

# 謎圖行者 MAGIC SLIDER

玩家目標是把所有大圓卡板對號入座地移到自家的位置內。當有被揭的大圓卡板對號入座後，玩家便可取得該大圓卡板作計分之用。

Based on the concept of "Sliding Puzzle", the aim of this game is to move as many discs as possible into their respective locations on the Qu-MAT.

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

- ◆ 模式識別 Pattern Recognition
- ◆ 分散注意 Divided Attention
- ◆ 環境適應 Updating
- ◆ 處理速度 Processing Speed
- ◆ 擬備規劃 Planning
- ◆ 思路轉移 Shifting
- ◆ 手眼協調 Hand-eye Coordination
- ◆ 視訊掃描 Visual Scanning
- ◆ 宏觀記憶 Working Memory
- ◆ 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
邏輯思考 Logical Reasoning	✓		
題解技巧 Problem Solving Skill	✓	✓	✓
排列組合 Permutation Investigation		✓	✓
離散數學 Discrete Mathematics			✓
理論探索 Theoretical Investigation			✓
電腦模擬 Computer Simulation			✓
人工智能 Artificial Intelligence Study			✓
賽局理論 Gaming Theory Study			✓