KONAMI

DanceDance
Revolution
Classroom Edition

Instruction Booklet

EVERYONE
E
CONTENT RATED BY
ESRB

⚠ Important Health Warning About Playing Video Games

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 appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms— children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

DanceDanceRevolution Classroom Edition Product Warranty Information

The manufacturer of this product ("Manufacturer") hereby warrants to the original purchaser that the product (and all components) will be free from defects in materials and/or workmanship for a period of one (1) year, beginning from the date of purchase (the "Warranty Period"). If a defect covered by this warranty occurs during the Warranty Period, the Manufacturer may repair or replace (in its option), at no charge to the purchaser, any part that Manufacturer determines to be defective, or the entire product if necessary. To obtain warranty services during the Warranty Period the purchasers must contact Manufacturer at the address/contact below. Purchaser should be prepared to provide information regarding the where and when the product was purchased, and product serial numbers.

This warranty shall not apply if the product has been damaged by abuse, misuse, negligence, accident, modification, tampering or by any causes unrelated to defective materials and/or workmanship. Repair or replacement of parts, or the product, as provided under this warranty is the Manufacturer's exclusive prerogative and within the Manufacturer's sole discretion. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OR MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO THE LENGTH OF TIME SPECIFIED IN THE WARRANTY, BEGINNING FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH IN THIS WARRANTY. IN NO EVENT SHALL MANUFACTURER BE ACCOUNTABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

NOTE: This warranty gives you specific legal rights. YOU MAY HAVE DIFFERENT OR ADDITIONAL LEGAL RIGHTS, INCLUDING LONGER WARRANTY PERIODS, WHICH VARY FROM JURISDICTION TO JURISDICTION. Some jurisdictions do not allow limitations on the length of warranty periods, and thus the above limitations may not apply to you depending on your location. In addition, consumers have legal rights under applicable national and state legislation governing the sale of consumer goods Such rights are not affected by any warranties set forth herein.

Contact Information:
Konami Digital Entertainment
ddrcesupport@konami.com

Attention: Customer Service
1-855-705-1332

2381 Rosecrans Avenue, Suite 200

El Segundo, CA 90245

Konami may, at its sole discretion, forward all warranty claims to Performance Designed Products, LLC.

ddrclassroomedition.com

NOTES

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A HEALTHY REVOLUTION

Active gaming is a concept used to describe the combination of a physical activity with a technology driven game. Players must use their body in order to play the game.

DanceDanceRevolution® : Classroom Edition is active gaming at its finest, and, helping students stay active and fit by fusing an interactive video game with real physical dancing and popular, high-energy music. Recognized by industry experts, school administrators, and doctors, *DanceDanceRevolution® : Classroom Edition* is an innovative and fun solution to promoting a healthy lifestyle and fighting child obesity.

However, there are more than just physical fitness benefits, as the title also promotes team-building skills. In *DanceDanceRevolution® : Classroom Edition*, students are randomly placed in different teams, fostering social interaction and teamwork.

You are provided with data tracked during the game, allowing you to monitor users' scores, body mass index (BMI), calories burned, and step counts. In addition, the *DanceDanceRevolution® : Classroom Edition* website, **www.ddrclassroomedition.com**, allows parents, students, and other teachers access to collected data and the accompanying reports. In order to use the website feature, your school administrators need to have Internet access for the school. Note that only students who have completed the parental consent form can have their information uploaded to the website.

Konami has taken the *DanceDanceRevolution®* experience and morphed it into the world's most advanced interactive dance and fitness platform available. Get ready for a healthy revolution!

PARENTAL CONSENT

Each student in your class must have the following parental consent form signed in order for their information and progress to be part of the *DanceDanceRevolution®: Classroom Edition* website. After everyone has returned a signed consent form and they are all properly stored at your school location, you can use the website to access a variety of reports for your class. With the consent process complete, select the check button in Administration mode to have your student's information sent to the 100% secure website.

FCC WARNING

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio/TV technician for help.

IC WARNING

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device."

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio Exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en comprom ettre le fonctionnement."

