A5 DRAFT SCRIPT – NEWS PIECE

**PRESENTER:** Good evening, and welcome to (name of TV show). As you know, we’ve been presenting stories this week about learning and the teaching profession to celebrate Education Week.

Now our first story is about a new mobile app called ‘Animalcules’ that is trending around world.

But what is ‘Animacules’ all about? And what does it have to do with education?

Let’s find out. Joining us today are developers of the popular app, Valiant Technologies.

**PRESENTER:** Hello, welcome and thank you for joining us.

**VT:** Hello, thank you for having us.

**PRESENTER:** Firstly, what is ‘Animacules’? I’ve never heard this word before, what does it mean?

**VT:** ‘Animacules’ actually refer to microorganisms that are too small to be seen with the naked eye, such as bacteria, viruses and fungi.

Today, we call them microorganisms, or microbes for short.

But a long time ago, when they were first discovered by Antony Van Leeuwenhoek under a microscope, he first called them ‘Animalcules’ because to him, they looked like little animals.

Our mobile app is an educational game – we wanted to put the spotlight on these microbes we can’t see but play such an important role in our lives.

Some microbes can be of benefit to our lives, they are used in food production, agriculture, vaccines and medicines, while other microbes cause disease.

So we wanted to draw attention in a way that is engaging and fun.

**PRESENTER:** So how do you play?

**VT:** All you need is a mobile phone with a camera and an internet connection. Our application is for anyone who is interested in learning about microbiology.

You download the application onto your mobile phone and open it and once it has loaded you can start to play.

It’s similar to Pokémon GO, in that you’re walking around and you view the app on your mobile screen, and what you’re seeing through the camera is the real world around you.

And what our game does, is that it adds another layer on top of it, if you will.

This layer over the real world (reality) are the microbes that you have to catch.

**PRESENTER:** Ok, so the aim of the game is to catch the microbes. Where do you find them, and how do you catch them?

The game alerts you to when there is a microbe nearby or it’ll give you hints. Microbes can be found in a lot of places and microbiology is applied in a lot of different fields.

Like for example, if you walk past a food restaurant, you’ll get a notification there’s microbes nearby waiting to be caught.

To catch microbes, you’ll need to play a mini game about food safety and win before you can catch them.

We’ve also included some objects in our game as places you’ll find microbes.

Say you point your phone camera towards a bottle of milk - you’ll get the opportunity to catch some microbes. But first, you’ll need to learn about pasteurisation and why that’s important. You’ll watch a video and answer a mini quiz.

**PRESENTER:** Wow, that sounds great. Can you explain the technology behind it?

**VT:** We’ve used the concept of augmented reality – commonly called AR.

It’s all about adding an additional layer of information – visual, sounds, etc – to the reality we’re in.

**PRESENTER:** Is that virtual reality?

**VT:** No, that’s different – virtual reality is about replacing your reality entirely, whereas AR is about enhancing it.

Creating the app took some time – the software involved (more details here). The design needed to be intuitive and easy to use, and we also tested (expand) and had to source the educational content from a wide variety of providers.

**PRESENTER:** It sounds like the effort has paid off! ‘Animalcules’ has been downloaded xxxxx times and has been featured in the curriculum for many schools this year. Thank you for your time, and we wish you all the best for your upcoming projects.

**PRESENTER (to the audience):** The application is available to download at…