



# GEKI

GET-OUT KIDS AND INTERACT

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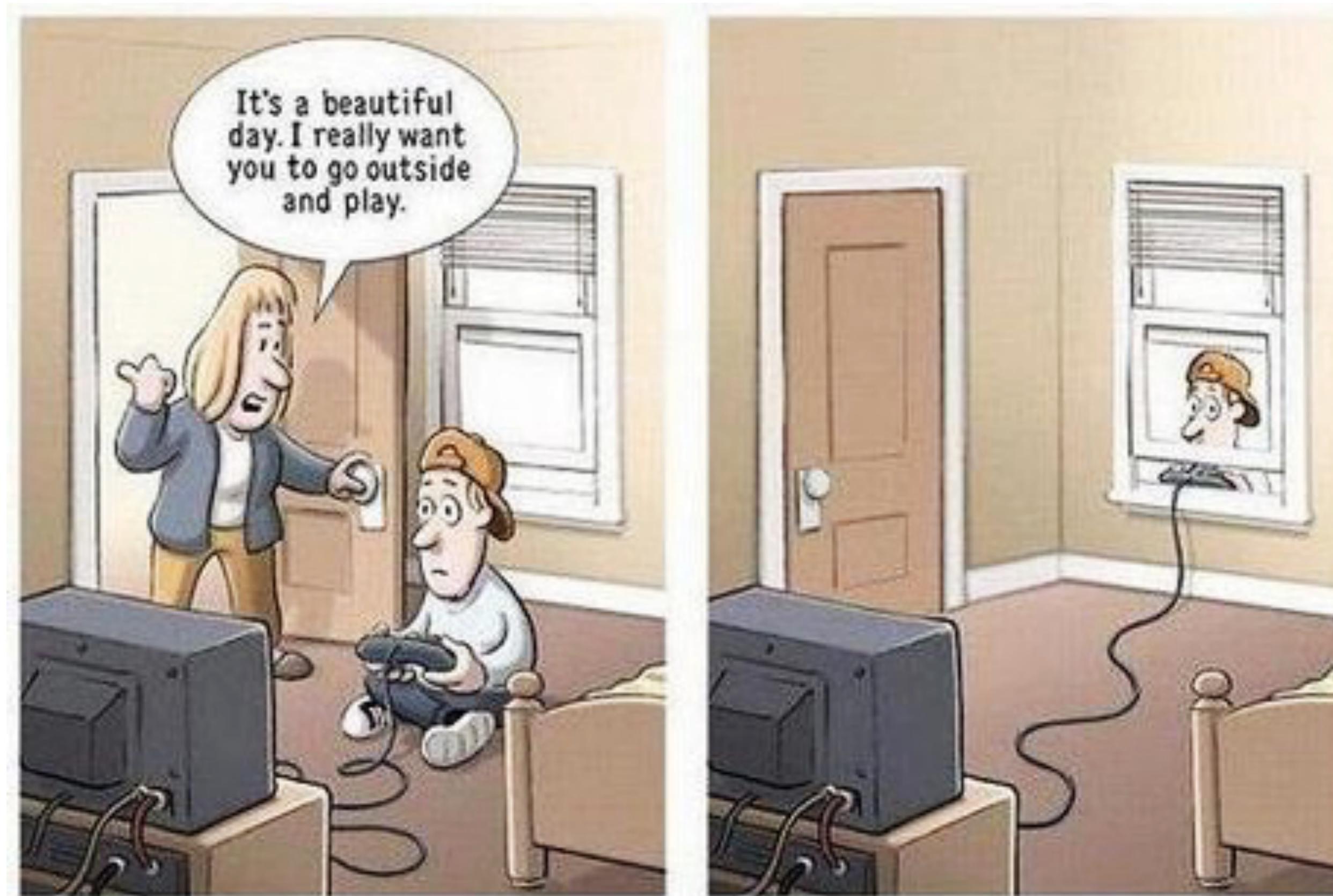
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Nowadays children are sometimes  
too exposed to displays and technology...



