

THE USE MICROSOFT MOUSE MISCHIEF TO CREATE AN INTERACTIVE POWER POINT PRESENTATION IN ENGLISH LESSON

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ABSTRACT

In this era, technology has been begun dominating all aspects of human life, including in education sector. Teachers are expected to try some innovations with his/her teaching material and methodology by utilizing technology. The aim of this paper is giving knowledge of how to utilize ICT (Information and Communication Technology) in creating a creative teaching and learning process in order to improve the quality of learning and students' learning motivation. One of recommended free programmes is Microsoft Mouse mischief, which is an add-on to Microsoft PowerPoint. It has some benefits, such as engaging students, making the class atmosphere more interesting, and improving the students' achievement. On the other hands, it also has the weaknesses, such as the depending on the electricity current and not supporting some PowerPoint features (hyperlink, action, video, audio, animation, and transition). Regardless the weaknesses, it is recommended for teachers and other education practitioners in utilizing ICT (Information and Communication Technology) to create a creative teaching and learning process in order to improve the quality of learning and the students' learning motivation. **Keywords:** interactive, educational innovation, technology, Microsoft Mouse Mischief

1. Introduction

In the last few years, the rapid technological development has influenced all facets of our lives, including educational sector. Even in education term, especially, learners ranging from elementary school until college have been introduced to the world of information technology (Mukhtar & Iskandar, 2010:12). The ability of technology is expected to cover the weakness and limitations of human ability. According to Burden (1999:158), —there are many technological developments that could lead to major changes in the way that the teachers teach and students learn. These developments include: computer technology, telecommunication, video disc technology, and so on. Teachers can utilize these developments to search and make any interesting material in their teaching, and then students can enjoy their learning.

2. Teaching English in Modern Era

In teaching English as foreign language, the teachers are expected to create an active, creative, effective and interesting learning atmosphere. Prawiradilaga (2009:17) explained that whatever the learning design and the subject that would be taught, the teacher should create a situation that can motivate and make the students feel comfort in their learning

process. Therefore, with limited resources, the teachers should try some innovations with his/her teaching material by utilizing technology.

According to Huberman (1973:5, in Sa'ud, 2008:4), innovation is —.... the creative selection, organization and utilization of human and material resources in new and unique ways which will result in the attainment of a higher level of achievement for the defined goals and objectives. If the idea seems new to the individual, it is an innovation (M. Rogers, 1983:11, in Sa'ud, 2008:4). Education technology is one form of educational innovations which is directly will help effectively in overcoming the problem or weaknesses of the conventional learning (Soeharto, 2003:1). One of technology implementations in teaching and learning is the use of computer. Especially in the field of second/foreign language education, since the initial introduction of computer, a large number of practitioners have concurred that this technology holds great potential for language learning (Seghayer, 2001:202). One of some studies suggests that the fast development of computer technology which is set in foreign language teaching is still a promising trend (Huang, 2000:1).

3. Multimedia Learning

In the modern era, many schools in Indonesia have implemented some technology in their facilities, such as utilizing computer, display device, etc. These facilities are believed to maximize the absorption of the students in learning. It encourages some teachers in Indonesia using multimedia in their teaching. The case for multimedia rests in the premise that learners can better understand an explanation when it is presented in words and pictures than when it is presented in words alone (Mayer, 2009:1).

Mayer (2009:3) defines multimedia as the presentation of material using both words and pictures. For example, making PowerPoint Presentation in which someone presents slides from a computer projected onto a larger screen and talks about each one. Mayer makes limitation to just two forms, verbal form and pictorial form. In verbal form, the material is presented using printed or spoken text, while in pictorial form, the material is presented either using static graphics (including illustrations, graphics, photos, or maps) or dynamic graphics (animation and video). In other word, multimedia learning can be defined as dual-code learning or dual-channel learning.

3.1 Benefits of Multimedia Learning

According to Ariani and Haryanto (2010:26), in general, the benefits of multimedia learning are multimedia learning process is clearly more attractive, more interactive, the

amount of teaching time is shorter, the quality of student learning can be more motivated, and attitude and attention to student learning can be enhanced and focused. Further benefits are following:

- 1) Multimedia can help the teachers in delivering information and presenting good teaching materials to the students easily.
- 2) Multimedia can motivate the students in learning English and help the students understand the lesson easily.
- 3) Multimedia can make the classroom atmosphere more interesting.

