CATCHME 2.0
LEARNING HOW TO USE THE MOUSE

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Generally , teachers and therapists may use all Life Tool software licenses at home to prepare for class or therapy. This does not apply to students and clients.

Getting started

After installing and starting the program you get a screen where you can choose among the **screen layouts for adults and children**.

This screen will always be displayed upon start-up as long as you have checked the box *Always ask* in the **Options Menu/General**. Here you can determine whether the program will be used by children or by adults. This selection only affects the screen layouts and can be changed at any time.

Make your choice and you will get to the **Main Menu.**

Here you can select from the exercises **Pictures, Colors, Shapes, Colors and Shapes, Letters** and **Numbers** as well as from the games **Uncovering, Painting, Ballooning** and **Maze.**

Other options in the **Main Menu**:

Here you can see the name of the **Current user**. Change the name and the settings in the **Options Menu/General/User** or create a new user clicking the appropriate buttons. Here you can choose from pre-defined profiles and levels of difficulty.

This is the way to the **Options Menu**. Please note that there are **General settings** which are valid for all exercises and **individual settings** which have to be made separately for each exercise or game. Please open the panels for the individual exercises and games to get to the respective options.

Click here to see the **high score list** of the top 5 players in the games **Ballooning** and **Maze**.

Here you can **exit the program**.

How to start an exercise
Click on the button of the selected exercise in the **Main Menu**. The exercise will be started with the preset options.

How to stop an exercise
To stop an exercise press **Esc**. Please note that only the results of the latest completed exercise will be saved. (see **Options Menu/Results**).

How to change the options
Click on the spanner symbol (**Options Menu**) of the selected exercise or game and make your settings. Start the exercise by clicking *Start*. You may also *Save* the settings and then continue to change settings of other exercises before beginning to play.

Educational and psychological concepts of CatchMe 2.0

Like other LifeTool products this program is based on educational and psychological views.

The aim of the program is to teach the user to perfectly handle a mouse or a mouse-simulating input device (joystick, keyboard mouse, keyboard…).

Analyzing the training we found different steps in learning based on the concept of eye-hand coordination. We believe that this eye-hand coordination (Stages of development 3 and 4 according to J. Piaget) is a pre-requisite for learning how to use a mouse. It implies that the student is capable of recognizing an object and pointing to it with his hand or one finger.

Handicapped persons have manifold problems in controlling the mouse pointer and other mouse operations. Persons with purely physical handicaps face problems in handling the mouse, whereas persons with mental disabilities often have coordination problems.

The training program CatchMe 2.0 has proved successful in learning how to use the mouse for both target groups as well as for persons with multiple impairments.

The main advantages are:

- The objects are not restricted to the size of a common mouse pointer but can be enlarged enormously.
- The program can be perfectly adapted to the capabilities of the students. Thus quick success is guaranteed.
- The level of difficulty may be increased continuously. Challenge and motivation will thus be kept alive.
- There are no superfluous and distracting elements on the screen, unless willingly selected to improve concentration.
- The program can perfectly be adapted for children and adults, respectively, and may be adapted with own pictures and sounds.

Didactic considerations for the trainer

The following considerations will help you to provide a quick success for your student in handling the mouse:

1. First you have to choose the most suited input device. Is your student capable of dealing with a common computer mouse or does he need a special input device? Experts will help you to answer this question. Advice centers for computer-aided communication and special input devices are more than willing to support you.

2. Once you have found a suitable input device, you can begin with the training. During the first few lessons you should always be present to see how your student can get the maximum benefit from the program.

3. Start with the standard settings and see whether they are too easy or too difficult for your student. Now adjust the level of the exercises to your student's needs.

4. For evaluation and a better understanding of the options, please use the following table. Use this table to get perfect results as soon as possible.

