

NOSSCR App User Guide

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1. Logging into the Mobile App & Setting Permissions

- Your login information will be the same as your NOSSCR Account log in.

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NOSCR

NATIONAL ORGANIZATION
of SOCIAL SECURITY
CLAIMANTS' REPRESENTATIVES

Login ID

Password

By continuing, you agree to our [Terms of Use](#) & [Privacy Policy](#)

Login

Login with a One Time Password (OTP)

- If you use the OTP to log in, some single sign-on features will not work. We highly recommend using your credentials to sign in.

Permissions

This is where an app user will determine what information will be shared with an exhibitor when their member QR code is scanned

< Edit Profile Save

Bar Number

State Bar

Privacy

Suppress Email

Suppress Home Phone

Suppress Work Phone

Suppress Mobile Phone

Suppress Address

Connect

Opt out of Connect

Others need to send a request to message me

15:09

< Settings

Date Format MM/DD/YYYY >

Time Format 12 hr >

Time Zone America/New_York >

Notifications

Session reminder

Notification before 15 min >

Delete Past Events

Share NOSSCR app

Acknowledgements

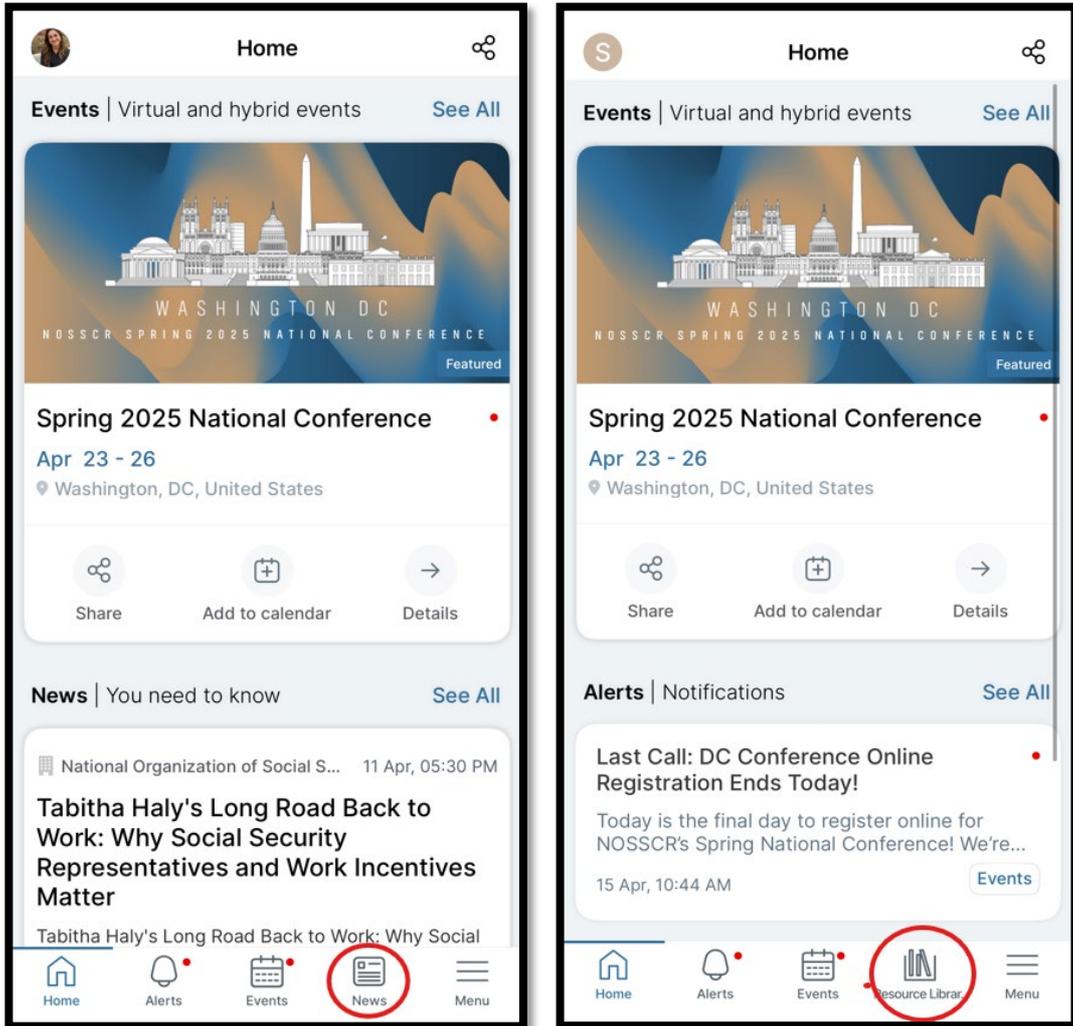
Last Refresh: 04/17/2025 03:08 PM

Version 18.6.3

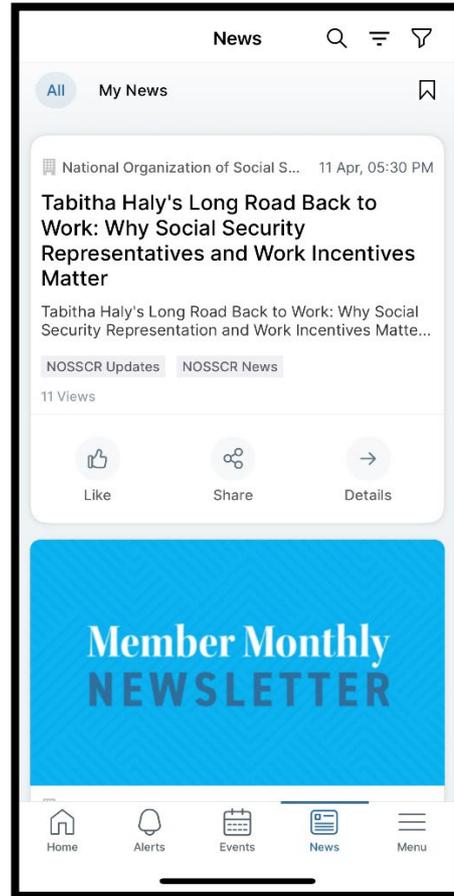
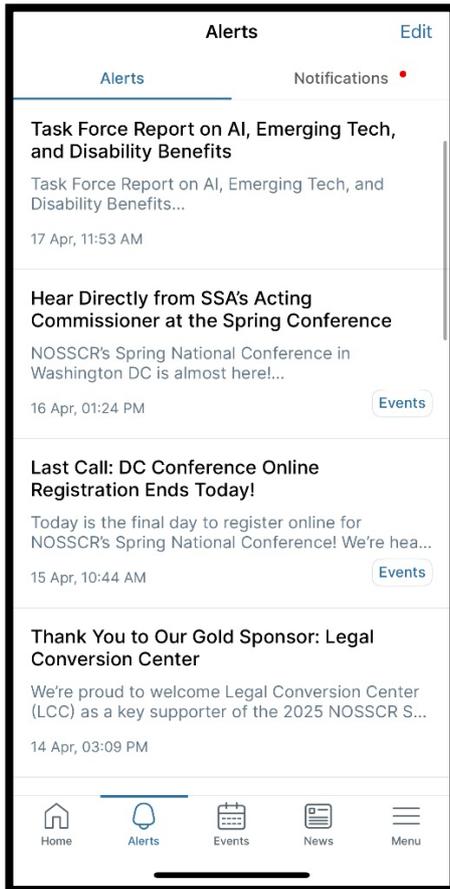
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Home Alerts Events News Menu

