

Summary

Lets Tap is a unique game that uses the WiiMotes to pick up vibrations and movements made by players tapping. The WiiMote is placed face down on a cardboard box or flat surface. As the players tap the box/surface in time with the prompts on the game the characters/objects on the screen move in response to the speed and weight of the tapping. There are 5 main categories from which to choose. Each requires differing degrees of tapping ability.

Official Information : Lets Tap

No. Players ⓘ



Controllers ⓘ



Also need a flat surface - box, stool, step or table to place the WiiMote on during gameplay.

Connectivity ⓘ



Mini Games ⓘ



none

Age ⓘ



Buy From:



Web Links

- [Official Site](#)

Summary

Lets Tap is an excellent and simple game that players have to tap their fingers to control the game play. This need for controlled tapping has the potential to encourage fine motor control and co-ordination.



Positives / Negatives

- ★ Good selection of activities to tap through
- ★ Responsive once familiar with the tapping technique
- ★ Requires very steady and smooth control
- ★ Can be too sensitive and cause frustration at times

Physical requirements to play game

Players need to be able to 'tap' either with hands, feet, elbows or any other part of the body. Tapping needs to be performed near the WiiMote so that it can pick up the vibrations for the game.

Proprioception ⓘ	✗	Co-ordination ⓘ	✓
Balance ⓘ	✗	Bilateral ⓘ	✗
Dexterity ⓘ	✓	Cardiovascular ⓘ	✗
Wrist/hand mvts ⓘ	✓	Sequencing ⓘ	✗
Upper Limb gross movement ⓘ	✓	Speed ⓘ	✗
		reflexes ⓘ	✗

Ease of Navigation

The game is very easy to navigate around once the game has been 'unlocked'. The unlocking process is easy as it is just a tutorial that teaches the player how to use the taps to control the menus. It is recommended that this aspect of the game is completed prior to using it within therapy sessions as it can be difficult for patients to achieve the right 'tap' straight away. The 'unlocking' needs to be applied to each Wii Console that the game is played on, unless to use the Save Data function to transfer data from one Wii Console to another.

Therapeutic benefits / best qualities of the game

This game is particularly good for working on co-ordination of upper limb and forearm. The tapping mechanism of control requires much concentration with the feedback from the game being beneficial. The degree of movement needed ranges between finger tip tapping to whole hand involvement - this can be altered also by changing the surface on which the WiiMote is resting.

The 5 mini games within Lets Tap offer a variety of choice for differing abilities.

Adaptations

Because of the method of control this game can be used in a variety of therapeutic settings. The obvious method is to use upper limbs and hands to control the game. Additionally you could set the WiiMote on a platform on the floor (low stool/step) and encourage the use of tapping feet to control. It will not work to rest the controller straight on the floor as the floor will not pick up the tapping as effectively as a step.

This game has also been used by people with very limited limb control, who have managed to successfully played the game through head control.

The key is to balance the WiiMote on an surface through which it can pick up the vibrations/tap from the player. It is very sensitive though and may take a few attempts to position correctly.

GAME	EASE (out of 5stars)	Additional Info
Tap Runner	★★★★☆	Tap on the 'box' to make the character run. Tap harder to make the character jump over obstacles. The faster the taps, the faster the speed. The harder the taps the higher the jumps. All are races in this section, against computer or other players which start of short and easy and gradually get harder.
Rhythm Tap	★★★★☆	Players must tap in time to the instructions on screen. This is quite a fast game with quick reflexes needed. There is a choice of song.
Silent Blocks	★★★★☆	Use the tapping to control which level of block to remove then tap gently to remove the block. As the blocks fall the colours build up. The aim is to group colours together 5 times in a row. tapping too quickly or too hard will cause the tower to topple.
Bubble Voyager	★★★★☆	Tap to control the height of the character. The harder and faster will keep the character at the top of the screen, not tapping will cause him to fall to the bottom. Aim of the game is to keep the character safe through and past obstacles, altering the route through the tapping with double tapping fires missiles.
Visualiser	★★★★☆	Use tapping to create patterns in a variety of backdrops including Fireworks, Paint, River, Gem Game and Ink. The firmness of the tap will produce different effects.