CREDITS

PARENTAL CONSENT FORM

Consent Form for DanceDanceRevolution Classroom Edition to be Played in _____ (Name of School)

_____ (Name of School or Teacher) would like students to play a video game produced by Konami Digital Entertainment named "DanceDanceRevolution Classroom Edition". If you permit your child to play this game, he or she would stand on a dance pad and hit colored arrows laid out in a cross pattern with their feet to musical and visual cues. Students would be scored by how well they time their dance to the patterns presented to them. Each student's game score will be displayed on a group player screen to promote healthy competition and promote physical activity. Behind the scenes, and not visible to other student players, the game will collect your child's name, date of birth, height, weight, gender, student ID, class year, body composition information, calories burned, number of steps performed, and player scores over time. If you would like, Konami offers a web interface for you to sign up and monitor your child's progress at http://www.ddrclassroomedition.com/parents. In turn, Konami will collect your child's information to report that information back to you in the online parent progress report and compare student data in the aggregate. Neither the school nor Konami will disclose information about your child without consent. Konami shall not be responsible for any leaks of information by the school, teachers, and/ or administrators.

Pursuant to the Family Educational Rights and Privacy Act (FERPA), 20 U.S.C. § 1232g, parental consent is required before personally identifiable information from your child's education records may be disclosed to Konami. If your child is age 18 or over, he or she is an "eligible student" and has to provide consent for disclosures of information from his or her education records.

I,_____, herby agree to allow (Name of School or Teacher) to disclose DanceDanceRevolution Classroom Edition data on _____ (student name) to Konami for the purpose of maintaining parent progress reports available from their online interface and collecting general statistics on student health.

You may withdraw your consent to share this information at any time. This request should be submitted in writing and signed.

Signature of Parent, Guardian, or Eligible Student

_____

Date:_____

DDRCE ID #:_____

GETTING STARTED

Package Contents

PC

The game is pre-installed onto a PC and when turned on, the game starts automatically, opening directly to *DanceDanceRevolution® : Classroom Edition*.

Keyboard

The provided USB keyboard can be used to navigate through the menus by pressing the UP, DOWN, LEFT, RIGHT arrows as well as the ENTER and BACKSPACE keys. You're also required to type in data for session names and student or class information.

Monitor

A standard PC monitor is included. You can adjust the brightness, contrast, and volume. There's also a switch to select the type of input, but for DDRCE, it should always be set to HDMI.

Wireless Dance Mats

The smart card will have to be inserted into the top of their dance mat before each session starts. Without an inserted smart card, a dance mat will remain inactive and will not save information. The dance mats are light, easy to store, and can be conveniently charged on the mobile cart.

Coordinator

A coordinator unit is also included. This receives signals from each of the *DanceDanceRevolution®* dance mats, and processes the information so that each player's arrows properly appear in-game.

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9. How do I change or update information on a smart card?

   a. Student information can be changed in Administration Mode.

   b. Under Student Management, select Student Registration to change the date of birth, nickname, student ID, and class. Student name, however, cannot be changed after registering the card the first time.

   c. Select Update Progress to update the student's height and weight.

10. Not all mats are being recognized by the game. What do I do?

   a. Turn off the mats that are not being recognized and take out the students' cards. Press the reset button at the other side of the mat, on the left side. The mats' LED should flash. Turn on the mats and then insert the students' cards one at a time.

11. Will all the students' information be available online?

   a. Parents will need to have signed the Parental Consent Form in order for their child's information to be available online.

12. How can parents see their child's progress?

   a. Parents can go to the *DanceDanceRevolution®: Classroom Edition* website, www.ddrclassroomedition.com/parents, and log in using their child's assigned Card ID.

13. I lost/forgot my password. How can I reset my password?

   a. If you have lost or cannot remember your password, you can contact Customer Support at DDRCESupport@konami.com or call (855) 705-1332 between 8:30am – 5:00pm PST, Monday – Friday. They will help you reset the password for the system.

14. How do I order more equipment (Cards and Mats)?

   a. You can contact Customer Support at (855) 705-1332 if you would like to order more cards and mats.

TROUBLESHOOTING

For customer service, please go to **www.ddrclassroomedition.com**. There, you can search though troubleshooting topics, announcements, and more. For additional questions and comments, contact customer service at DDRCESupport@konami.com.

If you have forgotten your password, you can email Customer Support at **DDRCESupport@konami.com** or call them at 1-855-705-1332.

   NOTE: Customer Support is available between the hours of 8:30am - 5:00pm PST, Monday through Friday.

FAQS

1. Do students have to stand in the middle of the dance mat?

   a. No. They can stand anywhere they want on the mat. The most important thing is to have a solid base by placing your feet shoulder length apart. This will set you up to perform the dance moves well.

2. When do I step on the arrow?

   a. You should step on the arrow when it reaches the clear, stationary arrows at the top of the Dancing Lane. Do your best to feel the beat and you'll get more accurate as you keep trying.

3. What do the arrow colors mean?

   a. The colors of the arrows represent the music note count of each step. Yellow = whole notes, green = half notes, blue = quarter notes, pink = eighth notes and above.

