ABSTRACT

COLLABORATIVE GAME EDUCATION DEVELOPMENT (DESKTOP BASED)

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Technological developments from time to time progressed very rapidly. Nowadays variety of collaboration technologies that are near from us such as internet, mobile phones, computers, and so on, are presents. We never imagined things like this will become part of the routine of our daily lives. Judging from the ability of a computer can do a variety of activities, especially its versatility in presenting a variety of media to users, we can see opportunities to utilize this technology to improve the quality of human resources in the community in general.

At present, children are one of the users of technology are sufficiently large in number, as we have seen many who have gadgets of mobile phones, laptops to tablets. However, not all children have equal access. Not to mention the many applications that are circulating in the community, most use the scenario of a user to a computer. However, the need for access to computers is high. And often we see many children gather and play application, each turn scrambling just to make sure she can play the computer freely. It becomes dilemmatic, where on one side of parents and schools can not provide full infrastructure to every child, but the interests of each child in accessing technology, especially computers, are so high.

The solution of this problem is to develop applications that can be played by several users at a time, simply by using the tools as well as additional named MultiPoint mouse, which aims to reduce infrastructure costs because MultiPoint is provided free by Microsoft as well as falling prices of computer accessories especially mouse from time to time. So with the existing infrastructure can be utilized optimally.

Keywords : MultiPoint Mouse, Collaborated Game, Interactive Learning