The **Happiness Programme** Manual

social~ability

Welcome to the Happiness Programme

We started out with the simple idea of creating something truly ground-breaking, which would help improve the lives and well-being of those with cognitive challenges.

We're on that journey now, combining our own family-based experiences, the experience we have with innovative technology and the feedback of the many care staff, friends and family that we work with and meet.

The result is the Happiness Programme; a market-leading activity programme that is changing the lives of those living with cognitive challenges and care needs.

It's great to have you with us.

We believe a little happiness goes a long way and contained within these pages is guidance on getting started with the Happiness Programme, from setting up the stand and projector to in-depth detail about the menus and remote.

We'd love to hear your stories and gather your feedback, using them to develop and improve this guide further (please keep an eye out for our outcome-based survey which we email all subscribers).

You can find everything you need on the Happiness Hub but our team is always on hand if you need us.

The Social-Ability team

What is the Interactive Light Projector?

The projector is a small and light portable projector with a 360-degree projection. It has a computer and infra-red sensor which together project light games which respond to your touch, as if controlled by magic.

It's these light projections - or games - that we spend a lot of time developing. There are many factors we consider, from the speed of gameplay and level of challenge to the sounds and visual cues that appear and change according to the levels of interaction. It's this care and attention to the details, along with incredibly valued feedback, which makes this process an ongoing cycle, resulting in something that works for every type of care setting we go to.

There's plenty of research to show interactive light has proven effective in care settings. We believe this boils down to the powerful and intuitive playfulness of light, resulting in wide-scale engagement, whatever the level of care need.

This resulting engagement can lead to all sorts of interaction - physical, cognitive and social - and is the foundation on which we've developed the software you now have access to.

Play, and the resulting interaction, can help improve an individual's well-being; something we use as a North Star in everything we do.

Whilst you now have access to the best technology of its kind, we place the same emphasis on training and support. We strongly believe that these three things working together deliver the best results. This handbook is a useful guide to getting set up and started. For everything else, go to the Happiness Hub.

Our games

Our philosophy

We believe that each game falls somewhere on the spectrum of three outcomes: stimulating movement, creating shared experiences and enhancing emotional well-being.

We consider our games a constant work in progress. Firstly, we're always considering the feedback we receive to make our games & activities better (and we encourage you to be a part of this).

Second, we're always testing new ideas in the pursuit of enhancing the play experience and raising levels of happiness.

Our games collection
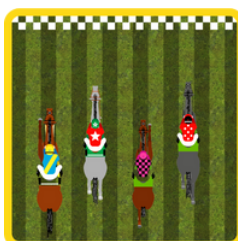
We regularly release new and seasonal games & activities.

Your first session

5 things to consider when running your very first session

1. Check the projector and stand are ready and make sure you have your black remote control. Check our instructions if you have any queries of how the equipment should look. When moving the projector around on wheels, make sure the brakes are off.

2. Make your environment ready: in a comfortable area avoiding sources of bright light, such as skylights.

3. Choose a surface: a white or light table, whiteboard, bed area, ceiling, wall, or floor space all work well. Add a light-coloured tablecloth or sheet to lighten the surface if needed. (Optional, rotate the projector by hand for wall or ceiling use, Adjust the projector to the desired height on the stand, using the allen key, and use the three-lines button on the remote to rotate the menu.)

4. Use the clamp to stabilise the stand on the table or the bed, using light pressure.

5. Connect to a power supply and ensure the cables are not a trip hazard for anyone in the area.

To turn on...
Make sure the switch inside the projector is "on", then plug into a wall socket and press the orange reset button. The main menu will eventually appear.
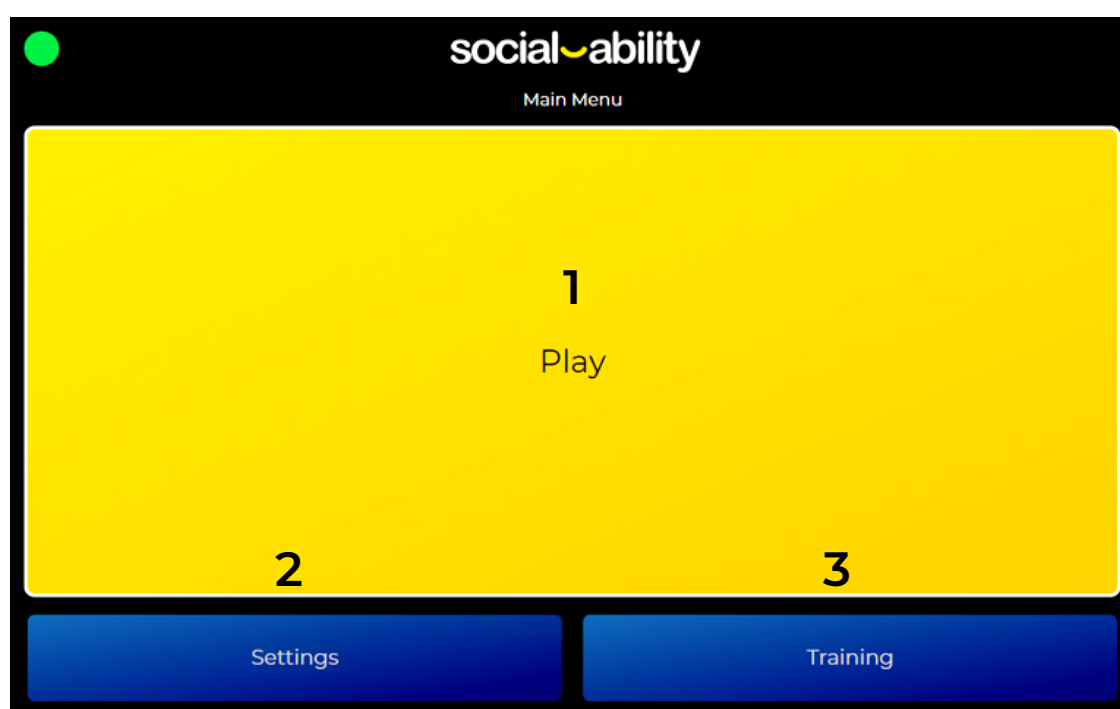
To turn off...
Turn off with remote until no sounds are heard from the projector, then disconnect from power.

To keep on standby...
Turn off with remote. Turn on with remote at the start of the next session.

The Home menu

1. **Play**
This is where you can view categories and play games.

2. **Settings**
For networks, updates, resizing, light calibration, and surface calibration.

3. **Training**
For videos showing step-by-step instructions to navigate the menu.

Return to this menu at any time by pressing the home button on your remote.
You can rotate your view of the menus by pressing the **three-lines button** on your remote.

The Play menu

Play Menu

Select your Play Menu from the four options: All Games, By Outcome, By Surface, By Theme.