4. Microsoft Mouse Mischief

Utilizing PowerPoint in teaching and learning becomes familiar in Indonesia because of the efficiency. Usually, the teachers make a lesson material in a PowerPoint presentation form with a computer then display it using LCD In-focus. The teacher explains the lesson slide by slide while the students just listen to or look at what the teacher explained. However, sometimes this situation tends to make the students become passive. Even, the students tend not to pay attention to their teacher's explanation. Therefore, there is a need in creating a situation where the teacher can keep the students' attention and interaction. One of various ways is to utilize Microsoft Mouse Mischief.

4.1 Definition of Microsoft Mouse Mischief

Microsoft Mouse Mischief is a free new add-in for Microsoft PowerPoint 2010 and Microsoft Office PowerPoint 2007 that allows teachers to create and play multiple mouse lesson on a single display that engage and excite every student in the classroom using their own mouse (Microsoft, 2010:1). It allows educators to access for many students to one computer in the classroom (Gora, 2011:1).

Like PowerPoint presentations, Mouse Mischief consists of a number of individual "slides" with three templates/slides: yes/no, multiple-choice, and drawing slides. It enables teachers to create and insert questions, polls, and drawing activity slides into Office PowerPoint presentation. It can make the students not only look at the teacher's presentation, but also actively participate in the lesson by using their own mice to click, circle, cross out, or draw answers on the screen. Therefore, using this add-in, teacher can create an interactive lesson quiz, and used it generally as an evaluative tool for the students' understanding about the lesson after getting the lesson. (Adapted from www.microsoft.com/multipoint/mouse-mischief/en-us/learn-more.aspx#FAQ, retrieved April 12, 2012)

4.2 Benefits and Weaknesses of Microsoft Mouse Mischief

From some case studies that available in official website of Microsoft, all of them reported positive effects of using Mouse Mischief in teaching and learning process. One case study that conducted at SMP 45 Jakarta found that the use of this tool keeps students focused on lessons, makes teaching more rewarding, helps teachers cover 25 percent more material, and improves student learning (Microsoft, 2010:1). Besides that, there are more benefits based on the research that conducted by the writer as follow:

1) It engages students

Rather than sitting passively, students can actively participate in lessons, using their own computer mouse. In other words, all of students were engaged in lessons. According to Harmer (2001:38), if they are engaged with material that is relevant and involving, they will have a great capacity to learn, a great potential for creativity, and a passionate commitment to things that interest them.

2) It makes the classroom atmosphere more interesting

Students that used to be disinterested in their lesson now look forward to Mouse Mischief lessons.

3) It improves the students' achievement

Based on comparing score of two tests, it's found that the mean score of post test (using Mouse Mischief in teaching and learning process) was higher than pre test (without Mouse Mischief in teaching and learning process). It means that students' achievement in teaching-learning English using Microsoft Mouse Mischief is.

Besides some benefits, there are also some weaknesses of using Mouse Mischief as follow:

1) It depended on electricity current

This is the weakness of technical media. When there is no electricity, the equipment cannot be used. Some hardware that required in implementation of Mouse mischief, such as PC/laptop, LCD In-focus, are included the technical media. 2) Some PowerPoint features not support on Mouse Mischief

Even though Mouse Mischief is add-in for Microsoft PowerPoint, but some PowerPoint features, such as hyperlink, action, video, audio, animation, and transition, are not supported in Mouse Mischief

4.3 Requirements and Setup Guidelines

a. System Requirements

Mouse Mischief works with Windows XP SP3, Windows Vista and Windows 7 operating systems. Windows XP SP3 works with approximately five mice. Windows Vista

and Windows 7 works with approximately 20-25 mice. Before installing Microsoft Mouse Mischief, there is a need to check the compatibility between the system of computer (PC or laptop) and the program of Microsoft Mouse Mischief. This is very needed to make sure that the application runs well.

The system requirements can be seen on the table below.

Table 2.1 System Requirement of Microsoft Mouse Mischief

	Windows 7 (recommended) and Windows Vista – Works with 20-25 mice	Windows XP SP3 – Works with approximately 5 mice approximately
Processor	1 GHz processor, dual-core or quad-core	1 GHz processor
Memory	1GB RAM for x86-based (32-bit) 2GB RAM for x64-based (64-bit)	1 GB RAM *1 GB = (1024MB)
Video resolution	1024 x 768 or higher	800 x 600 or higher
DirectX version	DirectX 9 or later	
Software	Microsoft PowerPoint 2010/2007	Microsoft PowerPoint 2010/2007

Adapted from official web site of Microsoft

(<http://www.microsoft.com/multipoint/mouse-mischief/en-us/how-to.aspx#Setup>, retrieved April 12, 2012)

Note: To check the computer system, click —Control Panell on the start menu, then click —System and Security, and then click —System. For more information about the system, click —Run... on the start menu, then type —dxdiag, then click —ok.

b. Hardware

After checking the system, we need to prepare some hardware to implement this programme.

