

USING MICROSOFT MULTIPOINT TECHNOLOGY TO
ENHANCE COLLABORATIVE LEARNING IN PRIMARY
SCHOOLS

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ABSTRACT

Researches in psychology, education and pedagogical practices show the stunning impact of collaboration in learning, particularly for young children. However, current design of Personal Computer Applications for collaborative learning is limited and poor. The objective of this research is to use Microsoft Multipoint technology in order to create collaborative quiz game for leveraging collaboration among primary school students. Merging prototyping with Interaction Design is very suitable for the purpose of gaining experience and it identifies new opportunities to customize the interface for collaborative software and make full use of Microsoft Multipoint technology. Measuring usability attributes; Usefulness, Ease of Use, Ease of Learning and Satisfaction is a core step to test the prototype system and approve the successfulness of research objectives. One limitation of this paper is that there is no text-based activity in the prototype. All data was collected via using USE Questionnaire in order to test usability attributes from perspective of users. The results of this research revealed that students found the prototype useful, easy to use, easy to learn and they attained high satisfaction. Most importantly, observations revealed that students were extremely excited and they could collaborate effectively. The value of this project is to leverage collaborative learning in primary schools and clarify the importance of merging Interaction Design and Microsoft Multipoint technology; which in return could encourage collaboration. Placing this project in the public domain will, hopefully enable other researchers and practitioners in similar situations to relate to my experience and gain insights.

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CHAPTER ONE

INTRODUCTION

1.1 Introduction

Personal computer (PC) is an indispensable tool in every school; it affects the learning performance to the extreme and allows students to access vast amount of educational resources. In particular, the advancement in the capability of PC in terms of high speed and large amount of storage facilitated the process of learning and empowered students' abilities immensely.

It is clear that, in many branches of human knowledge, a lot of problems can be solved by working in group. Particularly for children, who are sociable by nature and take advantage of every opportunity to collaborate with each other.

Collaboration among students has converted learning from traditional way to a new fruitful way that has been proved by education experts to be successful and direct all participants in learning to be fully aware about its impact, and hence, it is important to integrate collaboration in learning process. Lai et al. [1] observed that, there are general skills like collaboration and creativity can be identified as basic skills to support students in learning. Ikeda et al. [2] stated that, collaborative learning also allows students to gain different kinds of skills and leverage learning effectiveness as a whole. Moreover, observations on the use of computers in classrooms strongly clarified that children have

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the thesis is for
internal user
only

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