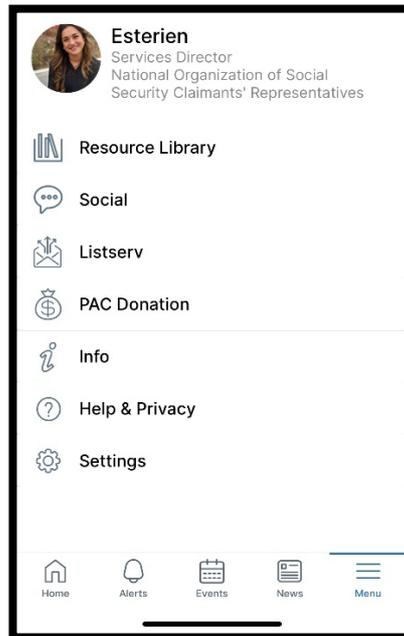
2. Member vs. Non-Member Home Screen



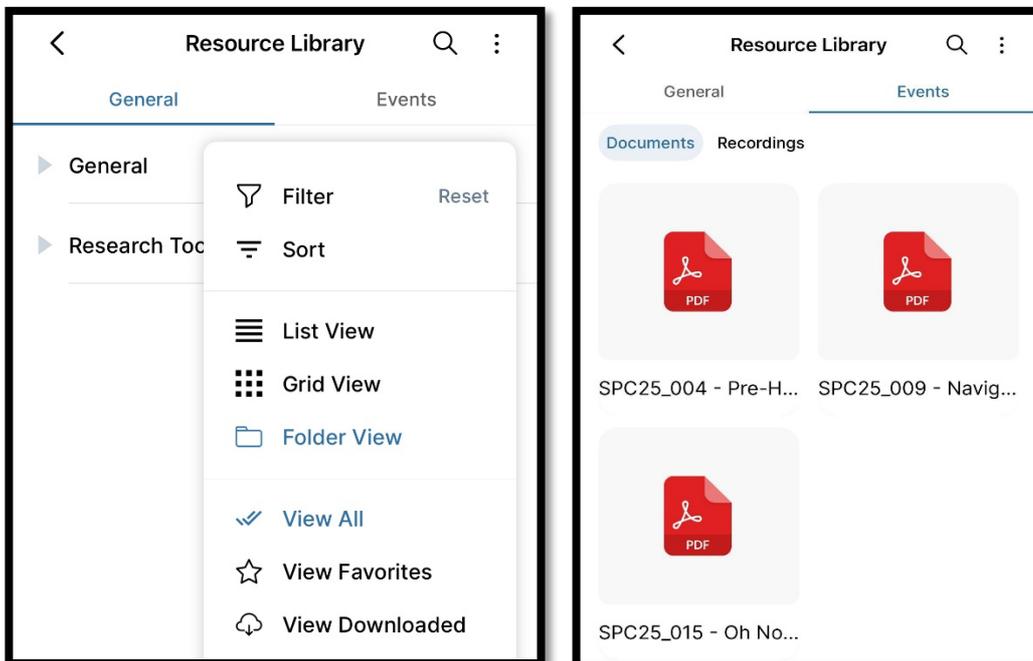
3. Alerts & News



4. Menu



5. Resource Library



6. NOSSCR Listserv

The screenshot shows a mobile application interface for signing into the NOSSCR Listserv. At the top, there is a back arrow and the title "Listserv". Below this is the NOSSCR logo and the full name of the organization. The main heading is "NOSSCR - Sign In".

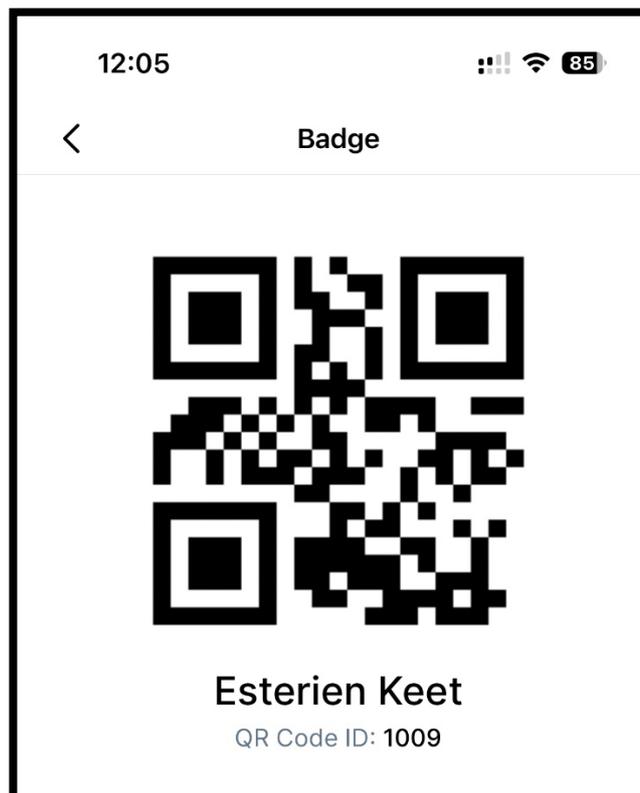
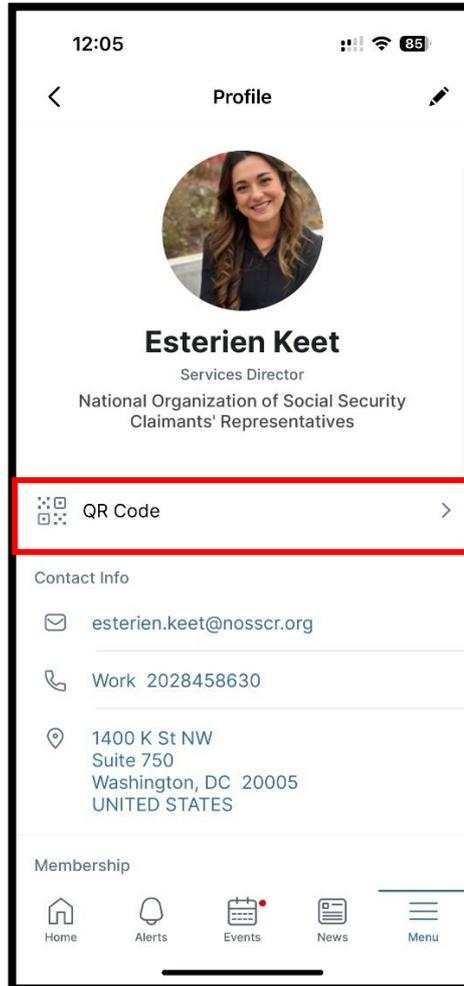
Under the heading, there is a section for email sign-in. It starts with the label "Your email address" followed by a text input field containing "name@your-email.com". Below the input field is a blue button labeled "Sign in with email".

Below the email sign-in section, there is a message: "We'll email you a magic link for password-free sign-in. Or you can **sign-in manually**". The phrase "sign-in manually" is circled in red. Below this message is a horizontal line with the word "Or" in the center.

