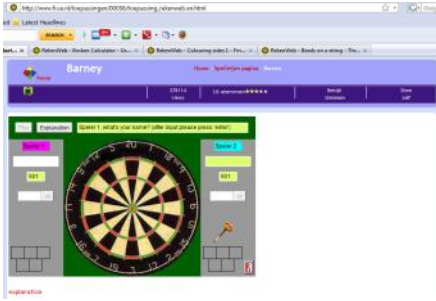


Barney (reviewed by Evangelista L.W. Palupi)

Monday, September 12, 2011
4:04 AM

http://www.fi.uu.nl/toepassing/en/00058/toepassing_rekenw/b.en.html



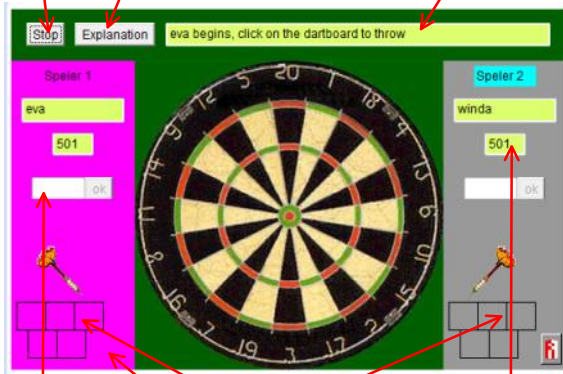
Label of important menu and button:

Play and stop button

Barney info
Both players start with 501 points. One after another the players throw a dart. The score after a throw must be subtracted from the previous score. After a wrong answer the score remains the same. The first player that reaches 0 and has a double or

This text show what should player do, and whose turn, right or wrong

If 'explanation' is clicked then the text message like above will show

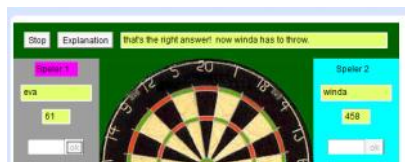
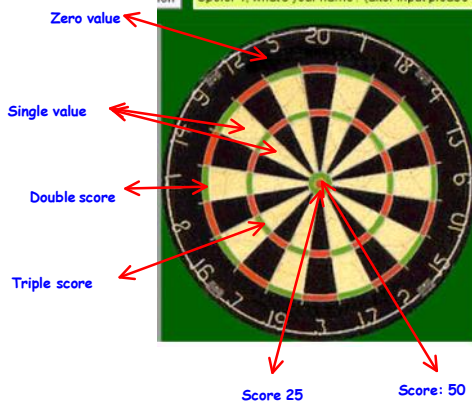


Our answer/calculation

Trophy place

The color will turn to the pink to show the that player turns

Number that have to be subtracted



"That's the right answer!" this statement will occur if the player can answer (subtracts) correctly.

General Note:

"Barney" is one of applets in this website. It's dedicated for students in age 10 up to 12 who want to learn more while gaming about numbers (subtraction, addition and multiplication). This game is similar to game called 'dart' (Darts is a form of throwing game where darts are thrown at a circular target (dartboard) fixed to a wall Pasted from <http://en.wikipedia.org/wiki/Darts>). In the other word, Barney is digital/computer version of Dart.

The basic rule of this game are:

1. This game is best played in pairs. The player called speter.
2. Start with filling out your name. Players need to type their name in the provided boxes/places, and then press enter.
3. Both players start with 501 points. (it can not be changed)
4. The object is to get to 0 as fast as you can. BUT: the final throw has to be a double or bullseye [doublebull].
5. To start the game, press 'play' button.
6. Player 1 can start by 'aiming and throwing' at the dartboard. Player only need to point out the cursor and click the mouse to the dart board in the number that player wanted. The computer will tell you what you have thrown.
7. Subtract this number from what you have left and enter the answer. Watch it: you will lose these points if the answer is wrong! Now it's the turn of player 2...

