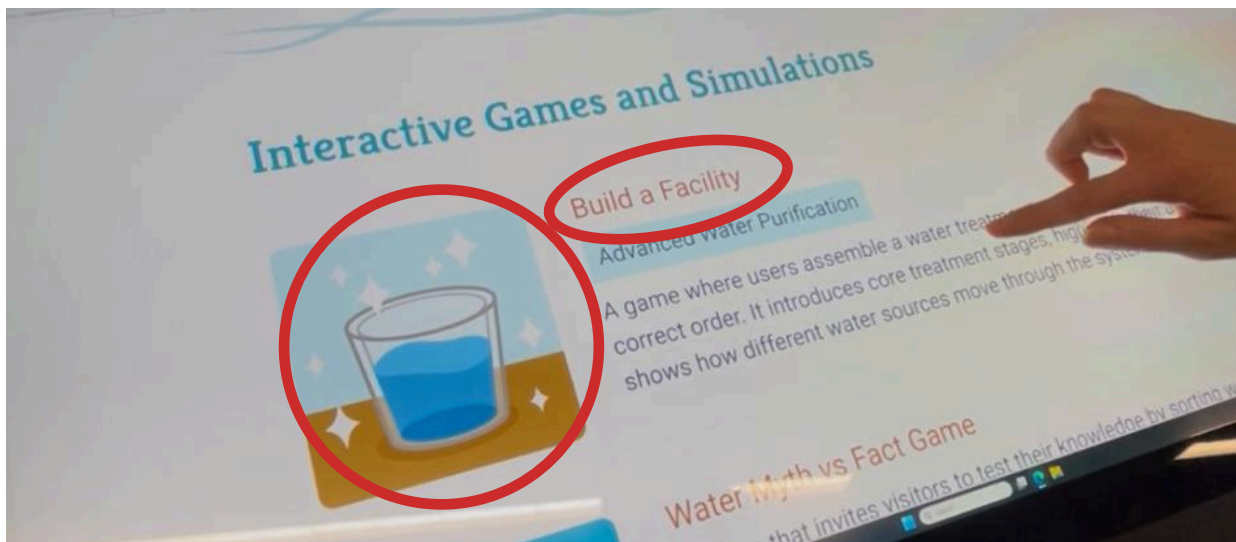


3. Once at the Water Simmersive website, select “Games and Experiences” found in the top banner of the website (see below)

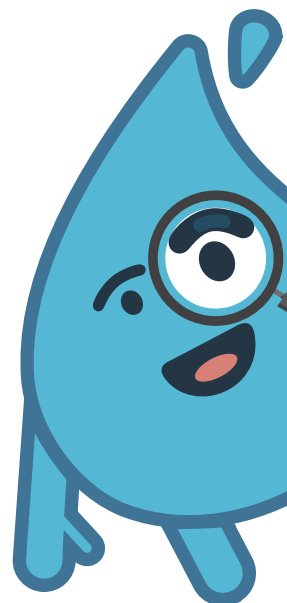


# Build a Facility Game

4. Scroll down until you find the “Build a Facility” (it should be listed under the “Interactive Games and Simulations” section of the page).
5. Select “Build a Facility” option
  - a. You can do so by selecting the “Build a Facility” title or the icon (see below)



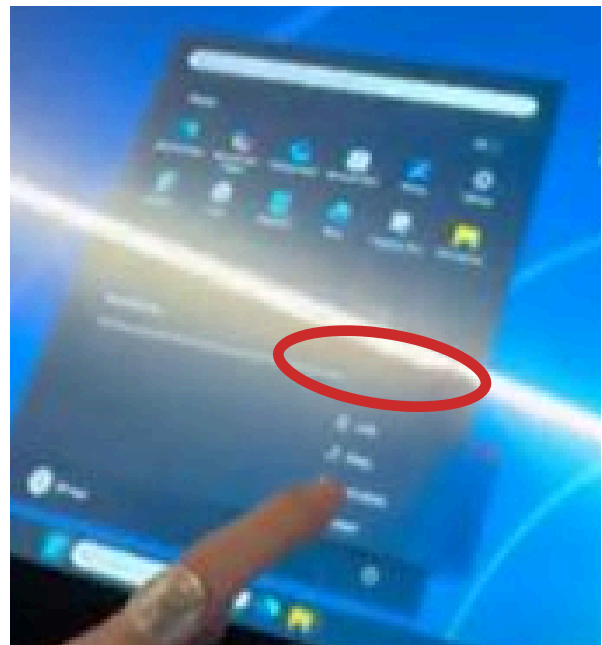
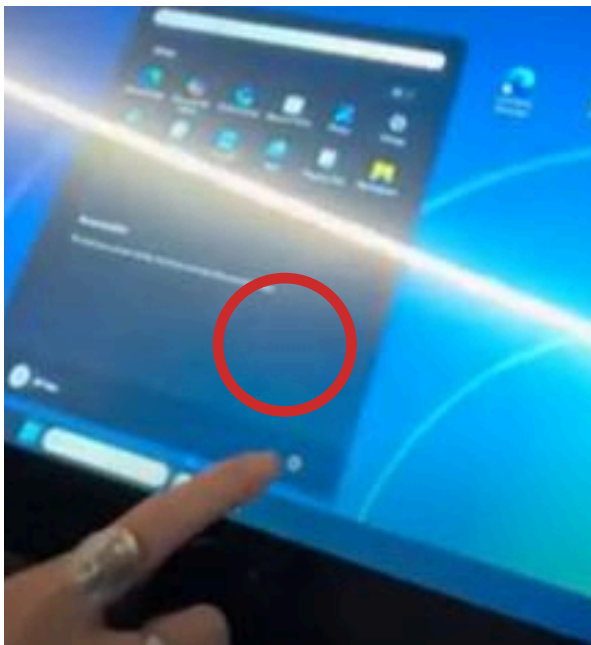
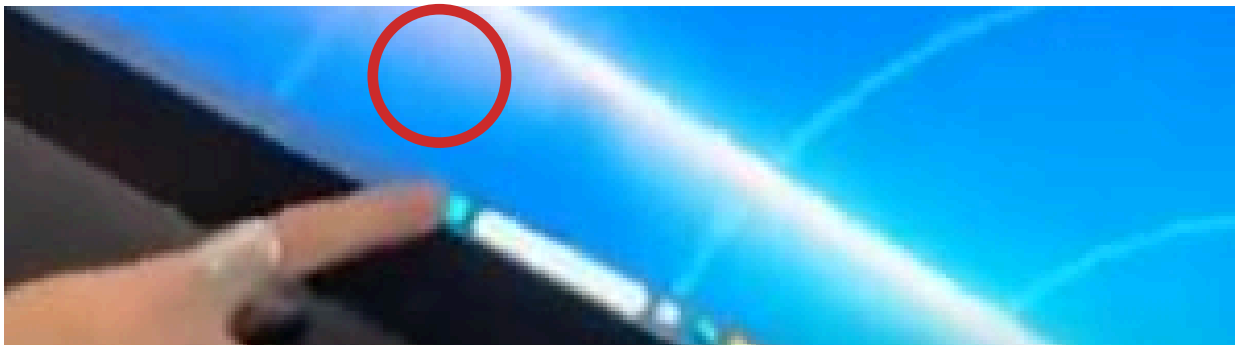
6. To put the game in full screen mode, press the icon in the top right corner with four arrows pointing outward (see photos above)
7. To exit full screen mode, press the icon in the top right corner with the four arrows pointing inward (see photos above)



# Build a Facility Game

## TO TURN OFF THE TOUCHSCREEN TABLE:

1. Exit out of the website by pressing the “X” in the top right corner of the browser
2. Select the Windows icon in the bottom taskbar (left of the search bar—see below).



3. Select the Power icon in the bottom right of the pop-up (see below).
4. Select “Shut down” (see above).
5. Unplug the table from the wall
  - a. No need to hit the button under the flap—that is only necessary to turn the touchscreen on

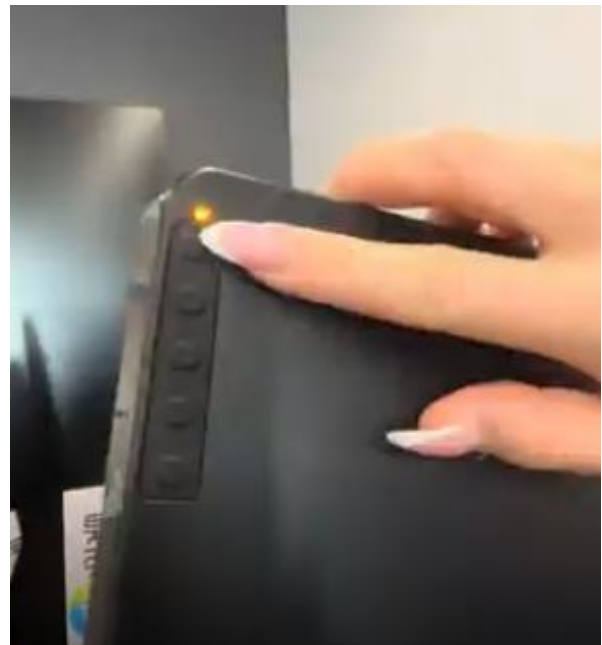
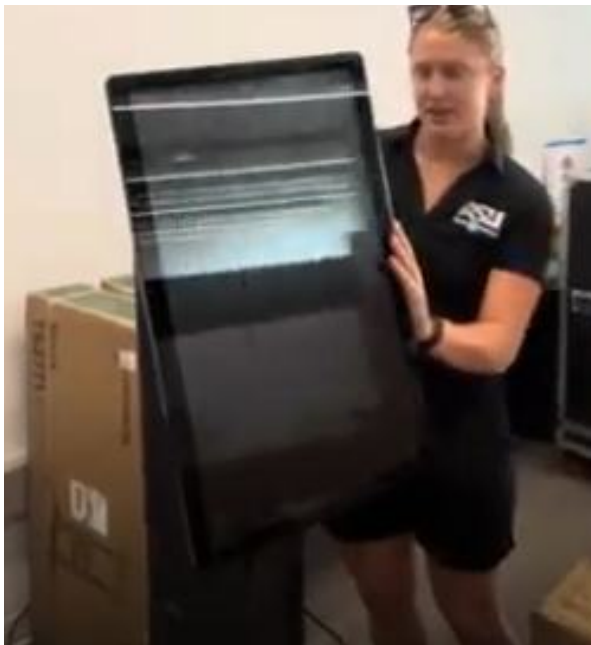
# Build a Facility Game

**Note:** The following instructions are for running the build a facility game on the **ELO Touchscreen**

## FIRST-TIME SETUP

**(IF THE SCREEN HAS NEVER BEEN TURNED ON):**

1. Connect power
  - a. Plug the power cable into a wall outlet.
2. Turn on the monitor
  - a. Open the ELO screen. To open, grasp the right side of the screen and open it to the left (see below).



- b. Locate the vertical row of buttons on the **back side** of the display (about four total) (see below).
      - Press the button with the standby icon (⏻). It should be the top button (see above).
      - The light should turn orange — this means the display has power (see above).

# Build a Facility Game

## 3. Turn on the internal computer

- Inside the stand, locate the **square black computer box** (the I-Series system unit).
- Feel underneath or look on top for the **large, indented power button** (see below). You may need to lift the square black computer box up a bit to access the button underneath.
- Press the button once and wait — the monitor light will turn green when the system starts up (see below).



- Close the ELO screen.