More details can be found on the next page about the Play Menus.

"Shuffle"

This can be used to play games within each category in a randomly selected order.

Sidebar descriptions tell you more about each game, to help select the best activity for the people you support.

When a game is selected:

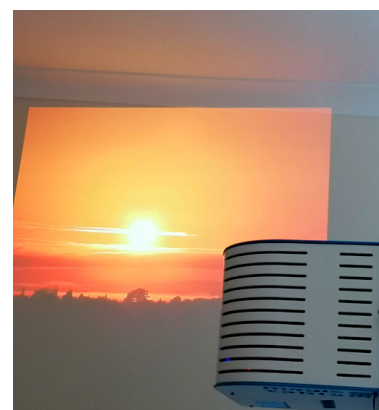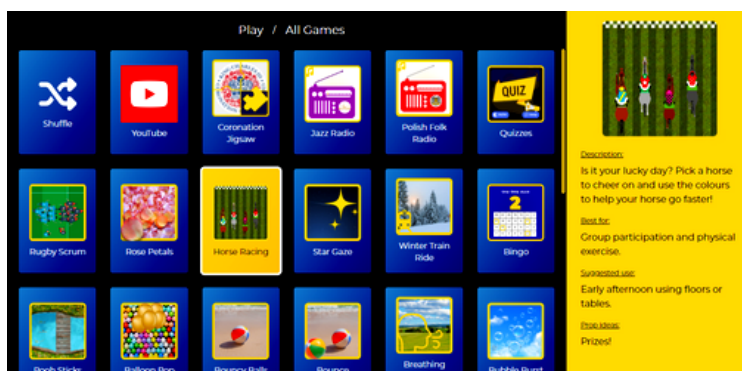we recommend testing each game out by moving your hands (or with props) over the projection.
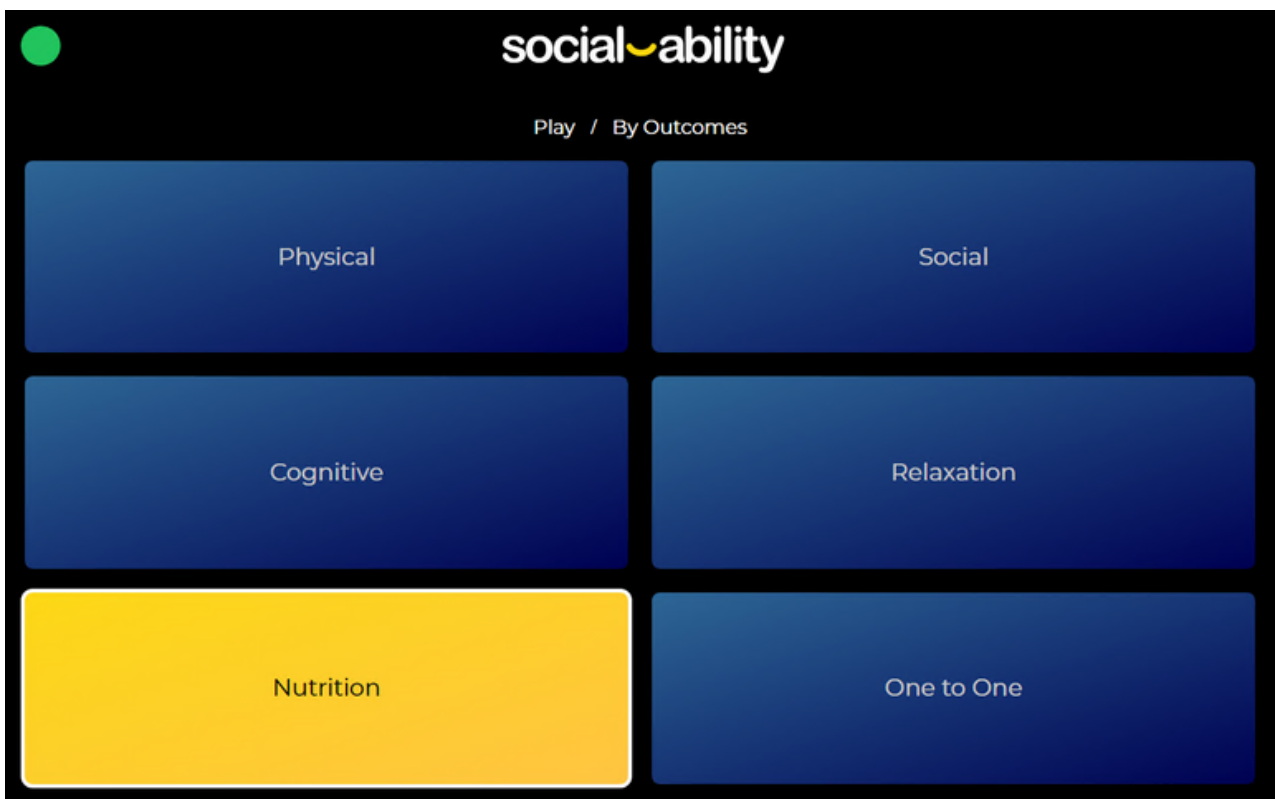
On your remote control:

Use the OK button to pause.
Use the volume buttons for sound.
Use the three-lines button to rotate.
Use the back button to return.

The Play menu (ii)

The Play menu (iii)

The games have been sorted into different Play Menus and relevant categories, to support users to actively support meaningful activities for each individual.

By Outcomes
These categories show games that may offer opportunities to support specific wellbeing outcomes for players. Six categories of outcomes are available:

