

Exploring CD-ROM Resources Training Manual

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20 Years of People Magazine (Macintosh)

Publisher:

Voyager
1 Bridge Street
Irvington, NY 10533-9919
Telephone (212) 219-2522

Retail Cost: \$18.72**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner, QuickTime 2.0 and Sound Manager 3.0. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application. In order to make best use of available memory, it is recommended that no other programs be running while using this application.

Description:

A 20 year database of pop culture. The nearly 1000 covers and feature stories from People magazine document the evolution of popular American cultural icons (as depicted by People) across a wide spectrum of political, social, financial, sexual and relational events.

Recommended Uses:

A useful resource for instruction and research in sociology, cultural studies, political science, psychology and film/TV.

Basic Use:

1. Load the CD into the player.
2. Double click the People disc icon
3. From the open People window, drag the People icon to the hard drive.
4. Double click on People program icon to launch the application.

Interface Design:

This disc employs a simple picture menu interface. In general, you can click almost anything on the opening screen for information or navigation. The People logo at the upper left of the screen is the main navigation device between sections of the CD. The CD is divided into three main sections:

Covers: This section contains all the magazine covers and cover stories from the first issue, March 4, 1974, to the 20th anniversary issue, March 7, 1994. You can browse through thumbnail pictures of all the covers, or click a thumbnail to go to the main cover screen for that issue. On the cover's main screen you can read the text of the cover story and link to the Diversion for that issue.

Diversions: This section contains unique categories for the information in the CD, including Best and Worst Dressed, Star Map, Shop Talk, Di-0-Rama, Legends and Face to Face

Search: This section lets you search for covers and cover stories by entering keywords like "actress," "brown hair," and "plastic surgery."

The section titles in the upper right of the screen allows you to navigate within a section. To access another part of the section you are in, click and hold on the title and select the part you want from the menu.

Exploring the Program

Any time a small thumbnail picture of a cover appears, click it to go to that cover's main screen. To go to the next or previous screen of a section, click the right or left arrows at the side of the screen. Clicking the bent return arrow takes you to the Index screen for the section you're in. If you're at the Index level already, the bent return arrow will take you to the table of contents.

To go to the Covers section from the main Table of Contents, click Covers, then click a year. The first thumbnail screen for that year will be displayed. To go to the Covers section from elsewhere in the program, click and hold on the People logo in the upper left corner and select "The Covers."

Thumbnail screens show pictures of the covers for each year. Each screen displays two months worth of covers. To go from one thumbnail screen to the next, click one of the arrows at the sides of the screen. To go to the main Table of Contents, click the bent arrow. To go directly to another month (or year), click and hold on the month (or year) in the screen's upper right and select the month (or year) you want. To go to a full-screen cover, click the thumbnail.

To read the cover story, click the magazine icon at the lower left of the screen. To see the Diversion related to this cover, click the gift box, then click the displayed icon. (To get back to the cover from the Diversion, just click the thumbnail of that cover.)

To go to the search section, click the cover-filled wheelbarrow.

To go to the next or previous cover, click the right or left arrow at the sides of the screen.

To go to the cover thumbnails section, click the bent arrow at the bottom of the screen.

About Search

The Search is an entertaining way to access information on the covers and in the cover stories. Occasionally idiosyncratic, it is not intended as an exhaustive research tool. The key words and phrases indicate that the chosen topic or topics are discussed in the cover story. They are not necessarily attributes of the persons pictured on the cover.

There are 18 search categories with pop-up menus of searchable items. Either make up a combination of up to three of these items or add some of your own. Add your own items by clicking on a blank field and typing your request. Try, for example, entering Female, blonde hair, and Emmy award in the three white fields.

Content Type:

x_ Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

Essentially, a database of 20 years of pop culture.

A.D.A.M. (Windows/Macintosh)

Publisher:

A.D.A.M. Software, Inc.
1600 Riveredge Parkway, Suite 800
Atlanta, GA 30328

Retail. Cost .00**System Requirements:**

The Windows version of ADAM requires a minimum 386/33 MHz processor, Microsoft Windows 3.1 or higher, 8 MB RAM, 5 MB hard disk space, SVGA monitor with 256 colors and 640 x 480 resolution, mouse, PC compatible 2x or faster CD-ROM drive and an MPC compatible sound card.

Description:

ADAM is a tool for exploring human anatomy and systemic processes. It uses high resolution drawings and animations which provide detailed views of all body systems. ADAM provides both male and female anatomy. Pointing at any structure identifies the structure by name and provides options for viewing the object in a variety of ways. When viewing the whole anatomy, the user can "dissect" the specimen one system layer (i.e. skin, vessels, muscle, bone) at a time by moving the viewing depth control.

Recommended Uses:

ADAM provides support for courses in basic anatomy, biology, nursing and the health sciences.

Basic Use:

1. Load the CD into the computer
2. Open File Manager
3. Click the CD drive icon
4. Double click Install
5. Follow the on-screen instructions

Interface Design:

The opening screen presents two main choices: Anatomy and The Family Scrapbook. The Family Scrapbook offers a variety of instructional clips dealing with such topics as digestion, cardiovascular issues, injuries, reproduction and so on. Anatomy opens the actual ADAM application and allows for exploration of the human anatomy.

Exploring the Program

The heart of this CD is the ADAM application. The primary controls for the program are located along the left side of the screen with the bulk of the

screen area reserved for viewing the anatomical images. Moving the small navigator frame to different parts of the body isolates that area for further examination. Options are provided for changing the skin tone and gender of the image, seeing posterior or anterior views, zooming in or out, magnifying or highlighting a structure and identifying a structure.

Body structures are identified by pointing and clicking. Along with the structure's name, a video clip is available which reviews the body system of which the structure is a member.

The Options, View, Explore and Help pull-down menus augment the features available from the on-screen control panel.

Notable features under Options include the ability to display on-screen labels for all anatomical features and the capacity to place or remove fig leaves over genitalia. View allows for the selection of any one of twelve body systems (i.e. endocrine, immune, skeletal, urinary, etc.) Explore provides access to dozens of animations illustrating body functions, a comprehensive dictionary of anatomical terms and the Family Scrapbook. Help displays several options for learning to use ADAM, product support, program features and other useful information.

Content Type:

Resource
 Curriculum

Simulation
 Game

Basic Skills

Export Features:

Text

Graphics

Notes:

A comprehensive and well done CD. This version of ADAM, The Inside Story is intended for high school audiences and, while technically accurate, may be somewhat inappropriate for a more sophisticated community college student population. The standard or graduate student edition would be a better choice.

The American Sign Language Dictionary on CD-ROM (Win)

Publisher

Advanced Media Group
HarperCollins Publishers, Inc.
10 East 53rd Street
New York, New York 10022
(800) 424-6234 (Tech Support)

Retail. Cost \$ 48.58**System Requirements:**

At least a 20 MHz, 386 computer is required, although anything faster will result in smoother operation of the program.; Windows 3.1 or higher; 4 MB RAM is required, but at least 8 is recommended; a 13 inch monitor (or larger) 256 color monitor is recommended; a Windows-compatible double-speed CD-ROM drive is minimal CD drive requirement; a keyboard and a Windows-compatible mouse are required; a sound card is optional.

Description:

This is a visual and interactive tool to learn and practice the signs of American Sign Language (ASL). Based on the ASL Dictionary series by Martin Sternberg, this CD-ROM provides the resources of a dictionary but also includes games, reference materials and fingerspelling aids.

Recommended Uses:

This disc is useful for: persons wishing to learn about sign language; students taking sign language classes; persons wishing to improve existing sign language skills. The disc is also a dynamic learning tool for persons with a hearing loss, and for teachers, professionals, friends and family of persons with hearing loss. The documentation mentions that ASL is the third most frequently used language in the united States, after English and Spanish.

Basic Use:

1. Insert the disc into the CD-ROM drive.
2. Make sure that Windows is at the Program Manager level and that all windows are closed.
3. Double click on the ASL Dictionary program group.
4. Double click on the ASL Dictionary program icon to open the program.

Interface Design:

This CD-ROM combines video, animation and text, creating a tool very useful for learning ASL, a language based on hand shape, position, orientation, and motion. The structure of the program is extremely linear, a software attribute which is extremely helpful for most deaf.

There are two ways to move through the program: by clicking on buttons included in screen displays or by selecting options from the menu bar. The program opens to a graphic Main Menu of five major icons presented in the form of large rectangles with hand signs and text on them. Clicking on these icon tiles takes the user directly to a screen of options for exploring the content of the topic. It also is always possible to navigate through the elements of the program by using the standard Menu bar at the top of the screen. The content of the menu bar is dynamic, always reflecting choices relevant to the current context.

The Dictionary is "smart" and can translate French, German, Italian or Spanish words into their English equivalent sign. Help is easily accessible from menu bar options at all times or from on-screen buttons. The presentation of help contents is intuitive and easy-to-use. Once Help is selected, two vertical windows appear on the screen; the left window contains an alpha list of help topics, the right window is empty. Once the user clicks on any topic line in the left window, the right window displays Help for that topic.

Simple on-screen visual cues have been selected for their visual impact, For example, accompanying the "One Moment Please" text message which is necessary while the program loads information for study skills activities or quizzes, is a small, bored figure tapping his foot while leaning against the first letter in the word "One." In this way the deaf student is shown that waiting is the current task.

A record-keeping option appears as the user begins the program; it is possible to ignore this by clicking on "No Thanks."

Exploring the Program

The program always opens to the graphic Main Menu of rectangular tiles with text labels and hand signs.

1. A Guided Tour which leads the user to an in-depth look at the four major levels of the program. This outstanding multi-sensory tour combines ASL video, voice-over and text instructions.
2. A Dictionary of ASL signs. This is the major section of the program. The dictionary screen presents a video of the sign, a voice-over description of the sign, a text description of the sign, and a phonetic representation of the word represented by the sign. It is possible to control the rate of the video and enlarge the video image. A button bar at the base of the screen provides options for exploring in the dictionary.
3. A Skills section which includes levels for practice, testing, and playing concentration. This section may be set to user review preference: signs seen during current sessions, signs from all sessions, or the entire

dictionary. In the concentration game, the object is to match sign to word in a screen display of 12 pairs cards. It is possible to play alone or with an opponent.

4. A Fingerspelling section containing levels for practice and for a concentration game. Finger spelling is to match pairs of letters cards with illustration cards.
5. An ASL Overview which provides five separate areas of information about ASL: history, hints, ASL as a modern language, interesting facts, and a resource list of literature, organizations and products. In the Did You Know section of the General Information topic, simple fact statements are also presented with ASL video translations of the text fact.

Content Type:

Resource Simulation Basic Skills
 Curriculum Game

Export Features:

Text Graphics

It is only possible to print the text summary of test results, including words studied, or an image of a dictionary screen.

Notes:

This is an excellent example of educational material for the deaf. Much text information is accompanied by an ASL version of the text. The educational soundness of the structure of this program makes it a powerful learning tool for anyone.

The multi-sensory Guided Tour is an elegant example of a brief, succinct logical tour through the basic components of a software program. Although perhaps too text-intensive for some deaf users, the Help system is excellent.

The inclusion of a bibliography of several hundred articles and books, a list of approximately 50 organizations providing services for the deaf, and a list of useful every-day products (and their sources) needed by deaf: e.g., vibrating alarm, vibrating pager, makes the program a unique combination of educational material, agency resources for general living issues, and catalog of available useful devices for deaf.

Because the program also understands words in French, German, Italian, and Spanish, it could be a useful reference tool for persons working as ASL interpreters with non-English speaking deaf.

