

Discover an interactive universe of science adventures...



Dr Egg Adventures Laboratory Product Overview

Table of Contents

SUMMARY, CONCEPT AND GOALS	4
OVERVIEW OF CHARACTERS	8
The Scientists	9
The Kid Inventors	10
Snake Narrator	12
The Experiments, Mistakes and Baddies	12
OVERVIEW OF DR EGG ADVENTURES LABORATORY	14
THE DR EGG ADVENTURES LABORATORY 'EGGBOX'	17
RESOURCE & INTERACTIVITY	
How it Works	17
User Journey	18
User Profiles and Scenarios	21
ADD ON PRODUCTS	25
OVERVIEW OF CURRICULUM & EDUCATIONAL APPLICATIONS	27
THE DR EGG ADVENTURES "PARTICIPATION VISION"	29
THE DR EGG ADVENTURES LABORATORY "FEATURES & BENEFITS"	31
CREDITS	32





SUMMARY, CONCEPT AND GOALS

Dr Egg Adventures Laboratory is an online portal that encourages students in Grades 3-6 to engage in STEM learning through the use of problem-based, blended learning (offline and online) activities.

Students can explore an interactive, online science laboratory, watch animation and complete learning modules that are aligned with the New South Wales (NSW) Science and Technology Curriculum.

Incorporating 21st Century Learning Skills, The Dr Egg Adventures Laboratory is also designed to encourage student autonomy and creative skills such as critical thinking, problem solving and collaboration.



About Us

Dr Egg Adventures hatched as a creative brand in 2012 after ongoing success of the theatrical production *Dr Egg and the Man with No Ear* at the Sydney Opera House (Australia), US and Canada.

With the support of the Macquarie University School of Education and the Academy for Continuing Development in Professional Education (ACDPE), Dr Egg Adventures delivers interactive EduTech products to help primary school teachers and parents better engage students in STEM (Science, Technology, Engineering, Maths) learning through interactive EduTech products and storytelling.

WHAT OUR RESEARCH TELLS US

- Teachers need syllabus-linked resources that help them to learn and teach STEM concepts.
- Students love to engage with STEM activities that help them learn.
- Parents want to provide STEM learning support for kids learning at home.

WHAT MAKES US UNIQUE?

- Our resources are aligned to syllabus outcomes
- Our resources have been co-designed with Macquarie University's School of Education and tested by teachers
- Our resources develop students' 21st Century learning skills, including creative and critical thinking and are designed to encourage internal motivation
- Our engaging interactive storyworld and characters uses literacy pathways to explore STEM concepts.

Concept and Features

- **An exciting interactive story-world:** The Dr Egg Adventures series of problem-based scientific adventures and stories forms the basis of a range of innovative STEM and AI education products.

In this exciting interactive laboratory, you can meet three imaginative teenage inventors, devise ingenious science experiments with twin scientists Dr Egg and Dr Moon, and battle greedy Professor Mole, who is plotting to steal their inventions!

The Dr Egg Adventures are jam packed with entertainment and interactive experiences for children 7 and over.

- **A distinctive aesthetic style:** Integrating a highly distinctive aesthetic style, the interactive storyworld uses colourful character art, animation, and a rich soundscapes to immerse the audience, entice the imagination and encourage creative thinking and participation.
- **Interactivity and gamification:** As children and users seek to extend their experiences, this storyworld has also been incorporated into stand alone puzzle games, mobile Apps, published books and serialised e-books, and workshops.
- **Educational potential:** The Dr Egg Adventures Laboratory introduces problem based learning, 21st Century Learning skills, scientific investigation, exploring ethical decision-making, and creates a strong multi-curriculum educational focus alignment.

OVERVIEW OF CHARACTERS

Overview of Characters

- Each of THE DR EGG ADVENTURES starts in a world with its own special character – an INCREDIBLE TEENAGE INVENTOR who is the hero of a quest and can be followed directly by users.
- Their quests and adventures can be either read or listened to and you can also follow the 'handy-hints' of the 'pop-up' SNAKE NARRATOR.
- The Twin Scientists – Dr Egg and Dr Moon – call to action is loud and clear – these characters need your help to protect their family, friends and animals and to save their worlds from the immoral greed of Professor Mole and his giant SEED CORPORATION, as he tries to control all the seeds of the world, and threaten them with starvation!



**ARE YOU READY FOR THE
ADVENTURE OF A LIFETIME?**



THE SCIENTISTS



DR ERIC EGG: THE INGENIOUS INVENTOR

CHARACTERISTICS: Dr Egg creates small inventions to cure diseases, as well as inventing biological spying devices to track activities in Professor Mole's totalitarian empire. He is the twin brother of Dr Moon. Dr Egg acts as Professor Mole's nemesis.

VIRTUES: Altruistic. Inventive.