- Physical
- Cognitive
- Social
- Relaxation
- Nutrition
- One to One

By Surface
If the projector is being used on any surface other than a table, we recommend browsing these four categories:
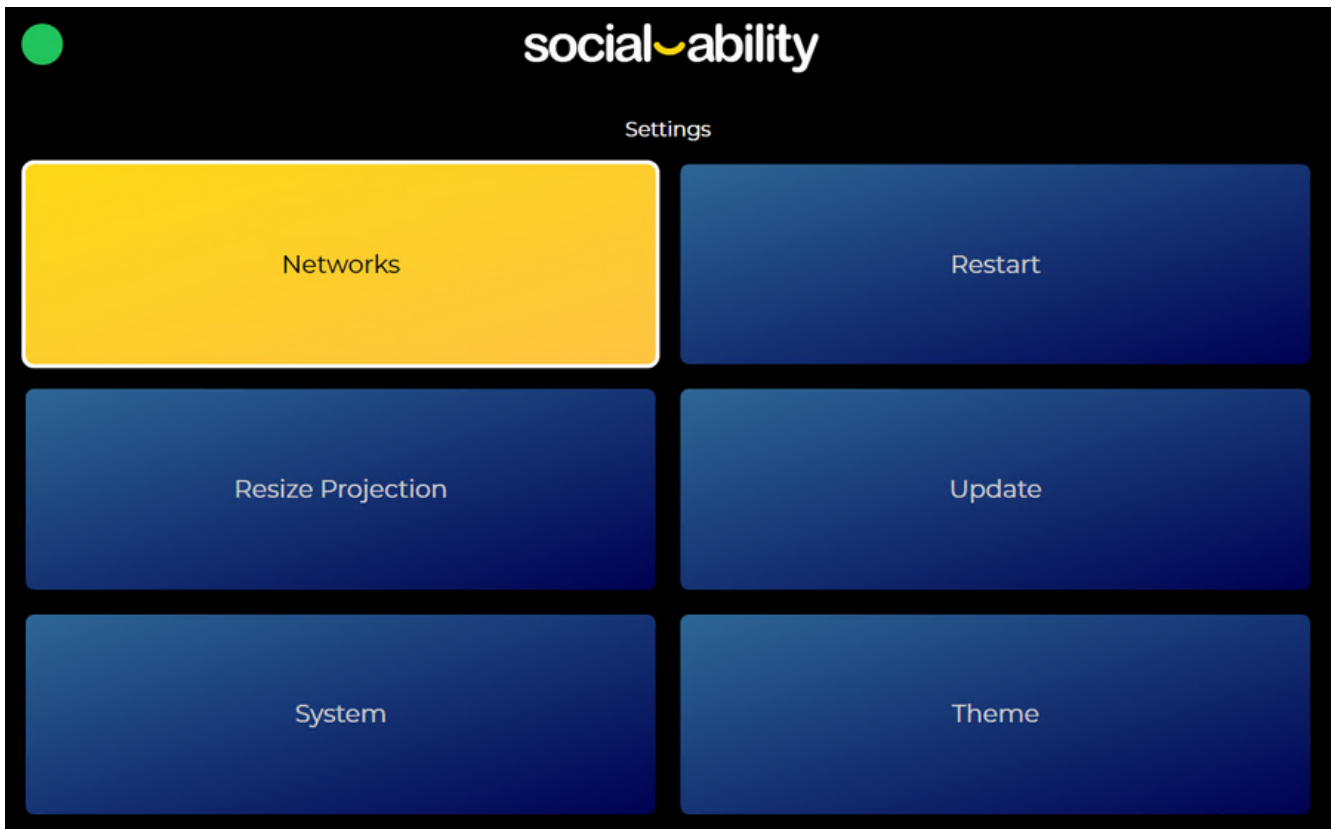
- Wall
- Floor
- Ceiling
- Bedsheets

By Theme
For person-centred care we recommend choosing games based on the interests and the feedback of the people you support. Nine categories are available:

- Garden Games
- Nature Watch
- Music Therapy
- For the Mind
- Sensory Bursts
- Sports & Board Games
- Breathing Exercises
- Painting Games
- Regional & Cultural

The Settings menu

The Settings menu

The settings area can be used for the following features:

Networks
Connect to a network to access updates and other personalised play features. The interactive projector can connect to either a nearby WiFi network, or a mobile hotspot.

Resize Projection
For fine-tuning of the four corners of the playing surface, resizing the area of projection.

System
Calibrate the system to the light conditions and your chosen surface.

Restart
To restart the machine, which may be recommended for specific service challenges.

Update
To update the Happiness Programme games. Updates will be ready throughout the year, you will be notified via email when these are made available.

Networks: Connecting to Wifi

Connecting your Interactive Projector to WiFi gives you access to the latest games and features. Here's how.

1. Try to set up the projector in an area with good WiFi signal, such as near your router. When the projector is switched on, navigate to "Settings", then select "Networks".

2. If the projector is not yet connected, from "**Available networks**", select the network you wish to join.

3. Enter your WiFi password using the remote. Navigate to the 'Enter' icon and press OK.

4. If you have successfully connected to WiFi, you will see a message saying, "**Connected**" and a green circle will appear in the top left corner of your menu. This may take a short amount of time.

5. If the green circle doesn't appear in the left corner, go back to the "Settings" menu by pressing the back button. Navigate to "Restart" and press OK. Once the unit has restarted, navigate back to "Networks" and see if you are now connected.

If after following these steps you're still unable to connect to WiFi, please notify your IT support team, who may be able to find an alternative network to use, or whitelist your projector. We will be able to provide a MAC address for your specific projector - please reach out to our team if you require this.

If you still can't connect to a network, please contact us for further help and support.

Networks: Connecting to Wifi
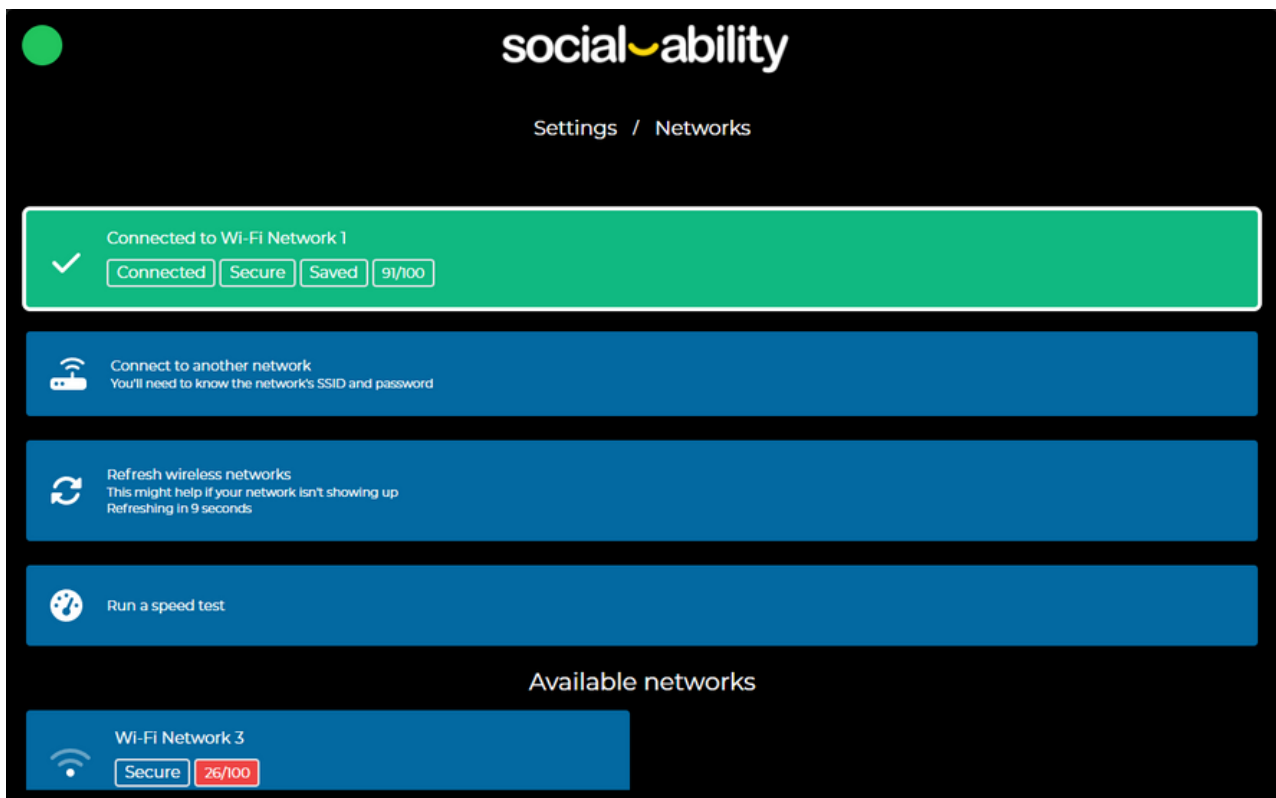
Calibration

