The world of Multimouse

Miguel Nussbaum
Pontificia Universidad Católica de Chile

mn@ing.puc.cl
The problem
5 schools, 172 kids, $3^{ro}$
GIVING a child a computer does not seem to turn him or her into a future Bill Gates—indeed it does not accomplish anything in particular. That is the conclusion from Peru, site of the largest single programme involving One Laptop per Child, an American charity with backers from the computer industry and which is active in more than 30 developing countries around the world.
Microsoft Research India

In keeping with the global mission of Microsoft Research, Microsoft Research India is engaged in cutting-edge basic and applied research in multiple fields in computing, information technology, and related areas. In addition to innovating and contributing key technologies to Microsoft products, Microsoft Research India collaborates with a wide range of scientific and academic institutions to advance the state of the art in computing research in India. Learn more...
1:3
FPS
Ordenen los cubos con números ROJOS en orden CRECIENTE.
1:3
Science teaching
\[ \mathbf{F}_{12} = k \frac{q_1 q_2 \mathbf{r}}{r^2} \]
\[ \mathbf{F}_j = \sum_i \mathbf{F}_{ij} \]
\[ \mathbf{F}_{12} = -\mathbf{F}_{21} \]

Coulomb
1:3

+ Phones
Put the words in the correct order

They are

at a birthday party

“are”

“they”
<table>
<thead>
<tr>
<th></th>
<th>Vocabulary</th>
<th>Grammar</th>
<th>Listening</th>
<th>Pronunciation</th>
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</thead>
<tbody>
<tr>
<td>Collab. v/s Control</td>
<td>0.11266</td>
<td>0.18299</td>
<td>0.02305</td>
<td>0.01725</td>
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<td>0.76241</td>
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<td>0.29909</td>
<td>0.07720</td>
<td>0.95130</td>
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</table>
MMOG: Massively Multiplayer Online Game
MMOG             Massive..............Classroom
Multiplayer       Online ..............Presential
Game
Game mechanics: how should the game be played?
1. Interactivity and guidance
2. Mechanics linked to learning objectives

Game progression: how should the game evolve?
3. Clear narrative.
4. Gradual increase in difficulty.

Methodology: how does the game help the instructional strategy?
5. The teacher is a mediator during the game

Collaboration: how can teamwork between the game’s participants be improved?
6. Organize face to face interaction
7. Mechanics linked to collaboration

On-screen information: how should the game look?
8. Adequate spatial distribution
9. Recognizable elements
10. Accessible language
11. Avoid information overload

Holism: how can a holistic experience that satisfies the ludic and instructional aspects of the game be created?
12. Action guide
India
200 + 20 + 3
0 2 2 3
<table>
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<th>No. of students</th>
<th>Pre-Test</th>
<th>Post-Test</th>
<th>Δ%</th>
<th>Significance</th>
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<tr>
<td></td>
<td>$\bar{X}$</td>
<td>$s$</td>
<td>$\bar{X}$</td>
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<td>IPC</td>
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<td>8.09</td>
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<td>9.94</td>
</tr>
</tbody>
</table>
1:49
and Games
Collaborative
1:49
1. Construyan un triángulo con 2 lados iguales

2. 

3. 

4. 

5. 

6.
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