TOOLS: Flying Egg Spy

WORLD: Egg Laboratories



DR CECILIA MOON: THE DNA KNITTER

CHARACTERISTICS: The twin sister of Dr Egg. She graduated University at the same time as the Doctor and also Professor Magnus Mole. She has worked alongside Dr Egg at EGG LABORATORIES creating giant corn, square tomatoes and incubating all sorts of eggs and inventions. She dresses in a white laboratory coat, its pockets stuffed with laboratory implements and balls of wool. She keeps her bun on her head with knitting needles which protrude in all directions.

VIRTUES: Industrious. Inventive. Unflappable.

TOOLS: Knitting needles. Petri dishes. Bicycle generator.

WORLD: Egg Laboratories

THE KID INVENTORS



AGE: 13

CORNELIA: THE GOLDEN GIRL

CHARACTERISTICS: Cornelie is a girl with a sunny personality. Animals are attracted to her radiance and other farmer's kids are jealous of her good fortune, because unlike her, most of them are starving. Cornelie is passionate about achieving justice for the animals and to feed the people of Farm World. With a pet mouse as her sidekick, it becomes her mission to unify the animals against Dr Mole and liberate the world's food and seed supplies from Dr Mole's control.

VIRTUES: Just. Radiant.

TOOLS: Pet mouse. Magic corn. Violin.

POWERS: The ability to talk to animals, Inner radiance, Can make anything grow. When she plays the violin she can put almost any creature into a euphoric trance.

WORLD: Corn-farmlands



AGE: 13

VIVI: THE CURIOUS CAT INVENTOR

CHARACTERISTICS: Vivi is a curious inventor and a real risk-taker. She's resourceful and loves to 'do-a-lot with not-a-lot' by recycling bits and pieces she finds in slum world. She's passionate about finding practical solutions to fix problems like her father's missing ear. She desperately hopes Dr Egg will help her to grow him a new one!

VIRTUES: Curious. Empathetic. Brave.

TOOLS: Home-made tool-kit with lots of gadgets. Dad's old motorcycle helmet and goggles.

POWERS: Through the goggles, she can see things that the other inventors can't. With her fix it mentality, she can create inventions for any circumstance.

WORLD: Slum-lanes



ARDASH: THE PLUGGED IN PERFECTIONIST

AGE: 13

CHARACTERISTICS: Ardash is a boy with no belly button and he is literally perfect. He hails from Techno-world and has been genetically modified so he can't catch any diseases. He's a super plugged in and clever kid, and knows heaps about technology. He's able to work out scientific and mathematical problems super-fast, making him a great helper in Dr Egg's experiments. He can also travel at super speeds! Ardash likes to investigate and discover new diseases and is searching for one he could catch.

VIRTUES: Fast. Speedy. Can do anything with numbers and data.

TOOLS: Hover-tube with a built-in compass. Wearable wrist gadget and camera.

POWERS: Genetically modified so he can't catch any diseases. Super eyesight. Super fast. Knows everything about numbers and data!

WORLD: Techno-towers

THE COMPANIONS



CARLIN: CORNELIA'S MOUSE

GOAL:

Help Cornelia

SPECIAL POWER:

'Thought-wave'
clues to Cornelia



FLYING EGG SPY: DR EGG'S COMPANION

GOAL:

Help Dr Egg find clues

SPECIAL POWER:

Gathers data and
clues through roving
eye-camera for Dr
Egg



PUFF CHEST: PIGEON AIR FORCE PILOT

GOAL:

Help Cornelia
liberate the animals

SPECIAL POWER:

'Pigeon-Poop
Pummelings'



RIF-RAF THE DOG

GOAL:

Help liberate the
birds and animals

SPECIAL POWER:

Following a scent,
seeing in the dark

THE NARRATOR

THE SNAKE NARRATOR

CHARACTERISTICS: The Snake narrator moves in and out of the Laboratory's interactive story-world, and acts as a pop-up guide and shape shifter. In this interactive story-world the witty Snake calls the viewer to action, suggesting how to use the Laboratory and game tools. In the plays and books, the Snake provocatively challenges readers to make ethical decisions and take responsibility for their creations.

VIRTUES: Ethical. Curious. Witty.

TOOLS: Flying Egg Spy

WORLD: Egg Laboratories



THE EXPERIMENTS, THE MISTAKES, THE BADDIES

PROFESSOR MOLE: THE GREEDY CONTROLLER

Professor Mole controls the world's food supply from his vast totalitarian empire, SEEDCORP. His goal is to control all the seed in the world. Once a friend and colleague of Dr Egg and Dr Moon, his lust for fame and power overtook him, and he stole their breakthrough invention, the Square Tomato. Living on a diet of GM seeds, he has mutated into a part-mole, part-human creature emitting strange animal odours.

