

GEKI (GEt-out Kids and Interact)

**A Smart Game Motivating Children
To Become Outdoor Explorer**

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Nowadays children are sometimes
too exposed to displays and technology...



PURPOSE



GOALS

- SMART DEVICE:

To drives children to interact with the nature while enjoying themselves

- GAME:

To be attractive and instructive and make children explore the nature

OBJECT

GEKI

What is?

A device that exploit
new technologies

For who?

5-8 years-old
children
(inclusive)

OBJECT

- A band with 4 bright buttons, 2 speakers and a microcontroller

INTERACTION

- Lights
- Sound
- Touch



GAME

Through the interaction with the band, the children are driven in a “treasure hunt”:

- **Each tree tells a chapter of a story.**
- **The children, listening to the clues told in the chapter, will find the next tree in order to know the next part of the story.**
- **When the children reach the end a teaching will be given to them through the moral of the story.**

GAME





The effect resulting from a touch or from the completion of a previous action can be configured using JSON files, so that it's possible to define whichever interaction flow/game you want.

USER STUDY (PHASE 1)

MEETING WITH THE TEACHERS



Goals



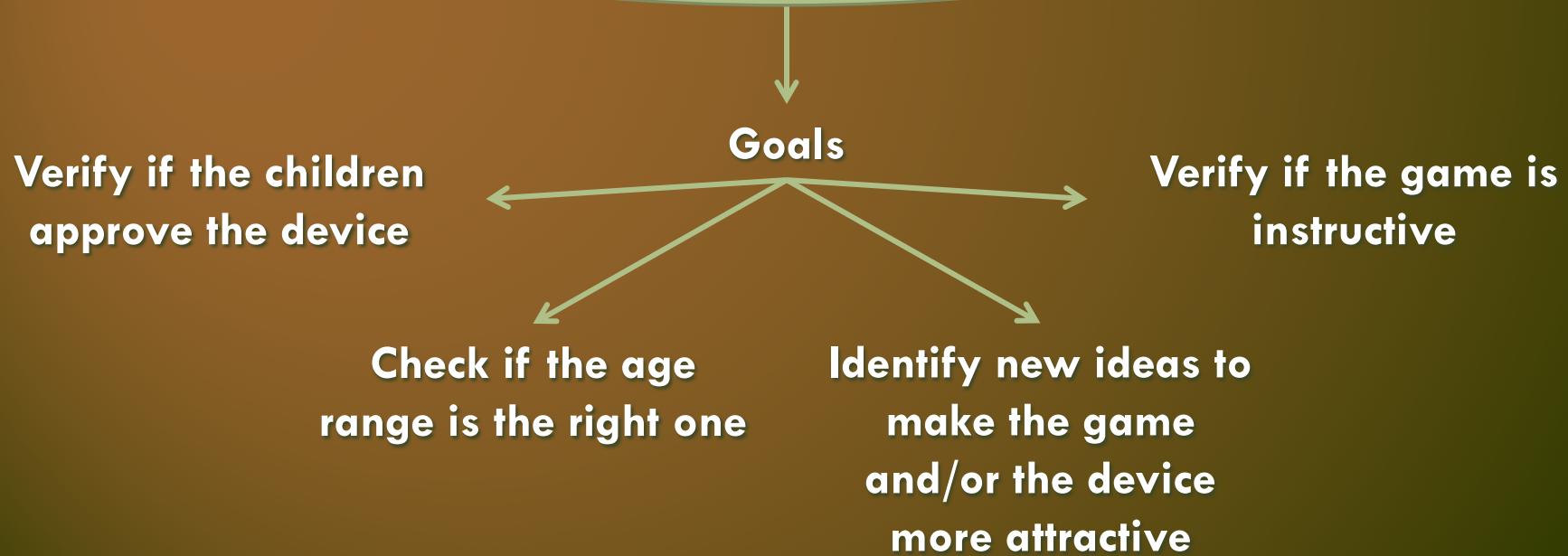
Verify if the teachers
approve the device

Reviews the subject of the
stories

Identify new ideas to
improve the learning
experience

USER STUDY (PHASE 2)

MEETING WITH THE CHILDREN



FUTURE IMPLEMENTATIONS

- RFID Cards representing characters, settings or other elements of the story, in order to adapt it to the user
- Possibility to implement many other new games
- Interacting with other smart objects in the park (ex. ABBOT)
- Capacitive fabric instead of buttons