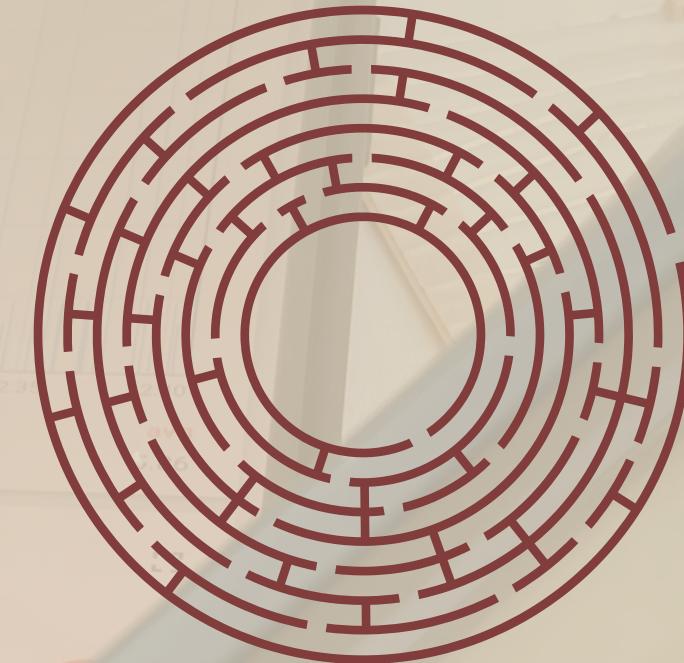




TÉCNICO LISBOA

# EletroHUNT



**Maria Sequeira**

**Mónica Ferreira**

**Francisco Valente**

**Ricardo Comédias**

**Igor Paruque**

**Sofia Paiva**

# Our Mentors



- 
- **Scientific Advisor:** Teresa Vazão
  - **Coordinator:** Luis Caldas de Oliveira
  - **Mentor:** Teresa Vazão



