

How to use wonder.me

Please note: Wonder.me is compatible with most browsers, except Safari, Internet Explorer, Opera and an older version of Edge.

1. We will share a link with you that will lead you to the designated room. Please click on the link to join the wonder.me room of choice.
2. You will be asked to type in your name in order to join wonder.me. Next to your name you can also choose a picture that is used for your avatar to make you recognisable.
Please note: wonder.me requires access to your camera and microphone. Please make sure that no other programme is using your camera and/or microphone simultaneously to make sure that everything is working well.
3. Once you have signed up, you are able to join the room as *guest*. There, you will have various ways of communicating and contacting the other participants that are in the same room.

In the room

Navigating your Avatar

Once you are in the room, you can move your avatar around. Click and hold to move your avatar to the determined spot in the room. You can zoom in and out of the room by clicking on the + or – symbol left to the wonder.me room. To turn your camera and/or microphone on or off, click on the symbols below the room.

When you want to talk to another participant, you can move your avatar toward theirs. A circle is then formed which allows you to talk to and hear the other person. Once you are in a small circle, your video camera appears above the room. These circles can fit **up to 15 participants**. People who are outside the circle cannot listen to your conversation, but they have the option to join. Joining a conversation allows others to see you via video, in case the camera is turned on. The other participants also become visible at the top of the room. In order to see everyone who is part of the conversation, click on the two arrows in the top left corner. To leave the conversation, simply navigate your avatar out of the conversation circle.

You can also chat with other participants. There are several ways of using the chat: *Circle*, *Private*, and *Everyone*:

- *Circle:* You can chat to the people who are in a conversation circle with you.
- *Private:* Allows you to start a private conversation with another participant. Click on the name of the person you would like to chat with to open the conversation. By hovering the cursor above the names of the participants, they will be highlighted in the room.
- *Everyone:* Clicking on *Everyone* allows you to send a message to everyone who is currently in the same wonder.me room as you.

Once you would like to leave the room, click on the red *Leave Room* button at the bottom right.

Settings

On the left side you will find a menu bar that has listed various symbols:

- Two people:** Clicking on this symbol allows you to see who else is in the room with you and who is close to your avatar.
- Chat bubble:** Opens the chat function. You can choose between *Circle*, *Private* and *Everybody*.
- Person behind desk:** This symbol resembles the broadcast move, This function can be used by the host. It allows the host to speak to everyone in full screen mode; during this time no one else can talk.
- Cogwheel:** By clicking on the cogwheel, the setting menu opens. There, you may change your name, picture, as well as video and/or audio settings.
- Lock:** Once you have joined a conversation, a lock symbol shows up in the top right corner. You have the option to (un)lock conversation circles. By doing so, the conversation circle you are currently in is set to private. This means that no one can join the conversation anymore or listen to what you are saying. Everyone inside the circle has the option the either lock or unlock it.