VIRTUES: None.

TOOLS: Hybrid Helpers. GM Seeds.

WORLD: SEEDCORP Empire.





OVERVIEW OF THE DR EGG ADVENTURES LABORATORY, INTERACTIVITY & USERS

Dr Egg Adventures Laboratory

Dr Egg Adventures Laboratory is an online portal that encourages students in Grades 3-6 to engage in STEM learning through the use of problem-based, blended learning (offline and online) activities.

Students can explore an interactive, online science laboratory, watch animation and complete learning modules that are aligned with the New South Wales (NSW) Science and Technology Curriculum.

Incorporating 21st Century Learning Skills, the *Dr Egg Adventures Laboratory* is also designed to encourage student autonomy and creative skills such as critical thinking, problem solving and collaboration.

TEACHERS PORTAL

A link within the *Dr Egg Adventures Laboratory* for teachers to access, this provides access to the animations and workbooks for every problem-based episode.

Using this link, teachers can navigate the teacher based resources including the scaffolded workbook for students and a separate book for teachers including 'teachers hints and appendixes'. Additional information on the curriculum outcomes and content descriptors which are achieved, lesson plans, unit plans, and a rubric for assessment can also be accessed. For parents who are homeschooling, this page will also be useful as the lesson plans are very thorough and straightforward.

Via the teachers portal link, teachers can give students access to the animations which accompany each offline activity in their work booklets. Animations are voiced to assist students who have low reading ability or those that speak English as a second language (EAL/D).

STUDENTS PORTAL AND 'WHAT'S ON THE BENCH'

The student portal directs students to the digital tools and gadgets related to the tasks they are completing in school. Here, they can meet the inventor teen characters Cornelia, Ardash and Vivi, and discover their powers, virtues and origins.

They are also able to view and explore the tools and gadgets that they have collected. Students can join character based teams for their problem based experiments and also choose the tools and gadgets for their scientific investigations and STEM tasks that will help them gather data and key measurements.

TEACHERS PORTAL

Accompanying the Parents home workbook, and serving as an extension for class activities, the Kid's page entices children to explore the world of Dr Egg Adventures Laboratory. Colourful, interactive and welcoming to many ages, via the online Kids Page, students can engage further with the stories and characters, as well as share their own inventions.

A range of activities linked to the Kids page includes forums to share their own experiments and inventions and real science information pages. They can learn about real scientists and write their own fan fictions set in the world of Dr Egg's Adventures, as well as complete puzzles alongside their beloved characters. The Dr Egg Adventures serialised e-books and interactive book and Puzzle game can also be downloaded from this page. Featuring songs, graphics, statistics and more.

WEBLINKS

Discover the fact behind the fiction. the Dr Egg Adventures is based on real scientific and ethical issues facing us today. This feature will provide links to websites and articles on topics such as artificial intelligence, paleontology, and genetics. These will be written from the perspective of the characters and in student-friendly language to break down complex scientific discoveries.



THE DR EGG ADVENTURES LABORATORY 'EGGBOX' RESOURCE & INTERACTIVITY

How it works

This resource consists of four parts:

- 1. Online animation**
- 2. Online Adventures Lab**
- 3. Teacher Notes (online PDF or offline)**
- 4. Student Booklets (online PDF or offline)**