# PURPOSE



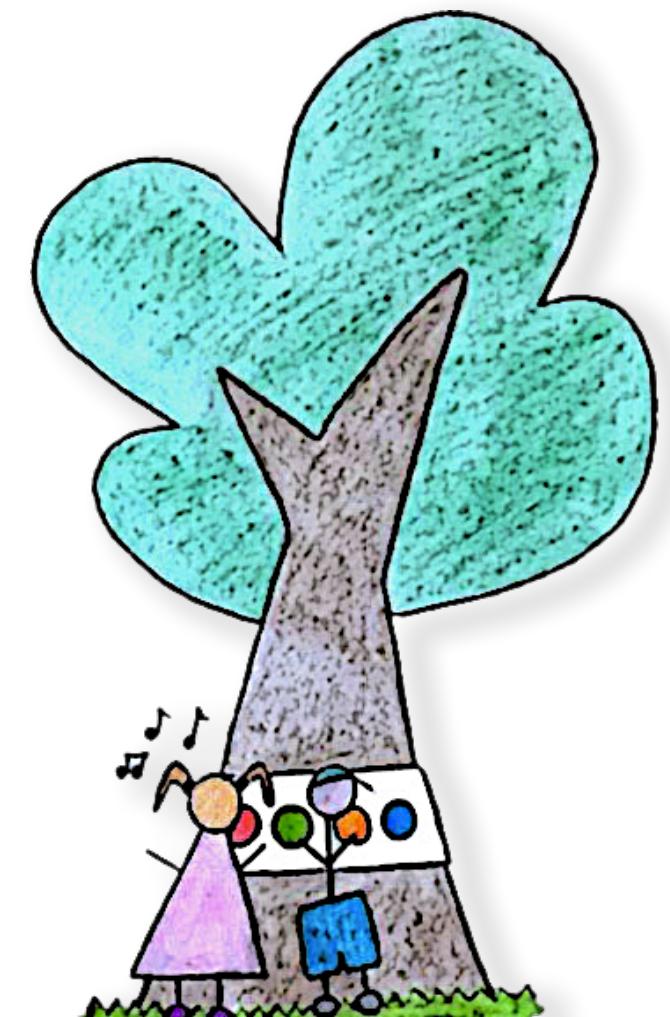
# GOALS

## SMART DEVICE

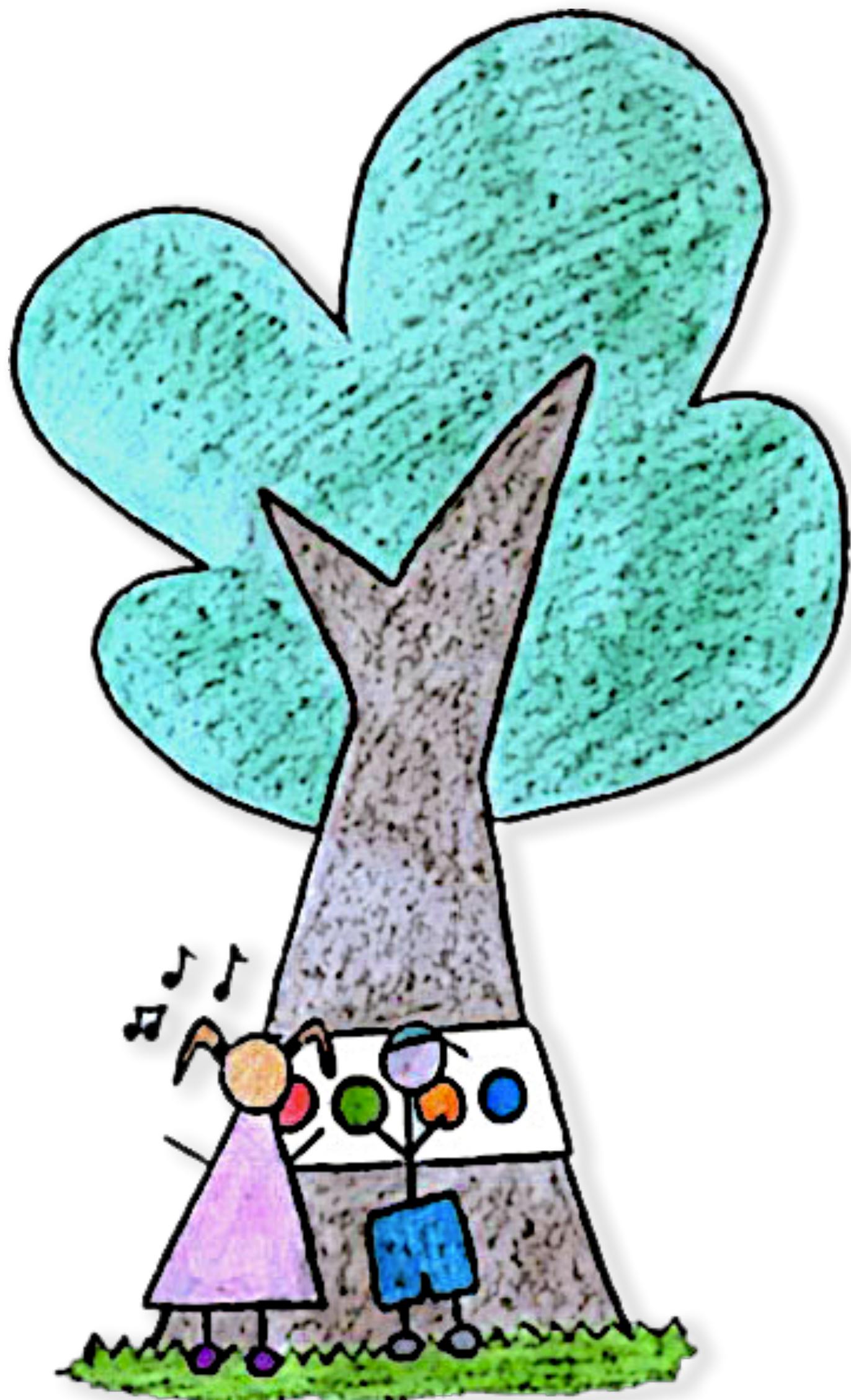
To motivate children to interact with the nature while enjoying

## GAME

To be attractive and instructive