This program could be used in curriculum involving the study of deafness (e.g., psychology, sociology) as well as a supplement to an ASL course. Students of language or linguistics might also find that this disc provides them with a dynamic way of understanding ASL as a language.

African American History - Slavery to Civil Rights (Macintosh)

Publisher.

Queue Inc.
338 Commerce Drive
Fairfield, CT 06432
(800) 232-2224

Retail Cost \$146.25**System Requirements:**

This software requires a minimum of a Macintosh with an 040 processor running at 25 MHz or faster, 256 color monitor, at least 4 MB RAM, System 7.x, double-speed CD-ROM drive and QuickTime. Virtual memory must be off and 32 bit addressing on.

Description:

Using text, photographs, drawings and song, this CD attempts to provide the user with an African-American perspective on the experience of blacks in America from the colonial period to the present day.

Recommended Uses:

Provides useful support material for courses in history, black studies, international/multicultural and political science.

Basic Use:

1. Load the CD into the player.
2. Double click the African-American History disc icon
3. Double click on Slavery to Civil Rights program icon to launch the application.

Interface Design:

This CD employs a very straightforward system of picture icons representing various menu choices. These menu choices include: The Colonial Period, Abolitionists, The Civil War, Reconstruction, The Harlem Renaissance, The Depression, The Kerner Commission and Protest Movements. The bulk of program content is contained under these picture icons. The CD also employs a well done Index to content as well as a section entitled Narrated Text and other supplemental materials.

Exploring the Program

Selecting, for example, The Harlem Renaissance, from the opening menu begins the segment. At the beginning of each new segment, the software offers the option of asking review questions and scoring the results. Each segment is accompanied by extensive narration and music. Buttons near

the bottom right corner of the screen turn on/off the sound and/or text of the narration. Although undocumented, pressing the numbers between 1 and 4 controls the volume. Pressing Exit button leaves the segment and returns to the Main Menu. Pressing the Help button displays an on-line help screen.

Arrow keys in the lower left and right hand corners of the screen move the program backwards or forwards one frame A large GoTo button near the bottom of the screen provides access to the Index feature.

Selecting the Narrated Text option from the Main Menu brings up a clickable menu with three main topic areas: The Quest for Freedom, Supreme Court Cases and Black Voices. Each of these three topic areas contain fully narrated documents important to the experiences of African Americans.

Content Type:

<input type="checkbox"/> Resource	Simulation	Basic Skills
<input checked="" type="checkbox"/> Curriculum	Game	

Export Features:

<input checked="" type="checkbox"/> Text	Graphics
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Notes:

In terms of production quality, this CD has sound levels at the beginning of each segment which are very loud and cannot be controlled. The informational content of the CD has been developed to represent a single cultural perspective. The disc contains images and material which some users may find offensive or disturbing.

Understanding Breast Cancer (Win CD-ROM)

Publisher:

ISM, Inc.
210 Padonia Road West, Suite 200
Timonium, MD 21093
(410) 560-0973

Retail Cost: \$ 49.90**System Requirements:**

No specific hardware requirements are listed in documentation or on disk; this suggests that minimum Windows 3.1 requirements are sufficient: at least a 386 MHz machine running at 25 MHz, a sound card, at least a 2x CD-ROM drive, a Windows-compatible mouse.

Description:

This is an informational program designed to educate the user about the basics of breast cancer. It provides a detailed overview of breast cancer and its treatment from the perspective of modern Western medicine.

Recommended Uses:

Although designed primarily to educate breast cancer patients and their families, its simply presented summary of basic information regarding all phases of breast cancer: e.g., causes, diagnosis, can be used to augment educational activities. This program could be useful in a biology course, a contemporary issues course, a women's studies class.

Basic Use:

1. Insert the disk in the CD-ROM drive and close the door.
2. Make sure that no program groups are open.
3. Double click on the CD-ROM Review program group.
4. Double click on the Understanding Breast Cancer icon to open the program.

Interface Design:

This program is a straight-forward presentation of information. It can be regarded as a disk-based reference tool. There is no index of topics, but it is possible to search for specific words.

Exploring the Program

When the program first loads, the user is asked to select one of two modes: a guided tour or an interactive mode. If the Guided Tour is selected, soft music is background for a female voice which reads all text on the screen as the program automatically moves through the entire program. Some

sequences are accompanied with brief video clips. It is possible to change topics by clicking on content buttons or areas on the screen while the guided tour is working.

In interactive mode, the user moves to topics of choice; the music and voice also are present in this mode. If the user selects to explore the program in an interactive mode, the following interface is available:

The program presents content information in a static button bar. The button bar contains eighteen separate areas which are receptive to mouse clicks. These eighteen areas are placed in two rows at the bottom of the screen. There are two types of buttons: nine represent basic content areas (e.g., Causes, Radiation, etc.) and nine represent tools to use while working in the program (e.g., Print, Find).

Content Type:

<u>_</u> x Resource Curriculum	Simulation Game	Basic Skills
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Export Features:

Text	Graphics
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Although it is not possible directly export text or graphics, it is possible to print a screen from the tools on the button bar.

Notes:

Presenting general information about breast cancer in modern form, i.e., in electronic form, is a welcome addition to contemporary breast cancer information which usually comes in book form.

This disk is not user-friendly because there are no program controls, although its information is simply presented. There are no ways to control volume or speech. If one does not want sound, the only way to achieve this is to turn down external speaker volume. It is easy to move from major topic to major topic, and one can always go back.

This disc would be particularly useful for someone who cannot read English well as every screen is spoken. The Resources section of the disk provides a reference of the largest, standard cancer resources. It is interesting to note that because the disk was developed for the 1994 market, there are no references to the many cancer resources available through the Internet on the World Wide Web.

It appears that the install process did not create a subdirectory on the C: drive as stated during installation. This may account for the fact that there

was no sound to accompany the video segments of the program. Sending information to the printer may be a problem.

A Brief History of Time (Mac /Win CD-ROM)

Publisher:

BlasterWare
Creative Labs, Inc.
1901 McCarthy Blvd.
Milpitas, CA 95035
(800) 998-5227

Retail Cost: \$ 38.45**System Requirements:**

For PC: 386SX processor, 8 MB RAM, MPC level 2-compliant CD-ROM drive, Sound Blaster or compatible sound card, Windows 3.1, QuickTime for Windows (included on disc, VGA color monitor).

For Mac: 030 processors running System 7, 8 MB RAM, double speed CD-ROM drive, 256 color graphics, QuickTime 2.0 (included on disc), 640x480 pixel-capable monitor.

Description:

Based on the book of the same name by physicist Stephen Hawking, this is a multimedia adventure through the basic yet complex ideas which fill the book. The program explores the world of physics and cosmology through the illustrated theories of Hawking and also explores the powers that shaped the universe. The disc attempts to make these ideas more readily understandable and accessible by integrating graphics, movies, and animations to express even the most complex concepts in a manner which is both humorous and clear.

A segment of the program is devoted to a discussion of Steven Hawking's remarkable success in dealing with the effects of Amyotrophic Lateral Sclerosis (ALS), popularly known as Lou Gehrig's disease. The disease has rendered Hawking quadriplegic and unable to speak. He does speak extensively, however, throughout the entire program by using a speech synthesizer. He discusses his use of assistive software and hardware, and there are video segments showing him preparing text to be read.

Recommended Uses:

This elegant program represents a new media form: an abridged form of the book is presented in text form and is accompanied by dynamic visual images. Many of the images illustrate complex events, reducing the need for elaborate text descriptions as well as dynamically illustrating principles which are abstract and theoretical. The program is designed for any individual wishing to know more about the basic origins of the universe. Because all text is read, persons with reading difficulties, arising from any

source (vision, learning disability, English as a second language), will find this disc a rich source of accessible information. The rich, multi-sensory nature of the program makes it an engaging learning tool for anyone.

Basic Use:

For the PC:

1. Insert the disc into the disk drive and close the drive.
2. From Program Manager, double-click the Program Group containing the appropriate CD-ROM Program Items.
3. Double-click the Hawking icon.

For the Mac:

1. Insert the disc in the disk drive and close the drive.
2. Double-click the Hawking icon.

Interface Design:

The program supports an elaborate metaphor of futuristic office space occupied by Stephen Hawking who is surrounded by objects which are icons. Moving the mouse around the room will cause each icon to highlight as the mouse pointer touches it. Clicking the arrow pointing to the right edge of the screen rotates the view in the room. Opening the door at the left of the room takes the user into a space craft which is used to explore the heavens and universe.

There is no search capability; the only user control aside from starting, selecting and stopping content exploration is to click on an Autoplay icon which invokes a continuous slide show mode of presentation. Speech and music can be turned off only by turning down the speaker volume control. From session to session there is no way to automatically return to one's stopping place.

For almost all screen displays, a set of icons is displayed at the bottom of the screen. These include tools to move backward and forward within the current subject as well as icons leading to different information on the topic, the Hawking icon which always returns the user to the Hawking office, or the Autoplay icon which automates the presentation of subject information in a linear, sequential manner.

Exploring the Program

Once the optional introduction has ended, the user is placed in Hawking's futuristic office. Almost all objects in the room are icons, and clicking on an icon in the room takes the user to a program content level. Almost all the material on the disc is accessible from this room.

Major Icons

Book Clicking on the book takes the user to a table of abridged book contents. Clicking on a topic will begin that chapter. Book pages

contain picture icons for information related to the current text and a glossary button. Clicking on the Hawking icon will always return the program to the Hawking office.

• **Stephen Hawking** If this icon is selected, a brief biography of his life, career, and experiences related to his illness are presented.

• **Honeycomb** This chart contains icons which take you to the main screen for each chapter. The chapter screens contain departures to other information and ideas related to the chapter. This can be thought of as the graphical content map. At this level, a book icon is present only if there is an appropriate direct link.

• **Door** Clicking on this door located on the left side of the room takes the user into the Hawking craft. Clicking on one of the seven, small round buttons in lower center of the screen initiate simulated tours through the galaxy.

• **Arrow** Clicking on the arrow at the right edge of the screen rotates the room view and reveals more objects. Clicking on the Microscope takes one on a tour of Quarks.

• **Portraits** Clicking on any portrait leads to information related to one of the famous persons depicted (and to some humor).

Control Period will always close the program.

Content Type:

Resource
x Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

This disk is a rare treat because of its production values and its content: it has conventional graphics, whimsical graphics, futuristic graphics, simulations of universe explorations, demonstrations illustrating principles of physical laws as well as mathematical principles, discussions on the origins of the world, on the nature of scientific thinking.

The usefulness of this program to augment curricular content is great; the program would have relevance for a physics curriculum, a science curriculum, a history of ideas class, a contemporary issues class.

Ironically, the major drawback of the program is its richness coupled with no way to easily go to specific sub-levels of the program. Because of the wealth of divergent ideas available in content areas, one can easily become sidetracked from the general flow of the program. However, the divergences generally are so related to the primary ideas under discussion, that it is not unreasonable to assume that they may enhance understanding.

The Cities Below (Mac/ Win CD-ROM)

Publisher:

Now What Software
2130 Fillmore St., #256
San Francisco, CA 94115
(415) 394-5015

Retail Cost \$ 29.97**System Requirements:**

Mac or PC requirements: any 640x480, 256 color monitor or better, 5 MB of RAM a CD-ROM drive. Macintosh OS System 7.0 or better, or Windows 3.1 or better. Fully compatible with Windows 95.