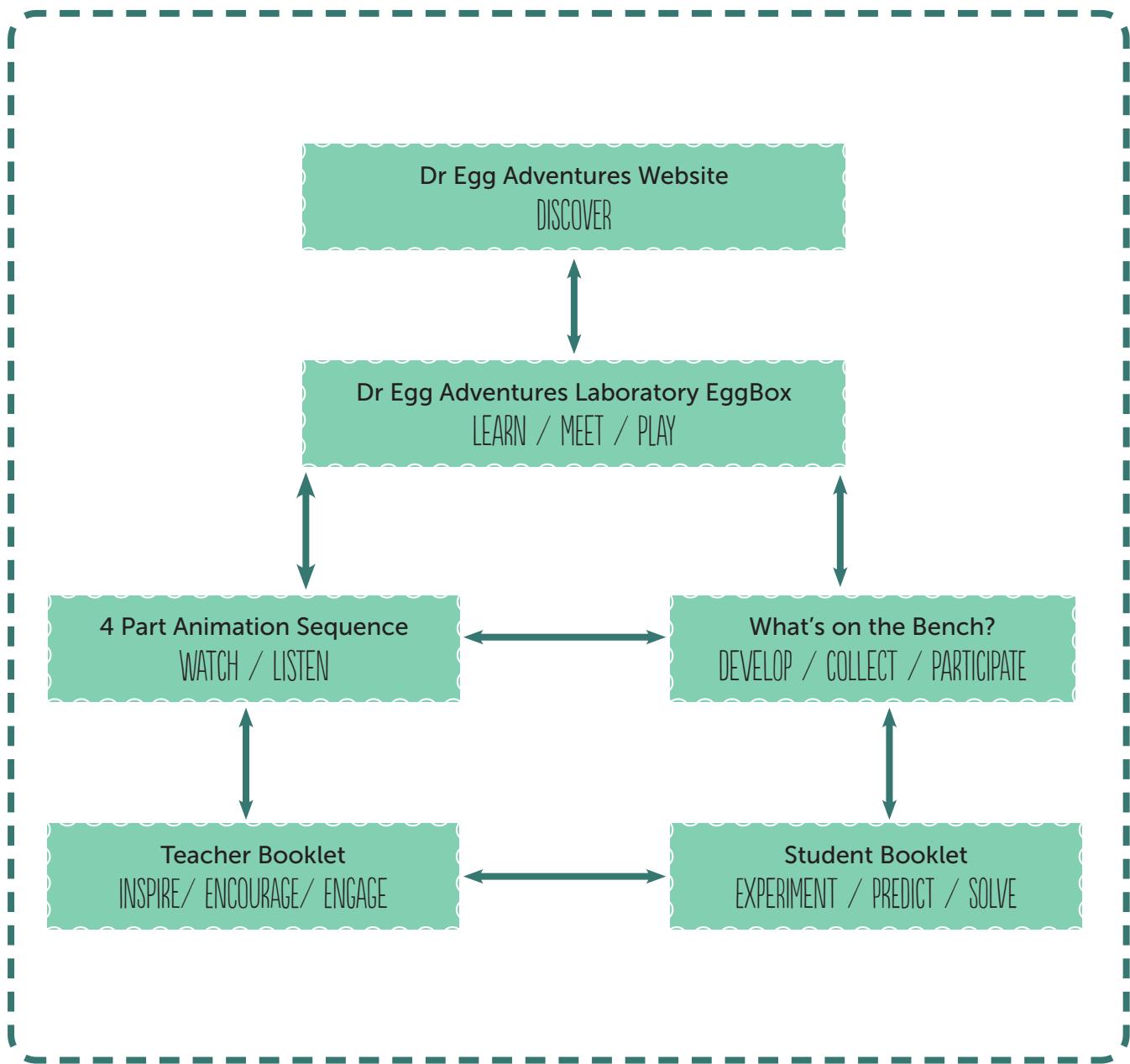
Teachers access all parts of the resource through the Adventures Lab. Teachers may choose to allow students to be self-directed so they can move ahead more quickly as they use the resources.

