
MobiNet

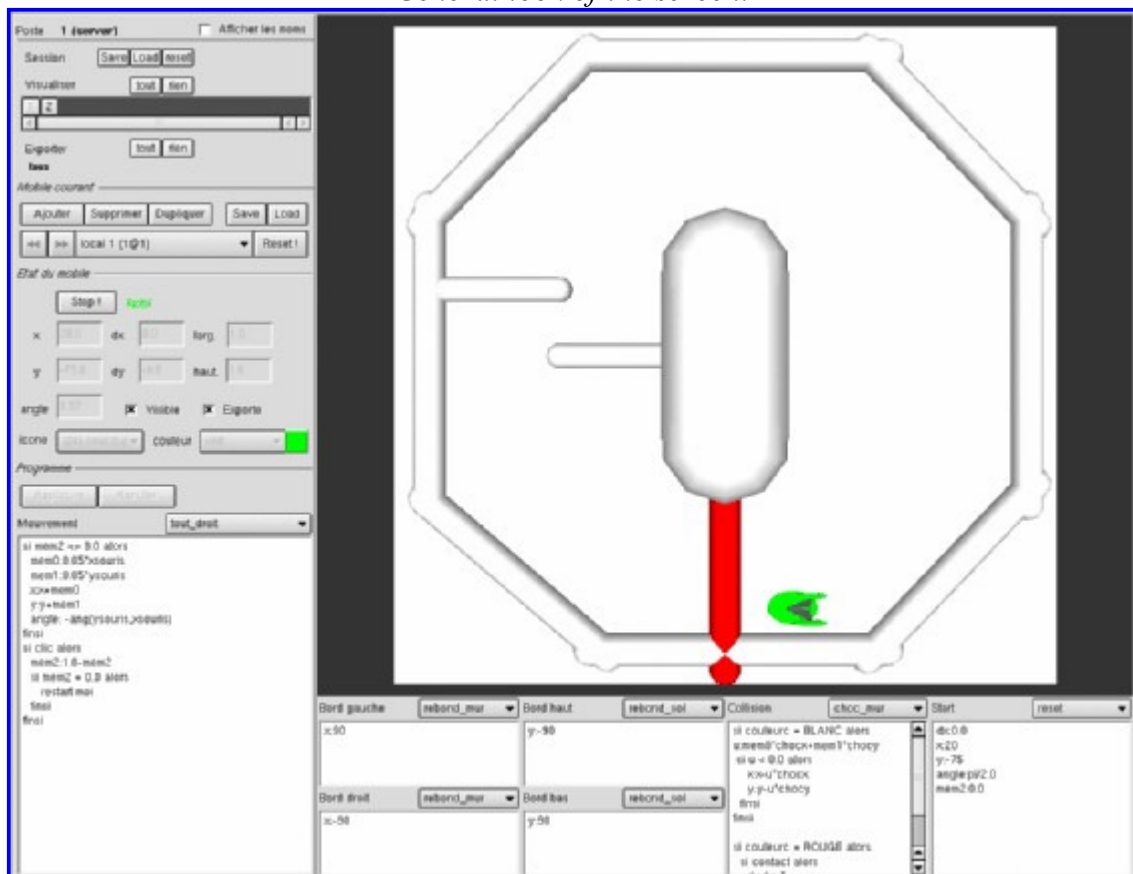
**Networked platform for mobile objects programming.
(simulation, games, graphics, maths-physics, ...)**