Below are details of how to calibrate the projector.

Follow this process if your projector is struggling to react to your movements.

Step 1 With the unit switched on, press the home button on the remote to access the Home menu screen. Navigate to "Settings", then "System".

Step 2 Select **"Light Calibration".**
Clear the surface.
Press OK to run the calibration.

This will adapt the projector to brightness levels in the room.
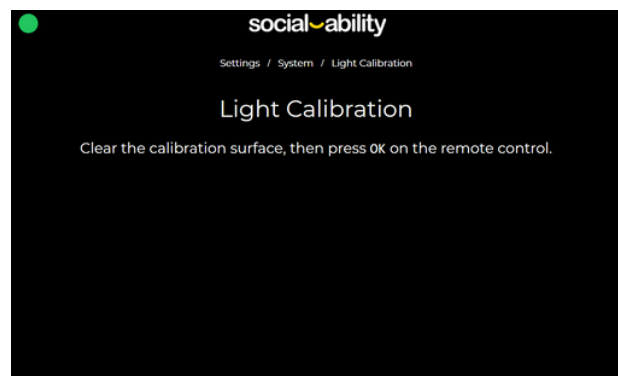
Step 3 When complete, test a game such as "Textile Painting" or "Autumn Leaves". You should be able to tell if the projector is correctly reacting to your movement. Not all games are interactive such as "Clouds".

If your movements are still not producing the correct response, locate a calibration disc from your box. Navigate to "Settings", "System", and select **"Surface Calibration"**. Let us know if you cannot find this disc.

Clear the playing surface, and follow the instructions. Align the calibration disc with each box that appears, pressing OK on your remote control while the circle appears green, and complete until all boxes are calibrated.

If you are still unable to see good reaction to your movements on "Textile Painting" or "Autumn Leaves" games, please notify us as soon as possible for further support.
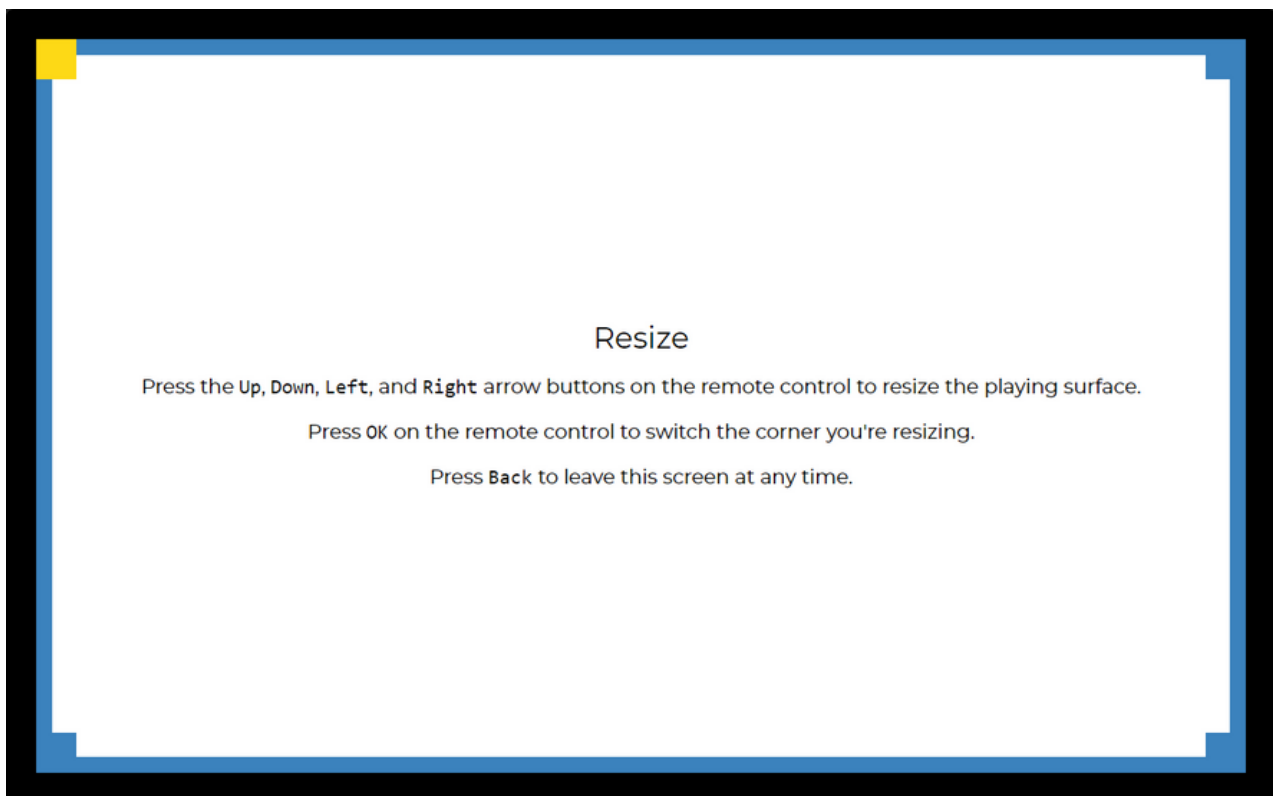
Re-sizing

Below are details of how to change the size and rectangle shape of the projection

Step 1   With the unit switched on, press the Home button on the remote to access the "Home" menu. Navigate to "Settings", then "Resize Projection".

Step 2   The white area on the table shows where the games will be projected.
If you're happy with the size, press the back arrow.

Step 3   If you're not happy with the size, you can adjust it. Using the arrows on the remote control, adjust the position of the green active corner.
Press the OK button to move to the next corner.

Step 4   Gently adjust the projector itself if necessary. The distance from the surface to the projector will affect the maximum and minimum size.

To end the calibration at any point, press the back button.

