multilearn
sunil garg      clint tseng      heather underwood
OVERVIEW

• Project Motivation
• Prior Work
• Genesis: Using Keypads for Math Drills
• Iteration: Building a Platform for Educators
• Demo!
• Future Plans
MOTIVATION

One computer per student is not economically feasible in many educational environments.

(let’s share computers)
PRIOR WORK IN
SHARED COMPUTING

Microsoft MultiPoint

MetaMouse

(among others)
GENESIS: MULTIMATH

We use USB keypads for multi-player math drills.

Split-screen UI allows for individualized attention.

Students find it extremely intuitive.
ITERATE: BUILD A PLATFORM

• Teachers want to create rich content on their own.

• We can teach more than just math.

• Analysis of student performance produces useful reports.
DEMO
FUTURE WORK

• More field testing.

• Input from educators.

• Real-world deployments.
THANKS. QUESTIONS?

- Computer Science & Engineering
- Center for Information & Society
- Undergraduate Research Program
- Microsoft Research India