# Museums are **BORING!**



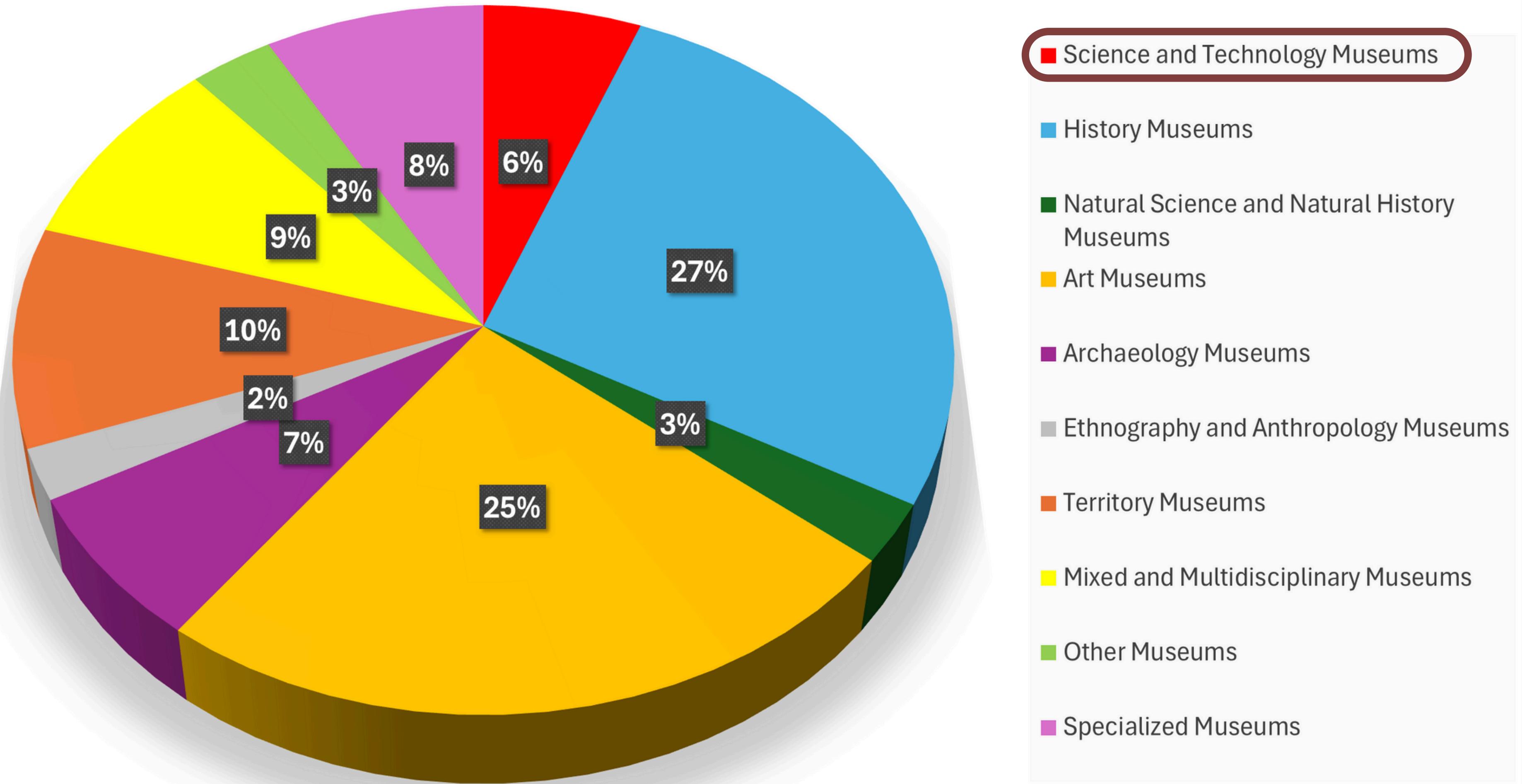


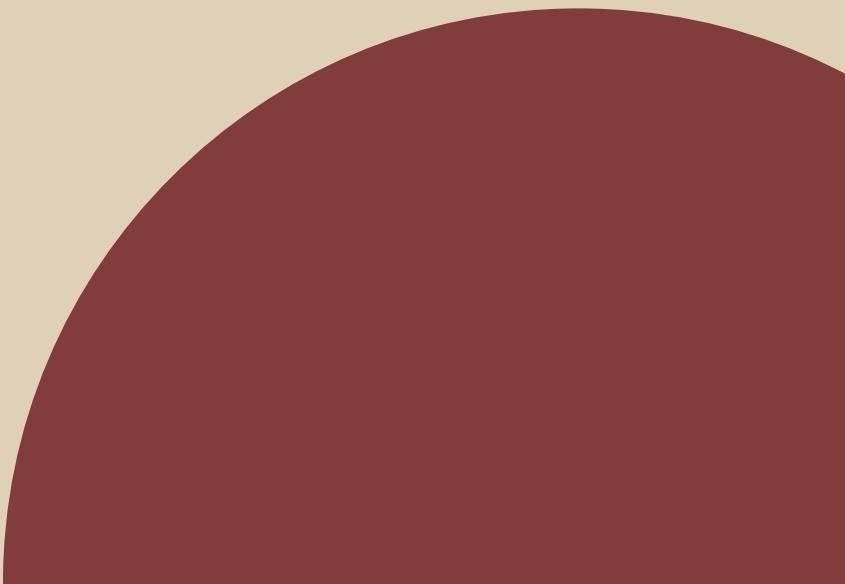
Children can't live  
without technology

**BUT**

do they know where it  
comes from?

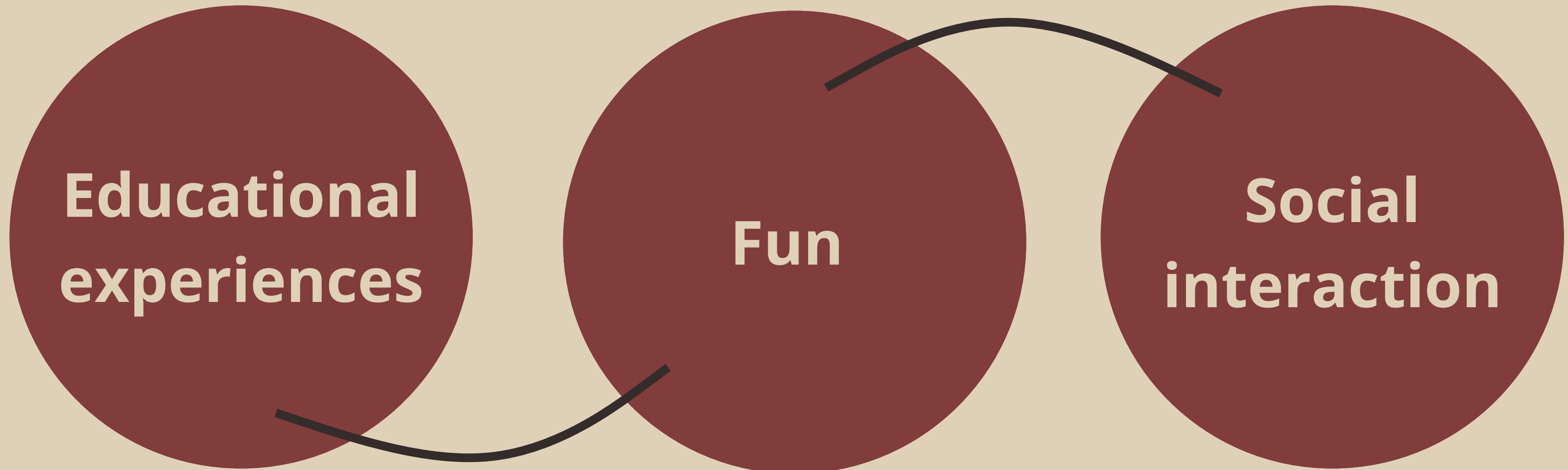
# Percentage of Number of Visitors in Museums





How can we create a better  
experience in museums?

# What attracts people?



# Target audience:

## Children and Teenagers



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Children are becoming more and more restless, impatient, and have a lot of difficulty focusing.



What's the solution?

