

Interactive gaming tools, to acquire mouse control for illiterate and People with disability.

Agravat bipin b
mtoionsonique
agravatb@yahoo.com

Abstract

India is home to one-third the world's non-literate. First step to introduce them with computer, user interface etc, is very necessary that they should have skill to relate the mouse movement with the work of the button and click or double click.

To teach them the computer, interactive kiosk or any other issue is very tough for the instructed as well for the learner for the first time. Main problem we encounter is mouse control, synchronization of the mouse on physical level and correspondence to the cursory moment of the virtual world say per example screen.

There is a dire need of the software an interactive technique, which can help to solve the problem at hand, make the illiterate and person with disability to grasp the skills necessary to learn first mouse control before going ahead. Also the Game or interface should be simple, effective and enjoyable experience for the users, unlike, complicated, boring and hard to understand the mouse moments, click etc.

At our lab, we have begun using a interactive game or method for mouse control. we have found it very easy to teach the mass the first step towards the digital generation.

1 Presentation to the user about the mouse.

we first show them the small onscreen animation of the computer and the different parts, and its uses and specially designed mouse movement in the animation and the what cursor do it with on the animation screen on the computer screen display.

2 Interactive Single click learning.

We then show them a specially designed game , where you have to move the mouse on the pad to bring the cursors to the balloons , where it turns the spike and the click it to burst the balloons with the noise . This is very effective step to make them understand the mouse movement on pad to corresponding movments to the cursors and then to spike. It is very effective for them to learn the technique. We ask users to perform the task to chase the balloons coming from various sides.

We have found out that the 90 % of users get the idea and skills to move the mouse on the pad effectively within the 3 minutes. So this easy , effective make them encourage to take futher step to uses the click and correspondence action.

3 Interactive Double click learning.

This game they have to chase the box flying from upside down and then to click at the precise moment to stop the box.. 70% users can do it with first time , other 30% two to three minutes practice to learn the mouse button.

The final stage of this game is the imp stuff called the double click, users has to first chase the box, then speedily double click to stop the box and then to open the goody bags for the price.

We have found this technique very effective, average time to learn the complete process is 5 minutes, age groups can be 6 years to 80 years . and 80% success we have met for the first time and 100 person success attempt to take the their first step into the world of Digital society.

4 Interactive Double click learning.

Game also consists of the mouse over effect for the visuals on screen to understand the concept of the mouse. It is also have the useful to fill the form the for clicking the then using the keyboard animation included to make it final.