<http://mobinet.imag.fr>

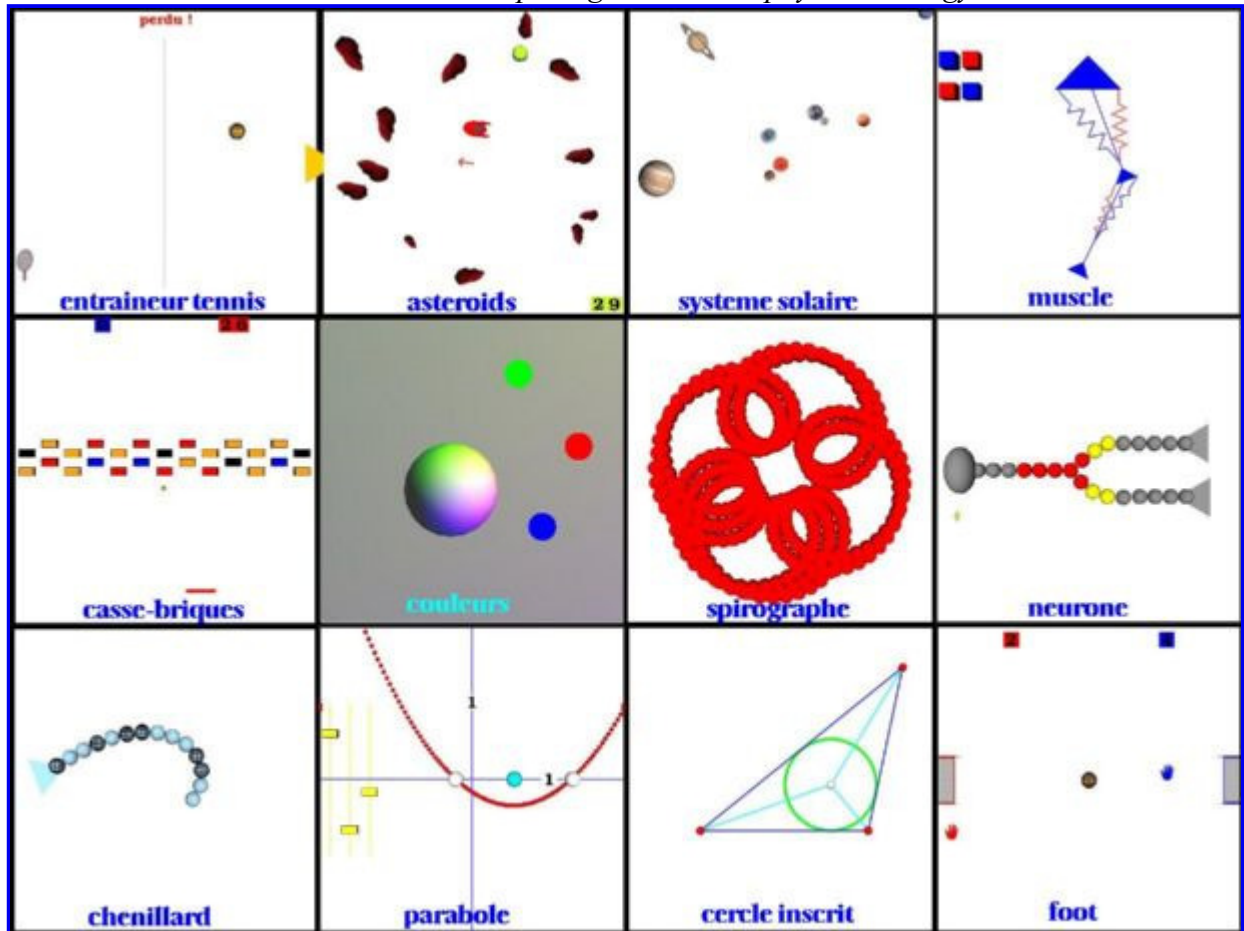
MobiNet is a software for programming the behavior of animated mobiles using an intuitive interface and language. MobiNet is totally interactive, easing learning and tuning of mobiles. Moreover, MobiNet is built to work in network (but it can also be used on a standalone computer). MobiNet is especially interesting as a pedagogic platform, for initiating students (from high school to university) to games programming, or more generally to provide them with a concrete intuitive and fun version of the notions seen in math and physics course.

- **Chapter 1:** The MobiNet interface.
- **Chapter 2:** The MobiNet language
- **Chapter 3:** Tutorial : exercice sheets (in French)

General look of the screen.



>Some session examples: games, math, physics, biology...



► **Contact:**

Do you want to register to our mailing-list ? (in French) Contact-us !

Précisez si vous souhaitez:

- la mailing-liste d'**annonce** des nouvelles versions et autres info techniques.
- la mailing-liste du **forum** (discussion entre utilisateurs et developpeurs).
- la mailing-liste d'expérimentation **pédagogique** (enseignants).

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