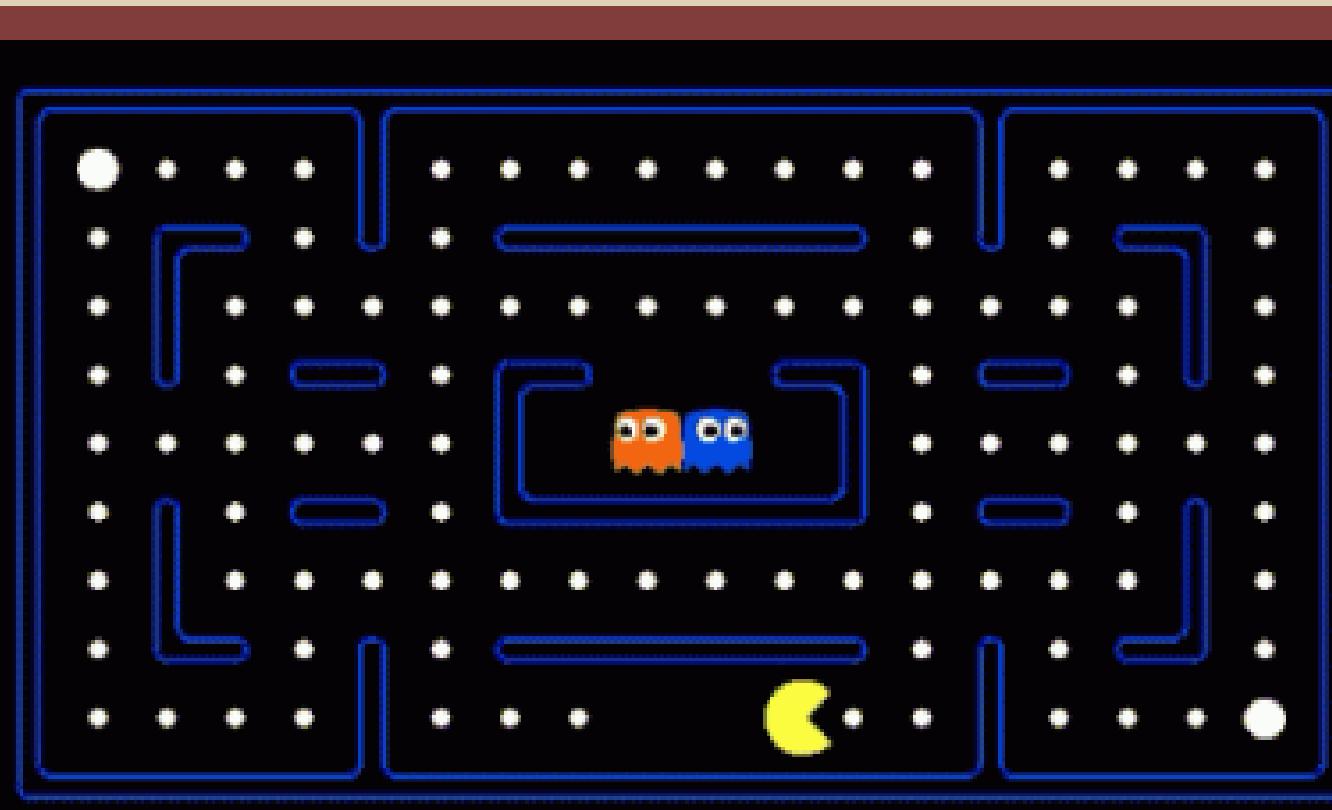
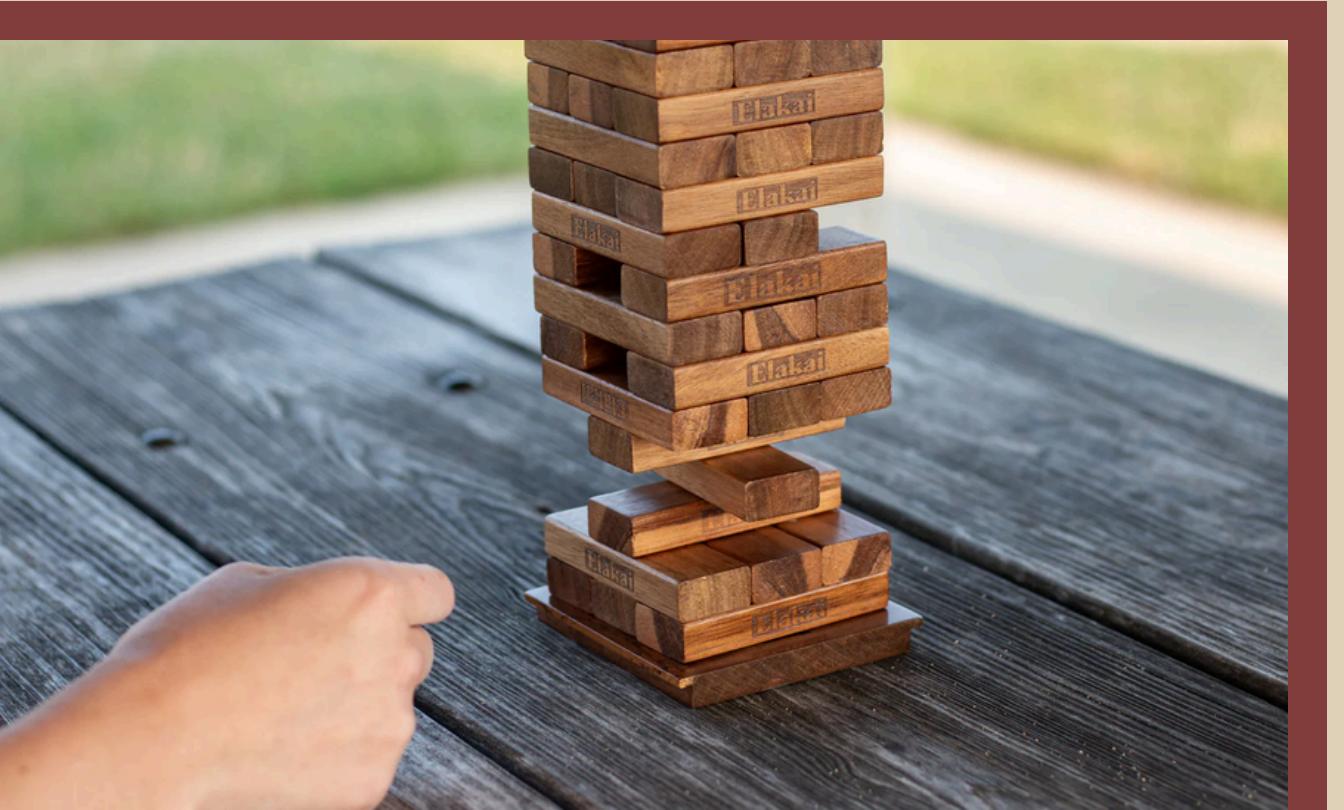
# Electro HUNT