Re-sizing

Below are details of how to change the size and rectangle shape of the projection

Resize

Press the Up, Down, Left, and Right arrow buttons on the remote control to resize the playing surface.

Press OK on the remote control to switch the corner you're resizing.

Press Back to leave this screen at any time.

The remote (i)

Important: please only use the black remote. Please keep, but do not use, the smaller, white remote.

1. Power button

Use the red power button to switch your projector on/off. When doing so, please only press this button once (there may be a short pause).

2. Home button

Press the home button to return to the main menu (at any point).

3. Arrow buttons

Use the arrow keys to navigate through the options on the main menu and to select games. You can also press the left/right arrow keys while playing a game to navigate to the next game (in the same order as appears on the games menu).

4. OK button

While navigating through the options on the main menu or while choosing a game, press the OK button to confirm your selection.

Once you've started a game, click on the OK button to pause the game. Once a game is paused, press the OK button again to resume play.

The remote (ii)

5. 90-degree flip button

Press this button to rotate the screen by 90 degrees. A great feature for the wall or ceiling.

6. Return button

Press the return button to go back to the previous screen. E.g. if you press the return button while playing a game, you'll be returned to the games menu. Press the return button once more will return you back to the main menu.

7. Volume control buttons

You can adjust the volume using the volume up (right) and volume down (left) buttons.

The volume level will appear on the top left corner of the playing surface while you are adjusting the volume.

8. Mouse cursor mode button

Building the black stand (i)

If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37

Before you start, check you have all the correct parts.

Straight out of the box:

- Upper stand pole (A)
- Lower stand pole (B)
- Stand base (C)

Inside the clear plastic bag:

- 2 x allen keys (D)
- 2 x spanner (E)
- 1 calibration disc (F)

Video Tutorial Here!

Building the black stand (ii)

If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37

Step 1

Take your stand base (C) and remove the long screw and 4 base plate screws found in the centre between the two silver stickers.

Step 2

Attach the stand pole (B) using those same screws you removed in step 1, using the medium sized allen key and spanner.

Step 3

Remove the bolt from the top of stand pole (B) and attach the two stand poles together (A & B), using the top hole in stand pole (B) and the bottom hole in stand pole (A). Then tighten the bolt.

The stand is now built and it's time to mount the projector.

Building the black stand (iii)

If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37

Pictures of the completed stand with and without attachment to a table:

Building the black stand (iv)

If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37

Step 4

Your projector bracket will look like this:

Spanner

Allen key

Depending on the type of nut your bracket has, you will need either a spanner or allen key to loosen the bracket. Both are supplied.

Once the bracket has been extended (as pictured), please tighten the nut back up.

Building the black stand (v)

If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37
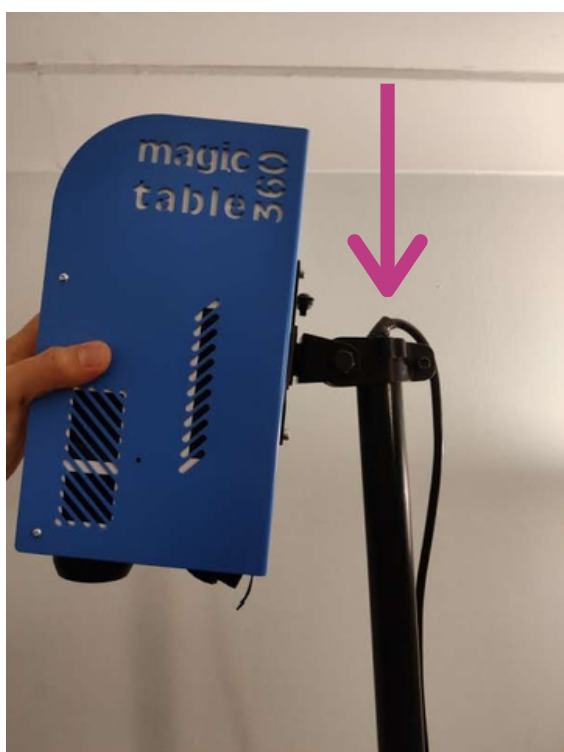
Step 5

Use the allen key to slightly loosen the bolt furthest away from the projector. N.B. Do not remove the bolt completely. You only need to loosen it slightly so that the projector can slide down the pole

Step 6

Slide the projector down the pole until you have reached your preferred height.

From

To

Building the black stand (vi)
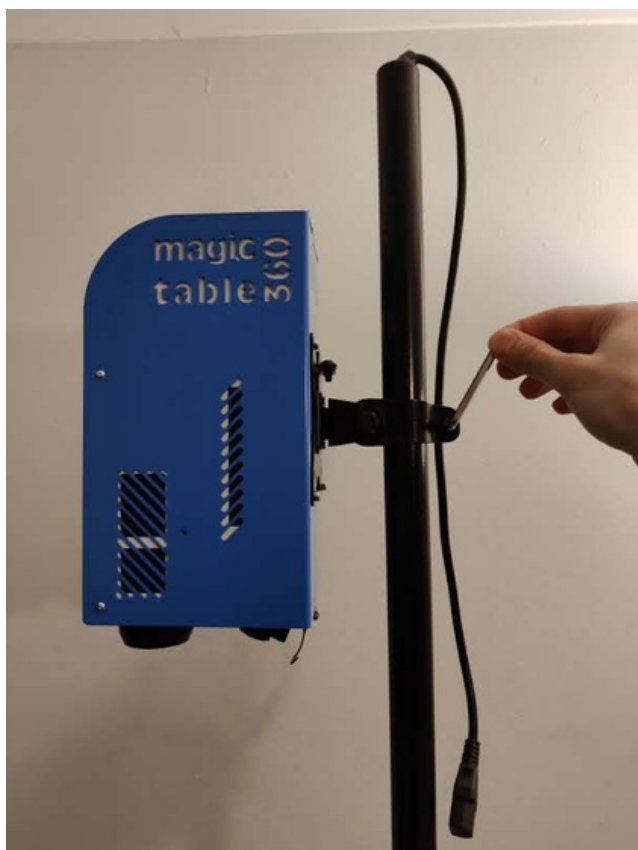
If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37

Step 7

Use the allen key to tighten the bolt furthest away from the projector.

Make sure to hold the projector with one hand while you are loosening/tightening the bolt, as it may slide down the pole.

Step 8

Congratulations.

You've now set-up your interactive projector and stand.

Electrical safety

If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37

The RCD plug is activated by pressing the orange RESET button. The RCD plug protects the device and users from any damage or harm by shutting the projector down automatically if there are electrical problems.

We advise checking that this system is working every 3 months. To do so, turn off the switch inside the projector.

Then activate the plug with the orange RESET button, followed by a press of the red TEST button to check that the indicator light turns off straight away.

This means that the plug protection system is working.