and make children explore the nature



# SMART DEVICE

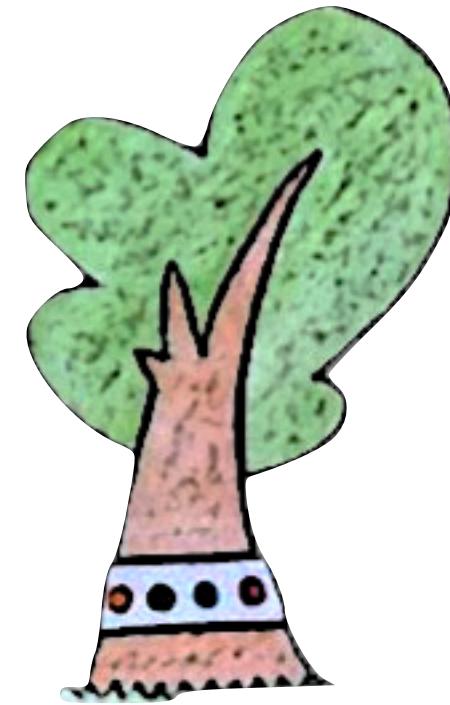


## COMPOSITION

A band with a micro controller plus 4 bright buttons, 2 speakers for 5-8 years-old children (also inclusive)