4. What do the bars behind the student names represent?

   a. These bars represent the consistent good performance of the respective student. The better the student dances, the more the bars will fill up.

5. What do the 4 diamond shapes near the student name mean?

   a. This graphic indicates which arrow the respective student is pressing. This is good to find out which player you are if one should lose their place.

6. When I am playing, what lane do I look at?

   a. For beginners, it is best to start with the Beginner level. This will help to condition the player for more difficult dance moves. The system is designed, so that a player can select any difficulty they desire at any moment. If a difficulty is too easy or hard, the player can dynamically switch between all levels.

7. Should I look at the mat when I am dancing?

   a. It is not recommended. The best thing is to concentrate on the arrows as they move to the top. As you continue to play, your spatial awareness will dramatically increase. Also, there is a raised area in the middle of the mat to help you find center. However, it is recommended to look down once in a while. Players tend to move forward or backwards on the mat.

8. Do I need an even amount of players?

   a. No. Players will be randomly assigned as the cards are inserted in the mats. Teams, however, will be uneven.

Smart Cards

Included in your DDRCE package are smart cards that students will use to identify themselves in the game. Depending on which package you purchased, you will receive 250 smart cards with the 12-mat package and 500 smart cards with the 24, 36, and 48-mat package. Each card can be registered to a student in Administration Mode which they can use every time they play to keep track of their progress. Information is saved onto the PC about the student's physical activity sessions, including burned calories, BMI, total number of steps, and play history.

It is recommended to reserve a certain amount of smart cards to be made into FREEPLAY cards. Students will use these cards when tracking progress is not necessary or desired. The number of FREEPLAY cards should ideally be the same as number of mats available.

A/V Cart

The mobile cart serves as the main storage device and can be locked for safekeeping. The PC unit, coordinator unit, and smart cards are kept together via the cart. Additionally, the black case inside should always remain closed unless needed for a tech-support issue.

Lockable Mobile Recharging Cart

The charging cart serves as the main storage device for the dance mats and can be locked for safe-keeping. While on the mobile cart, the wireless dance mats are being recharged.

Workbook

The workbook includes 18 sample lessons that are split between fitness content and dance content, and are equally divided to cover elementary school, middle school, and high school students. These guides were developed to help you create unique lesson ideas that are not only fun, but also developmentally appropriate to use in the classroom. All lessons come with grade-level suggestions, objectives that meet one or more NASPE standards, and a detailed description of the activity being taught.

After the lesson plans, there is a competition section of the workbook, which suggests several ways to use the *DanceDanceRevolution® : Classroom Edition* by encouraging healthy competition. Incorporating competition such as the ones suggested in the workbook will increase motivation in the students, as well as physical activity levels before, during, and/or after school hours.

> **NOTE:**
>
> The lessons included may need to be modified to fit the teacher's needs depending on the number of students and the number of mats available.

Set-Up

First connect your *DanceDanceRevolution® : Classroom Edition* PC unit to an outlet, and then connect the unit to your video and audio sources (speaker).

Create a guest card by writing freeplay on a smart card, and then turn on the PC unit, monitor, speaker system, and a *DanceDanceRevolution®* dance mat. Insert the guest card into the dance mat, and play the game to confirm the product works.

NOTE:

It's recommended you also create a new student registration in Administration mode to test this feature, as well.

It is important that you spend time playing the game and exploring the different game modes. You should feel comfortable with all of the game features before preparing lessons. For example, be familiar with which songs have a higher beats per minute (BPM), which songs are most popular with the students, how long the break is between songs, how the score is displayed, etc. In order to provide the most developmentally appropriate lesson, you should be well aware of how *DanceDanceRevolution® : Classroom Edition* affects student learning and fitness levels.

NOTE:

When you visit **www.ddrclassroomedition.com** and login, you can gain even more detailed statistics regarding your students' progression. (Only available for students who have had their guardian sign the parental consent form. Your school must have Internet connection to upload information.) View easy-to-understand charts and graphics and see just how classes compare in terms of progress, or even specific students, grades, schools, districts, and countries.

System Settings

Adjust the system settings and set the current date and time.You can also change the Administrator's password here.

System Updates

The system will automatically check for updates every time it is turned on. If there are available updates, the system will prompt you to update. This will occur ONLY when there are available updates.

HARDWARE

There is additional hardware that can be used with *DanceDanceRevolution® : Classroom Edition*. The following information lists what external peripherals the game supports.

Video output

Resolution: Supported resolutions are 1280x720 – 640x480.