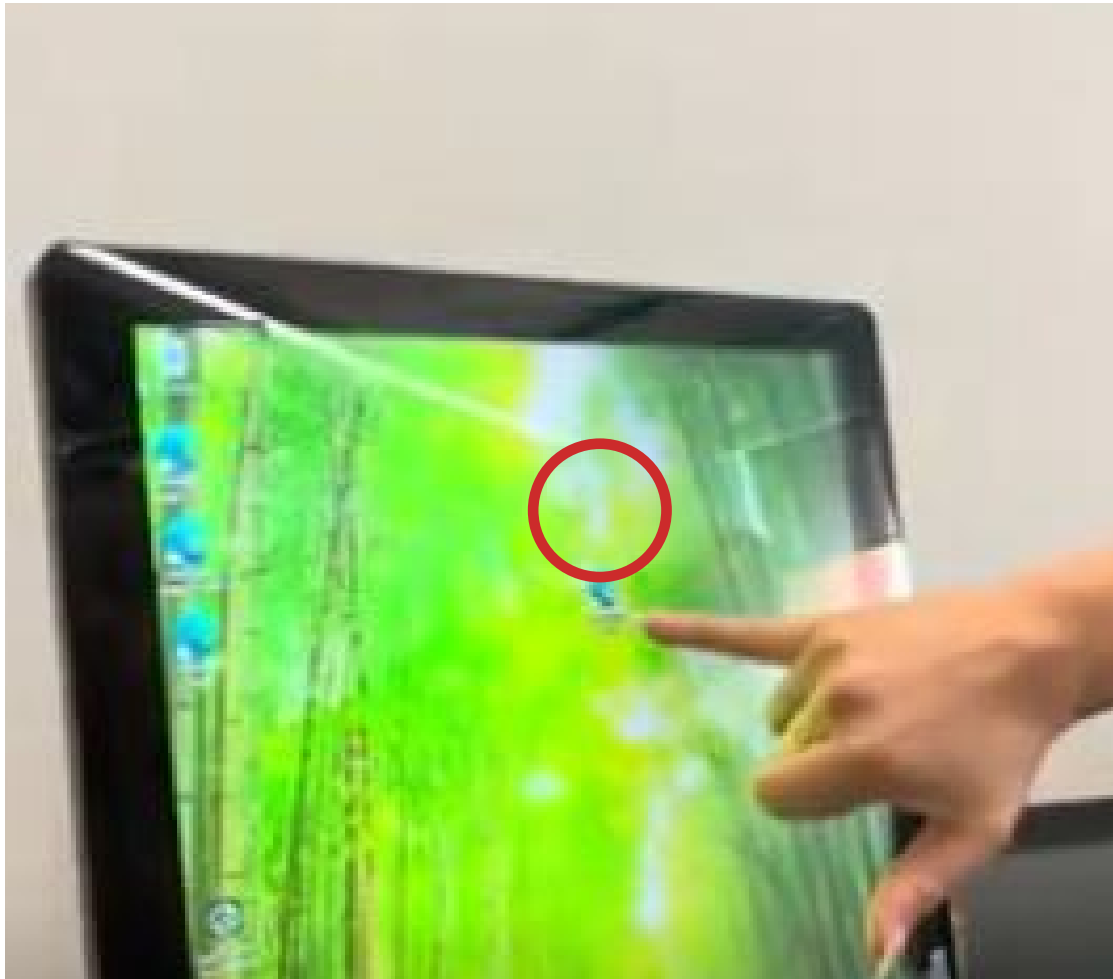
# Build a Facility Game

## 4. Log in

- When the Windows home screen appears, swipe up.
- Enter the passcode **1212**.

## 5. Start the application

- Double-click the “**Play**” Microsoft shortcut on the desktop (see next page).



# Build a Facility Game

## ■ ■ ■ ELO STARTUP INSTRUCTIONS:

### **1. Turn on the internal computer**

- Inside the stand, locate the square black computer box (the built-in system unit).
- Feel underneath or look on top for a large, indented power button. You may need to lift the square black computer box up a bit to access the button underneath (see image under “First Time Setup” section above)
- Press it once — do not hold it down.
- Wait about 30–60 seconds while the system starts up. The light on the back of the monitor will change from orange to green once it’s fully on (see image under “First Time Setup” section above).

### **2. Log in**

- When the Windows home screen appears, swipe up and enter the passcode 1212 using the touchscreen keyboard.

### **3. Start the experience**

- On the desktop, double-click the “Play” Microsoft shortcut (see image under “First Time Setup” section above).
- Wait for the application to load before interacting with the screen.

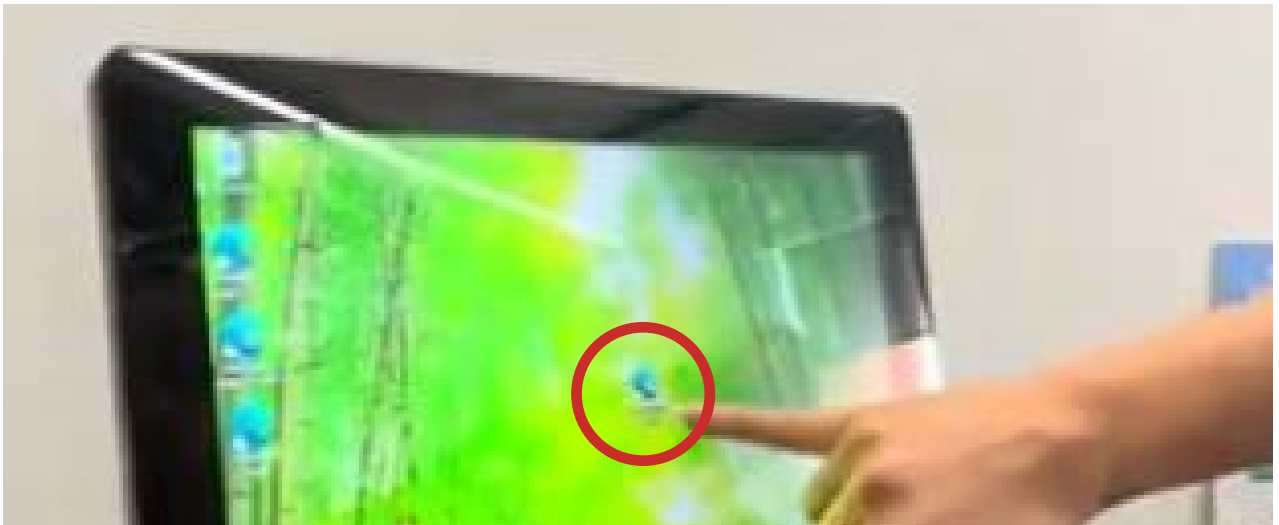
### **4. Confirm the system is ready**

- The touchscreen should respond immediately to touch.
- If the screen stays black, check that the orange power light is on and the computer box is running.

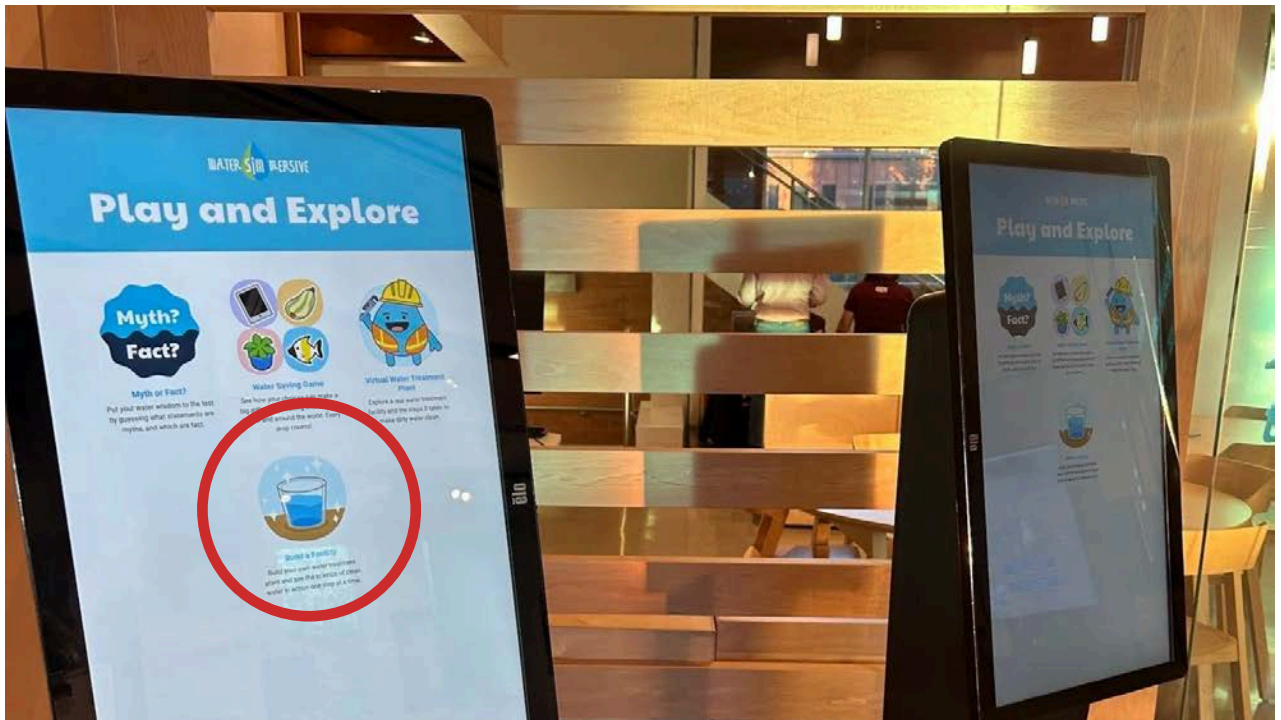
# Build a Facility Game

## ACCESSING THE BUILD A FACILITY GAME

1. Select the “Play” shortcut from the desktop (see below).



2. Select the “Build a Facility” option (see below).



# Build a Facility Game

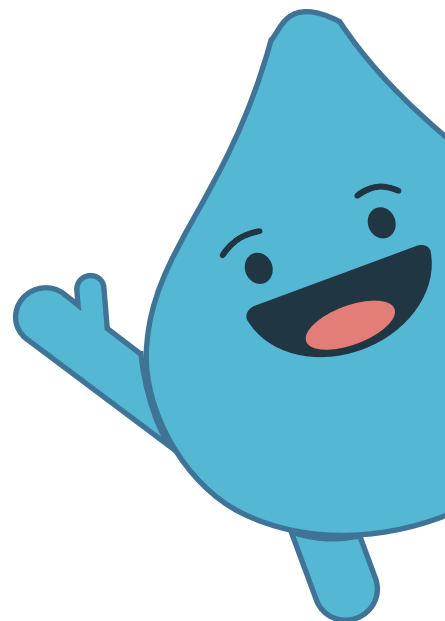
## ■ ELO SHUTDOWN INSTRUCTIONS:

