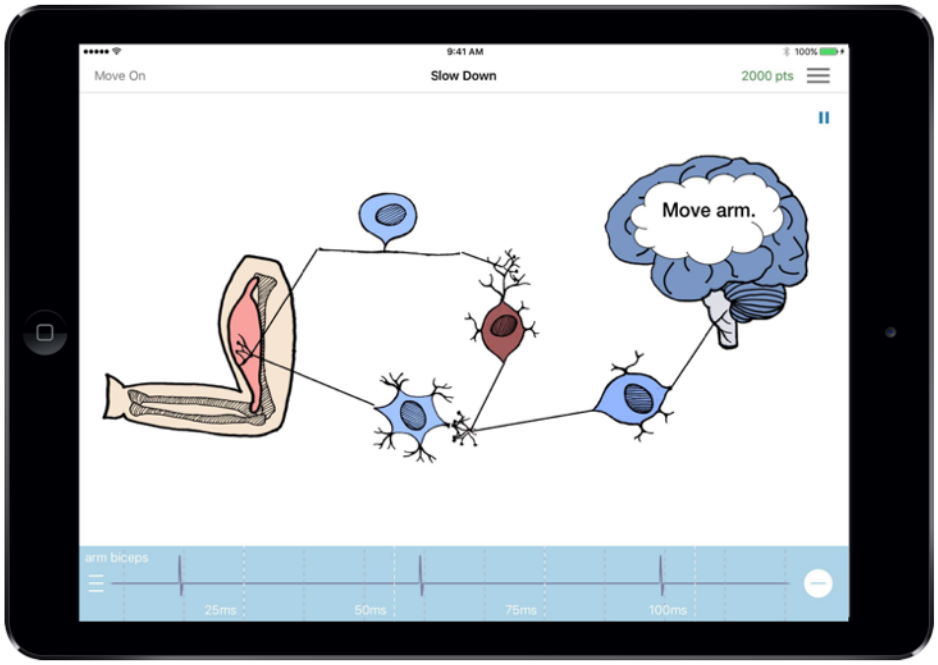
Overview

iNeuron® is a mobile game that teaches the basics of neuroscience with a combination of self-paced, individualized learning, and collaborative group challenges. Two methods of play are supported:

Single Learner: Students play iNeuron individually, mastering core concepts through content challenges, and applying and reinforcing their knowledge through circuit-building challenges.

Group Play: The collaborative feature facilitates peer learning, so that students with diverse abilities and levels of motivation can master the subject matter. Students form small groups, usually 2-4 players, and work together to solve the circuit-building challenges. Connecting over WiFi (internet not required), one student initiates a game, and others can join. Group play reinforces concepts by encouraging students to use terms they have just learned and help each other work through the challenge. Multiple group challenges can be going on simultaneously, which helps create a social, competitive atmosphere.

Additional description of the iNeuron app: andamiogames.com/ineuron.html
Download the iNeuron app: http://bit.ly/try-ineuron
Questions? Contact us: ineuron@andamiogames.com



System Requirements

- iNeuron runs on iPads running iOS 9.3 or later
- For group play, devices must be connected through a common wireless router (internet connection is not required).

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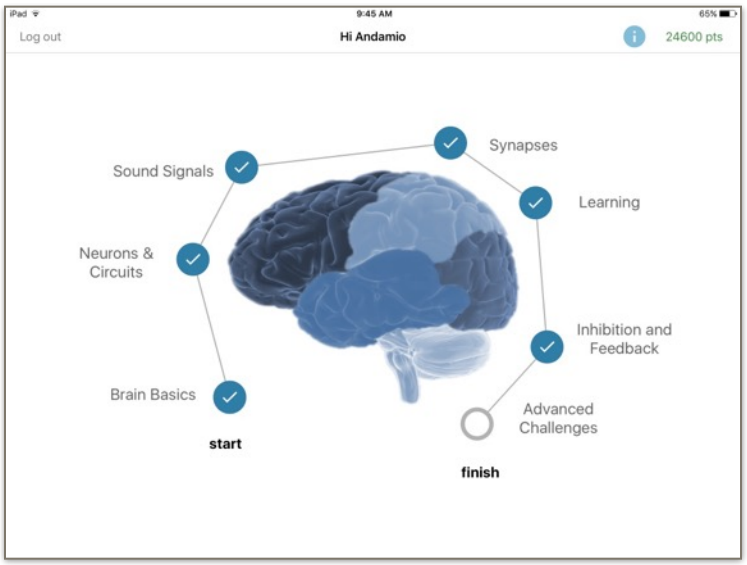
Suggestions for Organizing Class Play

These suggestions arose from use of iNeuron during and after the initial classroom testing.