Description:

This multimedia aerial and street atlas includes a map of the United States, aerial close-ups of 40 metropolitan areas, and city almanacs which contain relevant historical facts. Additionally, there is a brief sociological discussion on the origin of cities through time.

Recommended Uses:

This program would be useful in a geography class, a current affairs class, or a modern history class. An urban studies class might find the some of the specialized views useful for examining societal patterns in city structure: residential areas, commercial areas, industrial areas.

Basic Use:

For Macintosh:

1. Insert disc in disk drive and close the drive.
2. Make sure the appropriate folder is open.
3. Double click on The Cities Below icon

For the PC:

1. Insert the disc in the disk drive and close the drive.
2. Make sure the appropriate CD-ROM Program Group is open.
3. Double click on the Small Blue Planet icon.

Interface Design:

The program has an easy-to-use, linear structure. A menu bar is always present in the upper half of the screen, regardless of what level of the program is running. Along the right side of the screen is a selection of controls and tool icons and buttons. Clicking the Question Marks at the bottom of the screen positions a help window and a small tool bar along the bottom of the screen.

The program is basically a set of tools which allow the user to do very specific things.

The four basic types of tools:

1. Globe navigation icon
2. Continental Map navigating icon
3. Zoom Button
4. Looking Glass (compare views)
5. Interrobang tool which brings up text relevant to view

Exploring the Program

One way to explore the program is to select The Road Map view for the continental view and then click on the magnifying glass in the Tools area. The glass appears on the screen depicting the relief view of the area being studied. Clicking the round red button on the magnifying glass toggles through three enlargement levels. Click and hold down the mouse pointer on the handle of the magnifying glass, and it is possible to drag the magnifier over different areas. It is interesting to observe fault lines which run up and down California.

Another way to explore is to select a close-up image of an area from the Gallery. Click on the Magnifying Glass. Toggle the magnifier to its largest size and see close-ups of an area. Landmarks and major highways and freeways are visible. Dense vegetation appears as red spots (cemeteries, parks).

Major Controls

The Control Panel

The Control Panel bar is located at the vertical right edge of the screen as soon as the user has moved two levels below the Table of Content screen. From top to bottom, the basic tools are as follow:

- **Compass Rose**

Navigate short distances when moving a compass point down.

- **Continent Navigation**

Click a point on the map and go to a view of that location .

- **Zoom Arrows**

Click to zoom in or out of images.

- **Interrobang**

Click on this icon (a stylistic representation of an exclamation and question mark) in order to display information about whatever picture is on the screen.

- **Looking Glass Tool**

Click on this icon to activate a magnifying glass with control buttons on its handle.

- **Diamonds or Tiles**

Click on these to change map display type (relief or road map)

- **Gallery Button**

Clicking on this allows the user to view the close-up image groups in alphabetical order.

- **Question Marks**

Clicking these toggles a Help Readout Panel which is located along the bottom edge of the screen display. When this Panel is toggled on, passing the mouse over any icon will cause Help Text to appear in the Readout Panel.

The Toolbox

The tools, from left to right, include:

- **Satellite Dots**

This toggle causes dots to appear on Relief Maps and Political Maps. Click a dot to see a small image. Clicking on this small image brings an enlarged version to the screen for more detailed navigation.

- **Ruler**

Drag this too to measure distances; the distance is displayed in the Tool Box.

- **Marquee**

Depress this button with a click and then click and select an area of an image to save. Use Copy from the Edit menu to get the selection into the Clipboard.

- **Text**

Click on the T icon and then click where a new note should appear on the image being views. A yellow circle appears on the image. Go to the File menu and select New Notebook and save it in the Windows directory on the C: drive. Move the mouse to the Readout Panel and enter text for the note. Click the OK button in the tool bar to save the note to the Notebook. An orange cross-hair now appears on the screen at the location selected.

- **Common Notes**

The button with a yellow cross-hair toggles the display of notes which come with the product. These notes can be moved or modified using the Text tool.

- **Personal Notes**

The button with a white cross-hair toggles the display of notes made by the user. Both Notes buttons can be selected at the same time.

Content Type:

Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

This program, as do others in The Small Blue Planet Series, provides a unique means of exploring the physical appearance of our world. In this instance, the focus is the United States, and it is possible to have a bird's eye view of all major metropolitan areas. This disc provides the user with the novel experience of exploring geographical areas from the air.

The images for this disc were compiled by the US Geologic Service. On the disc, there is a request for political action on the part of the user--so that the Government will not shut down the USGS.

The Complete Maus (Macintosh/Windows)

Publisher:

Voyager
1 Bridge Street
Irvington, NY 10533-9919
Telephone (212) 219-2522

Retail Cost 1.22**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime. Virtual memory must be off and 32 bit addressing on.

Description:

Done in comic book style, this award winning CD documents survivor Vladek Speigman's recollection of the Holocaust. Cartoonist Art Speigman, Vladek's son, uses the medium to illustrate the complex and painful images of life in Nazi Germany recounted by his father. Using a variety of animal metaphors, Speigman paints a chilling and imminently believable tale of survival in a dehumanized world. In addition to the comic book format, the CD includes excerpts from tape recording of interviews with Vladek, photographs and short video clips, background information, working notes and illustrations and a complete transcript of the interviews. This CD also captures the complex ways in which every aspect of Vladek's life has been altered by his survival of the death camps.

Recommended Uses:

This CD provides excellent support material for courses in sociology, psychology, ethnic studies and history.

Basic Use:

1. Load the CD into the player.
2. Double click the MAUS CD disc icon
3. Double click on Complete MAUS folder
4. Double click on The Complete Maus program icon to launch the application.

Interface Design:

This CD employs a simple table of contents in which the chapter headings are hyperlinks to content. The work is divided into two main parts and also includes an Introduction, excerpts from the taped interview, a family tree, a selection of maps and a copy of the working transcripts.

Exploring the Program

Part One introduces the user to Vladek and his son Art, Vladek's early life in Poland, his marriage to Anja, the beginning of the war, the onset of German persecution of the Jews, hiding from the Nazis, capture and transport to Auschwitz.

Part Two deals largely with life in Auschwitz, fear, starvation, the gas chambers and ovens, surviving from day to day, the ending of the war and Anja and Vladek's reunion.

The Complete Maus is written in hypercard. Clicking on the contents bar along the left edge of the screen provides access to any portion of the disc. When reading a chapter, the page up and page down keys move the viewing window up or down the page. Right/Left arrow keys move to the next/previous page. From time to time, various icons appear in the left page margin which offer the user access to video, still frame images, segments from taped interviews, notes and drafts of the drawings.

Content Type:

x Resource Curriculum	Simulation Game	Basic Skills
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Export Features:

x Text	Graphics
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Notes:

The comic book style of this CD heightens, rather than distracts from, the stark, surreal, simple horror of the Holocaust. Perhaps one of the most profound lessons to be drawn from The Complete Maus is the extent of the emotional and physical damage suffered by many who survived. No part of Vladek's life was left untouched by his experience. This CD is a deeply personal attempt by a son to understand the damaged soul of his father and an intimate retelling of one of the darker moments in human history.

The Day After Trinit (Macintosh/Windows)

Publisher:

Voyager
1 Bridge Street
Irvington, NY 10533-9919
Telephone (212) 219-2522

Retail Cost \$18.72

System Requirements:

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application. In order to make best use of available memory, it is highly recommended that no other programs be running while using The Day After Trinity.

Description:

This is the CD version of the documentary film about the development of the atomic bomb, The Day After Trinity. Composed largely of interviews with key scientists, historic photographs and films, the content of the QuickTime video is augmented by in-depth annotations, transcripts of interviews, declassified documents, photographs and biographies. Also included on the disc is a documentary about the making of this CD.

Day After Trinity is an apocryphal tale of brilliant, idealistic and somewhat naive scientists caught up in the effort to defeat Germany and discover the secret of releasing nuclear energy. The principal character in the Day After Trinity is J. Robert Oppenheimer whose Faustian bargain with the US. military leads to the development of the atomic bomb and the destruction of his personal and professional life.

Recommended Uses:

Very useful material for courses in US. History, Ethics, Political Science, Psychology, Film and Television.

Basic Use:

1. Load the CD into the player.
2. Double click the Trinity CD disc icon
3. From the open Trinity window, drag the Trinity folder to the hard drive.
4. Open the Trinity folder
5. Double click on Trinity program icon to launch the application.

Interface Design:

The centerpiece of this CD is a Quicktime version of The Day After Trinity. Launching the program starts the movie. Interface design is menu based and very straightforward. Along the bottom of the screen are controls for volume control, starting, stopping, rewinding and fast forwarding the video, looking up terms in the glossary, getting help and viewing annotations and commentary on the interviews.

Along the left side of the screen are four buttons: Documentary, Supplements, Photo Gallery and Biographies.

Exploring the Program

Selecting the Documentary button begins a narrated documentary which takes the user "behind the scenes" in the making of the CD. It includes extensive collections of text and photographs which add another dimension to the program.

The Supplements section contains a large library of previously classified government documents covering many aspects of the Manhattan Project including FBI reports on Oppenheimer, technical notes, government directives and a wealth of other fascinating documents.

Photo Gallery contains dozens of historic photos of the people, places, things and events surrounding creation of the atomic bomb.

Biographies provides background information about each of the many scientists, politicians and military people referenced on the CD.

Content Type:

x Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

A compelling and well done documentary which presents the director's viewpoint of Oppenheimer as a brilliant innocent seduced by intellectual curiosity, power, money and the compelling moral justification of stopping the German's from dominating the world. The work provides the user with a wonderful opportunity to consider the complex motives of the people involved, to "read between the lines" and to listen to the scientists who built the bomb attempt to explain their rational for "developing a weapon so terrible that its use would make war impossible."

The First Emperor of China (Macintosh)

Publisher:

Voyager
1 Bridge Street
Irvington, NY 10533-9919
Telephone (212) 219-2522

Retail Cost: 831.22**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application. In order to make best use of available memory, it is highly recommended that no other programs be running while using The First Emperor.

Description:

The First Emperor of China (Qin Dynasty, 221-206 BC) unified China, introduced a national system of weights, measures and currency and completed construction of the Great Wall of China. In more recent times, the tomb of Qin Shi Huang Di was found to contain thousands of pottery warriors and other artifacts making it the most complex and extensive find in the history of archeology. This CD explores the Great Wall, the tomb excavation and other topics associated with ancient China through Image Essays, photographs, interviews and timelines. Narration can be heard in both English and Chinese.

Recommended Uses:

Multicultural/International studies, history or the social sciences might find this CD useful.

Basic Use:

1. Load the CD into the player.
2. Double click the Emperor CD disc icon
3. From the open Emperor window, drag the Emperor icon to the hard drive.
4. From the open Emperor window, drag the Emperor fonts to the System folder and drop them.
5. Double click on Emperor program icon to launch the application.

Interface Design:

The First Emperor begins with a simple menu of icon choices hyperlinked to program content. Various pop-up menus provide access to on-line help, image indices, terms and maps. Each major topic area is presented

through a QuickTime Image Essay, a collage of still and moving images, music, text and narration.

Exploring the Program

There are six major content areas: Qin Shi Huang Di, The Great Wall, The Museum, The Bronze Chariot, Discovery of the Qin Army and the Image Index. Within each topic area, clicking the upper right corner of the page marks it for future selection. Selecting the Glossary options highlights words and phrases which are clickable for further information. The program is somewhat linear and often feels more like a tour rather than an exploration.