### 1. Close all open applications

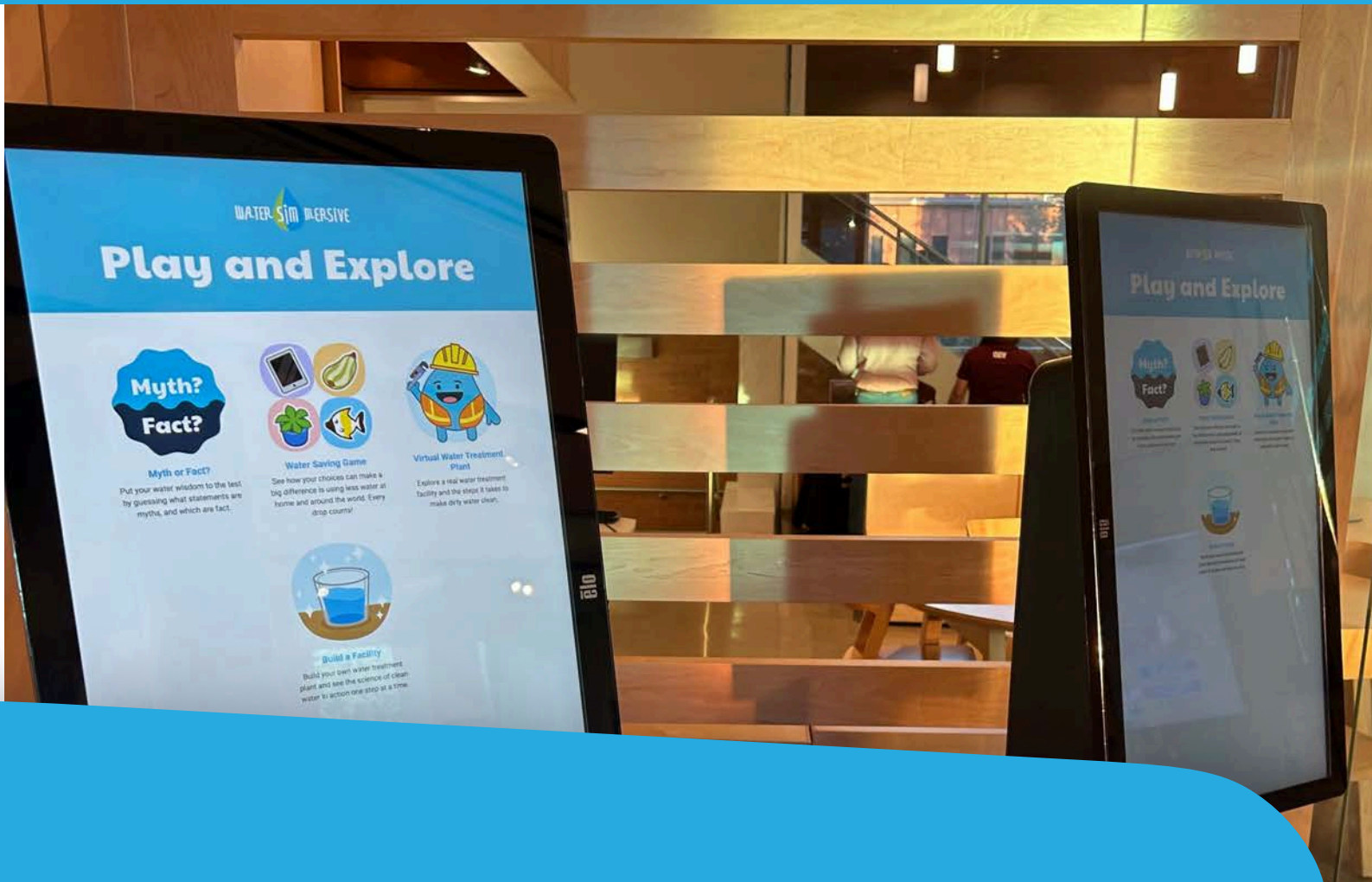
- Tap the “X” in the corner of any open window, or return to the desktop.
- Make sure the “Play” program is closed before shutting down.

### 2. Shut down the system

- Tap the Start button (Windows logo at the bottom-left corner).
- Tap the Power icon.
- Select “Shut down.”
- Wait until the screen goes completely black and the fan sound stops — this may take up to a minute.



# Water Myth vs. Fact Game



For Video  
Tutorial

Access this QR Code



# Water Myth vs. Fact Game

**Note:** The following instructions are for running the build a facility game on the **ELO Touchscreen**

## FIRST-TIME SETUP

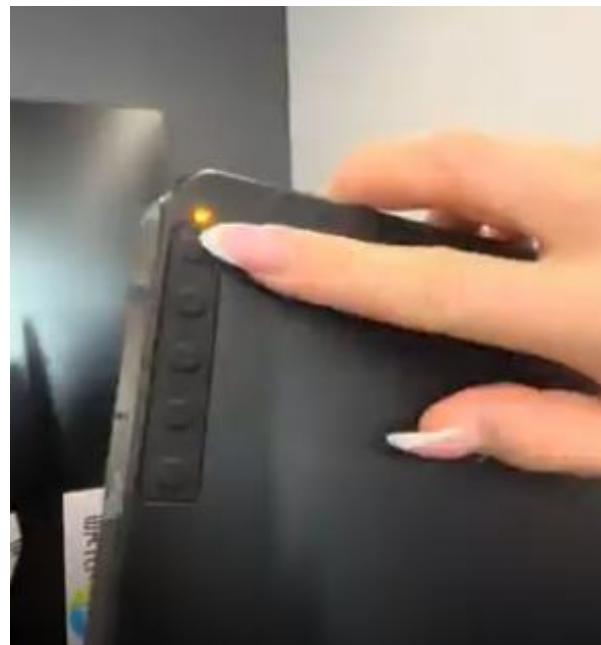
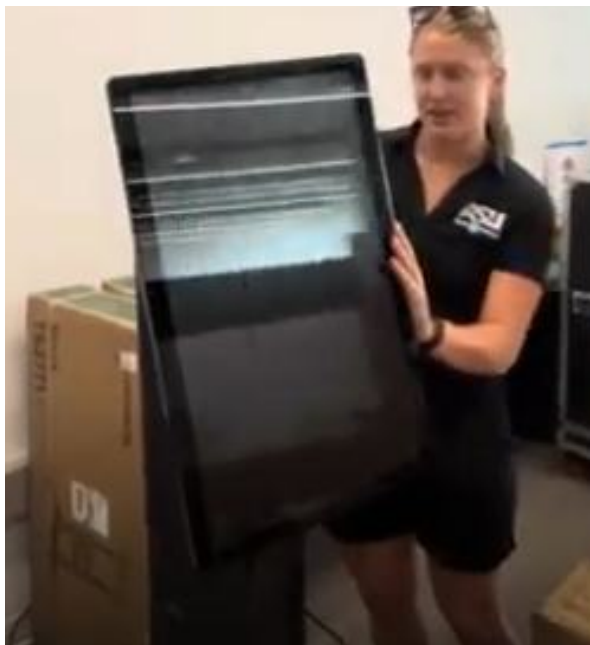
**(IF THE SCREEN HAS NEVER BEEN TURNED ON):**

### 1. Connect power

- a. Plug the power cable into a wall outlet.

### 2. Turn on the monitor

- a. Open the ELO screen. To open, grasp the right side of the screen and open it to the left (see below).

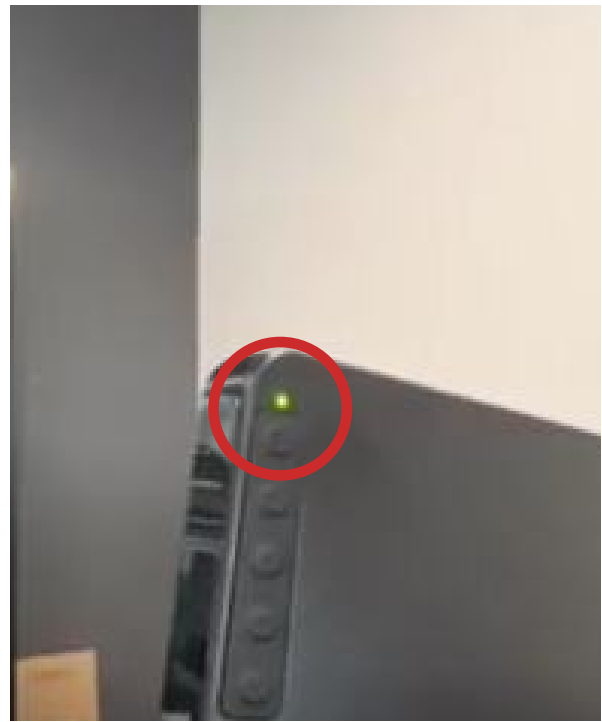


- b. Locate the vertical row of buttons on the **back side** of the display (about four total) (see below).
  - Press the **button with the standby icon** (⏻). It should be the top button (see above).
  - The light should turn **orange** — this means the display has power (see above).

# Water Myth vs. Fact Game

## 3. Turn on the internal computer

- Inside the stand, locate the **square black computer box** (the I-Series system unit).
- Feel underneath or look on top for the **large, indented power button** (see below). You may need to lift the square black computer box up a bit to access the button underneath.
- Press the button once and wait — the monitor light will turn green when the system starts up (see below).



- Close the ELO screen.



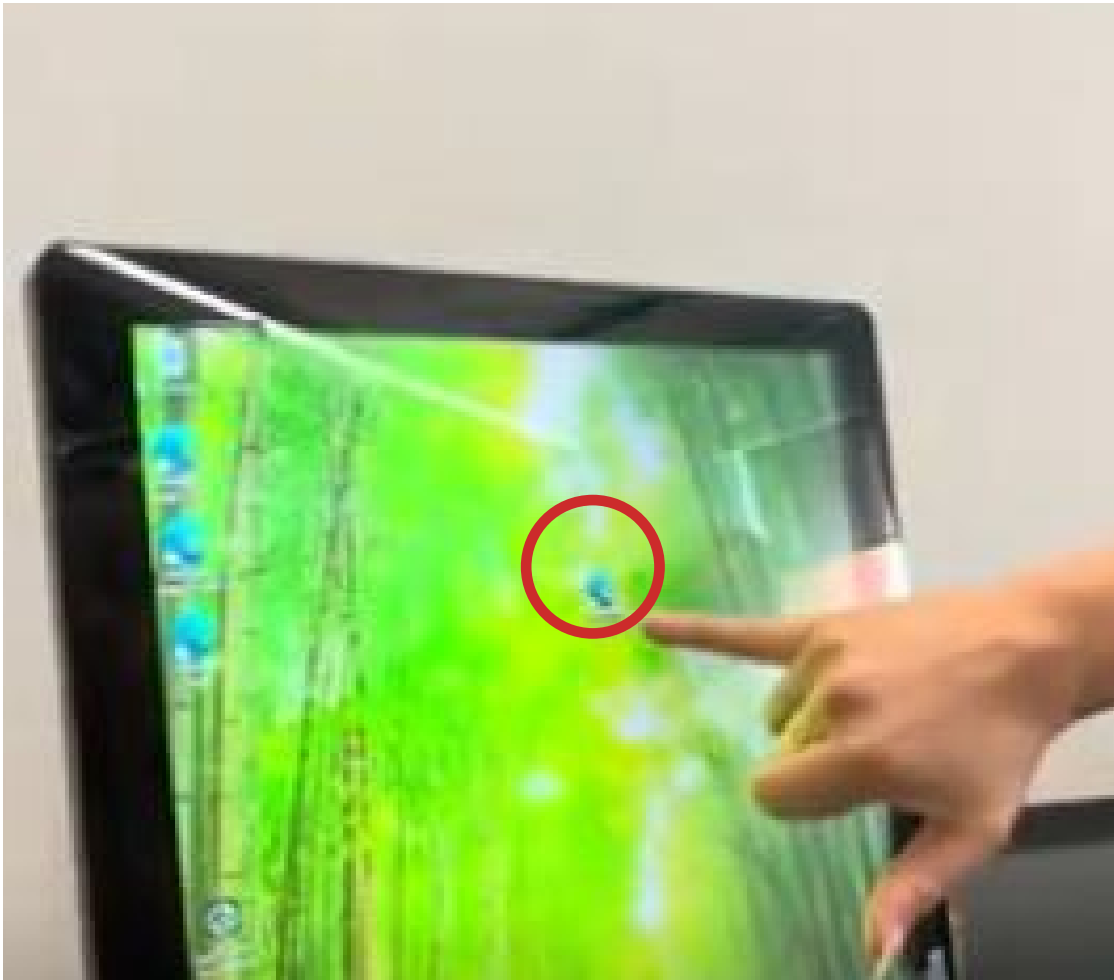
# Water Myth vs. Fact Game

## 4. Log in

- When the Windows home screen appears, swipe up.
- Enter the passcode **1212**.