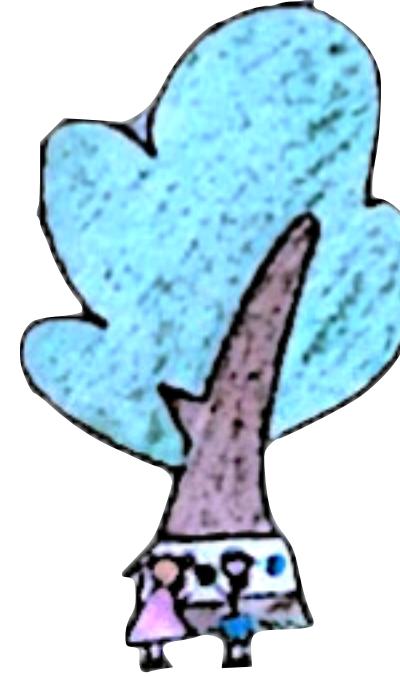
## INTERACTION

- Light
- Sound
- Touch



# GAME

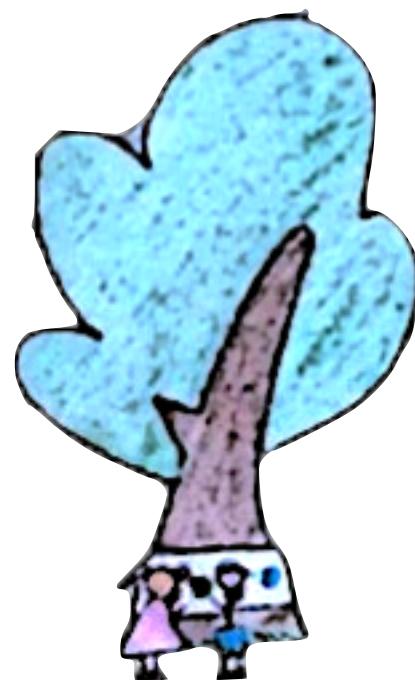
## TREASURE HUNT

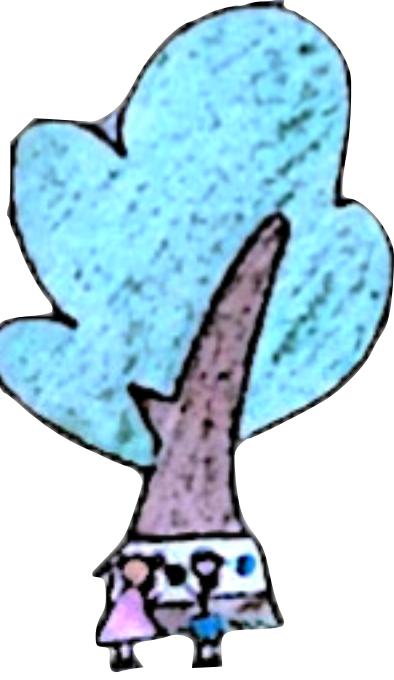


Each tree tells a chapter of a story.

Based on some clues the children find the next tree in order to know the next part of the story.

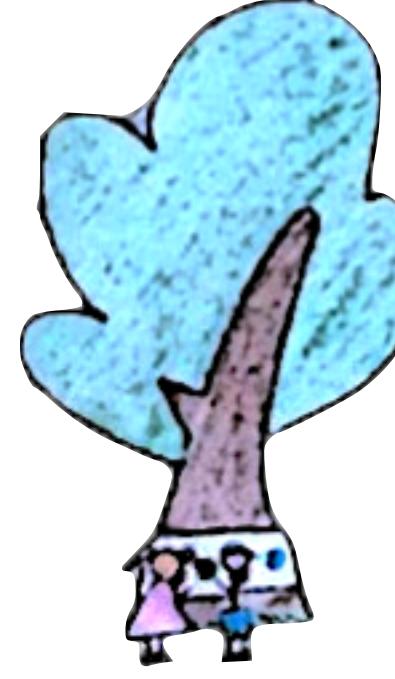
When the children reach the end, they learn the educative moral of the story.



