Target group: Children, Experience/goal: Educational/fun

Position/role: Static position (center of the room)

Type of immersion: Spatial immersion (because you start in the museum itself and explore the games in the museum)

Moodboard:

360 map of main scene:

Afbeelding met tekst, tekenfilm, zoogdier, schermopname

Automatisch gegenereerde beschrijving

Story structure and user flow:

Storyboard: Find wand, aim to painting, painting come to life