In the unlikely event that the plug does not turn itself off when tested, unplug the projector, notify our team straight away and discontinue use of the projector until the plug is replaced.

During general use, please keep your cable protected, do not allow the cable to be stretched in any way, and please check your cable regularly for any damage. See the photos above for how the plastic housing should be in place to protect the cable.

Adjusting the stand

If you have a blue stand, please see pages 27-32
If you have a silver stand, please see pages 33-37

Before making any adjustments:

- Ensure the stand is clamped to the table / desk.

- Note that it will be easier to adjust the heigh of the stand without the unit attached. If the unit must remain attached, consider its weight before repositioning the bracket.

Height adjustment

Tilt adjustment

Loosen the bolt as shown using the large allen key (supplied). Loosen until bracket can be repositioned to preferred location.

Tighten again once in desired position.

Loosen the bolt as shown using the large allen key (supplied). Loosen until bracket can be tilted to preferred angle.

Tighten again once in desired position.

Building the **blue** stand (i)

If you have a black stand, please see pages 19-26
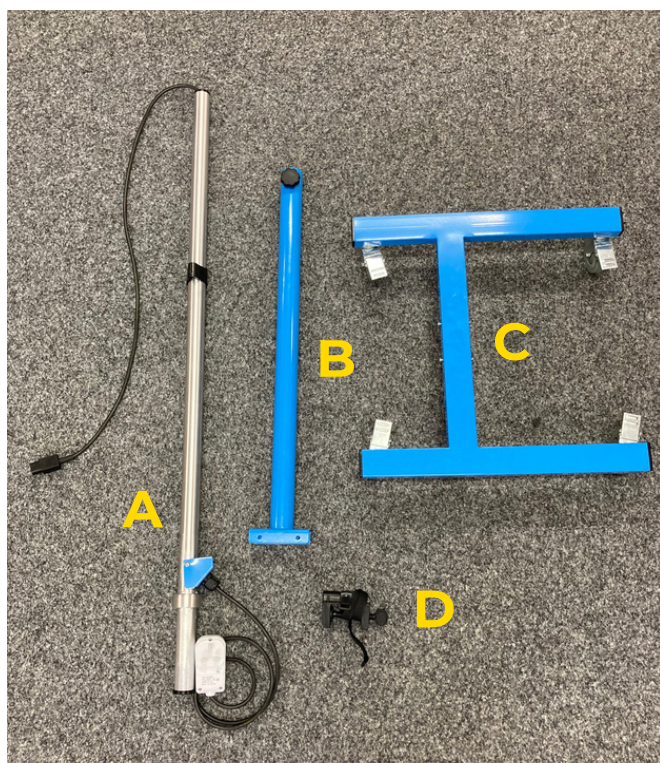
If you have a silver stand, please see pages 33-37

Before you start, check you have all the correct parts.

Straight out of the box:

- Upper stand pole (A)
- Lower stand pole (B)
- Stand base (C)
- Table clamp (D)

Inside the clear plastic bag:

- 1 x allen keys (E)
- 2 x antenae (F)
- 1 calibration disc (G)
- 1 x white remote (H)

Video Tutorial Here!

Building the
blue stand (ii)

If you have a black stand, please see pages 19-26
If you have a silver stand, please see pages 33-37

Before you begin, this is how your stand should look following successful assembly.

Building the blue stand (iii)

If you have a black stand, please see pages 19-26
If you have a silver stand, please see pages 33-37

Step 1

Attach the stand pole (B) to your H shaped stand base (C), using the 4 x screws and Allen key provided.

Building the blue stand (iii)

If you have a black stand, please see pages 19-26
If you have a silver stand, please see pages 33-37

Step 2

Attach the larger silver stand pole (A) to stand pole B, and use the locking screw (shown below) to safely secure.
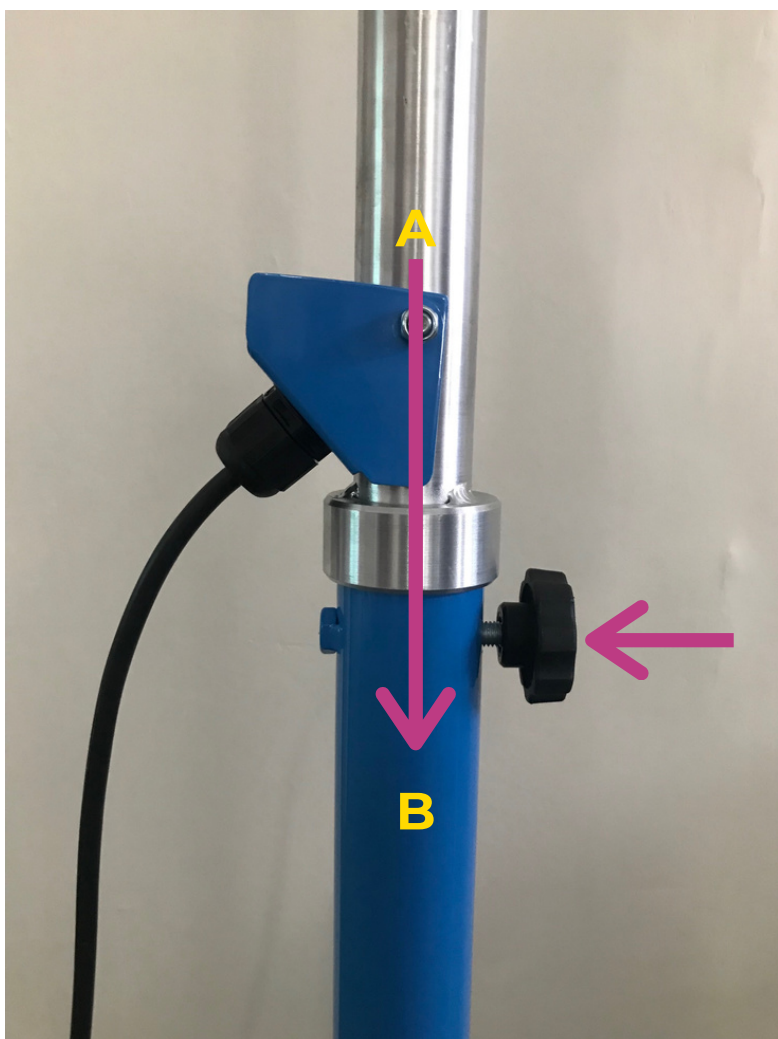
Building the blue stand (iii)

If you have a black stand, please see pages 19-26
If you have a silver stand, please see pages 33-37

Step 3

The projector will arrive with the projector mount already attached. Simply lift the projector on to the top of the pole to desired height.

Then turn the black leaver on the projector's clamp clockwise to tighten and fix into position (as shown below).