**EletroHUNT** is going to revolutionize the museum experience with the help of...



# GAMES



# Game Structure



⌚ The faster you solve →

The more points you earn



# Children receive a **diskette** that:

- **Unlocks** the games
- Keeps track of the **time** it took them to solve them

## GAME 1

Morse Code and  
Decoding



## GAME 2

Trip to the  
Moon



## GAME 3

Assembly of a  
PC



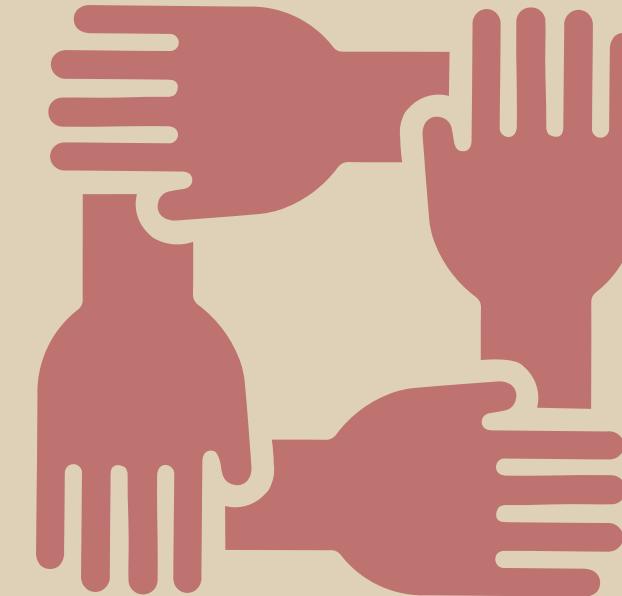
# Children and Teenagers

Through games



Children become:

- + Alert
- + Focused
- + Engaged



It's an incentive for:

- Teamwork
- Social Interactions
- Learning

# Competitors

# Solution Requirements

## Functionality

- Smooth game experience
- Fun and interactive

## Usability

- Intuitive experience
- Resistant equipment

# Solution requirements

## Performance

- Participants Evaluation
- Time to complete games

## Security

- Equipment Safety

# Solution requirements

## Compatibility

- Adapted to the layout  
of the museum

## Scalability

- Integration with  
multiple  
technologies

# Technical challenges

The marketing of the idea to  
the target audience

The acquisition, manufacturing  
and the configuration of the  
electronic equipment