- 1) Computer. In implementing the programme, the teacher only needs one computer (PC/Laptop).
- 2) USB hubs. To connect many mice to one computer, it is needed to use hubs. Some USB hubs have an independent power source (powered); that is, they can be plugged into an

electrical outlet. Other hubs draw power from the computer (unpowered). For best results, use powered USB 2.0 hubs.



Figure 1 Powered USB 7-port Hub and Unpowered USB 4-port Hub

(Source: www.microsoft.com/multipoint/mouse-mischief/en-us/how-to.aspx#Setup, retrieved April 12, 2012)

- 3) Mice. Mouse Mischief can be used with both wired USB or wireless mice. Additionally, in Play Slide Show mode, when there are a large number of simultaneously active mice on a Drawing slide, overall system performance might degrade. It's better to direct small groups of students to take turns drawing. Note: It is enabling to use a PS/2 mouse (such as the touchpad on a notebook computer) with Mouse Mischief. If the mice cannot reach the students' seat until the back row, teacher can use extended cable to connect them.
- 4) Keyboard. It is needed a keyboard to set up the Mouse Mischief lesson. Use the keyboard instead of the mouse to control the lesson.
- 5) Display device. It must be able to show your computer screen to the class using a display device (such as LCD In-focus or a projector) that is large enough so that teacher and all of students can see it easily.

c. Setup Guidelines

After preparing the equipment, the next step is setup installation as follow:

- 1) Start the computer.
- 2) Download and [install Microsoft Mouse Mischief](http://www.microsoft.com/multipoint/mouse-mischief/enus/download.aspx). After that, restart it. Make sure that Mouse Mischief has been installed by checking —Multiple-Mouse tab as in red circle in the picture below. (Visit <http://www.microsoft.com/multipoint/mouse-mischief/enus/download.aspx>)

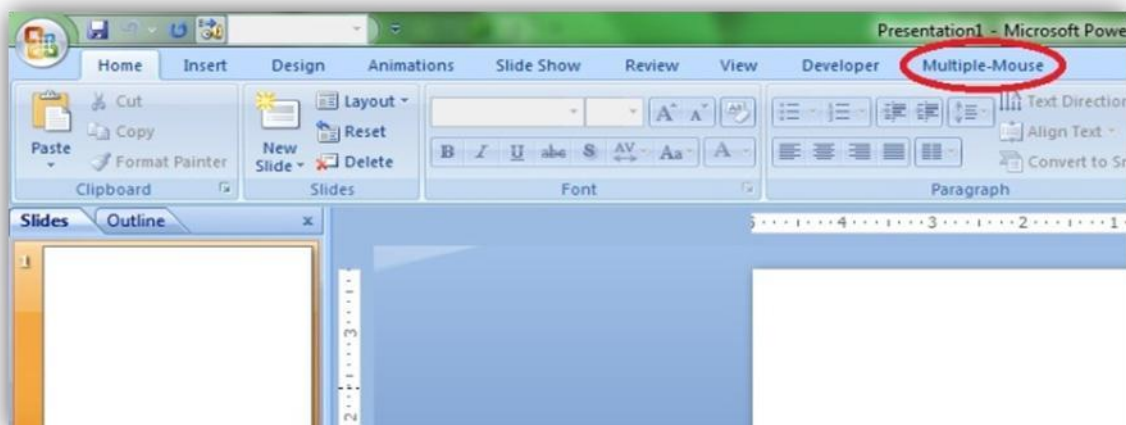


Figure 2 Screenshot of Multiple-mouse Tab

- 3) Download or create a multiple-mouse presentation, and then test it by playing it. 4) When ready to play the presentation for students, connect the computer to the display device (i.e. LCD In-focus)

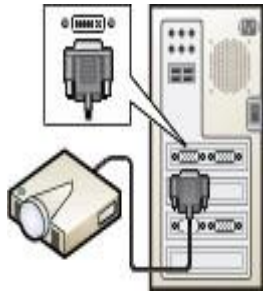


Figure 3 Computer Connected to Display Device

(Source: www.microsoft.com/multipoint/mouse-mischief/en-us/how-to.aspx#Setup, retrieved April 12, 2012)

- 5) Connect the USB hub to a USB port on the computer.