Building the blue stand (iv)

If you have a black stand, please see pages 19-26
If you have a silver stand, please see pages 33-37

Step 4

When using the projector on a table, we suggest using the table clamp (D) to secure in place. At all times whilst the projector is being used, please use the wheel locks to ensure the stand won't move during operation.

Wheels unlocked

Wheels locked

Step 5

Once the stand is built, plug the projector in and test the plug by following the instructions as shown.

Building the
Silver stand

If you have a black stand, please see pages 19-26
If you have a blue stand, please see pages 27-32

Before you begin, this is how your stand should look following successful assembly.
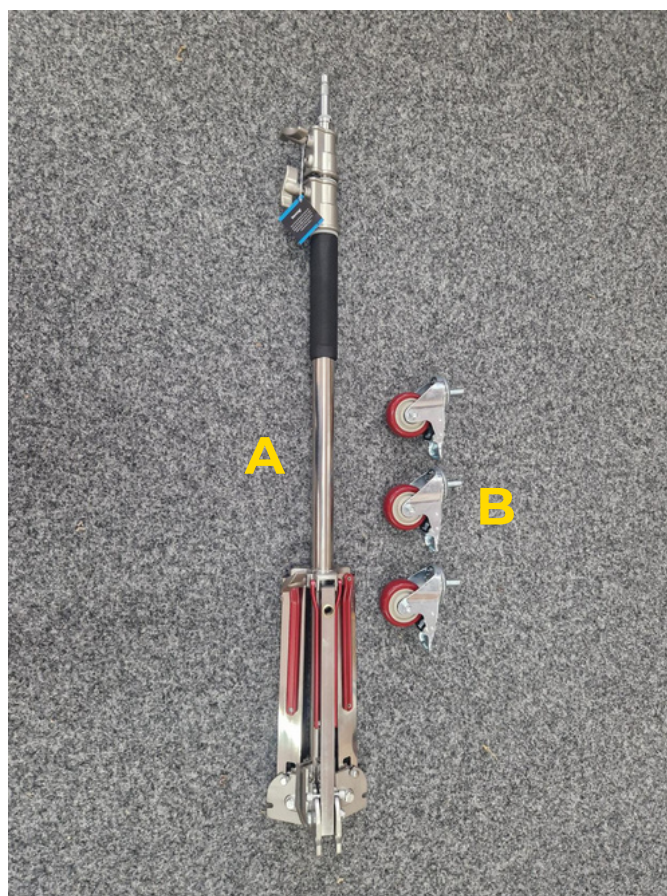
Building the Silver stand

If you have a black stand, please see pages 19-26
If you have a blue stand, please see pages 27-32

<social-ability>

Step 1

Attach the stand pole (A) to your 3 wheels that are provided (B)

Lock the wheels to screw in the wheel in the three points on the stand

Building the
Silver stand

If you have a black stand, please see pages 19-26
If you have a blue stand, please see pages 27-32

social-ability

Step 2

Slightly unscrew the bottom screw lever to lower the legs to a 90 degree angle

Step 3

Then slide the bolts to lock the tripod in place on all three sides

Building the
Silver stand

If you have a black stand, please see pages 19-26
If you have a blue stand, please see pages 27-32

socialability

Step 4

To fit your interactive light projector onto the stand, you would need to loosen the red/blue level to fit on the stand. Then tighten to secure to the device

Step 5

Adjust the black lever on the device to adjust the angle you require

Social-Ability | social-ability.co.uk

Building the Silver stand

If you have a black stand, please see pages 19-26
If you have a blue stand, please see pages 27-32

Step 5

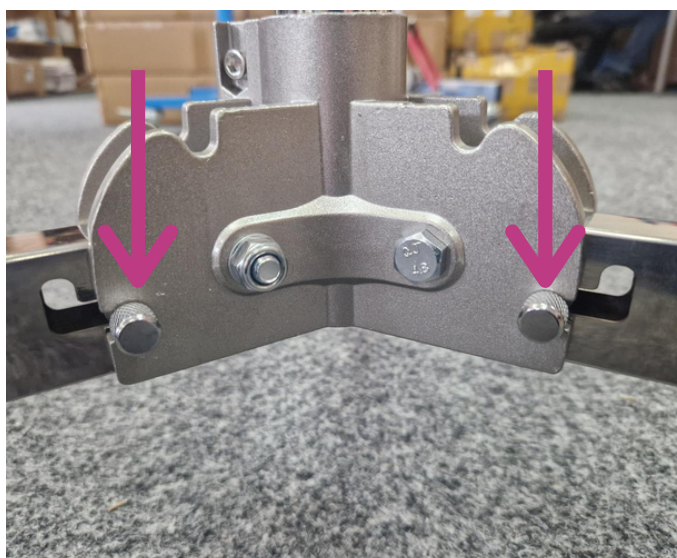Once fully setup, insert the power cable with the supplied cable management clips and attach the table clamp

The device

Here we introduce the various ports and buttons you'll find on the underside of the interactive light projector.

1: Camera with IR lens & cap
2: Reset power button (HPs Only)
3: Power socket and power flip switch
4: IO Ports (USB Ports – Type A & Type C)
5: Projector

Health and safety, maintenance, regulatory warranty agreement information (i)

Personal Safety Information

WARNING! Follow these instructions for the safe set up, use, and care of the Hardware to reduce the risk of injury or death. If you allow anyone else to use the Hardware, make sure they know all the safety information relevant to its use. If you allow children and residents to use the Hardware, supervise them to ensure that they understand and follow this safety information. Keep this document for future reference.

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may be displayed on the Hardware. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures. Children and teenagers are more likely than adults to experience these seizures. Symptoms may include involuntary muscle movements (such as eye or face twitching, or jerking of arms or legs), light headedness, altered vision, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling or striking nearby objects. Immediately stop use and consult a health professional if you experience any of these symptoms. Guardians should watch for and ask about the above symptoms. The risk of photosensitive epileptic seizures may be reduced by:

Health and safety, maintenance, regulatory warranty agreement information (ii)

- Not using your interactive projector when you are tired, sick, or fatigued or have been using alcohol or drugs.
- Using the device in a well-lit place, and taking frequent breaks

If you or any of your relatives have a history of seizures or epilepsy, consult a health professional before using the Hardware.

Interactive Light Projector Safety Information

Danger of a short circuit, risk of electric shocks, overheating and fires:

- Always connect the power cable to the plug in the correct manner.
- Keep the Hardware and power supply well-ventilated when in use or charging. Allow for adequate air circulation under and around them. Do not block airflow to the vents on the Hardware.
- Avoid sustained skin contact (other than holding by hand) with the Hardware or its power supply when it's operating or connected to a power source.
- Prevent unnecessary pulling on, wear or damage to the power cable.
- Never expose the Interactive Light Projector to direct sunlight, open fire, or heat. Never position the product near flammable materials.
- Always connect the Interactive Light Projector to an earthed power socket, never to an unearthed one. Ensure the plug is properly inserted into the power socket to prevent the plug from moving.