Cables: VGA. DVI, composite, and component are available via VGA Converter box.

Monitors/Projectors: Supported monitors are any brand that support the above resolutions and have a VGA port.

Audio

Supported audio cables must have at least a standard 3.5mm audio plug or stereo RCA plugs to be used with the system; the other end can be ¼", XLR, RCA or whatever connector is compatible with the existing audio system.

Playlist Management

Create and edit new playlists. Form customized playlists before class to ensure maximum activity time once the lessons begin. Playlists can be created with specific themes such as students' favorite songs, high BPM songs, or slower paced warm-up songs. Use your creativity and mix it up!

The playlists saved here appear in the Dance screen and are available when choosing a song.

To create custom playlists, choose Playlist Select in Song Management under Administration Mode. Select "Empty" to create a brand new playlist or any previously created playlists to edit them. Once you select a playlist, you can choose songs under the Source List and add them into the Target List. You can rearrange the Source List based on its title, song length, or tempo to quickly sort through the songs. You can also delete songs in the playlist by highlighting the song under Target List and selecting the X icon on the right. You must select the Disc icon to save a new playlist or update a previous playlist. It will prompt you to name or rename the playlist to save any changes.

Edit song list

Under Song Management in Administration Mode, you can select certain songs to be hidden from being played in the game.

NOTE:

If you select a playlist with the song(s) that are hidden, it will still be played in the game. You will need to delete the specific song from the playlist in order to completely hide it.

Local report

Review past sessions and information. You can filter though your reports to find key data.

Student analysis

Insert a student's smart card into the smart card reader to view their progress and history. The total information includes: student name, date registered, BMI (height and weight entered manually to calculate this), number of sessions, song totals, total steps, score, number of successful steps, and calories burned. This data is considered sensitive information and should NOT be shown to the rest of the class. Student analysis should only be available to the instructor(s).

QUICK SETUP

Power on the A/V Cart:	
1	Connect power cable to socket on exterior of black case
2	Flip power switch on case exterior to on position
3	Open upper cabinet and press the power button on the PC

Charge the mat:	
1	Connect power cable to socket on exterior of black case
2	Flip power switch on case exterior to on position
3	Place the mat on the rack. a. While it is charging, the red LED light on the mat should be on. b. When the mat is fully charged, the red LED light will turn green.

Projector Setup (If you're using a projector, follow these steps):	
1	Connect VGA video cable to your projector and the DDRCE machine.
2	Turn on your projector and have it ready to receive video signal from the DDRCE machine.
3	Turn on DDRCE machine. Your projector may automatically turn off while it waits for video signal so please turn back on.
4	Do not forget to connect audio cables as well to set up the speakers.

NOTE:

There may sometimes be problems getting a mat to read cards or the mat may refuse to charge. These mat-related problems can usually be fixed by pressing the reset button. In some cases multiple presses may be necessary.

In the case of a mat not reading a card: remove card, reset mat, make sure mat is on, reinsert card.

The reset button is located on the back of the dance mat. It's the small gray depression in the center of the mat. You will need a pen tip or similar tool to press it.

GAME CONTROLS

Keyboard

Keyboard Menu Navigation

Arrow keys .... Navigate menu options

ENTER/SPACEBAR.. Confirm selection

BACKSPACE.. Back/Cancel Selection

Letter keys .... Enter text into proper field

Using the *DanceDanceRevolution*® Dance Mat

Directional Arrows (up), (down), (left), (right) ....Step on the arrows that correspond to the dance steps on the screen.

ADMINISTRATION MODE

As the instructor, you can access Administration Mode from the main menu by typing in "ddr". In the new menu, you must enter your registered password (default password is "ddr"). Here, you have access to Student Registration, Student Management, Playlist Management, Local Reports, Student Analysis, System Settings, and System Updates.

NOTE:

If you've lost or cannot remember you password, you can contact Customer Support at **DDRCESupport@konami.com** or call (855) 705-1332 between 8:30am – 5:00pm PST, Monday – Friday. They will help you to reset the password for the system.

Student registration

Register new students, edit existing students, and adjust any errors to old entries. The instructor can add in the student's name and ID, date of birth, starting height, starting weight, and class.
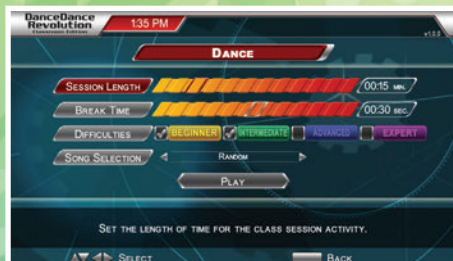
Student management

From here, upload student profiles and session results to the Konami website. Choose "Web sync" and all the data will be uploaded in seconds.

