Overview
The goal of the project was to help Easter Seals make technical improvements in their Sensory room meant for stimulating senses in differently abled kids. The project required creating unified user friendly access to the lighting and sound control for setting the themes of the sensory room. The team also added an additional component to the room called the sensory board to aid with sensory stimulation for the kids.

Objectives
The main objective of this project was to simplify the user interface for the DMX lighting control system in the sensory room. We also wanted to make improvements to the room to improve the experience for the children.

Approach
- Replaced the DMX lighting control system.
- Installed and configured a Light and Sound control software on the computer to work with the DMX.
- Scenes were set up on the software that coordinated patterns of light and sound effects.
- Fixed the decoder and drum module devices in the room that transmitted the signal from the DMX to other devices so all the devices can receive complete signal from the DMX for proper functioning.
- Troubleshooted the non-functional equipment in the room and made basic repairs including soldering wires, installing new switches, etc. to restore functionality.
- Created friendly manuals with instructions on how to set up scenes with the new DMX to aid the staff at Easter Seals with their use of the room.
- Added a space themed Sensory Board to the room to provide additional sensory aid to the kids.

Outcomes
- Room is now usable for the instructors at Easterseals as the user interface has been greatly improved.
- Learning curve for new instructors has been significantly reduced.
- All the hardware devices have been repaired and are properly functioning.
- Improvements such as the sensory experience board have been added to improve the overall functionality of the room.
- Drawbacks of the room such as the noisy heater that scared the children have been mitigated so all the children can enjoy the room.