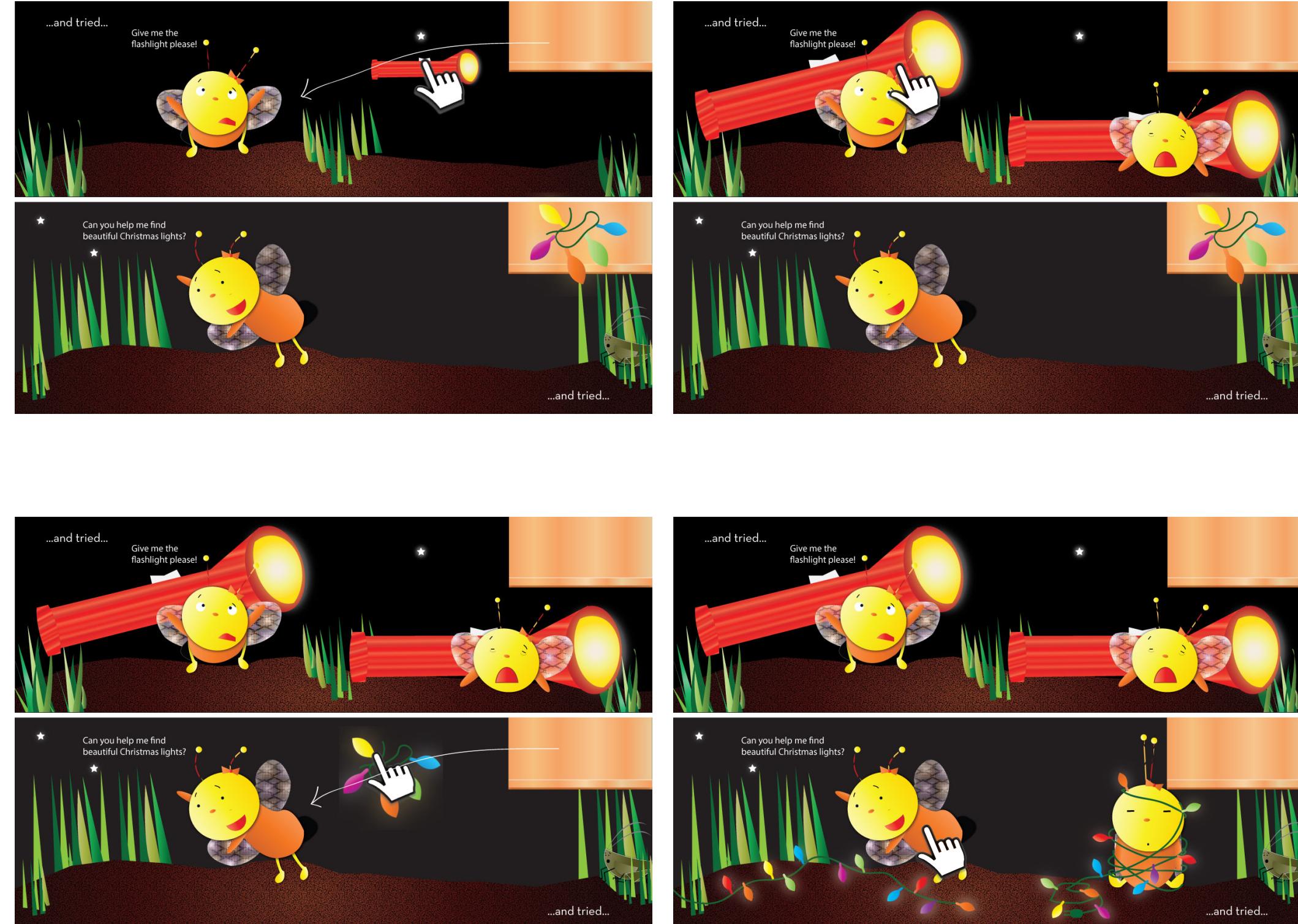




The interactive children's book that empowers and engages first graders in reading.

Actively change the story

Drag objects to their rightful places and see how the story unfolds because of you. Children are engaged as they actively participate in the creation and telling of the story. The gestures speak to their high energy levels and help reinforce their memories and understanding of the story.



Sounds and animation

Indulge in a multisensory reading experience that feels alive. Children feel more immersed and invested in the book as they process information through multiple sensory channels like sight and sound. The moving components keep them interested and surprised.



Draw to understand

Exercise your creativity by drawing out parts of the characters in the story. Children solidify their understanding of the story as they connect the words with the drawings they produce.



Needfinding

We observed first graders at Nixon Elementary School and saw that many students did not like reading and often lost interest during storytime because they got bored or distracted.

We asked ourselves: How might we engage kids in reading?

Prototyping

After selecting a student-created children's book to test our idea on, we tested how to use gestures to engage readers with parts of the story through paper and wizard-of-oz prototypes. We then created a functional prototype with swipe gestures and two activity pages integrated into the story.



User Testing

Kids found swiping hard, but liked to see how their actions caused change in the story and watch the progression of events unfold. We also realized kids really liked drawing and wanted more activities. We thus added animation, more cause and effect sequences, and a drawing component in the book.