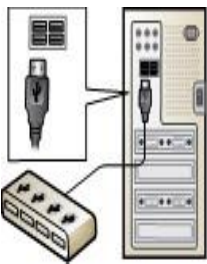
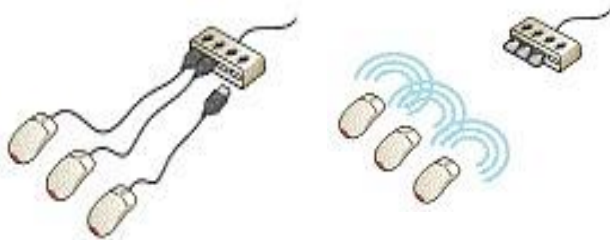


Figure 4 USB Hubs and USB Port on the Computer

[to.aspx#Setup](http://www.microsoft.com/multipoint/mouse-mischief/en-us/how-to.aspx#Setup), retrieved April 12, 2012)

- 6) USB hub.



(Source: www.microsoft.com/multipoint/mouse-mischief/en-us/how-

Connect the remaining mice (or wireless mouse receivers) to the

Figure 5 USB Wired Mice and Wireless Mice Connected to Hub

(Source: www.microsoft.com/multipoint/mouse-mischief/en-us/how-to.aspx#Setup, retrieved April 12, 2012)

After finishing the setup, we can start to play this program in the class. d.

Creating and Playing Multiple-Mouse Quiz

Besides downloading the mouse mischief lesson, we can create it by ourselves. By clicking the Multiple-Mouse tab, and we are ready to create it. There are three templates/slides: yes/no, multiple-choice, and drawing slides. See picture below.

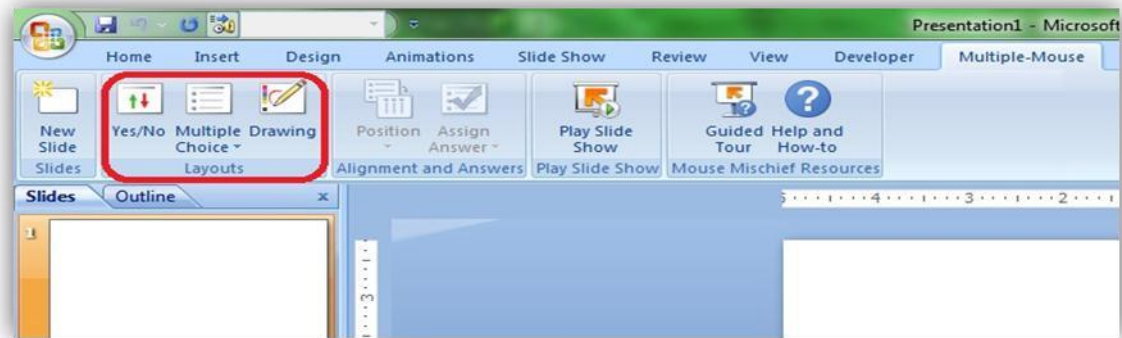


Figure 6 Three Templates of Mouse mischief

1) To create slide, click —New Slidell, then choose type of slides: yes/no, multiple-choice, or drawing slides. (i.e. click multiple-choice, then choose —3 choicesl) 2) Type the question/command and choices of answer.

For example: the question: —Which sentence does consist of adverb?l

Choices of answer: —1. I am strongl, —2. She walks carefullyl, —3. We are kindlyl, —4. You are smartl.

3) Determine the answer by clicking —Assign Answerl (determine the position of the right answer, whether 1, 2, 3 ... etc). For example: click —Assign answerl, then click —2l (the right answer is second choices). See the picture below.



Figure 7 Screenshot of —Assign answer

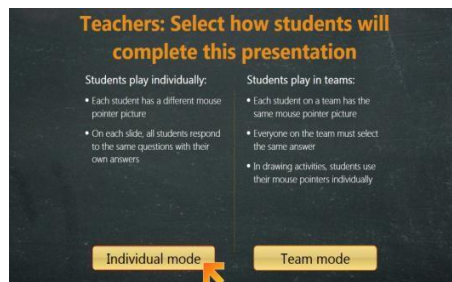
Note: the use of —Assign answer only for question that needs a right answer. 4)

Repeat the steps 1-3 to create the next quiz slides. Save it if it is finished.

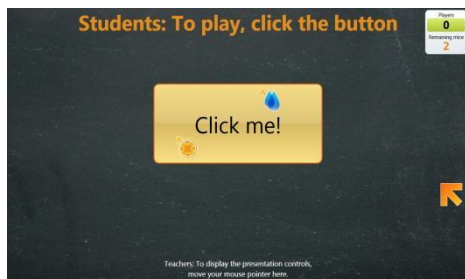
- 5) Click —Play Slide Show to play the presentation slides. Wait the words —please wait the multiple-mouse slide is prepared ... appear.
- 6) Identify all of mice that connected by moving it until appear the icon of the mice. The icon of each mouse is different.
- 7) Identify the teacher's mouse by moving it into the box and pressing ENTER on the keyboard.



