

GeoGebra and Joystick

Djordje Herceg and Dragoslav Herceg, University of Novi Sad, Serbia

GeoGebra enables us to develop interactive teaching materials in the form of dynamic drawings, which can be controlled by modifying parameters, usually by moving sliders and clicking checkboxes. However, the actual process of controlling the parameters' values with the mouse can be cumbersome in some cases. We have developed a software application which accepts input from a standard game controller and maps it to parameters in GeoGebra. This way we have enabled simultaneous input of multiple values into GeoGebra. We have also prepared a set of examples which demonstrate the capabilities of our environment.