The negotiation with the  
museums to promote the  
project

Difficulties in the implementation  
and development of the software

# Metrics to consider

- Engagement / Interest
- Alertness in the museum



- Information retained



## How to measure them?

- Inquiries to the participants
- Points scored in the minigames



# Related studies and articles

**Studies and articles  
on how games help  
children and people  
with attention deficit  
disorder**



<https://shorturl.at/bKhKs>



<https://shorturl.at/2eDpE>

**Statistics related to  
the visits to  
portuguese  
museums**



<https://shorturl.at/cpCyZ>



<https://shorturl.at/hAker>

**Statistics about the  
number of museums  
in Portugal**

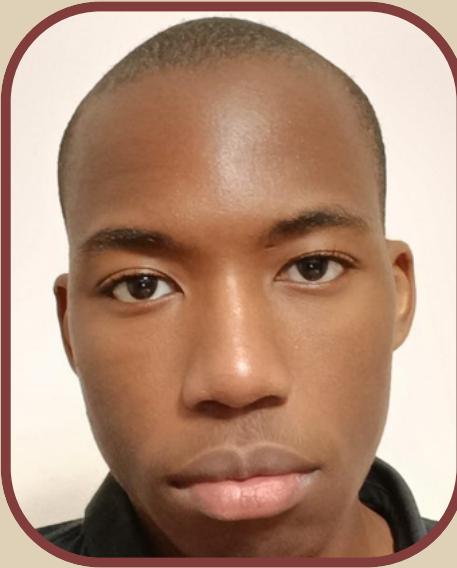


<https://shorturl.at/mbCBw>

# The team



Francisco Valente



Igor Paruque



Maria Sequeira



Mónica Ferreira



Ricardo Comédias



Sofia Paiva

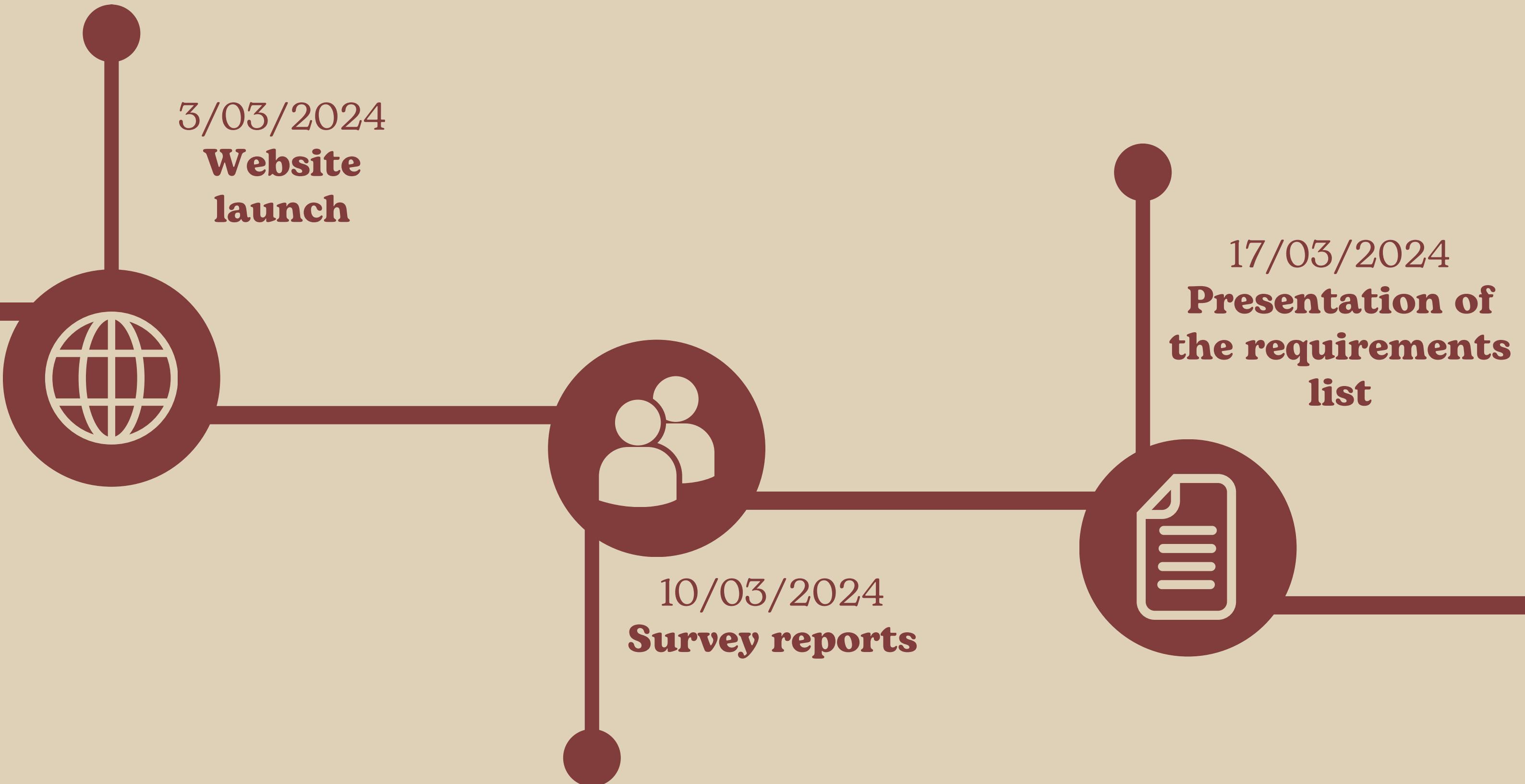
# Division of tasks (I)

Maria Sequeira	Mónica Ferreira	Sofia Paiva
Circuit design	Circuit design	Circuit design
Development of the mini games	Development of the mini games	Development of the mini games
Creativity and communication	Contact schools to test the project	3D Printing

