



Introduction

SeeBox is an educational product which teaches the principles of electronics and electricity. Because it is based on experiential learning, it also develops problem solving and abstract thinking in the user.

SeeBox incorporates 6 electronic test instruments in one device. The user watches animated videos to learn new concepts in electronics and electricity. He/she then applies that knowledge to progress through the game. Each level consists of practical experiments, where SeeBox measures the outcome of the experiment before they can proceed to the next level.

Requirements

- Windows 7 or later computer *OR* Android tablet or Android smartphone
- Mains power connection (90~260 VAC)
- Internet connection for the tablet or computer

Unpacking

See [the last page of this brochure for images of the items](#). Check that you have all the following items in the box:

1.	SeeBox School Model	x 1
2.	Mains power cable	x 1
3.	One of these USB cables	x 1
3.1.	USB-A to USB-B cable for Windows computers	
3.2.	USB-micro to USB-B USB-OTG cable for Android devices	
4.	Analog Playboards	x 5
5.	Analog Playcable	x 1
6.	Learner Identification (LID) Tag	x 1

Physical Setup

1. Ensure that your computer or tablet is connected to the internet.
2. Connect SeeBox to mains power using the power cable.
3. Connect SeeBox to your Windows or Android device using the applicable USB cable.

Windows Software Setup

1. Ensure that you have at least 400MB of data available on your internet connection.
2. Be prepared to wait several minutes while the software is being downloaded.
3. Download the SeeBox installer.
4. Run the installer once downloaded and follow the on-screen instructions.
5. The installer will download the software and then the initial educational content.

Registering Users

SeeBox tracks the progress of its users (called learners) in order to provide insight into progress being made. A learner is initially identified using a username. This username is supplied to SeeBox in one of two ways - by inserting an LID tag or by typing in a username. Instead of a password, the learner is verified by means of fingerprint identification.

After opening the software for the first time the user has to register by following these steps:

1. Insert LID tag or enter user name.
2. On the next screen:
 - 2.1. Change your profile picture.
 - 2.2. Enroll your fingerprint by clicking “enroll fingerprint” and then swiping your finger on the fingerprint scanner when the software instructs you to do so.
 - 2.3. Enter a password.
 - 2.4. Then click create account.
3. The SeeBox will then automatically take you to the game.

After you've registered yourself on the Seebox LMS you can start playing.

1. After you are done creating an account and you are logged into the SeeBox game, you will be on the start of the SeeBox game screen.
2. In the top righthand corner of your screen you will see a help button, click on this button.
3. On the SeeBox help tab you will find a button called “how to play”. This will take you to the video that shows you how to play the game.



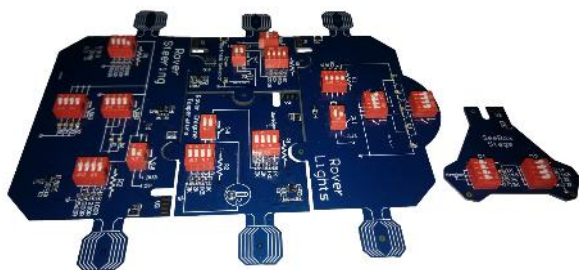
Seebox



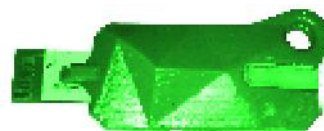
Analog Playcable



Tablet Holder



Playboards: Seebox- and Rover Stages



Learner ID Tag



USB PC Cable



USB-OTG Tablet cable



Power Cable