Below the "Or" separator are three buttons for social sign-in: "Sign in with Google" (with the Google logo), "Sign in with Apple" (with the Apple logo), and "Sign in with Microsoft" (with the Microsoft logo).

At the bottom of the screen, there is a navigation bar with four icons: a left arrow, a right arrow, a close (X) icon, and a refresh (circular arrow) icon.

7. Check in at the In-Person Conference

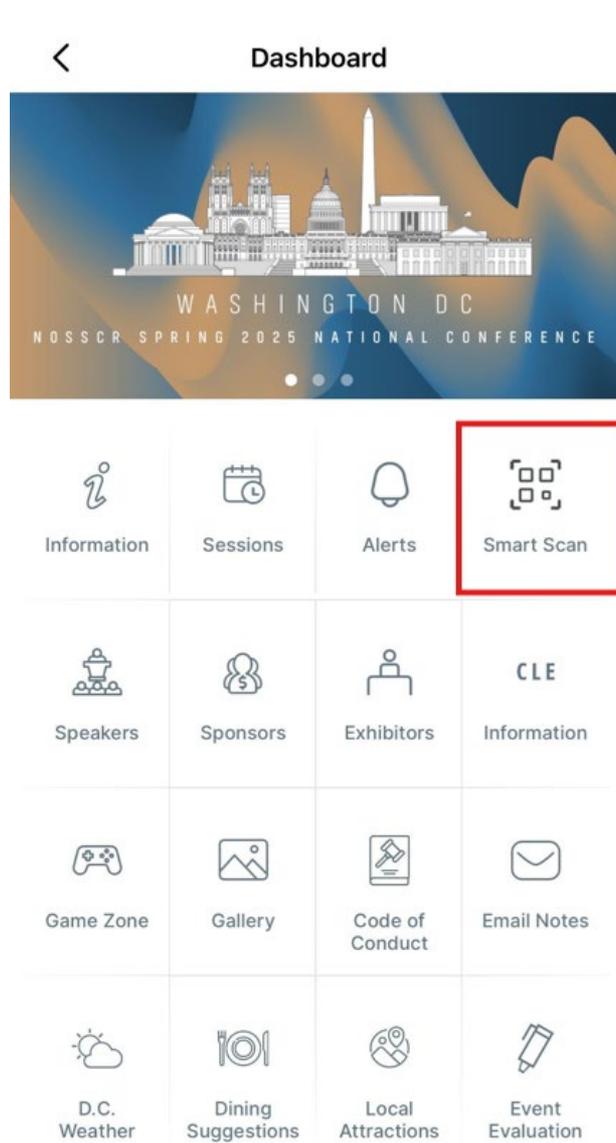


8. Smart Scan

- Smart Scan allows scanning QR codes within an Event for different purposes.
- Smart Scan allows Attendees to check-in/check-out from sessions by scanning a session's QR code.
- Exhibitors can scan leads by scanning a user's ID if lead retrieval is set up for the Event.
- **The user must be logged in to access the smart scan.** The App automatically detects the purpose of scanning by identifying the logged in user as Attendee or Exhibitor and the QR code being scanned.

8.1 Event Dashboard Icon in the App

App Navigation: Go to Events List > Select the Event > Event Dashboard > Smart Scan

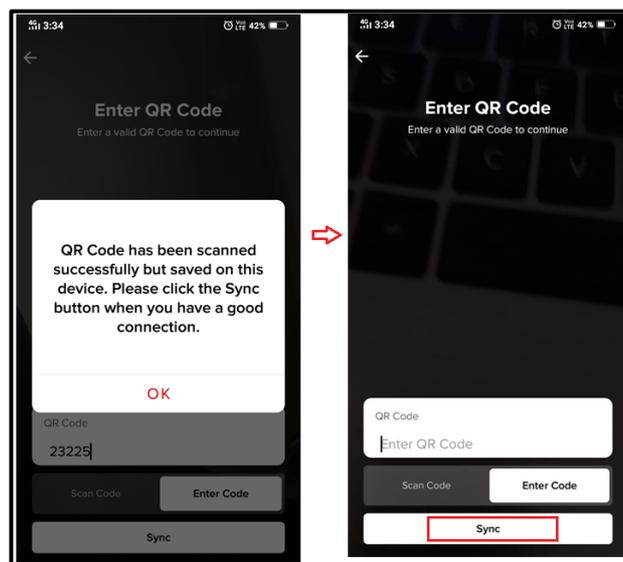


8.2 Scanning QR Codes

- To scan a QR code in the Smart Scan module, the user has two options:
 - a. Scan a QR code using the Camera
 - b. Manually entering the QR code text when the user is not able to use the camera to scan.
- In the camera view, the user also has an option (button) to turn on the flashlight that can be used during low light.
- Alternatively, the user has an option to manually enter the QR code in case inability to scan using the camera due to various reasons such as, inability to use the device camera or poor lighting, etc.

8.3 Support for Offline Scanning

- User should be able to scan the QR Code even if there is no internet connection. Codes will be saved locally and when internet connection resumes it will scan and sync.
- Below screenshot displays the scanning is done in offline mode and Sync button is enabled.

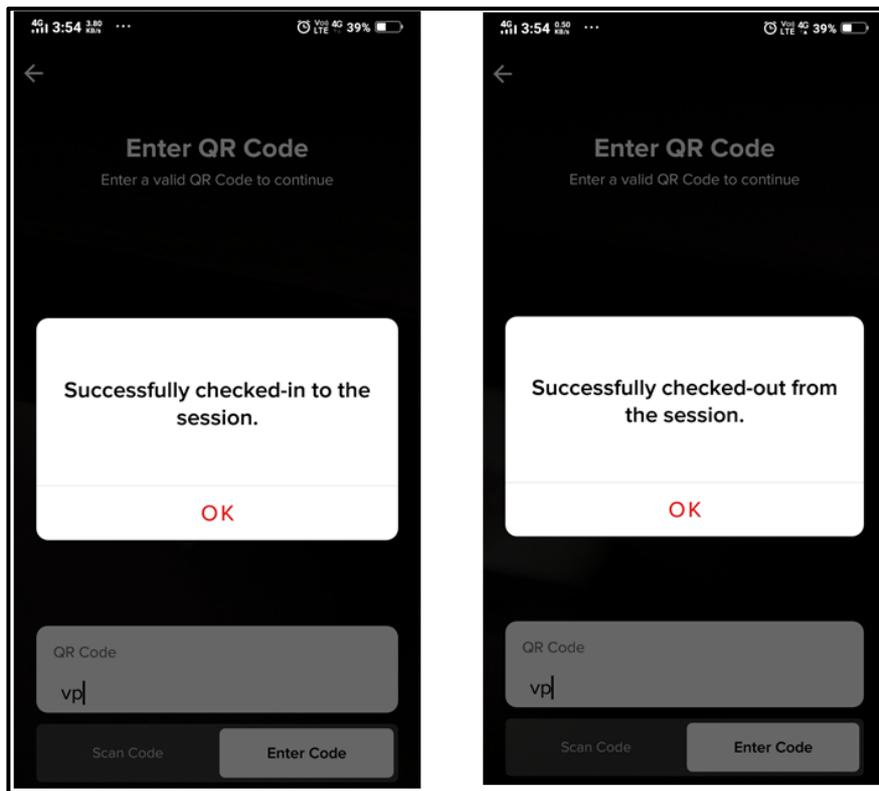


8.4 Event attendee scanning a session QR Code

- Smart Scan allows multi-purpose scanning based on the code being scanned and the role of the logged in user.

