

GEKI (GEt-out Kids and Interact)

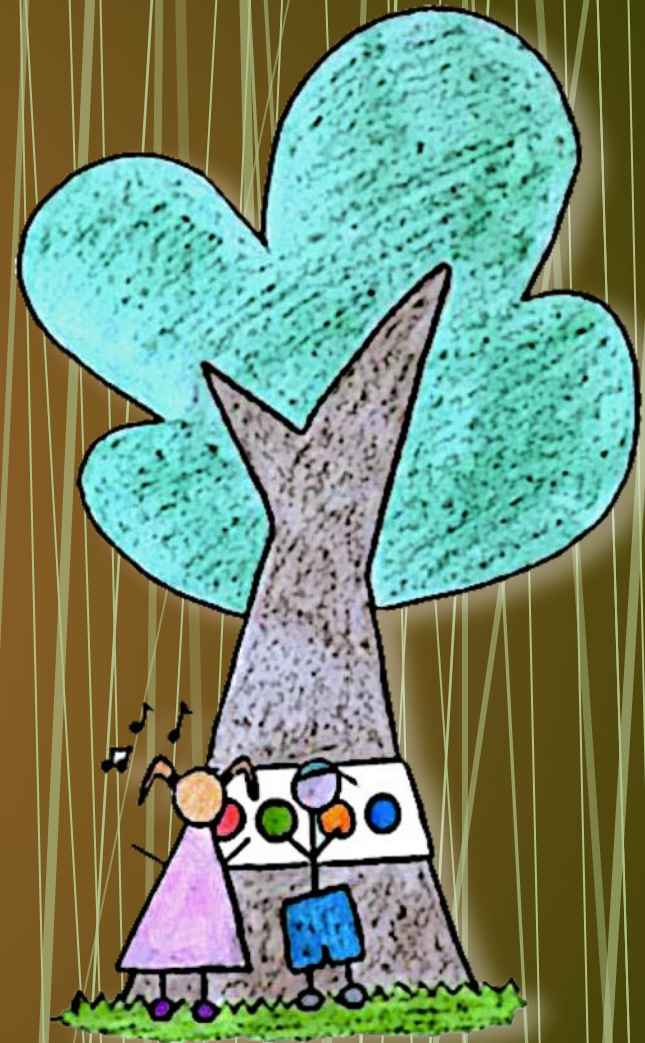
A Smart Game Motivating Children
To Become Outdoor Explorer

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



PURPOSE



GOALS

- **SMART DEVICE:**

To motivate children to interact with the nature while enjoying

- **GAME:**

To be attractive and instructive and make children explore the nature

SMART DEVICE

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

INTERACTION

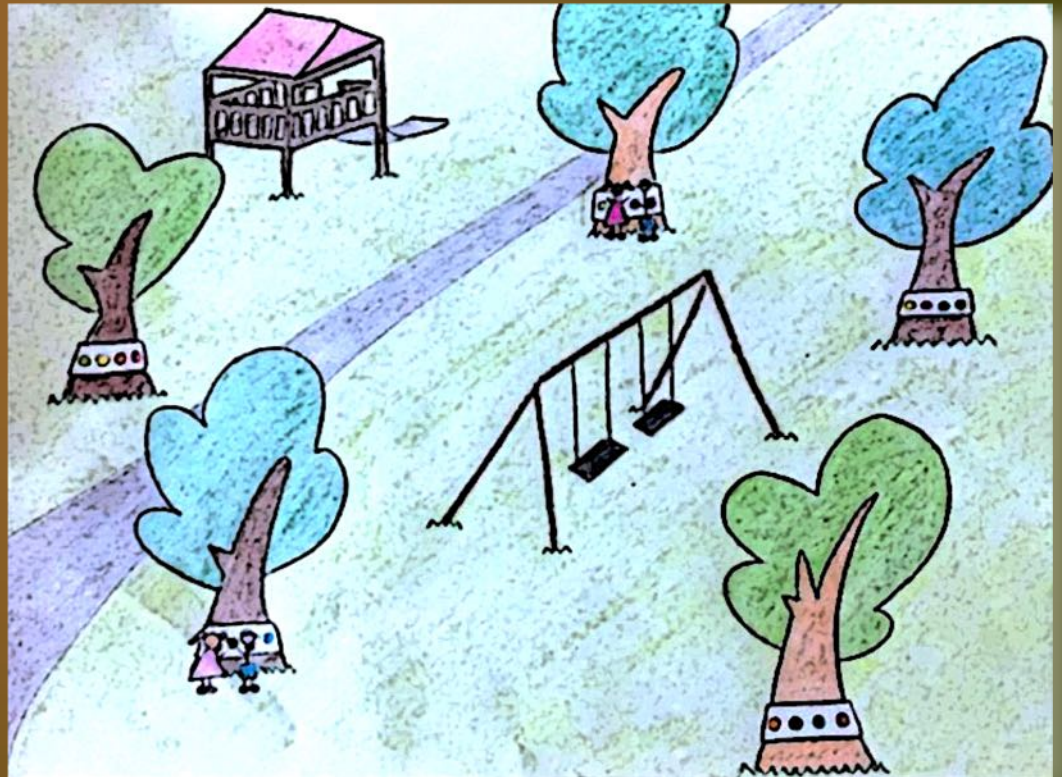
- Lights
- Sound
- Touch



GAME

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

- Each tree tells a chapter of a story.
- 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



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**

```
graph TD; A([MEETING WITH THE TEACHERS]) --> B[Goals]; B --> C[Verify if the teachers approve the device]; B --> D[Review the subject of the stories]; B --> E[Identify new ideas to improve the learning experience];
```

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

```
graph TD; A([OBSERVING THE CHILDREN]) --> B[Goals]; B --> C[Verify if the children approve the device]; B --> D[Check if the age range is the right one]; B --> E[Identify new ideas to make the game and/or the device more attractive]; B --> F[Verify if the game is instructive];
```

Goals

**Verify if the children
approve the device**

**Check if the age
range is the right one**

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

**Verify if the game is
instructive**

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