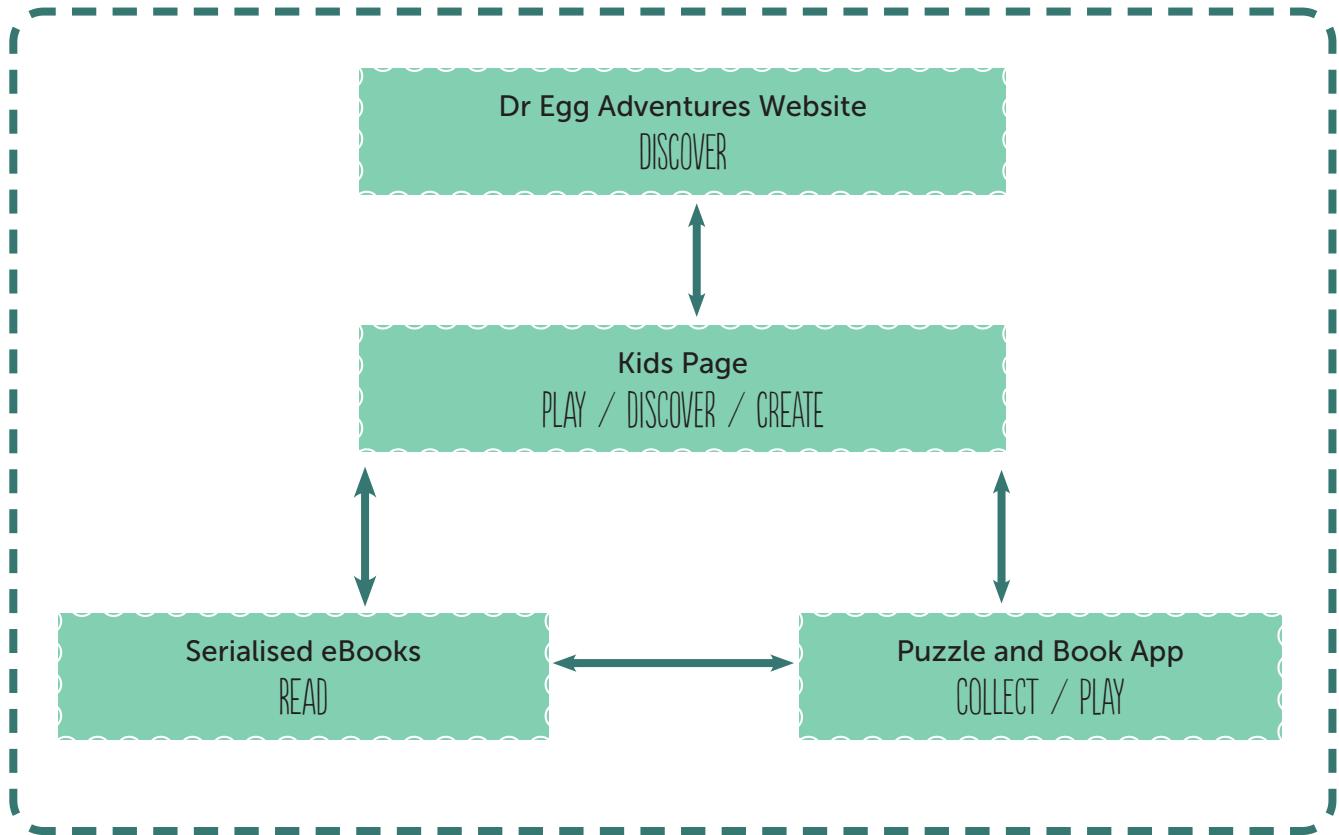


Alternatively, teachers could provide more group/class scaffolding and have students progress as a cohort. Slower learners may need more hints.

Students are prompted to access the animations, EggBox etc. with guidance provided through Student Booklets.

User Journey







USER PROFILES

User Profiles

For the stage 2 and 3, kids and 7+ audiences of The Dr Egg Adventures transmedia storyworld, there are many potential viewing, reading and user experiences.

Here are a few of the profiles and how they can utilise these unique and egg-citing products!

QUENTIN

Quentin is a gifted eight year old boy, who often finds his school work too easy, particularly, maths and science. Due to this, at times, he misbehaves during these classes and at home. He has a keen interest in virtual reality technology, and he has a VR set at home. He finds out about *Dr Egg Adventures* after doing a science workshop at school.

After getting home, Quentin races to the computer to find the Dr Egg's website, and reads up on all of the characters via the kids page.

Due to his love and interest of VR and future technologies, he identifies with the character Ardash from Techno World and asks his parents to buy him the book. He keeps busy until his book arrives by reading all of the crazy scientists on the kids page. His attention is drawn to the experience by the interactive element's of the product, such as the interactive book and puzzles. Quentin finds he is able to navigate the varying interactive elements independently, while still being challenged to complete tasks.

When the book arrives, he reads it in less than a week. He becomes invested in the story world, so he writes a fan fiction to be posted onto the kids page on the *Dr Egg Adventures* website. Even after he has finished the story, his user journey will continue because his interest is maintained by successive product updates and downloadable content (DLC), progressively enhancing his user experience. Quentin has since calmed down at home, and surprised his teacher with new-found knowledge of genetics and living things.

EMILY

Emily is a year five student who likes playing Minecraft on her iPad, listening to Harry Styles, and reading the Land of Stories books. She struggles to understand what is happening in class, and also speaks English as a second language. At home, her parents only speak Mandarin, so they cannot help her much with her reading and English homework. She learns about The *Dr Egg Adventures* at school, when her teacher shows the trailer in their science class. Emily comes home excited to tell her parents she will be learning about The *Dr Egg Adventures* in Science, English, and Drama, all term! She is a highly visual and concrete learner, often having to interpret what the teacher wants in class by picking up visual cues and instructions. During her lessons, she finds it very helpful to engage in the *Dr Egg Adventures Laboratory* animations as they read out the text to her, and she likes the interactive puzzle book, which has subtitles for her to follow at her own pace. She loves the science experiments they do in class because she gets to measure the plant and isn't required to write huge amounts of text. She connects most to Cornelia, due to her love of plants and animals. As her interest in plants and growing food increases, she asks her mum to help her plant some seeds at home. During a group assignment, the teacher asks them to create a watering system for their plants, and Emily has some great ideas she can implement because she is great with her hands. After she has finished the narratives and the experiments at school, Emily's interest is maintained by the online community of kids sharing science experiments to do over the holidays. She is excited to receive any new DLC (downloadable content) on the *Dr Egg Adventures Laboratory* Eggbox and Kids Page.