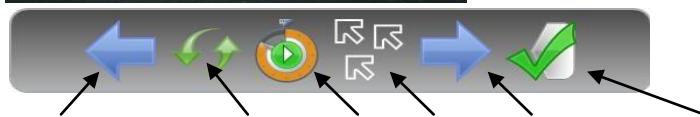
- 8) Choose the mode of presentation after identifying the teacher's mouse.



- 9) Identify the students' mice which are like identify the teacher's mouse.



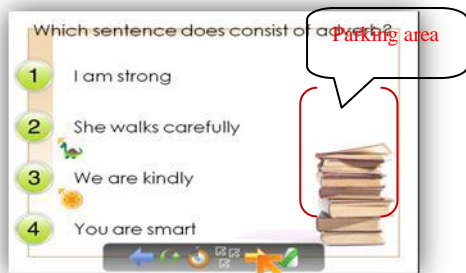
Note: because each icon of mouse is different, ask the students to remember their own icon mouse. Also make sure that we understand the function of each control button before starting the question session.



(Previous slide; Reset; Timer; Pause; Next slide; Show result)

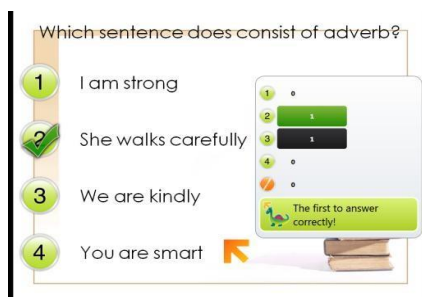
Note: We can choose whether set the time of the quiz or not by clicking the timer icon (or click f9 in the keyboard).

10) Here the example of question session



Note: It's better to provide a parking area (a place for icon mouse) before answer the question.

11) After all of the students choose their answer, the result will appear.



Note: Number which appears in the green colour shows the number of mice which choose the right answer. The black colour shows the wrong answer. The answer will not appear until all of students choose their answer or until the time is up (if the time is set up).

To make the presentation become more interesting, feel free to create an interested and creative interface of presentation as soon as possible. More colourful the interface, more interesting the presentation, but not too much colour. e. Classroom setup

The following illustration shows one possible arrangement in implementing Mouse Mischief which uses both wired and wireless mice.

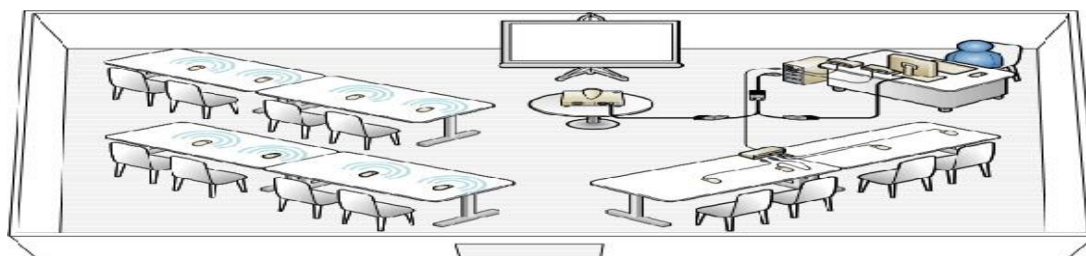


Figure 8 One Possible Classroom Lay-out

(Source: www.microsoft.com/multipoint/mouse-mischief/en-us/how-to.aspx#Setup, retrieved April 12, 2012)

5. Conclusion

Due to the rapid technological development has influenced all facets of our lives, including educational sector, the teachers should try some innovations with his/her teaching material and methodology by utilizing technology. Technology is expected in improving the effectiveness and efficiency of the educational experiences of both students and teachers. One of innovations in education that provided by Microsoft Corporation is Microsoft Mouse Mischief. It allows teacher to create interactive presentation that engage and excite every student in the classroom using their own mouse. It doesn't need a highest knowledge about technology. It just needed a creativity and ability to make PowerPoint presentation. Regardless the weaknesses, Mouse Mischief is recommended for teachers and other education practitioners in utilizing ICT (Information and Communication Technology) to create a creative teaching and learning process in order to improve the quality of learning and the students' learning motivation.

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