DEDOS-Player - Installation

DEDOS-Player will allow you performing the educational activities which were created previously with DEDOS-Editor using multitouch surfaces. This tool will let you to play activities in personal computer or digital blackboards as well.

When we design educational activities for multitouch tabletops, we need to know how they will be seen to our students in these devices. For this reason, although the activities are performed in a tabletop, it is recommended to have DEDOS-Player installed in your personal computer in order to check how the educational project is displayed. When saving an educational project with DEDOS-Editor, a window will be displayed and you could choose the folder where you want to save the project and the project name. Once this information is provided, a .xml file will be created in your computer (*projectname.xml*). This file is used by DEDOS-Player to load the educational activities in the multitouch surface.

Before starting the installation of DEDOS-Player it is necessary that we have installed Adobe Air in our computer. This program can be downloaded from the official Web of Adobe free of charge. The actual version can be downloaded from the next web page: http://get.adobe.com/es/air/ (last access: 24 January 2013).

If you have installed an old version of DEDOS-Player in your PC, it is convenient that you uninstall it before installing the new one, since it can cause conflicts during the execution of the application. To uninstall an old version in Windows, you should go "*Start > Control Panel > Add or Remove programs*". In the list of the installed programs, you should choose "DEDOS-Player" and press the remove button to uninstall the old version.

Once Adobe Air is installed, you may start the installation of DEDOS-Player clicking on the file "*DEDOS-Player.version.air*". Then, a similar window to Figure 1 will appear. This window asks about if you are sure to start the installation of this application. If yes, please press the "*Install*" button. Otherwise, press "*Cancel*" button to cancel the installation.

The next step will be the configuration of the installation preferences such as if you want a direct access to the program (first checkbox in Figure 2) or if you want to start the application after the installation was finished (second checkbox in Figure 3) and finally, the directory where the program will be installed (see "Installation Location" in Figure 2). Once selected the suitable options, you will press the "*Continue*" button and the application will be installed. If you want to exit from the installation process, press "*Cancel*" button.
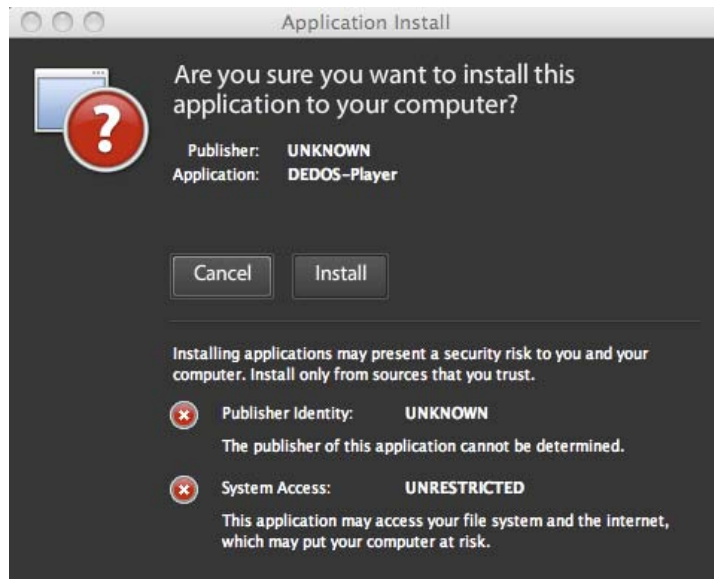
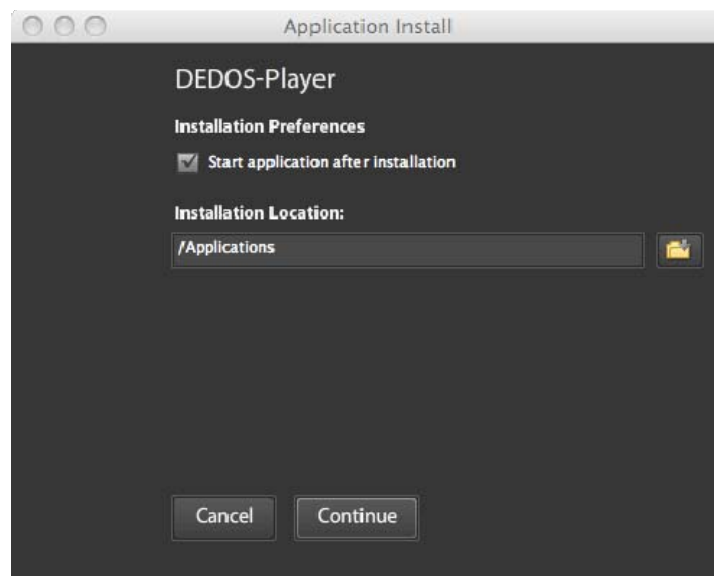**Figure 1. First screenshot for the installation of DEDOS-Player**