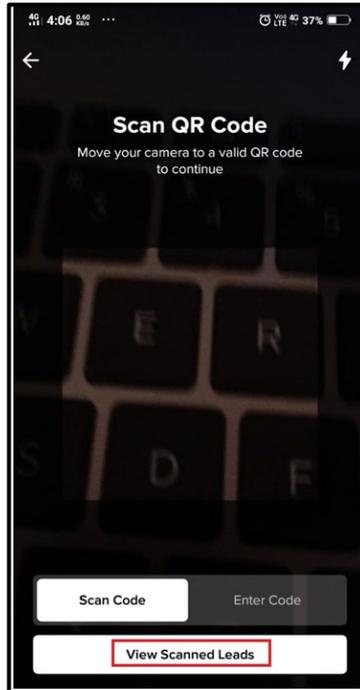
Scanning a session QR Code

- If a user scans a session code or a QR code associated with a session, it will check-in the user to that session. Scanning the same session again will check-out the user from the session.
- If the user checks-in to a free session, then the session will automatically get added to user's session schedule or My Sessions list.

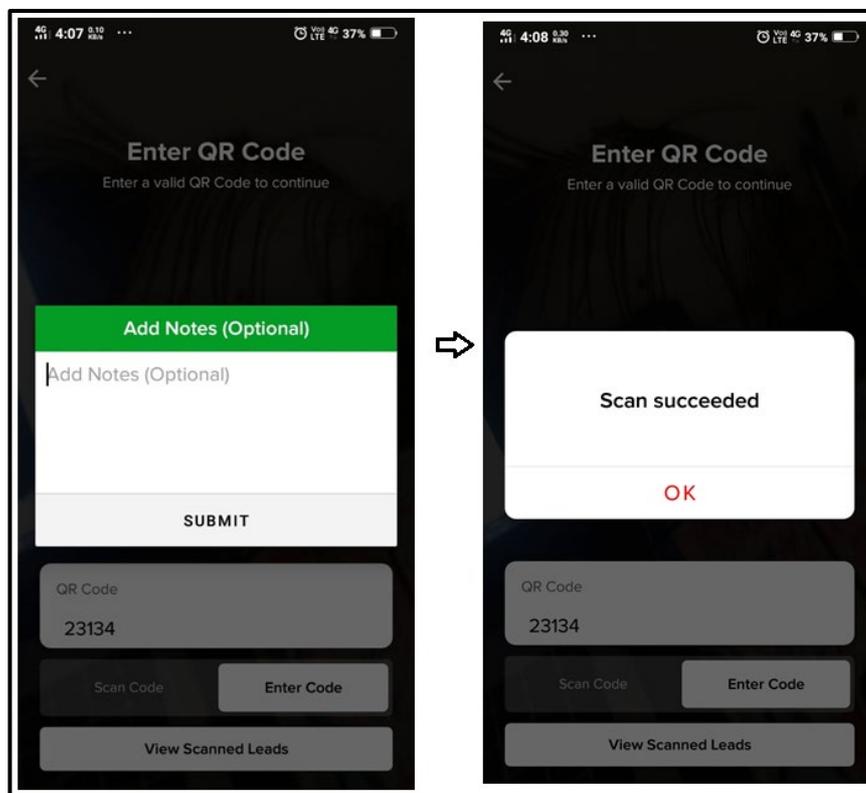


Scanning other users' IDs as an Exhibitor

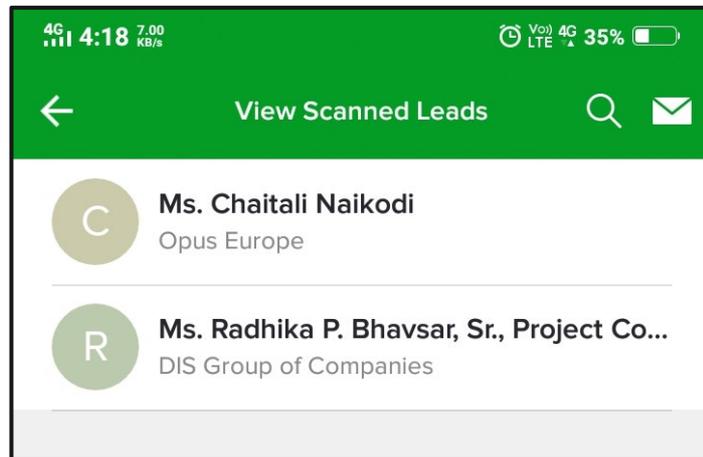
- If the logged in user is identified as an Exhibitor, and another User's ID is scanned, it will be added as a lead.
- Exhibitors have access to additional button "View Scanned Leads", which will display the list of scanned leads.



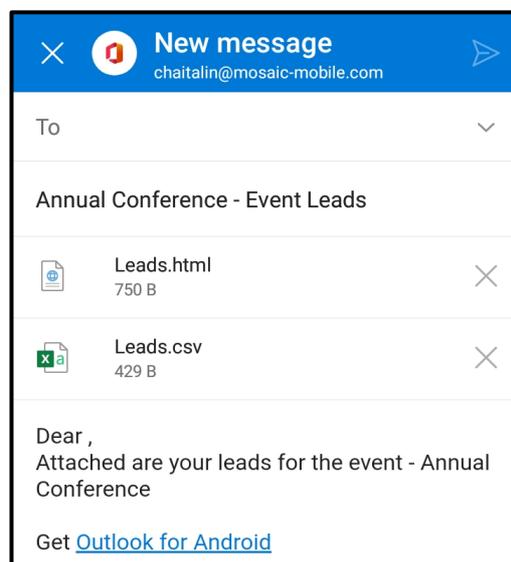
- Exhibitors scan the Attendee ID and get the Notes popup as displayed below while scanning which is options.
- User can enter the Notes for scanning and Submit.
- User will get the Alert Message as "Scan succeeded".



- Exhibitors can also email leads from the App that they have scanned
- User can click on **View Scanned Leads** which will display the list of scan leads as displayed below
- User can click on the **Search** icon to search the leads scanned.

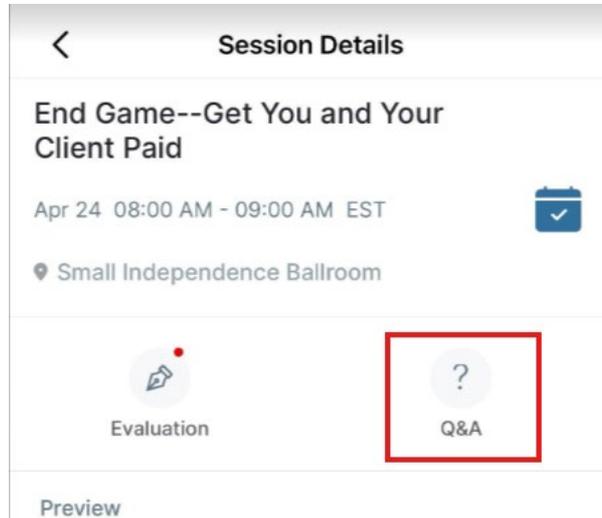


- Click on the **Mail** icon on the top to email the leads
- Exhibitors can email leads from the App in CSV file format.



