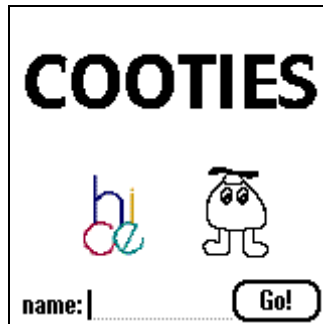# Cooties Quick Start Guide

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http://hi-ce.org
http://hi-ce.org/palms

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COOTIES

What is Cooties?

Cooties is a virus-transfer simulation program designed for PalmOS devices. Cooties supports socio-kinesthetic learning, incorporating social interaction with hands-on activity. Teachers can determine the incubation time of the virus, individual immunity levels to the virus, and how many Cooties characters, called Coodles, will start with the virus. Students have their Coodles meet by beaming their PalmOS devices. The Cooties program will keep track of which Coodles they have already met, and will let the student know if their Coodle is sick. After students have finished meeting each other, they can collaboratively try to solve who was the initial carrier of the virus and trace the path of the transmitted virus between Coodles.

System Requirements

2 or more PalmOS devices running Palm OS 3.0 or later
23KB Memory on each PalmOS device

Getting Started

Opening Cooties

Open Cooties by tapping the Cooties application icon, which can be found under both the "Hi-CE" and "All" applications categories (see Figures 1 and 2).
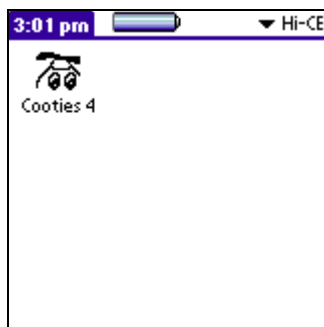

Figure 1

Figure 2

Entering a Name

Begin Cooties by giving your Coodle a name (see Figures 3a and 3b). The name field can accommodate a name ranging from 1 to 15 characters. When you are finished typing, tap the "Go!" button. It is important that no two Coodles have the same name in a simulation. Students should pick a unique name for their Coodle.
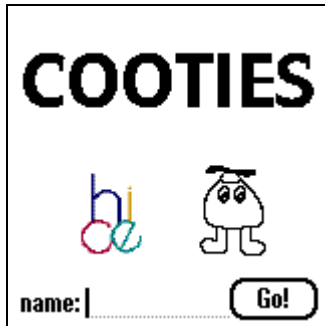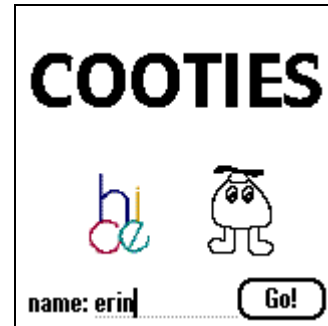

Figure 3a

Figure 3b

Playing Cooties

To meet another Coodle, place your device's IR port near another device's IR port and tap the "Meet" button (see Figure 4). At this time the devices will exchange their meeting information. In order to have a successful meeting, you must wait until the other Coodle's name has appeared on your screen under the meeting list.

It is also very important that only one person in each meeting taps the "Meet" button. Otherwise, both devices will continue searching for another device. If this occurs, simply tap "cancel" (see Figure 5). Try meeting again and have only one person tap the "Meet" button.
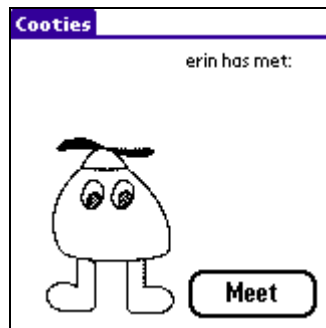

