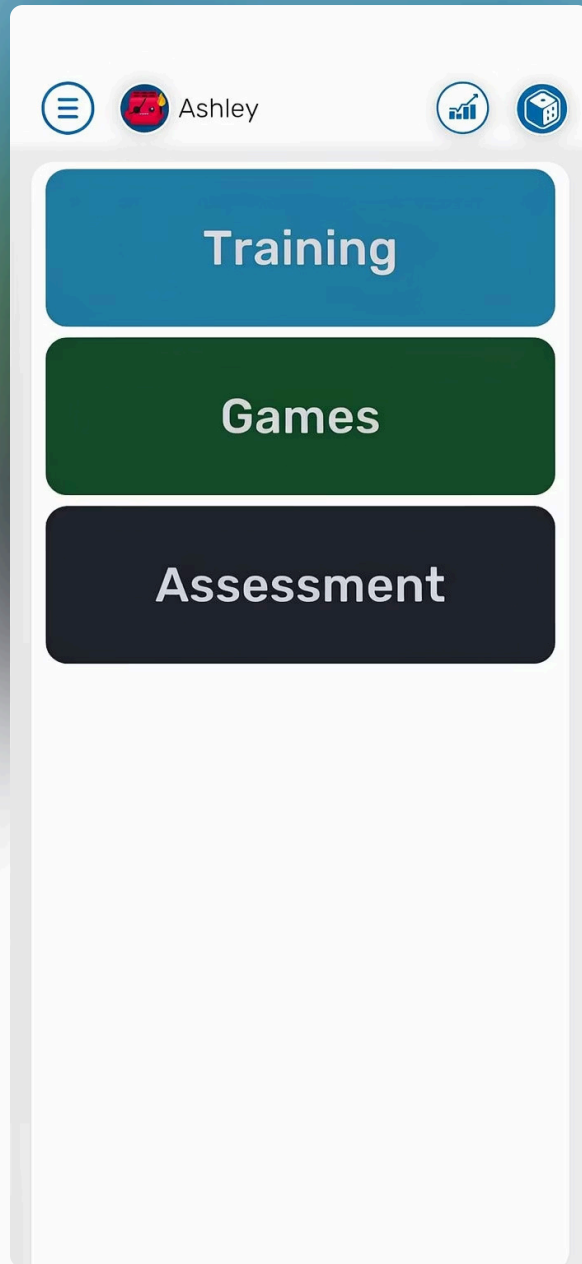




BoBo Dice Pro

App User Guide

This user guide provides an overview of the BoBo Dice Pro app, including setup, training modes, and key features.

It is designed to help you get started quickly and use the system effectively.

[QUICK SETUP](#)[GUIDED TRAINING](#)[TRACK PROGRESS](#)

Guide Structure

What's Inside

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Dexterity · Memory · Tactile

02

Games

Rotate Games · Roll Games

03

Assessments

Evaluation screens & scoring

04

Top Menu

Patient Management & Stats. Dice Management & Settings

SECTION 1

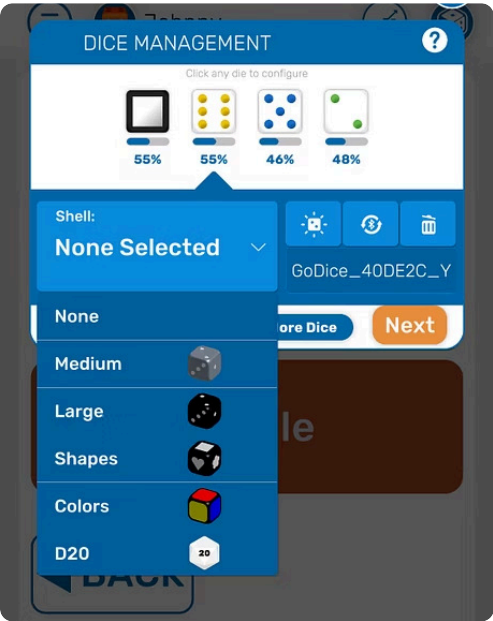
Training

Dexterity · Memory · Tactile



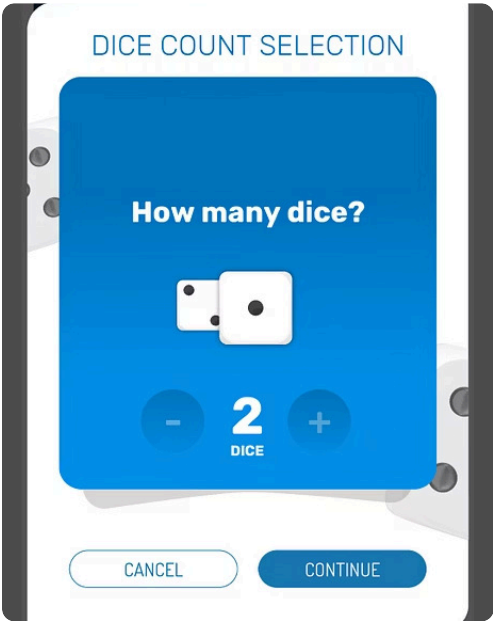
Training Settings

Each training session starts with a few simple steps:



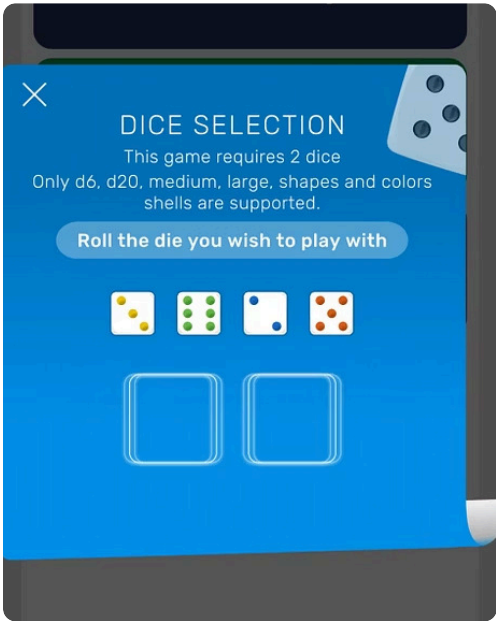
① Dice Management

Select the type of dice you want to use. To use a shell, tap on the dice to open the menu.