TEACHER: MS MATTHEWS

Miss Matthews is in her first year of primary school teaching with very little experience teaching science. She has a curious but majority low class of grade 4 learners. She is introduced to *The Dr Egg Adventures* through professional development, and decides to take it on board to help her engage her students this term in science. She is delighted to know that it runs across Science, English, and Maths! All of the resources are provided for her, and she finds it is easy to navigate each lesson in the booklet. Her students love the laboratory and find it easy to navigate independently, which allows her to work with her lower students to develop a broader understanding of the content. The *Dr Egg Adventures Laboratory* has an audio option which she finds helpful for the learners who cannot read well, but are scientifically minded. She loves doing science experiments with her students now, where before it stressed her out. She always had to worry about the right materials, how the students would handle it, and whether they would leave the classroom a huge mess. Now, with the help of the '*Case of the Starving Students and the Slum Lane Canteen*' resource booklet, the students are mostly in charge of their own learning, and measure their plants weekly to update their results tables. In English lessons, she reads them the novels, and they do a lot of comprehension activities. The students love the characters, and they want to keep reading at the end of every chapter. There is someone for everyone there, where the characters come from diverse backgrounds and interests. There is continuity of learning even after school finishes, as she gets her students to write fan-fictions for homework, or to write a summary of a science experiment from the *Dr Egg Adventures* website. Her students' love the *Dr Egg Adventures* storyworld, and it has made her first term as a teacher much easier.

PARENT: CARRIE

Carrie is a mum of a seven year old boy and a twelve year old girl. Due to covid-19, she is currently helping them to learn from home. She doesn't want them to fall behind, but also realizes that she is not a teacher, and is finding it difficult to teach them the content they've been given. Carrie's son is very scientific, while her daughter is much more into English and writing. The school offers her a chance at the Dr Eggs Adventures title, which she takes and tries to implement alongside their at-home learning. Carrie's daughter is engaged in the English aspect of the interactive lab, and rereads the story many times. After enjoying the narrative and quirky characters immensely, she writes a few fan fiction stories for the website to share with other students. Carrie's son engages in the Puzzle Game inventory mechanic, particularly in the decision making process involved in determining which combinations will win prizes. Carrie is relieved because her kids are showing improvement in the English and Science curriculum areas, and engagement, while reducing the stress on herself to teach.

* Based on Howard Gardner's multiple intelligence theories, *Frames of Mind. The theory of multiple intelligences*: 1983. New York: Basic Books.



CHILDREN'S SERIALISED INTERACTIVE STORYWORLD



The Dr Egg Adventures is a serialised interactive storyworld for children 7-11. Think Avatar - the last Airbender, meets Treasure Island.

Set in a pre-apocalyptic future, it features three young heroes with special genetic powers.

Alongside the ingenious science inventor Dr Egg, they battle to save the people, animals and hybrid creatures in their worlds who are threatened by Professor Magnus Mole and his ignoble empire SEED CORPORATION.

With his terrifying Hybrid Helpers beside him, Professor Mole seeks control of the seeds, water, energy, animals and the children themselves!

The Dr Egg series of fantastical scientific adventure comprises serialised episodes, games and interactive audio books, forming the basis of a cool transmedia storyworld. Audiences can meet three imaginative kid inventors, a cool scientist with an even cooler laboratory, and a greedy doctor whose henchmen are following their every move.

Can Dr Egg and these three resourceful champions foil the devious plans of Professor Magnus Mole and restore balance to the empire?

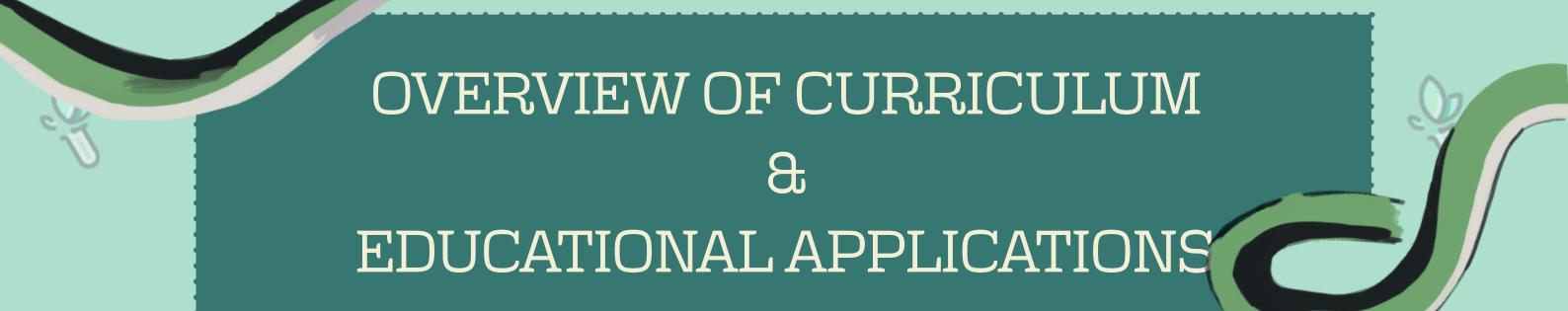
DR EGG ADVENTURES INTERACTIVE BOOK AND PUZZLE GAME

Step inside Dr Egg and Dr Moon's Laboratory and work on various exclusive inventions!

