

What is Goalfinder?

Goalfinder is a company focused towards creating easy to understand science content

- We are a team of dedicated professionals from diverse background
- We focus on educational courseware and content
- We strive towards making education exciting & Inviting

The major part of education has always been "textual and static", we want to bring about a change in this system making it more dynamic, animated, interactive and of course interesting. It is a proven fact that a dynamic visual transfers higher information than a textual static one. We want to deploy the "visual education system";

What is this "visual education system" ?

"Visual Education" as concept means freeing education from text and making it more visual by using photographs, illustrations, animation, video and interactivity. We are not limiting ourselves to visual only as required we will be adding sound to the visual.

It is a known fact that a lot of imagination is required in trying to understand concepts, principles and theorems behind a science event, say for example generation of current by electromagnetic field or space laws in higher education .

In lower education levels (upto K6 or class 6th) even geographic phenomenon and simple mathematics becomes tough to understand by a child burdened with a lot of subjects being taught at school and frequently the rote or memorizing method is subscribed to. The result is tests are passed but knowledge is not gained. We are not against the text or memorizing, each has its own importance, everything cannot be made visual and most of the times, it is much easier to teach through text, same goes for memorizing However we also are a firm believer in the fact that the concept that is best explained through visual should not be explained through text.

Visual Education works on the principle of a picture is better than a thousand words and a animation is better than ten thousand words.

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How to Install ?

Open the installation file in the (.exe) format, it will start the installation procedure

Where to install ?

The default folder is <root >:\program files\Goalfinder\, normally <root> is the C:\ drive.
You can select to install the files to any other folder or drive.

How do I access the files ?

Open the installation is over the files, a Goalfinder folder will be created in the programs menu and the files can be accessed from start>programs

locate Goalfinder menu, the folder will contain the player, help and an un-installer to remove animation files.



How do I uninstall the animation ?

Automatic : Use the uninstall button in the program folder or uninstall from the control panel

What is the Goalfinder Player

The Goalfinder player is designed to display the animations so that you can play them from the desktop instead of accessing the programs menu everytime

What are the system resources needed by the player ?

The player is very light (40 KB) and consumes very little disk space and memory while playing

How do I use the Player ?



The player shortcut is placed on the desktop double - clicking on it will open the player.



The animations files will be shown in the player 'double click' on them to open them in a separate window, in case they are not shown in the blue window due to their installation in a folder different from the default installation folder then use "**search**" button to locate and play them .

Can I open multiple copies of the player ?

What are the other products of yours ?

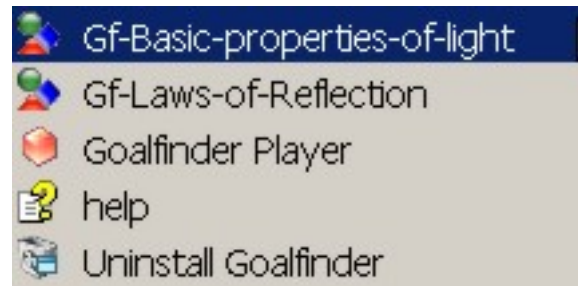
We have a whole range of products in science and technology area, the products are segregated according to interest and mental faculty rather than as per age.

We have animations and CDs, posters and OHP slides , please refer to our site <http://www.goalfinder.com> for latest updates on products.

How do I play the animation ?

You can play the animation by

1)going to the start menu > programs and seek out the Goalfinder folder to play the animation



2) Playing them from the desktop by opening the player



What are the system resources needed to play the animation?

The animations are very light and consume very little disk space

but will require minimum P I with 128 MB RAM to run them smoothly.

Are the animations scalable ?

Yes the animations are scalable you can resize them dynamically even while they are playing and they will adjust to the frame size you have se

Can I open multiple copies of animation or multiple animations at one time?

Yes depending on your system resources you can open as many copies of the same file or different files as you want.