② Dice Count Selection

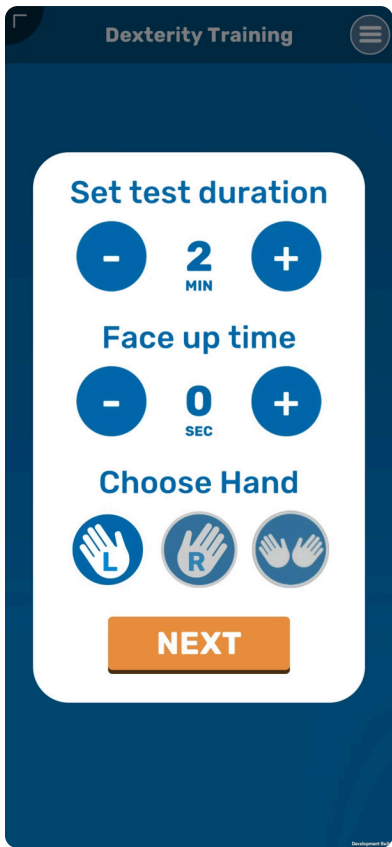
Choose how many dice will be used in the session.



③ Dice Selection

If more dice are connected than needed, select which dice will be used in the session.

Dexterity Settings



① Session Duration

Set the duration of the training session.

② Face Up Time

Set how long the correct face of the dice needs to stay facing up to count as a success.

③ Choose Hand

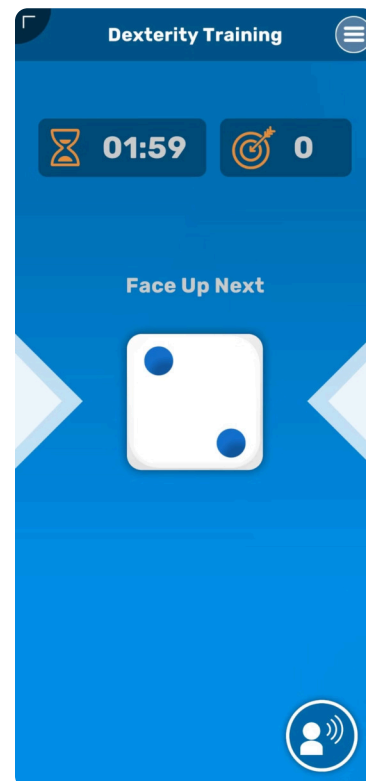
Select which hand is being used. This data is saved in the patient dashboard, allowing you to track performance and compare between hands.

Dexterity Training & Score Screen

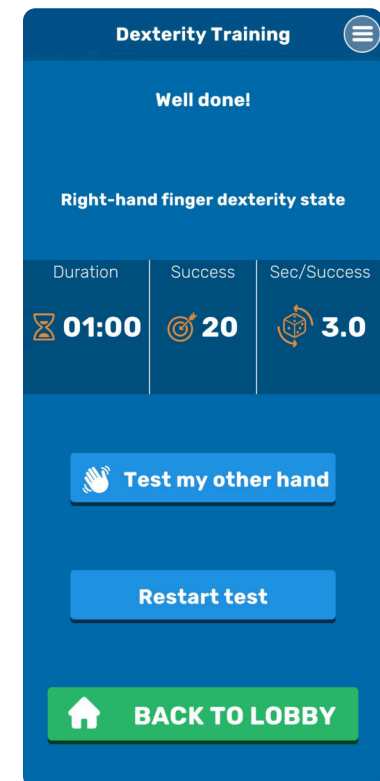
- ❏ The dice used in the session will match your selection in the pre-session settings. You can use any of the dice or shells, or a combination of both.

Training Screen - On this screen, a dice face is displayed. The goal is to quickly position the face that matches what is shown on the screen upward. You can use any of the dice or shells, or a combination of both.