## 5. Start the application

- Double-click the “**Play**” Microsoft shortcut on the desktop (see next page).



# Water Myth vs. Fact Game

## ELO STARTUP INSTRUCTIONS:

### **1. Turn on the internal computer**

- Inside the stand, locate the square black computer box (the built-in system unit).
- Feel underneath or look on top for a large, indented power button. You may need to lift the square black computer box up a bit to access the button underneath (see image under “First Time Setup” section above)
- Press it once — do not hold it down.
- Wait about 30–60 seconds while the system starts up. The light on the back of the monitor will change from orange to green once it’s fully on (see image under “First Time Setup” section above).

### **2. Log in**

- When the Windows home screen appears, swipe up and enter the passcode 1212 using the touchscreen keyboard.

### **3. Start the experience**

- On the desktop, double-click the “Play” Microsoft shortcut (see image under “First Time Setup” section above).
- Wait for the application to load before interacting with the screen.

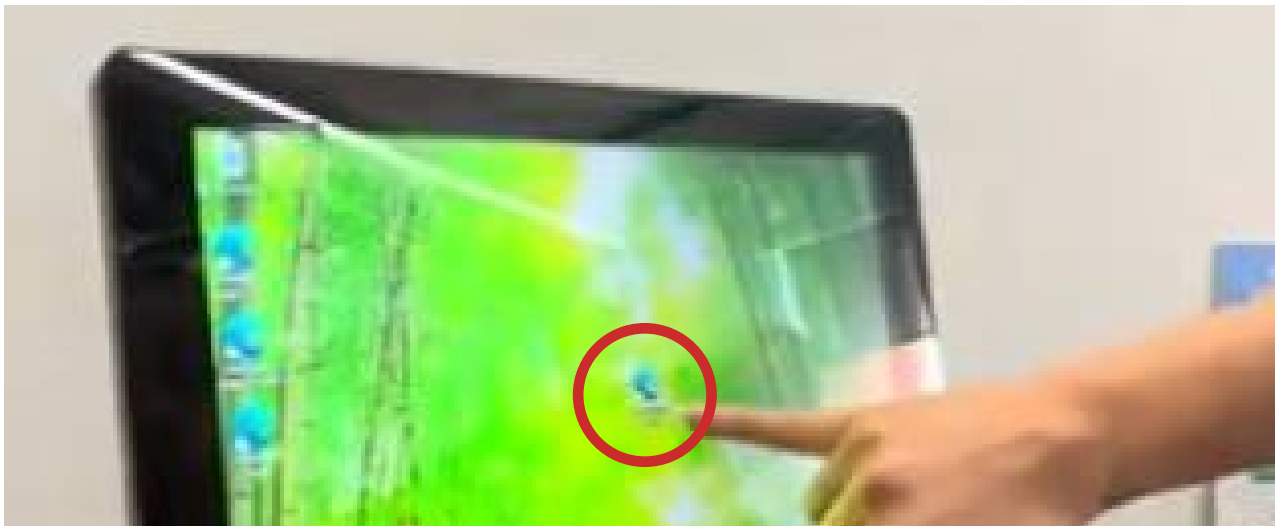
### **4. Confirm the system is ready**

- The touchscreen should respond immediately to touch.
- If the screen stays black, check that the orange power light is on and the computer box is running.

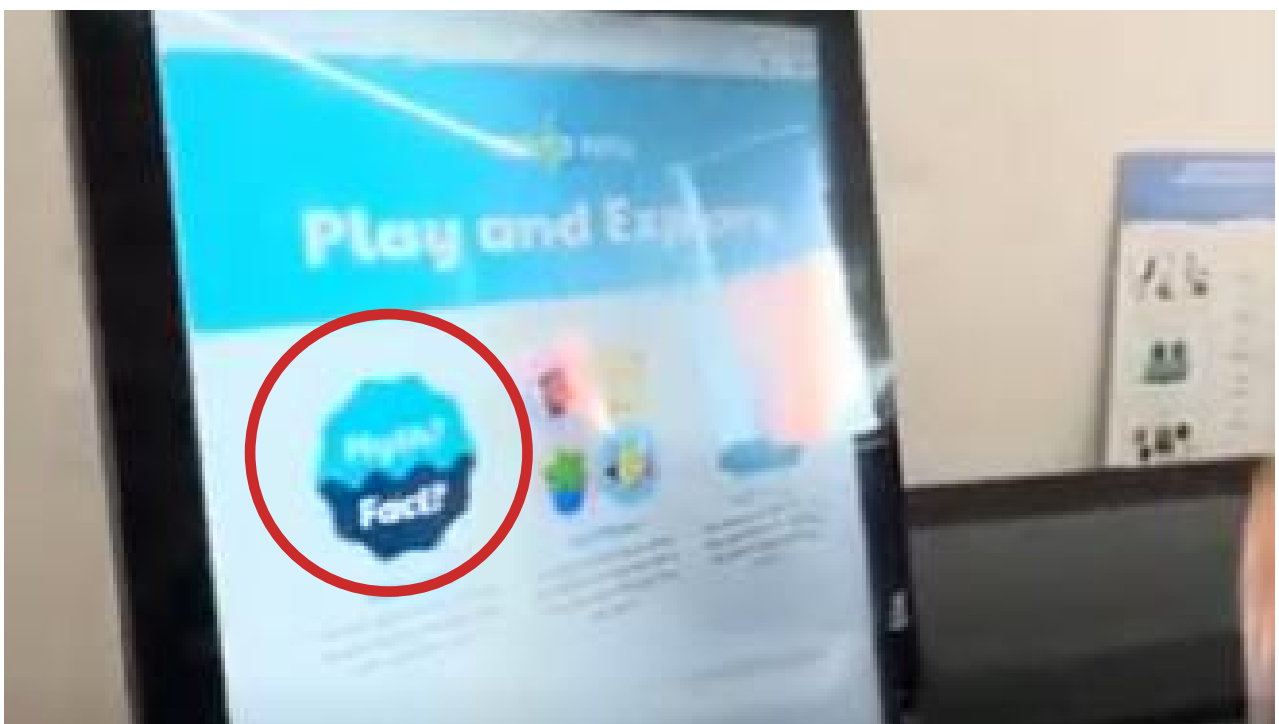
# Water Myth vs. Fact Game

## ACCESSING THE WATER MYTH VS FACT GAME:

1. Select the “Play” shortcut from the desktop (see below).



2. Select the “Water Myth vs Fact Game” option (see below).



# Water Myth vs. Fact Game

## ■ ■ ■ ELO SHUTDOWN INSTRUCTIONS:

### **1. Close all open applications**

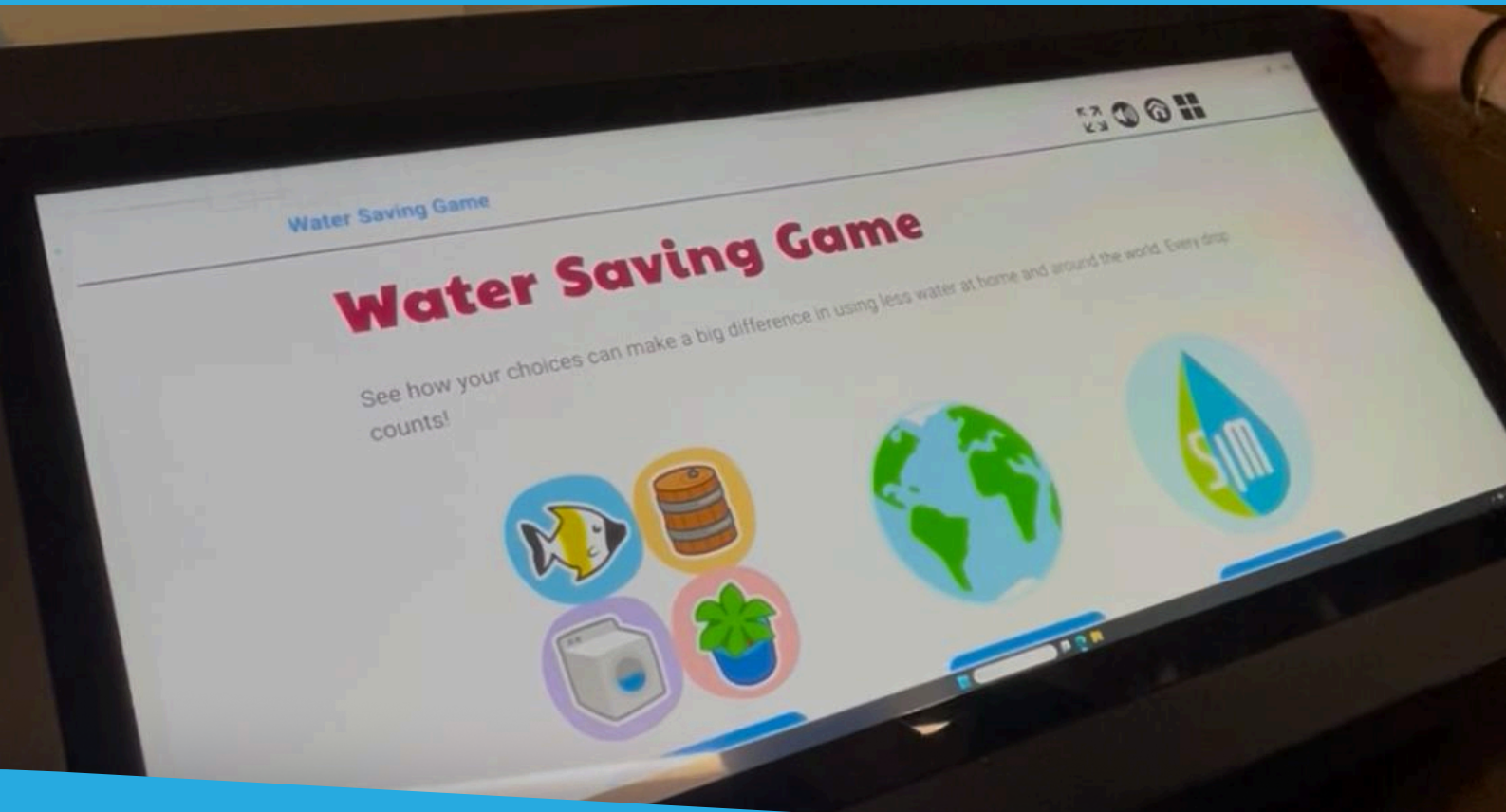
- Tap the “X” in the corner of any open window, or return to the desktop.
- Make sure the “Play” program is closed before shutting down.

### **2. Shut down the system**

- Tap the Start button (Windows logo at the bottom-left corner).
- Tap the Power icon.
- Select “Shut down.”
- Wait until the screen goes completely black and the fan sound stops — this may take up to a minute.