Can I resize the animation?

animation can be resized by

1) using the maximize or minimize buttons



2) Dragging out the corners or the sides to dynamically resizing it even while it is playing.

Can I zoom into the animation ?

Right click on the animation and click on the Zoom option to zoom in (or zoom out)



Zoom in : .Each time this is clicked, the Flash movie is magnified 100%. Choosing '100%' returns the Flash movie to its original magnification settings.

Zoom Out : Each time this is clicked, the Flash movie is magnification is reduced by 100%. Choosing '100%' returns the Flash movie to its original magnification settings.

Show All : The entire movie window to be displayed in the browser window. The movie is set up to default in this mode.

Quality : Governs the quality of the pictures that are displayed as well as the speed of play. The higher the quality of each picture or image, the greater the processing power demanded of the computer. Most computers that are Flash-enabled are able to effectively play at high quality.

If you find the picture choppy, try reducing the quality (choose 'Low Quality' or 'Medium Quality') which will place less demand on the computer and allow a quicker movie (movie may stop being choppy).

Otherwise, if you find the movie picture quality poor, try choosing the 'High Quality' for the best image setting.

Play : Generally not required as our buttons control the movie . 'Play' can be used against the 'Rewind', 'Forward' or 'Back' buttons.

Rewind/forward : Generally not required as our buttons control the movie . Choose 'Rewind' to return a movie to its beginning. 'Forward' to advance a movie

Back : Generally not required as our buttons control the movie .The 'Back' toggle is most effectively used after 'Forward' is used to return the movie to its original position.

Loop : Generally will not function as our buttons control the movie. This control causes the movie to loop back to the beginning of the movie...continuously. Not useful as our movies are designed to automatically stop at end and at the start.

Print : Use it to print the movie

How to use the buttons ?

Paused / Playing Buttons : The buttons are designed to control the animation and show what state it is in

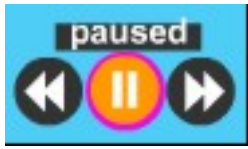


The centre button is the pause / play button, click on it to toggle whatever "state of play" animation is in paused or playing , a legend on the top shows whether animation is 'paused' or whether it is 'playing'.

These buttons respond automatically to the state the the animation is in : when the animation pauses for you to read the statement the button will auto change to paused and then will change to playing once it starts playing, this requires getting used to, but once you are used to it, it will be more comfortable for you than conventional ones.

Note : These button icons may be confusing if you are used to windows media player that uses opposite signs but those show control we show the state the animation is in

Dual Mode Forward / Rewind button (Slow mode / rapid advance mode)



The forward/ rewind buttons are Dual mode types,

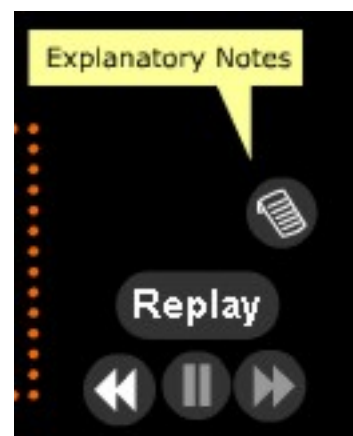
1) Slow advance or step by step advance : click-click on the button to move 10 frames forward or in reverse direction

2) Rapid advance using mouse : Keep the mouse pressed on the button and it will advance rapidly through the animation

Note : For Rapid rewind use press and when the rewind stops click -press again on the rewind button to rewind again . This is a problem occurring because of scene changes we are working our way around it.

3) Rapid advance using Tab : use Tab and "space bar" (or "Enter Key") for accessing the buttons from the keyboard. Tab to the desired button and press spacebar or enter key.

Explanatory Notes *& Replay



Replay button will take the animation to the first frame. Click on the button to move it forward.

Explanatory Notes button will take you to the explanatory notes that give you more information on the topic of the animation, press "close" to return back to the same window.

* Explanatory notes may not be available with every animation