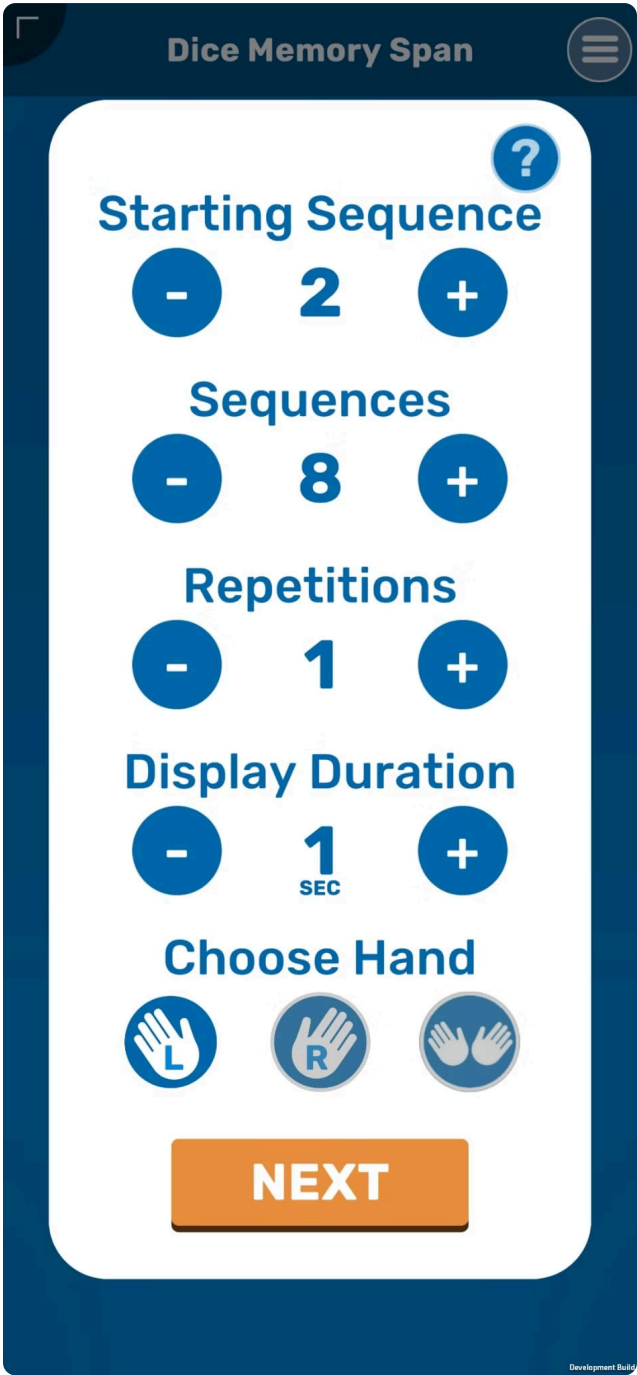
Auditory Button - Turn voice feedback on or off. Enables real-time audio guidance & feedback instead of looking at the screen



Score Screen - Displays the number of successful answers and the average time per success.



Memory Settings



1

Starting Sequence

Set how many items are shown in the first sequence. The sequence will get longer as the user progresses.

2

Sequences

Set the length of the sequence that need to be remembered

3

Repetitions

Set how many times each sequence will be displayed befor moving to the next level

4

Display Duration

Set how long each face remains visible on the screen before disappearing

5

Choose Hand

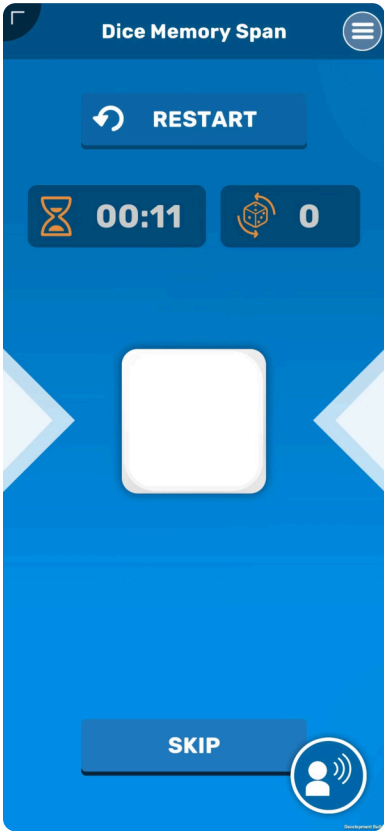
Select which hand is being used. This data is saved in the patient dashboard, allowing you to track performance and compare between hands

Memory Training & Score Screen

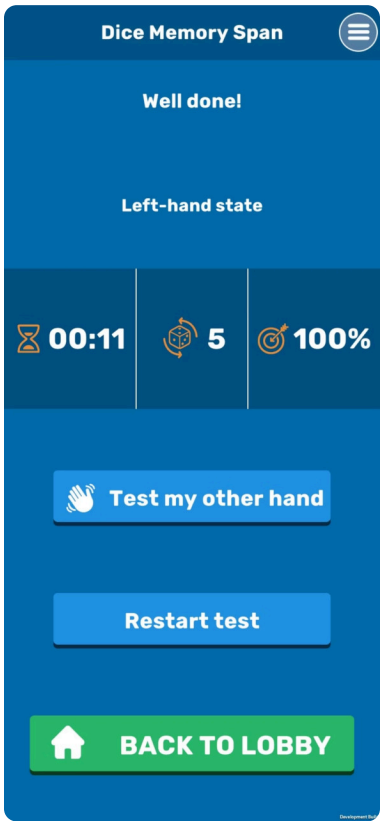
❏ The dice used in the session will match your selection in the pre-session settings.

Training Screen - On this screen, a sequence of dice faces is displayed. The goal is to memorize the sequence and repeat it correctly.

Auditory Button - Turn voice feedback on or off. Enables real-time audio guidance & feedback instead of looking at the screen



Score Screen - Shows the number of successful answers, the score, and the total time. The score is affected only when the patient uses the "Skip" button.



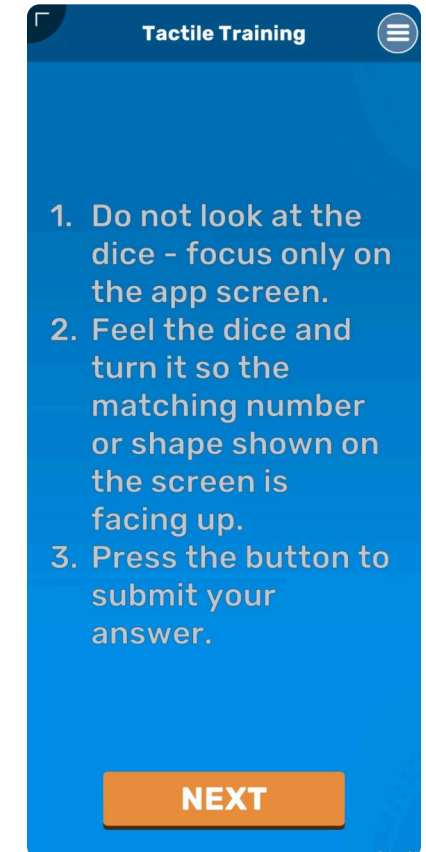
Tactile Settings & Instructions

- ❏ In this training, only the Shapes shell or the Large Numbers shell can be used. You will not be able to proceed past the settings stage without selecting one of these shells.