# Water Saving Game



**For Video  
Tutorial**

Access this QR Code

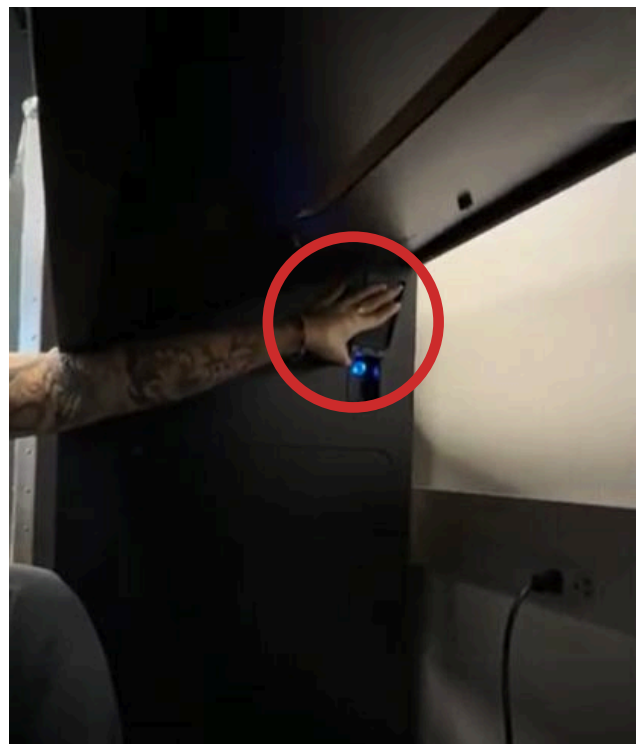


# Water Saving Game

**Note:** The following instructions are for running the build a facility game on the **Table Touchscreen**

## TO TURN ON THE TOUCHSCREEN TABLE:

1. Find the built-in plug (it should be on the back left side of the table)
2. Plug it into the wall
3. Identify the flap inside the left leg on the upper back corner (see below).
  - a. Note: the key should be left in the flap at all times–no need to lock or unlock it

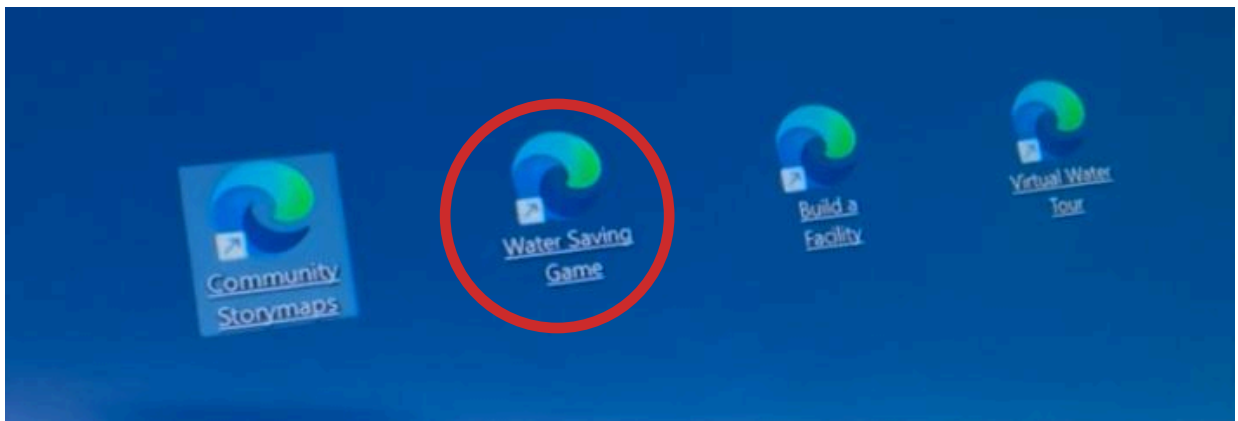


4. Open the flap and press the button (the button should turn blue once pressed–see below).
5. Give it a couple of moments to turn on

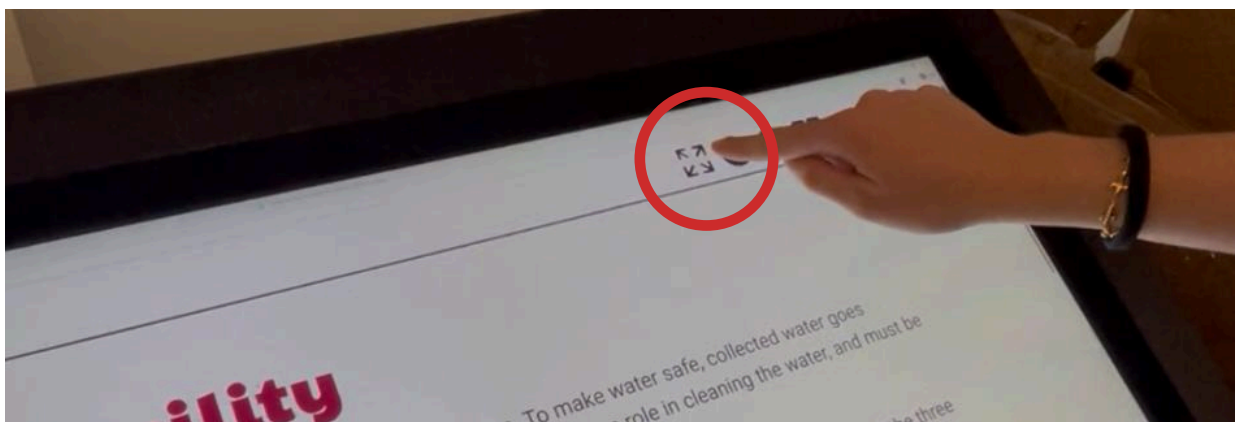
# Water Saving Game

## ■ TO ACCESS THE WATER SAVING GAME (VIA DESKTOP SHORTCUT):

1. A Microsoft Edge icon with the title “Water Saving Game” should be found on the Desktop (see below).



2. Identify the icon and double click it.
3. To put the game in full screen mode, press the icon in the top right corner with four arrows pointing outward (see below)

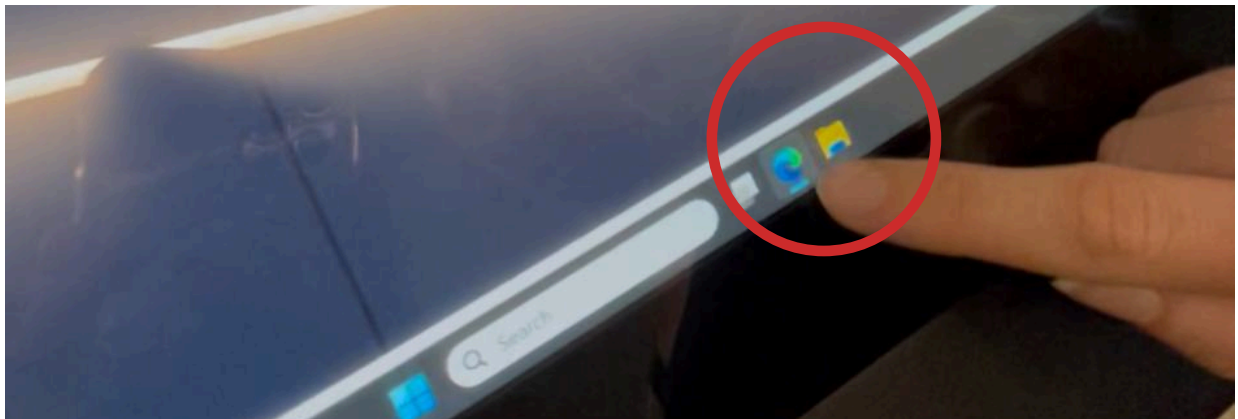


4. To exit full screen mode, press the icon in the top right corner with the four arrows pointing inward (see below)

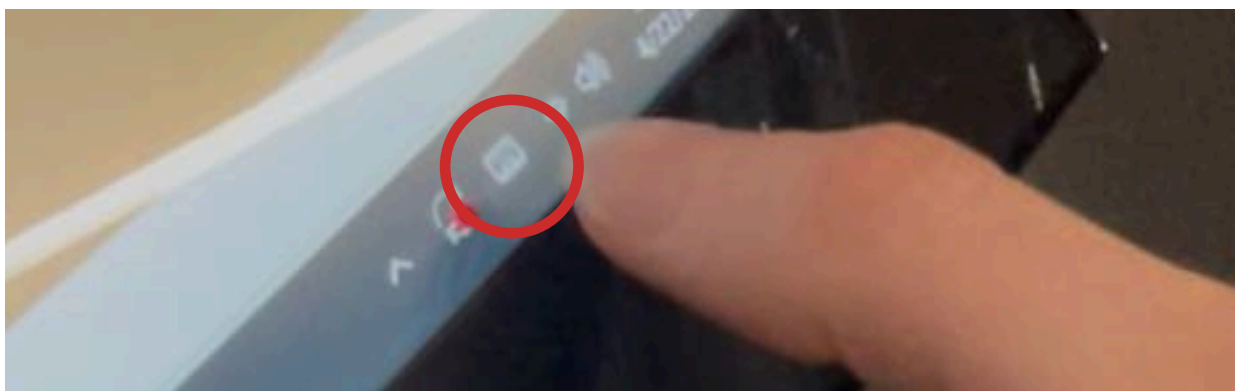
# Water Saving Game

## ■ TO ACCESS THE WATER SAVING GAME (IF THERE IS NO DESKTOP SHORTCUT):

1. Press the Microsoft Edge icon
  - a. This can be found in two places: (1) the left side of the screen (2) the bottom taskbar to the right of the search bar (see below).



2. Tap the search bar in Microsoft Edge and type in the following:  
[watersimmersive.net](http://watersimmersive.net)
  - a. To access the keyboard, select the small keyboard icon in the bottom right corner of the screen (see below)

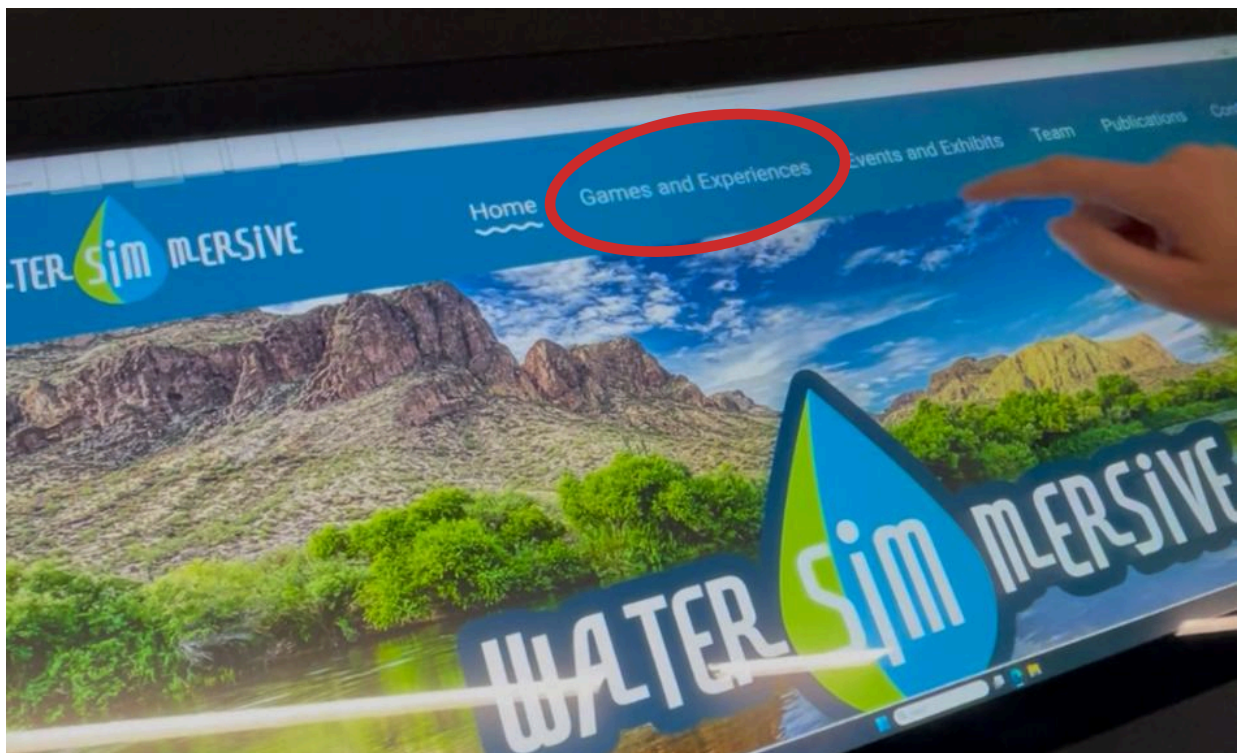


# Water Saving Game

- b. To exit out of the keyboard, press the “X” icon in the top right corner of the keyboard (see below)