Figure 2. Installation preferences

Once DEDOS-Player is installed, and in the case you chose the "*start application after installing*" option, the tool will open and you can perform the educational activities that were previously designed. This screen is the same in personal computers, multitouch surfaces and digital blackboards. With the aim to perform the educational activities, the first step is to load the educational project developed previously with DEDOS-Editor (see Figure 3).
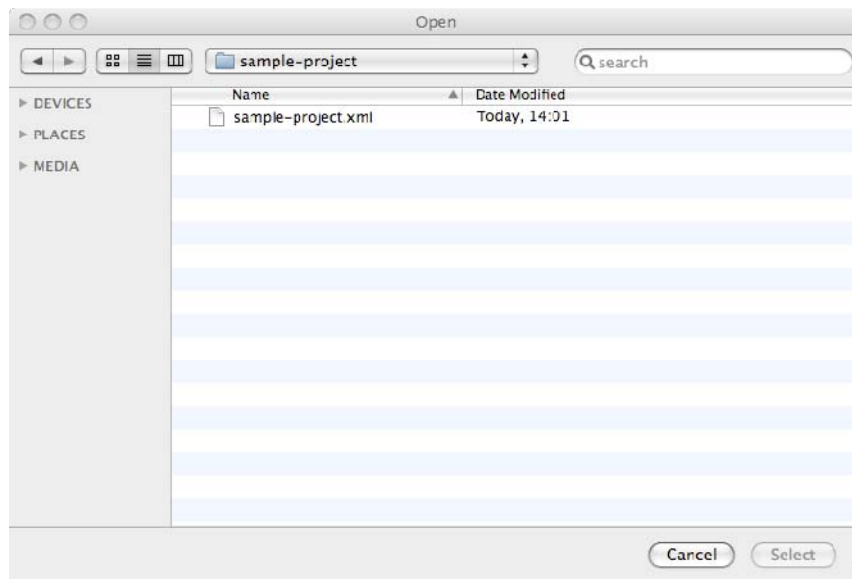
Figure 3. Dialog to select the educational project to be performed

After loading the project, the application will show the initial screen, where you can choose different options which vary the way of performing the activities (see Figure 4). For further information about these options, you can read the documentation corresponding to the game modes.
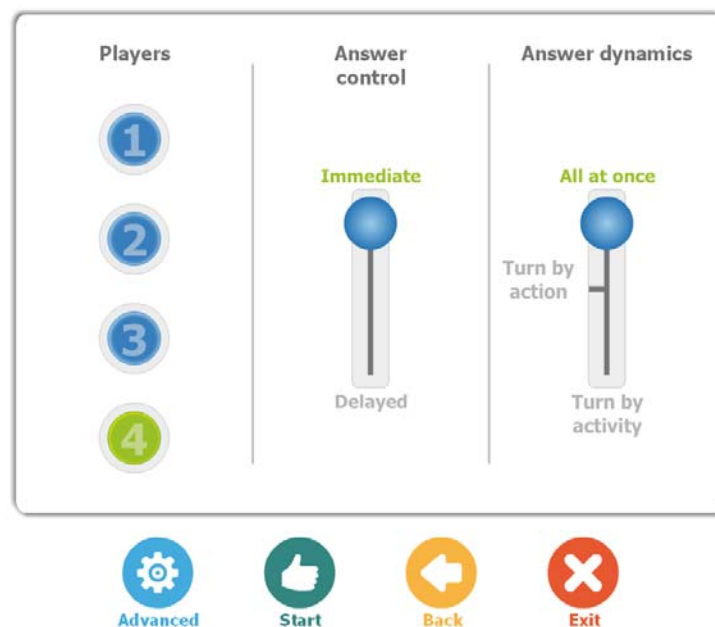

Figure 4. First screen of DEDOS-Player