Settings Screen - Select the training hand and set the session duration.



Instructions Screen - Shown before each training session.

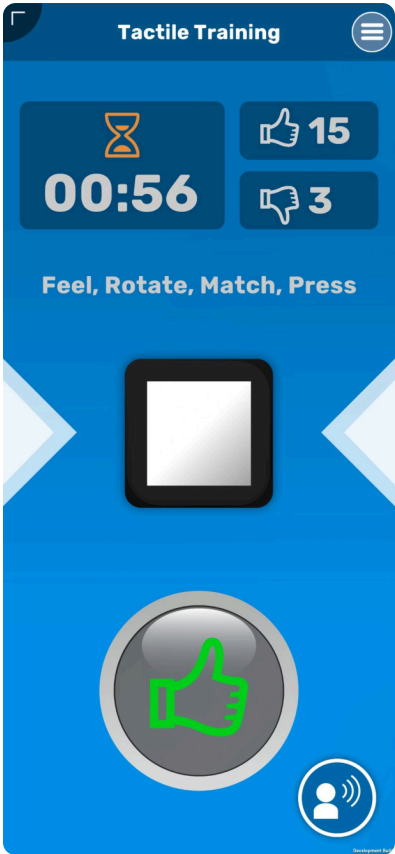


Tactile Training & Score Screen

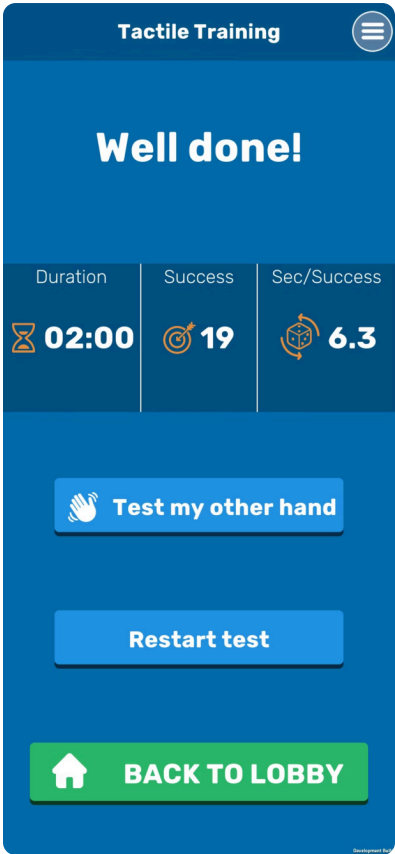
❏ The dice used in the session will match your selection in the pre-session settings.

Training Screen - On this screen, shapes or numbers are displayed. The patient must position the correct face upward without looking at the dice.

Auditory Button - Turn voice feedback on or off. Enables training without looking at the screen.



Score Screen - Displays the number of successful answers and the average time per success.



SECTION 2

Games

Rotate Games · Roll Games



Ashley



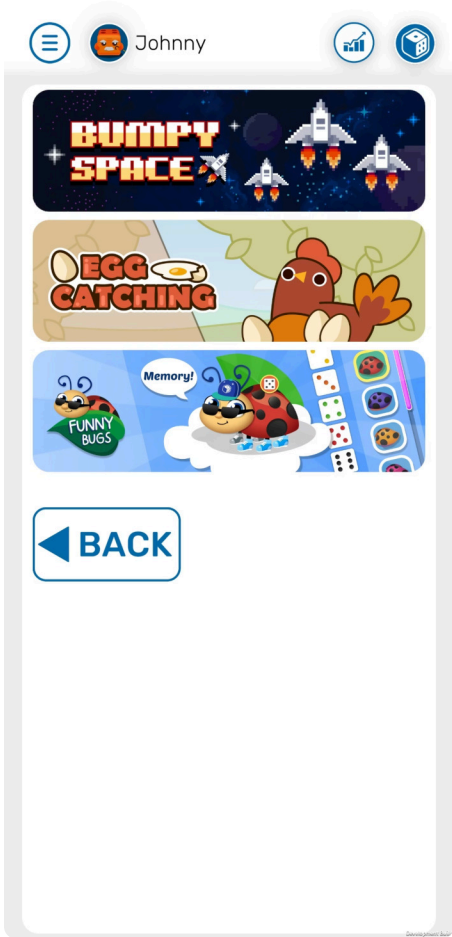
Rotate Games

Roll Games



BACK

Rotate Games Menu



- 1

① Bumpy Space

Rotate the dice to steer your spaceship into safety, avoiding the heavy metal platforms coming your way.
- 2

② Egg Catching

Turn the dice to move the box in time to catch all falling eggs. This game can be played with all shells except the D20 shell.
- 3

③ Funny Bugs

A memory game. Memorize the bug shown on the screen. Try to recreate it by matching the colors and parts as shown.

Bumby Space



① **Set**

Set the game parameters.



② **Hold**

Hold the dice as instructed to properly control the spaceship.



③ **Roatate**

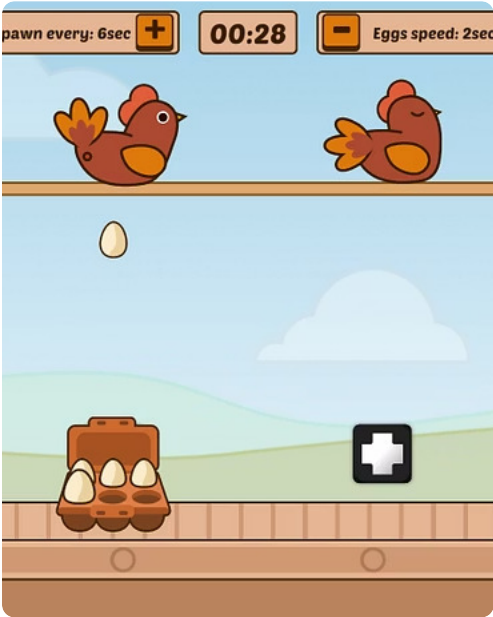
Rotate the dice to navigate the spaceship.