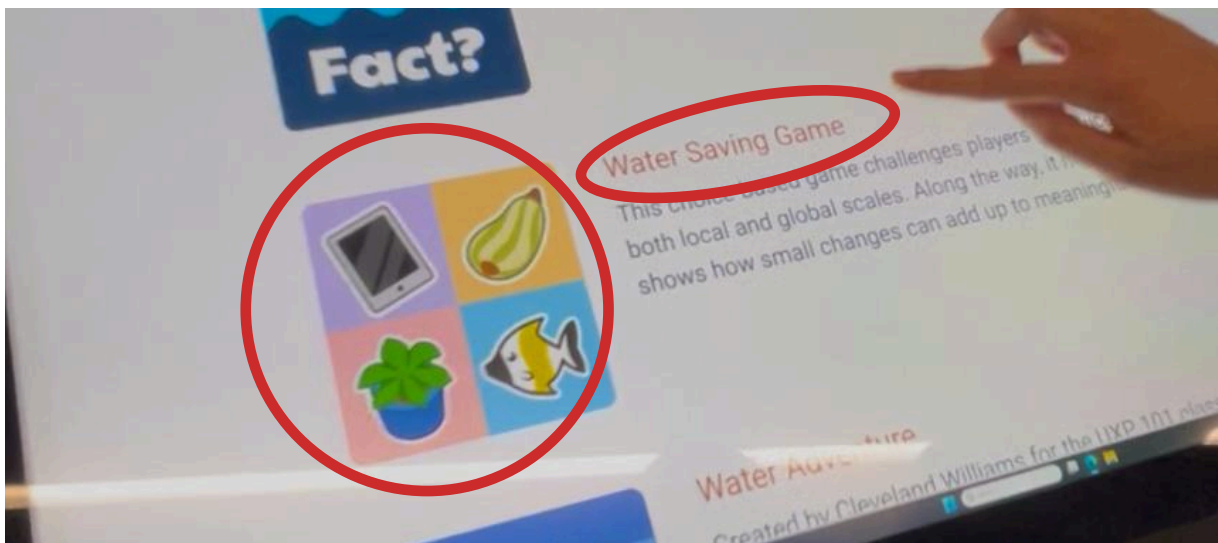


3. Once at the Water Simmersive website, select “Games and Experiences” found in the top banner of the website (see below)



# Water Saving Game

4. Scroll down until you find the “Build a Facility” (it should be listed under the “Interactive Games and Simulations” section of the page).
5. Select “Build a Facility” option
  - a. You can do so by selecting the “Build a Facility” title or the icon (see below)



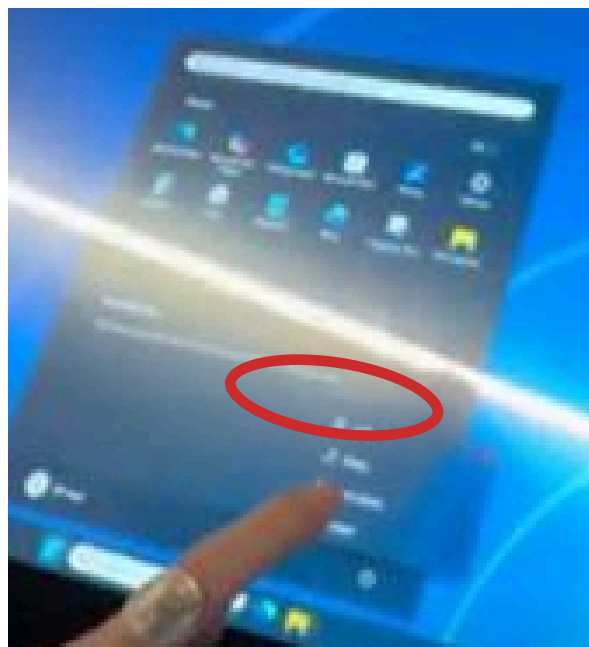
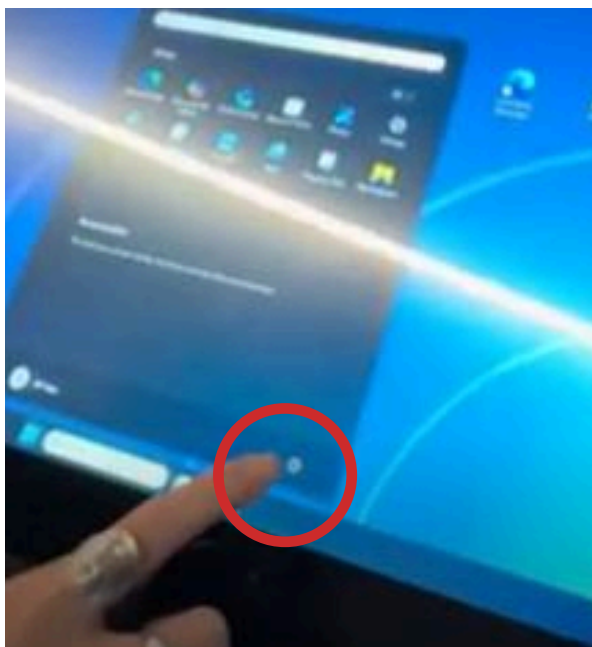
6. To put the game in full screen mode, press the icon in the top right corner with four arrows pointing outward (see photos above)
7. To exit full screen mode, press the icon in the top right corner with the four arrows pointing inward (see photos above)



# Water Saving Game

## TO TURN OFF THE TOUCHSCREEN TABLE:

1. Exit out of the website by pressing the “X” in the top right corner of the browser
2. Select the Windows icon in the bottom taskbar (left of the search bar–see below).



3. Select the Power icon in the bottom right of the pop-up (see below).
4. Select “Shut down” (see above).
5. Unplug the table from the wall
  - a. No need to hit the button under the flap–that is only necessary to turn the touchscreen on

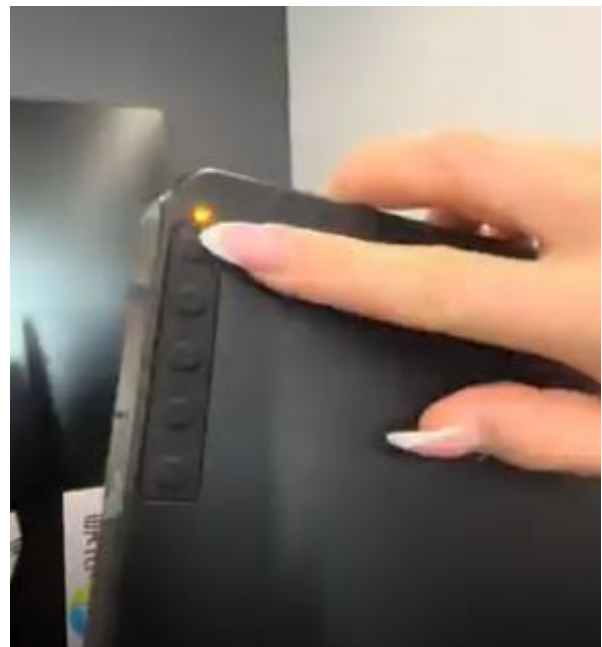
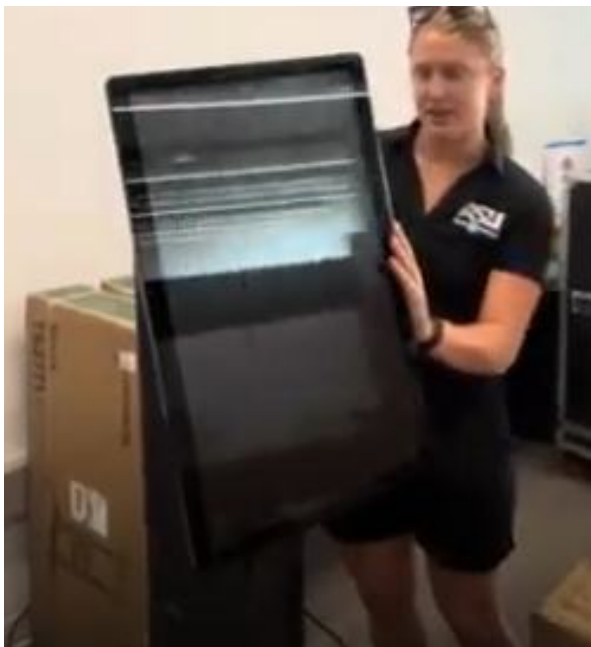
# Water Saving Game

**Note:** The following instructions are for running the water saving game on the **ELO Touchscreen**

## FIRST-TIME SETUP

**(IF THE SCREEN HAS NEVER BEEN TURNED ON):**

1. Connect power
  - a. Plug the power cable into a wall outlet.
2. Turn on the monitor
  - a. Open the ELO screen. To open, grasp the right side of the screen and open it to the left (see below).



- b. Locate the vertical row of buttons on the **back side** of the display (about four total) (see below).
      - Press the button with the standby icon (⏻). It should be the top button (see above).
      - The light should turn orange — this means the display has power (see above).

# Water Saving Game

## 3. Turn on the internal computer

- a. Inside the stand, locate the **square black computer box** (the I-Series system unit).
- b. Feel underneath or look on top for the **large, indented power button** (see below). You may need to lift the square black computer box up a bit to access the button underneath.
- c. Press the button once and wait — the monitor light will turn green when the system starts up (see below).



- d. Close the ELO screen.

