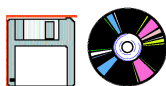


Windows Some Authoring



Title: MindGame
Publisher: Clarity, Hong Kong and Mario Rinvoluceri
Authors: Mario Rinvoluceri, Isobel Fletcher de Tellez, Philip Tam Kwok Sang
Type: Language game

System Requirements:
 486SX, Windows '95, '98. NT.
 Soundblaster compatible audio card.
 Display 800 x 600 and more than 256 colours. CD-ROMplayer.Networkable.

Levels

Elementary

- Contractions
- Singular and plural
- Numbers
- Gerunds
- Jobs
- Past participles
- Opposites
- He or she?
- ... and 12 more.

Intermediate

- Negative prefixes
- Spelling
- Do and make
- Weights & measures
- Verbs and nouns
- Long & short vowels
- Opposites
- Past participles
- US and British spelling
- ... and 12 more.

Advanced

- Words and numbers
- Affix opposites
- Homophones
- “Double words”
- Spelling
- Keyboard symbols
- Strong collocations
- Abstract nouns
- ...and 12 more!

Prices per level

One level £29.00

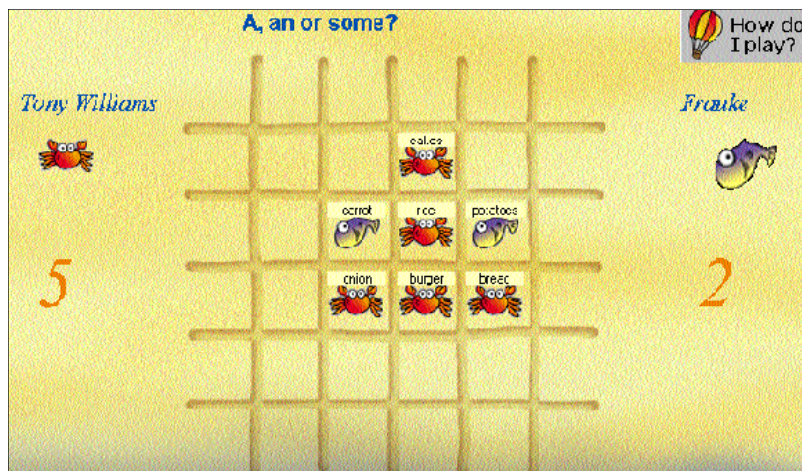
Bundle 5-level £120.00

UK and EU add 17.5% VAT

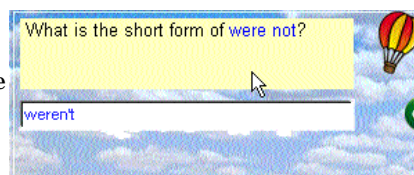
Clarity Programs

MindGame

This popular language game conceived by Mario Rinvoluceri, is based on the boardgame Othello. Once students get the hang of how to play - placing your piece of the board in such a position to capture their opponent's piece



(a fellow student or the computer) – this becomes a highly compulsive activity even to blasé old hands like me. In the elementary level example above each square on the board contains a word (carrot, onion, potatoes, bread, etc) which are added to as the game progresses. Each go has to be completed by typing in a correct response. The aim of course is to fill the squares with as many of your own pieces as you can.



One of its greatest virtues is that the players have to repeat the same language item over and over again. But they put up with this in order to win the game and beat their opponent.

The program comes in five levels (see the column opposite) covering a multitude of English grammatical and other activities. The wealth of material means that it is highly improbable that the programs will run out of steam. In the unlikely event that they do, there is an authoring facility which enables teachers or students to enter their own material and produce games customised to the students' interests, for example. As the programs' writers suggest, students could also create bi-lingual material, in their target

language and their own.

Although conducted in a game environment MindGame is a serious language learning offering and as such has an extensive record and score keeping facility.

Tony Williams's report: A or an? (Beginner)

Your performance

Result: Draw
 Score: 18 out of a total of 36
 Time: 5 minutes 46 seconds
 Double-click to view an individual report.

21-02-00 Draw	Current game
21-02-00 Won	A or an?

Games completed: 2
 Average score: 20 Best score: 22

Detailed report **Top scores**

Tony Williams		A or an? (Beginner)		21-02-00
young girl	a	✓	✓	✓
European country	a	✓	✓	
banana	a			
orange	an			
old man	an	✓		
egg	an			

“My best use of MindGame was with a group of Japanese students. They authored their own games, inputting the words they found hardest to learn, and played the game independently for two one-hour periods per week. That term I had two unofficial free periods a week. Thank you, MindGame and Japanese female diligence. “ (Mario Rinvoluceri)