Egg Catching



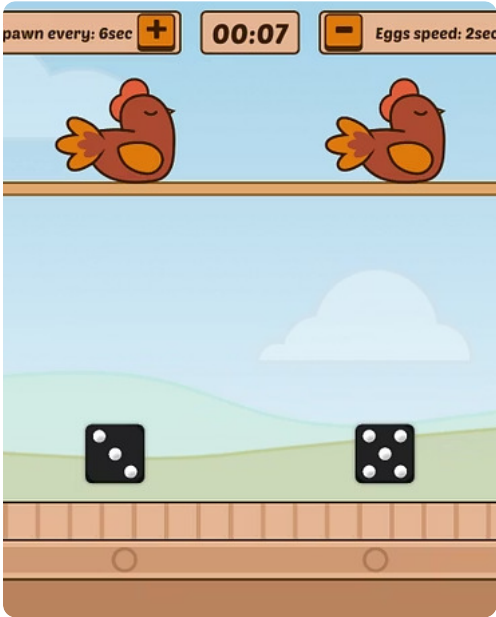
① Browse Games

Add explanation here — describe game categories and filtering options available to the user.



② Roll & Play

Add explanation here — describe how the roll gesture works and what feedback is given in real time.



③ Score Review

Add explanation here — describe score breakdown and options to replay or return to menu.

Funny Bugs



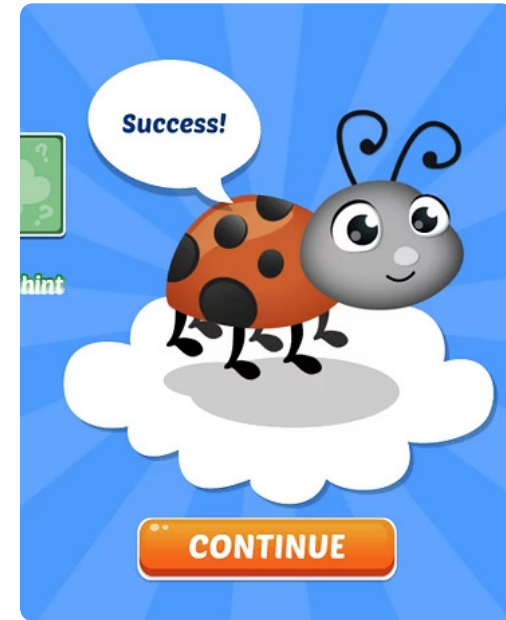
① Memorize

Memorize all the details and colors of the bug shown on the screen



② Rotate

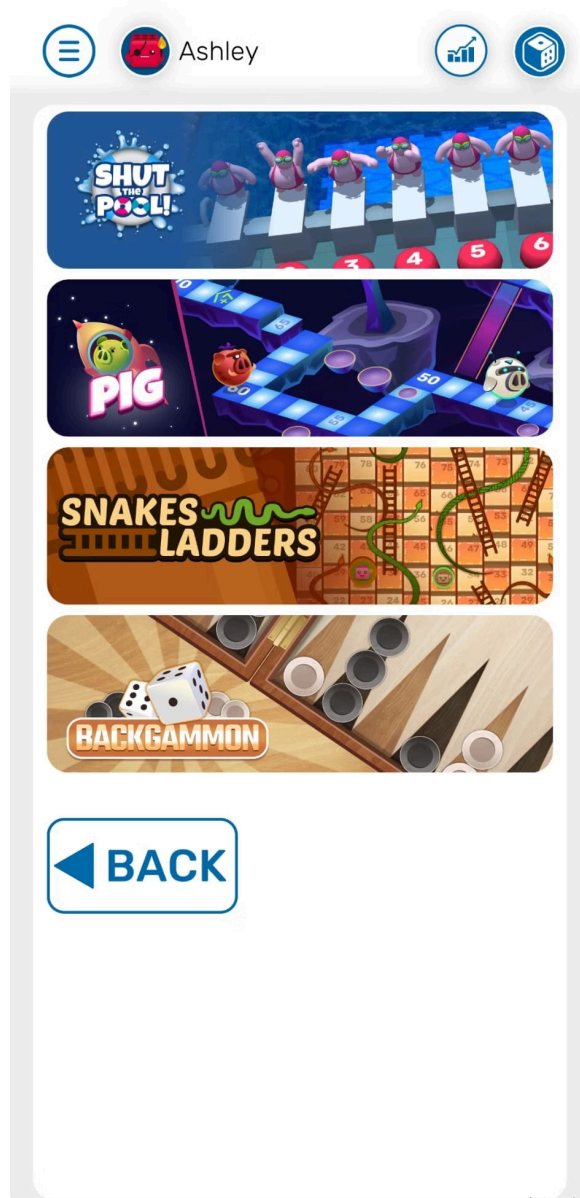
Turn the dice to match the number displayed on the screen to open the menu.



③ Choose

Select the correct item from the menu

Roll Games Menu



① Shut the pool

1

Practice simple math! Each player has 10 numbered springboards from 1 to 10. Roll the dice and according to your sum spring the swimmer into the pool.

② Pig

2

Improve your math skills, interactive skills, concentration and much more. Roll the dice to reach the rocket ship. Be careful of rolling a double 1 (Pig), which returns you to the start point.