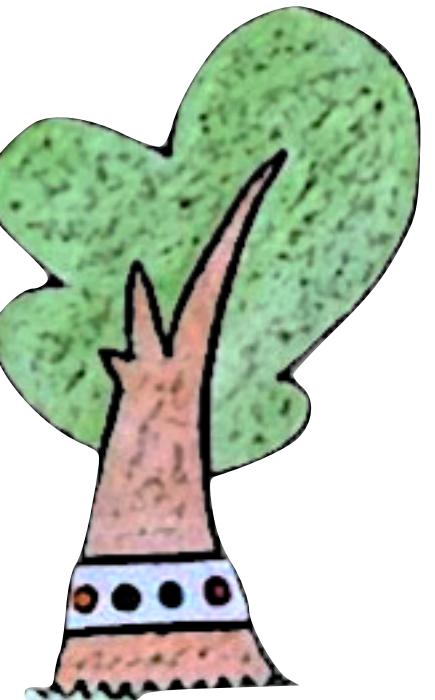


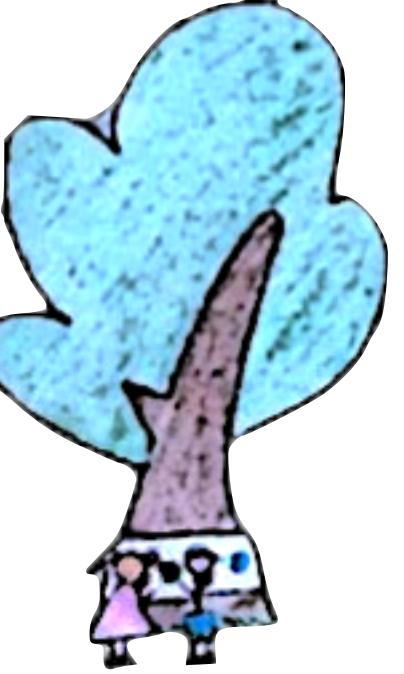
# GAME

## CONFIGURABILITY



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



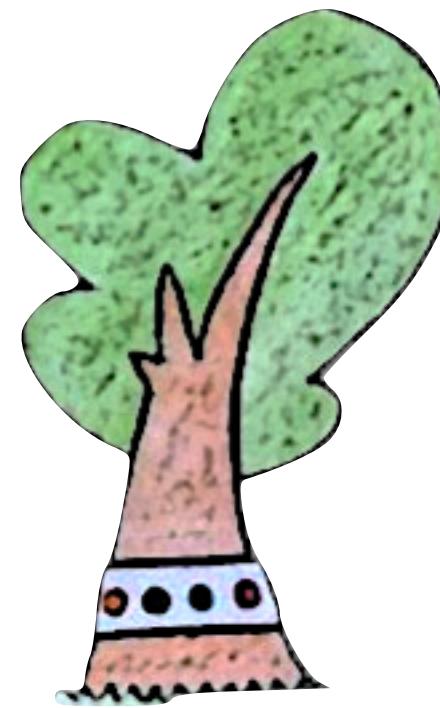
GOALS



Verify if the teachers  
approve the device

Review the subject of the  
stories

Identify new ideas to  
improve the learning  
experience



# USER STUDY

PHASE 2

OBSERVING THE CHILDREN

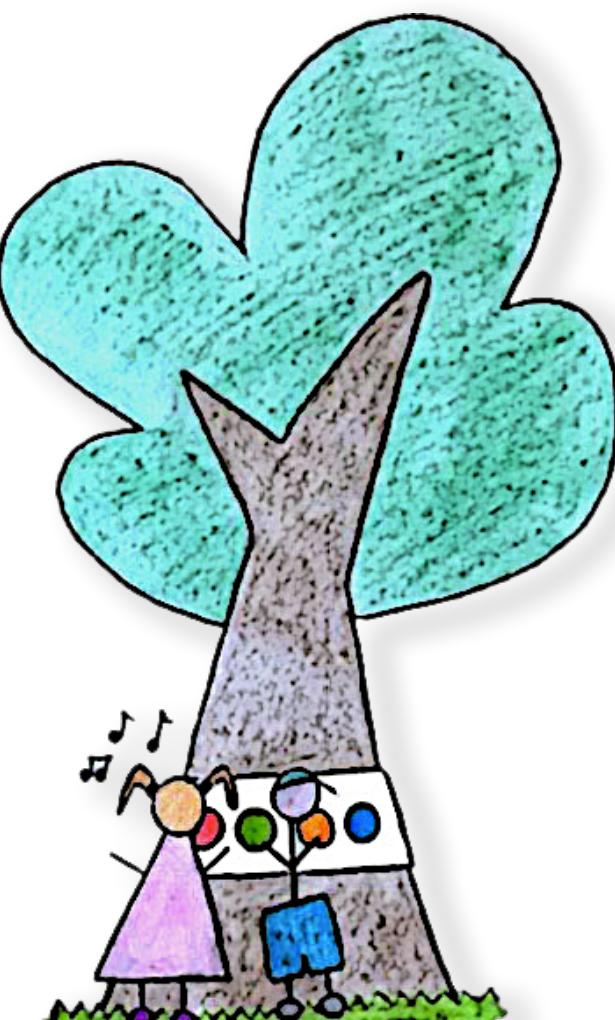
Verify if the children approve the device