Content Type:

Resource Curriculum Simulation Game Basic Skills

Export Features:

Text Graphics

Notes:

History and Culture of China (Macintosh)

Publisher:

Queue Inc.
338 Commerce Drive
Fairfield, CT 06432
(800) 232-2224

Retail Cost \$108.75**System Requirements:**

This software requires a minimum of a Macintosh with an 040 processor running at 25 MHz or faster, 256 color monitor, at least 4 MB RAM, System 7.x, double-speed CD-ROM drive and QuickTime. Virtual memory must be off and 32 bit addressing on.

Description:

Intended for classroom use, this CD uses a variety of multimedia tools (video clips, still frames, narration and text) to provide an overview of Chinese civilization from its ancient past to the present day. Also included are a variety of supplemental materials such as teacher's guides, facts on China, a glossary of terms and an extensive historical documents folder.

Recommended Uses:

Provides useful support material for multicultural/international and history courses.

Basic Use:

1. Load the CD into the player.
2. Double click the History & Culture of China disc icon
3. Double click on History & Culture of China program icon to launch the application.

Interface Design:

This CD employs a very straightforward system of icons representing various menu choices. The bulk of program content is contained under the headings titled History and Culture and People and Geography. Additional main menu options include Photo Album, Maps, Index, Chinese Calligraphy, Exit and Help.

Exploring the Program

The History and Culture menu item contains six topic areas which explore the growth and development of the Chinese culture. These areas include: Early China, Isolation and Innovation, The Arts, Foreign Influences, Religion and Philosophy and Recent History. Selecting any one of these items starts a narrated video clip. Students may stop and start the clip, exit

the segment or use a well designed Index and Glossary feature to explore other terms, words and ideas.

The People and Geography menu item contains seven topic areas which include: Geography of China, China North and South, The Han People, Ethnic Minorities, Agriculture, Industry and Modernization and The Future. Here too, students may stop and start the clip, exit the segment or use the Index and Glossary features.

Included with this disc is a rich collection of historical documents stored in ASCII format.

Content Type:

Resource Simulation Basic Skills
 Curriculum Game

Export Features:

Text

Notes:

Although containing a substantial amount of basic information, interface design, quality of multimedia materials, writing and narration are only average in quality. The disc presents a "sanitized" version of modern China with no reference to its political struggles and human rights issues. There is very little interactivity built into the interface and several segments (Maps and Chinese Calligraphy) seemed to have been added without integration into the rest of the disc's content.

Ideas That Changed The World (Macintosh)

Publisher:

Cambrix Publishing
6269 Variel Ave., Suite B
Woodland Hills, CA 94367
(818) 9928484

Retail Cost: \$28.10**System Requirements:**

System 7.1, 5 megabytes of free RAM, CD ROM drive, 256 color monitor, Quicktime 2.0 or higher, Sound Manager 3.0 and Apple Multimedia Tuner.

Description:

Essentially, a CD version of Robert Ingpen and Philip Wilkinson's book, Ideas That Changed The world. This program incorporates a variety of text, sound, image and video resources in an interactive setting to provide users with a variety of ways to explore important ideas in the development of humankind from the Neolithic to present day.

Recommended Uses:

Good support material for courses in World History, History of Science and the Social Sciences. Materials are age appropriate for a community college audience.

Basic Use:

1. Place the CD in the CD-ROM drive.
2. Double click on the Ideas CD icon.
3. This product requires:
 - 5 MB of free RAM
 - System 7.0 or greater
 - QuickTime 2.0, Sound Manager 3.0 and Apple Multimedia Tuner
4. To launch, double click the IDEAS that Changed the World icon.

Interface Design:

Ideas incorporates a book metaphor to facilitate navigation. On the left and right hand sides of the screen are the "spines" of the book. The left hand spine provides access to book contents by chapters, timelines or keywords. Also included on the left hand spine are options for music, sounds, volume, text display, bibliographic reference and on-line help. Along the right hand spine, up and down facing arrows allow for scrolling text from the selected chapter, while indices markers allow for jumping to major sub-topics within the chapter.

Along the bottom right side of the screen, a variety of icons are provided which light-up to indicate the availability of supplemental chapter

information in the form of digital movies, images, sound, timelines, related information and follow-up questions.

Exploring the Program

This disc provides three main avenues for exploration of information: Navigator, Timelines and Index.

The Navigator/Chapters avenue is the most "book-like" of the options. Selecting Navigator from the compass icon or the Chapters icon in the upper left corner of the screen displays the six main chapters of the disc. Clicking on chapter titles "opens" the book to the selected chapter. Rolling the pointer across the chapter title displays a listing of sub-topics.

Selecting the Timelines option from the compass icon displays a map which can be scrolled horizontally through a period of time from 100,000 BC. to present day. Human achievements in the areas of Agriculture, Building, Use of Resources, Technical Advances, Materials and Communications are indicated by hyper linked points along the timeline. Clicking on these points jumps to the related segment (a portion of one of the six main book chapters) on the disc.

Selecting Index from the compass icon displays the alphabet and two scrollable listings of detailed topics associated with each letter. Selecting the letter H, for example, would cause listings in the scrolling windows to change to topics beginning with the letter h. Clicking on a topic moves to the location on disc where the information is presented.

Content Type:

x Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

The disc is rich in informational content, features an enormous amount of original artwork, thoughtfully selected multimedia resources and interesting sound effects. At times, the artfulness of the interface threatens to overshadow the informational content of the disc. The designers have provided good tools for moving through content in large or small steps. There are no free form search tools available so all exploration must advance along keywords and topics preselected by the designers. No options are provided for exporting text or graphics.

Kate's Story (Macintosh/Windows)

Publisher

OZ New Media Inc.
300, 10130 - 103 Street
Edmonton, AB T5J 3N9
(403) 426-7473

Retail Cost: \$18.95

System Requirements:

The disc will operate on any Macintosh computer with QuickDraw software running System 6.05 or higher. The Kodak Photo CD player is provided with the software.

Description:

This CD is a photo-documentary of twelve year old Kate Sawford's experience with discovering she has bone cancer, living through the treatment process, undergoing radical surgery, recovering and coming to terms with her future. It is also the story of the impact of Kate's cancer on her mother, father, brother and friends. Cathy Coward, the photo-journalist who documented Kate's Story, believes that children integrate into their lives the reality of having cancer much more easily than adults and that Kate's Story offers a compelling insight into this process.

Recommended Uses:

Good source material for courses in Psychology, Nursing, Health Sciences, Counseling or related areas.

Basic Use:

1. Load the CD into the player.
2. Double click the PCD 1656 icon
3. Double click the Mac folder
4. Double click on PLAYER icon to launch the application.
5. Click on the HELP button for more information how to use specific software controls.

Performance of the application is dependent CD ROM drive speed and the size at which you choose to display the Portfolio disc.

The Photo CD Portfolio format supports full CD quality audio. If you are using an internal CD ROM drive, the audio will playback through the speaker in your CPU or on external speakers connected to the CPU audio out port. If you are using an external CD ROM drive the audio is accessed through the audio out jacks, located on the back of most CD ROM drives or through the CD ROM drive headphone jack. 5 min. demo.

Interface Design:

This CD incorporates a very simple menu design linked to the Photo CD Portfolio slide show viewing software. Slide progression is automatic and begins immediately after a menu item is chosen. The disc offers a minimum of interactivity. The user may, using the on-screen controller panel, stop, back up, go forward, return to the beginning of a segment or quit.

Exploring the Program

The material is highly linear, takes about 30 minutes to view and is probably best watched from beginning to end.

Content Type:

x Resource Curriculum	Simulation Game	Basic Skills
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Export Features:

Text	Graphics
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Notes:

Although the documentation seems to imply that the images are available in color, to date we have only been able to view them in black and white. The disc documents Kate's emotions and reactions to the events surrounding her treatment for cancer. Her responses, which range from an almost casual, matter-of-fact, no-big-deal attitude to profound sadness about the loss of her leg and how other people will look at her offer rich material for classroom discussion and further exploration about coping strategies in children.

Leonardo the Inventor (Mac /Win CD-ROM)

Publisher:

Future Vision Multimedia Inc.
300 Airport Executive Park
Spring Valley, New York 10977
(914) 426-0400

Retail Cost \$ 24.33**System Requirements:**

For the PC:

A 486SX, 25 MHz processor or better, 4 MB RAM (8 recommended), SVGA (640x480x256) graphics card with compatible monitor, double speed CD-ROM drive with MSCDEX. Mouse or other Windows pointing device, Windows 3.1 or later.

For the Mac:

At least a 68030 processor, 25 MHz, 4 MB RAM minimum (8 recommended), 13 inch color monitor or better, Double speed CD-ROM drive. Mouse or other pointing device. System 7.1 or later.

Description:

Leonardo the Inventor is a multimedia exploration of Michelangelo's technical prowess. In addition to his inventions, brief mention is made of his art works. The program also includes video clips of contemporary devices which incorporate the theoretical concepts which Leonardo understood and illustrated (e.g., a helicopter, a tank).

Recommended Uses:

Classes for which this disc might be useful are history, science, or a psychology class studying examples of genius. The disc would serve as an introduction and summary for anyone wishing to know about the major contributions made by Leonardo in the fields of flight, devices dealing with water, civil engineering, warfare, and music.

Basic Use:

For the PC:

1. Put the disk in the disk drive and close the drive.
2. Make sure the appropriate CD-ROM program group is open.
3. Double Click on the Leonardo icon.

For the Mac:

1. Put the disk in the disk drive and close the drive.
2. Make sure the appropriate CD-ROM folder is open.
3. Double Click on the Leonardo icon.

Interface Design:

A lengthy, useful spoken introduction leads the new user on a quick tour of the levels in the program. The Introduction leaves the user at a Table of Contents screen which has six major content buttons along the left and right sides of the screen and three Control buttons in the upper right corner.

There is no metaphor in which the information is embedded; the program is a collection of hyper links. Although there is sound, there is no sound control from within the program.

Exploring the Program

The major content buttons:

- 1. Introduction** This section replays the introductory sequence. To skip the Introduction, click the mouse and go directly to the Table of Contents.
- 2. Inventions** This button takes the user to the screen from which Leonardo's inventions can be explored. This level is the focus of the program. The major sections:
 - **Categories** Choose one of the following categories of inventions: Flight, Water, Music, Civil Engineering, Warfare.
 - **Replay** View the explanation of an invention again.
 - **Words** Quotes from Leonardo's workbooks.
 - **Our Times** Shows actual movies of modern-day applications of Leonardo's ideas.
 - **Play a Game** Three games involving Leonardo's inventions are designed to intrigue the user.
 - **Play Instrument** Actually play Leonardo's musical inventions.
 - **3D-View** View these images in 3D by putting on the special glasses provided with the program. There are eight 3D images.
- 3. Biography** This is a 19 screen summary of the major events of Leonardo's life. One can read this biography through from the beginning, or one can take a hyper link to any page.
- 4. Time Line** This section lists the major events of Leonardo's life in the context of world events of his time--the Renaissance. There are no hyper links from this level.
- 5. Works** This section catalogs Leonardo's art work and notebooks, with a guide to where they are found today.
- 6. Bibliography** A concise listing of contemporary and classic books on Leonardo da Vinci.

The major Control buttons:

- 1. Continue** Click this when done viewing any screen.
- 2. Contents** Click this to go to the Table of Contents,
- 3. Index** Click this to get direct access to any invention, game, move, musical instrument, or 3-D view.
- 4. Print** Click this to print the Bibliography, Biography, Time Line, or Works section.
- 5. Quit** Click this to exit the program.

Content Type.