Eye-Hand-Monitor Concept

EXERCISE-MODE	OPERATION	OPTIONS IN CATCHME 2.0
1. Eye-hand coordination only Capable of controlling the computer with one finger using a touch screen: not yet capable of using a mouse.	- Touch frame or touch screen	- Start without using distracting objects - Select rather big objects that are easy to access - Use own pictures (for catching object, background,…) and own sounds - Deactivate movement
2. Eye-hand-monitor coordination (1-dimensional): Capable of moving the pointer left and right **or** up and down using a mouse or a mouse-simulating device. The eye is wandering between the hand and the moving mouse pointer.	- 2 single switches, 2 arrow keys on the keyboard, joystick with locked directions or mouse moving left and right	- Select direction of mouse movement: *horizontal* or *vertical* - Use mouse operation mode: Without Click - Select standard settings: *Beginner*

3. Eye-hand-monitor coordination (2-dimensional): Capable of moving the pointer left/right **and** up/down using a mouse or a mouse-simulating device. The eye is wandering between the hand and the moving mouse pointer.	- 4 single switches, 4 arrow keys on the keyboard, joystick or mouse moving in all directions.	- Select direction of mouse movement: horizontal as well as vertical - Use mouse operating mode: Without Click
4. Eye-hand-monitor coordination (2-dimensional + special functions) Capable of moving the pointer left/right and up/ down using a mouse or a mouse-simulating device and capable of using the mouse buttons. The eye is sometimes still wandering between the hand and the moving mouse pointer.	- 5 single switches, 4 arrow keys on the keyboard plus space bar/enter, joystick with one button or mouse moving in all directions plus left mouse button.	- Select direction of mouse movement: horizontal as well as vertical - Use different mouse operating modes (Left click, Double-click, Click-Drag-Click, Drag&Drop) - Select standard settings: Advancer
5. Perfect eye-hand-monitor coordination: Capable of moving the pointer left/right and up/ down using a mouse or a mouse-simulating device and capable of using the mouse buttons. The eye rests on the monitor and controls the movements of the mouse pointer.	- 5 single switches, 4 arrow keys on the keyboard plus space bar/enter, joystick with one button or mouse moving in all directions plus left mouse button.	- Use all exercises (Colors, Shapes, …) - Increase the number of distracting objects step by step and vary them in shape - Check box for movement of the objects: Activate - Use different mouse operating modes (Left click, Double-click, Click-Drag-Click, Drag&Drop) - Select standard settings: Expert

Description of the panels in the Options Menu

Click here to open the **Options Menu.**

General

The settings are valid for all exercises except for *Games*.

- **Display** *Time*: Shows the time set for each session. Time is counted down.

- **Display** *Counter:* Shows the number of correct actions per session, with animation (piggy bank).

- **Movement** *Activate*: The objects on the screen move at the selected speed if the box is checked.

- **Sound options** *Sound on*: Activates feedback with sound.

- **Sound options** *Letters – Letter sounds*: This selection is only valid for the exercise *Letters*. It allows for two different feedback modes, e.g. Letter B [bi:] or Letter sound [b].

- **Sound options** *Select sound for feedback:* Three fields are available: The first one is used for positive feedback when the catching object reaches the target/ matching object. The second one is for negative feedback if the action is wrong. The third one is for the feedback at the end of the set play time or the set number of rounds. Choose one of the available sounds or load your own sound files (*.wav) clicking on the folder symbol *Load own sound*.

- **Game mode** *Play time*: Allows you to set a maximum length of each session. The time will be counted down. When the time has elapsed, you will hear the selected feedback (*Sound options/ Feedback End*) and the results will be saved.

- **Game mode** *Rounds*: Allows you to define a certain number of rounds to be played. Upon completion you will hear the selected feedback (*Sound options/ Feedback End*) and the results will be saved.

- **Layout** *Child-Adult-Always ask*: Determines whether the layout for children or adults is activated upon start-up. If you check the box *Always ask*, you may select the layout upon each start-up.

