

AtOneGo®

RAPIDLY CREATE ONLINE STRATEGY QUIZ GAMES; FOR SINGLE AND MULTIPLAYERS.



AtOneGo®, a powerful e-learning game authoring environment, enables you to create online strategy quiz games. It allows anyone to create games that are pedagogically sound, that encourage the learners to take on a much more active role in their own learning process. Through these games, your players' knowledge of factual or conceptual information, speed, interpretation and strategic decision-making will be tried...will be tested...will be pushed beyond boundaries.

AtOneGo® adopts social learning approach

Games powered by AtOneGo® are designed based on social learning approaches. The learners are motivated to search for the right answers. These games are not just designed for entertainment similar to a quiz show, but are actually designed to recruit the students'/ employees' interests to learn through the use of game play. Game authors can decide to create single-player games, to start the players off with a training ground so that they can improve their knowledge and playing skills before they compete with their peers. Besides the asynchronous single-player environment, we introduce the synchronous multiplayer possibility.

Learn together, play together

The multiplayer mode lets players pit against each other to win, and yet be able to learn from each other, with each other. This pedagogical approach is based on Lave and Wenger's (1991) theory of communities of practice. The communities of practice is defined as "groups of people who share a concern or a passion for something they do and learn how to do it better as they interact regularly." Players may also have the possibility to form teams and collaborate, or compete with other teams.

Extremely user-friendly for game authors

This game authoring application, AtOneGo®, is powerful yet incredibly intuitive and easy-to-use. No programming knowledge is needed. Texts can be edited using a WYSIWYG interface. Data is added with straightforward "click-to-select, fill-in-

and-click" actions. In its eleven modules; questions, answer options, correct & incorrect feedbacks, informational help lines may all be added to a central database. The management of content, players and game rules is incredibly extensive yet easy to manage. For more details, see the list of features and benefits in the next page. All-in-all, a wide variety of options to build *the* exact game for *the* exact targets to meet *the* defined learning objectives you require.

Game combinations—SPRINT!

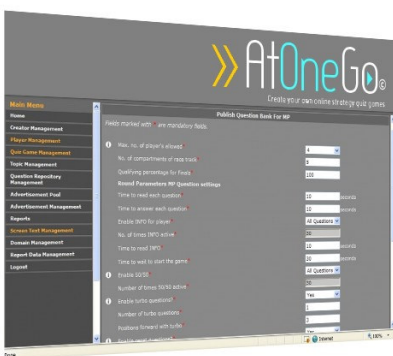
Games are published to a specific front-end, or theme. The current theme is "SPRINT!" - an Olympic track race in modern times. It takes place in a track-and-field stadium a start and finish line. The distance of the running track per game is defined in "compartments", where each compartment represents a correct answer given by the player. The game author can define the length of the track per game, up to 40 compartments.



Minimum system requirements

Hardware	SERVER requirements
Processor	Dual Intel® Pentium® 4 Xeon® CPU's @ 550 MHz - 2 Megs cache per CPU
OS	Microsoft® Windows 2003 Server
RAM	2 GB
Monitor	1024x768 pixels with 256 colours, or more
Web browser	Internet Explorer - version 6.0 or 6.5
Web server	Apache Tomcat 5.0.25 version. (with Jdk 1.4)
Socket server	SmartFoxServer PRO
Java Virtual Machine	Server version of the Sun JVM 1.5
Database	MY SQL 5.0
Hard Disk	60 GB +
Internet bandwidth	10Mbps

Hardware	USER/CLIENT requirements
Processor	Intel Pentium (or compatible)
OS	Microsoft® Windows 2000, Windows XP, or Windows VISTA™
RAM	512 MB, or higher
Sound card	Yes
Monitor	1024x768 pixels with 256 colours, or more
Web browser	Internet Explorer, version 6.0 or 6.5 with JavaScript enabled
Flash plug-ins	Flash Player Plug-in version 8
Internet bandwidth	512 KBPS
Peripheral devices	Headphones/ speakers



For more information

To find out more possibilities with AtOneGo®, visit www.solvolution.nl/Producten/AtOneGo/atonego.htm

Solvolution

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E-learninggames

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Features and benefits

Single & multiplayer mode

The single player mode is ideal for creating a “training mode” where your eLearners can play and acquire knowledge at the same time, at their own pace. The multiplayer mode, however, speeds up the pace considerably and throws in a few fun and competitive elements in the way the games are played. The multiplayer mode enables up to 4 players to compete in real-time..

Strategic play to beat competition

What makes quiz games so powerful is that the moment a question is asked, the brain automatically goes into a ‘searchmode’ to find the answer. Energise that experience by instilling the competitive element in. Players can select a “turbo question” - that gives the player a speed boost forward in their position if they answered the question right. Alternatively, the player can opt for a “reset question”, and select which competitor you want to knock down. If the player answered that question correctly, the selected competitor will be yanked backwards in their position..

Set parameters for game rules

Parameters such as time to answer a question, or time to search for an answer can be defined per game. This opens up a lot of possibilities for the authors to slowly increase the pace of play, and the level of difficulty as the progress of the learners increases.

Question repository management

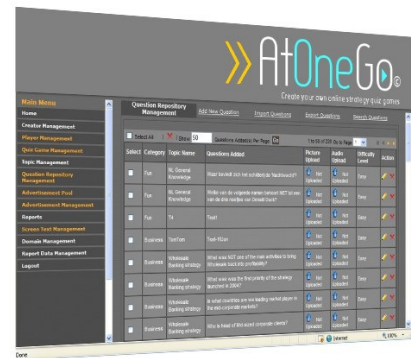
Endless number of questions can be entered into the central question repository. From the repository, you can easily hand-pick a selection of questions to use for a game, and that game will have it's own unique question bank.

Randomised questions & answers

The questions and answer options are all extracted from the database randomly. So that the questions and answer options are displayed in a different order each time.

Information help lines

Players may have the option to consult a source of information to help them



Features and benefits answer the questions. The source of information can be texts displayed on screen and/or a hyperlink. This option can easily be turned on/off by the game creator by a click of a button.

Customise instantaneous feedback

Instant feedback promotes retention, and that is why you should be able to customise your feedback for good and wrong answers. You may even include hyperlinks in your feedback.

Audio & image options

Audio and image files can be added to quiz questions. This feature is especially beneficial for improving auditory skills, for example language skills or callcentre skills.

Import and export feature

Multiple questions or sets of questions can be exported in a single click to an excel format. Questions, answer options, help lines, feedback can all be edited offline, and then re-import the file again to the central question repository. All the published games containing those edited questions, will all be automatically updated.

View progress reports

Monitor the progress and activity log of your players. So that you can increase the difficulty level of the games periodically and see them improve effectively over time.

Login security/ account activation

New players can register an account online. For organisations who want to keep their game content secured, the administrator may define the domains allowed policy. Player registrations with mail addresses outside of the list of allowed domains, will not be accepted.