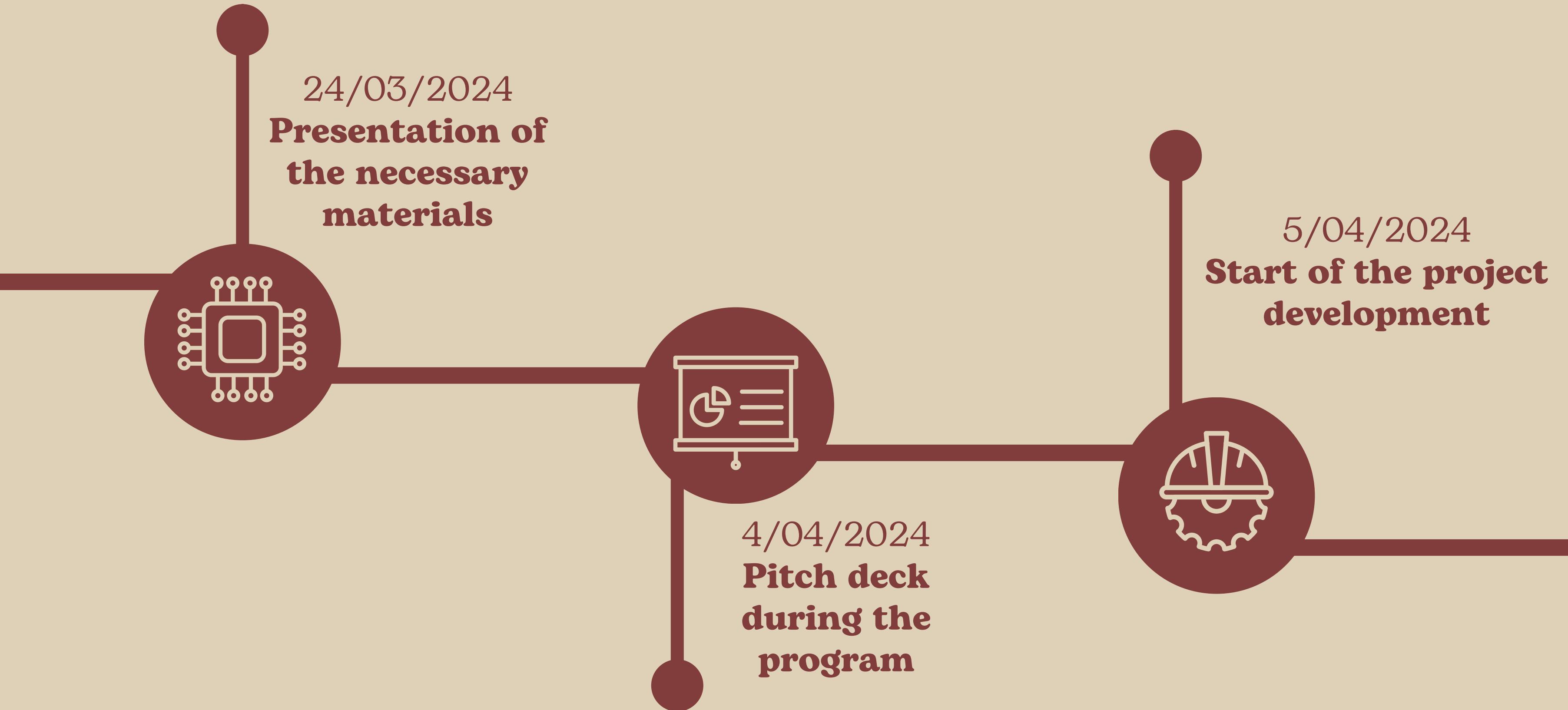
# Division of tasks (II)

<b>Francisco Valente</b>	<b>Igor Paruque</b>	<b>Ricardo Comédias</b>
<b>Programmer</b>	<b>Programmer</b>	<b>Circuit design</b>
Creation and management of the website	Creation and management of the website	Material acquisition
Creation of the mini-games	Creation of the mini-games	Creation of the mini-games