③ Snake & Ladders

3

Enjoy the classic game! Roll and climb your way to the crown of the temple. Make sure to try out any combination of the special rules we included for the experienced adventures!

④ Backgammon

4

One of the oldest known boardgames. A classic 2-player game. Involve a combination of strategy and luck.

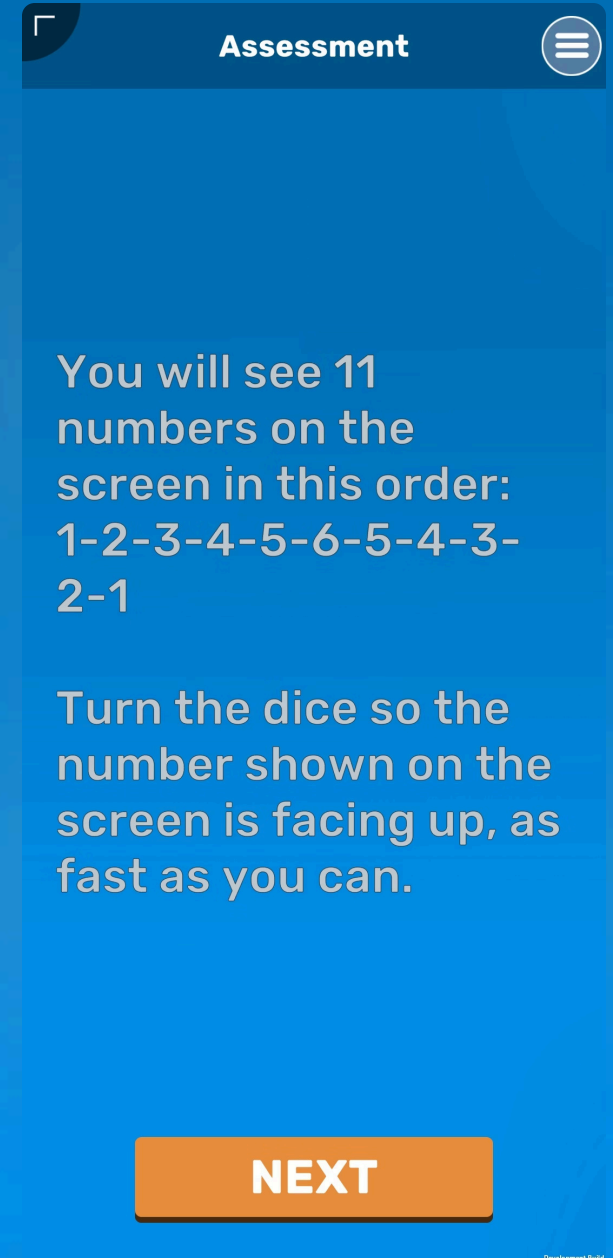
SECTION 3

Assessment

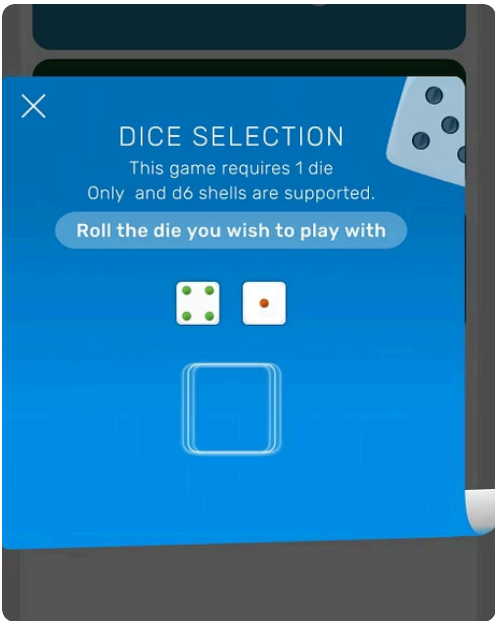
This test is designed to objectively measure the patient's dexterity and in-hand manipulation skills.

The test consists of a fixed sequence of 11 numbers, as shown in the instructions.

To maintain standardization, the patient must hold the dice exactly as shown on the instructions screen at the start of the test.



Dice Assessment Settings



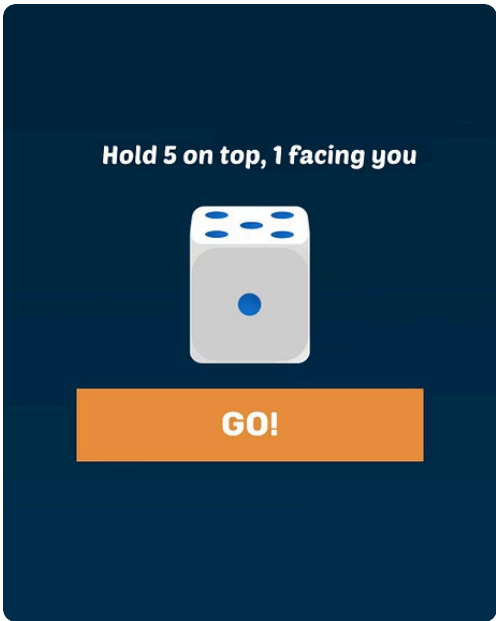
① Select Dice

Only dice are supported for this test. Shells cannot be used.



② Choose Hand

This data is saved in the patient dashboard, allowing you to track performance and compare between hands.