GAME MODES (CONT.)

Dance

Enter traditional gameplay with up to four teams and 48 players. At the Dance menu settings screen, select how long you'd like to play, the length of your breaks, up to three difficulties to be displayed, and available songs. In addition to the general difficulties, each song has a listed difficulty rating, which is shown in the manual song select. Players are randomly split to be on red, blue, green, and yellow teams, and at the end of the song or playlist, the players' scores are listed from highest to lowest and final team scores are shown.

Tournament

Play in a tournament of three to 30 songs and determine the top player! At the Tournament settings screen, select how many songs are displayed, the length of your breaks, up to three difficulties to be displayed, and available songs. In addition to the general difficulties, each song has a listed difficulty rating, which is shown in the manual song select. Players are randomly divided into four teams—red, blue, green, and yellow—and compete in tournament play to see which player is the best. In between each song, the players' scores and ranks are shown, and at the end of the tournament the final player rankings are displayed.

Using the *DanceDanceRevolution®* Dance Mat (cont.)

LED lights indicate:

Card Reading:	Blinking Blue
Mat is Synced with system:	Solid Red + Solid Blue
Low Power (while playing):	Solid Blue + Blinking Red
Low Power (on power on):	Blinking Red + Blinking Green
Communication Error:	Blinking Red + Blinking Blue (Alternating)

HOW TO PLAY

DanceDanceRevolution® is a game that combines quick reflexes and timing with dance music. All you have to do is step on the correct dance arrows on the *DanceDanceRevolution®* dance mat that correspond to the arrow(s) on-screen. The correct dance arrow must be pressed when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen.

Build up your dance meter and strive for the best score by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level won't grow, and you'll have a lower score.
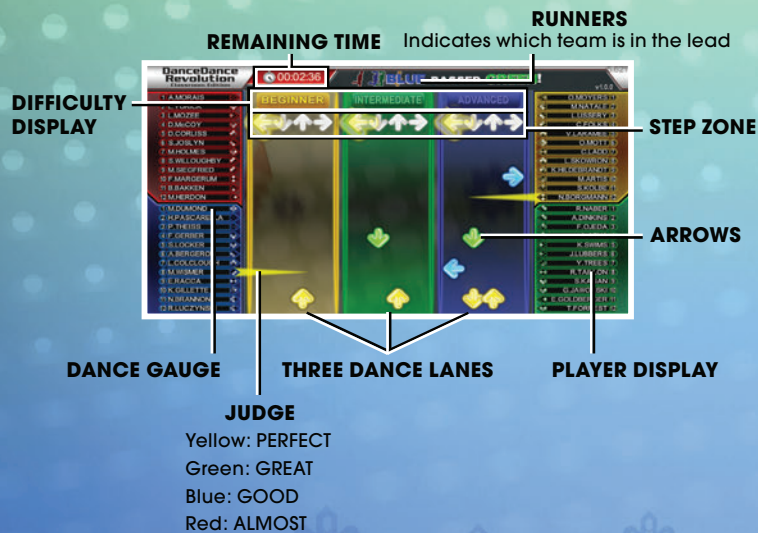
HOW TO PLAY (CONT.)

There are four levels of difficulty, but only up to three can be selected to play at one time. The difficulty levels are Beginner, Intermediate, Advanced, and Expert. The harder the difficulty, the more arrows are displayed in the dance lane.

TIP: Listen to the music as you play and step on the arrows to the rhythm of the beat.

NOTE:

When dancing, students often have their arms extended or may lean in one direction or another. Having the personal space to move freely while participating is important.

Gameplay Screen

REMAINING TIME

RUNNERS
Indicates which team is in the lead

DIFFICULTY DISPLAY

STEP ZONE

ARROWS

DANCE GAUGE

THREE DANCE LANES

PLAYER DISPLAY

JUDGE
Yellow: PERFECT
Green: GREAT
Blue: GOOD
Red: ALMOST

GAME MODES

Up to 48 players can join in the fun of *DanceDanceRevolution® : Classroom Edition*. Using wireless dance mats that sync to the game, players can dance their way to a healthier lifestyle as their teachers track their progress.

There are three different modes from which to select: Tutorial, Dance, and Tournament. In Dance and Tournament modes, up to three difficulties are shown on the screen, and players can follow the arrows in any lane—starting off with the easier lane before trying out the harder steps.

Tutorial

Select this option to view a tutorial of how to play *DanceDanceRevolution® : Classroom Edition*.