Health and safety, maintenance, regulatory warranty agreement information (iii)

- Never place any objects in front of the lens or cover it.
- Never expose the Interactive Light Projector to water, rain, moisture, or high humidity. Never immerse the product in water. Never touch the product with wet or damp hands.
- Never position the product in damp or dusty areas.
- Do not insert any metal objects into the end of the power cable when it is in the power socket. Never touch the plug immediately after removing it from the power socket. Never open the product itself.
- Never allow children to play with the physical device, climb on or hang from the Interactive Light Projector.

<u>Risk of personal injury and choking</u>

- Keep children out of the vicinity while installing the Interactive Light Projector. Both during and after the installation, keep the packaging, the wrapping film, and the plastic out of the reach of children.

First aid advice for choking adults, children and babies including what to do and when to get medical assistance - **https://www.sja.org.uk/get-advice/first-aid-advice/choking**

Health and safety, maintenance, regulatory warranty agreement information (iv)

- Never look directly into the lens of the Interactive Light Projector for a prolonged period.

First aid advice for flash burn that is a condition that occurs when the surface of the eye is damaged by exposure to ultraviolet light - https://www.sja.org.uk/get-advice/first-aid-advice/burns-and-scalds/eye-injuries---flash-burns

Battery safety instructions in the remote

Risk of fire due to fluid leakage and injury and environmental damage from cracked batteries:

- Avoid combining partially used batteries with unused ones in the remote control. If you are not going to use the remote control for a prolonged period, remove the batteries.

Health and safety, maintenance, regulatory warranty agreement information (v)

- When inserting a battery, ensure that the plus (+) and minus (-) polarity markings of the battery match the plus (+) and minus (-) polarity markings in the remote control.
- Never expose the batteries to direct sunlight, flame, sparks, electrical heating, or temperatures above 60 °C; do not store them where there is high humidity or excessive heat. Never throw batteries around or disassemble batteries, thereby preventing fluid leakage from cracked batteries.
- Never dispose of batteries in the normal waste. Dispose of batteries in the correct manner. Comply with local rules and regulations for such disposal.
- Only use batteries that meet the indicated specifications. Never replace a battery with a battery of the incorrect type.
- Supervise children's use of the remote control. Ensure that children never put the remote-control batteries in their mouth. If a battery is swallowed, call for medical assistance immediately.
- If the batteries in the remote-control leak, throw the entire remote control away in the chemical waste. To order a new remote please contact **service@social-ability.co.uk**
- In the event of battery leakage, ensure the fluid never comes into contact with the skin or eyes. Should this occur anyway, rinse the fluid off immediately using plenty of water and call for medical assistance - **https://www.sja.org.uk/get-advice/first-aid-advice/burns-and-scalds/chemical-burns**

Health and safety, maintenance, regulatory warranty agreement information (vi)

Cleaning and maintenance

- Never expose the Interactive Light Projector to water, rain, moisture or high humidity. Never immerse the product in water. Never touch the product with wet or damp hands.
- Ensure the Interactive Light Projector is turned off, has cooled down and that the power cable has been removed from the product before you start cleaning.
- Before removing the plug from the power socket always turn the Interactive Light Projector is off first.
- Never clean the inside of the product. If you suspect that dust or other contamination has accumulated, please contact **Service@Social-Ability.co.uk**
- Clean the product carefully with a soft, clean, dry cloth or a slightly damp cloth. Prevent liquids from penetrating the Interactive Light Projector and dry it immediately afterwards.
- Do not use any aggressive chemical cleaners or sprays to clean the Interactive Light Projector

Health and safety, maintenance, regulatory warranty agreement information (vii)

<u>Cleaning the lens</u>

- Clean the lens carefully with a soft, clean, dry cloth or compressed air spray.
- If necessary, remove dust or marks with a cotton bud.
- Do not use any cleaning agents, polishes, abrasives, aggressive chemical cleaners, sprays or water to clean the lens of the Interactive Light Projector

<u>Maintenance of the device</u>

The user may not repair or modify the Interactive Light Projector. Use only the supplied power cable and other accessories. If the Interactive Light Projector itself, the pole stand, the power cable, aerials, remote control, or other separate components are damaged, please contact **Service@Social-Ability.co.uk**

Health and safety, maintenance, regulatory warranty agreement information (viii)

Maintenance disposal and recycling the Interactive Light Projector

Disposal or recycling before returning, please contact **Service@Social-Ability.co.uk**

Never dispose of the product with other household waste. Prevent possible damage to the environment or human health and recycle the product to promote the sustainable re-use of raw materials.

Return the product to Social-Ability at - **Social-Ability, 220 Vale Road, Tonbridge, Kent, TN9 1SP**

Health and safety, maintenance, regulatory warranty agreement information (ix)

Medical devices, implanted device interference and radio frequency information

The Interactive Light Projector contains radio-emitting technology that may interfere with the normal operation of nearby electronic devices. The device uses Intel Wi-Fi 6E AX211 (Gig+) with Bluetooth 5.2 M.2 CNVio2 2230 Network Card. While the Hardware has been tested for non-interference with common devices, do not operate around critical sensitive electronic equipment.

The Hardware contains magnets as well as components and radios that emit electromagnetic fields. These magnets and electromagnetic fields may interfere with medical devices, such as pacemakers and defibrillators. To avoid any potential interaction, keep your Hardware more than 6 inches / 15 cm from your medical device. Consult your physician and medical device manufacturer for information specific to your medical device and whether you need to maintain a safe distance of separation between your medical device and Hardware. If you suspect the Interactive Light Projector is interfering with your medical device, stop using device.

Electrical Information

Device Voltage

Mode: HP 1.0

Input: 110V-230V AC 50-60Hz   4A

UK CA	UK Conformity Assessed marking is a conformity mark that indicates conformity with the applicable requirements for products sold within Great Britain.
	To identify any terminal which is intended for connection to an external conductor for protection against electric shock in case of a fault, or the terminal of a protective earth electrode.
	For indoor use only To identify electrical equipment designed primarily for indoor use.
CE	Certifies that a product has met EU health, safety, and environmental requirements, which ensure consumer safety.
	This symbol means that this electrical item cannot be put in the general waste.
	Caution, risk of electric shock To identify equipment that has risk of electric shock.

Further help?

We're on hand to help with any questions you might have. Contact us and we'll do our best to respond as quickly as possible.

Technical support and general enquiries

Visit our website at www.social-ability.co.uk or Call us on +441732 373035

For technical support, email us at service@social-ability.co.uk

Find us on

SocialAblty

SocialAbility

Social-Ability

SocialAblty

#happinessprogramme