

1. Context: Exploring museums is often done on your own without any interactive guides, or using outdated pamphlets.
2. Motivation: Exploring museums can be boring and confusing if sufficient information is not provided
3. Related Work: There are no game-like ways to traverse museums (Don't mention absolute no) (SPECIFY)
4. Solution: Museum walkthroughs with the child's game Hot-&-Cold
5. New world that your research enables; (SHOWING SUCCESS IN MUSEUM OR OTHER PLACES) Visitors are able to explore the museum in a more interactable and interesting way on their own

1. Context: Exploring museums is often done on your own without any interactive guides, or using pamphlets.
2. Motivation: Exploring museums can be boring and confusing if sufficient information is not provided due to the many doors, entrances, exits and different ways to traverse them
3. Related Work: There are few simple game-like ways to traverse museums with a degree of interactive usage
4. Solution: Museum walkthroughs with the child's game Hot-&-Cold, using a cube that will heat up if you are going in the correct way or cool down if you are off the path.
5. New world that your research enables; Visitors are able to explore the museum in a more interactable and interesting way on their own