Check if the age range is the right one

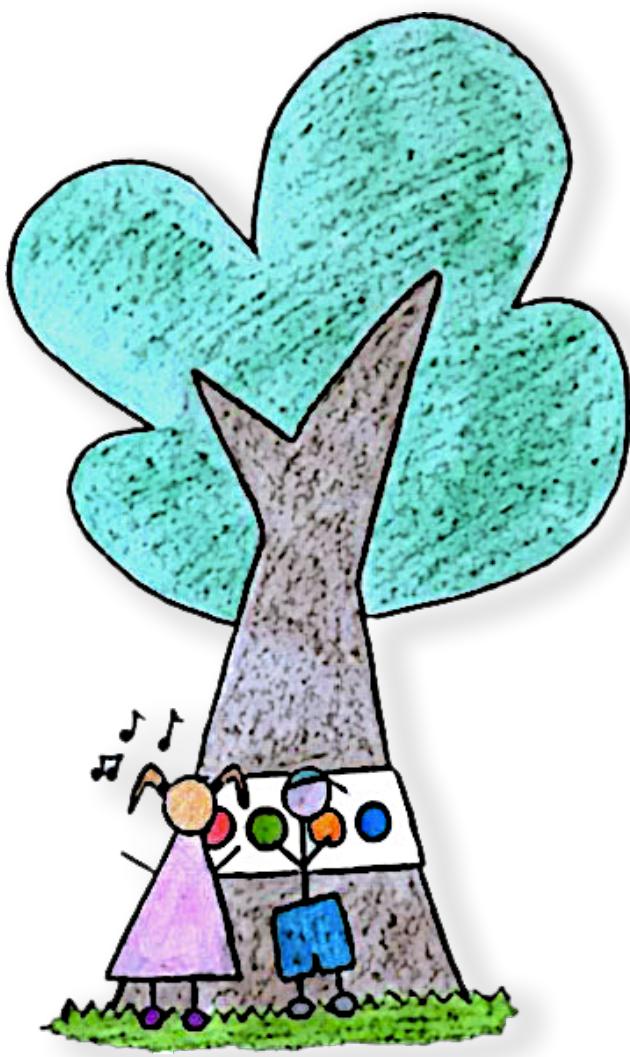
GOALS

Verify if the game is instructive

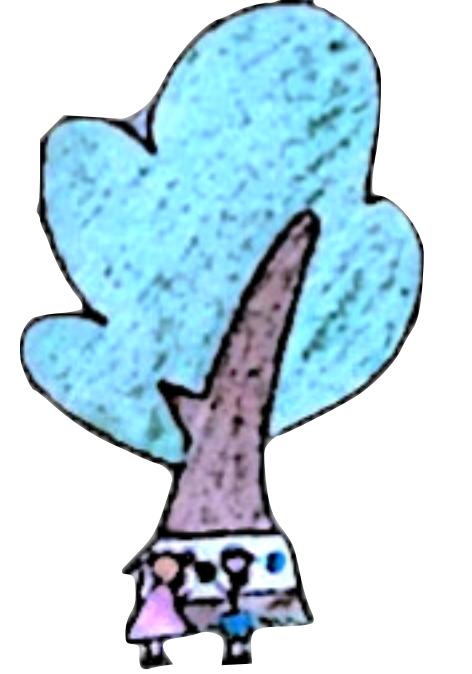
Identify new ideas to make the game and/or the device more attractive



# 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





# THANKS FOR THE ATTENTION