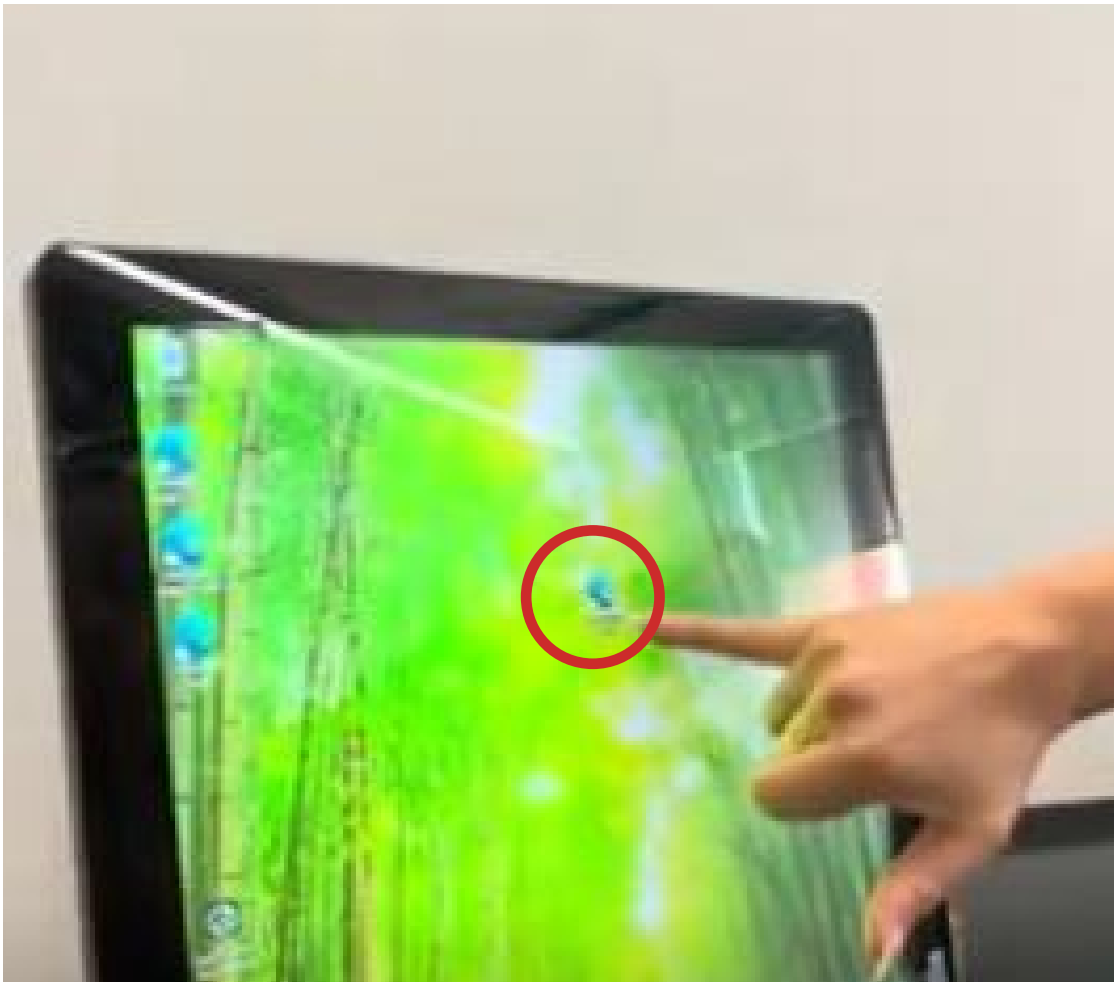
# Water Saving Game

## 4. Log in

- When the Windows home screen appears, swipe up.
- Enter the passcode **1212**.

## 5. Start the application

- Double-click the **“Play”** Microsoft shortcut on the desktop (see next page).



# Water Saving Game

## ■ ■ ■ ELO STARTUP INSTRUCTIONS:

### 1. Turn on the internal computer

- Inside the stand, locate the square black computer box (the built-in system unit).
- Feel underneath or look on top for a large, indented power button. You may need to lift the square black computer box up a bit to access the button underneath (see image under “First Time Setup” section above)
- Press it once — do not hold it down.
- Wait about 30–60 seconds while the system starts up. The light on the back of the monitor will change from orange to green once it’s fully on (see image under “First Time Setup” section above).

### 2. Log in

- When the Windows home screen appears, swipe up and enter the passcode 1212 using the touchscreen keyboard.

### 3. Start the experience

- On the desktop, double-click the “Play” Microsoft shortcut (see image under “First Time Setup” section above).
- Wait for the application to load before interacting with the screen.

### 4. Confirm the system is ready

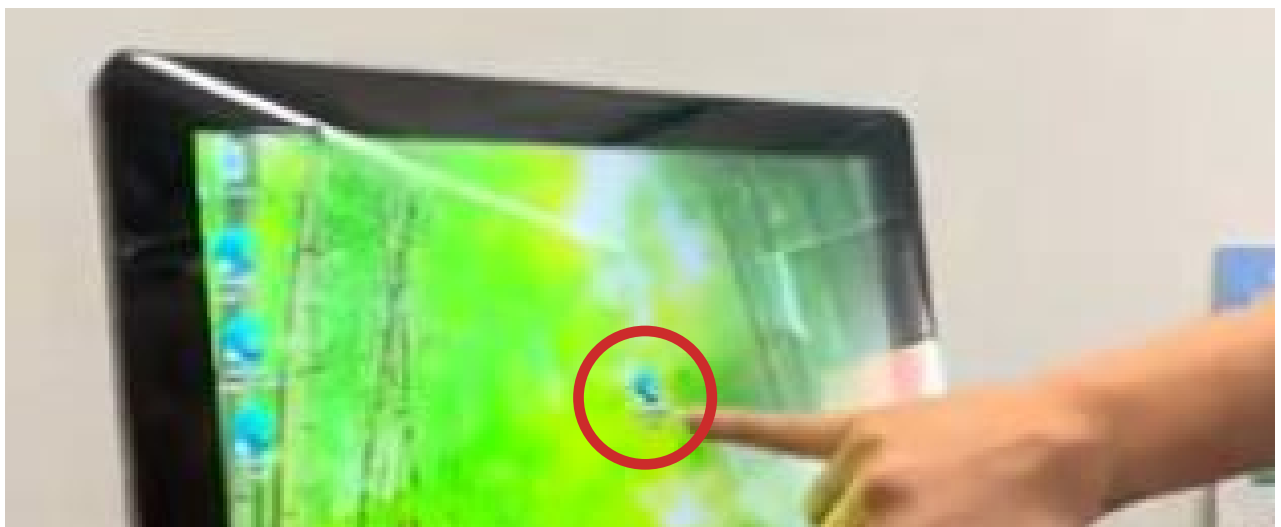
- The touchscreen should respond immediately to touch.
- If the screen stays black, check that the orange power light is on and the computer box is running.



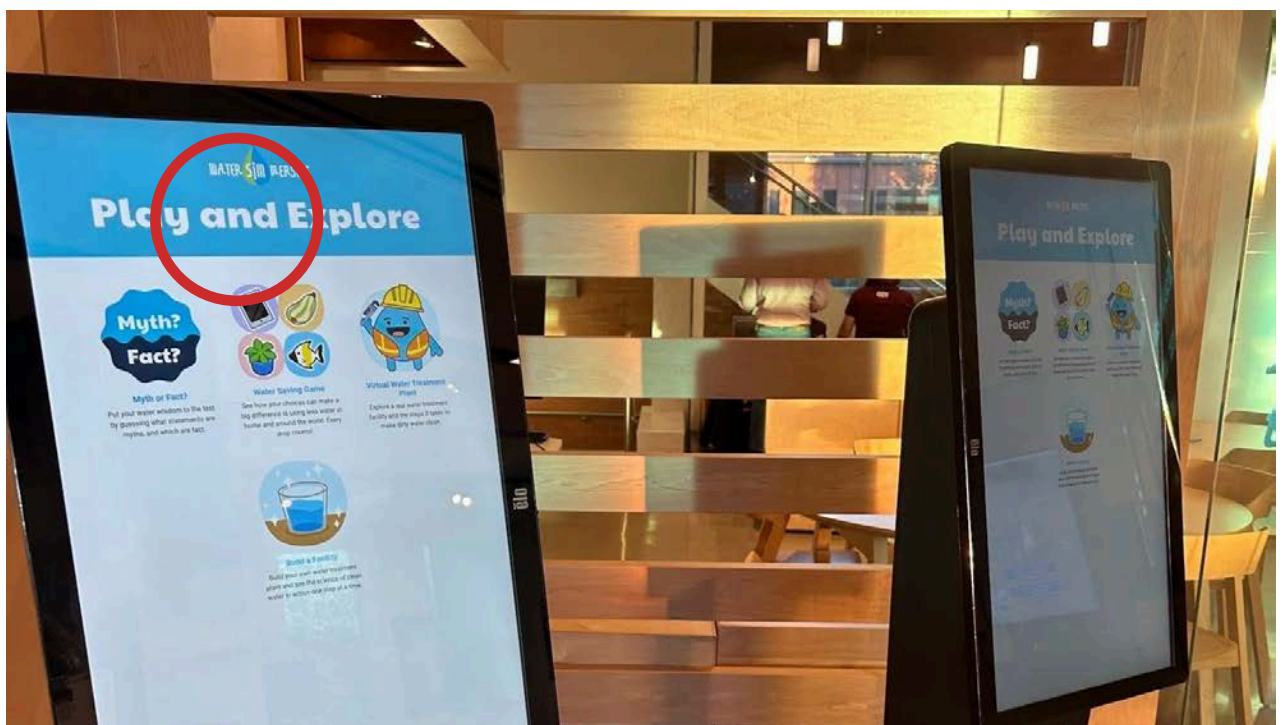
# Water Saving Game

## ACCESSING THE BUILD A FACILITY GAME

1. Select the “Play” shortcut from the desktop (see below).



2. Select the “Build a Facility” option (see below).



# Water Saving Game

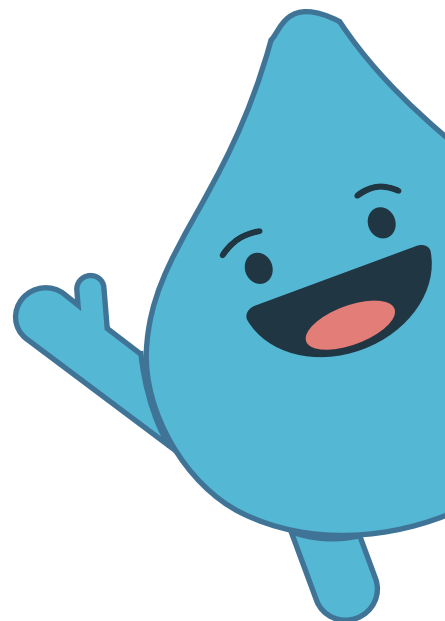
## ■ ■ ■ ELO SHUTDOWN INSTRUCTIONS:

### **1. Close all open applications**

- Tap the “X” in the corner of any open window, or return to the desktop.
- Make sure the “Play” program is closed before shutting down.

### **2. Shut down the system**

- Tap the Start button (Windows logo at the bottom-left corner).
- Tap the Power icon.
- Select “Shut down.”
- Wait until the screen goes completely black and the fan sound stops — this may take up to a minute.



# Agua Fria Mural



# Agua Fria Mural

## SETUP

1. Locate the Agua Fria mural (reference image provided).



2. Prepare four command strips:
  - Separate each strip and press the two sides together until they click.
3. Attach one assembled strip to each corner on the back of the mural.
  - Press firmly on each strip for at least 30 seconds.
4. Remove the protective backing from the exposed side of each strip.
5. Position the mural on the wall.
6. Press firmly on all four corners for at least 30 seconds to secure.



## AGUA FRIA WATERSHIP INFORMATION PANEL

1. Locate the Agua Fria Watership Information Panel.
2. Prepare two command strips (as above).
3. Attach one strip to the top center and one to the bottom center on the back of the panel.
  - Press firmly on each strip for at least 30 seconds.
4. Remove the protective backing from the exposed sides.
5. Position the panel on the wall next to the mural.
6. Press firmly on the top and bottom for at least 30 seconds.

# Living Community Canvas



# Living Community Canvas

## STATION SETUP

*Retrieve all mural materials (base mural, cutouts, markers, color key, supplies).*

## SET UP THE MURAL DISPLAY:

1. Mount the 10 ft x 8 ft base mural print onto a wall or board
2. Use pins, tape, or clips to secure all edges.
3. Ensure the mural is flat, visible, and reachable.

## SET UP THE INTERACTION TABLE:

1. Place a table near the mural for participant use.
2. Cover it with a plastic covering or any disposable table covering
3. Lay out black-and-white cutouts (animals, habitats, environmental elements).
4. Organize cutouts into categories if possible (birds, animals, plants).

## SET UP THE COLOR KEY SYSTEM:

1. Print and display the color key sheet clearly on the table.
2. Ensure the color key includes:
  - a. Color swatches
  - b. Matching codes (e.g., R1 = Red, Y1 = Golden Yellow)
3. Arrange markers/sketch pens on the table:
  - a. Group them by color in separate containers
  - b. Label each container as per its matching codes, if possible

## FINAL SETUP CHECK:

1. Place pins, tape, or adhesives for attaching cutouts to the mural
2. Set out cleaning supplies (wipes, paper towels)
3. Ensure the station is organized and easy to understand.