③ Starting Position

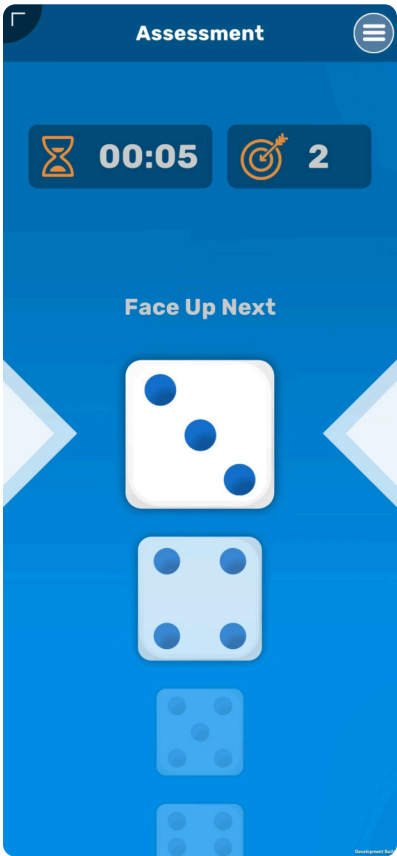
To maintain standardization, hold the dice exactly as shown on the instructions screen before starting the test.

Dice Assessment & Score Screen

❏ Only dice are supported for this test. Shells cannot be used.

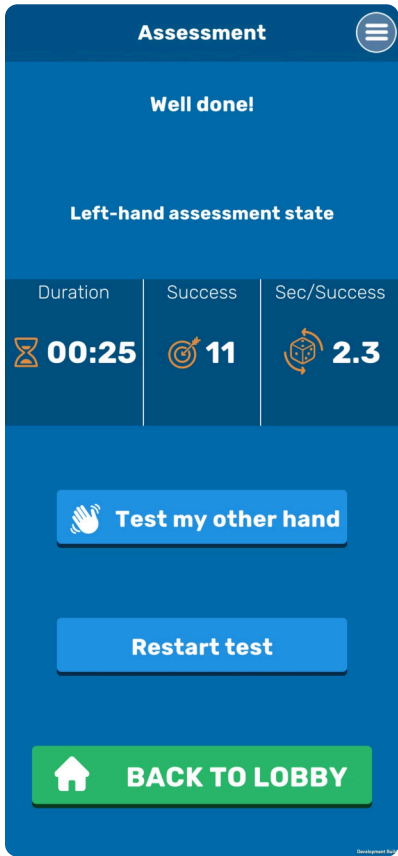
Assessment Screen - You will see 11 numbers on the screen in this order:
1-2-3-4-5-6-5-4-3-2-1

Turn the dice so the number shown on the screen is facing up, as fast as you can.



Score Screen - Displays the total time to complete the test and the average time per success.

When the test is performed under the same hand and body position, and standardization is maintained, it allows tracking the patient's progress over time and between sessions.





Ashley



Training

Games

Assessment

SECTION 4

Top Menu

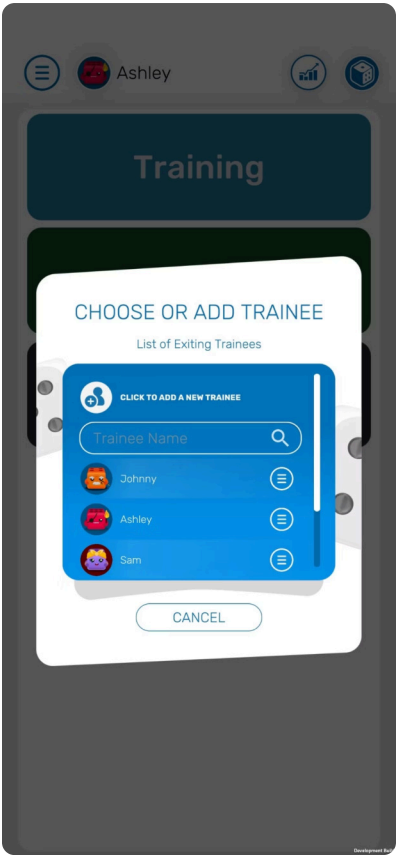
Through the top menu, you can access:

1. **Patient list.** Add new patients, edit or delete existing patients
2. **Stats** button to view each patient's dashboard and track their progress over time.
3. **Dice Management** - Manage all connected dice.
4. **Settings** - Allows you to customize the app according to your needs, including language and voiceover.

Patient Management

Patient List

Select a patient to edit, delete, or view their personal dashboard with all training and assessment data.



Add Patient

Add a new patient in seconds - choose an icon and enter basic details.



Stats

 Patient Dashboard

This dashboard provides an overview of the patient’s training sessions and performance over time. You can view session history, including date, hand used, number of dice, shells, total time, and success count. Performance metrics such as time per success help track progress and identify improvement trends across sessions.