You can even collect exciting objects and rewards that are on offer in the book. These objects can be combined in a petri dish, ready to solve puzzles and win some cool rewards!

The interactive book and puzzle game can be played and read on tablet or mobile, and listened to via audio voice-over.





OVERVIEW OF CURRICULUM a EDUCATIONAL APPLICATIONS

CHARACTER	WORLD	ACTIVITY	MATHS	SCIENCE	ENGLISH	DRAMA	CURRICULM LINK
Vivi	Slum -lanes	Student scaffold for hands on investigation: <i>What helps plants grow?</i>	✓	Student scaffold for hands on investigation: <i>Which seeds germinate the quickest?</i>	✓	Student scaffold for hands on investigation: <i>Can we grow food in 8 weeks?</i>	Stage 3 Working Scientifically/ Living World <u>ST3-4LW-S</u>
Ardash	Techno-towers						Stage 2 and 3 Working Scientifically/ Living World <u>ST3-1WS-S,</u> <u>ST3-4LW-S</u>
Cornelia	Corn -farmlands						Stage 2 and 3 Working Scientifically/ Living World <u>ST3-5LW-T</u>

CHARACTER	WORLD	ACTIVITY	MATHS	SCIENCE	ENGLISH	DRAMA	CIRRICULM LINK
Dr Egg/Dr Moon	Dr Egg's Laboratory	Interactive Online Puzzle Game: <i>Which goes with which?</i>	✓				Stage 2 and 3. Computational Thinking/ Problem Solving <u>MA3-2WM</u>
Vivi, Cornelia, Ardash	Techno-towers			Chapter Book Adventure Stories: <i>Dr Egg's World</i>	✓		Stage 3 Speaking/ Listening <u>EN3-8D</u>
Vivi, Dr Egg, Vivi's Dad	Slum-lanes					✓	Stage 2 and 3. Appreciating Drama <u>DRAS2.4,</u> <u>DRAS3.4</u>
							Stage Drama Production: <i>Dr Egg and the Man with No Ear</i>

Participation Vision

Across the different platforms within The *Dr Egg Adventures Laboratory* interactive universe, users will be able to:

- **Investigate and Conduct** real science investigations using problem based learning, blending offline activities and online accessed an exciting interactive laboratory
- **Explore** a range of environments in the SEEDCORP empire, including worlds facing danger and starvation.
- **Analyse and Interpret** the real-world connections of sustainable practices and environmental issues in the stories.
- **Discover** a universe of adventure based stories, problem-based science adventures, and puzzle-based challenges.
- **Analyse and Interpret** the real-world connections of sustainable practices and environmental issues in the stories.
- **Meet** a series of unforgettable characters, the good, the bad and the ugly!
- **Read or Listen** to full adventure stories about the characters in these threatened worlds.
- **Develop** autonomy, competence and relatedness with other students, in self determined learning, as they strengthen 21st Century learning skills like Creativity, Problem solving and Critical Thinking!
- **Extend** via special extra features such as characters backstories and special tools and gadgets.
- **Collect** objects, prizes and Bio-goo throughout the adventure stories, to use in the interactive laboratories games and creation!
- **Experiment** in the classroom in growing food, the germination process, and the best conditions to raise plants.
- **Evaluate** the results of fantastic experiments in interactive ways.

- **Participate** in problem-based educational learning, via games and experiments that relate to real world situations themes, such as growing food to eat, and designing an AI helper called OLDA!
- **Learn** about science investigation, making predictions, fair testing, design thinking, via these resources and additional online information. All based on the year 3-8 Science, Maths, History and English curriculum.
- **Create** everything from science inventions to their very own adventures stories!
- **Share** data about their cool solutions and experiments and place these findings on the Dr Egg Adventures Laboratory Kids page forum to compare with other students.

Features and Benefits

Across the different platforms within The Dr Egg Adventures Laboratory Interactive Universe, users will be able to:

- Teachers usual 45 minute prep time can be cut down to 15 minutes once you are familiar with the content!
- STEM worksheets can be used in conjunction with English and General studies teaching contexts,
- Accompanying Lesson Plans, Unit guides, Rubrics and curriculum guides!
- Extension Features for kids and Parents: Free Interactive Book and Puzzle Game App, E-Books and Kids Online page!
- Hard Copy books are also available to order Assessment in-built
- Professional Development in-built, learn as you teach! 20 hrs of PD training in 3-4 hours

Credits

"We acknowledge the traditional custodians of the Macquarie University land, the Wattamattagal clan of the Darug nation, whose cultures and customs have nurtured and continue to nurture this land since the Dreamtime. We pay our respects to Elders past, present and future."