9. Q&A

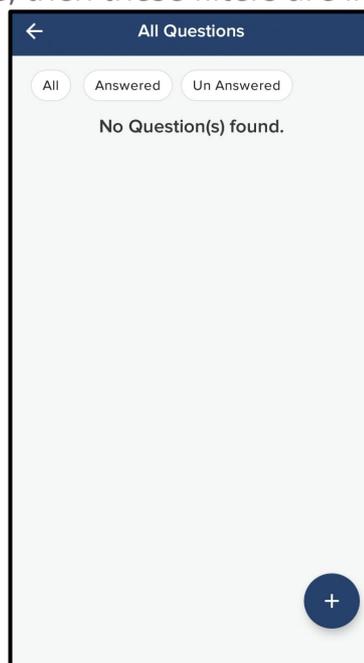
- Question and Answers are specific to the Session level.
- In the Mobile App: Go to Event Sessions → Click on the Q&A question mark next to Evaluation



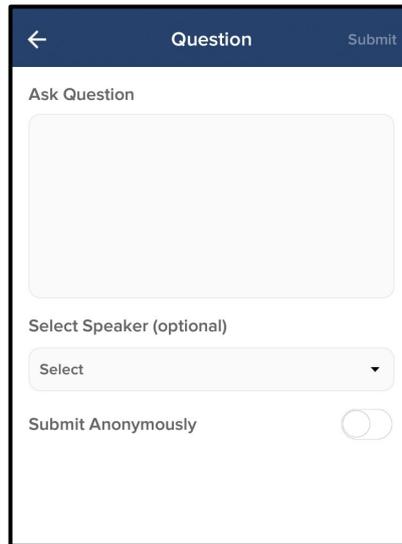
- In the App - Attendees post questions for the Sessions and Session Speakers **verbally** answer those questions.
- Attendees should be logged into the App to post the Question. Otherwise, it will prompt the user to go to the Login page.

9.1 User posting a new question for a session

- Click on Q&A and touch the (+) sign, to post the Question as displayed below.
- All Questions list will have quick filters like **All**, **Answered** and **Unanswered**.
- If there are no Questions, then these filters are in **Disable** mode.



- While posting a New Question, the **Submit** button is disabled until and unless users type a Question.

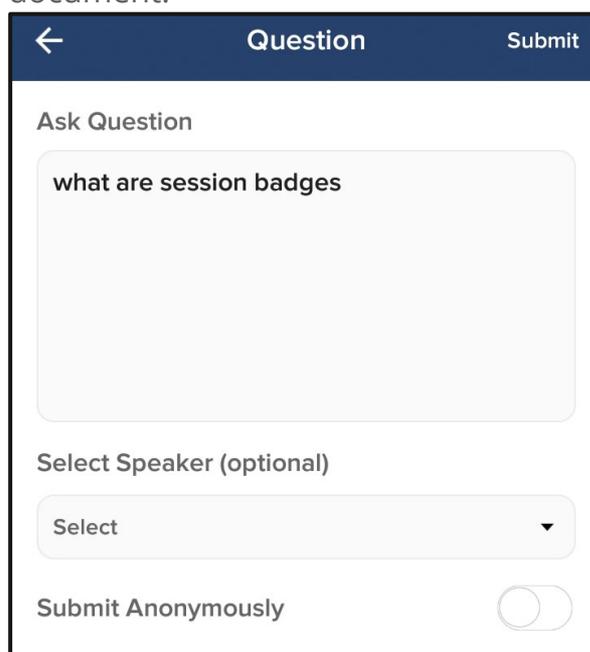


Write Question:

1. Question entered by the user will display in **BOLD** as shown below
2. This is mandatory to submit the Question

Select Speaker:

- Select Speaker will display the list of Session Speakers. Users can select any one Speaker at a time. This is an optional field. Users will be able to Submit the Question without selecting the Speaker
- Any Session Speakers can answer the Questions verbally in the app. If the speaker wishes to respond with a message, this can be done in the desktop version of the app, which will be explained later on in this document.

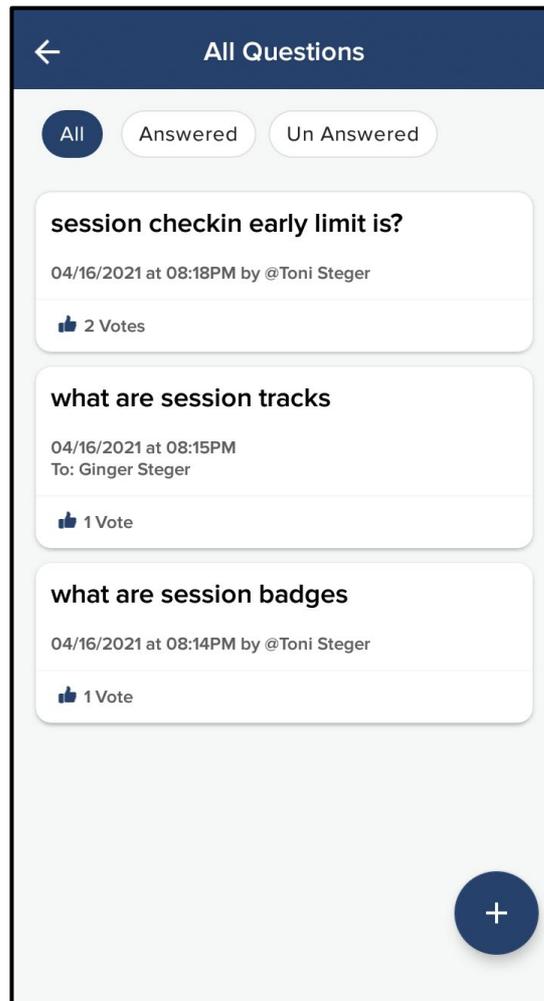


9.2 Question Votes

User can click on the “like” button to upvote the Questions as displayed below:

The All-Questions list is sorted according to the Votes and Date/Time in descending order.

***Note:** Voting is disabled if the Speaker is viewing the Question List.



9.3 Sorting Questions

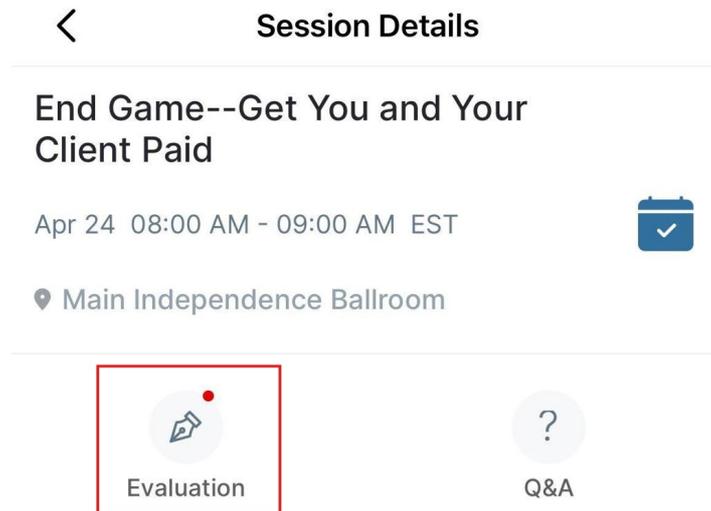
- All Questions lists will have quick filters like All, Answered and Unanswered.
 - **All:** All will list all the Questions (Answered and Unanswered)
 - **Answered:** This Filter will list only those Questions which are answered by the Speaker and will have a label as **Answered**
 - **Unanswered:** This filter will list the Questions which have not yet been answered by any of the Session Speakers
- The Questions list is sorted according to the maximum Votes and Date.