- We have found that many students naturally gravitate to playing in groups, while others prefer going through the game individually. If you prefer, have your students start with single play and move to group play later, so they have enough information to engage in multi-player mode effectively. We have seen a few teachers dedicate one class period to individual play and another to group play. If students are able to bring their devices home, some teachers have suggested that the individual play is suitable as a homework assignment in preparation for group play the next day.

- **Challenge order:** iNeuron is flexible enough to support individual teaching styles. Each lesson is carefully designed to build on the one before, so the default mode requires completion of an entire thematic section before moving on to the next. When the Andamio Dashboard is released in August, you will be able to turn off pre-requisites, allowing your students to play challenges in any order.



- The lessons and challenges in **Advanced Challenges** can be played independently of the other challenges. These include the circuit-building game "**Take Control**," and the content challenge "**Brain Anatomy**."
- **Free Play** (available in all sections except "Learning") was included at the request of teachers who wanted an open-ended challenge for their students to explore circuits at their own pace. It is an experimental "sandbox" where students can construct different circuits and change thresholds using the wide variety of neurons and tools students have learned about previously.

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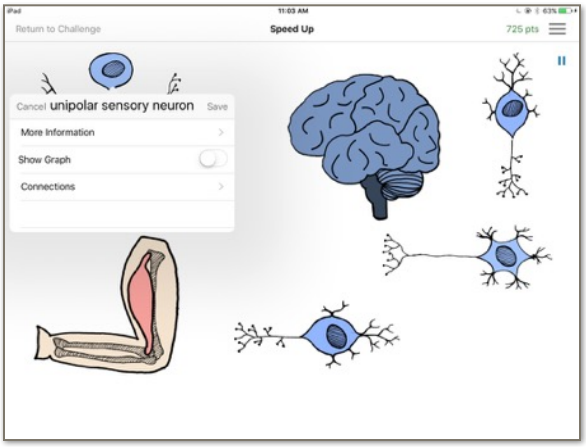
Tips for using iNeuron

Getting Started

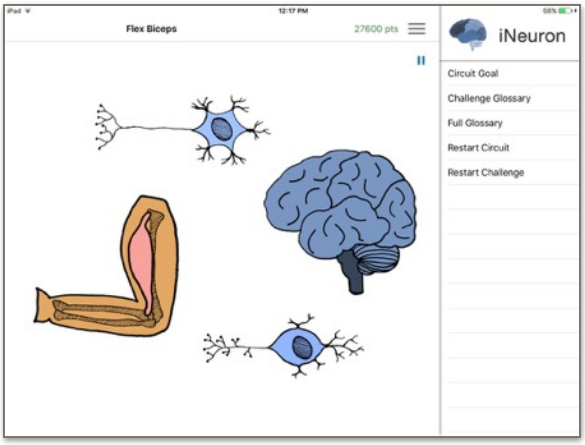
- The first group of students to use iNeuron on a device will be prompted to Log In. After entering their screen name, they will touch "Log In" and be taken to the main menu. There they should select "**Brain Basics**" to get started.
- Subsequent new users (if you have more than one class using the same iPad) will need to create their own screen name. They do this by selecting "Log out" in the top left corner, then hitting the "+" sign in the upper left and signing in as above.
- Students can swipe forward and backwards through content. The only things that you cannot swipe through are multiple choice questions.

In-App Hints and Helps

- **Tapping on any piece** in a circuit challenge brings up a P**roperties List**. This can be used to:
    - Display the name of the piece
    - Adjust the threshold level
    - Get more information about the piece
    - Launch the graph to see the piece's firing rate
    - Disconnect the piece



- **Tapping on the "hamburger menu"** (the three stacked lines in the upper right hand corner) provides useful information relevant to where you are in the game, especially in circuit building challenges. Once selected, you can:
    - Review the circuit goal
    - Reset the circuit to the beginning
    - Restart the whole challenge (instructions and all)
    - Find a glossary for items in the challenge



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Troubleshooting Group Play Connection Issues

Occasionally devices may drop off the wireless network, or join a different one, which means that the student's device cannot participate in the multi-player challenges. The fix is simple.

- Exit the iNeuron app by tapping the Home button
- Select Settings
- Go to WiFi
- Select the correct network

- Sometimes students think there is an issue with group play when one student makes a game and others try to find it but can't. Usually this means everyone is not connected to the same wireless router. Everyone in the group should check that they are connected, and re-launch the group play.