DR EGG ADVENTURES (ADVENTURE LAB PTY LTD.)

Founder and Creative Director: Dr. Catherine Fargher

STEM Educational Consultant: Dr. Anne Forbes

Product Coordinator: Shivika Kumar

Digital Marketing Specialist: Shivika Kumar

Bookkeeper: Hazel (Crimson) Moyle

Technical Support: Arvin Han and Tom Coady (*Coady Creative*)

DR EGG ADVENTURES ADVISORY BOARD

Business and Leader Development Advisor: Lia Zalums

Legal Advisor: Monica Sanki

Business Advisor: David Ng

Dr Khyiah Angel (*Typology Tech*)

Tim Brooke-Hunt (*Asian Animation Summit*)

Dr Louise Brown (*Macquarie University Department of Biology*)

Bill King (*Emotiv*)

Joanne Kirby (*Parramatta Catholic Diocese Technology Division*)

Michael Rampe

WE WISH TO THANK OUR ARTISTIC COLLABORATORS FOR THEIR EGG-STRAORDINARY INVENTIVENESS IN THE FOLLOWING ROLES:

Story Development

Interactive Book Author/ Scriptwriter: Catherine Fargher

Script Editing: Gina Roncoli

STEM Educational Consultant: Dr. Anne Forbes

Incidental dialogue for Dr Moon and Dr Egg: Queenwood School Catalyst Program students, assisted by Bec Lerve and Christopher Ho

ANIMATION AND ART

World and Character Concept Artist: Jennyfer Ong

Lead 2D Animator: Jennyfer Ong

2D Assistant Animator: Saba Saeidi

Graphic and UI (User Interface) Designer: Saima Ali

Assistant Graphic and UI Designers: Chinh Doh, Gail Riengold, Shivika Kumar

User Experience Designer: Minjie Shi

'Dr Egg Adventures: Serialised eBooks' Designer: Slade Smith

Original Logo and Logo Animation: Jonathon Oxlade and Chris More

SOUND AND MUSIC

Sound Designer: Dean Wilkins

Voice Over Artists: Toby Blome, Sean Porter, Alyssa Wilkins

Sound Effects: Michael Theiler (*KPOW Audio*)

'Dr Egg Adventures' Theme Music: David Barber

LEGAL ADVISORY TEAM

Supervising Legal Counsel: Monica Sanki

PACE (Professional and Community Engagement) Interns: Renee Addicoat, Sasha Carvalho, Rayen Ponsamy, Danielle Cavanagh, Eric Sun

MARKETING AND SALES TEAM

Digital Marketing Associates: Yin-Mei Teo

Content Creators: Tyrone Tornabene, Kathryn Molloy, Mark Frangie.

Marketing PACE (Professional and Community Engagement) Interns: Iris Lei, Marina Leong, Will Michael Pangestu, Chevonne Seeto, Marianna Neves Barbosa

EDUCATION CONSULTANTS

- Dr. Anne Forbes (*Coordinator of Strategic STEM Projects at Macquarie University*)
- Dr John De Nobile (*Primary Teaching at Macquarie University School of Education*)
- Dr. Rosalind Walsh (*Catalyst Program Director at Queenwood School for Girls*)
- Ursula Huxtable (*Teacher*)

WE ALSO GRATEFULLY ACKNOWLEDGE FINANCIAL ASSISTANCE AND IN-KIND SUPPORT FROM:

- NSW (New South Wales) Government
- Macquarie University School of Education (SoE)
- MyScience@MQ
- Dr. Iain Haye, Professor Mary Ryan and Dr. Anne Forbes (*Academy for Professional Development*)
- Barbara Fargher
- Danielle Wiessner (*SAE Quantum*)
- Ravindra Naidoo
- Literature Board and Inter-Arts Board
- Australia Council for the Arts

SPECIAL THANKS

- Macquarie University Incubator
- Macquarie University Research Office: Daniel Johnston, Fran Thorp, Leanne Palmer.
- Macquarie University Office of Research Partnerships: Brenton Hamdorf
- Macquarie University Faculty of Science and Engineering
- Macquarie University Department of Computing
- Academy of Interactive Entertainment: Jeff Lockhart and Sara Matthews
- Catalyst Program and Queenwood School for Girls
- Macquarie University iGem: India Boynton, Steven Psaradikas, Ari Edmonds
- 'Dr Egg Adventures' Original Electronic Proof of Concept (EPOC) team: Danielle Wiessner, Maia Horniak, Mr Snow (*Holly Interactive*)
- 'Dr. Egg Adventures Interactive Book and Puzzle Game' Development: Jennyfer Ong, Ravindra Naidoo, Julia Featherstone, Antonia Parker



© Dr Egg Adventures
Adventure Lab Pty Ltd.
2020