Project Description:
“Quest Atlantis(QA) is a learning and teaching program which combines strategies commonly used in commercial gaming environments with lessons from educational research on learning and motivation”.

The purpose of this project is to create an online tutorial of how to use the QA side-bar page, which is one of the major difficulties which users of the QA have when they use the QA.

“The QA Side-Bar Pages perform different functions, but they behave in a similar manner: they all present summary information in the side-bar, and this information can be opened in a larger pop-up window for viewing and editing”.

---

1 Cited from the manual of Quest Atlantis
2 http://atlantis.crlt.indiana.edu/
3 Cited from the manual of Quest Atlantis
In this project, the following tasks will be addressed in order to develop an online tutorial:

- Recognition of each feature on the side-bar page.
- Modification and utilization of a user’s own side-bar page.

Below are the features on the side-bar.

**Figure 2. Screen shot of QA Side-Bar**

- **Banner**
  - Name of Quester (or friend if visiting Home Page of another Quester)
  - Current Status & Points, Emoticon

- **Email**
  - Link to pop-up email page
  - Message for any new mail

- **Navigation Links**
  - Links to other side-bar pages

- **Side-bar Contents**
  - Title and summary information

- **Pop-Up Link**
  - Opens content in pop-up window with complete details for reviewing or editing

**Information of Learners:**

- **Language:**
  - Majority of learners are from U.S., and English is their first language.
  - Small portion of learners are from outside of the U.S., and English is their second language.

---

4 [http://atlantis.crlt.indiana.edu](http://atlantis.crlt.indiana.edu)
- Age:
  From nine to twelve years old

- School grade:
  From third to sixth grade

- Gender ratio of active users
  Boys : Girls = 5 : 1

- Pre-requisite knowledge
  a. Basic understanding of operating computers, such as starting a computer and a program, using a mouse and a keyboard, etc.
  b. Minimum pre-experience of using the 3-D interface, *Active World*, such as logging in the QA, recognizing each area of the 3-D interface, etc.

**Context learners engage in:**

- Learners experience the QA in a local *Boys and Girls Club* or a computer lab in a school setting.
- Learners may discuss with peers or ask questions to mentors in order to solve problems regarding the Home Page, as there is no tutorial for it at present.

**Project detail:**

Considering the time limitation of the project completion, the project developing the QA Home page tutorial will be focused on the part of features listed below. This project will be conducted for the purpose of pilot testing. It will be completed after testing the pilot testing version.

- Banner: name, emoticon
- Mail: the label of email, a message of new email
- Navigation links: “Home” and “Friends”

“Home” will be considered in detail to utilize its function.

- Opening and utilizing the editing page of “Home”

---

5 Increasing the participation of girls with the QA has been encouraged according to a client.
Objectives:
After going through the QA Home Page tutorial, learners will be able to:

- Identify each feature on the side-bar page
  - Banner
    - Identify the owner of home page.
    - Identify what the emoticon is.
  - Email
    - Identify the label of email.
    - Identify the number of new email.
  - Navigation links
    - Identify what “home” is for.
    - Identify what “friends” is for.
    - Identify what “quests” is for.
  - Pop-up link
    - Identify the link to a pop-up.
- Utilize the function of “home” page editing.

in 80% of successful completion without any help from mentors.

Reference