10. Evaluations

10.1 Session Evaluations

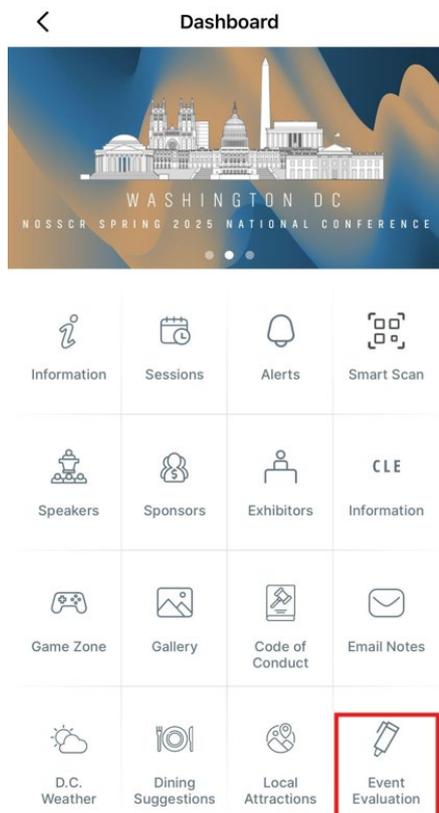
Every session will have a separate evaluation

Attendees can access the evaluations in the session details and will earn points in the conference game for completing them.

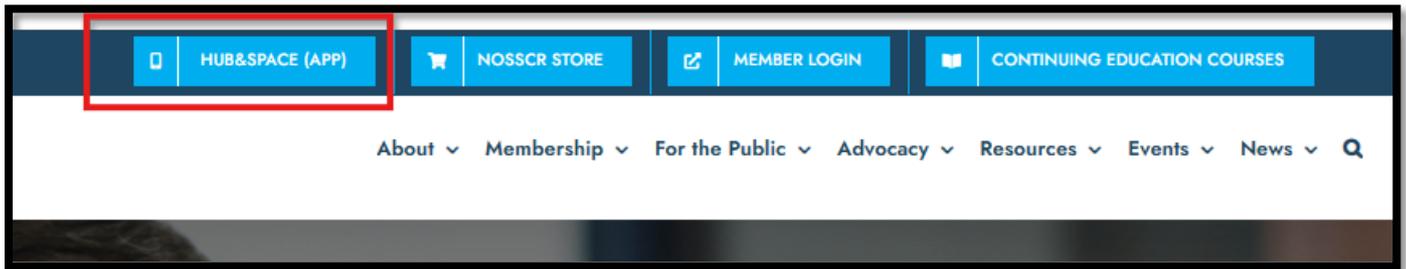


10.2 Event Evaluation

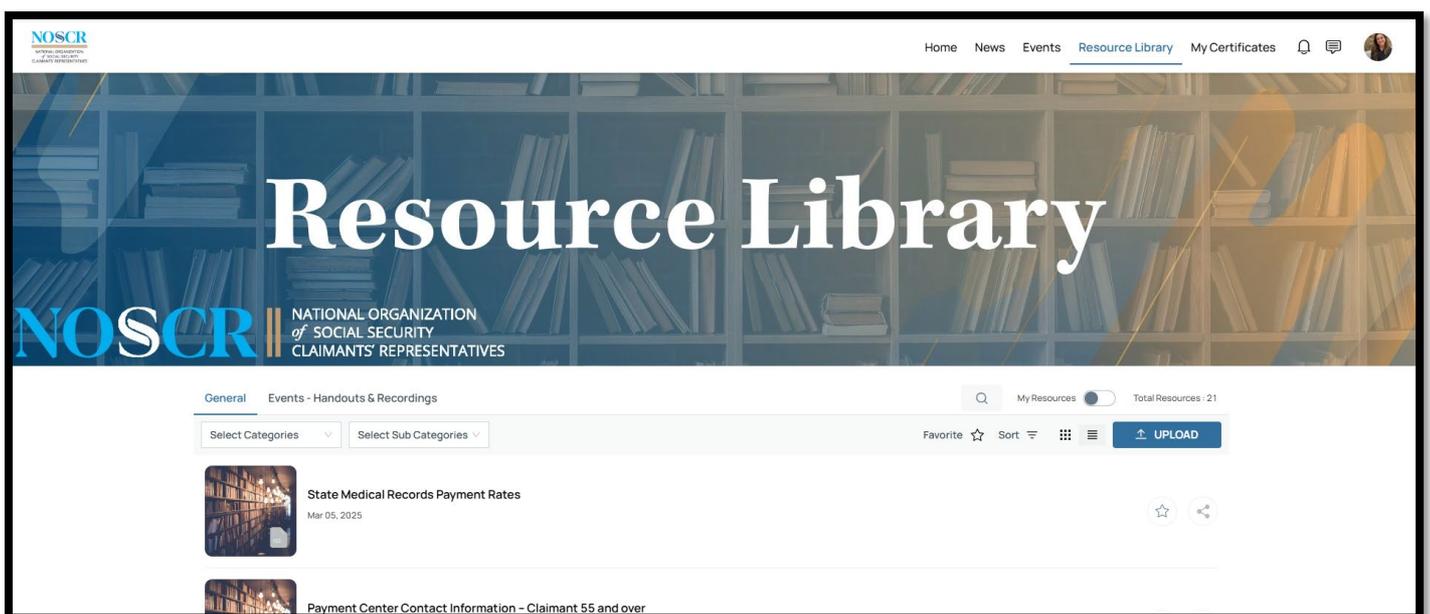
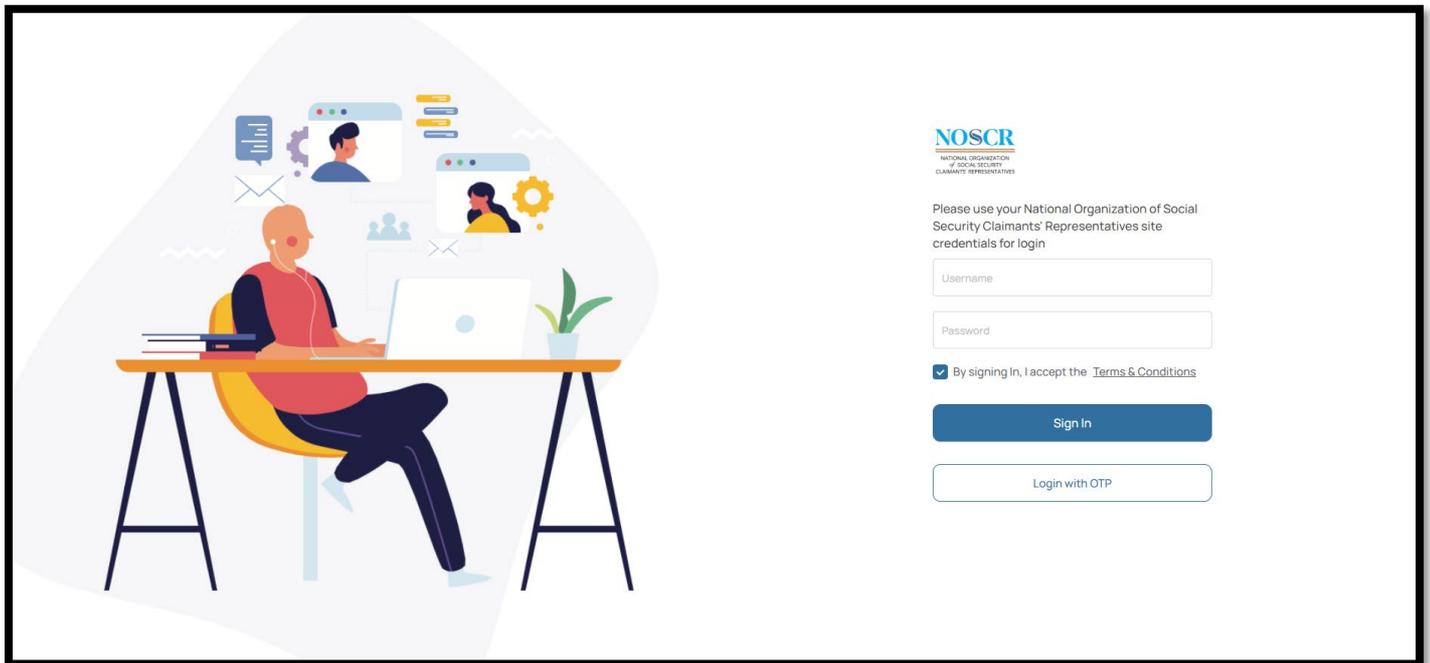
At the conclusion of the conference the event evaluation will be enabled and attendees can complete the evaluation in the app