Resource Simulation Basic Skills
 Curriculum Game

Export Features:

Text Graphics

Notes:

This is a multimedia tour: whimsical graphical morphing, video clips, 3D screens, pleasant, appropriate music, games of varying complexity. This tour, although not of great depth, is an entertaining summary of Leonardo's life and most famous inventions. The bibliography is legitimate and useful.

Life Story (Mac)

Publisher:

Wings for Learning
1600 Green Hills Road
Scotts Valley, CA 95067
800 321-7511

Retail Cost: \$79.00**System Requirements:**

Apple Macintosh computer, System 7 recommended, 4 mb (or more) RAM, QuickTime, color monitor, CD ROM.

Description:

Primarily, a resource disc documenting the discovery of DNA by theorists Watson and Crick and experimentalists Franklin and Wilkins. The CD makes extensive use of scenes from the BBC docudrama Life Story to illustrate important moments and incidents in the work of these four scientists. The "Drama" segment of the CD attempts to show these scientists as "real people" subject to the same needs for fame and recognition as anyone else. The CD is divided into four sections:

Drama: An extensive collection of video clips from Life Story illustrating key points in the discovery of DNA.

People: Information on individuals who contributed across three centuries of science to the discovery of the structure of DNA.

Science: Contains information on a variety of scientific concepts central to the Life Story CD. This segment uses animation, photos, computer images and text articles to provide basic resource information about DNA.

Resources: A visual index to all of the source material on the CD including a glossary of terms, credits and a video illustrating the reactions of students to using the Life Story CD.

Recommended Uses:

Probably best used as a supplement in basic biology or genetics courses intended for non-science majors.

Basic Use:

1. Insert the CD into the Macintosh. Open the QuickTime Life Story folder. Double click on the Life Story icon.

Content Type:

Export Features:

Text

Graphics

Interface Design:

Life Story employs an "information packets" metaphor. To access a packet, the user selects a small photograph depicting the person or event to which the information packet refers. Users may explore the basic information provided at the surface level of the packet or "tunnel down" within a packet to explore expanded or related information. Interface design is counter-intuitive in places and the process of "tunneling up" may produce unexpected results.

Notes:

This CD relies heavily on the content of Life Story to link together the critical steps in the discovery of the structure of DNA. The "Drama" segment of the CD has a disjointed feel as it is composed entirely of brief video clips from the original docudrama.

A great deal of very useful information is available through the People, Science and Resources buttons located on the Main Menu. Small pictures of important scenes and events provide direct access to more than one hundred "packets" of information detailing significant moments, people and occurrences in the discovery of the structure of DNA.

Each of these packets consists of video and/or still frame materials, articles, references to additional information, links to other related parts of the CD and questions to stimulate further discussion. Many of these questions for further discussing might provide excellent jumping off points for additional exploration on World Wide Web.

This CD does not allow for exporting text or graphics.

Macbeth (Macintosh)

Publisher:

Voyager
1 Bridge Street
Irvington, NY 10533-9919

Telephone (212) 219-2522

Retail Cost: 1.22**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application. In order to make best use of available memory, it is recommended that no other programs be running while viewing Macbeth.

Description:

A comprehensive resource and guide to William Shakespeare's Macbeth. The CD includes a completely annotated 1976 reading of the play by the Royal Shakespearean. Acting Company, in-depth background material, extensive photographs, QuickTime movie clips from famous productions of the play, excellent research tools, a complete concordance, suggested readings and a "karaoke" feature which allows the user to assume a part in the play and read along with professional Shakespearean players. The program's use of hyperlinks is so extensive as to make virtually any part in the entire play accessible at all times from any other part in the play.

Recommended Uses:

This CD might well form the basis for curriculum development in language arts, theater, drama, literature or psychology.

Basic Use:

1. Load the CD into the player.
2. Double click the Macbeth CD disc icon
3. From the open Macbeth window, drag the Macbeth folder to the hard drive.
4. Open the Macbeth folder
5. Double click on the Macbeth program icon to launch the application.

Interface Design:

Macbeth is designed around a simple menu of ten choices hyperlinked to the disc's contents. The ten menu choices can be reached from any screen in the program and include: Introduction, Characters in the Play, The Tragedy of Macbeth, Summaries and Commentaries, Photo Gallery, Clips

Gallery, Concordance and Textual Matters, Suggested Readings and The Macbeth Karaoke.

The program is written in hypercard and uses a "book-like" metaphor for navigation. Pages which are narrated turn automatically. Non-narrated and narrated pages may be turned using the right/left arrow keys. Clicking on Macbeth in the menu bar and selecting the Tools item displays a sticky menu of additional exploration and navigation options. On-line help is available at all times.

Exploring the Program

The Tragedy of Macbeth, a 1976 reading of the play by the Royal Shakespearean Acting Company, is the core of this CD. Clicking on any line of the play will start/stop the narration. The text of the play is extensively annotated (annotations are indicated by gray, underlined words). Clicking on annotated words provides additional information. Clicking in the bottom right corner of the screen displays all lines spoken by the RSAC. Text from the play may be copied and pasted to an internal notebook or external word processor. Any word at any point in the play (or in any other document on the CD) may be selected and a search conducted for other occurrences of the word in the current or previous section, all documents, with or without context.

During the reading of the play, from time to time film icons appear in the bottom left corner of the screen. These provide links to QuickTime clips of the scene being read from versions of Macbeth by film directors Roman Polanski, Akira Kurosawa (Throne of Blood) or Orson Wells.

The Tools menu can be selected at any time and remains on-screen providing access to a variety of important navigational and research tools. Among these tools are options for returning to the main menu, retracing your steps, moving to selected pages, dropping page markers, locating the appearances, lines and speeches of any character in the play or locating the act, scene and line(s) in the play at which selected words occur.

Each of the nine other topic areas contain a wealth of additional information. With the exception of The Macbeth Karaoke, these are text, photo and QuickTime resources. The Photo Gallery contains some remarkable images which are well worth exploring. Macbeth Karaoke provides the user with an opportunity to play the part of Macbeth or Lady Macbeth, speaking the lines of the play along with Shakespearean players recorded for this CD.

Content Type:

Resource Simulation Basic Skills
 Curriculum Game

Export Features:

x Text

Graphics

Notes:

This CD is one of the better examples of materials presented in ways which would be difficult or impossible to accomplish using other media. It is a CD which was not rushed to market, contains a depth of appropriate supporting material and a comprehensive indexing system which brings a level of content access to the play unavailable in any other form.

The MarsBook (Macintosh)

Publisher:

Human Code, Inc.
Austin, TX

Phone (619) 693-4030

Retail Cost \$14.95**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application. In order to make best use of available memory, it is highly recommended that no other programs be running while using The MarsBook.

Description:

A moderately high resolution CAD rendering of surface modules intended for use by astronauts exploring Mars and the Moon. Commissioned by NASA, these programs allow the user to examine in some detail artist conceptions, layered drawings and "walk-throughs".

Recommended Uses:

Minor support material for basic science courses.

Basic Use:

1. Load the CD into the player.
2. Double click the MarsBook disc icon
4. Open the MarsBook folder
5. Double click on the Mars or Moon program icons to launch the application.

Interface Design:

The interface is designed to look like a high-tech control panel from one of the planetary modules represented.

Exploring the Program

Part 2 of the program provides the ability to rotate the model. The final section provides a walk through.

Content Type:

Resource
 Curriculum

Simulation
 Game

Basic Skills

Export Features:

_ Text _x_ Graphics

Notes:

More interface than content, this CD is essentially a sales promotion by NASA for project funding.

The Mastery of Michelangelo (Win CD-ROM)

Publisher:

E.M.M.E. Interactive, U.S.
14 Ferncliff Road
Cos Cob, CT 06807
(203) 869-6047

Retail Cost: \$ 37.47

System Requirements:

The following system requirements are recommended: at least a 486 SX33 or DX; 4 Mb RAM, VGA+ monitor (640x480, 256 colors); Windows 3.1, 2x CD-ROM drive, Sound Blaster or compatible sound board.

Description:

This is an interactive tour of the life and work of one of the most significant personalities in the history of western art. The many facets of his life (his connections with the courts of power, the Vatican, and artistic circles) are interwoven with profiles and detailed analyses of his major works in sculpture, painting, architecture and literature.

Recommended Uses:

This program is an excellent resource for any student taking a history course, an art history course, or an aesthetics course. The quality of the visual reproductions is outstanding. For a person not familiar with the Renaissance or the works of Michelangelo, this disc will provide an extremely accessible view of truly great art coupled with introductory textual and graphic historical information about the Renaissance.

Basic Use:

1. Insert the disc in the disk drive and close the drive door.
2. If the appropriate CD-ROM Program Group is not open, double click on it to open it.
3. Double click on **The Mastery of Michelangelo** icon.

Interface Design:

This program opens with six basic content icons available from the Table of Contents screen. Three of the icons lead to quick viewing of famous works, and three include very different activities: an **Index**, a **Game**, and a geographic presentation of events.

Because of the different nature of these levels, the program information can be accessed in different ways by different learners. If one chooses a geographic and chronological focus from which to explore the works of Michelangelo, selecting to view the **Biography by Places** section of the

program would be most useful. Historical references and text facts are easily accessible from Book or Media Icons which rest on top of the historical maps which serve as the thematic background throughout this program level. Access to all works is possible from this in-depth, rich presentation of information of Michelangelo's life, friends, adventures, failures and successes.

For rapid viewing of actual works, touring the Gallery option of the program would be most appropriate. Exploring only his most famous paintings in the Sistine Chapel is easily done from the Main Screen.

At all times there are tools for navigation available in the lower left corner of any screen. Help is straightforward and is accessible from the program Control Panel icon which almost always appears in the tool box. The sound control toggle is found on the Control Panel screen.

Exploring the Program

The six basic levels of the program:

- 1. Biography by Places** The introductory screen of this program level consists of a reproduction of an old map of Southern Europe, with particular focus on Italy. There are five text-based icons on this map screen: Europe, Bologna, Florence, Caprese, Rome. Moving the mouse pointer over one of these location icons brings up a list box. Highlight and then click on the desired date to move to a map of the area in question. Placed upon this map are small icons representing text and image information or brief video tours of the period in question. At any time it is possible to return to a previous program level or move to another by using the tools located in the lower left corner of the screen.
- 2. Last Judgment** Selecting this option from the Main Screen takes the user to a gallery of sectional images of this fresco. Clicking on one of the sections takes the user to a close-up view accompanied by text. Clicking on this screen image enlarges it. Click again to reduce it to its original size. Click on the Forward Arrow in the lower left toolbox to cycle through the images from the Last Judgment fresco.
- 3. Ceiling of the Sistine Chapel** The same procedure listed in the above section hold true for navigating through this program segment.

Gallery An gallery page is a visual page: images of nine different works (sculpture, painting, drawing) appear. Move through the gallery contents by clicking on the forward or backward arrows. Thirty different images are included. Moving the mouse pointer over one of the images causes its title to appear on the index topic line. Clicking on the image takes the user to text and images relating to the topic. Clicking on the Up Arrow icon at the bottom left of the screen moves the user to the previous level of the program.

- 5. Index** Using the Index provides an easy way to skim through the actual images of the art work included on the disc. The upper window of the Index screen contains an alphabetic listing of the works, and a lower window lists the various views of the work. A small image depicting the index listing is present underneath the lower window.
- 6. Game** To play the game, a user must move jumbled puzzle pieces to recreate a photo image of a work of art. There are three levels of difficulty: the Easy level presents an image in eight jumbled sections; the Medium level, in 25 sections, and the Difficult level, in 63 pieces. Clicking on the Question Mark icon while working returns the jumbled image to its natural state for brief review. Note that the timing icon is speeded up while the user gets assembly hints by looking and the unjumbled image.