# Living Community Canvas

## BEFORE STATION USE

1. Greet participants and explain the activity: *“You’ll color in a cutout and add it to the mural.”*
2. Explain the color key system:
  - Each **color has a code** (e.g., R1, Y1)
  - The same codes appear on the **mural** and **reference** examples
  - Participants should match colors using the key
3. Show examples on the mural:
  - Point out pre-colored animals or blank spaces with color-codes
4. Give simple instructions:
  - Choose a cutout or choose a marker to fill in the empty spaces in the base mural
  - Use the color key to color it
  - Pin the cutouts anywhere appropriate on the mural
5. Set expectations:
  - Be respectful of others’ artwork
  - Follow the color guide when possible

## DURING STATION USE

1. Encourage creativity while guiding participants to use the color key
2. Help participants understand where to place their cutouts
3. Keep materials organized and accessible

### Troubleshooting:

1. If participants are confused about colors:
  - Point them to the color key and matching codes
2. If colors are mismatched:
  - Gently guide them back to the correct code system
3. If mural space becomes crowded:
  - Suggest open areas for placement
4. If materials run low:
  - Refill from backup supplies

# Living Community Canvas

## AFTER STATION USE

1. Thank participants for contributing
2. Check the mural for loose or falling cutouts and secure them
3. Organize remaining cutouts and markers
4. Clean the table and the surrounding area

## END OF DAY

1. Carefully remove or secure all cutouts on the mural
2. Take down the mural if required, OR cover/protect it
3. Clean all materials and surfaces
4. Sort and store cutouts for reuse (if applicable)
5. Pack all supplies into storage containers



# Letters to Water



**For Video  
Tutorial**

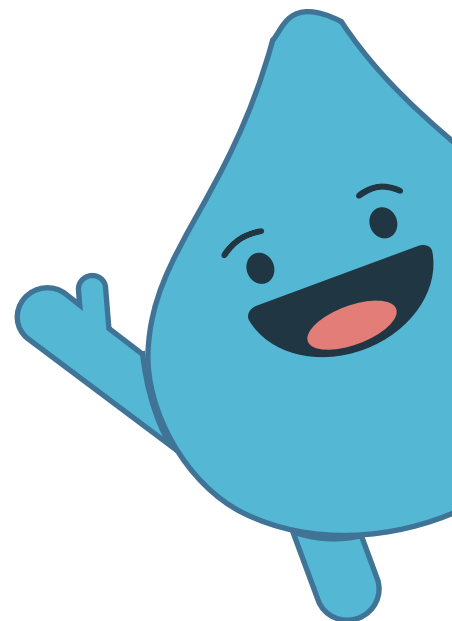
Access this QR Code



# Letters to Water

## ■ ■ ■ SET UP THE MURAL DISPLAY:

1. Lay out provided postcards in a neat arrangement on a table with extra room for visitors to sit and write.
2. Secure a few long pieces of twine to a nearby wall using tape or other adhesive material.
3. Ensure writing tools are neatly arranged and available on or around the display area.
4. Provide clothespin in a nearby and accessible container.



# Water Action Station



For Video  
Tutorial

Access this QR Code



# Water Action Station

## PREPARE THE DISPLAY AREA

1. Select a stable, accessible table surface.
2. Ensure there is enough space for visitors to write and deposit cards.
3. Recommended placement: near the exit of the exhibit.

## SET UP THE CLEAR BOX AND BACKGROUND IMAGE

1. Locate the Dry River Desert Scape image.
2. Insert the image into the back of the clear box so it is visible through the front.
3. Place the clear box on the table with the opening facing upward.
4. Ensure the box is stable and easily reachable for visitors.

## ATTACH THE TOP PANEL

1. Locate the panel titled “Help fill the river with your ideas!”
2. Position the panel above or directly behind the clear box so it is clearly visible.
3. Attach using command strips or provided mounting materials.
4. Press firmly for at least 30 seconds to secure.

## ATTACH THE INSTRUCTION SIDE PANEL

1. Locate the panel titled “What’s your Next Step?”
2. Position the panel next to the display at eye level or slightly below.
3. Attach using command strips or mounting materials.
4. Press firmly for at least 30 seconds to secure.

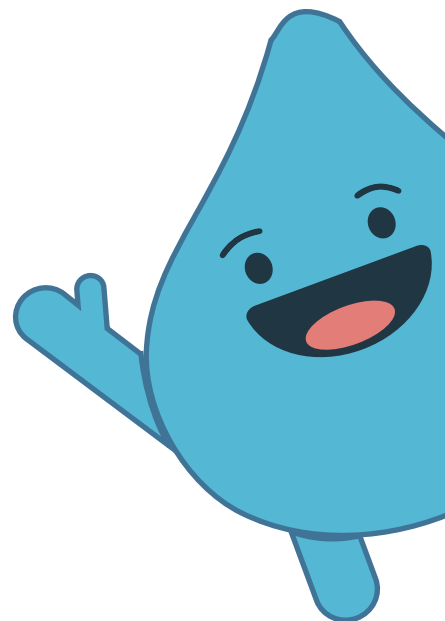
# Water Action Station

## ■ ■ ARRANGE INTERACTIVE MATERIALS

1. Place a stack of blank idea cards next to or in front of the box.
2. Place pens nearby so they are easy to find and use.
3. Ensure materials are neatly arranged and accessible

## ■ ■ FINAL CHECK

1. Confirm all panels are securely attached.
2. Ensure the box is stable and does not shift.
3. Verify that visitors can easily:
  - a. Read the instructions
  - b. Write on a card
  - c. Deposit it into the box



# Aquifer Model



# Aquifer Model

Our aquifer model has **three parts**, a sculptural representation of the layers of the earth stacked in a tower shape, an info panel with educational text and images related to aquifer information, and a set of tiles made with rock and resin to symbolize how water flows in between rock to form an aquifer. The tower and the tiles are a fun tactile element for visitors to touch.

Please note that due to logistical details unique to each exhibit site, it's possible the tower will not be shipped to your location. If your space doesn't have a table for this set up, we can send one with the set up. First, please assess the usefulness of the tables you might already have available in your exhibit space.

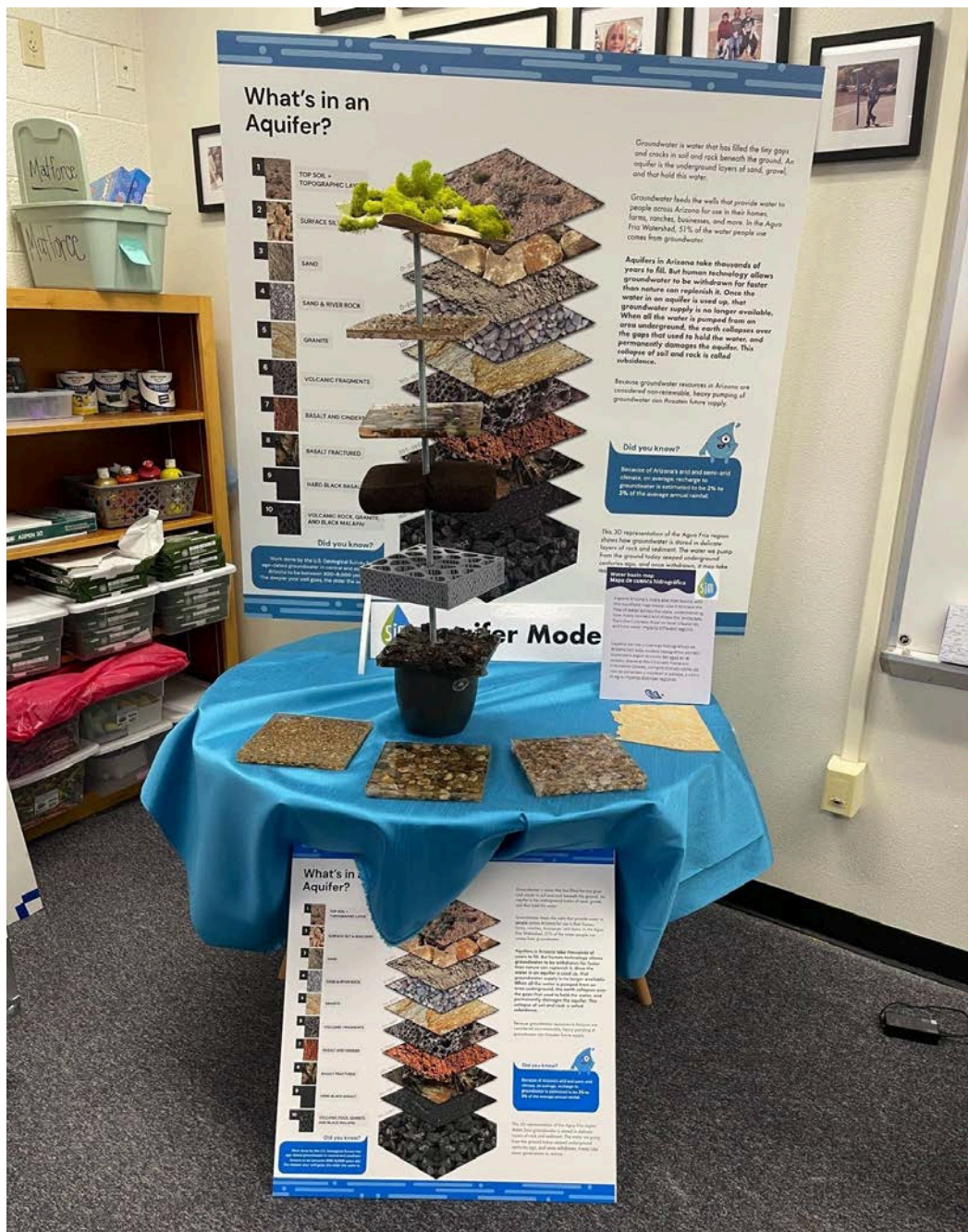
## SET UP STEPS:

1. Set up the Aquifer Sculpture on a table (if applicable), with the blue table cloth we provide. Perched on a table makes the display more or less at eye level for kids. The sculpture is bottom heavy and weighted, so the odds of it falling over are very slim. We encourage museum exhibit visitors to touch the sculpture.
2. Put rock "tiles" on the table top.
3. Place the Info Panel, titled "What's in an Aquifer?" behind the sculpture. Resting on the table and against a wall or sturdy piece of furniture, like a bookshelf.
4. Place the "Aquifer Model" sign with the exhibit logo next to, or above the exhibit.



# Aquifer Model

Example Photograph: You can ignore the smaller poster below the table. We will only send the large one to exhibit locations moving forward.



# Directional Signs



For Video  
Tutorial

Access this QR Code



# Directional Signs

## UNPACK AND SET UP THE A-FRAME

1. Remove the A-frame from the box.
2. Expand it outward until it forms a stable triangle shape.



## PREPARE YOUR SIGN

1. Locate the **ASU Water Sim Exhibit Welcome** sign (“All Are Welcome”).
2. Decide how you want to display it:
  - a. **Option A:** Use the sign as-is, pointing in the direction of the exhibit.
  - b. **Option B (Optional Customization):**
    - i. Print the name of your school or organization.
    - ii. Attach it to the arrow using tape.

## INSERT THE SIGN INTO THE A-FRAME

1. Hold the sign vertically.
2. Insert the **top edge of the sign into the top slot** of the A-frame.
3. Push it upward slightly—just enough to guide the bottom edge.
4. Then **lower the sign down into the bottom slot** so it rests securely.

## FINAL CHECK

1. Make sure the sign is centered and stable.
2. Position the A-frame so it clearly directs visitors toward the exhibit.