Johnny

4h
Play Time

630
Moves

82rpm
Best

7rpm
Avg



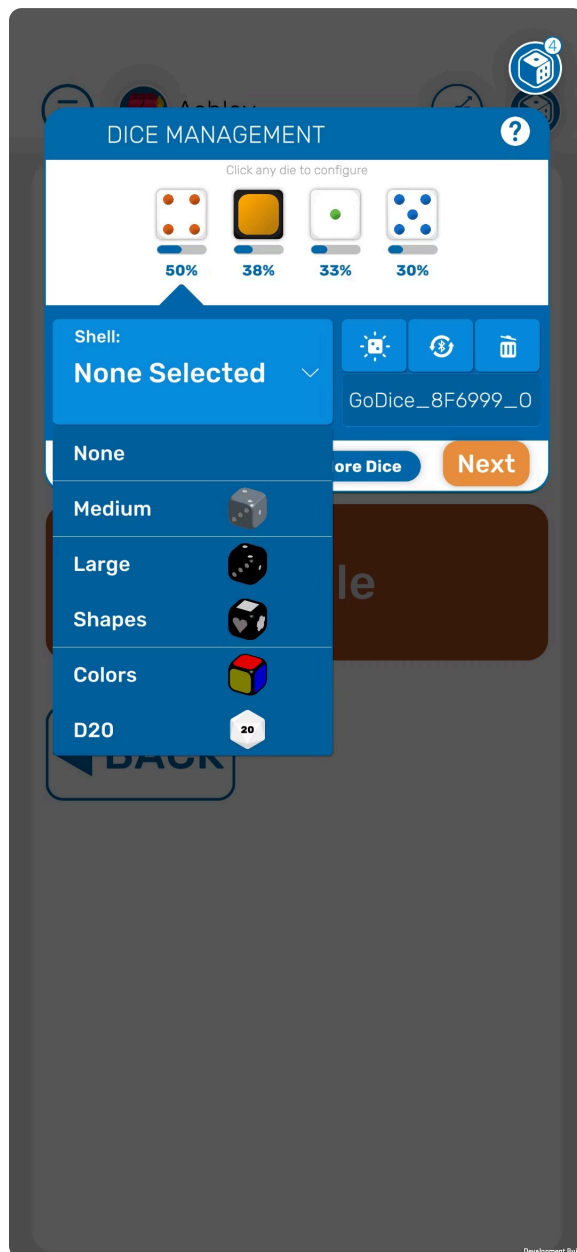
TRAININGGAMESASSESSMENT

DexterityMemoryTactile

Date	Hand	Dice No	Shells	Total Time	Success Count	Sec per Success (L/R)	Sec per Success (Total)
3/29/2026	R	4	D6, D6, D6, D6	1 min	20	-	3.0
3/27/2026	R	2	D6, D6	5 min	41	-	7.3
	R	4	D6, D6, D6, D6	3 min	34	-	5.3
3/26/2026	L	2	D6, D6	2 min	6	-	20.0
	R	2	Colors, Shapes	2 min	9	-	13.3
3/19/2026	R	4	D6, D6, D6, D6	4 min	11	-	21.8
2/9/2026	L	2	D6, D6	3 min	13	-	13.8
1/24/2026	R&L	2	D6/D6	1 min	18	3.2/3.4	3.3

Development Build

Dice Management



① Shell Selection

1

Tap the dice you want to change, then tap **Shell: None Selected** to open the dropdown menu.

Select a shell and place the dice according to the markings inside the shell.

② Identify Dice

2

Tap the flashlight icon to make the selected dice blink.

③ Reconnect Dice

3

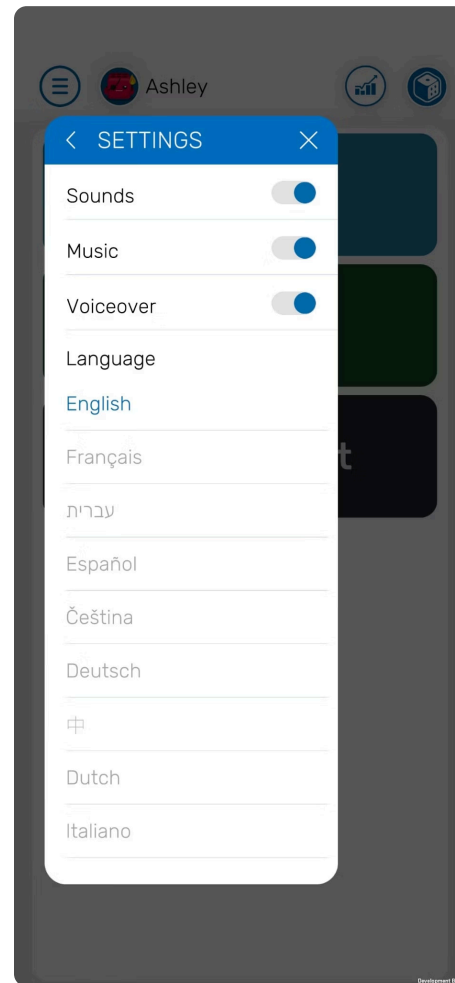
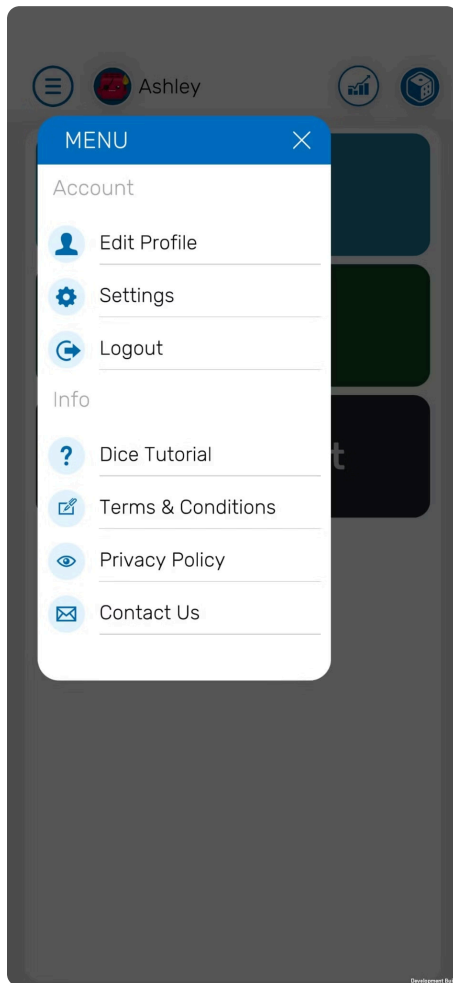
Tap the Bluetooth icon to disconnect and reconnect the dice if it is not responding.

④ Remove Dice

4

Tap the trash icon to remove the dice from the app.
Use this option if the dice is not responding.

Settings & Language



① Settings

1

This screen allows you to customize the app according to your needs.

You can control features such as voice feedback, connectivity, and other system preferences to optimize your training experience.

② Language Settings

2

Choose your preferred language for the app interface.

The selected language is also used for voice feedback, allowing users to train with audio instructions instead of relying on the screen.