Possible throws:

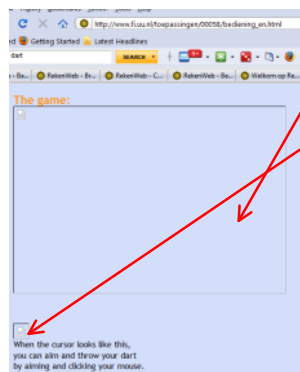
- no score; the outer (black) ring and outside the board
- 1 to 20 (single); the black and white checkered areas
- double your score (double); the outer red and green checkered ring
- triple your score (tripple); the inner red and green checkered ring
- 25 points (bull); the green ring in the middle of the board
- 50 points (bullseye); the red circle in the middle of the board

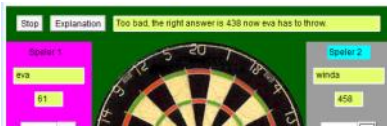
Pasted from http://www.fi.uu.nl/toepassing/en/00058/bediening_en.htm

You can read those rules in the explanation page http://www.fi.uu.nl/toepassing/en/00058/bediening_en.html



(lack of this page is can not show some images like the preview of the game and the cursor position when player can throw the dart).





"Too bad, the right answer is" this statement will occur if the player can not answer (subtracts) correctly and the right answer is shown.



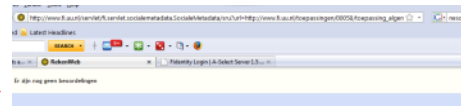
"wrong input, please try again" this statement will occur if the player input/fill the inappropriate answer, for example: more than 501, or alphabet (negative number still can be input)



"it must be exactly zero and with a double ..." this statement will occur if the player get a value which is inappropriate to end the game, for example: the player still has 21, and then she/he chooses 20, then the remain is only 1, this value can not be get as a double score, that's why when player throw the dart into 20 then the message will occur.

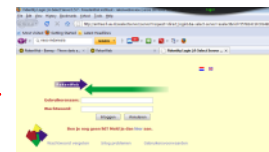


"... Has won! Press 'play' for another game" this statement will occur if the player won. This means the game is over. If player still want to



Cannot be accessed

Another menu and links



Login page



<http://www.fi.uu.nl/rekenweb/rekenmaar/leerlingen/index.php>
Freudenthal institute: provides more java applets/ mathematics games

<http://www.fi.uu.nl/rekenweb/welcome.html>
RekenWeb, Dutch. Provides some articles weblogs and learning resources

<http://www.fi.uu.nl/rekenweb/pegi/>
Rating which is can be used or be accessed by all people

For whom?
Summary

Goal
How to use

All of these link is linked to the http://www.fi.uu.nl/toepassingen/00058/toepassing_rekenweb.en.html (linked to the game itself), there's no explanation at all.

Kelebihan:

- This game is interactive
- Can help students to learn or practice their knowledge about addition, subtraction and multiplication joyfully because based on computer and game
- Colorful
- Because this game is computer and online based, so it can be accessed by all people and students whenever they want

Kekurangan:

- Should be played by two people. Can not be played by three or more people and it also can not be played alone.
- The certain number which should be subtracted can not be changed.
- If we play dart, we need skill to throw the dart/arrow into dart board. However in Barney we do not need that kind of skill because it is digital one, but we need strategy in choosing, subtracting, or adding number to be able to win easily and fast. For example we always throw the arrow to the '20', so that we can easier calculate the result and we can win faster because 20 is the highest number.
- One of the lack of this game 'barney' is if the player already know the strategy they can easily win without need to do difficult mathematical operation. This rare to happen in 'dart' because the player also need to have skill in throwing the arrow, if they can not throw the arrow properly then the arrow will hit the other number that we are not expected. In result, they have to do the subtraction or addition with that unexpected number and it makes the game harder to win.
- Another lack is if player make a mistake in calculation/ give wrong answer then he/she will lose chance yet there's a right answer given. So player can remember the answer and redo their choice. Hence, they can finish the game without doing mathematics calculation. If in dart, player who give wrong answer will be punished by doing push up ^^

Learning process:

This game can be used in the end of the teaching and learning process as a practice/exercise.