# Schedule



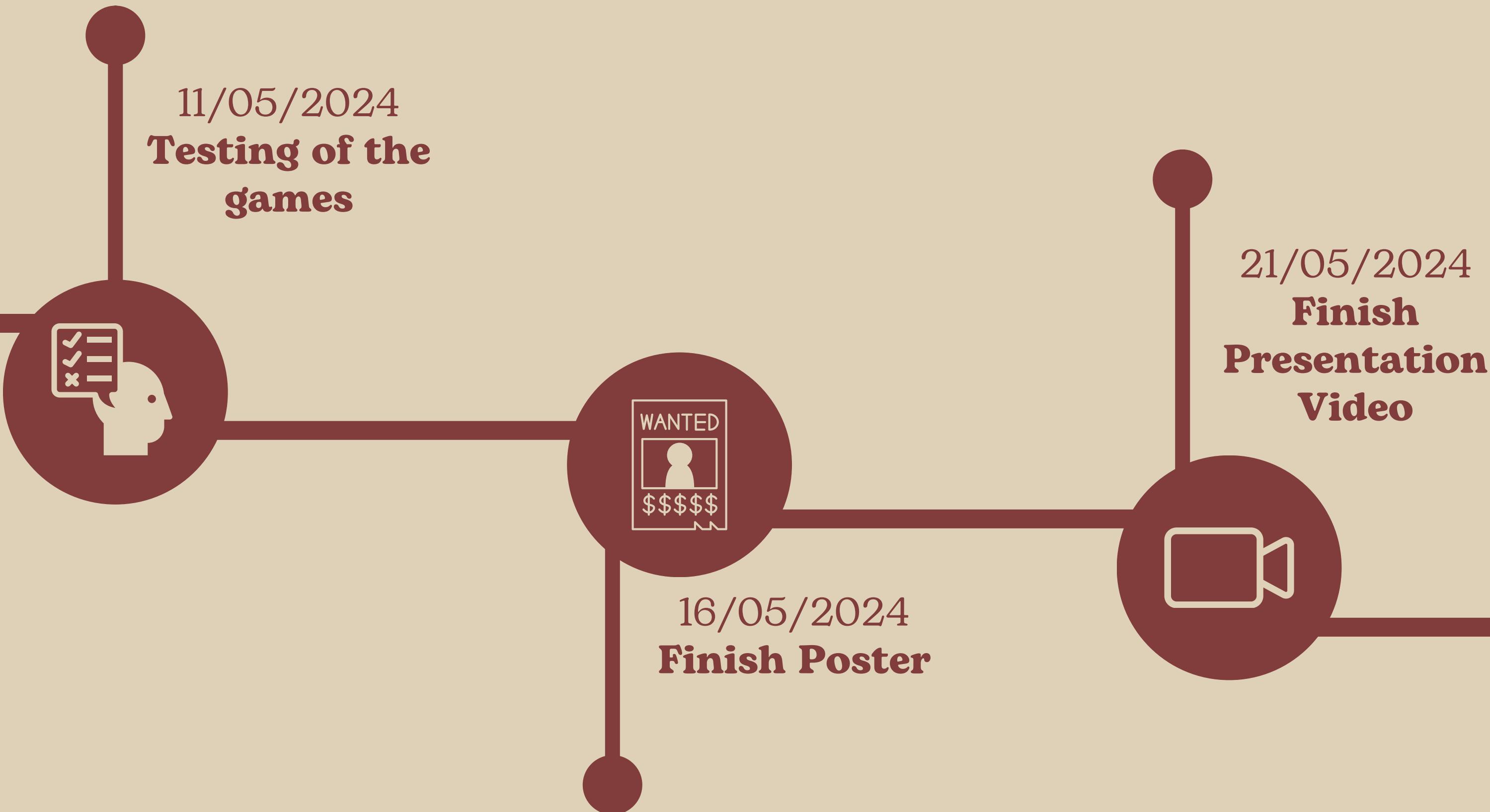
# Schedule



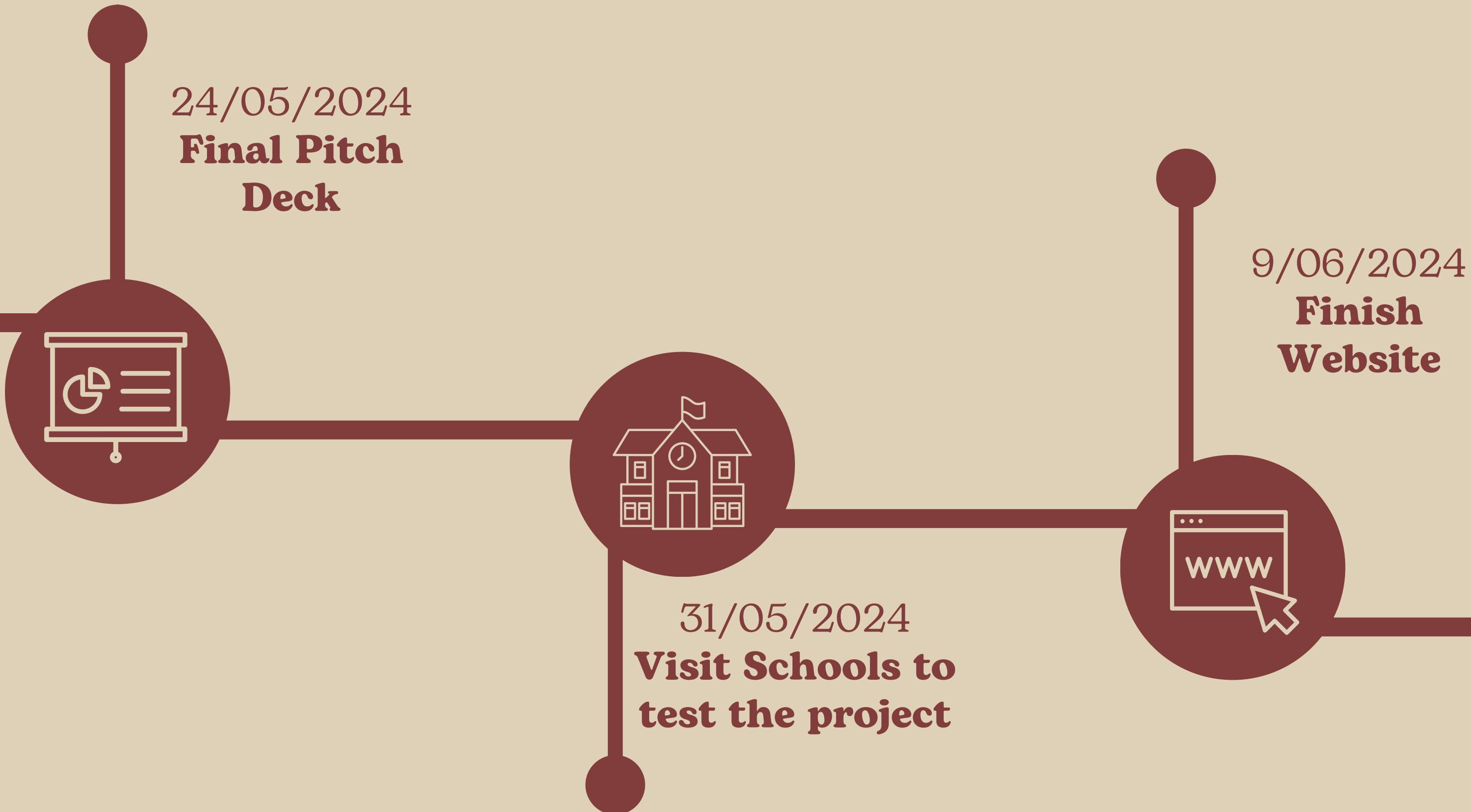