Content Type:

Resource Simulation Basic Skills
 Curriculum Game

Export Features:

Text Graphics

Notes:

This program contains fine images of extraordinary art. Not only is this program a succinct summary of the art works of Michelangelo, but also it includes basic summary information about Europe in the time of the Renaissance. The program is very well done technically with simple installation and no apparent technical breakdown--an unusual occurrence. The selected multimedia clips usually run about 45 seconds and are followed with related text and still images. The optional background music which plays softly is conducive to focused attention, even though it is a bit funereal. The game, a function that turns a selected image into a puzzle, is a novel way to closely view beautiful art.

This program provides the user with an amazing opportunity to study, at very close range, works of art which are may be somewhat inaccessible in their physical form (high ceilings, large statues).

Monarch Notes (Win CD)

Publisher:

Bureau of Electronic Publishing
141 New Road
Parsippany, NJ 07054
(201) 808-2700

Retail Cost: \$ 64.95**System Requirements:**

Minimum requirements are a 386SX running at 25 MHz, but at least a 486 running at 50MHz is preferred. Other requirements to run the program: 2-4 MB RAM, 4 MB free hard disk space; 8-bit VGA graphics adapter, MPC1 or later compatible CD-ROM drive and sound card; DOS 3.3 or later; Windows 3.1 or later.

Description:

The most important writings of approximately 220 great authors--from Aeschylus to Zola--are presented through brief, descriptive, and critical commentary. Sound clips of well-known passages, historic photos or images of related art works complement the descriptive text. This is a disk of notes

Recommended Uses:

This disc is useful for persons wishing to broaden their understanding of world literature or for students reviewing for exams.

Basic Use:

1. Insert the disc into the CD-ROM drive.
2. Make sure that Windows is at the Program Manager level and that all windows are closed.
3. Double click or (select and press Enter) the CD-ROM program group.
4. Double click on Monarch Notes

Interface Design:

A book and bookshelf metaphor is provided as the tool to explore the program. The Home screen depicts an open book with a table of contents. Clicking on one of the icons listed takes the user to that level.

It is always possible to navigate to major sections of the disk by using a button bar, a row of icons located just below the menu bar, as well as navigating from the Home screen. The buttons icons on the button bar provide fast links to specific parts of the program. From the button bar, it is also possible to take a user-defined-topic multimedia tour: a slide show of all art, sounds, photos and video pertinent to the selected topic.

From the menu is it possible to print, to copy text, to make an annotation, to create a bookmark, use help or go to a particular section of the program.

Onscreen Help suggests that in order to use the annotation function efficiently, the user should create a bookmark at the same place the annotation is made. To access the annotation later, go the bookmark via the menu bar, and click on the small, green paper clip which appears in the upper left corner at the beginning of that notes section.

In the body of the notes, pertinent literary terms are linked to a glossary. It is also possible to go directly from the button bar to the glossary itself.

Exploring the Program

There are four basic levels to the program:

- Explore literature by author

Select the author's name from an alphabetical author list to go to a "notes" section for selected works. Information for more important writers includes a brief study guide, some of which include bibliographical references.

- Explore literature by period

Use the bookshelf depicted and click on the book title which represents the period to be explored. Authors of the period are listed alphabetically with their important works listed by title. Each title is linked to a notes section.

- Explore literature through a multimedia gallery

Click items on a shelf to access multimedia displays: click on a Greek statuary miniature to go to a collection of art taken from book illustrations; click on a picture of headphones to hear sound clips; click on a picture of a movie reel to see animations and video clips; and, click on a photo album to see photographs of writers who have written within the last hundred years.

- Go to a search level

Use Boolean operators to search for specific text references. Additionally, searches can be controlled by selecting or de-selecting topics from the Topic Groups list box. Double clicking on an entry in the search results box takes the user to the text reference.

Content Type:

Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

This program is a tool for individuals wishing to broaden their understanding of Western literature. It will serve as an introductory survey, or, for persons already familiar with the material, a quick refresher. Information is succinctly presented; students are directed to important criticisms and literary references.

An instructor might consider using this disc as a supplement to a reading or history assignment. A unit on How to Incorporate Reference Materials into Research Papers could be developed by assigning students to particular articles referenced in the disc, and then require them to produce a paper using only those articles and other material from the disc. The class could then evaluate the papers and compare the ways in which reference information was utilized.

The multimedia tour option is an excellent use of the technology and provides the user with a "feel" for the topic. Perhaps watching a tour of "Shakespeare," for example, would prompt a student to come up with an idea for the topic of an assigned paper.

Useful for persons new to the field of literature, the section *How to Analyze Fiction* (found under H in the Gallery of 20th Century Literature) is an introduction to the principles of critical evaluation relevant to fiction.

Publisher

Queue, Inc.
338 Commerce Drive
Fairfield, CT 06432
800 232-2224

Retail Cost: 895.00**System Requirements:**

Apple Macintosh 68040 computer or greater, System 7.1, 8 mb (or more) RAM, 256 color monitor, CD ROM.

Description:

A resource of American music from the Colonial period through post World War II. Several methods of navigating the content are provided. Through Music of American History, for example, the user may explore examples of music from the Colonial, Expansion and Industrial periods in American history. These broad categories are further divided into more discrete topics. Clicking the Expansion button, for example, provides subtopics in the areas of New Nation, the War of 1812, Mexican War, Civil War, Slavery, Reform, and the Spanish American War. Also included within this period are music from Canawlers, Flatboaters, Gold Miners, Steam Boaters, Bad Men and Cowboys. Each of these subtopics provides many examples of songs and/or instrumental pieces. An extensive background description is provided for each of these topics and subtopics. An easy to navigate set of icons provides for display of lyrics and background information about the composer. Other tools allow for searching by title, composer, period, theme and instrument.

Recommended Uses:

Useful as a supplement to courses in American History, Musicology, Cultural Anthropology or related areas of study.

Basic Use:

1. Insert the CD into the Macintosh. Double click on the Apple Pie icon.

Content Type:

Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

NGraphics

Interface Design:

This CD features large, simple, uncluttered menus. The limited number of choices make navigation easy and straightforward. Several ways are provided with which to examine the many songs that provide the substance of the CD. Context sensitive help and a comprehensive on-line user guide provide answers to most questions.

Notes:

Music of American History is as diverse in quality and content as it is rich in musical variety. Many of the most popular songs for which one would expect to hear music and lyrics have been rendered as simple melodies played on an electronic keyboard. Although some effort has been made to indicate which songs are complete, there seems to be inconsistency in the attempt. Additionally, no method is provided for selecting music from a specific date range, say 1850 - 1865. Great gaps in the musical library seem to exist. For example, although indicating that hundreds of songs were written about World War II, the disc offers only three examples. It would appear that much of the recorded music on the disc is drawn from public domain resources.

On a more positive note, any text on the CD can be copied and pasted to a word processor. There is a great deal of useful and interesting information about the events in history these songs address and the lives of the composers. Additionally, the authors grant permission to freely use the content of the disc within an educational setting.

Selected parts of the disc, the sections on the Civil War and Slavery for example, are very well done and would provide good support materials for class segments which deal with these topics.

Oregon Trail II (Macintosh/ Windows)

Publisher:

MECC
6160 Summit Drive North
Minneapolis, MN 55430-4003
Telephone (612) 569-1678

Retail. Cost \$49.95**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 5 MB RAM (8 MB recommended), System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner, QuickTime and 12 MB of hard disk space. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application. In order to make best use of available memory, it is highly recommended that no other programs be running while using Oregon Trail.

Description:

The Oregon Trail provides the user with a complete simulation of cross country wagon travel to California or Oregon in the mid to late 1800's. The program is highly interactive and allows for selection of year, month and place of departure, number and age of party members, traveling supplies, profession of travelers, special skills, type of wagon, type of draft animals, destination and size of the wagon train.

These variables are used to influence the incidents, outcomes and options which occur during travel. Every travel experience is different. Travelers must consult with other members of the wagon train, study the traveler's guide, monitor supply levels, family health and the local surroundings in order to make key decisions as the wagon moves West. There are rivers to ford, mountains to climb, storms to endure, supplies to be purchased, deserts to cross, heat, cold, dust, disease and accidents to overcome.

The program incorporates many video clips and images of sites along the Oregon Trail which are integrated into the overall simulation. Extensive help and advice is always available from other members of the wagon train, maps which record progress and the Traveler's Guide. There are options for controlling the pace of the simulation, music and sound effects. An on-line glossary of terms is also included.

Recommended Uses:

As well as providing an excellent supplement to courses in American History, this CD is an excellent resource for teaching students to gather and evaluate information, track multiple variables, plan, problem solve, work effectively in teams and integrate new information.

Basic Use:

1. Load the CD into the player.
2. Double click the Oregon Trail disc icon
3. From the open Oregon Trail window, drag the Oregon Trail folder to the hard drive.
4. Open the Oregon Trail folder
5. Double click on Oregon Trail program icon to launch the application.
6. Click anywhere to stop the introduction.
7. Click on the New Game button to begin.
8. Assemble your party, buy supplies, get advice, head West.

Interface Design:

In order to provide the user with an engaging simulation experience, the program incorporates:

- high resolution "virtual towns, forts and shops" which can be walked through with mouse clicks;
- people in towns and forts who can be spoken with;
- QuickTime movies and images of sites along the route;
- a "moving map" which illustrates daily progress;
- a selection of on-screen buttons for checking inventory, health, trading, hunting, gathering, turning and emptying the wagon.

The wagon, its people, contents and surroundings are the means through which the user makes decisions, explores and interacts with the journey.

Once the journey has begun, events and experiences along the way are influenced to greater and lesser degrees by dozens of variables; some shaped by the users choices of load, departure date, traveling experience, supplies, animals, skills and route and others by random chance. Traveling at too fast a pace without rest and adequate food, for example, will lower morale and lead to sickness and social discontent. Leaving too early or too late can produce its own sets of problems. As problems arise, a variety of option buttons appear on screen. Some buttons allow for gathering more information, some for taking various actions and others for doing nothing or waiting.

The overall interface design is icon based and supported by extensive on-line help.

Content Type:

Resource
Curriculum

 x Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

Overall, one of the best and most convincing simulations around. An entire cycle takes two to three hours to complete. The experience of crossing the western frontier in a covered wagon is quite convincing. You will find yourself dreading river crossings, looking forward to reaching the next outpost or fort, keeping a close eye on your family's health and an even closer eye on your supplies.

Passage To Vietnam

Publisher:

Against All Odds/Interval Research
P. O. Box 1189
Sausalito, CA 94966
(415) 331-6300

Retail Cost: \$37.37**System Requirements:**

System 7.1, 8 megabytes of RAM, CD ROM drive, 256 color monitor and Quicktime 2.1 or higher.

Description:

This photo-essay of contemporary Vietnam provides the user with an intimate look at the people, culture and traditions of an ancient country being reborn after decades of war. Beautifully photographed by some of the worlds leading photo-journalists, this CD is rich in multimedia resources, informative, creatively arranged and a real pleasure to explore.

Recommended Uses:

This disc is useful for persons wishing to broaden their understanding of contemporary Vietnam and learn more about photography and photo-journalism.

