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| **People** | Activity | Context | Technology |
| **Age**: 3 ~ 5 years **Persona** **Player**: Young child exploring and learning about animals and their habitats in a playful way.  **Guardian**: Adult or guardian supervising the child's interaction to ensure safe and effective engagement. | Assign Animals to Habitats: - Ability to ‘drag ‘animals from one habitat to another (aquatic, gardens, desert, South Pole etc.)  End of each habitat has reward features, making it encouraging for young student to explore. | Indoor learning environment - An indoor environment a child’s home or classroom - single or small group affair with adult supervision frequent and short bursts of play 5-10 minutes to reflect the child span .  The game is on demand. | Laptops: Primary device for the game window.  Cameras: Minimally, identify the movements of markers and their selections of animals and thier habitat.  Markers: Physical glyphs that children can place on the table to select a given animal and habitat.  Microphones: Record  Speakers: Announce the animal’s name, play animal sounds, and give immediate feedback on answers (e.g., “Great job!” for correct answers or “Try again!” for incorrect ones). |
| **Player: should not have total paralysis.**  **Height above 100cm**  **Both handed users are constrained for preferred exercises only.** |  |  |  |