# Schedule



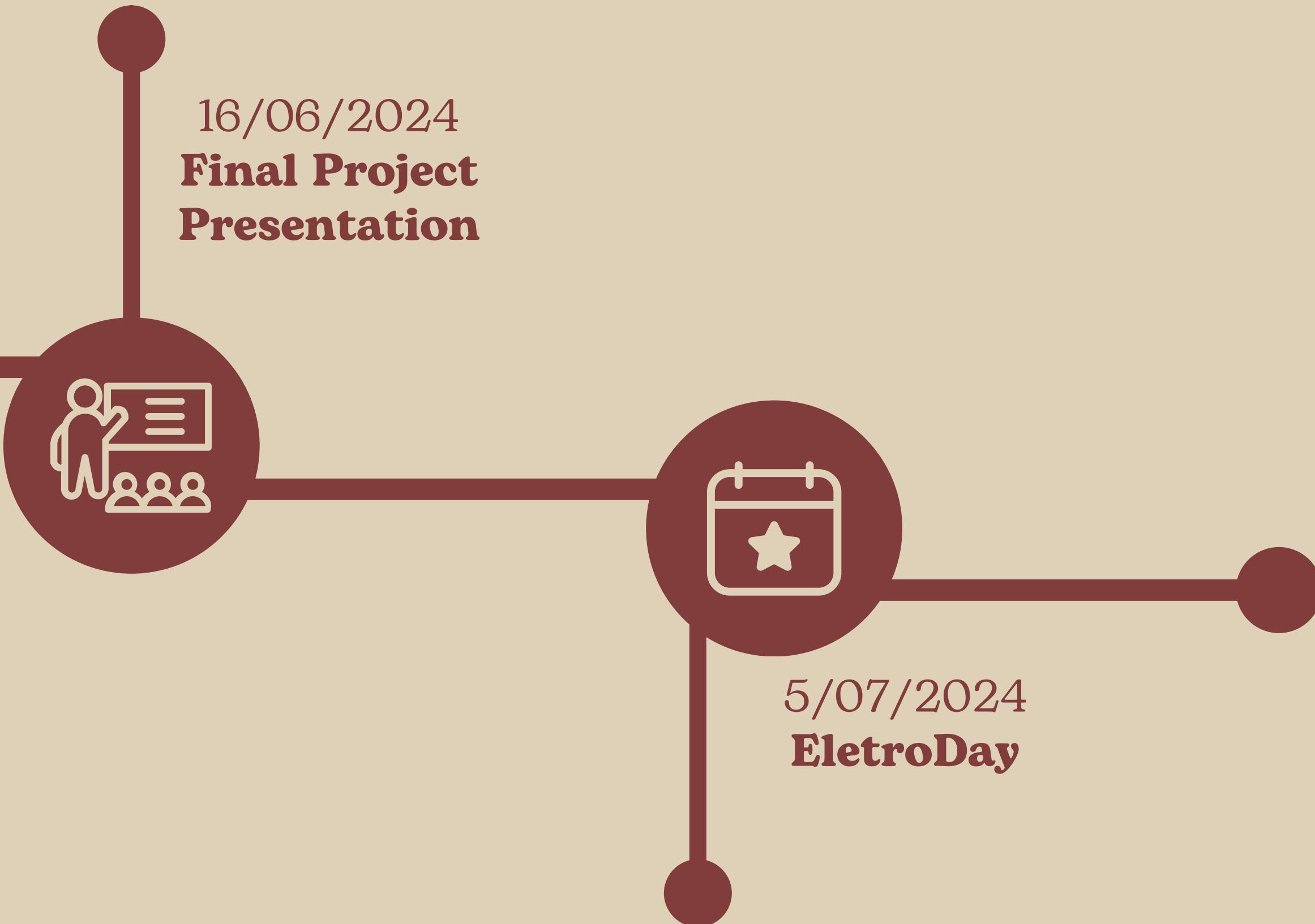
# Schedule



# Schedule



# Schedule



# Thank you

