



Commonwealth of Massachusetts COVID-19 Vaccination Program Guide

Site Software

You'll need to take to set up your account and to use the software on vaccination days. In order to register people for their vaccinations, you'll use Color's software. Below are the steps.

1 Create your Color account

Once your site manager's access request for you has been approved, head to home.color.com/create-account. Enter your organization email, and set up a password. We'll send you an email to confirm your email address once you've created your account. After confirming, your account is ready for use. On vaccination days, you'll log into our onsite tool with your Color account credentials.

2 Get the technology you need

Color's software requires internet connectivity via WiFi or cellular service. If you're using WiFi-only devices like laptops or tablets, make sure you have strong and reliable WiFi coverage in your entire area.

Each site administrator should have their own device. We also suggest having a fully charged back-up device for each administrator. Be sure to maintain the battery levels of your devices throughout vaccination days to enable continuous usage, and consider charging overnight.

See color.com/ma-vaccine-site-setup for more information on the recommended devices and how to troubleshoot technical issues.

Vaccination Days

On vaccination days your role could cover a number of areas, including check-in, preparing and administering the vaccine, and monitoring participants for side effects.

Checking in participants

Participants register using a unique URL. Before an appointment day, Color will send the organization lead a unique URL so participants can use it to answer questions ahead of time on their own device.

Preparing and administering the vaccination doses

Please follow your site's protocols for vaccine preparation, administration, and participant monitoring for side effects after receiving their vaccination.



Please visit this site for more detailed information: color.com/ma-vaccine-site-setup