Basic Use:

1. Insert the disc into the CD-ROM drive.
2. Make sure that QuickTime 2.1 or higher is installed
3. Turn off Virtual memory
4. For best results, set monitor color to thousands
5. Double click Passage To Vietnam icon

Interface Design:**Exploring the Program**

Passage to Vietnam provides several methods for navigating the content of the CD:

- The Queue is the primary navigational object for Passage. It is a three-dimensional interface tool for exploring disc content. The cube can be rotated in any direction by clicking near its edges. Each of the cube's six sides does something different.

Selecting **Passages** provides an overview of disc content and access to an interactive table of contents referencing the history, culture, growth and people of Vietnam.

Selecting **Arrows** provides various options for moving forward, backward or between sections.

Selecting **Map** displays an interactive map of Vietnam from which dozens of cities and locations can be selected for exploration.

Selecting **Tools** activates a pop-up displaying options for printing screens, placing bookmarks and selecting other set-up features.

Selecting **Help** displays a comprehensive interactive page of information about using all aspects of Passage to Vietnam.

Selecting **Exit** leaves the program and provides the option of saving your place on the CD.

Content Type:

Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text

Graphics

Notes:

Passage to Vietnam is both a pleasure to use and a rich source of information about the people, places and events of Vietnam today. The diverse viewpoints and experiences of the photo journalists who helped create this CD bring a depth and sense of humanity to the program which goes far beyond a simple documentary about Vietnam.

The authors have made excellent and appropriate use of audio, video and text based information to supplement and enhance the experience of exploring Vietnam. The disc offers a variety of randomly occurring happy surprises including invitations to meet the photo journalists who contributed to the CD, explore their virtual galleries, learn about the process of selecting photos for the project and meeting students using Passage to Vietnam.

This CD is a wonderful example of an artfully done interface which is highly intuitive, fun to use and in no way encroaches upon the experience of actually visiting the people and country of Vietnam created by this program.

Poe's Tales of Terror (Macintosh)

Publisher:

Queue Inc.
338 Commerce Drive
Fairfield, CT 06432
(800) 232-2224

Retail Cost: \$28.10**System Requirements:**

This software requires a minimum of a Macintosh with an 040 processor running at 25 MHz or faster, 256 color monitor, at least 2 MB of available RAM, System 7.x, and a double-speed CD-ROM drive and. Virtual memory must be off and 32 bit addressing on.

Desciption:

This CD uses voice narration plus the Voyager Expanded Books Engine to provide electronic book versions of many Poe stories. Using the narration feature, stories may be read at a normal or rapid pace. The Book Engine provides several search, bookmark, large print and progress features.

Recommended Uses:

Useful as a support tool for students with learning disabilities or low vision. Poe's Tales might also be used to supplement courses in American Literature.

Basic Use:

1. Load the CD into the player.
2. Double click the Poe CD disc icon
3. From the open Poe window, drag the story you wish to read to the hard drive.
4. Double click on the story folderfolder
5. Double click on the MegaBook storyicon to launch the application.

Interface Design:

This CD employs a simple book metaphor. For those stories which include narration, clicking on the small speaker icon in the lower left corner of the screen will stop/start reading from the beginning of the page. The Voyager Book Engine provides several search, bookmark, large print and progress features.

Content Type:

Resource Simulation Basic Skills
 Curriculum Game

Export Features:

x Text

Graphics

Notes:

Essentially a spoken book, this CD makes little use of word definitions or indexed text.

Pu • pet Motel (Macintosh)

Publisher

Voyager
1 Bridge Street
Irvington, NY 10533-9919
Telephone (212) 219-2522

Retail Cost: \$24.97

System Requirements:

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime. Virtual memory must be off and 32 bit addressing on. 14 Mbytes of free hard drive space are required, 16 bit sound capability and external speakers are highly recommended. This is a memory intensive application. In order to make best use of available memory, it is recommended that no other programs be running while using The Puppet Motel.

Description:

Laurie Anderson is a performance artist whose work features digital music, sound and imagery. Puppet Motel is a work of art which blends evocative interface design with compelling graphics, music and sound to create the Puppet Motel experience.

Recommended Uses:

Useful for courses in the performing arts, graphics design and theater.

Basic Use:

1. Load the CD into the player.
2. Double click the Puppet Motel disc icon
3. From the open Puppet Motel window, drag the Puppet Motel folder to the hard drive.
4. Open the Puppet Motel folder
5. Double click on Puppet Motel program icon to launch the application.

Interface Design:

Begin by signing in at the registration desk. You will automatically be taken to the Hall of Time. Images representing various program experiences will drift by slowly on the left hand wall. To select an experience, click on it as it drifts by. Move rooms have an electric socket icon which will return you to the Hall of Time. Pressing the escape (esc) key will bring you to the Attic where all things eventually arrive. Holding down the control key while pressing the space bar takes you to the control room where you may adjust volume levels.

Exploring the Program

Thirty-three rooms are available for your exploration. Each room has its own distinct character and emotional content. The rooms include: hall of time, phone, answering machine, web, breakfast-table, ear, fax, love-line, chalk, cartoon, writing, music, shadow, plug, planetarium, night flight, ice rink, eye-as-camera, you-know-those-nights, ugly-one-with-the-jewels, stage, Green Room, hotel, cutting, waiting, psychiatrist's, palm reader, ouija, wave, aquarium, anechoic chamber and attic.

While experiencing Puppet Motel, seek sources of light and reflection. If the mouse cursor changes shape, new possibilities are at hand. Occasionally, a voice will tell you that you are out of memory. When the voice stops, continue exploring.

Content Type:

Resource	Simulation	Basic Skills
Curriculum	<u>x</u> Game	

Export Features:

Text	Graphics
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Notes:

Puppet Motel is a unique CD which defies easy explanation. Perhaps it's digital theater. Many aspects of the performance change over time and can incorporate real-time links to the World Wide Web which bring to the Puppet Motel contributions from other "theater goers" around the world. The overall emotional content and color of the work is somewhat dark, a little "disturbed" but not easily forgotten.

The Rainforest (Macintosh/ Windows)

Publisher:

REMedia, Inc.
San Diego, CA

Telephone (619) 486-5030

Retail Cost: \$39.95**System Requirements:**

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime 1.6. Virtual memory must be off and 32 bit addressing on. This is a memory intensive application.

Description:

An introduction to the ecology, localities, politics, debates and issues surrounding use of the world's rainforests. The CD also includes examples of the many plant and animal species which inhabit the rainforests as well as the various tribespeople living in the forests.

Recommended Uses:

A useful supplement to courses in ecology, international business, biology or social sciences.

Basic Use:

1. Load the CD into the player.
2. Double click the Rainforest CD disc icon
3. From the open Rainforest window, drag the Click me icon to the desktop.
4. Double click on the Rainforest Click me icon to launch the application.

Interface Design:

The Rainforest uses a book and chapter navigational metaphor. The program is divided into two main sections. Along the left side of the screen are five main topics (Introduction, Ecology, Maps, Debates and People) which define some of the main characteristics of the rainforest question. Along the right side of the screen are pictures representing the various plant and animal groups living in the rainforest.

Clicking on any one of these topic areas launches a QuickTime movie clip about the subject. Clicking a second time on the topic area displays a listing on the subtopics available.

Exploring the Program

Most still frame images can be expanded by simply clicking on them. Controls on the slide bar located below QuickTime screens provide volume control and start/stop video features. On-line help is available by clicking the ZooGuides logo in the upper right corner of the screen.

A brief quiz is provided for each topic area by clicking on the Quiz button located near the bottom left corner of the screen. The entire text content of the CD is provided in separate folders on the disc.

Content Type:

x Resource Curriculum	Simulation Game	Basic Skills
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Export Features:

x Text	Graphics
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Notes:

The Real Picture World Atlas (Mac/ Win CD-ROM)

Publisher:

Now What Software
2130 Fillmore St., #256
San Francisco, CA 94115
(415) 394-5015

Retail Cost: \$ 35.97

System Requirements:

Mac or PC requirements: any 640x480, 256 color monitor or better, 5 MB of RAM a CD-ROM drive. Macintosh OS System 7.0 or better, or Windows 3.1 or better. Fully compatible with Windows 95.

Description:

This multimedia world atlas includes the Hammond Map of the World, an up-to-date almanac, and numerous satellite images. Also included are 12 common phrases spoken in more than 100 languages.

Recommended Uses:

This program would be useful in a geography class, a current affairs class, or a modern history class. An environmental studies class might find the some of the specialized views useful for examining global environmental issues..

Basic Use:

For Macintosh:

1. Insert disc in disk drive and close the drive.
2. Make sure the appropriate folder is open.
3. Double click on the Small Blue Planet icon

For the PC

1. Insert the disc in the disk drive and close the drive.
2. Make sure the appropriate CD-ROM Program Group is open.
3. Double click on the Small Blue Planet icon.

Interface Design:

The program has an easy-to-use, linear structure. The Table of Contents screen consists of a semi-circle of four spinning globes set above a single row of 7 layered rectangular images of specific types of satellite views. A menu bar is always present in the upper half of the screen, regardless of what level of the program is running.

The globes are the main tools used for navigation. Clicking on a globe takes the user to a specific content type. Clicking on the topmost rectangle takes

the user to a gallery of six different types of satellite images. Except for the image of the globes turning against a black background, a phenomenon which suggests the earth spinning in space, there is no cohesive metaphor for the program. The program is basically a set of tools which allow the user to do very specific things.

The four basic types of tools:

1. Globe navigation icons
2. Control Panel
3. Tool Box
4. Looking Glass

Exploring the Program

Globes

Starting from left to right on the Table of Contents screen, the four spinning globes are entry ways to specific content types.

• Chronosphere

The Chronosphere sets the patterns of day and night in motion with a moving map and spinning globe. It tells time and day from where the user is to the target destination.

• Satellite Mosaics

Clicking on this globe takes the user to a mosaic map of the continents. The display is a fused mosaic of images taken from space. These images have been gathered by government and scientific agencies.

• History and Language

Click on a country, and the user can hear its languages, and read about its, landscape economics and industries, ecological problems, history, and current politics.

• Global Relief

The content images associated with this globe were created from satellite data by the National Oceanic and Atmospheric Administration (NOAA).

The Control Panel

The Control Panel bar is located at the vertical right edge of the screen as soon as the user has moved two levels below the Table of Content screen. From top to bottom, the basic tools are as follow:

• Compass Rose

Navigate short distances when moving a compass point down.

• Navigation Globe

This globe spins to show the current location of the program, and can also be used to take the user to a location with a click of the mouse.

• Zoom Arrows

Click to zoom in or out of images.

- **Interrobang**

Click on this icon (a stylistic representation of an exclamation and question mark) in order to display information about whatever picture is on the screen.

- **Looking Glass Tool**

Click on this icon to activate a magnifying glass with control buttons on its handle.

- **Diamonds or Tiles**

Click on these to change map display type or language.

- **Globes screen**

Clicking on this always takes the user to the main screen.

- **Question Marks**

Clicking these toggles a Help Readout Panel which is located along the bottom edge of the screen display. When this Panel is toggled on, passing the mouse over any icon will cause Help Text to appear in the Readout Panel.

The Toolbox

The tools, from left to right, include:

- **Satellite Dots**

This toggle causes dots to appear on Relief Maps and Political Maps. Click a dot to see a small image. Clicking on this small image brings an enlarged version to the screen for more detailed navigation.

- **Ruler**

Drag this too to measure distances; the distance is displayed in the Tool Box.

- **Marquee**

Depress this button with a click and then click and select an area of an image to save. Use Copy from the Edit menu to get the selection into the Clipboard.