- **Mouse options** *Speed*: Here you can set the mouse speed for this program (doesn´t affect Windows programs). Test the setting in the balloon field.

- **Mouse options** *Double-click speed*: This setting is only valid for exercises in which the mouse operation mode *Double-click* is selected. Test the setting in the testing field.

The following options are available for all exercises but have to be set in the respective menus:

- **Preview** *Move to adjust object size:* Here you can define the size of the catching and the matching objects in the game.

- **Movement** *horizontal – vertical*: Check both boxes if you want the mouse pointer to move in all directions. Check only one box if you want to limit the movement to either left/right or up/down. This option is not available with the mouse operation modes *Click-Drag-Click* and *Drag&Drop*.

- **Mouse operation mode**

No click   –   Left click   –   Double-click – Click-Drag-Click – Drag&Drop:

Select which operation mode should be activated. A symbol for the selected mode is displayed during the exercise in the right upper corner.

- **Background:** Here you can select a color from the palette or import own pictures using the folder symbol *Load own picture*.

Pictures

- **Select picture:** Select pictures for the catching and the matching objects from the list or load own pictures using the folder symbol *Load own picture*. The program supports bitmaps (*.bmp) or JPEG-files (*.jpg).

Colors, Shapes, Colors and Shapes, Letters, Numbers

- **Catching object** *Select shape, letter or number*: Choose an object from the list.

- **Catching object** *Random*: If this box is checked, the shape of the catching object will change at random during the game. No selection can be made from the drop-down list.

- **Catching object** *Number*: Here you select the number of matching objects in the game.

- **Catching object** *Color selection*: Select one or more colors for the catching object in the game. This color selection is not valid for distracting objects. Please note that the color will be selected at random if no clear selection is made here.

- **Distracting object** *Select distracting object(s):* Here you can select one or more shapes, letters or numbers to be used as distracting objects in the game. Selected objects appear in green color. The button in the right lower corner selects or deselects all options at a single click.

- **Distracting object** *Number*: Here you select the number of distracting objects appearing in the game. In the exercises *Shapes, Colors and   Shapes, Letters* and *Numbers* you can determine the shape of the distracting objects. In the exercise *Letters* you can additionally choose among *Upper case* and *Lower case letters*.

Games

Uncovering, Painting

- **Mouse operation mode** *Without Click, With Click-Drag-Click, Holding down the mouse button*: Select the appropriate mode.

- **Line:** Here you can define the thickness of the brush or sponge. The setting is valid for the mouse operation mode *Without Click* since no changes can be made in the game here.

- **Background:** Here you can select a different color or load your own picture on your drawing screen using the button *Own background*.

- **Random:** Here you can select a random choice of background colors or pictures.

Ballooning, Maze
Here you can select one of three *Levels* of difficulty.

Results

Here you can view, print (*Printer* symbol) or delete (*Paper bin* symbol) statistical data of the latest completed round for each exercise (*Play time* or *Number of rounds*). Select the statistics for each exercise by clicking on the respective symbol.
Please note that this data will be overwritten with the data of the next completed round. So if you are interested in keeping such data, you have to print it immediately upon completion of the round.

Installation

- Insert the CatchMe 2.0 CD in the CD drive of your computer.
- Start the program SETUP.EXE and follow the instructions.
- Setup will create a shortcut icon on your desktop.

After the installation of CatchMe 2.0, a testing program will be started automatically to evaluate the multi-media settings of your PC and the screen resolution. Please follow the instructions of the program. You can start the testing program at any time by clicking on the appropriate entry in the Windows Start menu.

To run the program, the CD must be inserted in the CD drive of your computer. This does not apply to the available multiple licenses!

System requirements

Pentium 266 MHz, min. 32 MB RAM / 64 MB RAM recommended, 130 MB free hard disk space, screen resolution at least 800 x 600 at 16-Bit colors, sound card, CD drive, Windows 98 SE / Me / 2000 / XP / Vista.

Project

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