

## Abstract

The development of technology is really very influential in the world of education. One of the technologies that play a major role of ICT-based technologies. This technology is very appropriate to be used in developing countries such as Indonesia.

In fact, Indonesia has been implementing education supported by ICT facilities, but in practice there are lots of problems especially distribution of this ICT-based technology. Even the latest data obtained from approximately mid-February 2010 stating that the level of computer usage reaches a comparison: in 2000, where one computer is used for 2000 students.

The presence multipoint technology implementation is expected to be one solution to the problems in the use of these ICT-based technology. Multipoint technology allows you to use more than one pointer in a computer. This technology also enables the implementation of the *Collaborative, Cooperative and Competitive Learning*.

From these reasons the author intends to establish a multipoint-based application that is entitled "Application of Multipoint Technology as an Application Support Computer assisted Teaching and Learning Activities" for the elementary school. Quiz application built form or the questions where the questions are wrapped in an interactive and interesting in a game. This application can be inserted in a learning and teaching activities or activities outside of school activity but still within the formal school environment.

Key Words: *Multipoint, ICT, Collaborative, Competitive, Cooperative.*