11. Desktop Version (Hub&Space)



Sign in Screen



Home News **Events** Resource Library My Certificates

Events

NOSCR NATIONAL ORGANIZATION of SOCIAL SECURITY CLAIMANTS' REPRESENTATIVES

All Upcoming Past Registered

Spring 2025 National Conference
Apr 23 - Apr 26, 2025 09:00 AM - 05:00 PM EDT
Washington, United States

Fall 2025 National Conference
Sep 08 - Sep 12, 2025 09:00 AM - 05:00 PM PDT
San Diego, United States

← Back

Spring 2025 National Conference

Grand Hyatt Washington, 1000 H Street NW, Washington, DC, United States, 20001

☑ You are Registered!

All Sessions My Sessions Speakers Exhibitors Sponsors

Wed, Apr 23 Thu, Apr 24 Fri, Apr 25 Sat, Apr 26

08:00 AM - 10:00 AM EDT
Hill Day Training
Farragut/Lafayette

← Back
☰

📅 08:00 AM - 09:00 AM EDT
Q&A Evaluation Participants Polls

End Game—Get You and Your Client Paid

📍 Main Independence Ballroom

Preview

Kevin & Sara will present on the back-end of the process, focusing on practical matters (like getting paid) and providing attendees with real life examples from their own practice. They will discuss methods for fee calculation & tracking. Provide examples of post-hearing instructions to clients. Identify common pitfalls that result in benefit reductions or interfere with client benefits and attorney fees being paid in a timely manner. Explain ways around post-entitlement SGA. Advise on how to evaluate when to stop and when to go for more (onset date & partially favorable appeals). Recommend ways to talk to clients about other benefits they may be entitled to once they are found disabled, like Medicare and Student Loan Discharges. Essentially, they will emphasize to attendees that there is a lot to be done and to consider even after they win a client's case.

Speakers



S
SPEAKER
Sara Carroll
Kerr, Robichaux & Carroll



K
SPEAKER
Kevin Kerr
Kerr, Robichaux & Carroll



G
MODERATOR
George Piemonte
Martin Jones & Piemonte

Resources



No Resources

Speakers ▾

Start typing here... ▶

Submit Anonymously

All

Sara Carroll

Kevin Kerr

George Piemonte

Speakers ^

Start typing here... ▶

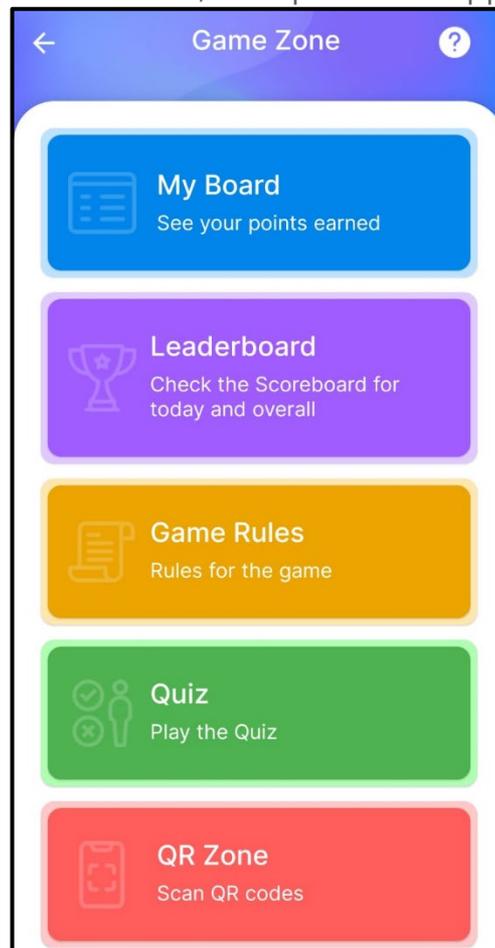
Submit Anonymously

12. Conference Game

- The Game module requires the User to be logged into the App.
- When the User clicks on **Game** on the Event Dashboard page in the App, if the User is not logged in, it will prompt the User to login first to play the Game.
- Users can play the Games in the App and can earn points by playing the Games.
- Users can also upload different pictures from the App to the Photo Gallery (if this is enabled), which is displayed on the Event Dashboard page.
- The Game module can be accessed only by Registrants of the Event.
- If a Non-Registered User tries to access the Game, it will display the message: "You are not registered in this event".
- The Game will be accessible only between the start and end time of the conference. If the Game has not yet started or if the Game has ended, it will notify the User with an appropriate Alert message when attempting to access the Game.

12.1 Game Details

- Tap on the **Game Zone** icon from Event Dashboard page, to play the Game in App
- At the top right corner of the screen, a Help icon will appear.

