DEELL Eyes on Paths

玩家要根據被揭的大圓卡上橙色眼數目向橫向直移動同等步數,從而吃掉另一枚被揭 的大圓卡。玩家的吃棋策略可以影響大家得分。

Players will need to plan their moves wisely in order to maximize their scores using the number of orange eyes shown on each disc.

遊戲的認知技能提升函蓋範圍 (Cognitive Skills Coverage)

- → 環境適應 Updating
- → 擬備規劃 Planning
- → 手眼協調 Hand-eye Coordination
- ◆ 宏觀記憶 Working Memory
- → 分散注意 Divided Attention

- ◆ 處理速度 Processing Speed
- → 思路轉移 Shifting
- → 視訊掃瞄 Visual Scanning
- ◆ 專注分析 Focus

學習學術範圍 (Academic Learning)

| 主題 Topics | 小學程度 Primary | 初中 Secondary | 高中或以上 High Level |
|--------------------------------------|-----------------|-----------------|---------------------|
| <mark>邏輯思考 Log</mark> ical Reasoning | 1 | | |
| 題解技巧 Problem Solving Skill | / | / | / |
| 排列組合 Permutation Analysis | | / | / |
| 優化理論 Optimization Theories | | | / |
| 機率分析 Probability Analysis | | | / |
| 離散數學 Discrete Mathematics | | | / |
| 理論探索 Theoretical Investigation | | | / |
| 電腦模擬 Computer Simulation | | | / |
| 賽局理論 Gaming Theory Study | | | / |
| 人工智能 Artificial Intelligence Study | | | / |