Figure 4

Figure 5

Cooties Game Parameters

Cooties allows you to change game parameters including incubation time, immunity level, and the initial carrier(s) of the virus. To access control to the game parameters, type in "teacher" as the user name and then tap the second "O" in COOTIES. This will take you to the Teacher Menu where you can change game parameters (see Figure 6). Changes made in the teacher menu will affect all games afterwards until they are changed again. To exit the teacher menu, tap "Back to Cooties" and begin your simulation!
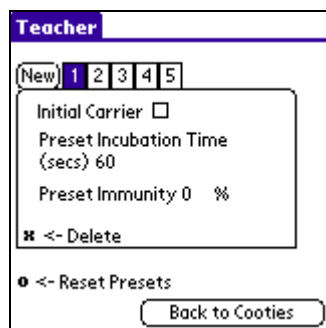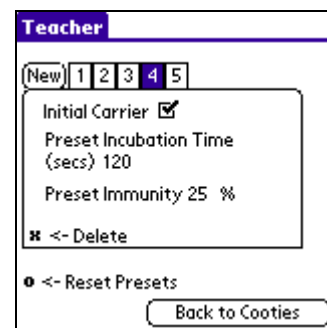

Figure 6

Figure 7

Initial Carrier

Initial Carrier determines if your Coodle will start the simulation with a virus. To change the initial carrier status, tap the box to the right of "Initial Carrier." A check will appear in the box to indicate an initial carrier (see Figure 7). Before starting a simulation, (at least) one of the palms needs to be preset as an initial carrier.
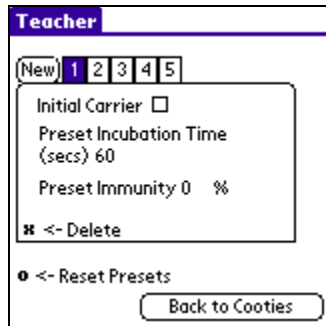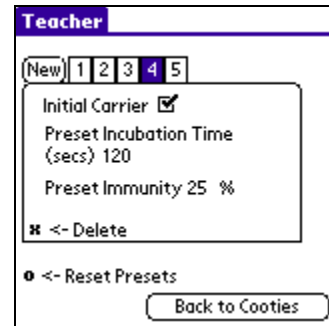
Figure 6

Figure 7

Preset Incubation Time

The Incubation Time indicates the time (seconds) necessary for a contracted virus to make a Coodle sick. To change the Incubation Time, use the presets labeled 1-5 at the top of the screen (see Figures 6 and 7). The presets are also used to change the Immunity.

Preset Immunity

The Immunity level is the resistance level that your Coodle has from getting sick. If a Coodle has a 25% Immunity level, there is a 75% chance of getting sick after meeting a sick Coodle. To change the Preset Immunity, use the presets labeled 1-5 at the top of the screen (see Figures 6 and 7). The presets are also used to change the Incubation Time.

Making a New Preset

To make a new preset, tap the "New" button (see Figures 6 and 7). Then you can determine the incubation time, immunity level, and the initial carrier status of your Coodle. To enter an incubation time, tap the screen after "(secs)" and enter a number. To enter an immunity level, tap the screen after "Preset Immunity" and enter a number between 0 and 100.

Deleting Presets

To delete a preset, tap the preset number and then tap the "X" to the left of "Delete" (see Figures 6 and 7).

Resetting Presets

Resetting the presets for Cooties will restore the five original presets. To reset the presets, tap the "O" to the left of "Reset Presets" (see Figures 6 and 7).

Starting a New Game

To start a new game of Cooties, tap on the Cooties menu bar at the top left of your screen and tap "New Game" (see Figure 8). Then tap "Yes" when asked if you are sure you want to start a new game. Once a Cooties simulation has begun, it is important that everyone remains in the same game. So, be sure not to start a new game in the middle of a simulation.
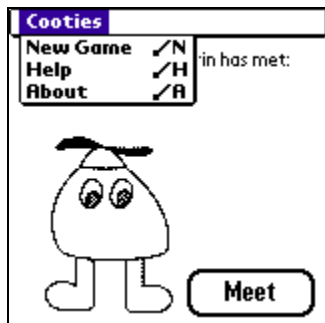

Figure 8

Additional Support

Additional support and user information can be found at the Hi-CE web page.

http://hi-ce.org/palm

If you have any questions or concerns please contact: hice.cooties@umich.edu