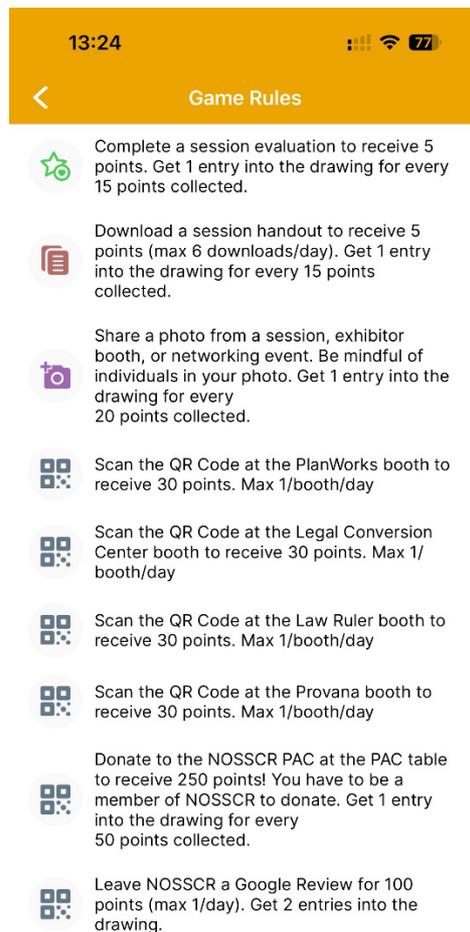


12.2 Playing the Game

Step 1:

Rules

- Users click on **Rules** to understand how to play and earn the Game points.



Step 2: Playing the Quiz

- Users then click on **Quiz** to play the Game.
- Users can complete the Quiz and earn the points as specified on the Rules section.
- Users can Review the Answers of the Quiz.
- Below screen displays a Quiz example:

← Quiz Next

Question 1/5

Which of the following is not fit in the match?

A French Open

B US Open

C Australian Open

D Cincinnati Masters

- Users can Submit the Quiz and earn the points once they click the **Submit** button.

Question 2/2

What is the Session eval handling

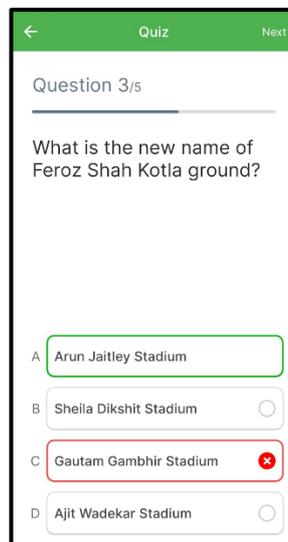
Are you sure you want to submit this Quiz?

Yes Cancel

- Once the User submits the Quiz, points will be reflected.



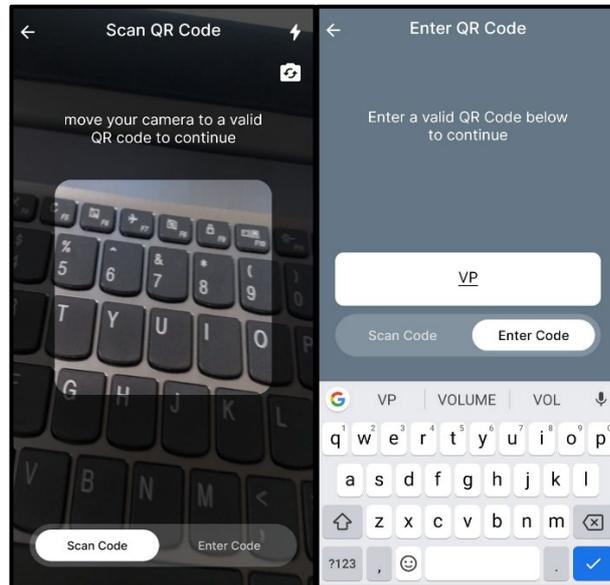
- Users can click on **Review Answers** on the Score Board page, which will display the right answers and the answers given by the Users.



Step 3: How to Scan Using QR Zone?

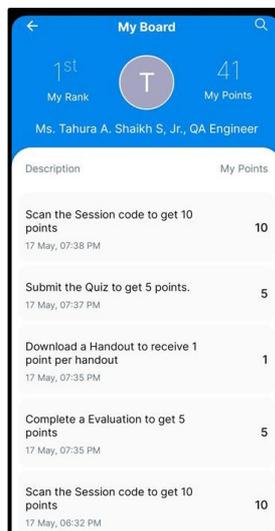
- QR Zone allows the User to scan QR codes associated with the Game, so that Users can earn points.
- There are 3 Game Rules associated with the QR scanning activity: scanning a session, scanning an exhibitor, and/or scanning any other specific QR code.
- As soon as the User scans the correct QR code the User will be notified about the points being earned by this activity. If the QR code scanned is not valid and not associated with any Game Rule, it will show a message notifying the User about the invalid QR code.
- In the camera view, User also has an option (lightning bolt icon in the top right) to turn on the flashlight during low light or user can flip the camera and use the front camera option to scan the code.

- To scan a QR code, the User has two options: scan a QR code using the camera or manually entering the QR code text when the User is not able to use the camera to scan as shown below:



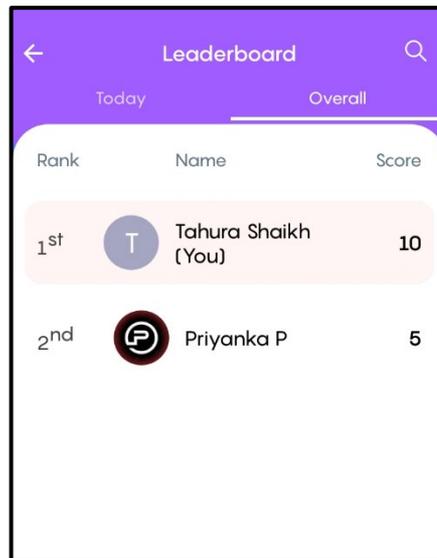
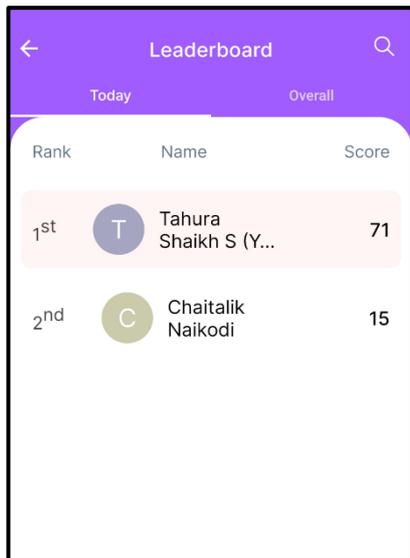
Step 4:

- Users can click on **My Board** to check the points earned by completing the Game Rules.
- At the top, from the left to right, the screen shows Users rank, profile picture with full name below it and total number of points earned in the Game.
- On the top right, there is the search button that will allow searching within the description of Rules the User has participated in.
- The Rules are sorted by newest on the top.
- My Board displays the Game Rules for which a user has earned points and the date/time of the participation as shown in the screenshot below.
- If Game Rule description is more than 3 lines, then a Read More link will display as shown below:



Step 5:

- Click on the **Leaderboard**. This contains two tabs: Today's (default tab) and Overall (sum of all days of the Game).
 - **Today:** Today displays the Users with the Score which are the points earned by the User who played the Game for the current day with the rank. Users can also search for a User by Name. Logged in Users will display as (You) in the list and when clicked on, it will redirect to My Board.
 - **Overall:** Overall displays the score for the list of Users who played the Game with Rank throughout the duration of the game. The top three participants in the list are considered winners and will display a crown icon above their profile pictures.
 - On the top right, there is an icon to search for a participant by name within the day or overall Leaderboard whichever screen the User is currently on.



***Note:** Once the Quiz is submitted, the User cannot play the Quiz again. It will display the Alert as: 'You have already completed this Quiz'.

