Section 1
Chapter 2 - Interactive Environments For Involvement And Motivation For Learning

Exemplary case 3

Title: **Ribbon Hero 2**

Description:

Country: **USA**

Technology: **videogame**

Participants: **everyone**

URL: **https://spreadsheeto.com/ribbon-hero/**

Ribbon Hero 2 is a video game developed by Microsoft Office Labs. The game is available as a free download and serves to educate users of Microsoft Word, Excel, PowerPoint and OneNote in Microsoft Office 2007 and 2010 how to use the ribbon interface. Through the use of this videogame, users can learn to use the main functionalities of the software integrated in Microsoft Office while solving interactive challenges.

The game is based on a character that Microsoft created for the 1997 version, a wizard named Clippy. The story is based on Clippy looking for a part-time job and players have to help him create his resume. However, he gets into a time machine that takes him to different periods of history. In each time period, there are several tasks which must be completed before moving to the next time period. The tasks are: formatting documents, inserting graphs and pictures, and other common uses for Microsoft Office products. Another feature of the game is the ability to share the points earned on Facebook, which can be compared with friends' scores.

It is, therefore, an interactive tool that allows the user to learn how to use this software in a simple and intuitive way.