- **Text**

Click on the T icon and then click where a new note should appear on the image being views. A yellow circle appears on the image. Go to the File menu and select New Notebook and save it in the Windows directory on the C: drive. Move the mouse to the Readout Panel and enter text for the note. Click the OK button in the tool bar to save the note to the Notebook. An orange cross-hair now appears on the screen at the location selected.

- **Common Notes**

The button with a pink cross-hair toggles the display of notes which come with the product. These notes can be moved or modified using the Text tool.

- **Personal Notes**

The button with an orange cross-hair toggles the display of notes made by the user. Both Notes buttons can be selected at the same time.

Content Type:

Resource
Curriculum

Simulation
Game

Basic Skills

Export Features:

Text x Graphics

Notes:

The global views available with this program are for the sophisticated user. This is not a simple atlas depicting cities, mountains, rivers, and highways. Instead the views available in this program are designed to provide actual physical views of any section of the planet, as seen from space. They provide the user with gestalt images of mountain ranges, rivers, basins, deserts, rain forests, etc. Important elements (major cities, geographical features) are indicated with pink cross-hairs. Clicking and holding down the mouse pointer on a cross-hair will place identifying or explanatory text on the screen.

The features available through the global access which includes historical information and language information are outstanding. It is possible to click on a country and automatically have a digitally recorded phrase spoken. If there are other languages native to the country, they are indicated by tile icons in the tool bar. Clicking on one of these tiles generates a version of the same phrase in the language indicated on the tile. As the program indicates in its documentation, it is possible to "hear a language tree" by comparing languages in a contiguous geographic area.

The Table of Contents screen is elegant. The Chronosphere level of the program displayed an image slightly larger than the screen display of the 17 inch monitor on which the program was evaluated. The buttons used to operate the Chronosphere functions were off the screen and not usable.

Sherlock Holmes, Consulting Detective (Mac)

Publisher:

Viacom Newmedia
648 South Wheeling Rd
Wheeling, IL 60090
708 520-4440

Retail Cost: \$19.90

System Requirements:

Apple Macintosh LC computer or greater, System 7 recommended, 4 mb (or more) RAM, QuickTime, color monitor, CD ROM.

Description:

A well done simulation particularly suited to the development of critical thinking, note taking, reasoning and problem solving skills. Participants are required to gather information from a variety of sources using reading, listening and visual skills. Information must be evaluated and conclusions drawn from a synthesis of facts gathered from these sources. Participants must differentiate between relevant and superfluous information in order to draw correct conclusions, learn to use all sources of information and develop forward and reverse inferential skills.

Recommended Uses:

Sherlock Holmes might provide an excellent supplement to segments of any course in which the instructor intends to introduce students to critical thinking or help students improve critical thinking/reasoning skills.

Basic Use:

1. Insert the CD into the Macintosh. Double click on the Sherlock Holmes icon.

Content Type:

Resource Simulation Basic Skills
Curriculum Game

Export Features:

Text Graphics

Interface Design:

Sherlock Holmes, Consulting Detective provides the user with a variety of informational resources (London Times, Holme's Address and Note books, a variety of people and places) which can be explored in order to find clues with which to solve the mystery. These resources are represented as icons with links to information in both text and audio/video clip format. On-line

help in using the various resources is readily available. Once a student feels that a sufficient number of clues have been explored and enough evidence gathered to name the guilty party, the case is submitted to court where a judge asks a series of questions about the case. Students submit the facts which they feel identify the perpetrator and the judge renders a decision about the admissibility of the case for trial.

Notes:

This CD makes good use of simulation to improve critical thinking skills. It would probably be beneficial for instructors to prepare students for using this material by discussing the need to look and listen carefully to everything which will occur and to take thorough notes as there is no internal note taking option in the program.

Several different types of informational resources are available (i.e. newspaper, library, professional experts, informal sources, historical records and Holme's private files). The program provides an excellent opportunity for students to understand the differences, value and uses of diverse informational resources. Additionally, the program addresses a variety of learning styles by presenting information in text, graphical and auditory formats.

The program provides a rich opportunity for students to identify significant versus interesting but unrelated information; distinguish between fact and assumption; see relationships between data gathered from diverse sources; and draw meaningful conclusions. The quantity of information to be gathered and the number of people to be interviewed is rather large. Good note taking skills are needed to keep track of these many names and facts.

The three cases provided with the disc have moderately high difficulty levels and might well be undertaken as a team effort. The setting for this simulation is Victorian England, therefore students from some cultures and socio-economic backgrounds may have difficulty relating to the language and staging of this work.

Decisions as to when to submit the case to the judge are left to the player. As with many simulations developed for an adult audience, the frustration level of the players will rise as the court continues to refuse the case and no additional clues or facts seem available. These events offer highly teachable moments in which the instructor can help students learn to reorganize and rethink information, separate fact from assumption and discover new ways of approaching a seemingly impossible problem.

S • ^slits of Davis Inlet (Macintosh/Windows)

Publisher:

Southam Interactive
44 Frid Street
Hamilton, Ontario
L8N 3G5
Telephone (905) 526-3438

Retail Cost \$14.95

System Requirements:

This software requires a minimum of a Macintosh with an 030 processor running at 25 MHz or faster, 256 color monitor, at least 8 MB RAM, System 7.x, double-speed CD-ROM drive, Apple Multimedia Tuner and QuickTime. Virtual memory must be off and 32 bit addressing on.

Description:

A narrated photo-essay documenting the efforts of the Mushuau Innu, a group of native peoples living on a small island off the coast of Labrador, to return to the land and lifestyle of their ancestors. The Mushuau Innu are struggling to recover from devastating problems with alcoholism, gas-sniffing, physical and sexual abuse and suicide by moving away from "white culture" and returning to their ancient traditions as hunters and "people of the barrens."

Recommended Uses:

Provides useful support material for courses in history, Native American studies, international/multicultural and political science.

Basic Use:

1. Load the CD into the player.
2. Double click the Spirits of Davis Inlet disc icon
3. Double click on Spirits of Davis Inlet program icon to launch the application.

Interface Design:

A simple , but easy to use, picture menu leads the user through the disc's content. Although the five segments which comprise this CD (before utshimasits, place of the boss, turning point, reaching for recovery and personal stories) can each be individually accessed, the segments are internally linked and may be viewed sequentially by beginning with the segment titled before utshimasits. No controls are provided to manage volume.

Exploring the Program.

Each segment of the disc uses a control panel located near the bottom of the screen which allows the user to move forwards, backwards, pause, play or exit the program. All segments are narrated and include photographs and segments of interviews with members of the Mushuau Innu group. An additional program segment provides background information about the photographer, Diana Nethercraft and the writer, Sharon Oosthoek.

Content Type:

Resource Simulation Basic Skills
 Curriculum Game

Export Features:

Text Graphics

Notes:

This beautifully photographed CD is presented with an unabashed bias towards the Mushuau Innu people. The user should bear in mind that this CD, and many other CDs in a similar vein, are not intended as impartial representation of fact but are, rather, vehicles for presenting the author's viewpoints, beliefs and values. The destruction of social and cultural values experienced by the Mushuau Innu are common to many Native American peoples and offer insight into ways in which some native peoples are moving to heal their shattered cultures. It should be said that the authors and the Mushuau Innu themselves present an honest and direct assessment of the difficulties likely to be faced in attempting to return to native practices and traditions.

Multimedia U.S. History (Win CD-ROM)

Publisher:

Bureau of Electronic Publishing, Inc.
141 New Road
Parsippany, NJ 07054

Retail Cost: \$ 64.99**System Requirements:**

An MPC II or higher IBM compatible PC; Windows 3.1; 8-bit VGA graphics adapter running 256 colors; CD-ROM drive; 4MB RAM required, although 8MB recommended.

Description:

This program is intended to enrich the user's understanding of U.S. history through extensive use of multimedia (sound, animations, video clips), presenting history in a uniquely dynamic form.

Recommended Uses:

Although designed for popular use, this program could be included as a reference resource for an American history course or a naturalization course.

Basic Use:

1. Insert the disc in the disk drive and close the drive.
2. Make sure the appropriate CD-ROM Program Group is open.
3. Double click on the U.S. History icon.

Interface Design:

After an introductory slide show (stop with a click of the mouse) incorporating voice-over and music, the user is left at the main Table of Contents screen. A strip of navigation icons is displayed at the top of the screen and a central display containing icons which access the four major content areas, as well as buttons for credits, Find and Exit.

When a major content area is accessed, a tool bar appears at the left margin, and text relevant to the content image displayed (animation, photo, video clip). If book-related material is being accessed, full-screen text is displayed with the toll boar at the left margin. In text there are hyper-links to a glossary which includes a brief definition and digitized pronunciation. There also are some content References to, descriptions and summaries of, and quotes from original source materials add informational depth to this CD. It would appear that the textual information is included in a manner that would be useful for students.

Exploring the Program

The four main content areas:

Timeline

A simple timeline of some 40 plus events dating from 1492 is accessed by clicking on the scroll bar which is below it. There are hyperlinks attached to each topic listed: a summary screen containing an overview of the historical event and a button which takes the user to original source text material relevant to the event.

Categories

American history can be explored thematically:

- American People
- American Places
- Armed Forces
- Exploring the Continent
- General Histories
- Science and Technology
- Government
- Wars and Conflicts

Clicking on one of these topic buttons takes the user to audio summaries of original source materials or actual quotes from the original source material.

Galleries

Video Animations

Audio

Pictures (still photos)

Exploring these galleries takes the user on a modality-specific tour which has no explicit historical structure.

States

Clicking on this button takes one to a text historical summary. A hyperlink to the birdsong of the state bird is included as well as hyperlink buttons to vital statistics, a rudimentary state map, and a trivia fact.

Presidents

Clicking on this button takes the user to an historical summary of the president's life. There may be multimedia links in this section. Also included in this section is a hyperlink to a trivia fact and a listing of presidential terms.

This Day in History

Clicking on a day of the month takes the user to a text listing of historical events which have occurred on that date from 1492. Additionally, on each monthly screen, three hyperlink buttons are included: for birthstone information and for the information about the two signs of the zodiac which occur during each month.

Content Type:

Resource Curriculum Simulation Game Basic Skills

Export Features:

Text Graphics

Notes:

This is a new and refreshing way to explore American history. At the time of this review some video clips would not run and if images were printed, they printed twice. Aside from these glitches, technically the program runs very cleanly.

The audio clips through the disk are of exceptional clarity; if they are recordings made many years ago, they have been well restored. The birdsongs which they include in state information are also of exceptional quality.

References to, descriptions and summaries of, and quotes from original source materials add informational depth to this CD. It would appear that the textual information is included in a manner that would be useful for students preparing a research paper. The original resource text material which the program contains can lead the student to library resources. Text can be printed with the Print tool or copied to a file with the Copy tool.

Because of the extensive auditory summaries of text material, students with reading difficulties (related to reading disability or English as a second language [ESL]), but who have stronger auditory comprehension skills, can gather research information more efficiently than when having to rely on text-based information alone.

The extensive spoken glossary is useful for many student, but a sizable percentage of the infrequently used words are actually mispronounced.

Exploring the Audio gallery can provide the user with a sense of "being there." For example, excellent audio clips accompanied by changing still photo show Lyndon Johnson taking the oath of office aboard the Airforce One enroute to Washington after Kennedy's assassination; this is immediately followed by an audio clip and photo of his brief first public address to the nation upon landing at Andrews Airforce Base. The quality of the still images and the excellent sound clips create a genuine sense of directly observing these historic events.

